



News from the Front

The War College E-Zine for Axis & Allies Miniatures

<http://games.groups.yahoo.com/group/WarCollegeAAM/>



March 2007

General Blitzkriegs Command Directives

The Terror Factor

There are some pieces that hit the board and we instinctively say "oh crap!" You know the ones; Vet Tigers, M1 81mm mortars, the Nebelwerfer and EPIV's, to name a few. Suddenly your entire battle plan changes and you switch modes to deal with the threat. That's the effect terror units have on the game and the psyche of our opponent. Not only are these pieces useful from a tactical standpoint they serve a second purpose...to focus the attention of the enemy on a singular threat. Just like the Hampsturmferer, every shot available is thrown in its direction in an attempt to alleviate our anxiety. Sometimes we play with them just to make 'em sweat. That's half the fun of the terror unit. The other half is breaking our opponent's spirit and his army. So remember the mantra of the "terror factor": "fear will keep them in line."

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Unit Intelligence Report

Unit Name: Nebelwerfer 42
Alignment: Axis
Points: 11
Defense: 3/3
Speed: 0
AI Dice: 7/13/10
AT Dice: 7/7/7

Uses:

Scary just to look at isn't it. The bane of allied infantry with its devastating Rocket Salvo the Nebelwerfer is made even more deadly by way of its standard Blast attack and cover negating Bombardment. As is expected from a unit of this type, Inaccuracy comes standard but, hey, that's quite alright as the "terror factor" alone forces a change in an opponents strategy. Vulnerable to darn near everything but as deadly as they come.



Monthly Battle Report

Getting bored with the standard 100 pt. build? Tired of seeing 5/5 monsters outlast its supporting armor? So are we. For a change of pace, we have been mixing it up a little. Infantry and Light Armored Vehicles only, 4/4 infantry and 4 or under defense armor and who knows what next. Variety is the spice of life and the battlefield as well. Sometimes we need a change just to get out of our rut. Lets face it, we play a lot of the standard tournament builds and its hard to tear ourselves away from what works. Why use anything other than a Ranger or SSPG? Because we have to, that's why. Everyone should try it sometime. Who knows you may just like it. For the power gamer, this can be like finding out your dog just died but for the scenario-minded player it shouldn't be a problem. Normally, we cater to the power gamer. How to play the best game with the best pieces available, but I propose we try something different. Not for the sake of the 'winning is everything' attitude but so we can just have some fun. I have had more fun playing the game, win or lose, the last few times we have played just because the pressure was off. I wasn't using the best pieces and wasn't in it for the win. I was playing because it was fun. Isn't that why we play?

War College News

For all those in or around Cincinnati, Columbus, Dayton Ohio and Indianapolis Indiana we are having a huge tournament in Hamilton, Ohio at our local game store, Yottaquest. The date will be **March 24** and the event will start early and go late. We are hoping to have all local players come out for a fun and challenging day of playing *Axis & Allies Miniatures*. Prizes galore are available for the top generals, and all who come.

For more info, check out the Yottaquest website <http://yottaquest.com> or the AAM boards <http://boards.avalonhill.com/forumdisplay.php?f=36>.

attention *"News from the Front"* is looking to post a tournament list for all areas, especially those mentioned above. If you have something scheduled and would like to let others know in our new "Tournament Scene" section then e-mail me the **date/time/format** at general_blitzkrieg_aam@yahoo.com and we will post it in upcoming editions.

On the Horizon:

- * The big regional meet March 24
- * General Blitzkrieg's e-book *"The Art of War: AAM Style"*
- * Only 4 months until the Origins gaming convention in Columbus, Ohio.

Picture of the Month



Calliope rocket launcher atop a Sherman tank.