AVALON HILL HAS GONE TO COLLEGE

Fraternity Life Not Complete Without an Avalon Hill Chapter

With the coming of the New Year, many new decisions must be made. Chief among them, for expectant high school graduates, is the choice of college. Aspiring youths in search of institutions of higher learning must do so in advance. By applying now chances are good that you will be accepted at the college or university of your choice.

Choosing Your College

There are many reasons for choosing this college or that university. Perhaps you want to play football; become a boilmaker, or a Philadelphia lawyer. More important, perhaps you want to play Avalon Hill games. In this event the selection of a college must be done with much greater forethought. We are listing various schools we know have Avalon Hill members in flourishing numbers. In alphabetical order, they are:

- Alliance College, Cambridge Springs, Penna.; Baldwin-Wallace, Berea, Ohio; Carnegie Tech, Pittsburgh, Penna.; Iowa U., Iowa City, Iowa; M.I.T., Massachusetts; Purdue, West Lafayette, Indiana; New Mexico Inst. of Mining & Technology, Socorro, N. Mexico and Rice U., Houston, Texas.

We are positive that many more exist. But those listed are sure to welcome Avalon Hill fanatics with open gameboards. Remember - when your college days are o'er and the game of life begins, they'll not ask for your resumé. Instead, they'll ask for your won-loss record in Avalon Hill gaming.

"Play-in" demonstrators upstage the dedication of Johns Hopkins' massive library in an attempt to get Avalon Hill gaming 101 added to the curriculum.

Huntington by-Mail League Deluged with Applicants

Huntington, Indiana: John E. Bailey, Corresponding Secretary, reports that there is a "landslide of jubilant Avalon Hill enthusiasm". He reports, "we have a total enrollment of 100 members and more coming each day." However, there is still room for more. Two (2) percent of our membership is composed of foreign AH fans, and 3% come from the south. Almost no members live in Virginia and points south. This leads me to believe that no one plays AH games in Dixie. At any rate, my French blood boils at the thought that there are no female members in the league. C'est plus qu'un crime, c'est une Faute."

Membership Does Not Lapse Until Next December

Mr. Bailey states that membership does not lapse until December 1, 1965. He also asked us to publish the very latest rules to Afrika Korps. Unfortunately, space limitations preclude us from doing this. The next best thing is for League Members to send us a self-addressed, stamped envelope, plus 25¢ so that we can get the new Situation Card and Instruction Folder revise out to them post-haste.

Information about the Play-by-Mail League can be obtained by writing to: Avalon Hill Wargamer's PBM League, Dv. 572, Huntington, Indiana 46750.

Operation Stretch

by Edi Birsan

In regard to Albert Noël's "Long Romps," I have operation "Stretch" on Reds counter-attack.

The following divisions are moved as indicated so as to isolate Blue units around city C43-16.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Square</th>
</tr>
</thead>
<tbody>
<tr>
<td>IV Corps</td>
<td></td>
</tr>
<tr>
<td>HQ</td>
<td>38-15</td>
</tr>
<tr>
<td>16 Inf. Div.</td>
<td>40-13</td>
</tr>
<tr>
<td>17 Inf. Div.</td>
<td>40-16</td>
</tr>
<tr>
<td>18 Inf. Div.</td>
<td>40-17</td>
</tr>
<tr>
<td>19 Inf. Div.</td>
<td>42-13</td>
</tr>
<tr>
<td>20 Inf. Div.</td>
<td>45-19</td>
</tr>
<tr>
<td>3 Armored Div.</td>
<td>40-18</td>
</tr>
<tr>
<td>6 Armored Div.</td>
<td>38-14</td>
</tr>
<tr>
<td>1 Amphibious Div.</td>
<td>42-19</td>
</tr>
<tr>
<td>1 Paratrooper Div.</td>
<td></td>
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<td></td>
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</tbody>
</table>

The movement of 1 Paratrooper Div. not only blocks the only escape route for Blue but also prevents the 4 armored Division from linking up with the now doomed units.

The three attacks (against the I & 2 Amphibious and 1 paratroop division) should leave the Blue commander with a pretty difficult position at city C43-16.

On the River line 26 N. S., I have 5 Inf. Div's, from the III Corps, three Inf. Divisions from the II Corps, plus the second mountain and second paratroop divisions.

The biggest problem is in the north where the distance is too long for me to carry out a large scale attack. To counter his move to C3-28, I lined-up three armored, and five Infantry divisions from 10-17 to 10-25 in this order (reading from West to East) 5th Inf. Div., 12 Armored Div., 1 Armor Div., 2 Armored Div., 10 Inf. Div., and the 9th Inf. Div. with the idea of eliminating Blue's 16 Inf. Division at 4-1 and on the following turn attack in force.

The rest of my forces are spread out in the rear with 4 Infantry Divisions in the N. W. island and 1st Mountain Division at 27-23. H.Q. units are generally spread out behind the main forces at cities.
Africa Korps - Re-played

Beginning with this issue our research and design staff recap a series of moves taken from games as they have been played by staff members.

We are presenting, here, the first four turns of an Africa Korps game. The very latest rules will be used. They include: (1) the British 1-1-7 Unit starts at Mechili instead of Msus; (2) no sea movement in or out of Bengasi; (3) the German Supply Table is incorporated; (4) German player starts with a Supply Unit at Aghella; (5) you may destroy your own Supply Units when in danger of capture.

First April - German Turn

The end of the first German turn in April finds the British 1-1-7 Unit isolated in Bengasi. The Bologna Unit has moved back to the German home base at W-4 to garrison it. Failure to garrison it on the first turn means that the German player could not receive any supplies on the second turn. Notice that the Savena Unit has taken a southern route east...an attempt to discourage any southern harassment thrust by the British. Also notice that most of the German-Italian Units used the 2-square Rommel movement bonus.

First April - Allied Turn

The 1-1-7 Unit becomes automatically eliminated and is removed from Bengasi. The 4-4-7 is moved to N-22 thus preventing the German armored Units on the escarpment from advancing eastward at all...a neat move that is well worth the risk of loss in a 2-1 battle.

First May - German Turn

The Jap Player Has Definite Advantage

As usually is the case when I make a definite statement of absolute fact, someone has turned up to prove me wrong. Albert A. Noti has informed me of a case in which the Italian submarine Cappellone under the command of one Salvatore Todaro sank a British gunboat with her 2 - 3.9" in World War II. To add insult to injury David L. Ameson has called my attention to an incident in the Red Sea in June 1940 in which an Italian submarine, the Torricelli, with 1 - 100 mm gun was able to fight 3 British destroyers and a gunboat for 40 minutes before being sunk. The Italians sunk one destroyer and heavily damaged the gunboat. However, my basic contention remains the same; in the great majority of cases the submarine would have no chance of sinking the escort in a surface gunnery battle.

Naval Affairs

Walter Guerry Green III
P. O. Box 621
Burlington, N. Carolina

As usually is the case when I make a definite statement of absolute fact, someone has turned up to prove me wrong. Albert A. Noti has informed me of a case in which the Italian submarine Cappellone under the command of one Salvatore Todaro sank a British gunboat with her 2 - 3.9" in World War II. To add insult to injury David L. Ameson has called my attention to an incident in the Red Sea in June 1940 in which an Italian submarine, the Torricelli, with 1 - 100 mm gun was able to fight 3 British destroyers and a gunboat for 40 minutes before being sunk. The Italians sunk one destroyer and heavily damaged the gunboat. However, my basic contention remains the same; in the great majority of cases the submarine would have no chance of sinking the escort in a surface gunnery battle.

Jap Player Has Definite Advantage

I have received a number of requests for comments on the latest A-H naval game, Midway. Although I have not had sufficient time to evaluate it thoroughly as I normally like to play a game 20 or 30 times before attempting to comment, I do have a few remarks. One major exception I would take with the design staff is in the entire concept behind the game. It seems to me that the Japanese commander is given a major advantage in knowing that any American force is at sea at all as in the real battle the entire Japanese operational plan was based on the supposition (fortunately proved to be erroneous) that the American fleet was still at Pearl Harbor. The U.S. fleet gained a complete tactical surprise when it launched its air attacks. Of course it would be rather difficult to run the game any other way unless perhaps three boards were used representing the entire Pacific area, an unspecified collection of search areas, and a normal tactical board. Unfortunately such a game would no longer be able to go by the name of Midway, but for those who enjoy making their own games it is an idea worth considering.

I would also take exception to the method of rounding off air attack odds. To my mind rounding off 5:6 odds as 1:2 while 7:4 is 1:1 just doesn't make any sense whatsoever. Accordingly I have started using the old slide tables...
Midway, D-Day, Tactics II, Stalingrad Re-worked

by Victor Madeja

There is a major failing in Midway: that, I believe, is due to turn pattern: movement, search, and operations. Preferably, it should be: 1/2 movement, search, 1/2 movement, and operations. Historically speaking, quite a bit of time often elapsed between "recco" contact and the arrival of the air strike. During the battle the Japanese carriers made a sharp turn northward during this period. Consequently, Hornet's air strike became completely worthless; the leading 35 dive bombers and the fighter protection of the TPD's never sighted the carriers and the unprotected torpedo planes were creamed as a result. This indicates that preplanned evasive action is not an unworthy factor.

The innovation in the turn pattern would make it possible for the ship(s) to be in 9 possible sqs. rather than 1 during the operational section. As a moderate compensation the planes are given a strike potential of 3 adjacent sqs., in successive order, out of the 9. Each separate strike would have the choice of striking any one of these 3 zones providing they are all within range. Of course, to be sure of finding the enemy, 3 attacks may be sent. At any rate, these strike groups would be closer to what their numbers actually were. It would be foolhardy to launch suicide missions because of the small chance of locating the enemy with sufficient strength. This is aimed at changing MIDWAY from the present guessing match version. Guessing, of course, was a major factor in the actual battle, but in the original version, one lucky guess followed by an all out strike often left the outcome sealed (dividing the ships into groups changes this only slightly).

Airpower in D-Day

Last issue I suggested doubling all movement in D-Day. Although this is far more realistic, it tends to favor the Germans. Converging on the invaded beaches is faster and when the defensive lines in E France are reached, rapidly moving reserves can counterattack a much larger area of the line and switch quickly from flank to flank.) To expand on this idea movement is doubled also during the invasion turns but the Allies receive an equally accurate bonus to make up for it.

The Allies receive 8 bomber counters and the Germans, 12 AA units. The bomber units (they have unlimited movement) can: 1. Interdict - a) a bomber unit is placed on a river zone (between two sqs.), any German unit retreating over that zone (moving toward the Rhine) has its combat permanently reduced by 1, and Armor by 2 (heavy weapons would be abandoned), the zone for that turn would count as 2 sqs. (moving over a river zone to another sq. would count as 3 sqs.); b) the "B" unit is placed on any plain or city sq. results in that sq. counting as 2 for that turn. 2. Reduce enemy positions - 2 "B" units reduce the defensive factor of a defending unit by 1 (if the unit is doubled 4 "B" factors are required) for that turn the unit would be reduced by one (a 443 would i.e. become a 433) for that turn. Although no unit may be reduced by more than 1, up to 4 units may be reduced each turn. AA units have unlimited movement, no regular combat factor (like Rommel units), and no zone of control. One AA unit on a zone or sq. neutralizes the effects of a "B" unit on that sq. for that turn. Both these specialized units are moved during the respective players turns.

Tactics

One addition that is necessary for absolute play balance is simply: no units may enter enemy territory during the first turn. If one nation saw that another was making preparations for war and making massive troop movements, this nation would surely protect its border and cities. It is very difficult to move about 40 divisions secretly.

Play Balance for STALINGRAD

Many of the more experienced players have discovered that the Russians almost invariably win. The game may be balanced by: 1. Introducing the automatic victory rule. 2. Changing the time record so that 2 months = 3 turns; the movement rate per turn is unchanged; Monthly replacement rates are unchanged. 3. Same as #2 except each month = 2 turns. Anyone of these is more realistic than the present version and the last is most realistic. The movement is unchanged, even for the two week turn, because it is not unusual for armor to cover 200 miles (6 sqs.) and infantry 140 miles (4 sqs.) in two weeks.
Sure - Fire Plans Can be Disastrous
by Carl Knabe, II

I have been reshuffled and now have a school address of: 1258 State Street Courts, West Lafayette, Indiana; and a home address of: 2133 Bittel Road, Owensboro, Kentucky. There has been a great deal of confusion in my mail delivery lately.

There seem to be a lot of "infallible plans" (for winning AH games) floating around. Now planning is a good idea, but some of you fellows are getting a little carried away. A number of these sure-fire strategies show a good deal of careful thought, such as Paul R. Siragussa's (9 Washington St., Norwich, Connecticut) OPERATION PLUNGER, outlining German tactics and strategy for STALINGRAD and Erich Stein's (105 Wenley House, West Quadrangle, Ann Arbor, Michigan) general strategic analysis for the same game. Both of these are representative of some of the fine work people have sent me.

But, in at least one glaring instance, reliance on a "sure-fire" plan was disastrous! I received an anonymous letter from one shell-shocked general, many of the home-made games that a lot of you have. In these games where you have a navy the air force takes on an additional load of bombing ships at sea, or bombing ships being repaired in port, and the like. This involves co-ordination to be able to fit the different speeds at which land troops, ships, and aircraft travel into a single turn.

The Larger the Game - The Greater the Variables

With aircraft come many support facilities which should be taken into account for accuracy. One is airbases, for they must be able to be constructed and dismantled. Another is the anti-aircraft battalions for with aircraft comes the counter weapon. Also there must be a system of interception developed so that incoming raids may be met and destroyed, if possible. Also there must be a system of replacement and coupled with this are the factories for producing the replacement aircraft. This brings in part of the incentive for long-range bombing attacks on industry which played such a vital part in the last World War. For any player would like to destroy his opponents' means of advantage and having an air force with a full-replacement rate is one of them.

There are many problems to be worked out with Air Forces but this article was written just to show the possibilities of introducing aircraft into a game.

(Continued on Page 12)
This contest involves a multiple air attack situation already set up for you. Applying the rules from the Midway game the U.S. player is attacking.

In this contest you are the Japanese player. Your object is to apply the screening values of all your ships against attacking aircraft so that you will suffer the lowest probability of fleet damage from a long range standpoint. First, study the attack situation: the T4, D3 and T2 squadrons are attacking the Akagi; the D2 and T5 squadrons are attacking the Mogami.

Now, don your flight komona and refer to the ATTACK PLAN. Each squadron is listed for you under the Attacking Aircraft column. Under the Screening Ship column you are to write in the name of the Japanese ship or ships on the same line with the aircraft their screening values are to be applied against. This is all you have to do. See the hypothetical example (A).

### ATTACK PLAN

<table>
<thead>
<tr>
<th>Attacking Aircraft</th>
<th>Screening Ship</th>
</tr>
</thead>
<tbody>
<tr>
<td>T4</td>
<td>Tone, Akagi</td>
</tr>
<tr>
<td>D3</td>
<td>Myoko</td>
</tr>
</tbody>
</table>

(A)

Ten (10) winners will be named. Winning entries will be the irrevocable decisions of the judges. No entry will be returned nor will we be able to publish winning entries. In case of ties, earliest postmarked entries will decide (allowances made for distance.) Winners awarded FREE Avalon Hill games of their choice.

**HOW TO ENTER**

This contest is free to all subscribers. Simply fill in the ATTACK PLAN and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211 - Contest Dept. Entries must be postmarked on or before Friday, February 5, 1965. Print your name and address clearly. Make sure you mention the game you wish as winning prize.

AH NOTE: Those of you not wishing to mutilate your magazine may send in copy or photostat. Naturally, only one to a customer allowed.
David Butler Takes to the Air to Win Contest #4

Quarterback Butler threaded the needle 4 consecutive times to amass a total of 145 yards...an effort deserving of the famed Hickok Belt, (okay Charles Hickok, Contest #3 winner, unstrap it and send it along.) But as for you Edi Birsan, a contest #2 winner, better unstrap your whole suit and turn it in...your sterling calls totalled a minus 12 yards.

It was a passer's day as Defenses A, F, A and E came up in that order. On the "Long Gain," entrants were awarded 50 yards. The following quarterbacks also earned free Avalon Hill games in addition to a no-expenses paid trip to the Baltimore Colt quarterback try-out camp:

1. David Butler, 3506 Tulara Drive, Boise, Idaho.
2. Jim Schneider, 936 W. 7th Ave., Oshkosh, Wisconsin.
3. Thomas C. Harrison, 1001 So. Penna., Roswell, New Mexico.
4. Butch Edsell, 208 Hiawatha Terrace, Frankfort, Kentucky.

Survey - the Best of The General

Everyone makes New Year's resolutions. Our resolution for 1965 is to bring you, through The General, a more informative and more interesting magazine. The only way we can do this is to ask you what type of articles you want most.

Therefore we would appreciate your taking the time to fill out the following questionnaire so we can better decide what type of format would be most desirable for the coming year. Please be as honest and objective as possible with your comments...be assured that all survey results will be kept confidential.

I. Who is your favorite "Editor?" List by numbers 1, 2 and 3 etc...number 1 being your favorite.
   Walter Green, Naval Affairs
   Thomas S. LaFarge, New England
   Victor Madeja, Middle Atlantic
   Hilyary Smith, South Atlantic
   Carl F. Knabe, Midwest
   Daniel Hughes, Central
   Philip Beasley, Northwest
   S/Sgt. Louis Zocchi, Southwest
   Jon Perica, Pacific Coast
   Martin D. Leith, Arctic

II. List the three articles you enjoyed the most. List by headline and edition month.
   1st __________ from __________ issue
   2nd __________ from __________ issue
   3rd __________ from __________ issue

III. Which issue did you enjoy the most? __________ May __________ July __________ Sept. __________ Nov.

IV. What type of articles and features do you want to see more of?

V. What improvements and additions do you think should be made?

VI. Do you think you will re-new your subscription when yours runs out? __________ Yes __________ No

(Your answer above will not be construed as a commitment one way or the other -- we simply want to get an idea of the future potential of the magazine.)

Discount Offer
The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a $1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works
Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the $1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for $1.00 less than the usual retail value of the game.

Coupons are valid only when ordering games by mail directly from The Avalon Hill Company. Coupons can not be redeemed at any retail outlet.

SAVE THIS COUPON
GOOD ONLY WHEN APPLIED TOWARD THE PURCHASE OF AVALON HILL GAMES
Jan. 1965

Central

Daniel Hughes
1634 North Sheridan
Wichita, Kansas 67203

EDITOR -- Central covering North Dakota, South Dakota, Minnesota, Nebraska, Iowa, Kansas and Missouri.

Critique on Popular Avalon Hill Games
by Daniel Hughes

FOR this issue I thought I would give my analysis of several of the most popular AH games. In the course of the article, I will explain what I feel are the strengths and weaknesses of each side in the games, and my over-all impressions.

D-DAY - Possibly the best game for beginners. For beginners, play balance leans toward Allies, but ultimately the Germans can be almost invincible. The (Continued on Page 7)
Tactics and Strategy for Bismarck Game
by Mathew Buynoski

Bismarck is one of the best games ever made by Avalon Hill; it combines suspense, the time element, and the thrill of a chase in every game. Play in Bismarck can be said to consist of 2 periods, the first move, and orders of battle are not quite accurate. In my version, the BR 50 Infantry Division, the 1st Division on Gold Beach, is missing. So is the OSS Pz. Div. German weakness - lack of mobile units, but good use of available units can compensate for this. Allied weakness - time and good terrain for defensive lines.

AFRIKA KORPS - For lightning, decisive strokes, the best game, which requires the most skill and care. One mistake can be fatal. Terrain inaccuracy can be significant. British weakness - lack of strong units. German weakness - supplies and garrison obligations. Weak point of game - German Ps. units can fight 10 battles without losing power. This is real difference between game and real campaign.

WATERLOO - For strategic and tactical maneuver, the best game. For most of the game, forces do not have to hold static defensive lines. Each side can "pick up its flanks" on wide sweeping maneuvers. French weakness - Allies have good defensive positions, which if held properly, can force him to skirt flanks, which takes time. Allied weakness - lack of strong units at beginning. Center hill lines must be held against frontal assault, though adroit use of available units and river lines compensate for this. Even after center hill line is broken, superior maneuver can win for either side.

STALINGRAD - Usually play balance badly in favor of Russian. However, careful use of every available rule technically can to a large extent compensate for this for the Germans. German weakness - high Russian replacement rates, good Russian river defense lines, and immobility in winter. Russian weakness - only 34 units to cover ever-increasing frontage as game progresses. Russians must make correct decision on when the strategic withdrawal should be made. If this is done properly, Germans must commit themselves to one of three cities, and Russians can usually counter this thrust by massing all reinforcements there. This is especially true in Russian winter moves.

I like Afrika Korps best, provided the original rules are used. Waterloo is perhaps the most rewarding to a good tactician. Luck is less important here than in other games. Stalingrad comes in third, and D-Day fourth. I am interested in hearing your comments.

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The Hunt. I will discuss them here.

First Move
This move is the most important in the entire game of Bismarck. It can determine whether the Bismarck will be bottled up or escape to the safety of open sea. I offer two stock moves for the German: 1) move to a zone where British Battleships are originally placed. Usually they have moved out and the Bismarck can avoid an early, often crippling combat. 2) Move into one of the Areas D-5, E-5, or E-6. The British have only two ships, one a cruiser, to cover this entire region, and the Bismarck's chances of escaping to the open sea are quite good, indeed. I caution against moving around Iceland or staying close to Bergen. The British can too easily trap a Bismarck in confined spaces.

The British Admiral, on his first turn, has no alternative but to cover as many Areas as possible without over-dissipating his strength. If the Bismarck is not located, move the fleet toward the North Atlantic during the night of May 24rd. Chances are that this is where the Bismarck has gone.

The Hunt
Once out in the Atlantic, the Bismarck's major task is to avoid combat with British battleships as often as possible, especially if he is damaged and the British aren't. Very often, even such a no-account ship as Repulse has sunk a damaged Bismarck.

At night, however, the entire picture changes; the Bismarck's B-range superiority on the battle board enables him to go hunting for the British, and cut them up badly. I once had the Bismarck and engaged the Renown, alone, at night. It took only 1-12 gun salvos to reduce that ship to a sinking wreck and a 5-point gain for me. To counter this German tactic, the British Admiral would do well to pile his BB's at night.

During the day, when safe from these forays, the British Admiral should form the "9-Region Defense", or a ring of ships around the Bismarck's last known position. A German inside one of these circles can only move into Areas containing British ships, and will never be lost, as long as the Defense is maintained. The best policy for the British is to move their ships randomly inside the defense. Eventually a combat should occur through a chance meeting of Bismarck and a British BB. Every effort should be made to force the Bismarck into a corner, because here his mobility is reduced and the British chance for bringing him to battle is increased.

The Bismarck player should avoid...
simultaneous moves you may have situations in which one unit is being attacked by two enemy units, one of which is itself attacking in conjunction with a fellow unit. Who is the attacker, and who is the defender? You could work out a Combat Results Table for just two units attacking each other, but a situation as described above makes for a little confusion. The normal Combat Results Table has 144 possible cases. The odds run 1 to 1, 3 to 2, 2 to 1, 5 to 4, 3 to 1, and so forth. Two dice are rolled. What happens is that the Marquis de Champaigne with 3,200 men attacks the Archduke Gregor Leopold, who has 2,000. This is roughly 3 to 2, so the Marquis rolls, say, an 8. This may mean that he loses 300 men, and the Archduke loses 700. A battle always results in both sides losing men, the winner being he who loses the least.

However there might be a situation where the Archduke would lose 700 men, and the Marquis would lose 200, and yet have to retreat; or the Archduke might have to retreat. The Control Figure must be the man to figure out the odds, so as to avoid unpleasant, vitriolic scenes as to whether 4,900 to 2,500 is 2 to 1 or not. I do like to keep things in terms of hundreds. I am not going to put down here my own Combat Results Table, but I'm sure you can make your own, it's not very hard. Also, the Control Figure settles combat: He throws the dice. (I may have misled you with the bit about the Marquis rolling an eight.)

TWO KINDS OF SUPPLY UNITS

D. Supply. Supply trains are of two kinds: Ammunition, and general supply, or, less pompously, food. They are assembled in major cities of one's own country, and each one can supply a certain number of men. They can be as big as you like, but the bigger they are, the longer it takes to assemble them. You might have them gather supplies for three thousand men for each turn that they wait - I leave that up to you. When they're as big as you want them, you send them off. They should move with the speed of hussars, I would tend to think, and be subject to all the movement limitations. To be supplied by them, the units in question must be within a certain distance from them.

As in "Afrika Korps," units must re-supply with ammunition after each battle, and with general supplies, after a given length of time. If the food train gets through, but not the ammunition, then the units may move, but not fight. Or if the converse happens, then they must

bivouac, but they are able to defend themselves.

INTEGRATE ADDITIONAL VARIABLES

E. Variables. One can introduce millions of exciting optional rules into this game. Having a desertion rate is one idea - you can work out a graph whereby the desertion rate rises in proportion to the scarcity of food, or when a sound defeat has been administered, or when there are forced marches. Forced marches are another possibility. For a few extra squares per turn, you pay in manpower. (Shades of A. P. Hill romping through the cornfields at Antietam.) Weather, and its effect on observation and movement...I could go on and on.

I have left a lot of scope for anyone who is interested to play around with. If you have any criticisms, ideas, plans for an electronic IBM Control Figure, send them to me. My address is written on the back of this paper. I have a few minor changes. I don't know why this didn't occur to AH, but here is all you have to do.

Increase the movement of infantry to 6, artillery to 7, and cavalry to 9. Change the artillery rule to this. Artillery has an effective range of 2 squares on offense only. This means that if an enemy artillery unit can be reached by infantry, the infantry may attack immediately without stopping in the secondary zone to withstand fire. If you attack enemy artillery with your artillery from 2 squares away, you disregard any adverse results to the attacking artillery. This means that if you roll attacker eliminated or exchange, nothing happens. If you roll back 2 nothing happens. All results adverse to the defender are effective so if defender is forced back 2, he must retreat. If you find that the south is winning too many games after you have made these changes in the rules you can make another change. All HQ units can delay the enemy 1 turn if they block the route the enemy must take to reach your position. The HQ units have no combat power, but must

How to Save Your Gettysburg (Hex) Game

by Louis Zocchi

I would like to say a few words here to all AH fans who think that Gettysburg II is a loser. This game can be converted into a very fine game if you will make a few minor changes. I don't know why this didn't occur to AH, but here is all you have to do.

Increase the movement of infantry to 6, artillery to 7, and cavalry to 9. Change the artillery rule to this. Artillery has an effective range of 2 squares on offense only. This means that if an enemy artillery unit can be reached by infantry, the infantry may attack immediately without stopping in the secondary zone to withstand fire. If you attack enemy artillery with your artillery from 2 squares away, you disregard any adverse results to the attacking artillery. This means that if you roll attacker eliminated or exchange, nothing happens. If you roll back 2 nothing happens. All results adverse to the defender are effective so if defender is forced back 2, he must retreat. If you find that the south is winning too many games after you have made these changes in the rules you can make another change. All HQ units can delay the enemy 1 turn if they block the route the enemy must take to reach your position. The HQ units have no combat power, but must

Limited Intelligence Game (Cont. from Page 3)

from my Chancellorsville set to determine odds.

B-17 Optional Rule Adds Realism

I would also recommend the inclusion of the B-17 rule as regular feature as such bombers took part in the battle and were available for service. This and the other optional rules do a great deal to improve the basic realism of the game.

This issue's list of recommended books includes:

- Defeat at Sea - C. D. Bekker - the story of the German Navy in World War II
- The Fight for the Sea - Commander David D. Lewis, USN - story of submarine warfare in the Atlantic in WW I and WW II
- Midway - Fuchida and Okumiya - an excellent study of the battle of Midway
- The Great Sea War - Potter and Nimitz - a survey history of World War II naval operations.

Next issue I hope to start analyzing Bismarck including several proposals for a more intricate and realistic game. Hopefully this will include some ideas for more effective aerial operations.
George Bradford and His Computor Results Table

The device illustrated here was inspired by Martin Leith's original idea in the September/64 issue. It is basically the same principle, but carried to its ultimate degree.

The object is to replace the dice without losing any of its probability factors. This has been done by wiring 6 switches for the Attacker and 6 for the Defender to a set of 6 indication lights. Procedure in play would be as follows: The odds are determined, and the large dial is turned until it points to the proper odds surrounding it. This action moves the bank of lights across the results, however he must not allow the attacker to see which switch he has thrown. The necessary elements would be: 6 small lights with sockets, 6 toggle switches, and sufficient knife switches to allow for 36 contacts. These latter must be adapted to have 6 contacts on each switch. The dial arrangement and the cabinet can be built to your own discretion.

Survey Results Incomplete

The returns of the Design Questionnaire were numerous but inconclusive. There was very little interest in Yorktown, Basketball Strategy, Coral Sea and Bull Run. However, of the most often checked games, no one title has stood out. But, leading the survey at the moment (and questionnaires are still coming in daily) are Chandlcanal, Battle of the Bulge, Italian Campaign, Jutland, Korea and Tactics III. So, our design department is researching all of these titles.

Many "Other Titles" Suggested

Quite surprising was the number of "write in candidates." The Battle of Britain scored high in this category. Also, numerous World War I campaigns received mentions. Some of you went into great length; notably our Sage Sarge, S/Sgt. Louis Zocchi, who suggested Square Mill (the exciting Don Quixote combat game) which is a direct steal from a rival manufacturer’s Square Mile game (the game that increases gas mileage by showing you how Christopher Columbus managed to get over 7,000 miles on a galleon.) Sinking still further into the ludicrous were suggested: Keep Abreast (the famous army marching game) and Current Events (the new raison eating while standing in shark infested waters game.) The end, man.

Reading List...

Realities Of American Foreign Policy, by George F. Kennan, 1954.
A: Yes to both.

Q: Are you allowed to call for a "pitch­­catcher" cannot call for it simply be­cause there would be no reason to do so in a real game.

A: No. Remaining squadrons must go through with the attack and sustain the inevitable losses.

Q: May more than one aircraft counter attack the same ship?
A: Yes, a ship may be attacked by any number of counters and from more than one rectangle.

Q: May a screening fire at more than one squadron counter?
A: Yes, it may fire at any number of counters as long as such counters are firing at one ship from one rectangle. At no time may a ship fire at planes in more than one rectangle. And a ship may not fire at all planes in the same rectangle if they are attacking different ships.

GETTYSBURG:
Q: If a Unit is in the woods on the ad­­jacent square from the ridges can the Unit continue unobstructed into the ridges and move two squares or does it have to stop on the edge of the ridge?
A: The very latest ruling states that there shall be no movement delays or penalties in Gettysburg.

CHANCELLORSVILLE:
Q: Do artillery Units get doubled de­­fending against attacking artillery on opposite shore? Do they triple if in a fortress?
A: Yes to both.

BASEBALL STRATEGY:
Q: Are you allowed to call for a "pitch­out" with no one on base?
A: No. although the rules do not make this provision, we are stating that the "catchers" cannot call for it simply because there would be no reason to do so in a real game.

Operation Overlord II
Ready to Roll
by Jon Perica

Thanks to the almost 200 people that wrote in to answer my July request for a multi-player D-Day game, final plans are just about complete. It took a little bit longer than was expected to get organized because of the large number of applications. All the requests that were received were carefully consid­ered so we could pick the best qualified persons. Finally, 87 players were chosen for each side to act as commanders, subordinates and staff members.

The set-up to be used by the defend­ers was developed by the Supreme Commander of the Germans, Tom Bosseler. After the initial placement, all commanders will have control over troop movement. The German Army is divided into three groups. Army Group I is defending the South of France, while Army Group III is covering the Northern coast. Army Group II armor units are formed into the first Panzier Army to act as a mobile reserve.

Invasion Expected at South France
To make sure that all participants were familiar with the procedure for movement, practice movements for both sides have taken place. The Allies have made a dummy landing at South France while the Germans have made practice withdrawals from all their beachheads. Due to the two practice moves, actual starting of the contest was delayed until Christmas Vacation. Then at last the final preparations were finished, the Allied forces commanded by John Smythe announced that South France has been selected as the invasion area. Further news on developments in the game will appear in the near future.

STALINGRAD:
Q: If a stack of two Units has been sur­rounded and the top Unit has been elim­inated but the bottom Unit survived because of the soak-off, is the remaining Unit allowed to move one square so he could get better odds in his forced at­­tack, or does he have to stay where he is?
A: The surrounded Unit may move that one square, but only one square in an attempt to attack at better odds.

TACTICS II:
Q: If the defender is forced back 2 and the only route of retreat is across a river, is that defending unit eliminated?
A: No. units may be retreated across rivers, into forests or into mountains. However, in case of armor: they cannot retreat into woods or mountains: and only mountain Units may retreat into mountains.

The actual field commanders for both sides are as follows:

German:
Supreme Commander - Tom Bosseler Field Marshal Army Group-Jon Perica General Frederick Brems General Eugene Langenfeld Field Marshal Army Group - George Phelps General Dave Kellogg General John Bailey General Larry Bristol

Allies:
Supreme Commander - John Smythe General Nelson Kempsky Colonel-General Joe Miller Colonel-General Dan Wenschoffe Colonel-General Dan Walker General Paul McKibben Colonel-General Jeff Hammel Colonel-General Gail Hoskins General David Arnold Colonel-General Dale Garbutt Colonel-General Gary Goldwell

The following list is the approximate number of units defending each invasion area:

- South France 14
- Brittany and Bay of Biscay 12
- North Sea 34
- North Sea to Sommes River 30
- Le Harvre and Normandy 33
- 1st Panzier Army 61

The answer: position 41-5 at I-26 and 7A-2 at R-27. Why? Because now the Germans would have to soak-off against the 41-5 Unit to attack Tobruk at 2 to 1. And with the 7A-2 Unit completely blocking the 21-3 Recce Unit and preventing it from being used as the soak-off Unit, the Germans, with a total of 24 attack factors available, could not attack at 2 to 1. Because of the soak-off requirement, an attack against Tobruk must be done at 1 to 1. Of course, you might want to attack one or two of the 2-2-6 Units now in Tobruk but that would accomplish absolutely nothing. In fact, any attack against Tobruk under these circumstances would be sheer lunacy (unless you have "cultivated" dice.)

Well, did you figure correctly? If yes, then we give you our sanction to open your own military academy.

Jon Perica
5663 Ramara Avenue
Woodland Hills, California 91364

EDITOR - Pacific Coast covering Hawai­­i, California, Oregon, Washington and the Far East.

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OPPONENTS WANTED

As a free service to subscribers, the following ads are inserted exactly as they are received.
Ad date will appear in the following issue.

Need Tactics II opponent. Everyone in my home town would rather ride the lawns and have a good
stuffing. Anyone have a phone number?

Eric R. Shimer, 1122 Hill Road, Nuggets, 5070 St. Louis.

WANTED: Opponents for Afrika Korps, Stalingrad, Avalon Hill, and/or
Three-dimensional space. Any other Avalon Hill games will be
accepted.

Interested in joining an Avalon Hill game club? Live on the West side of Cleve-
land. Contact: William O'Connell, 1202 W. 65th St., Cleveland, OH 44109.

GUARDIAN WAR

STEEL ARMOR

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GUI...
Africa Korps - Re-played and Re-hashed

(Continued from Page 2)

Again, German supplies are "sunk." But reinforcements arrive and advance, with the aid of the Rommel Unit, a little beyond Mersa. The 21-3 Recce Unit becomes an inviting target as it is position ed at the entrance to the well guarded pass. It can now be attacked by enough Allied Units to guarantee its elimination -- but such an attack would place Allied Units in a very untenable position and materially weaken their efforts in defense of Tobruk. (Units with asterisks used the Rommel movement bonus.)

First May - Allied Turn

<table>
<thead>
<tr>
<th>1-1-6</th>
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<th>2-2-6</th>
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<tr>
<td>G-25</td>
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<td>I-43</td>
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</table>

Allies withdraw and regroup, forming a defensive barrier on the escarpment around Tobruk. Meanwhile, several 7A Brigades begin a harassment journey southward. Raids of this sort will prove a continual thorn in the German side. It will force the Germans to be ever wary of their supply and reinforcement line... good move on the Allies part at this stage of the game. Not so good is the 4-4-7 move to H-24, as will be learned in the next German turn.

2nd May - German Turn

<table>
<thead>
<tr>
<th>0-0-12</th>
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<th>3-3-10</th>
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<td>0-0-10</td>
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<td>2-2-4</td>
<td></td>
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<td>2-3-4</td>
<td>2-2-4</td>
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</tr>
</tbody>
</table>

The 3 to 1 attack resulted in an "exchange." Thus, the Germans lost their three Italian Units worth 8 attack factors. The remaining German Units occupied H-24 after combat was resolved. The Allied must now brace themselves for the inevitable siege of Tobruk. If they can hold out for one turn then the strong 4-4-7 and 3-3-7 Units due next turn (June) can be brought directly into Tobruk. But just in case Tobruk falls on the next German turn, Allies place their Supply Unit out to sea. Also, a Supply Unit is hustled back to garrison the home base to make it usable for receiving reinforcements that will not find room in Tobruk. Meanwhile, the 7A brigades continue their sortie south; while the 41 brigades form a line just west of the Egyptian border without fear of attack since German supplies cannot reach far enough to sustain any attacks here.

Thus, the first four turns are complete. The German player is now faced with the first of many important decisions. What would you do? Would you attack Tobruk at 2 to 1 or would you leave a small seiging force and continue eastward with your armored Units? Your decision here must be predicated on events that will occur within the next few turns. Is an attack worth the risk? Certainly if you don't attack on this turn, Tobruk will be beefed up to the point where it will be almost impossible to take it until December at the earliest. But if you do attack... and lose, well, that could cost you a year of time. On the other hand, conquest of Tobruk greatly improves your supply situation and, at the same time, removes the last defensive redoubt open to the Allies. It also nullifies the strategic effect of the southwesterly harassment feints by the Allies.

So let's hear from all of your armchair generals... send us your decision. We want to know what you, as Rommel, would do in this very same situation.

In the meantime, you have the opportunity to test yourselves right now on your ability as the Allied general. You see, the last Allied turn (2nd May) was not the best that could have been made. In fact, a very slight change applied to the last turn is all that is necessary to greatly reduce the danger of loss to Tobruk. We'll even give you a hint. You only have to change the position of two Allied Units. For the answer, turn to page 10, column 3.

Sure - Fire Plans (Continued from Page 4)

Evidently some sure-fire plans are more sure-fire than others. Or maybe there aren't any sure-fire plans...? There does seem to be a pronounced tendency to overlook that frustrating third party present at every AH game: Lady Luck. I wonder what Lady Luck would have to say about those 97 to 1 odds.