Footnotes
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INDIVIDUAL UNIT INITIATIVE

Command control problems continually cause headaches for commanders, wargamers no less than field officers. With the advent of **Panzer '44** and **Mech War '77**, the Delayed Panic combat result opens an entirely new dimension in the coordination of small-unit maneuvers. Furthermore, it lends itself to a modification of the effect of panic in conjunction with normal loss of command control.

No one has played **KampfPanzer** or **Desert War** without experiencing the frustration of possessing a unit which balks at every order written for it. Commonly, such a unit watches with serene indifference a wave of enemy units converging upon itself, then streaks directly into the jaws of the enemy at the order to withdraw. Considering the lack of combat experience in the early war years, this state of affairs is quite easy to accept. But for the elite mobile formations represented in **Panzer '44**, and for the intensively trained modern units in **Mech War '77**, the situation described above becomes more an irritation than a simulation. A vital spark is lacking — the autonomy and initiative of a veteran combat platoon in contact with the enemy.

To reflect this tendency of a unit to "think for itself," the effect of panic in these two games is modified as follows. A panicked unit (whether normal or delayed) aborts any task plotted for it. Instead, it acts at random according to the roll of the die on the appropriate table.

PANIC

1: Do nothing.

2, 3 or 4: Attack nearest visible enemy unit.

5 or 6: Move full MA in random direction.

DELAYED PANIC

1: Do nothing.

2 or 3: Attack nearest visible enemy unit.

4, 5 or 6: Move full MA in random direction.

Panicked **movement** remains much the same as in the rules booklet. At some time during the Owning Player's Movement Phase, the direction of each panicked unit's movement is determined and the counters are physically displaced. Movement can cease prematurely if the unit in question advances adjacent to an enemy unit or if an illegal stack would result. Panicked **combat** occurs at any time during the Direct Fire Phase. The panicked unit conducts a Direct Fire attack on a single enemy unit that is closest to itself and to which an unblocked Line of Sight can be traced. If several enemy units are equidistant, the target is determined randomly, each enemy unit having an equal probability. Once the target has been designated, the attack follows the normal procedure. If the attack cannot be conducted (due to, say, a Weapons Class restriction, or a Net Attack Superiority of less than -3), the panicked unit does nothing. Other special cases are: Infantry may close assault armor if possible; H Class units always fire a Tight Pattern and never fire indirectly; "dual" Class units prefer to fire as G Class if a choice must be made.

The rationale behind these tables is that under usual conditions, the average, trigger-happy combat soldier will shoot up the countryside at the slightest excuse (known in Vietnam as "reconnaissance by fire"). But incoming enemy (or friendly!) fire encourages this same soldier to hustle out of the way.

In practice, one's forces are no more controllable than before. A given unit will "do nothing" more than is apparent. For example, towed artillery obviously cannot move in a random direction while dismounted, and often no enemy unit is in a panicked unit's Line of Sight. One major effect of this variant is to instill caution into players. No longer can they charge their forces with impunity adjacent to an enemy platoon suffering Delayed Panic. That unit might just decide to blast the nearest target!
—**David S. Biekzsa**

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AMERICAN CIVIL WAR OPTIONS

No simulation worth its salt should be allowed to die the "Six Sided Death." These few options are offered for the **American Civil War.** They're existence is owed to a different view of what was historically possible. The activity of politics is laid in the player's lap in two of them, removed from them in the third, and the fourth is a creative gesture.

[19.9b] **The Proclamation Option:** The North may drop its command control by one level across the board. In consequence of this, it must achieve a victory in the field. A victory may be either one of: the promotion of a leader, the destruction of a Southern city or fortified position, or the temporary cutting-in-half of the Southern supply grid, during Northern Game-Turns 5, 6, 7 or 8. If the North can't achieve one of these goals, it loses all sea power (**excluding** riverine units and sea lift points), remains at level "4" for the remainder of the game, and the South receives 1 c.s. point "at large" every turn beginning on Turn Nine.

[19.10] **CSMRR Option:** The deterioration of the Southern rail lines has, with justification, been attributed to the large numbers of skilled artisans who volunteered or were taken into the army and subsequently trapped by the necessities of that army. But sitting in Davis' chair, you might not have allowed such a breakdown to occur. So: before deploying, the Confederate Player may elect to lose 1 c.s. reinforcement point every turn for the entire game and create a CSMRR unit, which does all of those wonderful things that USMRR units do, the same way they do them, but it goes to any Southern supply city, rather than Washington.

[19.11] **The "No Politics" Option:** This option should not be combined with option 19.9b, but do it if the Confederate Player has the stomach for it. The Union, abandoning the radical Republicans abolitionist demands, finds itself with fewer volunteers. In consequence: command control for the Union drops one as the campaign becomes militarized, but adds two to every attrition die roll for every Game-Turn in which attrition occurs.

[19.12] **The Strategic Option:** Both Presidents suffered from a social blindspot that fixed upon, for each, one of their most important department commanders. Being cagier with your cards, this hasn't happened to you and hence: once during the game you may invert a combat unit of land forces (a maximum of 6 c.s. points for the North, and 4 c.s. points for the South). It does not move during this Turn. In the next Turn, before moving, it totals the Movement Points for both seasons. The inverted unit may not be peeked at by the other player. It moves the totaled number of Movement Points and arrives on a hex which already contains a friendly unit which has not yet moved and will not move that Turn. Neither unit may be foraging nor double-matching. In short: one unit makes the strategic move and the other may not move. They may, however, have combat in the Turn in which they combine.

This last one is even more interesting if each side gets a dummy unit and places it with the inverted unit. It's a far more effective dummy than an army of rumors.   —**Frank Lucas**

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NEUTRALIZING THE VICHY IN GLOBAL WAR

Taking care of the French, as the Allied Player, seems to be a foregone conclusion, considering the power of the German Army. However, some of the French forces can be saved.

The French Army on the continent is usually destroyed early in the game, one turn to knock out the units along the border and

another to complete mopping up. Following this, the Allied Player is left only with the French forces in Africa and Syria and the French Navy. Rather than being lost to a Vichy government, these forces can be saved for use by the Allies.

During the Naval Stage of the Second Game-Turn, before the Vichy government is declared, move all French combat and merchant ships to New Caledonia. This may seem somewhat unorthodox, but, according to rule 20.17, "The French possession of New Caledonia (hex E1116), and any French units based there, always become Free French when France falls, regardless of the declaration of a Vichy government." Then, after the Vichy government is declared, the Allied Player can return these forces to the Atlantic for his own use.

The Allied Player could do the same with the three French Land Strength Points in Africa and Syria, but a simpler solution is at hand. Locate the 2i in Africa at hex 2619. The 1i in Syria might also be shifted to the same hex during Game-Turn One for added strength. A strong French force located at 2619 will delay an Axis drive on Gibraltar (hex 2617). According to rule 20.14, "Should any Axis or Allied unit (other than U.S.) enter Vichy territory, the Vichy French will ally themselves with the non-attacking side." But, don't forget to establish supply with these units once they come over to the Allies.

Following the above procedure, the Allied Player will be able to keep the French Navy and Merchant Marine on his side and be able to use the French Army in North Africa as a blocking force.   —Allyn R. Vannoy

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DREADNOUGHT: ADJUST FIRE

Dreadnought is an exciting and easily playable simulation of surface combat, but several design errors may influence play to a degree not seen in actual naval combat.
Foremost of these minor faults are Range Allowances for several types of British and Japanese capital ships. It is with the Japanese BB's and BC's that I begin. The game allows the 780 **Fuso**, 800 **Ise**, 820 **Nagato**, 850 **Kongo** and 870 **Kirishima** Classes to fire to ranges (21-23 hexes) that these vessels were not able to attain until their reconstructions in the mid-1930's. Corrected values and hex equivalents follow:

Kongo, Kirishima (850, 870) as built... 25,800m (28,200 yds) = 14 hexes.

Fuso, Ise (780, 800) as built; 850, 870 in 1925... 29,000m (31,700 yds) = 16 hexes.

Nagato (820) as built... 32,000m (35,000 yds) = 18 hexes.

790, 810, 860, 880 in 1936... 38,000m (41,500 yds) = 21 hexes.

830 in 1936... 42,000m (46,000 yds) = 23 hexes.

These differences are caused by the increase in elevation (generally from 33° to 43°) of the

main batteries of these ships in their rebuilds. The same case is made for the British capital ships, **Queen Elizabeth** (110-120), **Royal Sovereign** (140-150), **Renown** (230-250) and **Courageous** (260), armed with the 15"/42 Mk.I rifle. When built, the elevations of the 15" aboard these ships was 20°, giving a maximum range with the 1920 lb. AP shell of 22,500m (24,600 yds) or 13 hexes. When the **Queen Elizabeth** (131), **Valiant** (132), **Warspite** (134) and **Renown** (251) were extensively rebuilt prior to World War II, elevation increased to 30°, allowing fire to 32,000m (35,000 yds) or 18 hexes. All other ships armed with the 15"/42, except **Hood** (271-281) retain the lesser range, including **Malaya** (133) and **Repulse** (252), which were not as extensively modified as their sisters.

Another bone of contention is the base visibility in the Campaign Scenarios. It is possible to have a maximum visibility of 18 hexes on individual turns. Fine, you say, as most ships' ranges fall short of 18 hexes, allowing visual fire to maximum distance. But, few ships, if any, had observation or fire-control posts high enough (about 230 feet) to see this far. The magnificent **Yamato**, with her tremendous bridge structure, had her highest post 130 feet above sea level, giving her the ability to "see" 13.1 miles (26,200 yds or 24,000m or 13 hexes) to the relative horizon. Firing at a target beyond this range would be extremely difficult or impossible as the target would be hull-down. Then again, few bodies of water in the world are calm enough or untouched by foul weather to allow this kind of visibility year-round. Opening fire at 25,000 yards in the North Sea or Denmark Strait in winter? Unlikely, without radar, which was not generally in use for 34 of the battleship's 39-year existence. Therefore, I suggest that maximum visibility for initial contact be no more than 14 hexes, and that maximum visibility for firing be no more than 13 hexes, or the result of the die roll (see 5.7, Visibility), whichever is less.

Information cited is from Breyer's **Battleships and Battle Cruisers, 1905-1970**, **Warship Profile #12 "IJN Kongo," Warship Profile #30 "IJN Yamato and Musashi,"** and Alnavco's **Seapower III Surface Action Rules** (for the visibility data).   —Dave Newman

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VICTORY IN WORLD WAR THREE

Victory in **World War Three** is based on the number of Industrial Hexes held at the end of the game. Now, I have counted the number of Industrial Hexes in the game and I find seven in Europe, three in Japan, two in China, five in Russia, and eleven in the US, for a total of twenty-eight. Hence, to win the game one must have fifteen Industrial Hexes. As I found in the game, England will usually not fall to the Russians since they have only one or two amphibious units with which to

invade; likewise with the US. Thus, they simply cannot touch twelve hexes, assuming that you have a competent US Player. In Japan, if the Russian Player gets lucky he may be able to seize the northern Industrial Hex, but unless he is fantastically lucky, the US Player can reinforce the rest of the remaining two hexes, thus giving him fourteen hexes, assuring a draw. In fact, if the US plays its cards right it will command the seas by Game-Turn Seven, make an amphibious landing in the hex above the Russian Industrial Hex in Japan and isolate the Russian units there; then, through a major effort, the US could regain the hex, thus giving him fifteen hexes and the game, **without** having to set foot in Europe. At best, the Russian might be able to capture the oil in Iran and Singapore, thus giving the US Player only thirteen hexes, but that only salvages a draw, and usually the US Player can reinforce Singapore after the Chinese invade Southeast Asia, but before they reach the oil wells. Hence, a victory for the Russians is highly improbable, and the game loses some of its flavor. After all, the idea is of a return to Europe, not isolation.

To circumvent this problem, either deplete one Industrial Hex from the US and give it to the Russians, institute variable degrees of victory and different victory conditions, or, and this is the approach I prefer, do not assign all hexes the same value. I assume that industry in Russia is basically heavy, while that in the US is consumer, hence Russian industry is geared for war and, factory for factory, they are probably more valuable in time of war (although the US still enjoys a preponderance of industrial strength) and, hence, they should be accorded a higher weight in terms of victory. This method may balance the game as far as victory goes. For Victory Point purposes, assign the Russian home hexes a value of three Points each; assign the rest a value of two Points each and a value of only one Point if they don't have oil to function. Hence, the Russian Player with his thirteen hexes will have 31 Points, the US Player with his fifteen hexes will have 30 Points — a Russian marginal victory. Even if the Russian controls the oil, if the US Player holds onto Japan and liberates Western Europe, he will have 31 Points to 25 for the Russians, a substantive victory. If he only liberates on hex, the Russian will have twenty-nine Points to the US total of twenty-nine Points without the oil. This method will encourage a liberation of Europe attempt, where the other system fails to do so.
                —Ernie K. Demanelis

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