

Greater Luftwaffe Realism by Lou Zocchi

Many fans have written to me asking if Luftwaffe could be played in monthly intervals instead of quarterly. In reply to those letters I would like to say that both of you will be happy to learn that it is possible. But before divulging how this can be done, I'd like to pass on a bit of wisdom learned at my mother's knee, or some other joint! Increased realism does not necessarily increase playability. As a matter of fact, too much realism can make a very interesting historical situation, utterly unplayable.

A close study of the Campaign briefing booklet will show you exactly when each combating U.S. and German unit becomes available for combat. It also shows when the American units change equipment. I do not recommend playing monthly intervals because it causes the game to last between 20 and 30 hours, but when using Luftwaffe as a tie-in for a re-creation of WWII, time is no longer a consideration since games of this dimension take days or weeks to play out.

If you would like to try monthly attack intervals, here is what must be done. Order two more sets of U.S. counters and one more set of German counters. Each American fighter group will take up both sides of one fighter unit counter. You can do the same for the bomber units if you want to assume that bombers are able to withstand more punishment than fighters. If each counter is to represent roughly the same number of planes as every other counter, use the notes on unit strengths from the Campaign briefing booklet as your guide.

Each full strengthened German playing piece will represent two Gruppen of fighters instead of one full Geschwader. The German replacement rate is correspondingly paired down so that 3 aircraft factories make one full strength fighter piece (two Gruppen) each month.

American replacement factors for bombers and fighters should be calculated from the actual number of each type of aircraft lost during WWII. Since your fighter counters now represent 75 planes instead of the 150 they represented in the regulation game, you can multiply the number of fighter replacement factors by 2. Getting the proper number of bomber replacement factors depends largely upon what strength each bomber counter represents.

When playing monthly attacks, a separate bomber must be sent to knock out each specific target complex within each city. In the regulation game, it is assumed that all the targets within a specific city are destroyed when the bomber passes over it. In the monthly

version, a city such as Berlin with four complexes would have to be attacked by 4 separate bomber counters to destroy each of the complexes within it. A20, A26, & B25's will fire like B26's.

One of the reasons I have become known as a man outstanding in his field is because I designed Luftwaffe. The other reason is that is where TAHGC found me. I was trying to put out a fire in my bathroom at the time, fortunately, it never reached the house!

AH NOTE: Apparently it did reach his house. Zocchi is currently living in a box. Feel free to write to him before he completely flips out at: 2076 Comm, Sq. Box 1585, APO San Francisco 96276.

T/Sgt. Lou Zocchi, a long-time advocate of battle games as a form of adult relaxation, has received more than his share of chides concerning the childishness of playing games, especially for a living (which the royalties of Luftwaffe will certainly provide him with).

For many years his own family called him 'immature' due to their lack of understanding. He recalled to our reporter the day the situation came to a head: "I was sitting in my bathtub listening to the usual snide remarks about my immaturity. I made some rebuttal which my wife took such offense at that she came right in and sank all my boats."

Now the good Sarge is on an airplane kick. Won't be as easy shooting down his planes, eh Lorelie old dear ...?