

A32.07, southwest along the Zhirda River to A29.04, northwest to A25.08 and northeast to Sukhinichi. From Sukhinichi, it ran southwest across the Bolva River to the A19.08-09 area, north to just northwest of Kirov (A19.15), then northeast following south along the Rollbahn to around A27.19. Next, it ran directly east to the A36.20 area, north to A36.24 and west (again!) to A30.24. A large gap existed from A30.24 to A29.27. The front resumed and ran from A29.27 east to A33.26 and almost directly north to the map edge.

Behind the Nazi line (if you call the above a line), in the forests south and southwest of Vyazma were partisans, the 1st Guards Cavalry Corps and elements of the 4th Airborne Corps. Behind the German front, the 33rd Army was trapped in the forests northwest of Yukhnov. Although sporadically supplied, these Soviet forces were close to starvation at times. Even with these hardships, much of this ground remained firmly in Soviet control until May 1942. Soviet survivors from these units formed the core of powerful partisan units that continued to harass the Nazis until the spring of 1944.

The Soviets retook much of the territory captured from the Germans since late September. Although vicious fighting continued, Soviet priorities moved to other sectors. The Nazis had survived a rigorous assault, and remained within striking distance of Moscow—continuing to hold Vyazma, Bryansk, and Rzhev. The German high command felt confident in handling the worst the Russians would be able to hand out.

In fact, each Nazi army on the southern wing of Army Group Center had experienced a near brush with extinction. Soviet attacks came perilously close to meeting Stalin's grandiose expectations. Fortunately for the Germans, Soviet resources had not been sufficiently concentrated to achieve decisive results. This was a mistake that the Soviets would not repeat again when they met the Nazi invaders along the Volga less than a year later.

Operational Notes for Enemy at the Gates

by Don Nesbitt

Dean has written much on this topic, but he has given me permission to add to the current body of knowledge. Anyone who has played the game will attest to the limitless amount one could write about it. This is a big game—rich in flavor and vast in scope. Equally important, the *Operational Combat Series* rules version 2.0 (OCS v2.0) are a thorough improvement over the original. Tactics, *gamey* or simply mistaken, that worked before are now invalid, improper, or impotent. This game will take a long time to master, and may be beyond the capability of some players.

In this article I analyze the strengths and weaknesses of both sides, and how you can use these qualities to the best advantage. We have two (effectively five) different armies to analyze.

Numbers Crunching









I am **not** a number cruncher (and I don't wanna be...where's the "Ice Man" when I need him?). However, a quick "numerical analysis" of the armies follows, based on the average action ratings of *attack capable units*. Some of the strengths and weaknesses of the Soviet and *four* Axis armies become apparent. This table is an approximation. I used the counters straight without consideration for breakdowns, alerts or units that begin in the dead pile, but it is close enough for government work. (Refer to TABLE 1.)

TABLE 1

	Total Steps	% of Total	Average AR/Step	AR Range	AR 4 Steps	AR 5 Steps
Axis—Germans	324	67.4	3.89	2 - 5	168	67
Rumanians	68	14.1	2.58	2 - 4	4	0
Italians	50	10.4	2.94	0 - 5	16	3
Hungarians	33	6.9	1.88	0 - 3	0	0
(Others)	6	1.2	3.33	3 - 4	2	0
TOTAL	481	100	3.46	0 - 5	190	70
Sov—non-Mobile	309	64.4	2.2	0 - 4	34	0
Mobile: Combat	173	35.6	2.98	1 - 5	34	5
Move	—	—	2.35	1 - 5	26	5
TOTAL: Com.	482	100	2.48	0 - 5	68	5
Move	—	—	2.26	—	60	—

As you can see, the Soviets have improved from the days of **Guderian's Blitzkrieg**, but are still behind the Germans in overall quality. However, the addition of the Axis Allies definitely modifies the equation. Any portion of the Axis line held by an *ally* is an invitation to the Soviets to come out and play. As a quick note, the Italian average AR is deceptively poor. The Italians have no "2" and only two "1" AR steps. However, their seven Territorial Bns (AR "0") reduce their average.

Another consideration is force structure, specifically *mobile* (i.e. panzer/tank, mech, motorized, and cavalry) divisions/corps and the Soviet to German ratio. Again, this is an approximation for several reasons, including the variable German units and the differing quality of units. (Refer to TABLE 2.)

Front	Back	
		Excellent Soviet Armor
		Poor Soviet Armor
		Excellent German Armor
		Poor German Armor

Soviet Notes

One of the greatest joys is discovering the *keys* for unlocking the mystery of conducting a Soviet offensive. I would not want to spoil your fun (or frustration), so these tips are as brief and general as possible.

TABLE 2

Turn	Soviets	German	+Var	Turn	Soviets	Germans	+Var
1	10	11	-	14	20	17	+2
2	10	12	-	15	20	17	+2
3	10	13	0	16	23	18	+2
4	10	14	0	17	23	18	+2
5	11	14	0	18	23	18	+3
6	13	14	+1	19	25	18	+3
7	13	14	+1	20	26	20	(+3)
8	17	15	+1	21	26	20	(+3)
9	18	15	+1	22	26	20	(+3)
10	19	15	+1	23	26	20	(+3)
11	19	16	+1	24	26	20.5	(+3)
12	19	17	+2	25	26	20.5	(+3)
13	19	17	+2	26+	26	21	(+3)

The table tries to reflect the *average* number of variable divisions that will be available. It is reasonable to expect that either none or all the variable divisions will show. The most apparent thing is that the Soviets **never** achieve a decisive preponderance of force on the battlefield. The Soviets do have an advantage in numbers of non-divisional mobile troops. However, the Germans make up much of their deficiency through quality. An important comparison is the loss of action rating for Soviet units in move mode.

The Soviet player will probably have a more difficult time his first few outings. There is a learning curve for the Soviet player. To help get over the hump of that curve, I will give the Soviet player tips first.

Your First Offensive

Dean wrote an article in *Ops 9* before most of the changes to the *OCS* had been contemplated. While much of what he wrote is still valid, further play has shown some problems if you strictly follow his advice. First, you do not have enough units to pull off the tactics he describes. Second, you *can* overrun the Hun (his allies, anyway)! Third, and most important, the Exploitation Phase is your friend. I do not claim to have mastered the Soviets. However, from my experience, and the experience of commanding the Axis forces against Dean, I can give advice that is more up to date.

Thoroughly plan your attack and the Exploitation Phase before play begins. I cannot stress this enough. Even Dean or the Ice Man will make mistakes when throwing together "Uranus" off the cuff! After playing the Soviets four or five times, you may be able to ignore this advice, but you will still waste units and supply that way. Your plan *must* include redundancy. There will always be a few "defender surprise" rolls to bloody your nose when you command the Soviets. Also, Economy of Force is a principle you cannot ignore. In your breakthrough armies—5 Tank, 21, 57 and 51—at least 50% of your units (and 90% of your mobile troops) should be in "Reserve" during your Movement Phase. Do not forget that units in Reserve Mode can now move adjacent to enemy units, or even between enemy units where there are holes in the enemy lines.

Artillery preparation is still important. Every Katyusha brigade and most regular artillery, between the 5 Tank and 51st Armies (inclusive), should fire on Turn 1. If you do not fire it all, you let the German off easy. The Katys alone will rip a hole or two in his lines. In your breakthrough army zones, only fire at hexes you plan to attack in the Combat or Exploit Phases. In the other army zones, hit key Axis units, such as panzer or motorized divisions. Aim to limit his reaction ability in his player turn. (On Turn 1, he should never have an opportunity to react during your turn.) Having some artillery units in reserve is good; prepare the redundancy needed to mess him up!

In the Combat Phase, if you make more than a dozen (actually, eight) attacks, you are wasting resources: men and supplies. Where you do attack, go ahead and 'crank up the odds'. With economy of force and redundancy in mind, hit him hard in a few places. You only need to blow a few holes in his fragile line, then your exploit force will be off to the races.

The Exploit Phase is the key to the first (or any) offensive. Conduct a limited number of attacks, including overruns, only where necessary. Also, push your exploitation force as far as your heart can handle. The first turn has the best force ratio you will ever see, at least in deployment! Your preferable goal is to close the pocket on Turn 1 with a *double* line of troops. Surround as much of the Rumanian army as possible, and it will die on the vine. Hit some of his *reserve* formations. Take out a wagon extender or two. Turn his backfield into a wasteland. You will secure your objectives with little loss to yourself and few options left to him.

Force Analysis

The forces you have are important. Armor, being what it is, deserves our immediate attention. You only have four *good* corps (24 & 26 Tank, and 1 Gd & 4 Mech). Use them wisely; these are the only armor units that do not drop in action rating while in move mode. Although none of your mech units drop, these are a mixed lot available in limited numbers and of less value. Your biggest concern is the loss in ARs many mobile forces suffer while moving. Use armor in concert with mobile units that do not drop in action rating: motorized infantry, motorcycle troops, or cavalry. This does not guarantee their survival, but gives them a fighting chance! The greatest tactical dilemma is the balance between action ratings and mobility. Once you have found that balance, you are on your way to defeating the Germans.

You have an advantage over the Germans with your artillery, when you can get it into the fight. The Katys (during playtests a.k.a. "the hand of God") are a deadly force, but are of no value while moving to new firing positions. The regular arty is also potent. However, it is not cost effective compared to the Katys, and also of limited use during movement. (It effectively costs an arm, a leg and your @\$% to supply.) The time involved in moving and the cost of firing are two of the primary reasons that lulls occur during a drive on Rostov and Kharkov.

Finally, there are your ground pounders. There are many of them, but if mishandled they can turn into track lubricant. The infantry is slow, vulnerable, and a greater target in move mode. It is also the key to your success. It is the anvil upon which your armored hammer can annihilate the Axis forces. Use your infantry to hold gains, as a maneuver base, and, believe it or not, to attack. Always keep in mind that without the infantry, your armor will be forced to assume the nuclear attack position (put your head between your knees and kiss your a... good-bye).

Strategic Options

Well. You have closed the pocket, annihilated the Rumanians, and driven him out to the Chir River line. Now what? Every game will be different, so there is little point in telling you where to aim your next offensive. Here is some advice that may save you from some of the embarrassing pain I have suffered.

Try to operate with the concept of *Fronts* rather than armies. I found that the Soviet forces almost naturally flow into five fronts formed against the following Axis concentrations: Stalingrad, the Hungarians, the Italians, the Chir River group and the Kotelnikovo group. As the game progresses, your fronts will generally advance in a left wheel. The northernmost front will advance the slowest and the southernmost the fastest. When planning offensive operations, each front should operate with a minimum of 8 to 12 infantry divisions and 3 to 5 mobile corps. These are minimums. Anything less will be an easy target for the Axis commander lucky enough to have a fully supplied Panzer Korps ready to launch a counter-offensive. Even Fronts that you plan to keep on the defensive for now cannot afford to be much weaker, again in the interest of self-preservation.

The Stalingrad front, a special case, deserves attention. Put constant pressure on Stalingrad beginning on Turn 1! I disagree with Dean. Fear of losing Festung Stalingrad early, which would give you a sudden death victory, can cause the Hun to make mistakes. I do not advocate massive assaults. However, a few barrages each turn and a probing attack now and then will burn up his pocketed units and supply faster than he can afford to lose them. You never know; you may get lucky, but do not base your strategy on it. Also, do not release the mobile garrison forces immediately; see how much trouble von Manstein is willing to risk. Finally, do not strip your garrison to the minimum—*ever*! This limits your pocket options too much, and gives the German player one less thing to worry about (a good thing... *NOT*!).

Other considerations for your offensive fronts include pacing your advance to your infantry. Unsupported mobile units, especially in move mode, have the tendency to evaporate if there are

German panzers around. Protect and preserve your armored force. Your infantry may be fragile, but your armor is the arm of decision. You have enough "4" action rated infantry to avoid using armor as your AR unit for every attack. Poorer armor is excellent for beefing up the attack of a Guards division! Do not be afraid to attack the German where he is strong if you can get most of your strengths (i.e. artillery) into the battle. However, go for the *easy* attacks first. Another thing that works is to follow the approximate course of the historical Soviet offensives. Though you should vary things to keep the Hun guessing, it is a compliment to the designer that the game is capable of following the historical course of the battle. However, try to avoid over-extending yourself to the point where von Manstein can have his turns of glory.

Axis Notes

So you're a nice guy, and you let your friend take the Soviets because they'd be *easy*. Or maybe, you just wanted the challenge of commanding the Germans in a *hopeless* situation. Your friend will probably be cursing your name after the first time you *stick* him with the Soviets. Well, don't get cocky! Once the Soviet player learns to control his "Schnell Heinz" tendencies, you are in for a world of hurt.

Average ARs, Force Ratios and Your Allies

On TABLE 1, things probably do not look too bad. Your German forces, and some of your allies, have definite advantages against the Soviets based on average action ratings. Sure, your German troops have lost some of their invincibility over the last year, but so what? Remember that the best ARs involved, not the averages, are the basis for combat in the *OCS*. Now, take a closer look at Table 1. Did you notice that the Soviets have five AR 5 and sixty AR 4 units, even in move mode. (By the way, he starts the game with four of his five best units.) Give your allied armies a little more scrutiny, and take a guess at who holds most of the front line at start. Only the Italians can offer any real resistance to the Soviets, and there are not that many of them. It gets worse. At least half of your Rumanian troops will be *gone* after Turn 3. Keep in mind that most of your initial Germans will get pocketed at the same time. The pain is just beginning, but it will have to wait for a brief look at the *force ratio*.

Perhaps you have already gone back to TABLE 2 and said "but what about all my mobile divisions?" The easiest way to disillusion yourself about the force ratio is to take a closer look at your mobile troops. (Refer to TABLE 3.)

TABLE 3

<u>Division</u>	<u>Rating</u>	<u>Status</u>
14 Panzer	shattered	in "reserve", and in the path of the Soviet 21st Army
16 Panzer	shattered	in Stalingrad
22 Panzer	poor unit	in "reserve" behind 3rd Rum Army, <i>relatively</i> safe
24 Panzer	shattered	in Stalingrad
3 Motorized	full strength	in Stalingrad
16 Motorized	full strength	stuck, indefinitely, defending Elista
29 Motorized	full strength	in "reserve", and facing the entire Soviet southern pincer
60 Motorized	full strength	in Stalingrad
It "D'Aosta" Celere	full strength	in "reserve" with 8th Italian Army
Rum 1 Panzer	poor unit	in "reserve" behind 3rd Rum Army, <i>might</i> escape
Hun 1 Panzer	worthless	with 2nd Hun Army—leave it there

Unless you give up victory points, maybe not the wisest thing to do, you will have 22 Pz, 1 Rum Pz, and D'Aosta left facing the Soviet hordes. If you pull some mobile troops out of Stalingrad, they will probably have to fight their way out. They might take casualties and will definitely cost supply that will come from the pocket. Also, do not count on your immediate reinforcements to solve this dilemma. Of your three new mobile divisions, 11 Pz is one of your best divisions, 6 Pz is an average unit, and 27 Pz is worthless. You may get a variable division right away, but it will be 23 Pz. It is a good unit, but has no AR 5 elements. How about some of that wonderful German infantry? Dream on. What you see is what you got until Turn 4. At that point, a trickle of these units will begin to arrive. By the way, you will never have enough supply to use your Panzertruppen in an unlimited fashion.

Stopping the Horde

Compared to your situation, the Soviets in **GB** had it easy. All they had to do was wait until the Rasputitsa hit, and the world began to turn. Well, no one said it would be easy playing the evil fascist! Stop feeling sorry for yourself; look at what is possible and get to work. Be proud that you have the intestinal fortitude required for a real challenge.

Several things will save your tuckus from frying all game long. First, the Soviets have limited ability to carry out intense operations continuously. Their supply net will have difficulty keeping pace with their advances until Stalingrad falls. (Therefore, you do not want the pocket to fall.) Also, even when they can get all supply forward without hindrance, they do not have enough to accomplish "Uranus" every turn. If the Soviet player tries to put constant pressure

on you, he will never again be in the position to achieve a decisive breakthrough. You will almost force him into lulls on the front that will give you opportunity to regain equilibrium.

There is also much you can do to help yourself—aside from avoiding panic and the mistakes that generally follow. Organize your Chir River defenses with the goal of making it a barrier that he must attack if he wants to pass. You will not be able to turn this position into a line, so make a couple of alert rolls just to have bodies in place. Unfortunately, this costs VPs, and if you pulled too much out of Stalingrad you will not be able to make these rolls. In that case, you will have to use the mobile troops you saved to fill the line—not their intended function! If you get the time, you can strengthen this position as the turns fly by. About pulling troops out of Stalingrad, I advise you to pull all the non-divisionals you can (especially arty that cannot be

used for lunch and your AG units) if you can get *any* troops out. These units do not cost any VPs to save, and are nearly the equivalent of a full strength panzer division. Finally, if you are not able to keep Stalingrad in supply on Turn 1, do not hesitate to declare the pocket the moment you finish moving out any troops you can. Do not waste supply in the hope that you will be able

to counter-attack out and re-open the supply route. Every turn you waste supply without declaring the pocket means the pocket will go out of supply three turns earlier.

It is also important, beginning with your air unit set up, to get your air lift organized quickly. Realize the potential here. On every turn of flight, until you lose Morozovsk and Tatsinskaya, it is possible to get enough into Stalingrad to supply the pocket for one more turn. In the pocket itself, start getting the troops accustomed to horse flesh immediately. All the wagons, except about 3 points for moving supply from the airfields into the city, and most of those cheesy little arty units, are expendable. Remember, you can use only real supply points for combat (or to replace used internal stocks). Do everything possible to keep Germans in Stalingrad until February, and you are well on your way to winning the game.

Begin planning the mid-game immediately, especially your reinforcements. I cannot give specific advice because every game will be different at this point. However, your choices will generally include the following options. It is possible to successfully conduct a relief operation, at least a limited one (i.e. pulling a few more divisions out of the pocket). However, this will burn up your supply reserves and leave you exposed to the next Soviet front-ripper. Alternatively, you can significantly strengthen the Chir River line. If you send units in the Kotelnikovo direction and get some reserve behind the next likely allied target, this option has many benefits (including holding Moro and Tats a little longer) and will cost you little. Your final option, mentioned above, is to try to get major support and reserves to the next likely Soviet avenue of advance. The difficulty is determining where that will be. Certainly, placing three panzer divisions behind the Hungarians will not be of any great help to the Italians if they are the next players in the hit parade.

Compared to the Axis situation, the Soviets in GB had it easy.

The Mid-game

This is probably the hardest part of the game for the German to master. Every time you regain equilibrium and reestablish a new front, the Soviet will be about ready to launch another assault. Again, the Soviet options make it virtually impossible to give specific advice. Also, your supply constraints will make it difficult to make him dance to your tune. Finally, you do not have enough good troops to expend them in relatively pointless counterattacks, but do not abandon ship. You have the better army. If you do not panic, you will slow his advance, and maybe hurt him, enough to win the game.

The hardest decision you have to make is when to abandon one of those hard-earned lines of defense. This will depend on the temperaments of you and your opponent. During playtests (sometimes before the current rules were finished), most German commanders formed a defensive position with *plenty* of reserves, held that position until the Katys moved into position, and then fell back three hexes (i.e. out of Katy range). While it may be gamey, there is nothing wrong with falling back three hexes if you can form a new line and the previous position has become *untenable*. The problem is using *within Katy range* as the definition for *untenable*. You should not consider any line that German troops hold, or that consists mostly of AR 3+ units, lost until engaged by the enemy. Make the Soviet player pay, in casualties and supply, for almost every hex. Yes, you will take additional losses, but so will he and his losses will nearly always be from his best units (and he does not have many of them). Fight as long as possible without risking major elements of your line getting surrounded. When you feel your troops are in a seriously exposed position, that is the time to bug out and reform to the rear. You will probably have to fall back more than the original three hexes, but you will not have given them up without a fight. What is more important, once the Soviet player realizes that you are there to fight, he will have to take time to prepare a new offensive.

With the Rumanians mostly gone, you only have two allied armies to worry about. The Italians are pretty good troops with an average AR of 3.42 when you discount the Territorial Bns from the equation. They will have to assist in defending the upper Chir. Nevertheless, with some German help, they can probably hold their own against a Soviet offensive until the panzers show up. The Hungarians are a different story. It is almost pointless to provide back-up to the worst troops on the map. The best solution would be to replace them with German units and use these slugs—can you tell I'm not a big fan of the Hungarians—to defend rear area facilities. It is too bad you will not have troops to carry this out until after the Soviets are ready to deal with the Hungarian *threat*. If you only have a few German divisions to strengthen the Hungarians, committing them to this will lead to their encirclement and destruction. Unfortunately, the most viable solution is to leave the Hungarians to their fate, and deal with the damage. Once the Soviets hit them, use your Hungarians offensively, and try to cause the Soviet some losses. They may be the worst troops in the game, but with the help of a few hip-shoots, even the Hungarians can put up a fight—and die bravely.

Another tactic you can use on the Hungarian front, or anywhere, is the panzer trap. In simple terms, move a panzer “Korps” with plenty of supply (because your Panzertruppen burn as much supply as an infantry *army*), into a threatened area and wait for the

Soviet player to attack. When the poor fool sticks his neck out, slice him and dice him! There are two problems with this tactic. First, unless you are careful about sneaking these units into position, the Soviet player will catch on and attack elsewhere. You will have spent time and resources setting up the perfect ambush, and only put a powerful force out of the main action. The second problem is that even if he falls into your trap, your units and supply will have been out of action while you were setting up and waiting for the ambush. This will only be worthwhile if the ambush is a total success. You simply do not have enough mobile troops to waste them in either manner.

Perhaps the best use of your forces is to let the Soviet player think you are dancing to his tune. Try to keep at least one full strength

panzer division (or equivalent) opposed to each Soviet front. When you get strong enough, bump it up to two or three in sectors you consider important. Send available reinforcements into crisis sectors. Remember there is little terrain worth the loss of major forces, so avoid any kind of repeat performance

Both players have nearly unlimited options on when, where and how to attack.

à la Stalingrad if possible. Avoid pointless expenditure of supply; only *fort up* where it is vital. Unless it is unavoidable, do not scurry back and forth with your mobile units between crisis points; this alone will save 30 to 50 SPs over the course of the game. You want to reach the end-game, beginning around Turn 20, having accomplished two things: salvaging the majority of your German force and having a comfortable stockpile of supply.

There is little I can write about the end game. If you have accomplished your goals, you will have regained key pieces of terrain, and have units available for counter-attack, with the necessary supply to conduct your assaults. You cannot count on the Soviet player over-extending himself as his historical counterparts did. Yet, it is likely that he will do so once or twice during the game. Whenever he does, whack him as hard as you can. He will become increasingly cautious. By the time "Gross Deutschland" and the "SS Panzer Korps" arrive, you should be able to dictate the score for the final dance.



OCS v2.0 and Playing The Game

This final section is a brief attempt to highlight some of the changes in tactics due to the new rules. As such, everything should be applicable to, and usable by, both players.

Try to avoid expending all reserves, with the exception of the first turns when you know who will be going first the following turn. It is no longer "he who has the last battalion" who will win the battle, but rather "he who has the last uncommitted reserve!" Okay, it's an oversimplification, but neither side can launch an assault on his enemy without taking reserves into account—"Is it an artillery battalion or a full panzer division?" or "I know 26th Tank was somewhere around here two turns ago. Is that it?" Of course, if there are no visible reserves, there will be little to worry about. Then again, maybe he concealed his reserves. Try to maintain *local* reserves, since new movement allowances and lack of a reaction combat segment have seriously inhibited the effectiveness of strategic reserves.

Use your recon elements in their historical role. There is nothing like reconning a hex, popping his reserves there, and then running away free as a bird. Also, the Germans can use their recon elements to get next to a Soviet stack and hip-shoot the bugger to oblivion. (Well, it will be in oblivion after a panzer division gets done with it.) Also, be creative when using the recon rules. You have MC, recon and cavalry units to use in reconning the enemy positions, but you can use most infantry for such tasks—even in combat mode if it starts out adjacent to the enemy. You should rarely go into combat completely blind, especially as the Soviets.

Finally, pay special attention to the new air rules. Both sides have new options available in using their air units. For the Germans, the new rule requiring an adjacent unit to conduct a hip-shoot is a major change, but not an insurmountable hindrance. Also, carefully study the air transport rules as these contain the clues to a successful air lift. For the Soviets, the Germans may still have the superior air force, but do not hesitate to join the party when the Germans give out invitations. Whittle him down bit by bit. The new *advantage combat* rule gives you a better chance of keeping your air force intact. For both players, examine and analyze the new *two unit limit* on movement and the put-up or shut-up rules. The interaction gives a new feel to the air game.

Both players have nearly unlimited options on when, where and how to attack. As in **GB**, neither side need worry about maintaining a continuous line of units from map edge to map edge—just maintain a continuous line on each axis of advance. Try to keep yourself focused on both sides' long-term goals and objectives, not simply on what the latest enemy attack is doing. Never give up, as there is always time to recover from most anything your opponent does.

I hope that this has provided some enlightenment for those playing your *learning* games. Obviously, a more detailed analysis of many of these topics is possible. I expect that someone will submit an article on the *perfect* Soviet plan for Turn 1. However, I hope no one does, since finding that plan is half the fun. See you on the Chir.