

# VICTORY #8

INSIDER

## GERMANS REDS and the NLF

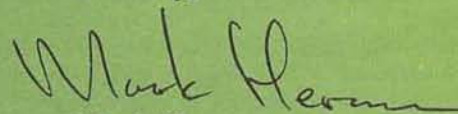
Dear Victory Insider Readership,

Getting right to the point, this is the last issue of the VICTORY INSIDER. Due to the prohibitive cost of producing a magazine with no subscription or retail sales income, I have decided to cease its publication. Short of a major letter-writing campaign for its resurrection as a separate newsletter, this decision is final.

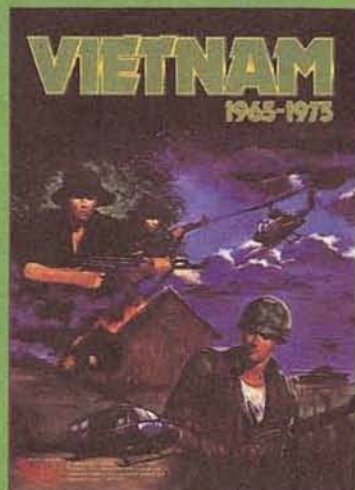
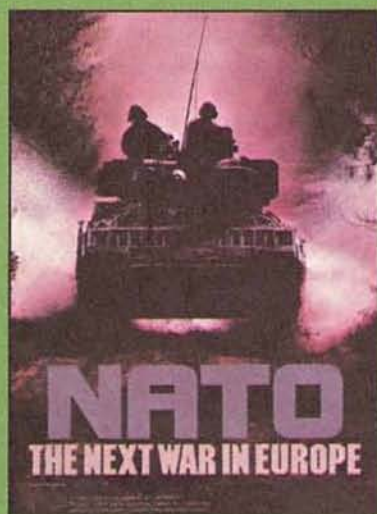
Victory Games is, first and foremost, a game publishing company, and it can ill afford to allow its talents (figuratively and literally) to be siphoned off in this manner. I would like to pay special thanks to Bill Peschel for his hard work as the managing editor of the INSIDER. Without Bill's efforts, the INSIDER would not have existed. Lastly, I would like to thank all the writers and the readership of the INSIDER for their support in this effort.

As the head of Victory Games, I am sometimes forced to make such unhappy and unpopular decisions as this. Thank you again for your past support.

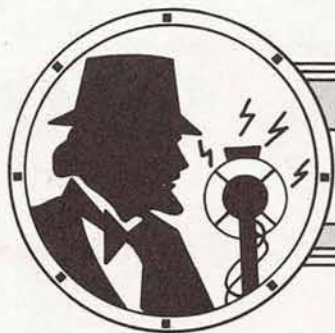
Sincerely,



Mark Herman  
Executive Editor







# Thrilling

# TALES OF VICTORY

## Cutting To The Core

How do you learn to play a new game system? This question is among the first that a rules editor asks himself when he begins work on a new project. Sometimes it may appear that we come up with some strange answers, but we do try.

Back in the good old days of move-shoot rules, all a game company really had to tell you was how to "traverse the hexfield" and how to "resolve a fire attack," sprinkle a couple of options and exceptions (usually dealing with artillery) throughout, and tell you how many enemy pieces to blow up in order to win. Then, those rascally game designers started to get fancy, putting in dubious rules sections as supply, command, line of sight (oh, lordy, those are the worst!), and so forth. All of a sudden, players had to be told how supply affects movement, how combat affects supply, how command affects a unit moving out of supply into combat, how an out of command unit draws a line of sight through a quicksand hex (at night) during movement to an enemy unit that is in command but out of supply . . . it started to get a little complicated.

Even a simple game nowadays has far more interaction among game mechanics than the old move-shoot variety, and consequently the player is expected to absorb an awesome array of rules and nuances before he moves his stack of semi-armored units into a roadless forest hex that is beyond divisional communication range. A large part of the editorial task (in conjunction with the graphics department and the game designer) is to arrange the enormous amount of material provided by the designer in some logical order that allows you to learn the game quickly and provide an easy reference system for finding information buried in the rules booklet.

In tireless pursuit of a nifty solution to these perennial problems, Victory Games has been experimenting (as you may have noticed) with numerous rules and indexing formats, even going so far as to desert the hallowed section/case/sub-case decimal system in many instances. Some of our experiments have been less successful than others, but to the best of our knowledge, we have yet to hash up a game beyond the point of playability.

Whatever strange way we come up with for organizing the rules, the purpose is always to provide a "core." Normally, somewhere near the beginning of a Victory game rules booklet, you will find a paragraph or two explaining how the rules are organized as much as possible around the Sequence of Play, because the very specific order in which a multitude of actions take place forms the core of the game. *Gulf Strike's* full-blown six-page Sequence of Play is a touchstone, so that players have a specific chapter in the rules to which they can refer for clarification or direction on virtually every aspect of the game.

Different game designs require different approaches, depending on the designer's emphasis. We will continue to mess around with rules formats, attempting to suit the instructions to the design as much as possible. We would appreciate your help in evaluating our success in this

endeavor, by sending in your Feedback Cards with any comments you might like to make on the rules (or anything else).

### Sixth Fleet

There seems to be a tad of confusion over our new release, *Sixth Fleet*. Let it be understood that this Victory game, designed by Joe Balkoski, has nothing whatsoever to do with an older game of the same title, published long ago by another company (and no longer available). *Sixth Fleet* is an all-new, action-packed, beautifully produced, and totally original game, now available from your local dealer.

### Report From Mobtown

The Origins convention is the summer resort for wargamers. In addition to the tournaments, seminars, demonstrations and marathon gaming going on, the companies use the con to announce their new releases and reveal what's coming over the next year. Based on past experience, Victory does not advertise or discuss its new products until the design is finished and in the printing process. This past Origins in Baltimore (nee Mobtown in honor of its Civil War activities), Victory revealed the next two games in its line.

*Pacific War* brings back the monster game in this mammoth simulation of the struggle against Japan, in a way that will delight both gamers who like the hefty games, and those with an interest in the period but who shy away from the game's large size. While the numbers are there for a monster game (2,300 playing pieces, two mapsheets, 20 scenarios and a 50 to 200-hour campaign game), the rules are organized to make the game easy to learn. Three of the scenarios (Savo Island, Pearl Harbor, and Wake Island) can be played within 30 minutes of opening the box. More than half of the 20 scenarios can be played on one mapsheet. The counters cover individual capital ships, amphibious groups, air squadrons and division/battalion land units.

Moving eastward into the mountains of northern Virginia, *Mosby's Raiders* will premiere as the first solitaire game on the Civil War. You are John W. Mosby, the extraordinary Confederate guerrilla leader, and you must raid behind Union lines in northern Virginia and Maryland. Using a solitaire system different from our *Ambush!* game, Mosby leads his men in a variety of popular guerrilla actions, including burning bridges, blowing up depots, kidnapping Union generals, fighting off the ambushing bluebellies, and scouting for Robert E. Lee.

Successful raids award Notoriety points which allows you to build up a larger army next turn, which leads to more successful raids, more Notoriety points, and so on. But fame has a price: as Mosby becomes popular, more Union troops are drawn to the area. It becomes harder to penetrate the lines, and individual Union units are stronger. Mosby

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*The Victory Insider*

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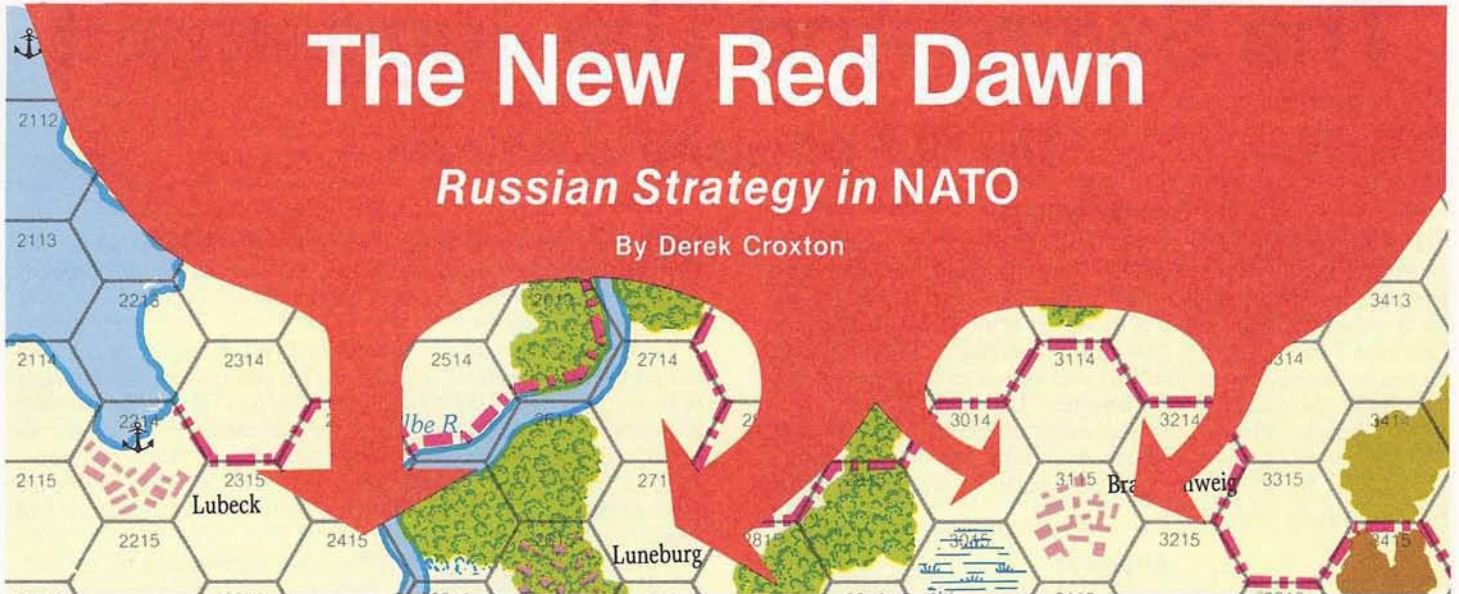
*The Victory Insider* is written largely by the gaming public. Articles should be typewritten, double-spaced, and written in English. Your address should be at the top of the title page. There is no limit to word length. Rejected articles will be returned if submitted with a stamped, self-addressed envelope.



# The New Red Dawn

## Russian Strategy in NATO

By Derek Croxton



The Soviet player in *NATO* is presented with the burden of attack. The main decision confronting him is whether to attack on a broad front or with a single thrust. I favor the single thrust for three reasons. The NATO player can probably meet and parry several diverse attacks. The only way to knock him off balance is with one decisive breakthrough. It will also be more difficult to reinforce a single, wide front than several small breakthroughs. Rather than just calling on local reserves, NATO will have to bring in units from far away. This will be even more difficult on turns two and three, since NATO units are ineligible for strategic road movement then.

Finally, attrition should severely cut down on the Soviet player's ability to break through towards the end of the game. Since NATO units generally have more steps per combat point, they tend to wear down at a slower rate. Through combat and airstrikes, the powerful Soviet armies will be reduced to a fraction of their initial strength. Furthermore, NATO's losses will be largely made up for by the steady stream of reinforcements coming in. Breaking through should be done while the breaking's good.

Four armies should spearhead the attack: from north to south, they are the Eighth Guards (8G), First Guards Tank (1GT), Second Guards Tank (2GT), and Third Shock (3S). This means that the entire 2GT army has to be moved into position by rail. So much the better; no one wants to send their biggest army marching across the plains of Schleswig-Holstein in the face of a large enemy airforce. Besides, attacking across the Weser is usually a dead end anyway. The four main armies should form a line roughly between Frankfurt and Minden.

The 1GT and 2GT should definitely get Offensive Support, the other going to either remaining army. (Don't forget that entrained Headquarters cannot provide Offensive Support, so get the HQ into position the turn before you need it.) Refrain from putting on any Offensive Support before the first attack. There is no sense telegraphing your move any more than you have to. As the attack progresses, the 8G and 3S armies will probably have to stop advancing and peel off to guard the flanks. This will leave the two biggest armies, the First and Second Guards Tank, to attack the Ruhr cities.

Of course, the other theatres cannot be ignored. A vigorous campaign outside the main thrust is necessary for victory. This begins in the North.

### The Northern Front

As astute readers, you may have noticed that moving the 2GT south leaves the entire northern section of the Soviet line unattended. By no means will it stay this way. Outside Berlin at the beginning of the game is the Twentieth Guards. The natural tactic is to have it attack West Berlin, but this is a waste of one of the best Soviet Armies. It can get to the northern frontier in about one turn, and the weak PM army can kill Berlin using a flank attack. Then the PM army can be sent elsewhere, probably north.

There is something very special about Schleswig-Holstein: there is very little covering terrain. Therefore, armies will spend their time hopping from city to forest, trying to avoid enemy airpower. In regard to

attacking Hamburg, don't. It will more than likely rip up the attacking armies. Instead, stay in position just outside the city (in terrain) and wait for the NATO units to be withdrawn. If the main attack goes well, NATO cannot afford to leave two good units behind. But if weak units are left in Hamburg, attack them. The entire strategy for the northern sweep is: move into good terrain, look menacing, wait for NATO to withdraw, advance, attack, and do it again. Pushing the NATO line far enough back in the center should ensure that his line will be pulling back constantly to shorten itself. The northern Soviet armies exist solely to capture cities and tie up NATO units away from the main front.

The other main theatre is in Barvaria. Most of the units earmarked for this are the trash of the Soviet army: Boleslav, Olomouc and SM. They are cursed with their slowness (many can be outraced by NATO foot units), and yet are in the largest theatre. They have only one advantage: they have a large number of units and steps. They can take attrition very well and can outflank the enemy. NATO has the combat points to defend Barvaria, but fewer units, resulting in a line hard-pressed to fill in all the gaps. It also means that the NATO Offensive Support will probably be put on the West German Headquarters in the South, with the idea of cutting the Warsaw Pact numbers to a manageable amount.

Therefore, the Soviet player must keep his units in stacks with a defense strength of at least five, and exploit any gap in the NATO line. The going will be slow, but the rich reward is the strip of major cities from Munich to Manneheim.

### Rolling Through Denmark

The final area to consider is Denmark. The Warsaw Pact can scarcely afford to send an army away from West Germany, but seven victory points is too many to pass by. The task, then, falls to the special forces.

Rather than committing everything to a one-shot attack on Copenhagen, against a strong unit in good defensive terrain, the best bet is to hit 'em where they ain't (forgive me, Willie Keeler). Consider: Denmark has four minor cities and only two need to be taken. NATO has but three airborne units to send in, and some of them will probably be used to guard reforger sites. The Warsaw Pact should be able to walk into enough cities to knock out Denmark. To do this, send all the marine units to Aalborg and send two units by helicopter to Fyn Island; one to guard the bridge, one to cut the ferry. It is also worthwhile to send a couple of airborne units paratropping in with each group to ensure a zone is exerted over the city hex, so if a NATO unit does drop in, it will increase the chances of interception; and give more strength to any attack.

### Odds and Ends

There are other considerations to examine. What do you do with all those leftover airborne and airmobile units? I suggest that they be kept in one stack and used to plug any holes in the Soviet line. A particularly troublesome area is between the 8G army and the southern units. The airborne units should drop on any reforger sites left unguarded, even

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# The Sword And The Juggernaut

## The NLF Offensive in Vietnam

By George Windau

In an earlier issue of the *Victory Insider*, Tony Curtis described a strategy for the US player to win the Campaign Game. He laments the defeat as a stain on the proud history of the U.S. Armed Forces. I would like to praise the military genius of the leaders of the Vietnamese Peoples' Liberation Forces. It is only now that we can begin to admit that the US was outmaneuvered militarily as well as politically by the brilliant and resourceful leaders of the Vietnamese Liberation Forces.

The Liberation Forces employed major offensives successfully in Vietnam, and in the game, it is also an integral part of a strategy for NLF victory. We will outline some basic points of strategy and tactics that will help the NLF to win.

### Airpower

American airpower is devastating. To minimize the effects of U.S. air, the NLF player should only launch major offensives during the Spring, when airpower is cut by 25%. All operations must be planned with this in mind. The NLF player must determine what his objectives are before he conducts his first operation. He must have a strategy that will trigger certain responses in his opponent and wastes his resources in defending targets of minor importance. The NLF player will want to divert American airpower, use up Airmobile (helicopter) Points and waste US/ARVN defensive resources.

Play your opponent. By that, I mean something more sophisticated than knowing his style of play. The NLF player must visualize how the situation appears to the US player, and have some conception of his options and possible responses. This will help you construct a set of "if-then" plans to meet them. Also, remember that any major offensive will eventually run out of steam. Estimate how many units and replacement points you can afford to lose and be ready to call a halt when it happens.

Keep the enemy unsure about your grand strategy and timetable for as long as possible. The initial disposition of NLF/NVA forces must not disclose the NLF main objectives, yet the forces must be logistically and geographically stationed to allow them to reach those objectives on the first turn. Be aware that the over-all battle plan will eventually become obvious, yet the longer it remains a mystery, the longer the US player will be off-balance.

Timing your main strike is very important. If it comes too soon, then your hand is tipped and an enemy response will follow sooner. The enemy can compensate and relocate his forces to match your troop concentrations. If the main assault comes too late in the offensive, then your reserve of NLF/NVA replacement points may be too low to exploit any gains made. Each NLF/NVA operation, great or small, must encourage unwise use and deployment of airpower and defensive reserves. In the initial operations, the NLF player must use sophisticated methods of trickery, bluff and diversion.

Attracting American airpower to trivial targets is more an art than a science. With different opponents, a plan will have differing degrees of success. A series of minor attacks with small Viet Cong units might attract US airpower, but with other players, a more elaborate trick may be necessary.

The "Credible Target Ruse" works upon the principle that the enemy is unclear about NLF objectives. The NLF player conducts an apparently large-scale operation against a key position, key town or major capital city. To the US player, the operation appears credible as a major objective because the target seems worthwhile. He sees a respectable number of NLF/NVA units in position or moving into position for a second round of combat. The attack has been delayed until a good number of minor NLF operations have been conducted. The goal of this diversion is to induce the US player to leap to the conclusion that "This is the big one!" and unleash his air force.

Once he has committed huge chunks of airpower, the NLF player can close the trap by declining to attack, or announcing that his attack will

involve only one or two units. With sufficient NLF/NVA forces, the Credible Target Ruse can be used repeatedly until enough US airpower has been drained so that the main assault can be conducted with very little sting from the air.

Variations of this ruse can be employed. Wave assaults can be used against the true objective even after the US player knows these targets to be the objective of the NLF player. The NLF player can mentally apportion his forces, planning ahead for two, three or four assaults on the same target in the same turn. These assaults would each be discrete, separate operations that would use up the enemy airpower before the final assault. At least the punishment from the air will be divided into smaller, less devastating packets.

While the influx of US/ARVN defensive reserves may tip the odds unfavorably for the final assaults (these reserves being triggered by the initial wave assaults), the influx of reserves may also put the US player's forces in a higher casualty column on the CRT. If there are too many reserves committed, the NLF player can call a halt to the wave assaults and try again later.

### Strategic Options

Any NLF major offensive will be a blend of two basic strategics: the Sword and the Juggernaut.

The Sword strategy divides the NLF forces into roughly equal strengths. These forces attack weak points in the line, avoiding the heavily defended positions. This will create so many pressure points that the US player cannot adequately defend all of them. The NLF plays the odds to win a significant fraction of the objectives. Although some of the attacks will fail miserably, other attacks will succeed immediately or eventually. This strategy works best when the US/ARVN forces are spread thin and the US or ARVN replacement pool is dwindling. If many ARVN units are ineffective, then the US and Free World Allies (FWA) forces will be overworked retaking captured positions or relieving units facing the NLF offensive.

The Juggernaut strategy deploys a strong NLF force against well-defended US/ARVN positions. Despite many other minor operations or diversions across the map, the Juggernaut would be the main action of the offensive. In theory, the Juggernaut would topple one objective, and then move on to a second objective in the line of march. For the life of the offensive, the NLF player may be able to seize one or two heavily defended US/ARVN positions.

The disadvantage of this strategy is that the US player can see what the NLF player is doing as soon as the Juggernaut is assembled. He can deploy his reserves and utilize strategic movement, holding, and patrol operations to block the Juggernaut's advance. US airpower will be used against the mass of NLF units. The NLF player will suffer a lot of casualties in the set-piece battles. So the NLF player must be careful not to sustain too many losses, and know when to move to the defensive. If he is not careful, he will have to run and give up the one or two objectives that he fought so hard for.

By combining these strategies, the NLF player can keep the US player off-balance. One or several Juggernauts could be used as a massive diversion to induce matching US/ARVN troop deployments. Meanwhile, an aggressive Sword strategy could be made against non-reinforceable positions all over the map. Likewise, a series of smaller task forces could break off from a Juggernaut, by-pass US/ARVN strongpoints and attack positions from which the US player has formed defensive reserves. The success of these two strategies depend upon the deployment of the NLF forces. Putting too much distance between two components of a Juggernaut that are supposed to link up will not work. Scattering NLF forces into task forces that are too small will tie them up in frustrating attacks on positions that will not fall or retreat. Deploying all NLF units into one massive Juggernaut will shorten the effective life of the offensive. The NLF player must be flexible and have a set of contingency



plans ready to implement.

### Guerrilla Warfare and Set-Piece Battles

Hit-and-run tactics are good for inflicting moderate casualties on the US/ARVN positions, or for snatching ungarrisoned or lightly garrisoned provincial capitals. Yet guerrilla tactics alone will not seize and hold them very long. This strategy is best used when coordinated with conventional formations that can topple strongpoints like bowling pins. Guerrilla actions work best by spearheading a Juggernaut. They can cut roads and take up key positions and approaches to key positions so that the US player cannot deploy buffer units and obstacle units to slow down the Juggernaut. Likewise, guerrilla actions can facilitate the withdrawal of main force at the end of an offensive, serving as buffers to the US/ARVN chase.

At some point in the offensive, the NLF player may be forced into a set-piece battle, either to take a main objective or as the only defense against a US/ARVN counterattack. If the set-piece battle is the only solution to capturing a main objective, then it is important to conduct the attack wisely and efficiently. The main assault should be made after all the possible casualties that can be cheaply inflicted on the US/ARVN replacement pool have been taken. It may be wise to conduct the main assault(s) on the second turn of the season to make sure that the enemy's replacement pool is as low as possible. The main assaults should be joint Viet Cong and North Vietnamese Army operations unless the NLF player is using a wave attack with NVA mech units in the final push.

In a set-piece battle, the NLF player should follow these guidelines if the objective is heavily defended by US/ARVN units and airpower:

1. Take the time to seize key positions around your objective. Surround it to block lines of ground reinforcements and inhibit reinforcement by air. When making your timetable, you may have to take into account the time needed to brush away US/ARVN units in buffer perimeters around the main objective.
2. Hold key positions adjacent to the main objective with sufficient forces, even though these forces are not enough to actually take the objective. Take time to position your forces correctly so that those units that will take casualties will be ones that are attacking across rivers. These units (when the assault comes) will satisfy loss requirements without changing the assault odds much.
3. Besiege your main objective until the big main force units arrive along with artillery units. Be satisfied with bombarding the main objective until a good number of US or ARVN replacement points have been eaten up by other actions.
4. Drain as much airpower as you can with "Credible Target" and "Credible Assault" tactics before beginning a major assault.
5. Use VC/NVA units in the initial wave attack to distribute casualties between the two armies.
6. Attack at no less than 3:2 or 2:1 on the final assaults.
7. Save most of the NLF artillery for the final assaults.
8. Save most of your NVA Mechanized units for an assault with NVA units only so that their inherent +2 pursuit modifier can be used.
9. Be prepared to take 20% to 40% casualties of units assaulting the main objective before calling off the attack.

### Tactical Methods

Now that we have discussed the overall battle plan for the major offensive, we can outline some tactical methods to employ:

1. Cut strategic roads in many places. This can be done by moving units right onto the road, or stationing them alongside it in five or six locations. If they are on patrol, it will have the same movement effect as if they were right on the road.
2. Attack weak enemy outposts to quickly destroy them before the second round of combat.
3. Attacks on American-held positions at weak odds can be made to draw and drain American airpower. Earnest attacks should be made when that unit is isolated, on its own, and not combined with ARVN. Massive attacks with artillery support and offensive interdiction are best. The NLF player can also inhibit the escape of an isolated US unit by entering the target hex.
4. In general, keep NLF units in some sort of cluster formation to prevent easy encirclement by US/ARVN search and destroy missions. Only use units individually (usually Viet Cong battalions) to make hit-and-run attacks that drain US airpower or inflicts minor casualties on the enemy. Individual units can be used to tempt US/ARVN search and

destroy operations or cut roads but, even then, try to keep units within one or two hexes of each other.

5. Use NVA Mechanized units to punch through weak spots and suddenly appear in battles that they were deployed near.

6. Get as much as you can out of one search and destroy operation with as many rounds of combat as you need to accomplish your purpose. Do not let US/ARVN delaying tactics slow you down. Very often, the US player will surround one of your main objectives, and, once attacked, retreat behind other US units so that the NLF cannot continue the attack. The NLF player can counter by positioning his forces in the perimeter-busting operation in such a way that no matter where the US player retreats, he will have to face operating NLF units. If the target inside the perimeter is a main or major objective, be ready to squeeze as much action out of your attack on his perimeter and be ready to assault the objective if the US player retreats there.

7. Use distractions, decoys and feints to attract matching enemy troop deployments or to attract search and destroy operations. The NLF player may want to sacrifice one or two VC battalions to decoy US units away from the main action. After the enemy has come after some of your isolated units or your decoy formations, he may not be in as favorable a position to strategically move these units next turn to the main action areas.

8. Keep the escape routes open. The US player may be waiting patiently for your offensive to end. In his offensive operations he might position his force deep in your rear to cut off your escape into the DMZ, Cambodia or Laos. Have sufficient force ready to fall back on these enemy units and clear them away. If this is not feasible, then alternative escape routes need to be found.

9. Concentrate NLF forces for defensive set-piece battles when the search and destroy mission uses more manpower than firepower. Conversely, scatter your forces in defensive actions when the S&D mission uses more firepower than manpower. If you have kept your units in clusters, and the US player attempts a major S&D operation against that zone, it is best to concentrate NLF units using reaction move, alert move and retreat. Even though such concentrations will make it easier for the US player to encircle the NLF forces, it also makes it more likely that such a concentrated force will be able to break out of the encirclement by crashing through the weakest US/ARVN units. This is a good tactic unless massive amounts of US firepower is available. If so, bring the enemy's operation to an quick end by sending your forces out in as many directions as possible. Deny the enemy an effective target hex to bring his firepower down on, even if that means dispersing (removing from the board) one or two VC units and scattering the remaining units. That is better than feeling the full effect of the airpower and artillery. If you can force the US player to end a heavy firepower operation, you have done the best that can be expected.

On the other hand, it is best to stretch out a heavy manpower S&D operation. The purpose is to force the enemy to chase you in the direction you want while punishing him in battles that are not all that favorable for him. Plan your retreats of massive forces over weaker units and outrun slower units which will keep shaving the odds against you even more, thus making the next round of combat less attractive for the enemy. If you run out of favorable terrain to retreat over and the odds against you mount, scatter your forces and compel the enemy to pick on one or two of your units while the rest escape. The US player will find that he has committed a lot of troops to an operation that has cost him a sizable amount of casualties while inflicting only moderate casualties.

### Psychological Warfare

"Playing your opponent" is the essence of *Vietnam*. There are no set strategies that will work all the time. The NLF player must keep the enemy unsure about what the appropriate US response should be. Blatent NLF troop movements warrant a response, but what kind? Obvious troop concentrations may demand a matching deployment from the US player. NLF forces scattered in a region, yet within range of a key position that could be the focal point of an NLF assault can also cause the US player to think twice about moving his forces to another area.

Remember that the NLF player must have definite objectives for each operation. The US player will not always respond as you want him to, but there will be times when he will. And when that happens, you can exploit this opening to the fullest advantage.



# Fire In The East

## German Strategy on Hell's Highway

By Scott Jackson

The leading tanks of XXX Corps' Irish Guards rev their motors as an armada of transport aircraft fly overhead to drop their cargo of Allied paratroopers behind German lines along what will become known as *Hell's Highway*. This article will look at the tactical and operational considerations of the German command (the second part of this article about the Allied command will appear in the next issue). It is not meant to be a master plan, but more a foundation on which to build your own playing style. Tactical considerations will be covered, followed by the options of each command.

### Tactical Observations

The *Hell's Highway* combat system rewards the offense and defense in different ways. The defender has first fire against direct attacking units that cannot retreat and must take step losses if called for. The attacking units are usually in more open terrain than the defender and will be more vulnerable to defensive fire than the defender will be to the offensive fire.

The attacker, on the other hand, can concentrate his firepower on selected defenders to receive more favorable results. Rule 8.3 prohibits the defender from doing this unless there are more defensive firing units than available direct attacking target units. Both sides will find it easy to disrupt enemy units, immobilizing them for one turn.

There are two basic defensive and offensive tactics available to each commander. On the defense, you can either delay or hold the enemy.

*Delay* requires very few units, and weak units work just as well as strong ones. The positioning of the delaying units is the key to their success — good defensive terrain and a reasonably secure retreat/supply path are necessary. Good defensive terrain is easy to find with the abundance of water obstacles, towns, woods, hills, and cities. Finding a position with a secure retreat/supply path is a little tougher since contact with the enemy usually means the delaying units will be pinned down and unable to withdraw quickly, if at all. One or two enemy units slipping around your flank to cut you off will destroy the delaying force. Since this flanking movement is hard to prevent with so few defending units, try to choose a position with flanking terrain that will really slow an enemy flanking movement. Also, since delaying units will probably be destroyed, try to use independent units where possible — their loss won't count toward Catastrophic Losses.

*Holding* terrain against an enemy attack requires lots of units close together, artillery support, and reserves. Strong units are preferable; they provide more defensive fire and can absorb more punishment than weaker units. Weak units can absorb losses and secure the flanks. A high unit density ensures plenty of defensive fire opportunities with adjacent hexes able to support each other, a strong counterattack capability, and the ability to absorb losses without giving up terrain. Artillery support provides defensive fire and counterattack capability. The reserves are necessary to replace losses, strengthen weak sectors that come under enemy attack, and cover and support any counterattack. Any counterattack should be well thought-out since any counterattacking units that are disrupted will be sitting ducks for the next enemy attack. Flank security is also important in a holding defense. If the enemy successfully turns your flanks, you'll have to withdraw or have your retreat/supply path cut.

On the offense, a commander will use a combination of two basic tactics: *maneuver* and *assault*.

*Maneuvering* involves outflanking an enemy position to cut their retreat/supply paths. The enemy is usually pinned by a few attacking units while the maneuvering units slip around the flanks. This forces the enemy to either withdraw or be surrounded. Notice that Zones of Control (ZOC) are very effective in pinning enemy units so that the attacker does not have to attack if his position is too exposed.

An *assault* involves the use of air power, armor, indirect fire, and

assault groups. Air power is very useful since a disrupted defender cannot use defensive fire. Armored units (primarily tanks) have such low direct fire die roll modifiers that they are used as direct fire units in an assault. Unfortunately, terrain is not much help in their employment in the direct fire role. Indirect fire is also important since indirect firing units cannot be fired upon by defensive fire. This means that an indirect firing unit can occupy open terrain and be protected against losses. Care must be taken when using indirect fire, though, as using more than 50% indirect firing units causes you to lose the excellent direct fire modifiers.

Finally, in order for an assault to succeed, the defender must be forced out of position and/or suffer losses. This can best be accomplished with "assault groups": a collection of units that can either destroy an enemy position or to ensure a high-odds attack (with 21+ being the most preferable). When forming an assault group, keep in mind that you will probably need reserves to compensate for defensive fire disrupting some attacking units.

Combining these two tactics is the best way to ensure the destruction of the enemy. The maneuver element cuts the enemy retreat/supply path, thereby preventing retreat and thus increasing the losses suffered as a strong assault hits them.

### 1st Parachute Army Operations

The 1st Parachute Army will take a pounding, especially during the opening game as the XXX Corps steamrolls into Eindhoven. They must accomplish three objectives if the Germans are to win: slow the XXX Corps down; keep the 82nd Airborne out of Nijmegen; and harass the 101st and 82nd Commands. Naturally, all these objectives must be accomplished with the few 1st Parachute Army units available. *Every* unit must be utilized to good effect as they become available or the Allies will overwhelm you. Actually, the Allies will most likely overwhelm you anyway; what you must do is to make their success costly and time-consuming. Losses will be very high, and you should consider every unit committed farther than four hexes from a TR box exit hex as lost.

There are three ways to slow XXX Corps. The hardest is to cut the highway after they passed by. If all of the roads leading from the TR boxes are blocked, and if the Allies have an available reserve, the attempt is doomed to fail. The second way to slow the Allies is to command a delaying defense along the highway with whatever you have. Only one or two units will usually be able to work together, and with no secure flanks they will be surrounded and destroyed. Still, each unit on the highway will force the Allies to deploy into combat mode and clear the highway before moving on.

When choosing delaying positions, remember the Allied airborne units: you want to be far away from the heavy airborne units so that they won't clear you off before XXX Corps arrives. Getting into position requires planning and coordination as you try to draw off the airborne units to other areas, so that the delaying units will be relatively unopposed in reaching the highway. The easiest way is to hold city hexes that the Allies must take before supply can be traced any farther along the highway. These city hexes have the best defensive die roll modifiers of any terrain on the map; even surrounded, they are better than woods or rough terrain modifiers. Eindhoven and Nijmegen are the only such cities in the 1st Parachute Army area. Eindhoven is the easiest to get into, since the 82nd isn't around to cause trouble. It is also the hardest to defend, since it can be easily surrounded and bypassed. Still, defending in Eindhoven should delay XXX Corps for at least one day if more than the original two units can be positioned in the city.

Getting into Nijmegen is an objective in itself, as the 82nd Airborne can pretty easily cut all of the roads except for the highway from Arnhem, and force you to fight your way in. The decision to mount a major attack



From the history books:

**“Had Montgomery wobbled into SHEAF with a hangover, I could not have been more astonished than I was by the daring adventure he proposed.”**

*—General Omar Bradley, upon hearing of Operation Market-Garden*

towards the city should not be made lightly, since the concentration of units required will mean fewer units available for delaying XXX Corps elsewhere. If the British get into Nijmegen before your attack does, you've probably lost the game. Should the 2nd SS Panzer Army arrive on the scene, the 1st Parachute Army can vigorously harass the 82nd from one side while the 2nd SS works the other.

Harassing the enemy airborne commands is also one of the trickiest and vital objectives that the 1st Parachute Army will face. The harassing units are attempting to distract the Allied commander so that he will make mistakes that can be exploited. This can be done by destroying unprotected weak Allied units and by dashing on and off of the map in different places. The Allied commander will have a tough time deciding what to do if he is unsure of what you are up to. A good way to encourage this indecision is to have one group of harassing units move from a TR box onto the map and then back into the box. These units should stay on the map only long enough to attract the enemy's attention. It will be hard for the Allied commander to ignore the telegraphed message: “The Germans are coming on there; better get some troops over that way.” Watch for holes in the defense, and plan ahead how you will take advantage of these openings *before* they appear. Motorized units kept in OR boxes will usually offer the most flexible exploitation force.

### 15th Army Operations

The 15th Army needs to accomplish two of the same objectives as the 1st Parachute Army: slow XXX Corps and harass the Allied airborne commands. Its options are exactly the same as those of the 1st Parachute Army, except they are almost entirely lacking in motorized units and have stronger units. These non-motorized units are great for employment in the congested terrain around Grave. They also have an easier time working around weak Allied delaying units, and stand a good chance of getting into Grave if the Allies have not garrisoned it. Also, the 15th Army has the capability to attack the highway after XXX Corps has passed by. The major liability that the 15th Army has is its short range artillery. Trying to get it into action will result in heavier losses, since it can be pinned by enemy units.

### 2nd SS Panzer Army Operations

The 2nd SS Panzer Army is the strongest German command, and it needs its strength to accomplish four missions: clear and hold Arnhem; clear and hold Nijmegen; annihilate the British 1st and Polish 1st Airborne; and stop XXX Corps. Use of armor and terrain is vital as the 2nd SS tries to accomplish these objectives. Concentration of force to accomplish just one or two of these objectives at a time will often produce quick results. The successes of XXX Corps and the 82nd Airborne should be indicative of what objectives need to be concentrated on and when to do so. If the Allied commander cannot get more than a battalion into Arnhem, the first objective should be easily accomplished. Should the British get into the city in strength, they will need to be cleaned out one hex at a time. Armor is extremely useful here, since it keeps casualties down while offering a chance of surviving enemy fire untouched. This provides the direct fire benefits as well as enabling engineer use for your HQs. If the city can be cut off from the British supply head, the clearing process should speed up as the isolated units run out of supply. Once Arnhem is cleared, your troop movements become almost unrestricted north of the Waal River, and you will be able to work on whatever other objectives need attention.

Nijmegen is an important objective, since its city hexes offer the best chance of stopping XXX Corps anywhere short of the Neder Rijn River. With the 82nd starting so close to the city, it is important to start reinforcements towards the city as early as possible. The reserve boxes can be used to move a few units while other units utilize the ferries to cross the Neder Rijn. If the 82nd can be kept out of Nijmegen, the 1st Parachute Army will have a good chance of getting additional reinforcements into the city. This will free up 2nd SS units so they can be used on other objectives. If the 82nd manages to grab most of the city, it will be virtually impossible to force them out, so dig in and wait for reinforcements.

The destruction of the Polish 1st Airborne can be quickly and easily accomplished once they are down if you can spare the units. The British 1st is a tougher nut to crack: they have more and stronger units, plus artillery and headquarters' support. They will also have a perimeter that will usually allow them good defensive terrain with secure retreat routes. Cutting these retreat routes using selective attacks and advances is the best way to force the perimeter back. The weak British units can be infiltrated around and left for later mopping up. Pressure from XXX Corps or the 82nd may require using fewer units, but it should never be abandoned. Keep the pressure on the British, or they'll put pressure on the 2nd SS.

As to stopping XXX Corps, you can only do it if you have the favorable terrain. City hexes are the best defensive terrain on the map, which is why clearing Nijmegen and Arnhem is so important. The next best terrain to stop XXX Corps in is terrain where tanks cannot operate. This will effectively cut XXX Corps' strength in half. Any defense must be in depth, or the superior Allied airpower will allow any defensive line to be quickly penetrated and destroyed. Keeping an assault group in reserve as a counterattack force will prevent a critical Allied breakthrough. Covering your flanks could be a problem, so try to anchor them on rivers or canals. As a last resort, you can always fall back behind the Neder Rijn and stop XXX Corps cold at the river crossings. Beware of Allied airborne units using bridge engineers to cross the river.

### Postscript

*Hell's Highway* is a complex yet extremely enjoyable game. The more experienced or successful player should try his hand at the German side, as they are hard-pressed to win.

If you enjoy experimenting with the game, I found the following variations fun and interesting:

- 1). Use just XXX Corps against the Germans to see how well Monty would have done by himself.
- 2). Start with just the XXX Corps and the 101st on the map. All other Airborne forces are available on turn 2, but all of the 101st must come on first, followed by the 82nd, the British 1st, and the Polish 1st. This simulates a smaller Allied airlift capability. The Allies should also be allowed to change drop zones before the game starts.
- 3). Use just the XXX Corps and the British and Polish 1st Airborne commands. This simulates Eisenhower's rejection of Monty's plan, but Churchill's insistence on a separate British attack. The airborne troops can either be made available on their scheduled turns, or all start available on turn 1. The Allies should be allowed to change drop zones before the game starts, and can even move drop zones across rivers and canals.
- 4). Use just the XXX Corps for the Allies, and the starting units from all commands for the Germans as well as the 2nd SS Panzer Army reinforcements. The 1st Parachute and 15th Armies are withdrawn to fight elsewhere, and the tankers on both sides battle it out alone.



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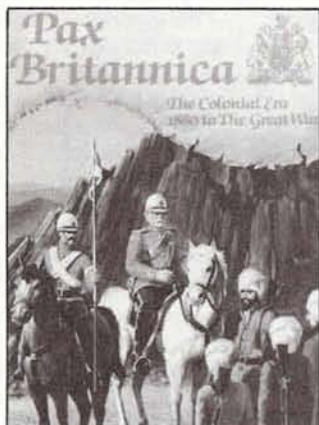


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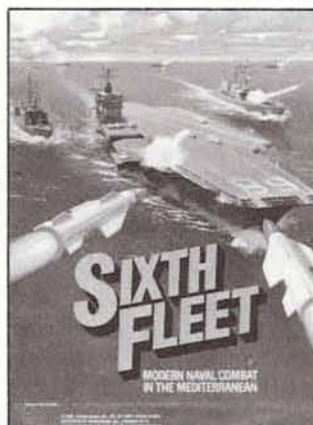
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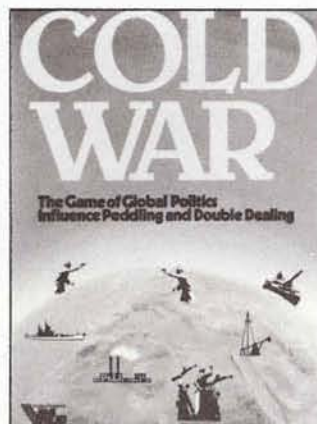


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## Victory Insider Article Index Issues #1 to #8

Compiled by William E. Peschel

We hope that this will be the first of a long line of indexes for readers of the *Insider*. It is presented in the same manner as *The General's* Index, except that we give the issue number of both magazines with each entry. Further explanations precede each section.

### Article Index Key

Each entry consists of the article's title, (the author), the *Insider* issue number, the *General* issue number, (article type), and page number.

Article types: (H) is historical in nature, (P) relates to the play of the game, (V) is a variant, (V, P) combines a variant with a discussion of the play of the game, (V+C) is a variant article that has counters published, usually in the *General's* insert.

### AMBUSH!

An Infantryman's Diary (William Hamilton) #5, Vol. 21, #4 (Humor) 11.

His Majesty's Soldiers (Stephen Negus), #6, Vol. 21, #5 (V) 5.

Ambush! Scenario VI #1, Traffic Control (Paul Fasoldt), #7, Vol. 21, #6 (P) 4.

### THE CIVIL WAR

Battle-tested: A Leadership System for The Civil War (Glenn Rahman) #4, Vol. 21, #3 (V+C) 13.

### COLD WAR

Cold War Design Analysis (John Prados) #5, Vol. 21, #4 (P) 3.

Additional Cold War Options (John Prados) #5, Vol. 21, #4 (V) 4.

How to Fight Cold War (William E. Peschel) #5, Vol. 21, #4 (P) 3.

### 1809

1809 Designer's Notes (Kevin Zucker) #3, Vol. 21, #2 (H) 6.

### GULF STRIKE

Tactics & Strategies for Fighting the Next War (Mark Herman) #1, Vol. 20, #6 (V,P) 1.

The Iranian Civil War Scenario (Mark Herman) #2, Vol. 21, #1 (P) 8.

### HELL'S HIGHWAY

Red Devils and Irish Guards (John Butterfield) #2, Vol. 21, #1, (P) 4.  
Fire in the East (Scott Jackson) #8, Vol. 22, #1 (P), 7.

### NATO

NATO: The Next War in Europe (Bruce Maxwell) #3, Vol. 21, #2, (P), 2.

The War of Nerves Scenario (Bruce Maxwell) #4, Vol. 21, #3, (P), 14.

The New Red Dawn (Derek Croxton) #8, Vol. 22, #1, (P), 3.

### VIETNAM

Finding the Tunnel's Light (Tony Curtis) #4, Vol. 21, #3, (P), 3.

Hunting the Vietcong (Tony Curtis) #5, Vol. 21, #4, (P), 3.

The Marine's Alternative (Carl Amato) #6, Vol. 21, #5 (V), 7.

The Sword and the Juggernaut (George Windau) #8, Vol. 22, #1 (P), 4.

### THRILLING TALES

This section lists the *Insider* issue number, the *General's* issue number, and the title of each Thrilling Tales column.

1. (1/20:2) Untitled
2. (2/21:1) NATO success at NGAP
3. (4/21:3) VG game development process
4. (5/21:4) Part two of #3 TT
5. (7/21:6) Anniversary
6. (8/22:1) Writing rules

### LETTERS

### HELL'S HIGHWAY

1. M.J. Mishcon (key hexes to take) #7, 21:6, 3.

### VIETNAM

1. Gary Hladik (reply to Curtis, "Finding the Tunnel's Light" #4, 21:3), #7, 21:6, 14.

2. Gary Hladik (crit. diagram errors, reply to Curtis, "Hunting the Vietcong" #5, 21:4), #7, 21:6, 3.

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### Back Issues For Sale

Yes, there are back issues for sale, but in order to get them, you have to purchase the *General* back issue the *Insider* was tucked in. The first five issues of the *Insider* are not numbered, so the game title that the cover featured will be listed. The price is \$3.00 per issue plus 10% postage and handling charges (20% to Canadians and 30% overseas). Maryland residents please add 5% state sales tax. *General* postage coupons may not be used for this or other non-game orders. Due to the low quantities of some back issues, please specify alternate selections.

- #1 (Gen 20-6) Cover *Gulf Strike*. Gulf Strike Strategy
- #2 (Gen 21-1) Cover *Hell's Highway*. Hell's Highway Strategy, Gulf Strike Scenario
- #3 (Gen 21-2) Cover *NATO*. NATO Strategy, 1809 Designer's Notes
- #4 (Gen 21-3) Cover *Vietnam*. Vietnam Strategy, Civil War Variant, NATO Scenario
- #5 (Gen 21-4) Cover Title "Vietnam Part II". Vietnam Strategy, Ambush Fiction
- #6 (Gen 21-5) Cold War Strategy & Variant, Vietnam Variant, Ambush Variant
- #7 (Gen 21-6) Ambush Scenario VII: Traffic Control
- #8 (Gen 22-1) Crypto-Fascist Strategy Issue: NATO, Hell's Highway, Vietnam



# The 82nd And The 101st

## American Airborne Strategy in Hell's Highway

By Daniel J. Vivian

When discussing strategy for *Hell's Highway*, gamers all too often overlook the importance of the American divisions which participated in the ill-fated Operation Market-Garden. They realize the importance of the U.S. 82nd Airborne Division at Nijmegen and the 101st Airborne Division near Eindhoven, yet all too often, Allied players concentrate their efforts on either the British XXX Corps or the British 1st Airborne Division. Allied players who do so often see the 82nd suffer Catastrophic Loss while the 101st is battered by the German 15th Army and First Parachute Army.

Does this sound familiar? In this article, I will outline strategies for both the 101st and the 82nd Airborne divisions, so you, too, can discover the best way for the Allies to win.

### The 82nd Airborne

The 82nd's objective is to take and hold the bridge across the De Waal river at Nijmegen: a task almost as difficult as getting the British 1st Airborne Division into Arnhem. First, the 82nd drop zones are located near Groesbeek, forcing them to land nearly as far from Nijmegen as the British 1st lands from Arnhem. Secondly, the woods and rough terrain between the 82nd drop zones and Nijmegen make it difficult for them to get to their objective quickly. After landing, get as many units marching in travel mode towards Nijmegen as possible. The numerous minor roads are the obvious route.

Unlike the 101st drop zones, the 82nd's are immediately hampered by minor German attacks. Not only does the German 2/406 sets up in hex 6026, but the First Parachute Army coming out of Operational Reserve box o9 will fight for control of the drop zones to hamper the supply head and prevent later landings. To defend against these assaults, D, E, and F Companies of the 504th Parachute Regiment's 2nd Battalion should be left behind as a first line of defense. If the Germans really press, and the units dropped later are desperately needed, you can always bleed units from the fighting near Nijmegen.

Unfortunately, unless the German player makes a terrible mistake, it isn't likely that the 82nd will take Nijmegen without XXX Corps. There are two plans which keeps the division out of a costly city-fight. For the defensively-minded player, the best and perhaps the most innovative strategy is to form a perimeter near Beek, with the western edge bordering on the edge of Nijmegen, and the southern edge near Ubbergen. The Waal river forms the defense line to the north. On turn three, the 82nd's supply head should be removed from play and repositioned on turn six in or around Ooij. From there, the 82nd can easily assault Nijmegen by itself, or when the XXX Corps arrives. The 82nd occupies rather good terrain, which will help fend off the numerous attacks that will be made by the multitude of German units entering from Tactical Reserve boxes e11 and e12.

Most plans do have a few drawbacks, and this one is no exception. The largest problem occurs when the British 1st does not make it into Arnhem. When this happens, the German 2nd SS Panzer Corps can travel down the highway until they encounter the 82nd or 101st. The easiest way around this is to see if the British 1st makes it into Arnhem. If they don't, a more aggressive plan can be used. It is highly unlikely that the major bridge at Nijmegen can be easily taken if the armored recon unit of the 9th SS Panzer Division is moved into 6719 as it should be on the first German turn. If the bridge connecting 6617 and 6718 is not destroyed, send units across and surround the unit in hex 6719.

Unfortunately, that bridge is destroyed five out of six times, so it is not too likely that it will remain standing for you. Another way to Nijmegen must be found. Numerous turns of concentrated assaults upon the unit will eventually dislodge it, but the Allied player will probably find it more efficient to wait for XXX Corps and its overwhelming firepower. Committing yourself to a full-fledged battle in Nijmegen is prob-

ably going to cost more than will gain, but it is one way of establishing yourself in the city until XXX Corps arrives or you happen to get lucky and eliminate any units guarding the bridge.

If you do attack, organize your assault in some depth so the attacking units are not so easily surrounded. It may be advisable to form a loose perimeter so you can move the 82nd's supply head off the drop zone (it's likely to be overrun by turn 7 or 8). Another advantage of forming a perimeter is that the 82nd's HQ can be moved where it provides support to all attacking units. From this perimeter, the 82nd can form a concentrated assault against the German units holding the bridge at Nijmegen. One important word of caution: if you decide on this approach and march straight into the city, be careful not to suffer Catastrophic Loss, as this occurs fairly often during the fight for Nijmegen.

### The 101st Airborne

The 101st enjoys the luxury of landing in a very lightly defended area, not subject to the immediate German attacks which cause such difficulties at the other landing zones. The fierce German attacks against the 101st are likely to begin around Turn 5 or 6 when the German player mobilizes the 15th Army. Usually, the first units seen are those of the German 59th Infantry Division, which appear in Operational Reserve Box o2 beginning on Turn 2, although some of the division's most powerful units do not appear until Turn 4 or later.

Unfortunately, the 101st landing area does not exactly abound with good defensive terrain, except for the forests west of Olland and St. Oedenrode. The best strategy there is to organize a strong defensive line, and prepare to repel the assault. By forcing the German player to keep his attacking units in clear or mixed hexes, you should be able to destroy him with your defensive fire, or force him to use indirect fire. If he uses indirect fire, he will have very poor Fire Modifiers (a +1 if you are in woods in combat mode), and you should be able to devastate him next turn with your offensive fire. To deny him defensive fire, the 101st will probably want to use indirect offensive fire.

The objectives of the 101st are not so clear-cut. Eindhoven has a high concentration of bridges, but the XXX Corps usually overwhelms whatever German units are left there. The many bridges across the streams and canals near the 101st drop zones should be its first objective. After the 101st has landed, the German 1/189 in 3107 should be quickly surrounded and, once it is eliminated, capturing the bridges across the Zuid-Willems canal and the Aa river at Veghel (hexes 3808 and 3809) should be next. Of secondary importance are the bridges at Zon and Best across the Wilhelmina canal. The few flak and garrison units guarding these crossing are eliminated easily enough and, once these are taken, prepare yourself for any German attacks which may occur before the XXX Corps links up with you.

Many players give diminishing attention to the 101st Airborne and move it towards the rear after the XXX Corps has linked up with it. In many cases, this will be a major mistake. Remember that only airborne infantry units can use the Bridge Engineers of the Allied HQs in XXX Corps Command to cross an unbridged river or canal. As many 101st units as possible should stay with the spearhead of the XXX Corps in case a crossing further up the highway is destroyed. If so, the airborne infantry should cross the river or canal quickly and form a bridgehead to protect the crossing. The Bridge Engineers can then expeditiously begin repairs.

It is sometimes useful to send airborne infantry units across a river or canal at an unbridged site to attack German units blocking the line of advance. Sometimes, the XXX Corps becomes stalemated for several turns at one of the many canals and rivers along the highway. From across the river, the airborne can apply additional pressure on the Germans and can break what could have been the game-deciding stalemate.



*continued from page 2*

must also maintain a minimum number of Notoriety points each turn or lose the game, and he can be wounded or killed in battle. Playing *Mosby's Raiders* is a lot like running on a conveyor belt: you must run faster than the speed of the belt to keep from falling off.

## Potpourri

I hope you all have enjoyed last issue's foray into *Ambush!* Special thanks must go to Paul Fasoldt, for not only designing and writing the scenario, but closely checking the typeset galleys as well.

This time around, we have a potpourri of delights from a variety of games. Rather than go into them, I just want to note that in addition to the articles, we will be publishing any and all letters that we receive to the Insider. We consider this feedback not only ego-satisfying ("At last, someone is really out there playing our games!"), but a prime way of tying together the body of wargamers who delight in VG games.

In the last few issues, we have been reprinting the errata sheets to our games. To those of you to write in with a SASE, this is a redundant waste of space. To those of you who have not yet found the time to write in, it's primo material. To us, it's another reason to regularly purchase *The General*.



Sorry, but the crop of Oversights for *Sixth Fleet* and *Cold War* is a bit sparse. A handful of gamers have mentioned the following gaffs, all of which are far too minor (praise be!) to detract from the games' playability.

### Cold War

On the Summary Sheets (page 1, last paragraph in righthand column), delete "(except Masterspy)." An appropriate Mole Card will defeat the Masterspy Card, as indicated on the Action Card Summary and on the Mole Cards themselves.

**W. Bill Rule of Oversight:** *When you repeat a rule three times, make sure it says the same thing at least twice.*

On the Event Cards, the Cards specifying Vital Region SP Increase for Venezuela and Central America should be Vital Region SP Increases for Korea and West Africa, respectively.

**W. Bill Rule of Oversight:** *When you change your mind about something in mid-development, don't forget to change the rules.*

The Rules booklet example at the top of page 4 should read: "For instance, if the Game Ends Turn 9 Card is currently in the Game Ends Box, and you draw the Game Ends Turn 10 Card during Game Turn 9, you must reshuffle the Event Card Deck, including the Turn 9 Card. it is perfectly possible that the Game Ends Turn 9 Card will reappear."

**W. Bill Rule of Oversight:** *It's always a good idea to have your examples in firm agreement with the rules.*

### Sixth Fleet

On both Combat Results Tables (on the map), the text under the "Modifiers" heading should read: "4. SSM Combat: -2 if no friendly surface unit is adjacent to enemy units being attacked by SSM Combat . . . ."

In the Rules Booklet (8.2, CAP and Air-to-Air Combat, clarification): CAP units that interrupt enemy air units to perform Air-to-Air Combat are always the attackers and the enemy air units the defenders. (14.1,

Aircraft Carriers, clarification): US carriers are assigned air units in scenarios, and these units must remain assigned to their respective carriers. These air units can be assigned to Strategic Air Missions, CAP (3 air units normally) or combat missions during the Action Phase. Air units can perform missions in stacks of up to 4 units, but *all* the air units can be sent on different combat missions in the air unit Action Segment (assuming none were assigned to Strategic Air or CAP missions).

## NATO

### Strategic Surprise Scenario:

Warsaw Pact Activation should read as follows:

Game-Turn 1, all WP units in East Germany;

Game-Turn 2, all WP units in Czechoslovakia;

Game-Turn 3, all WP units in Poland.

Warsaw Pact receives reinforcements as called for, in addition to Movement Phase.

Warsaw Pact receives 3 Chemical Warfare markers and 3 Offensive Support markers for the scenario, at the outset, and receives no more during the game.

Warsaw Pact should receive Olo HQ on Game-Turn 2, and the following units on Game-Turn 3 (rather than GT 2): p10T/SM, p16T/PM, p20T/PM, p8/PM, p7/Mar. (See WP Reinforcement Display.)

NATO US 2A/III (arriving Game-Turn 5) should arrive at full strength (See NATO Reinforcement Display).

*continued from page 3*

if it deprives support for the Denmark attack, but not at the expense of the marine and helicopter-transported units.

Another strategem is to drop adjacent to a key city in Holland or Belgium. Threatening to knock out a country and an air point with one unit can tie up NATO units which would otherwise be at the front. After turn five, the interception number is generally too large to risk airborne transport. Thus, airborne units are more useful in their proper role anyway.

If the game is planned for 15 turns, something must be done with the Category II divisions. There are three possible uses for them: to stop a NATO counter-offensive, reinforce the Rhine attack, or attack Austria. The Austria offensive should wait until turns 14 or 15 to minimize the effect of Italy's entry.

Airpower is an important part of NATO, and correctly using it is a key to victory. Rail interdiction is useless, given NATO's large rail capacity and how little they are likely to use it. It is also unlikely that Support Suppression will be used. Most of the Warsaw Pact air points should go towards softening up the big NATO frontline units. Also, during the first few turns of the thrust to the Ruhr, it will probably be expedient to use road interdiction to slow up or block NATO reinforcements to the breakthrough sector. By and large, though, the majority of air points will be spent grinding away at large NATO units (don't waste your time on small ones — they are too easy to kill with ground units).

### Chemical Warfare

The last consideration is a simple choice, yet one which could make or break a Warsaw Pact victory: when to declare Chemical Warfare. It must not be declared too early, and hence miss the full effect of the column shifts; neither must it be declared too late, after NATO has a solid line and its airpower has devastated Soviet units.

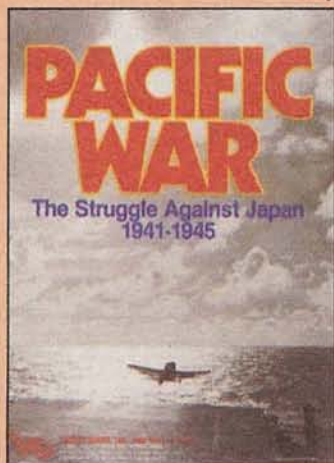
Two time periods can be ruled out. Turn two is probably too early. It is doubtful that enough Soviet units can move adjacent to NATO units to warrant chemicals. Turn five is too late; by then the time for breakthrough will have passed, and NATO air superiority will have taken its toll. Turn three or four is the right time. The exact turn should be decided by NATO opposition. On turn three, if both the 1GT and 2GT armies, or one of those and both the 3S and 8G, face stacks of nine defense points or better, it is time. If this does not occur on turn three, chemicals should be declared on turn four. As a rule of thumb, never use a chemical point when you can get at least a 7-1 without it, so that you do not deny yourself exploitation and waste the point.

Despite its problems, NATO remains a strong force. The Soviet player can get inebriated on his initial success only to find that NATO has used reserves to block the way to the Ruhr just a few hexes away. It is imperative that every breakthrough be followed with another one, pounding the NATO line, pressing it for units, and keeping it reeling backwards in disarray.



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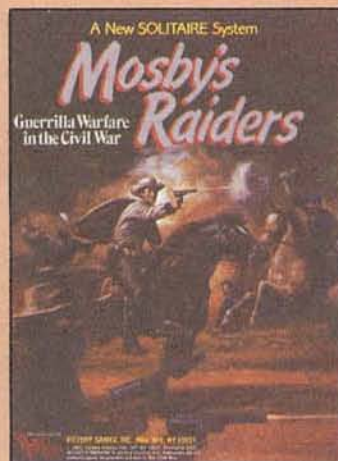
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Mosby's Raiders

**\$18**

**Complexity:** Medium. **Solitaire Suitability:** Very high. **Time Scale:** Variable; a few days per turn. **Map Scale:** Four miles per inch. **Unit Scale:** 25 men per Strength Point. **Players:** One. **Playing Time:** Two hours.