

earned a Purple Heart among other awards while in Viet-Nam.

"When a member of this organization makes any statement on military life, you should listen closely. Of all organizations of this type, we have the highest percentage of men who are former servicemen, men on active duty, and men on reserve duty of some kind. It is believed that over half of our members have been in the service.

"All is not quiet on the campus front. Our members are both liberals and conservatives. However, the conservatives far outnumber the liberals, as might be expected. Most members who actually attend the University are also members of the conservative Young Americans For Freedom, and a few are officers of both. The campus leftists, on April 25, demonstrated against the ROTC program. YAF officers (all members of

the SJUMSC) were part of a planned counter-demonstration which pulled in over 1200 students in favor of ROTC as compared with only 150 leftists. When YAF was thrown off campus (illegally) by the administration, the SJUMSC called a news conference to let the world know what the real story was.

"On the wargaming front, we now have PBM games going with many outside groups and individuals. When a person joins our group, he must fill out an ability rating sheet. We take the member on his word as they have nothing to do with rank in the club, but assist in assigning games. A member would merely defeat his own purpose by over-rating himself.

"We have also initiated a policy which we hope catches on with the general wargaming world. We have printed up what we call a "Certificate of

Surrender." This includes all needed specifics of a game, and is to be signed by the loser. With general adoption of this plan, we will have eliminated the practice of overstating the number of victories and understating the number of defeats.

"The SJUMSC was among the groups which play-tested the B&O/C&O game for the Avalon Hill Company, and made some suggestions pertaining to the game itself and to its marketing."

If not the largest, the SJUMSC certainly appears to be among the soundest of wargame organizations. Inquiries into membership should be directed to: Damian Housman, St. John's University Military Strategy Club, Grand Central & Utopia Parkways, Jamaica, New York 11432.

## ... Anzio Without Really Trying

by Geoff K. Burkman

Believe it or not, Game 1 *Anzio* offers great promise as a classic Avalon Hill wargame. Both sides have immense potential that cannot be overlooked. In this article, I will deal with each side, delving into some of the little tricks that I have used to stomp opponents into the dark, deep, Italian mud.

### The Germans

The initial placement of German troops will have a lot to do with the chances of German victory. The player that loses great amounts of men, no matter what the cost to the Allies, will surely lose the game. Below is a set-up worthy of consideration:

Unit	Position
1027	U-41
Jgr114	Q-47
305	M-49
65	K-52
4	H-47
HuD44	H-47
334	G-46
Lehr/309	E-46
1028	R-44
94	M-49
71	K-51
715m	H-49
5	H-47
2	G-46
362	G-46

This defense offers a minimum of German units to the rampaging Allied offensive, yet covers everything coverable. It is quite useless to try and cover either of the extreme flanks, since there is no terrain to aid the defense. It is much less costly to allow the inevitable 7-1's and then fall back to the defense positions left. This defense keeps the bulk of the German forces at Anzio, where they cannot possibly be cut off by big advances, and are opposed by no more than eight divisions anyway. Everywhere along the front odds better than 1-1 have been made impossible against major units. Advances in the center of

more than 1 square are not obtainable, since High Appenines block the way. The 71 division makes sure that the Allies will probably not be able to cut Route 87, the only escape route available to 15PG. With the above defense, and average or even better than average luck for the Allies, the German will be left with a considerable force with which to set up defensive lines. After that, the game will boil down to attrition.

AH made a big mistake when it came to losing factors. Adroit use of their ruling, by stacking units properly will considerably lessen German losses. Take for example the stack of units on H-47 in the above set-up. A result of ½ D elim will mean that the German must lose seven defense factors. If HuD44 and 5 are removed, a total of eight factors, the 5 division will be able to return to battle immediately. Thus, losses to the German were actually only five factors. Your 2-4-8's and 1-2-8's are extremely valuable when stacked alone, since when they have to lose half, they are also immediately replaceable. Here is another example where the German can get something for nothing. When 5 division is stacked with any 3-5, and the stack must lose ½ its factors, don't remove the 3-5 and accumulate one. Lose everything and accumulate four, then bring both units immediately from the dead pile. Net effect: 0 casualties!

Lastly, a few words of advice. The German must always take advantage of the terrain. Use every line of defense available. Don't leave a position unless it means your units will be surrounded. Although counterattack is generally unadvised, if you can get away with it, more power to you. The German player must stall as long as possible, yielding slowly, taking every Allied unit he can down with him. Adroit use of mountains behind rivers, impassable lakes, and High Appenines will allow the German to keep most of his line free of 3-1 or better attacks. The Allied player will be forced to rely on luck and

time-consuming flanking maneuvers to roll back your line.

### The Allies

On the first turn, the Allied player has one objective: Kill. Kill or cut off as many German units as possible while you have that 1st turn surprise. Wherever odds of 3-1 or better are allowed, take them. A few well-placed advances may mean the game. A powerful pincer movement aimed from the mainland and beachhead at Frosinone may pay off in the isolation of several divisions.

As the game proceeds, the Allied player will find it extremely difficult to obtain good odds in his attacks. Don't fret. Attack at 1-2, the best odds on the table. Losses are minimum, no more than ¼ of the defender, which means half of your attacking forces. And you can rub out ½ of the defender if you hit it right. But 1-1's and 2-1's still pay off, even if they are costly. Remember, the German has many defense lines between him and the Gothic Line, and you've only got a few months to break all of them. So attack, attack, attack; never letting up the pressure. Sooner or later he will crack.

One nasty trick the Allied player can use to good effect is to try and sneak by the German lines. He does this by making a 1-3 attack against units where he can retreat past them behind the German lines at minimum cost. If this plan meets with righteous indignation, as it often does, simply pile up units behind the 1-3 so that you have no choice but to retreat towards German lines. You can always rationalize the situation by saying that your troops are sneaking past German troops in an offensive much like the German invasions of France.

That's about it. The Allied player must count heavily upon having some kind of luck in rolling the die. He must also have a lot of guts and courage. Cheating also helps.

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