

Using the "Northern Strategy" the German gives up 35 points by invading Belgium and Luxemburg, but he has access to 115 points, 60 in Belgium and 55 in northern France. In addition to this there are 2 Belgian corps, 3 divisions, and 2 brigades that are easy to destroy because the Belgians do not get any replacements. This is another 32 points. Also it is not unreasonable to expect minor success in the South which would result in the capture of at least 2 or 3 of the economic squares, another 15 points plus 30 for Metz and

Strassburg. Therefore if the Germans can reach the Somme in the North and make minor successes in the South he has 192 points plus points for destroyed French and British units. The French will have 48 points plus points for destroyed German units. This is not a decisive victory but it is a lot closer than 85-43. This just goes to show that in 1914 the points are in the North.

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Jutland Play-by-Mail—Part II

by Richard C. Giberson

Giberson continues here the series begun in the July-Aug. '68 issue. Layout of PBM tables and charts applicable to this series can be found in the July-Aug. issue and because of space limitations, are not re-printed in this edition.

The extension of the PBM rules to the Advanced and Tournament game is fairly simple. Maneuver and Fire should really be simultaneous and can be in the PBM format. We should make the following adjustments to the Part I article:

1. Movement in a diagonal direction should count 1.5 movement factors per square. Allow a ship moving in the diagonal direction with one movement factor left to move one more square.

2. The "squares" allowed for battle board entry should be revised according to Table I. This does two things; permits greater flexibility in initial line-up and makes the "hexagon" sides more nearly equal. Proper starting squares for nighttime is left as an exercise for the reader.

3. All Battle results tables should be converted to "stock tables" as follows: 1-6 as is, 7 = 1, 8 = 2, 9 = 5, and 0 = 4, or the modulo 6 method discussed below should be used.

If stocks are used I recommend choosing some fixed ones for Wind Di-

rection, Flotation Hits, etc. A preferable method originally described by Tony Leal in Vol. 3 No. 3 of the GENERAL is the mod 6 method. This would work extremely well in JUTLAND using the following procedure:

1. When sighting has occurred between two TF's players prepare in duplicate, their starting placement and first move; a single OB sheet suffices. They simultaneously mail one of their sheets to the opponent. Each player then lists a firing pattern (ie., Battles) on his own sheet (the duplicate he retained) and on the opponents sheet. For each battle players randomly list numbers 1-6. A second number might be listed for each battle in case a "6" is rolled. Now, on agreed mailing date players exchange British (or German) sheets (not both). Now each player has in his possession a complete move for each side and Battles for each side. To avoid having the same "die-roll" in both the German and British battles players should list offensive and defensive numbers. The proper "die-roll" is obtained from Table II. Obviously this procedure is extendable to Air Recon. and Red. Visibility, etc. just provide appropriate boxes on your OB sheets to record the numbers.

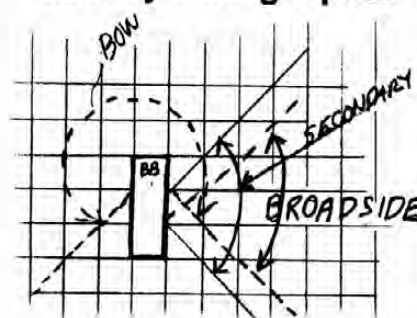
2. Players now make their next maneuver and fire turn and proceed as in 1. It might also be advisable to ex-

change the first turn sheets to assure you both got the same results.

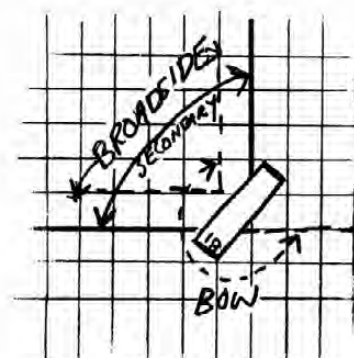
Some of the rules require additional clarification for PBM.

Gunnery Facing - can be incorporated with the "coordinate" system see Figures 1a and 1b.

Gunnery Facing Option



1a



1b

Air Rec. - As stated in the Battle Manual this rule is useless (since Br. must call out all TF's anyway). Change rule to read "if spotted British must tell the number and type of ships but do not give any names. For the "stock" method use 1 = 1, 2 and 3 = 2, all others visibility too poor.

Smoke Screen - Merely indicate the path followed by ship laying smoke screen.

Submarines - Sighting by subs requires the identification as in the rules. Players then simultaneously mail their "sub action."

Realistic Hidden Movement coming next. Torpedoes, and Broadships to be fired to 1422 Agnes, Richland, Washington 99352.

TABLE I
REVISED GRID COORDINATES FOR
INITIAL FLAGSHIP PLACEMENT

Enter

E or W All on E21 or W21 from N12 to S12 inclusive N14E20, N15E19, N15E18, N16E17, N16E16, N17E15, N17E14, N18E13, N18E12, N19E11, N19E10, N20E9, N20E8, N21E7, N21E6, N22E5, N22E4, N23E3, N23E2, N24E1. (N24-0 is not allowed).

SE, SW, AND NW use a similar set.

TABLE II
DIE ROLL RESOLVER
BRITISH

		1	2	3	4	5	6
G	1	2	3	4	5	6	1
E	2	3	4	5	6	1	2
R	3	4	5	6	1	2	3
M	4	5	6	1	2	3	4
A	5	6	1	2	3	4	5
N	6	1	2	3	4	5	6