New Battle Game Being Featured at New York Toy Show, March 8-13

The week of March 8 - 13 is a big one for the toy and game people. It is the week during which everyone that is anyone in the toy business congregates in New York to see what's new for 1965. Probably 1/4th of the year's toy buying will be done during this week-long Fair. The Fair is not open to the general public, however, as it is set up to be a showcase for manufacturers and publishers exhibiting their new wares to wholesale and retail buyers.

Thus, the Toy Fair becomes the show case for Avalon Hill's latest battle game, "Battle of the Bulge." Its introduction marks the completion of another cycle in the wild world of game designing. It is now on display in room #455 of the 200 Fifth Avenue Building.

Game Designing is a 5-Step Cycle

There are five major steps along the design path from idea stage to finished product.

First, the subject on which to base the new game must be chosen. Secondly, the background and historical data for the chosen subject is researched. Thirdly, a roughed out prototype is play-tested in the office by the design staff. Fourthly, mock-ups are printed and office tested by members of the consumer test panel. And fifthly, final art work on all parts is prepared from which a first run of finished games is printed, ready for distribution to the wholesalers and retailers.

Why "Battle of the Bulge?"

Well, game fans ... you selected this subject; by your survey replies; by your registration card suggestions; and through reams of suggestions via regular, unsolicited correspondence. So, we listened. Our Research and Design staff then sat down and had a hexagonal table discussion. Since the "Bulge" had been among the most requested titles, being so timely a subject (20th anniversary), it became a natural choice as the next battle game for Avalon Hill.

"Bulge" Available April 1

Battle of the Bulge will not be released to the public until April 1st. At that time, this game will be found at most of your local outlets or directly from Avalon Hill. Mail orders received prior to this date cannot be processed until this time.

General McAuliffe Added to Advisory Staff

When one enters the Army-Navy Club in Washington, D.C., one is immediately impressed with the quiet majesty of the place. Browsing around a bit one sees military pictures, paintings and documents on walls, encased in glass and bound in albums just about everywhere for the casual eye to observe. There is a momentary excitement as one becomes suddenly aware of the military greatness that is our national heritage, a greatness that is all too often forgotten by the average American.

Our first meeting with one of these greats was somewhat paradoxical. We met General Anthony C. McAuliffe in a little, non-descript wing of the Club. The General, a solidly built man even twenty years after the event, still reflected his military bearing as he looked us straight in the eye. We felt a subconscious compulsion to salute.

Instead, we introduced him to D-Day. We showed him the mapboard and troop counters and went about "teaching" him all about the game that re-captured this great invasion of which his 101st Airborne Division had taken so monumental a part.

Commercialism Not Our Intent

At this point the General waxed somewhat nostalgic as it became clear to him that Avalon Hill was more than just a commercial venture. His initial reservations about us ("I, General McAuliffe, think Avalon Hill tastes good because...") disappeared and he became imbued with the idea that here was a dandy way to re-educate the public on the historical import of the actual Battle of the Bulge.

The General made it quite clear that Avalon Hill was not to make him out a hero figure. After all, the Bastogne incident was just one segment of the entire Ardennes campaign and, too, there was a long list of unsung hero types in his command that will never

(Continued on Page 2)
McAuliffe Added to Staff

be accorded the plaudits they so richly deserved.

But to check over the game for historical accuracy - yes - he would be most happy to do this.

Test-Game Not 100% Accurate

On succeeding visits, General McAuliffe checked over all the game parts. To avoid embarrassment he found an error in the listing of division in his own command. He also gave us a little-known insight into the true German attack timetable. This necessitated a sweeping change to the Time Record Card and a change in the conditions of the game.

A Critique - "Afrika Korps Re-Played"

In the November issue we began a new feature that recapped a series of moves for Afrika Corps culminating with a major decision required on the part of the German player. We asked for your decision - and, man, we got 'em.

Germans Must Attack Tobruk

The consensus of opinion was 62% in favor of attacking Tobruk immediately. Several sent in excellent attack plans, while quite a few came up with some outstanding counter-offensives for the British. But of all the many, many letters received, no two people had identical plans. Several of the more "stirring" letters are re-printed elsewhere in this issue. Also, elsewhere is our second feature entitled "Stalingrad Re-played."

Stalingrad Re-Played

Stalingrad, introduced in 1963, has proven quite popular as a game of grand strategy. However, once players become familiar with it, the Russian player usually has the best of it. The German player must either catch his opponent napping or tear into the Russians with reckless abandon right from the start. The former possibility is unlikely between top-flight players. But the latter, shown in a series of recapped moves below, produced a fairly easy German victory in one of the most startling games ever witnessed down in our testing catacombs.

Attack at 1-2

In most games the German player plods along turn after turn, attacking at 3-1 or better. Play becomes stereotyped as Stalingrad and Moscow fall with time running out before Leningrad can be taken for a German victory. How then, can the German player win? One solution is in the unusual approach shown below. The German player attacks viciously - at 1-2 odds most of the time. Surprised? So was the Russian player as he saw his defensive line forced back in many places time after time.

Here are the first 3 turns of one of the most unorthodox schemes ever seen on the Stalingrad gameboard:

Official Grid System

Since current Stalingrad Mapboards do not contain any grid numbers, we must acquaint you right off with our new system. (Letters A through WW run along the east and west edges; numbers 1 through 57 run along the north and south edges. The letters represent the rows of squares that run directly east and west starting in the northeast corner while the numbered squares are angled southwesterly: lowest numbers beginning at the southwest corner of the board. Examples: Sofia is TT-3, Warsaw is Z-13, Helsinki is J-26, Leningrad is K-31, Moscow is S-34 and Stalingrad is HH-36.) Now, on with the game.

At the Start

Forget about Finland. The defensive setup for the Russian player at the start allows for a strong force in Finland that will eliminate the maximum number of German Units allowed in Finland within 4 turns. Units not shown below will be assumed to be in Finland.

Note that most of the faster moving Russian Units are placed in Finland at the start.
of the enemy and pushing back another 1/6th. The German player elected not to attack at 1-1 for several reasons; he could only fight half as many battles and his own elimination probability would still be the same as at 1-2.

While the German player engaged the Russians all along the front, he did not commit too many Units in the South. Units can really be tied up in this area and adverse battle results can hamstring maneuverability here. The North-central area is more difficult to defend for the Russians thus a greater concentration of German effort is directed here. In fact, the only 1-1 battle being fought is against Square U-20. And you will notice the clever tactic of including 4 Attack Factors extra (5th Corps) than is necessary. In the event an exchange occurs the 5th Corps can cross the river onto U-20.

Battle Results, starting with the attack against R-18, are: (die rolls in parentheses)

1. (1) Russian 24th retreated to P-20; German 3rd crosses to R-16.
2. (5) German R-4 and 43rd retreated to T-16. Too bad because a victory here (die roll of 1) would have enabled Germans to surround the Russian 28th at S-18. Attack #4 gives Germans another shot at it.
3. (5) German R-4 and 26th retreated to U-16. Too bad because the German player can ill afford harrassment in that area than expected. Battle Results, starting at Riga, are:

- Russian 12th, retreated to P-20.
- German 3rd and 10th, attacking Russian 27th, retreated to T-16.
- Russian 27th surrounded and automatically eliminated at 5-1 odds.
- German 55th eliminated in an exchange.
- Russian 16th is eliminated; German 12th and 23rd occupy GG-12.
- German 1R and R-3 retreated to LL-14.
- German 34th and 54th and Russian 9th are eliminated in an exchange.

Even with the die rolls slightly against the German player, he has acquired much ground. Both sides have considerable losses with such situation hurting the Russian player much more than his German player at this point.

Next overall effectiveness of the German gambit becomes apparent. The Russians are hurting at the Nemunas River so that they cannot even use it another time as a doubled-up defense line - unless they counter-attack. The alternative is to pull all the way back to CC-12. In the 21 to 4 attack, the German 53rd is eliminated on a die roll of 6. Unfortunately, a die roll of 5 eliminated the Russian 24th in the 1-3 soak-off against the German 5th and 41st Units.

There is a slight let-up in the ferocity of the German attack plan. It is not necessary to force the issue west of the Bug River in the Brest-Litovsk area because the Russian player will most surely pull out of there in his next turn anyway. The Russian position in the south is becoming untenable especially since the Germans are allowed to move into Hungary on this 2nd turn. In this German turn, the Russians lose at least 12 defense factors, probably more. And from this point on, he will be hard put to find enough Units to defend along the entire front. This pressure put on in these first two turns might force the premature transfer of Russian Units from Finland which, in turn, will enable yet undefeated German and Finnish Units in Finland to cause the German player a great deal more harrassment in that area than expected. Battle Results, starting at Riga, are:

1. (3) German 3rd and 10th, attacking Russian 12th, retreated to P-20.
2. (5) German R-4 and 26th, attacking Russian 43rd, are eliminated.
3. (5) German 55th and 43rd and Russian 65th eliminated in an exchange.
4. Russian 27th surrounded and automatically eliminated at 5-1 odds.
5. (5) German 49th, soaking-off against Russian 3rd, is eliminated.

6. (5) Russian 16th is eliminated; German 12th and 23rd occupy GG-12.
7. (3) German 1R and R-3 retreated to LL-14.
8. (2) German 34th and 54th and Russian 9th are eliminated in an exchange.

The Russian player can no longer think attack - he must fall back in a way that delays German advance with least loss to his own. Since it will be two turns before replacements come on, the Russian player can ill afford to throw out delay Units with reckless abandon. Thus he gives up considerable territory in the north which is now his weakest area.
The Japs Have the Best of It In Midway

by John E. Curtis

Amer. fleet must get off the first assault, must do so without having been previously discovered when he was within range of the Jap fleet, must do so just before nightfall, and must sustain a minimum of losses to himself while inflicting at least a six point loss upon his opponent.

If this is successfully done, the Amer. fleet can afford to lose Midway island to the Japanese. But, the Amer. fleet must then continue to close the Jap fleet for the remainder of the game, unless the first and subsequent dusk raids have reduced Jap air power by at least one half, preferably two-thirds.

It is therefore essential that the Amer. fighter force remain at full strength, since it is nearly impossible for the Amer. fleet to avoid a carefully placed Jap. cruiser screen.

Summary: The Amer. forces are forced to rely upon luck to find the Jap. fleet(s) without being themselves detected during the day. On the other hand, if that Jap. contingent which comes on during the first daylight turns can avoid Amer. raids during the first day, the Jap. fleet calls all the shots during the second day, and can deal out as much as it receives, which is disastrous for the Americans.

In other words, there is need for something which would allow the Amer. fleet to hide during the day, like weather, for instance.

I haven't gone to the trouble of outlining a blow by blow description of how to defeat the Amer. fleet, but I am certain that the Jap. fleet can make judicious use of air calls and cruiser screening at a elude Amer. air calls, and (b) discover the Amer. fleet. This inequality may not apply to those who don't get as involved with the games as much as the more avid fans do, but it is, to use analogy, as bad as the initial inequality of the Afrika Korps game before that game was modified.

A Blue First Move

in Tactics II

by Ronald Lininger

1) Position all my armor near as possible to C43–45, the capital and C38–51, in the initial set up of my pieces.

2) Seize C8–16 by paratroop assault, after destroying Red's 1st Headquarters.

3) Attack Red's First Army Group Headquarters with 3 armored units (giving me 6–1) and a 50% chance of capturing the valuable missile.

4) Immediately garrison C8–16 with units from my IV Corps and replacement units, as well as my second army headquarters missile.


6) Seize 3–28 by paratroop assault and garrison it with a few units from my replacement units.

7) Advance my I-C toward my capital for an eventual sea assault.

8) Protect my armored division in the Red Capital by landing amphibious units at 11–3 to prevent a counter attack by Red's I-C. It is also imperative to seal the bridge entries to the Red capital.

Thus the first move ends with four Red cities captured and several valuable pieces destroyed or captured. Wherever Red attempts to counter attack, my I-C is ready to augment my troops. If Red's missile is captured, mopping up his I-C becomes easy, and then his 13–16 becomes fairly easy to attack on the next turn. Once his island area is secure, my armored units collected there can be rushed by sea, if necessary, to overcome any counter attack which might be aimed up the middle. Usually Red can never recover from the initial surge and makes a final stand in the SW sector.

Any comments you may wish to offer may be addressed to: Ronald Lininger, 3592 Realistic Avenue, Cincinnati, Ohio.
**Q:** Can Jap Battleships that are on the Midway square use their surface combat factors to reduce Midway's relative fortification strength?

**A:** No, their surface combat factors or screening factors are of no value against Midway. The only effect their presence has in reducing Midway's relative fortification strength is at the rate of 1 point for each battleship for each turn.

**Q:** Is it legal to attack a position, and after learning what's there, call off the dive bombers and torpedo planes and send them home without attacking, but engage in a fighter dual?

**A:** Yes.

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**AFRIKA KORPS:**

**Q:** Suppose movement after combat, say onto an escarpment, places the attacker adjacent to any enemy Supply Unit at the end of the turn, does he capture that Supply Unit?

**A:** No. Capture cannot occur after combat has been resolved.

**Q:** Can you move directly from E-18 to F-19?

**A:** No. In addition, attacks between opposing Units on these squares is not allowed.

**Q:** Suppose a German 4-5-6 Unit attacks two Allied 2-2-6 Units doubled up in Tobruk. Odds are 1 to 2 and an exchange occurs. Should one or both Allied Units be removed?

**A:** No... remove just one 2-2-6 Unit. The rule of thumb is: the weaker side removes all of his Units. If the weaker side was the attacker, then the stronger side removes Units whose defense factors (computed at basic, double or triple depending upon terrain) total at least that of the weaker side's attack factors removed. If the weaker side was the defender, then the stronger side removes Units whose attack factors total at least that of the weaker side's defense factors removed.

**Q:** If a Supply Unit is adjacent to a friendly Unit and an enemy combat Unit places itself adjacent to the Supply Unit but not to the combat Unit, is the Supply Unit captured?

**A:** Yes, and it can be moved and used in combat in that same turn.

**Q:** Can a 7-7-10 Unit that is isolated attack a 1-1-6 Unit to break out of the isolation?

**A:** Yes; because this attack creates an automatic victory situation which in turn eliminates the 1-1-6's zone of control which in turn creates a clear path from the isolated 7-7-10 Unit to a Supply Unit outside the isolation.

**MIDWAY:**

**Q:** Suppose a player attacks a ship with say, 12 Torpedo Squadrons. Does he have to use a T-12 counter or can he break it down into two or more counters totaling 12 squadrons?

**A:** Yes. However, remember that one screening ship may fire at all of those counters providing they are attacking the same ship from the same rectangle.

**Q:** If a ship is sunk before all air attacks on it have been resolved, can the remaining squadrons shift their attack to another ship?

**A:** No. Once the commitment has been made, all aircraft squadrons must go through with the attacks.

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**CONTEST NO. 6**

The "General" completes its first full year of publication with this issue. The enthusiasm generated by subscribers for this publication has been overwhelming. As sort of a bonus feature, especially for those whose subscriptions run out with this issue, we are making contest #6 one of a "general" nature so that all will have an equal chance to win.

**Are You a Typical Avalon Hill Gamester?**

If you think that you are the average Avalon Hill player, this contest will be a snap to win... all you have to do is to select which of the Avalon Hill games you think were the most popular in 1964. We have listed every game in alphabetical order. To the left state their order of popularity by placing the number "1" next to your choice for the most popular, "2" next to the second most popular, etc.

**How To Enter**

This contest is free to all subscribers. Simply fill in the Sales Popularity Form and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland, 21211 -- Contest Dept. Entries must be postmarked on or before April 4, 1965. Print your name and address clearly and make sure you list the Avalon Hill game you wish as winning prize. Those of you who do not want to mutilate your magazine may send a copy or photostat. Naturally, only one to a subscriber allowed.

**Ten Winners**

Ten (10) winners will be named. Ties will be broken in favor of the entrants who come closest to guessing the total number of Midway games that have been sold up to December 31, 1964.

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**SALES POPULARITY**

- Afrika Korps
- Baseball Strategy
- Bismarck
- D-Day
- Dispatcher
- Football Strategy
- Gettysburg (all versions)
- Le Mans
- Management
- Midway
- Stalingrad
- Tactics II
- U-Boat
- Verdict II
- Waterloo

**TIE Breaker: Midway Games sold up to December 31, 1964.**

**NAME:**

**ADDRESS:**

**CITY:**

**STATE:**

**Avalon Hill Prize**
Letters, Yes We Get Letters...

Sir: Afrika Korps-Re-played and Rehashed requests at the tail of the article, comments from the armchair generals. What would I, as Rommel do at the end of the May 2 turn? Cry! The article might better be titled, "How to lose the Afrika Korps in Four Turns." Without bothering to send a full situation report we shall go to the Allied May 2 turn. The Knights bridge 'Gap' at J-25 allows the allied to encircle the majority of the Korps and the movement of 7A-2 to R-25 prevents even a single counter-move in the June 1 turn for the Germans.

The first requirement for any good general, armchair or otherwise, is a thorough appreciation of the strategic and tactical situation. This is a war-game and as such is different from War presenting a different situation. Arguments that... "It doesn't happen that way in real life," are merely excuses for failing to recognize and appreciate a situation... James G. Smith, 3219 Chadwick Dr., Los Angeles Calif. 90032.

Sir: In reference to your January issue of the "The General", come now, you must be joking. When you said that the original British move could have been improved upon, you became guilty of the greatest understatement of the year. When I, as the British Commander, get through with the Afrika Korps it will be more of a (pardon the pun) Korpse than anything else.

Let me now unfold for you what I call, for want of a better name, Plan Gottterdamersun. The first phase of the plan will entail the destruction of the Germans immediate source of supplies. This will be accomplished by the 31 Motorized Brigade, the 31st will move down to Knightsbridge and then across Rommel's HQ and out to the road, it will proceed up the road, destroy the German supply and block the pass on square F-18.

This is the main blow, the rest is something of a anti-climax, although just as important. Next the pass below Mechili will be blocked to prevent the rest of the German supply from being brought into play. Also, the German Infantry unit and Recon Battalion below Tobruck will be surrounded. These moves are:

7A/1-L-26 41/5-N-25
7A/2-M-22 41/7-J-26
9A/30-G-25 41/11-M-30
Pol-J-28 Supply #1-G-25
22 Gds-J-20 Supply #2-L-28
7/31-F-18 Supply #3-K-62

Now that I have tipped my hand it's your turn. Fess up now! You weren't serious when you published that article, were you? Whatever the answer is I would certainly appreciate a reply. James F. Dunnigan, 8512 Fifth Ave., Brooklyn 11209.

Aff Note: Ve giff op!

Contest #5 Ends in 11-Way Tie

Congratulations are in order for the following who all turned in identical winning entries. The criterion was based on lowest effective ratio taking into consideration Chance Table probabilities and the fact that each "hit" against the Carrier Akagi was worth twice that of the Mogami in points earned. The winning entry showed:

<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>
<tr>
<td>T2</td>
<td>Haruna</td>
</tr>
<tr>
<td>D2</td>
<td>Chokai</td>
</tr>
<tr>
<td>T5</td>
<td>Mogami</td>
</tr>
</tbody>
</table>

Those submitting the above entry, in order of receipt are:

1. Carlton Lott, 5 Minetta Street, N.Y., N.Y.
2. Laurence Rusiecki, 34 Sharon St., Brooklyn, N.Y.
4. Thomas Fancher, 26 River Street, Sidney, N.Y.
5. John Nichols, 5606 23rd Parkway, Hillcrest Heights, Md.
6. Mark Maxim, 71 Hillcrest Drive, Spencerport, N.Y.
8. Lawrence Uzzell, 42 Prescott St., Garden City, N.Y.
10. Michael McCabe, 1460 N.W. 61st Ave., Fort Lauderdale, Fla.

New Mail Play Equipment

Play-by-Mail Pads are now available for D-Day, Stalingrad, and Waterloo. As on the Tactics II and Gettysburg Pads, introduced last year, both Army's Order of Battle sheets are on the same Pad. Thus it is only necessary to purchase one Pad regardless of which side you take.

Pads for all of the Play-by-Mail games are 50¢ each, postpaid in the United States and Canada. Instructions, sufficient for all games, costs 15¢.

New Play-by-Mail Pads for Afrika Korps are also available. These, too, have both Army's on the same Pad. When playing Waterloo, D-Day and Stalingrad by mail it will be necessary for you to establish your own grid-system as grid coordinates have not as yet been printed on the mapboards of these particular games. We will eventually have them printed as soon as it becomes necessary to print new mapboards.

Play-by-Mail material must be ordered directly from us...it is not available in any retail outlets. For speedy delivery, add 65¢ Special Delivery Charge.

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

MARCH 1965  MARCH 1965

$25¢ 25¢
Play-by-Mail Table for Afrika Korps

The latest instruction revision to Afrika Korps incorporated a German Supply table that necessitated a die roll for supplies at the beginning of every turn. For those playing this game by mail it is necessary to provide a Play-by-Mail Results Table to determine whether or not the German player is due supplies at the beginning of every turn.

The German player automatically receives one Supply Unit at the beginning of the game. But at the end of the Allied first turn, the Allied player selects a Stock for Supplies in the same manner he does when conducting attacks.

Upon receipt of the Allied turn, the German player checks the Stock transaction results to see if he gets a Supply Counter at the start of his 2nd turn. For all April 1941 through June 1941 turns, last-digit results of 1, 2 and 3 "sinks" the supplies; July through November 1941, 1, 2, 3, 4 and 5 sinks supplies; December through the end of the game, 1 and 2 sinks supplies.

The above procedure is followed by both players, at the end of every turn of the game.

Wargamer’s Newsletter

Donald F. Featherstone’s Wargamer’s Newsletter seems to be getting thicker at each printing. Obviously, the word is spreading about the vast amount of interesting articles included in this periodical. While it caters more to the devotees of "sand box battles" nevertheless we recommend it because of the lengthy discussions of battle tactics and strategies that can very well be applied to Avalon Hill wargaming. In addition, there is always a recommended book list plus many and sundry articles of interest on the use of realistic models of terrain features and soldiers themselves. For complete information, write to: Wargamer’s Newsletter, D. F. Featherstone, Editor, 59 Hill Lane, Southampton, England.

Multiple Commander Play-by-Mail Game

by Donald Paul Balla

As far as I know, multiple commander play-by-mail (m.c.p-b-m) games originated in idea in California by the Woodland Hills club. This idea was eagerly gobbled up by the Summit Conference, a club started in Illinois, and after practical rule maneuvers, the first m.c.p-b-m game was born in the form of a Tactics II game which is, at present, running smoothly. This form of game was a non-complicated, fun method for fourteen persons.

With the Summit Conference set of rules, a turn would take about a month, longer than dual play-by-mail games, but shorter possible for almost any other kind of m.c.p-b-m games. Also, with these rules, an ultimate idea in wargaming is born--Armies!

Armies are a group of AH players in one club. I have noticed advertisements for several clubs of play-by-mail fans already, and this is a step in the right direction, yet these are clubs where members play against each other. I propose a club where members play with each other against other clubs! Any present club that wishes may write to me about this m.c.p-b-m advantage.

If asked, I could send a list of all persons to whom I have sent instructions and these will be armies to challenge.

I suggest that no more than 12 members be in a club, otherwise it becomes less personal and less fun, however, a large club could boast of four or five armies which play other clubs or even each other.

All who wish to start their own m.c.p-b-m army and be able to play in one of the first m.c.p-b-m games simply write to me at: 6235 S. 75th Ave., Argo, Ill. I will send a copy of the Summit Conferences’s m.c.p-b-m rules.

9 December 1940

By Albert A. Nofi

The 9th day of December 1940 is the opening day of Sir Richard O’Connor’s brilliant desert offensive which resulted in the virtual annihilation of Marshal Rudolfo Graziani’s far superior—everything but equipment—Italian army in Lybia.

When Afrika Korps was issued many may have noted, as I did, that the game begins in April 1941 with the arrival of Rommel in the deserts. There are most excellent reasons historically, and probably also production-wise, as to why this was so, however such a truly brilliant operation as O’Connor’s was should not be ignored.

For those interested in trying their hands at generalizing in this campaign, I offer this scheme for converting the Afrika Korps equipment into material for use in duplicating the earlier campaign.

Mapboard: - As in Afrika Korps in all particulars.

British Western Desert Force: - To be located in the vicinity of Fuka (K-53).
7th ArmDiv(two 4-4-7’s and the S.G.)
4th IndDiv(four 1-1-6’s)
Two IndBrig(two 1-1-6’s)
Italian Forces: - Divided into three groups:
Tenth Army: - Locate in the vicinity of Bardia (H-32) in Lybia.
Five IndDivs(two 2-2-4’s and three 2-3-4’s)
Eight TankBns(Uae Foligore but reduce to 1-1-6)
Cors: - Locate about Gazala (G-21)
Three IndDivs(one 2-3-4 and two 2-2-4’s)
Cors: - Locate about Benghazi (H-2)

Two IndDivs(one 2-2-4 and one German InfRegt but reduce to 2-3-4)
The play should follow all Afrika Korps rules except these governing supply units. Such pieces are to be excluded from the play for no other reason than that I am unable to figure out how to include them (Help?). To be isolated a unit must be cut off from it’s home base.

The opening turn will be the first week of September 1940 giving some fourteen bi-monthly turns before Rommel arrives in April 1941 at which time the game ends.

If the Italians avoid defeat by the last March 1941 turn they have won. Otherwise the rules for victory are as in Afrika Korps.

The British player, though numerically inferior, has the better troops and equipment and it is upon him that the main burden of play falls since the weakness of the Italian forces precludes really active Italian participation until the lighter British forces have been eliminated.

Comments and suggestions should be directed to Albert A. Nofi, 85-17 91st Avenue, Woodhaven, N. Y. 11421.

Naval Affairs

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

Bismarck Modified

by Walter Guerry Green, III

Last issue I promised to write on some of my ideas for the modification of Bismarck. Accordingly, I will start with some of the simpler ones and devote a later article to my more complex theories. All of the changes included here are of such a nature that they require no real modification of the set.
English Channel Can Be Used

To start off with the board, I allow movement in both the Irish Sea and the English Channel, both of which are out of bounds on the normal board. For practical reasons it do not allow the Germans to use the Irish Sea, but both sides may use the Channel. This is firmly based on reality as one may see easily by studying the famous German Channel Dash of February 1942 when the battleships Scharnhorst and Gneisnau accompanied by the cruiser Prinz Eugen ran from Brest up the Channel to Brunsbutt, sustaining only minor mine damage. I deny the Germans use of the Irish Sea because here they would be without air cover and exposed to the full force of RN light craft and RAF Bomber and Coastal Commands.

A second change is that I allow Rodney to use her secondary guns for stern fire, which is only logical when one considers that it was possible to bring 8 of her 12 6" guns to bear in that direction. As a source and correct, she was designed especially so that her secondaries could in some way cover this vulnerable area.

Convoy Restrictions

Regarding convoys I have made it impossible to have and therefore to attack convoys in areas 8 A, B, C, D, E, F, G, H. These areas are close enough to axis territory that a balance of air equality would exist allowing the Germans to cover their vessel with protective fighters. Optional air support might also be allowed in 8 A, B, C, D with a roll of 2, 4, or 6 defeating air attacks before they are even able to launch their weapons.

We seem to have entered another phase in the perpetual submarine question. Mr. J. K. Norris informs me that the Imperial War Museum has an entirely different version of the action related in my last column. Apparently it was the Torricelli which was engaged in the Red Sea, and she was sunk with no loss to H. M. ships. The next day HMS Khartoum was damaged by an internal explosion of a torpedo air vessel and had to be beached to prevent sinking. It seems that until further challenge my contention has been upheld again.

New England

Thomas S. LaFarge
Groton School
Groton, Massachusetts


A Call to Arms

by Thomas S. LaFarge

Gentlemen of Maine, of New Hampshire, Vermont, of Connecticut, Massachusetts, and Rhode Island, I bid you to greet the advent of a General Tournament designed to settle the pressing question of Championship in this corner of the country: the New England Military Exercises Sealing Interyankee Solidarity. Gentlemen, (with glittering wine-glass raised high in the air in an attitude of salute) I give you NEMESIS.

The time has come for a hero to arise, to defend the honor of New England against all comers.

The way I conceive of this plan, NEMESIS will be run like a tennis match, to wit, an individual battle will be fought and the winner will move up to the next stage - where there will only be half as many contestants as in the last stage, those being the winners in that stage and play someone else, and the winner of that will move up, and so on through semi-finals and finals to the Championship. If you have the great good fortune to be a New Englander, and would like to enter, (and if you have non-subscribing friends who might like to enter) please send me a postcard, at the address above, stating: a) your name and address; b) the Avalon Hill games that you own, listed in order of preference for use in a match, and not forgetting to mention what Play-by-Mail sets you own; c) the names of any people that you know are entering, and that you would both like and be able to play - this will greatly help problems of initial organization; and d) whether you are in favor of the idea of intermediate state championships as explained below. These cards should be in my hands by March 17th, since my Easter vacation begins around then, and that's when I'll start organizing things.

The starting set-up may be a little unfair, since it's not very probable that the number of entries will be exactly thirty-two or sixty-four, which would be perfect numbers as far as setting the tournament up goes; this means some people would be able to start in a later stage than others. The problem would be somewhat less deadly if a State-level championship were run off first, because then one would be handling six tournaments, each with rather more manageable quantities of people.

State Champs vs State Champs

Then each of the six State Champions would play each of the other five, best two games out of three, and the one with the most victories would be The New England Champion. The one drawback to this idea is that it would represent much more of an achievement to be Massachusetts Champion, say, that it would be Rhode Island Champion, because, judging from the Subscribers' Directory, there are more Avalon Hill fans in the former state than in the latter. However, I'm leaving this one up to those who want to enter.

Another problem that will involve some effort on the part of the contestants is the arrangement of meetings for play-offs. "Live" matches are preferable to Play-by-Mail since not everybody has a Play-by-Mail set, and since they take much less time. Hopefully many of the first series of matches can take place between friends and neighbors, such that only reasonably big winners may have to go out of their ways, and I respectfully submit it may be worth their while at that level.

If you can see a better way of arranging NEMESIS, or ways of ironing out one or another problem, please send it in. But in any event, gird your-selves; sharpen the swords, oil the mace, polish the ancestral armor, and shoot in your postcards. This is a Call to Arms: NEMESIS strikes for speedy mobilization. Eventually, and the idea is dear to our heart, there may be a National Tournament, and we must have our man ready to plunge into the fray. Gentlemen of New England, NEMESIS call upon you to stand up and be counted when the trumpet sounds.

Middle Atlantic

Victor Madeja
287 Bedford Avenue
Brooklyn, N.Y. 11211

EDITOR - Middle Atlantic covering New York, New Jersey and Pennsylvania.

Stalingrad

by Victor Madeja

On December 5, 1941 German penetration into Russia extended from the siege of Leningrad in the North to just W of Rostov in the South. The battle for Moscow had left the Germans 25
miles N of Moscow and 100 miles SE of the city. In a game it is very rare that the German player does even one of these things in twice the time, if at all. There are several changes that could be made in the present rules to provide a more realistic situation.

1. Use automatic victory as outlined in Afrika Korps.
2. Make two months = to 3 turns (movement unchanged).
3. The German player cannot use Railroad section for one turn after he captures it. It should take about 3 weeks to repair all damage and change the gauge of the tracks to suit them to German locomotives.
4. Finland-a) The defense factor of all Finnish units is doubled in Finland. The numerous lakes (25% of the terrain) provide strong defensive bottlenecks, and large "home guard" army would greatly limit an attacker's gains. In the Soviet-Finnish War, N of Lake Ladoga, about 4 divisions stopped all attacks of 3 Soviet Armies (17 div+).
b) No German Units allowed in Finland. Although there were two Mt. Corps (from Norway), both of these were operated to the north of the gameboard area.
5. Replacements: Germans receive 3 factors per turn in Warsaw (2nd turn on). Russian - Sept. 1941 (5th turn) Leningrad, Moscow, and Stalingrad are each 3 factors; Dec. 1941 additions - Kubishev is worth 3 and Maikop, 1 (total: 13); May 1942 additions Grozny, Batum and Archangel are each 1 (total: 16).

Optional - These two rules are flexible enough to be changed at your discretion to shift play balance either way (if you find unsuitable).

a) For every 3 shaded cities the Russian controls (excluding Moscow, Stalingrad, and Leningrad), he receives 1 factor (maximum: 4). The German gets 1 factor for every 6 such cities he captures (there are 15 of them). Towards the end of the war about 1 company of each German battalion was Russian - nearly 1 million soldiers.

b) In addition, for every 8 defense factors destroyed 1 def. infantry factor is recreated. This applies only to those units that had a retreat route and were not automatically eliminated. The German does not receive this during Snow months.

All above Russian replacements refer to defensive factors, they are placed in the three primary cities or in Kubishev. My purpose in redistributing replacement centers was to give emphasis to: population (major cities and Eastern Russia by way of Kubishev), raw materials (Caucasus), Lend-Lease (Archangel), as well as industrial and political centers.

I have found that these rules often provide a highly interesting and realistic game. Four games involved a 1941-42 Winter battle for Moscow.

Total War

In most of the war games, units are considered eliminated even though actual casualties, historically speaking, were usually less than 20%. Here is a simple way to permit combat until the involved units are completely destroyed. (It does not apply to Stalingrad.) Multiply all combat factors by 5. Each time the unit would normally be eliminated, by combat or isolation, decrease the multiple by 1 and retreat it one sq. (in combat). If this is not possible because of terrain or enemy zones of control the unit remains in place but losses 2 multiples. One multiple is equivalent to one-fifth of the unit's strength.

Stacking limits: Waterloo - 75 factors per sq; D-Day & Afrika Korps - 3 units (2 units for Allied in D-Day) or the equivalent in "weakened" ones. A unit may be brought up to full strength by deducting factors from other units of the same type.

The German replacement rate in D-Day is 25 factors per turn.

For greater realism, larger multiples may be used. This would permit assigning a "combat penalty" to both attacker(s) and defender(s), where each would lose a multiple(s) besides regular die roll casualties.

Organizing Navies on the Board

Our ships can engage combat at two ranges, as in Bismarck. But unlike Bismarck we do not shoot bows, or sterns but rather every encounter is considered to be one at broadsides. We also do not switch to a battle board to fight our battles, but rather keep them on the playing board. Battleships engage combat at B range when a square separates them. Cruisers both heavy and light fight at B range when they are adjacent to each other. Destroyers do not fight until they are on top of each other. To close to A range the ships merely close another square with the exception of the destroyers which wait another turn, so to speak before it can close to its "A" range. It is the same position relatively to the ship it is fighting, but that it is now in even closer, or we say it is. During this wait the ship gets its "Closing Fire".

What we mean when we say closing fire is that if a ship, say a cruiser, is closing on a battleship the cruiser will be out of range when a square separates them, but the battleship is not; so the battleship is allowed to fire its full broadside at the closing cruiser while the cruiser is allowed no shots at the battleship. This is called closing fire and each time the ship closes a range the battleship gets its full closing fire. This is applicable to all ships closing
into the ranges of others while themselves being out of range.

Our ships are allowed to stay out one year before they must return to a friendly port for repairs, fuel, ammunition, etc. This makes the conquering of neutrals sometimes necessary for the securing of ports. Each ship has an anti-aircraft fireback capacity which is rated on the type of ship it is and the defensive armament it carries.

Strategy of Waterloo
by Daniel Hughes

Waterloo is, in my estimation, one of the best AH games and certainly one of the best balanced. I feel that luck on the dice plays a part in this game than in the others. Correct use of terrain can compensate for all but the worst possible luck on the roll.

The French player may choose the areas where the battle will be fought. Due to the original dispositions, he has two disadvantages. First, while he is at almost full strength and the Allied player is relatively weak, the French player cannot close for battle for two or three turns. This gives the Allies ample time to fortify the center hill area south of Quatre Bras. The second disadvantage of the disposition is that deception is difficult. If the French refuses to assault the center hill, as he usually must, any attempt to flank the Allies can be detected because of the forests around which he must move.

Allied Side Quite Difficult

There are also several difficulties confronting the Allies. They have enough troops to block the central areas but should the French split into 3 forces, they can be hard-pressed to defend the western flank at Nivelles. In addition to being difficult to defend with original forces, this area is crucial to the Allies, because a French breakthrough here makes all other defense lines south of Braine La Leude untenable. The big advantage, if used carefully, is this: While the French are handicapped in movement and attack by terrain, Allied defense lines are well backed by roads. Communications to the crucial "Nivelles gap" are excellent, but are vulnerable along the forests running adjacent to the road.

Best French Course of Action

Since the Allied strategy is basically the correct reaction to the French thrusts, I shall outline what I feel is the best Course for the French to follow. A small holding force should remain in the center hill area. This is to tie down Allied troops. The main effort should be put in a wide sweep to the northeast of Tilly. Although this line of advance is along a river, the Allies do not usually have enough forces here to defend against French crossings at all points, at least not under sustained attack. A secondary force should advance to the Nivelles area. It should not attack until the battle on the French Right has been joined. Whether the attack here should be simultaneous with the one in the French Right (east) is dependent upon the individual situation, and this can be an important decision. As a reaction to this, the Allied player should at the beginning of the game sacrifice some small units around Tilly to buy time. This can be done economically in the narrow defiles along the river corridor. The center area must be defended, but can be less strongly held as the French split up for their double envelopment. Some forces should be sent to both flanks, but the amount must depend on the French effort at each side. Disposition of forces is extremely crucial, especially in the NE where communications are terrible. However, if too many forces are placed there, it is impossible to get them back to the center area.

Terrain Saves Allies

If I seem to imply that a great advantage lies with the French, I do not intend to. It takes skilful manipulation of French units to overcome tactical terrain difficulties. Many times the terrain has saved the Allies from defeat. Moreover, if either flank force should be defeated, the others cannot aid it. Another danger is heavy Allied forces attacking the center line. French forces here are completely out in the open. Even if the French envelopments should succeed, heavy opposition can be raised by the Allies in the Mont St. Jean area.

To summarise: French - a double envelopment to inflict maximum casualties in minimum time by over- extending Allies. Allies - Use terrain, light units, and communications to trade space for time. Get as much as possible back to St. Jean, but some casualties must be inflicted on French before then. Perhaps the most important decision is when to begin the strategic retreat.
that you can get one or the other the first time around. The CV's that elude you on the first day will probably abandon their movement towards middle way so that they can get a crack at your CV's. Move your midway aircraft to cover off your last group of CV's. The Jap knows where midway is, and will try to strike it when you least expect it. He doesn't always know where to find your CV's. If you spot 2 lone Jap CV's, 5 Torpedo and 12 Dive bombers are more than enough to sink them both so you go ahead, even if it's a 1 way mission. You can afford to trade 2 of his CV's for one of yours.

Japs Will Avoid Combat

The Japanese player should keep his CV's together with his CA's and BB's and try to stay away from the action until after 1500 hrs. on the first day. When those 4 new CA's come in, jump up with the CV's so you can defend your fleet from air attack. Without those extra CA's the Americans can sink 2 CV's. With them, he can only sink one.

Striking into the unsearched area is not as hairy as it appears. Let's say that the known American position was D4 area, E zone. You both move your CV's to cover off your last group of CV's. The Jap knows where midway is, and will try to strike it when you least expect it. He doesn't always know where to find your CV's. If you spot 2 lone Jap CV's, 5 Torpedo and 12 Dive bombers are more than enough to sink them both so you go ahead, even if it's a 1 way mission. You can afford to trade 2 of his CV's for one of yours.

As a free service to subscribers the following ads are inserted exactly as they are submitted. Ads received after the 15th day of the month preceding publication date will appear in the following issue. Please keep ads within 50 words.

**Oppo**

nents Wanted

I will command either the Russians or the Americans in the Pacific. I'm interested in the Russian player, but I'm not totally opposed to the Americans; you are not evenly matched with me. Mark McDaniel, 806 James Ave., Alexandria, Louisiana.

Do these two strategies work (modified). I'm interested in the Japanese in the Pacific. I think you are not evenly matched with me. James McDaniel, 306 James Ave., Alexandria, Louisiana.

I have had experience playing on an Avalon Hill game. I would like to play any new Avalon Hill game. Please write to: Michael McCloskey, 140 N. 51st Ave., Fort Lauderdale, Florida 33314.

I am interested in forming an Avalon Hill Wargame Club in the mountain area. I'll join in up with the CV's so you can defend your fleet from air attack. Without those extra CA's the Americans can sink 2 CV's. With them, he can only sink one.

I am interested in a war game club. I would like to play in your war games club. I have a large amount of experience playing Avalon Hill games. Please write: Thomas Valentino, 1111 S. Thomas St., Richmond, Maryland 21207.

I would like to find an experienced opponent for Tactics II. I prefer Blue with first move, and I would like to play anyone who does not consider himself an expert. Please write: Jeff Bilton, 65 E. Thomas St., Baltimore, MD 21205.

I would like to find a war game club in my area, to play any Avalon Hill battle game. Pick any rules and any side. Write: Michael McCabe, 140 N. 51st Ave., Fort Lauderdale, Florida 33314.

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The Granddaddy of All War Games

by Jon Perica

Ever since Gettysburg first came on the market in 1958, the Avalon Hill Company has been turning out a great variety of war games. Because of this great production, the Avalon Hill Company has rightly earned the title of father of military games. However, some credit should be reserved for the grand-daddy of all war games, H. G. Wells.

When he was not writing science fiction or history, Wells was busy charging all over his back lawn on hands and knees advancing battalions of toy soldiers. From these early exploits a book called Little Wars was published in 1913 that set down 20 rules to follow when playing miniature war games. About this same time, the German High Command was playing Kriegspiel, a strategic map game which enabled them to plan the best way to attack France. A certain Colonel Mark Sykes began plying Wells with questions about how to improve certain "hypothetical" situations. By 1914, these "hypothetical" situations had become World War I.

This early interest in miniature soldiers has grown rapidly until at present, just about anyone can recreate a famous battle. Of my fellow readers, Mr. Ken Allan, 4861 Reforma, Woodland Hills, Calif. has been kind enough to explain to me how he went about recreating famous scenes from the battle of Gettysburg in complete miniatures.

The first thing Ken did was to purchase 1/2 inch plastic soldiers from a local hobby shop for a penny a piece along with exact scale caissons, wagons, cannons and horses. The company that makes the Civil War miniatures, the Airfax Company of London, England, also makes Afrika Korps, 8th Army, Japanese, Arabian, Russian and Continental German and English soldiers. A complete line of vehicles for these men can also be purchased in perfect HO scale. To construct the battle board, Ken took some heavy plywood and preceeded to create his terrain with plaster of paris, crushed rocks and HO trees and plants. The next step was to paint the soldiers with oil paints right down to the last stripe on the sergeant's sleeve. Lastly, Ken mounted his men on the board and before his eyes was Pickett leading his famous charge up Cemetery Ridge with row upon row of Confederate infantry behind him.

Those of you who like the added touch of realism will enjoy creating your own battles just as Ken did.

This month's book review includes these favorites:
1. Patton-Ordeal and Triumph by Ladefas Farago. Madallon Book
2. The Fortress by Catherine Gavin. Balantine Book
3. The Goebbels Diaries. Eagle Book
4. Andersonville by Mac Kinlay Kantor
5. Stalingrad by Theodore Plevier. Madallon Book

New Battle Game

(Continued from Page 1)

They had an "in" with the U.S. War College, Washington, D.C., and from them were able to obtain the entire historical material including the complete order of battle right down to the accurate placement of regiments at any given time during the actual campaign. Meanwhile, other staff members were in contact with retired Brig. General Anthony C. McAuliffe, hero of the battle of Bastogne.

As with all previous battle games the historical data is next assimilated out of which comes a black and white terrain map over which a crude set of troop counters are maneuvered. Information on the troop counters results from correlating all such relative data as: number of men involved; weapons; leadership; and morale. Some thought is even given to actual performance of individual Units in the real campaign.

Office Test Games Follow Real Campaigns

The design staff members run through the first few test games by following the actual course of the real battles, just to make sure that relative strengths have been accurately portrayed. In many cases it is necessary to make changes to the map and to the troop counters. Then they play in earnest. They play to win... often friendly bets are made on the outcome. There are more changes and adjustments. Then suddenly, our design fellows (in unison) rise up out of their cloistered area in the game-playing catacombs and file past President Earl Sparling's office, the right hand held high in salute as the signal that "it is ready."

Mock-up games are prepared by the Art Department. Outside players are invited in to test under close supervision. This step is most important because it is the only time during which we can really tell what is good and bad about the new game. These players, who become our consumer test panel, are carefully screened and the criteria for their selection is based to a great deal on their ability to be objective. It is most important that their comments be honest and frank. If we got a "bomb", we must know it right then and there.

This phase of "Battle of the Bulge" took longer than usual because of the many changes made to the basic format, including a completely re-designed Combat Table which altered play at the tactical level.

Watch and Wait

The last step is production. The Art Department prepares final art that is sent to our own printing department. About a month afterward the first copy off the assembly line is sent to our President... who then winds his way down to the catacombs to salute the design staff. The "ball" is passed to Kenneth Johnson, Sales Manager, and then we watch and wait.

This is only part of the story. In the May issue we will elaborate on what's behind the scenes - the legal and the promotional end of game publishing.

Chief of Staff's Reading List...