



LINE OF COMMUNICATIONS

EDITORIAL

As we promised, the results of our "What Kind of Person Reads PANZERFAUST" survey can be found in this issue on page 34, along with some info on submitting articles for publication and on advertising in PF. We also asked how many of you subscribed to certain other wargame-related periodicals. Here are the results:

89.41% subscribe to STRATEGY & TACTICS
78.82% subscribe to THE GENERAL
69.41% subscribe to MOVES
62.35% subscribe to CONFLICT*
30.58% subscribe to BATTLEFLAG*
11.76% subscribe to THE SPARTAN
4.70% subscribe to EL CONQUISTADOR*

Those marked with an * have ceased publication.

THE SPARTAN has seemed about to fold, but recently put out another issue. BATTLEFLAG and CONFLICT (see "G2 Reports") are giving their subscribers credit to use in buying games from them. EL CONQUISTADOR has not communicated to us anything regarding their intentions regarding their obligations to their subscribers. We offered to fill their subscriptions for them with issues of PF - as they did for the INTERNATIONAL WARGAMER - but they have ignored the offer.

We are happy to announce that - whatever problems others are having that caused S&T and MOVES to raise their subscription rates after recently diminishing the size of S&T, and forced BATTLEFLAG, EL CONQUISTADOR and CONFLICT to cease publication - we will continue to publish, we will stay on schedule, we will not shrink the size or content of PF, and we will not raise our subscription rates! In fact, we've been doing pretty well financially lately and are rapidly making up for our losses (and paying off the debts)

from the bad times of the last couple of years. Circulation has been climbing again for the last three issues. As of #68 it was up to 1,411, and this issue should be near 1500.

And now for the results of last issue's Return Fire:

Thumbnail Analysis	6.97
A Slice of Battline Publications	6.72
Issue #68 as a whole	6.64
A Review of Two Tactical Civil War Games	6.56
Game Design: Some thoughts on CRTS	6.12
Mail Call	5.91
HELM's DEEP	5.71
EL ALAMEIN: Game Critique	5.66
Wargamer's Guide to the ACW, Part IX	5.65
The Defeat of EL ALAMEIN	5.62
Book Review	5.55
G2 Reports	5.45
Wargamer's Guide to AMR Literature	5.24

The first thing to note is that the overall rating is exactly the same as for #67. At least we're consistent. Another thing to notice is that "Thumbnail Analysis" leads the list again, as it did last time though at a lower rating. (You'll notice, in this issue, that we have separated out the reviews on miniatures and miniature rules from "Thumbnail Analysis" and revived the old "Miniature Warfare" column title for them. We promised last time

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PANZERFAUST PUBLICATIONS WISHES TO THANK THE FOLLOWING GENTLEMEN WHO HAVE SHOWN THEIR FAITH IN THE FUTURE OF THIS MAGAZINE BY PURCHASING LIFETIME SUBSCRIPTIONS:

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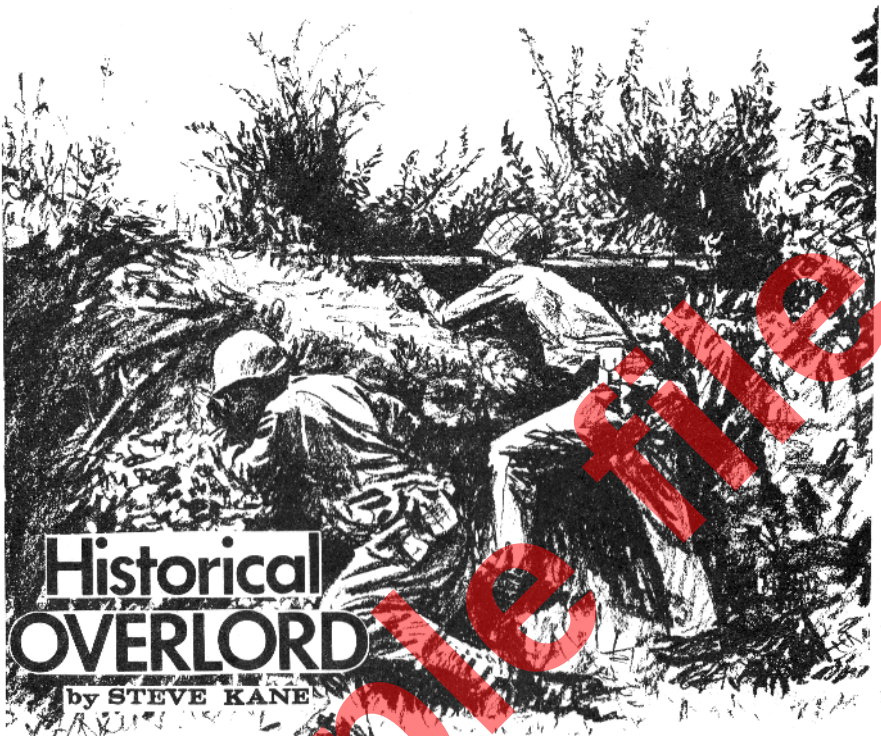
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Historical OVERLORD

by STEVE KANE

John Hill's OVERLORD is a fine re-creation of the Normandy campaign, perhaps the best available. There are some flaws, though: especially in the order-of-battle on both sides. I have attempted to correct these errors in the following article.

Let us see just exactly where Mr. Hill has erred. In the German O/B, he mistakenly places the 275th, the 265th, the 3rd Para, Panzer Lehr, the 12th SS and the 17th (SS) Pz Gren Divisions in Normandy. I think this was done by using Volume II of *The West Point Atlas of American Wars* (WWII, Map 49). Actually, all of these divisions were either garrisoned, south and southwest of Normandy (in Brittany or south of the Loire) or else east of Normandy, in the case of Panzer Lehr and the 12th SS. The 715th Division was in Italy at this time. The 341st and 365th Divisions were never in Normandy. Further, the arrival dates of some of the divisions are either too early or too late.

The Allied O/B also contains mistakes. Aside from some errors as to the correct date of arrival in Normandy, there

are several divisions which either entered the Continent of Europe long after September 1st, 1944, (when the game ends) or else were never there at all. These divisions are: Br 2nd Infantry, Br 39th Infantry, Br 5th Armored, US 87th Infantry, Br 11th Infantry, Br 33rd Armored, Cdn 4th Infantry, Br 5th Infantry, US 26th and 84th Infantry, and US 11th Armored.

I have completely revised the Order of Battle to the game. To use my system it will be necessary to purchase a set of blank counters and fill in the appropriate historical data, all of which is provided below. There are a total of 39 Allied and 38 German divisions, along with 26 Allied independent and 12 German independent units. The historical "whens and wheres" of each unit are given.

As stated previously, OVERLORD is a fine game. Aside from the O/B's, I have tampered only slightly with the rules of the game. Any rule which is not directly negated by my eight rule changes should be left intact (i.e., left unchanged and in use).

GERMAN ORDER OF BATTLE

Division	Regiments	Strength
77th Infantry	1049, 1050 Inf	4-4, 4-4
84th Infantry	1051, 1052 Inf	4-4, 4-4
85th Infantry	1053, 1054 Inf	4-4, 4-4
89th Infantry	1055, 1056 Inf	4-4, 4-4
91st Air Landing	1057, 1058 Inf	4-4, 4-4
243rd Infantry	920, 921, 922 Inf	2-2, 2-2, 2-2
265th Infantry	265th Kampfgruppe	3-2
266th Infantry	266th Kampfgruppe	3-2
271st Infantry	977, 978, 979 Inf	3-3, 3-3, 3-3
272nd Infantry	980, 981, 982 Inf	3-3, 3-3, 3-3
275th Infantry	983, 984, 985 Inf	3-3, 3-3, 3-3
276th Infantry	986, 987, 988 Inf	3-3, 3-3, 3-3
277th Infantry	989, 990, 991 Inf	3-3, 3-3, 3-3
326th Infantry	751, 752, 753 Inf	2-2, 2-2, 2-2
331st Infantry	557, 558, 559 Inf	3-3 3-3, 3-3
346th Infantry	857, 858 Inf	2-2, 2-2
352nd Infantry	914, 915, 916 Inf	4-4, 4-4, 4-4
353rd Infantry	941, 942, 943 Inf	4-4, 4-4, 4-4
363rd Infantry	957, 958, 959 Inf	4-4, 4-4, 4-4
708th Infantry	728, 748 Inf	2-2, 2-2
709th Infantry	729, 739, 919 Inf	2-2, 2-2, 2-2
711th Infantry	731, 744, 763 Inf	2-2, 2-2, 2-2
716th Infantry	706, 726, 736 Inf	2-2, 2-2, 2-2
3rd Parachute	5, 8, 9 Para	5-4, 5-4, 5-4
15th Parachute	13, 14, 15 Para	5-4, 5-4, 5-4
6th Parachute	16, 17, 18 Para	4-4, 4-4, 4-4
16th Luftwaffe Field	31, 32 Luft. Fd	2-2, 2-2
Panzer Lehr	130Pz, 901PG, 902PG, RB	12-6, 8-6 8-6, 5-6
2nd Panzer	3Pz, 2PG, 304PG, RB	7-6, 5-6, 5-6 3-6
9th Panzer	33Pz, 10PG, 11PG, RB	7-6, 5-6 5-6, 3-6
21st Panzer	22Pz, 125PG, 192PG, RB	7-6, 5-6 5-6, 3-6
116th Panzer	16Pz, 60PG, 156PG, RB	7-6, 5-6 5-6, 3-6
1st SS Panzer	1SSPz, 1SSPG, 2SSPG, RB	9-6, 6-6 6-6, 4-6
2nd SS Panzer	2SSPz, 3SSPG, 4SSPG, RB	9-6, 6-6 6-6, 4-6
9th SS Panzer	9SSPz, 19SSPG, 20SSPG, RB	9-6, 6-6 6-6, 4-6
10th SS Panzer	10SSPz, 21SSPG, 22SSPG, RB	9-6, 6-6 6-6, 4-6
12th SS Panzer	12SSPz, 25SSPG, 26SSPG, RB	9-6, 6-6 6-6, 4-6
17th SS PzGren	37SSPG, 38SSPG, RB, AGB	6-6, 6-6 4-6, 3-6

NON-DIVISIONAL UNITS:

Flak Regiments "A", "B", and "C": each 4-4
30th Fast Brigade, 49th SS PG Bde, 51st
SS PG Bde: each a 6-6
6th Parachute Regiment: 5-4
7th Nebelwerfer Brigade: 4-4
501st and 502nd SS Heavy Panzer (Tiger)
Battalions: each a 6-5
503rd and 506th Army Heavy Panzer Battalions:
each a 5-5.

Unit Summary

Static Infantry Div	7
Good Infantry Divisions	6
"Pocket" Attack Inf Div	5
Attack Infantry Div	3
Kampfgruppe Inf Div	2
Parachute Divisions	3
Luftwaffe Field Div	1
Wehrmacht Panzer Div	5
SS Panzer Divisions	5
SS Panzer Grenadier Div	1
Divisions Total	38
Flak Regiments	3
Nebelwerfer Brigades	1
Parachute Regiments	1
SS Tiger Battalions	2
Wehrmacht Tiger Batt	2
Fast (Mobile) Brigades	1
SS Panzer Grenadier Bde	2
Independent Units Total	12

ABBREVIATIONS

Inf ... infantry
Para ... parachute
Regt ... regiment
US ... United States
G ... Glider
P ... parachute
Br ... British
AL ... Air Landing
Gds ... Guards
Bde ... brigade
Arm ... armored
Ca ... Canadian
Fr ... French
Pol ... Polish
Arro ... Arronanches
Cav ... Cavalry
NA ... Not Applicable
SS ... British Special Service
SS ... German Elite Troops
Div ... Division
OP ... on top of para regiments
Pan ... Panzer
PG ... Panzer Grenadier
Pz ... panzer
PzGren panzer grenadier
Hv ... Heavy
Batt ... Battalion
LW ... Luftwaffe
Nebel ... Nebelwerfer
Abn ... Airborne
RB ... Reconnaissance Battalion
AGB ... Assault Gun Battalion
Lehr ... Demonstration
CCA ... Combat Command A
CCB ... Combat Command B
CCR ... Combat Command R
(Reserve)