

# LINE OF COMMUNICATIONS

EDITORIAL



As most of you know, PANZERFAUST comes under new management, beginning with this issue. Donald Greenwood, the founding editor/publisher, has accepted a position with the Avalon Hill Company, and to avoid a conflict of interest he has reluctantly given up this, his creation. (See "Wargamer of the Month.")

Some of you may recognize my name; others, no doubt, have never heard of me. I suppose my chief claim to fame amongst wargamers is that my wife, Julie, and I own and operate Lowry's Hobbies, a mail order house for wargamers, modelers, etc., and Guidon Games, publishing board games and miniatures rules. These are both very small businesses run by the two of us "with a little help from our friends." The same can be said of "Panzerfaust Publications." I would like to assure you that PANZERFAUST is not going to be turned into a house organ for Guidon Games and/or Lowry's Hobbies—for several reasons. For one, we already have such a magazine, called Lowry's GUIDON, a magazine/supplement to the Lowry's Hobbies Catalog. Secondly, there just isn't all that much to say about us. And most important, it's not what you, the subscribers, paid to get.

It is my intention and desire that PANZERFAUST should be the complete journal of the hobby of wargaming. As such it should give coverage to all brands and all types of games. Since Avalon Hill is by far the largest boardgame publisher and their products are of the most interest to the most wargamers, naturally they will receive the most attention. We'll also be covering Simulations Publications, Guidon Games, Simulations Design, amateur games, miniatures, DIPLOMACY, and anything else that seems to fit in. We'll also be bringing you articles on military history and game design and reviews of books, magazines, etc.

One thing's for sure, we can't print what we don't have, and that's where you come in. You are invited to submit articles for publication if you have something to say and some ability to string words together. Unused material will only be returned if accompanied by a self-addressed envelope with sufficient postage to cover the return trip. Articles accepted for publication will earn \$5.00. Additionally, you, the readers, will be asked to rate the articles in each issue. The article receiving the highest rating will receive a \$5.00 bonus, second highest \$3.00, and third \$2.00. At the end of the year, these same ratings will be used to determine the best articles of the year in each of several categories (see "Return Fire" questionnaire enclosed) and each winner will receive an additional \$10.00. Also, your kindly old editor will choose one article in each issue to be the feature article, and this article will receive a \$5.00 "Editor's Choice" bonus. Manuscripts should be typed if at all possible, and double spaced. You may notice that the rate of pay does not take into account the length of the articles. There are two reasons for this: To pay by the word would mean I'd have to count all the words in every article, which is not my idea of a fun thing to do; also, it would only encourage writers to be verbose. However, I be-

lieve that authors will find that the longer articles will usually have a better chance of winning with the readers and definitely will fare better concerning the "Editor's Choice" bonus.

Before further outlining my editorial policy, let's take a look at what you readers had to say on the questionnaire Don Greenwood sent out with the last issue to about half the readership. At the time the answers were correlated, 48 replies had been received. This should be a sufficient sample from which to judge the moods and whims of our readers. They rated last issue's articles on a scale of 1 to 10 (10 best) as follows:

Wargamer's Guide to the ACW: Pt. 1	7.4
Recon	7.1
Fall Barbarossa	6.8
Poland '39	6.5
2nd Punic War	6.5
331 B. C.	6.3
Wargamer's Notebook	6.2
Panzerblitz Defense	6.1
Anzio Defense	6.0
Panzerblitz Changes	6.0
Diplomacy	5.9
D-Day '65	5.7
Thumbnail Analysis	5.7
O. O. C.	5.7
C. A. Tactics	5.4
Passing in Review	5.4
Letters	5.3
Book Review	5.2
Impulse Movement	5.0

GHQ Novice Rules	4.8
Wargamer of the Month	4.4
Chainmail Additions	4.3
Miniature Warfare	4.3
The Issue as a Whole	6.3

28 favored discontinuation of the "Wargamer of the Month" feature and 20 were against. 15 favored discontinuing the book reviews and 33 were against. 20 favored discontinuing space warfare articles and 28 were against. 15 favored discontinuation of the book listings, 31 were against, and 2 expressed no opinion. A resounding 40 favored continuing the publication of want ads with only 8 against. 43 favored having one lead history article every issue, 4 opposed and 1 abstained. 8 voted for more DIPLOMACY articles, 21 favored continuing to have 1 per issue, 11 voted for fewer and 8 favored having none. 1 favored devoting no space to miniatures, 25 preferred devoting 10% of the magazine, 12 said 20%, 4 said 30%, 4 said 40% and 2 asked for 70%. This averages out to 18.9%.

39 indicated they would resubscribe based on that issue, 6 said NO and 3 didn't answer. However, 2 of those that said NO did resubscribe and so did one of those that didn't answer.

In rating PANZERFAUST against other wargaming magazines, 1 rated PF last, 1 "low," 1 fourth, 5 third, 31 second and 8 rated it best.

I had already decided to drop Wargamer of the Month, to continue book reviews and the DIPLOMACY column, and to publish anything on space wargaming if I wanted to, but it's nice to know the readership agrees with me. I was surprised at the percentage of support for the want ads, so they will

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# panzerfaust

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FOUNDED BY DONALD GREENWOOD

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## panzerfaust publications

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## Wargamer of the Month:

# DON GREENWOOD

Before discontinuing this column the new regime figured there was one wargamer who just had to be covered. And who else would be more fitting as PANZERFAUST's last Wargamer of the Month?

Don started wargaming back in 1962 with the acquisition of Tactics II. He logged over 500 games in the entire AI sports and battle line before his sole live opponent moved away to the big city. Since then he has contented himself with a few PBM games and administrative work with PANZERFAUST, which he started in 1966 on the school ditto machine. Later he graduated to his own machine and finally to the offset process exhibited in #52, only to give up the magazine when it was approaching a highly respectable and popular state.

Don got started in national wargaming back in 1967 when he joined the infamous SPECTRE warring club. After graduating from such foolishness he went on to devote his hobby time to improving PF magazine and it is to his great credit that he was able to turn out 50 consecutive issues or time - while doing all the work by himself. Only recently when the magazine switched to offset was he unable to keep up with the workload. He has now accepted a job with the Avalon Hill Company (probably the dream of many an avic game fanatic) as head of their Research and Design Department where he will be editing the GENERAL and learning the trade of the game business.

A small town boy, he doesn't look forward to adjusting to city life. However, now there will be a wealth of game opponents where before there were none. That's one advantage of moving to Baltimore--the wargaming capitol of the country. Don leaves us with the following thoughts:

"During my association with PANZERFAUST I greatly enjoyed the challenge of putting together a good, enjoyable magazine with just the barest of essentials. Getting article and printing facilities with my limited capital was difficult and I imagine I made a pest of myself in constantly badgering individuals for support. But thanks to their help I was able to raise PF from a dittoed mag with no subscribers to an offset one with practically 700. I would like to publicly acknowledge the help of those whose aid has been instrumental in this rise: Jared Johnson, George Phillies, Gary Gygax, James Dunnigan, Don Lowry, and a host of others who made smaller yet just as vital contributions. To these I extend my deepest thanks and appreciation.

"FUTURE OUTLOOK: I look forward to marriage in August and a lifetime of work dealing with the hobby I've grown to love - wargaming. To those who have stuck with wargaming since its beginnings I say stick with it. The hobby is just beginning to get its roots. More advertising money is being spent by the big commercial concerns to attract new people, more services are becoming available to the harricorps, and on the whole wargaming appears to be on the verge of really breaking out and asserting itself. This pastime has a lot to look forward to. Lastly, I look forward to attending several conventions and meeting the people with whom I've enjoyed such a lively comradeship through correspondence." □

# A WESTERN PANZERBLITZ TRILOGY



## Western Panzerblitz Revisted by Paul Mills

In Issue #51, Bruce Belcher proposed his version of Western Panzerblitz; however, by combining both American and British units into a one-counter system, it produces a game that does not live up to the standards of the original version. I will concede Mr. Belcher the fact that he can attempt to recreate more historical battles from one game by having both American and British forces available, but his version could hardly live up to the advantages and technical accuracy of two completely different versions. One would have only American and German counters and one with only British and German. Each game would also have different boards, but they could still be made geo-morphic to each other and to those of the first Panzerblitz.

Although I intend to only show an American-German version, some of the British units that could easily be added to their version would be medium artillery, some of the AFV "Funnies," and units such as the Kangaroo APC and Sherman "Firefly" with its deadly 17 Pdr. You could also have some fun with allowing "Flail" tanks to treat minefields as if they were only blocks.

The main advantage of the two version game is the increased accuracy provided by including units that took a significant part in the actions. It also allows for more accurate technical data to be included for the individual units. How does Mr. Belcher justify the inclusion of the Centurion in

his version, which in his own words "didn't see any combat," and then exclude the British 4.5" and 5.5" medium artillery and such American units as the M4A3 Sherman 105mm and the M36 90mm TD with their respective production figures of 4,680 and 1,982 and combat records? Although Mr. Belcher did a good job on assigning factors to the majority of the other units, it is obvious that he failed to do any homework on the infantry units and merely copied their German counterparts, which is in no way accurate. Mr. Belcher seems to forget that the American Rifle Platoon was just that--a rifle unit. Having only 36 men and virtually no fully automatic weapons, it would have been chewed to bits by its German counterpart if it were not for the fact that a heavy weapons platoon with its mortars, machine-guns, and bazookas was usually close by or with them. Therefore, to be accurate in creating an American-German version, one must either reduce the American Rifle Platoon in value to the point where it becomes useless or combine them with H. W. Platoons into companies. I strongly favor doing the latter and reducing American stacking limits as is done in the original version with the Russian forces.

Mr. Belcher's version is reasonably accurate in assigning factors to other units with a few exceptions. For one, I must disagree with the range factors given to the 105mm and 155mm howitzers. In the original version of Panzerblitz, the ranges for German H class weapons are computed