"BLITZKRIEG" - COMING IN OCTOBER!

Largest Avalon Hill Wargame Ever, Scheduled For Fall Publication

"Blitzkrieg", the game of lightning warfare, has finally gone into production. This new game, after years in the planning and design stage, is the embodiment of every aspect of the art of wargaming.

Huge Playing Board

Bigger than "Tactics II", more intricate than "Bulge", and more complex than "D-Day" and "Midway" put together, "Blitzkrieg" incorporates all of the most exciting features found in Avalon Hill battle games. The game is played on a huge 42" x 22" triple-fold mapboard - 50% larger than any previous Avalon Hill mapboard.

"Blitzkrieg" is a fictional battle game patterned after Germany's break-out of the second World War. Five "weak" countries become engulfed in a tremendous conflict waged by "Big Red" against "Great Blue." Most of the continent is surrounded by sea thus invasions can be attempted as in "D-Day." In addition, air power plays a big part in this game that includes over 300 troop counters.

Land and Air Battle Game

Troop Counters include Units of Infantry, Airborne, Armor, Marines, Rangers and Break-through Artillery. In addition, strategic, tactical, bomber and fighter Units are available. A brand new way of resolving combat, even newer than in "Bulge", necessitates many substitute counters which are also provided in the game.

Basically a two-player game, players must attack and defend over every type of terrain imaginable - from invading rocky-bound coasts to holding up in mountainous areas. Combatants must also cross the Great Koutax Desert (so named because it is sandy) to seize enemy replacement centers. Judicious use of air power often turns the tide of the struggle - combat occurs fast and furiously keeping players on their strategic toes. "Blitzkrieg" has everything you have asked for... truly the ultimate in lightning warfare.

Not Available Until October '65

"Blitzkrieg", at this very moment, is coming off the production lines and on its way to the wholesalers. Most retail outlets will have it in stock soon after October 1st. But according to our fair trade marketing policy, direct mail orders to the general public will not be processed until the retail stores become stocked.

"General" Subscribers To Get Priority

A reserve of first line copies will be made available to subscribers on a direct mail basis. Therefore, we will accept - NOW - direct mail orders for "Blitzkrieg." Upon receipt, such direct mail orders will be held and processed at exactly the same time the games will go on sale in the stores. While you will probably obtain it quicker from your local store, a direct mail order from you will receive priority over the normal direct mail business.

Game to Retail for $6.98

Because of its hugeness and additional parts, "Blitzkrieg" will retail for $6.98. This includes parcel postage and handling. (No tax required.) Add 65¢ if you wish it rushed to you by special delivery.

To make sure your order gets shipping priority, please mark the envelope "subscriber order".

A Play-by-Mail Kit is also available at $1.98. Discount coupons, minimum of four, may be applied toward the order. Please send a check or money order to: The Avalon Hill Co., 210 W. 28th Street, Baltimore 11, Maryland.
THE GENERAL

Avalon Hill P-B-M League

Mr. Bruce Mathews, corresponding secretary, has written us the following for publication: "There seems to be a misconception on the 15 day limit. Many players write to me saying they haven't received a letter from their opponent for a couple months. They could make it much easier on me and on themselves if they would write as soon as possible when the violation occurs.

"Many members have written asking for explanation on the Honorary membership. It is given to a person who gives outstanding contributions to the wargamers advancement. It is a life long membership and the holder is entitled to all privileges as other members only without paying dues. Other Honorary members not listed in the newsletter are Sgt. Zocchi no. 4 and Daniel Hughes, no. 7.

"Mr. Bodenstedt has written to me and it has been decided that the Games Committee will be re-named the Games and Rules Committee. This committee will function to interpret rules and make play balance changes subject to my veto.

"New league address - Avalon Hill P-B-M League, 6413 Austburg Road, Ashtabula, Ohio 44006."

AREA NEWS...

East

Laurence Plumb
126 Washington Highway
Amherst, New York 14226


D-Day '65 Re-visited

To those of you who have seen the D-Day '65 tournament rules it is obvious that the German cannot win! To remedy this situation I strongly recommend the following revisions of the tournament rules:

Armament: The present air rule is too strong to be either realistic or play-balanced. Instead, the Allies should be given 80 non-reusable factors of airpower. These factors are used like regular attack factors with the following reservations: 1) Their use is limited to 10 factors per turn and 5 factors per attack. 2) They must be used in conjunction with a ground attack and cannot be used either to cut off retreat or in exchanges.

Supply: The 17 square supply rule is ridiculous! Amend it as follows: For every 8 squares a unit advances from its supply point it needs one supply factor. For example, a unit within 8 squares of Rouen would require 1 supply factor; between 9 and 16 squares, 2 factors, etc. Furthermore, no supply is possible unless the unit is inside the invasion areas, but is possible through captured ports. Also units may not be brought ashore in excess of supply. Up to 3 German units may be supplied from each coastal city or fortress free from Allied zones of control.

Paratroops: This rule is amended to provide that all Allied paratroops can drop 3 times and the Br 52 Inf is considered airportable, i.e. it may be dropped once after the second move of the second invasion or week 16, whichever comes first. Also the German 6th Parachute Regiment (1-1-3) may be dropped twice but not before week 14. However, this unit's drops are not lost if the unit is eliminated. They can be used after the fact.

Missing Units: Add the following units which are missing from the initial order of battle:

ALLIED - Br 1st Arm Div, Br 15 Inf Div, Br 30 Inf Div, Br 50 Inf Div, all available in the D-Day force.

GERMAN - Panzer Group West (0-1-4), 191 LW (1-2-2), 30 Mobile Brig (2-2-4), all available anywhere; 10SS Panzer Div (6-6-4), 2 Parachute Div (3-3-3) both on starred squares.

GERMAN REINFORCEMENTS - Turn 2 - 163 Inf (1-2-2), Turn 3 - 89 Inf (4-4-3), Turn 6 - 70 Inf (4-4-3), 6 Para (3-3-3), 64 Inf (1-2-2), Turn 7 - 49SS Pz Gren Brig, 51SS Pz Gren Brig; Turn 9 - 59 Inf (4-4-3), Turn 11 - 100 Mot Brig (2-2-4), 106 Pz Brig, 107 Pz Brig (2-2-4), 108 Pz Brig (2-2-4), 111 Pz Brig (2-2-4), 112 Pz Brig (2-2-4), 113 Pz Brig (2-2-4), Turn 13 - 105 Pz Brig (2-2-4), Turn 14 - 7 Para (5-5-3), 325 Securty (1-1-2) (appears in Paris when Allied units come within 5 squares of Paris). All reinforcements come in on starred squares except where indicated.

These units are already in the game.

The following units are incorrectly designated: No SS in 3SS, 15SS and 25 SS. 319 Static should be a (3-4-3). 49SS, 51SS are Pz Gren not Pz.

Replacements: This rule is amended so that Allied replacements start week 12 at 3 factors per turn while German replacement is delayed until week 18.

Special thanks to Victor Madeja and Raymond Utz for their help in preparing this column. Comments will be greatly appreciated.

AH COMMENT: While many of Mr. Plumb's alterations appear of minor consequence, such as a two-drop parachute rule for the German 6th, our research department is not adverse to such designer's liberties. Please be informed that the British 50th Division, which Mr. Plumb lists as "missing," is included in the present order of battle.
AH rules should be sent to AH---The most popular game in the Southeast appears to be Waterloo, with D-Day a close second---I would like to hear from all LeMans fans and particularly those who have designed new cars and courses---As yet, I have received no letters from the states of Tennessee and Mississippi, get with it y'all!--Any college in the Southeast with an AH club should contact AH for publication, also please inform me---To the Richmond, Virginia writer who neglected to sign his name on the mail I received, you can now have unnecessary麻烦---I would like more details---Anyone in D.C. wishing to engage the infamous and illusive Brian Heavily should contact Marshall Cohen as he is my agent in that area---Finally and belatedly, many thanks to former editor Victor Madeja for his ideas which helped to formulate my last column.

Maybe next issue I may get to tactics in The Bulge.

Midwest

Myron R. Brundage
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EDITOR - covering Ohio, Indiana, Illinois, Michigan, Wisconsin, Minnesota, Iowa, Missouri, Arkansas, Louisiana.

Report On Correspondence

Myron R. Brundage & Wife

Since becoming Midwest Editor, I have received a fair amount of mail. It is mostly concerned with games which A. H. fans have built. All of the games, of course, were of a military nature. Among the titles were: Ambush, Viet Nam, Korea, Tactics III, WW I, WW II, etc. The boards for some of these games ranged in size from the standard A. H. hex size of 22' x 24' to the wall and floor sizes of 9' x 6' and 22' x 20' one N. U. student, the owner of that monster 22' x 20' board claims to have in his game room at home some "42 hand made ones of no less size than 48' x 4'". Can you imagine the size of his game room?

A good many of these games concerned with recent wars had air power incorporated into them like that of A. H.'s Midway or Bulge. It would appear that interest has been growing in Air Power in Land & Naval Battle games ever since Midway came out.

A Plainwell, Michigan fellow has a game board on which he can play any battle from 2750 B.C. to today and a Bronx New Yorker is working on a game based on Napoleonic Naval Warfare using 3D counters.

One of my p. b. m. opponents of Norwalk, Conn. has a ready to go naval battle game of the WW I battle of Jutland.

The ad that I placed in the May Issue for postcards from A. H. fans in my area didn't draw what I expected, but a few fans sent cards. From them I found that most fans preferred Land Battle over Air & Naval Battle, and that everyone owns A. K., Stalingrad, Tactics II, D-Day, Bulge or Midway.

One interesting item that came out of the cards was: "How in the H--- did Louisiana end up in the midwest?" Well, all I can say is: "Only Avalon Hill knows!!"

The letter that interested me most came from a former U. S. Army Officer and veteran of the Viet Nam war. His letter praised Avalon Hill games and made some very wise points on Tactics. It said, A. H. games "are a good training ground for expanding a soldier's mind, if he would be a good commander" and "They are also a good place to practice the Principles of War." He felt that a professional soldier has learned that there were no "mysterious secrets beyond the Principles of War" and it is merely "excellence in execution" that leads constantly to Victory. "I think his points are well made and could be taken to heart by all A. H. players who wish to become victors rather than losers."

In closing I would like to publicly proclaim my appreciation in Tom Bosser's column which I feel is a great aid to furthering ones' skills at A. H. games. (I hope this doesn't give him a swollen head.) It's the first place I turn to when I receive my issue of the "General." That is, after reading my column.

I would like to hear more from you fans on how you feel about A. H. games, etc. Would you like to see A. H. publish more Air Power games? Do you feel that A. H. should clarify rules, such as, does a rule that appears in one A. H. game apply in another game in a similar situation. Your suggestions, questions, ideas, and wants can better help A. H. and I in serving you better.

West

Stan Wolcott
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Hastings, Nebraska


Odds Computation

by Stan Wolcott

There exists in Avalon Hill games today, something which has bothered me for quite sometime. What I speak of is the manner in which combat odds are arrived at.

The Status Quo

The present method is as follows (quoting from the WATERLOO instruction sheet): "Round off all battle odds in favor of the defender. For example, if battle odds are 29 to 10, thus lying between 2 to 1 and 3 to 1, it is rounded off to 2 to 1. In other words all fractions are rounded off in favor of the defender." This to me seems grossly unfair to the attacker and overly generous to the defender. Sure, examples can be found in military history of out numbered forces defeating or getting the best of the enemy, but these were exceptions rather than the rule. We saw above that odds of 29 to 10 would be converted to 2 to 1, if we would follow AH's formula, i.e., "all fractions are rounded off in favor of the defender." Here the fraction would be 9/10, practically another whole multiple, yet it is ignored and the battle is fought as a 2 to 1. A. H. has, in effect, created a situation tantamount to a military miracle.

Insult to Injury

As this were not enough of an injustice to the attacker, lo and behold came an even stiffer measure with AFRURA KORPS. The odds computation table which superseded the old slide-rule computer, let it be known that henceforth such conditions would exist making it possible for odds of 6 to 7 to be converted to 1 to 2 or odds of 4 to 9 to become 1 to 3. Hard to believe isn't it? Yet that's exactly what they did. Some of you will say, "Well what great effect can come from just that small change in procedure." The truth of the matter is, that it changes the whole atmosphere of the game. The attacker is more reluctant to attack; he'll make fewer spoiling attacks and less soak-offs. It was no longer fun to be the attacker!

The Corrective Measure

To correct this situation, which has gone beyond the point of endurance, I simply modified the existing rules in one important way. Whereas up to now all fractions had been rounded off in favor of the defender, now only fractions of 1/2 or better would be rounded off. For example, a 4 to 9 would be a 1 to 2 because 4 when divided into 9, leaves a fraction of only 1/4. Odds of 4 to 10
Southwest

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EDITOR - covering Oklahoma, Texas, New Mexico, Arizona, Nevada, California, Hawaii, Far East.

Problems and Solutions
by Tom Bosseler

In this issue's column many tactical and strategic problems which my readers have faced will be presented. First, you will read the situation, decide on what you would do, and then see the solution.

WATERLOO

Situation: By 1 PM on the first day the French have taken Quatre Bras. The losses to all three armies has been quite low. Because of an excellent holding attack the Prussians have been cut-off from the Anglo-Allies. It is very apparent that the Allies can not hold out for long.

Solution: The Prussians must attack the French immediately. Any withdrawal to Wavre would allow the French to completely smash the Allies. The attack must be directed toward Genappe. If the Prussians attack toward the rear of the French it will be easy for the French to delay them. If, however, the attack comes directly on the flank of the French, the French will engage them. Now all that is needed is for the French and the Prussians to exchange casualties.

In the original game the Prussians swung around the rear of the French at the slopes of QB. By careful delaying the French was able to cut through to Waterloo before the Prussians had even advanced to Genappe.

D-DAY

Situation: The Allies are firmly a-shore at LeHavre. They have captured Dieppe, LeHavre, Rouen, and Mantes. It is the beginning of the 4th week and the German reserves have just arrived. The south part of the Seine, the Somme, and the Oise are in German hands. Is it possible for the Allies to break out?

Solution: It seems here that the American attacks the Japanese can still get power from a scattered fleet if he concentrates his attacks.

I would very much enjoy to look over any odd situations you might have.
A Plan for Amateur von Runstedts

by Mathew Buyonski

Anyone who has ever played the Bulge knows that, if he dissipates his strength in three directions, toward Spa, along the Vielsalm-Hotton road, and from Clervaux to Bastogne and Houffalize, the American use of terrain (especially on the northern half of the board) can slow him down until it is too late to win, or stop him altogether. If the German commander splits his tank divisions, this is even more valid since the overwhelming mass supplied by these units is spread out and wasted.

To remedy this, I offer German commanders the following plan:

1) Concentrate as many units as possible (especially panzers) in one specific zone of attack.

2) Try to concentrate the main German effort along the sides of a triangle St. Vith-Clervaux-Bastogne & Houffalize and meet up in the Bastogne-Houffalize with all panzer divisions.

3) Defend the rest of the front as lightly as is safely possible, thus freeing more infantry units for the "supreme effort."

By following these directions, the German gains the following:

1) He avoids the miserable terrain on the northern half of the board.

2) Will outflank the entire northern half of the board from his position at Houffalize (this becomes even more pronounced as the Germans push a bit north. By reaching Manhay, they force the U.S. to evacuate the Vielsalm-Hotton supply route).

3) Concentrate a massive force of big units at one point, a concentration which usually results in breakout and, incidentally, the fastest and strongest units in the German army are available to exploit a breakout.

The general plan goes something like this. The German starts by attacking St. Vith savagely while grinding over Clervaux and the mountains around it. After taking St. Vith, the Germans clear the hills dominating the St. Vith-Houffalize road (absolutely necessary as a supply route; there is no other). Unfortunately, the German C.O. will find that this plan has a decided lack of supply routes until he is well past Houffalize. Meanwhile the Southern force has, with its 2 parachute and 3 panzer divisions, hammered through the mountains between Clervaux and Bastogne. Now, in one huge drive, all the German forces in the St. Vith area come roaring down the road to Houffalize, and, linking up with Southern force on the left flank, crashing into Bastogne, penetrating to La Roche and the road junction just north of Houffalize. In one fell swoop, 7 panzer, 2 parachute, and several infantry divisions will blast a hole in the U.S. defensive wall. This is the most critical stage: if Bastogne doesn't fall, the lack of supply routes will kill the offensive, and if the U.S. forces in Vielsalm aren't forced to withdraw by turning their division heads i.e., the Manhay-Houffalize road, then the front becomes so long that too many troops are tied down protecting the flanks and the offensive dies from lack of troops. Once, however, the critical stage is passed, Bastogne taken, and the Hotton-Vielsalm route cleared, the rest is a grand sweep from the Ourthe River to Rochefort and Marche to the Meuse and victory! Usually, by this time the only hope the U.S. player has is to delay the Germans in the woods bottle necks at Marche and Rochefort and attack on the flanks. To counter this, take along plenty of infantry to help hammer through the woods, and guard the flanks with only as much as is needed, but no more. (Leaving too much on the flanks suddenly causes a disappearance of the many armor spearheads.) The effort of stopping the main German drive will usually preclude anything but minor efforts in the flanks areas. If, however, the U.S. player does take the pressure off the spearhead and concentrate on the flanks, then push across the Meuse with about whatever seems necessary.
Don't Help the "Poor Americans"

by Bill Whitaker

I have found by reading Marc Nicholson's article in the July, 1965 issue of the General and by talking to some friends that if one begins by playing the Basic Game of "Bulge" he loses all sense of proportion and sinks to the depths of despair where he wallows in self-pity until some joker comes along with "play-balance" to bail him out. However, should one take the bull by the horns and start immediately with the Tournament version, his vision and insight remain unimpaired and he can continue to play the game until experience turns the tide for the U.S. player.

To Marc Nicholson I offer my congratulations for sticking his neck out, and my sympathy if 5/Sgt. Zocchi gets held of it, which he most certainly will. Below is an attempt to soften the blow.

I shall begin my plea for the American to hold tenaciously until help arrived. His attempt did not even have the distinction of failing miserably, but was merely mediocre. He did, however, succeed in building up a fortified line short of the Meuse which the German had to punch his way through. This forced him to strip away some of the units guarding his line of supply (which he did not need at that time because he still was on interior

Once this is set up one can readily see that the German player is slightly unorthodox in his ways. His luck with the die was average, but all of his major goals were accomplished. It remained for the American to hold tenaciously until help arrived. His attempt did not even have the distinction of failing miserably, but was merely mediocre. He did, however, succeed in building up a fortified line short of the Meuse which the German had to punch his way through. This forced him to strip away some of the units guarding his line of supply (which he did not need at that time because he still was on interior

lines, but which he needed desperately later).

Eventually, the German drove across the Meuse in three columns. The main column was down the center and consisted of three panzer divisions and three volksgrenadier divisions. Another column to the north, cutting the Nazi supply lines. It consisted of three volksgrenadier divisions and one parachute division. The third column was in the north and consisted solely of armor. It was this that the American sniped at for the rest of the game, using a single armored division and a single infantry division to tear into momentarily isolated regiments and then withdrawing across the river. It is this that is the American's great resource, what S/Sgt. Zocchi would call his "hidden power." In order to win he must make the most of what little he has.

By this time the German was stretched thin all along the "bulge" he had created. The American's 22: A.M. reinforcements crushed the few volksgrenadier regiments guarding the roads to Diekirch and Martelange and pushed northward, cutting the Nazi supply lines. By the time the German had moved enough panzer units back east to try to guard his other supply lines and the Bastogne, the U.S. 23: A.M. reinforcements had pushed in at squarer BB and HH and had completed the job of cutting the German's supply lines.

Now the German was in trouble. He attacked eastward with three panzer divisions, hoping to open one supply line and hold it open for the four turns necessary to give him victory. He succeeded, using his 23: A.M. reinforcements (which had come on the road at Vv-17 and moved toward Clervaux) and his 26: A.M. reinforcements plus the three panzer divisions, but the American slipped around and cut the supply lines farther west. With his reduced movement rate, the German was unable, in the face of U.S. air power, to react quickly enough to the moves of vast American troops and he surrendered his sword at the end of his 29: A.M. turn.

Thus, you can see that by tenacious resistance until late in the game when the German has crossed the Meuse, the U.S. player can, by counter-attacking at the sides of the board (instead of dissipating his forces trying to cut down the number of Germans across the Meuse, which is a futile gesture), cut the German supply lines in time to save the election for the Democrats, so to speak...

W. H. Whitaker III, 26 Yarmouth Lane, Media, Pa.
Quandry at Quatre Bras

-by Bernard W. Bopp

There have been several articles published in The General on defensive strategies for Waterloo. Of these, I consider Stan Wolcott's "Waterloo-A Defensive Strategy!" (July issue) to be the best, but it still does not detail a concrete strategy for the PAA player. The PAA player should expect the French attack in three areas: Tilly, Nivelles, and Quatre Bras. Toward this end, the PAA forces should be divided into three groups.

Tilly Defense

The Tilly defensive group should consist of four 6-4 units, one 4-4 unit, three 1-6 units, and two 2-6 units. Put the 6-4's on the Tilly square and the square directly east of it. The PAA commander must bear in mind that this command is basically independent, and can be reinforced only with great difficulty. (An infantry unit at Quatre Bras, taking the northern route to Tilly, would require at least five turns to reach its destination.) The force is so constituted that it can do one of three things:

A. If there is a strong French advance down the Thil-Dyle River corridor, the units can gradually fall back, using their cavalry for delaying purposes.

B. If the advance is of medium strength, the units may counter-attack, then fall back and delay the weakened French column.

C. If the attack is light or there is no attack, the units can be used to reinforce Quatre Bras, and possibly to attack the French units at Quatre Bras from the rear.

Quatre Bras Defense

The Quatre Bras defensive group is subdivided into two separate commands:

A. Hill defense: one 6-4 unit, one 7-4 unit, and one 8-4 unit. The positions (using the coordinates given in the May '65 General) are 7-4: AA-25, 6-4: AA-26, 8-4: AA-27. This placement precludes the French from getting 3-1 odds against the hill position. The French IIC cavalry can be at the Nivelles area by 11 AM. The main body of infantry in IIC and IIC will have arrived by 3 PM. However, it is possible to delay these units at least three or more turns by the adroit use of PAA cavalry and small artillery units, as described in Stan Wolcott's article. By then, enough Anglo-Allied reinforcements will have arrived to let you form a defensive line three squares or so in front of Nivelles. Again, counter-attack is imperative. If possible, attack the French cavalry, since loss of these units will leave the French without "sacrifice" troops, and he will be forced to use larger units at unfavorable odds.

I have rejected Marc Nicholson's defensive plan because I feel it is wildly optimistic. Assuming the French I and IIC are dispatched to Nivelles, and IIC

In this month's contest we have a multiple battle situation from the tournament game of the Battle of the Bulge. The German forces (the lighter units) are attacking the U.S. Forces in and around Bastogne. The German player's objective is to attack in such a way as to have the greatest chance of eliminating the most U.S. units on this turn regardless of its own losses. In other words, the strategical premise for this month's contest is that you are to fight the battles so as to have the highest probability of gain regardless of losses.

Now refer to the Operations Sheet. As you can see the number of each U.S. unit in the battle is listed under the Defenders Column. Under the Attackers Column you are to write in the designation number of the German unit that is attacking. If one German unit attacks more than one U.S. unit, then the number of the German unit is to be written next to each of them. See the hypothetical example:

<table>
<thead>
<tr>
<th>DEFENDER</th>
<th>ATTACKER</th>
<th>ORDER OF FIGHTING BATTLES</th>
</tr>
</thead>
<tbody>
<tr>
<td>501</td>
<td>7, 9, 17</td>
<td>1</td>
</tr>
<tr>
<td>502</td>
<td>9, 124</td>
<td>3</td>
</tr>
</tbody>
</table>

HOW TO WIN

Ten (10) winners will be named. Winning entries will be those where attacks have the greatest probability of success regardless of losses as determined by the Avalon Hill Company. In case of ties, earliest postmark entries will decide. Winners will be awarded a free Avalon Hill game of their choice.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the Operations Sheet and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211.

Entries must be postmarked no later than Sunday, October 10, 1965. Print your name and address clearly and make sure you list the game you wish as a winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat (naturally, only one to a subscriber allowed).
is in front of the Quatre Bras hill to prevent a withdrawal of PAA units, the French still enjoy a 23 factor superiority over the Prussians. This superiority would very likely prove fatal for the PAA.

I can't guarantee a win for you if you use my plan, but if you can survive till the Prussian IVC comes on, it's all downhill from there. For you Napoleon fans, I hope to write an article on how you can counter the above strategy (if it's possible). I'd appreciate your comments, criticisms, and/or laurel wreaths. Bernard W. Bopp, 2117 Bogart Ave., New York, N. Y. 10462.

Waterloo enthusiast, Harold Rabinowitz, informs us of plans for a re-enactment of the battle of Richmondtown of Revolutionary fame. Scheduled for the Spring of 1966, Honorary Major Rabinowitz states that the 17th Regiment of Light Dragoons are forming now and suggests that interested persons write to him at 215 Hart Blvd., Staten Island, New York.

Subscribers Drive Wild Race in Contest #8

Every "driver" spun out in the Le Mans racing contest of last month. Not one crossed the finish line. But we did not revoke any driver's license because the poor-driving resulted from a rather poor day with the "dice." As a matter of course, 5 stocks out of the 10 provided all ended up with a sales-in-hundreds digit of "6" which was a "spin-out" number. Were the licenses because of the poor-driving before eventually spinning out were declared the winners. Only Floyd Carrington, whose entry just got in under the deadline, got as far as the fifth corner before spinning out. The remaining winners, shown below, got through 3 consecutive corners.

1. Floyd Carrington, Widener Lane, Southampton, N. Y.
2. Ed Birsan, 48-20 39 Street, L.I. City, N. Y.
5. Lawrence Kuenning, 15261 Pine Lane, Lombard, Illinois.
6. Bruce Klein, 2463 So. 80 h St., West Allis, Wisconsin.
10. Mike Haney, 7411 Ash, Raytown, Missouri.

Wargamers Newsletter From England

If you like the "General", you'll love Donald Featherstone's "Wargamer's Newsletter". This British publication goes considerably deeper into the art of wargaming than does this magazine. Because wargaming has always been of great interest overseas, quite a large group of Avalon Hill aficionado's have been cultivated by the Wargamer's Newsletter in this overseas market.

For full info. write: Mr. Donald Featherstone, 69 Hill Lane, Southampton, Hants, Great Britain.

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.
Thoughts on Midway

by Carl F. Knabe II

In my opinion, the Avalon Hill Company has hit a new high in entertainment and realism! MIDWAY is without a doubt one of the most carefully thought-through game to date. I am constantly impressed by its perfection as I play it.

The Company has also hit another high with this game; for the first time one can spend almost as much time setting up an AH game as playing it. This discouraging fact has forced me to a very practical measure. I have purchased several plastic fishing tackle boxes with the insides divided up into many small compartments; thus allowing each type of counter to be kept in its own box compartment which cuts down drastically the time required to set up MIDWAY. While I was at it, I bought a box of toothpicks. By using these on the battle board to show which group of squadrons each ship is firing at it is possible to keep track of even very large and complicated battle situations simply. One may tell at a glance which ships he has already planned the fire of and which ships he has left to fire with at the remaining attacking squadrons.

Certain things about the game have become evident to me and I would value any comment on these thoughts. Although each tactical situation is unique in itself, general guide-lines appear to apply:

1. When searching always call out solid blocks of areas. Of course, if you find what you were looking for, start calling another section. Even if you don't find him in this block, at least you know where he isn't; and that can be very valuable knowledge itself. The American can always be certain of at least the general Japanese disposition by calling blocks at the beginning of the game.

2. Avoid being found during the day and launch as crushing a blow as possible at 1700 Hrs. Thus although the attack gives away your position you have two night turns to ready your planes and get lost again. In fact, this can be generalized to trying to be sure of launching your attack from an unknown position to avoid retaliation.

3. When setting up and playing the battle board, I have found these general priorities to be useful:

FIRST: a. Attempt to preserve your own carriers and sink your enemy's. Your carriers are the heart of your fleet. Besides being worth the most pointwise, they also have a distressing habit of carrying too many of your planes down with them if they are sunk. A sense of perspective should be maintained, however, if several of your carriers are traveling together and are attacked, don't be afraid to accept the automatic sinking of one to save another.

SECOND: b. Attempt to cause your enemy maximum casualties when he attacks - especially in his torpedo squadrons, his most flexible weapon. Even if a ship is going down for sure attempt to take as many of his planes as possible with it. A little analysis is useful here.

Below is a graph showing the total number of planes that could be lost in each of the odds columns - 1/3, 1/2, 1/1, etc.:
**Operation Forcepts - Tactics II**

by Terry Griner

This operation for the RED army is used in conjunction with the Replacement rule. Its main goal is to control as much Blue terrain as possible with the opening move. Cities, of course, are the main objectives. First, land the 1st INF. in 24-35, then moving it by land to 24-35. Move the first Arm. Div. through the Red Cap., land it in the Infantry Div. through City 13-16 to sea and land at 2-26, then moving to 4-31, where the 2nd PARA at 41-43, then moving to 41-43. Even with bad luck, Red should be able to keep control of City 41-43. If Red can re-capture Blue Cap! Consider the initial placement of the units and in the use of road movement will allow all units to reach the positions indicated.

This plan accomplishes two very important objectives. (1) The main defense line of the river which runs along vertical 26 has been completely crossed, and can now be used as a last minute defense line for Red if things go wrong. (2) Three Blue cities are now in Red hands including the Blue Capital. If Red gets lucky, the troops can hold on in three and Blue will only get two units at replacement time while Red will get its full quota of 7. Blue will not even be able to re-create an armored division unless the Blue navy can re-capture Blue Cap!

The odds are, however, that Blue will re-take Blue Cap, but Red can surely hold on to City 27-29 and with anything but the very worst luck, Red should be able to keep control of City 43-43. Even with bad luck, Red should at least be able to keep the city in disputed control, thus depriving Blue of a minute defense line for Red if things go wrong. (2) Three Blue cities are now in Red hands including the Blue Capital. If Red gets lucky, the troops can hold on in three and Blue will only get two units at replacement time while Red will get its full quota of 7. Blue will not even be able to re-create an armored division unless the Blue navy can re-capture Blue Cap!

The rest of the game is simply a process of gradually wearing down the blue army with repeated attacks. Even if Red loses one more unit than Blue each turn, his vastly superior replacement rate will win for him.

I believe that the best part about this operation is that win, or lose, the game will be exciting and fast moving with little chance of both sides settling down on either side of the central riverline and waging a war of attrition. If you use this plan, I can promise you a fast moving, action-packed game if not a sure win.

I would appreciate any comments or criticisms on this operation. Terry Griner, Route One, Greenacres, Wash.

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**Probability for U-Boot**

by Jared Johnson

U-Boot is the one Avalon Hill game in which luck plays a predominant part. However, the skill comes in being able to increase the odds in your favor. U-Boot, like most other Avalon Hill games, is a mathematical game. A successful player must know some of the fundamental laws of probability.

To the U-Boot player I offer one very important piece of advice: Never fire all of your torpedoes to the same square. In fact it is a good idea to not fire more than one torpedo to any one square. The reason for this is a very simple lesson in probability. From here on I will assume that when the U-Boot fires torpedoes that the destroyer is within range, and that he will move more than one square. (If the destroyer moves only one square and stops, there is nothing the U-Boot player can do about it. He must still increase his probability as much as possible in the case that the destroyer does move more than one square.) Suppose the U-Boot player is going to fire the maximum number of torpedoes-four. He plans to divide them up among the three squares that the destroyer can reach on his second move. The best way to do this is to fire two torpedoes to square A, one torpedo to square B, and one torpedo to square C. Notice that if the destroyer moves into square A, that there is a 50% chance that the second torpedo will be completely useless. (He may be sunk by the first torpedo.) This is the reason for not firing more than one torpedo to the same square. Each succeeding torpedo has a rapidly diminishing chance of scoring a hit. The second torpedo has a chance of 1/2 x 1/2 = 1/4 or 25%. The third torpedo has a chance of 1/2 x 1/4 = 1/8 or 12.5%.

Let us analyze the above situation. If the destroyer moves into square A he has a 75% chance of being sunk, and a fifty percent chance in each of squares B and C. (75% + 50% + 50%) = 3 = 68.3% probability of getting sunk. I divided by the number of squares the destroyer could reach on his second move (three) to determine the average probability.

Now suppose the U-Boot fires all four torpedoes to square A. His chances of sinking the destroyer are (93.75% + 0% + 0%) = 3 = 31.25%. This is barely half the chance.

There are two more combinations when firing four torpedoes. If the U-Boot fires two to square A, two to square B, and none to square C, his probability of sinking the destroyer is 50%. If he fires three to square A, one to square B, and none to square C, his probability is 45.8%. Remember, I am assuming that the destroyer moves more than one square.

The following is a chart containing all of the combinations for firing torpedoes to the three squares the destroy-
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The General
er can reach on his second move and their respective probabilities for sinking the destroyer, providing he moves into one of them.

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I have said nothing so far about firing to one of the seven squares the destroyer can reach on his third move. Sometimes it is better to fire to one of these squares rather than to fire a second torpedo to one of the three squares the destroyer can reach on his second move; especially when the destroyer is trying to sink the sub in order to keep it from entering the convoy zone. See diagram. There are several combinations of moves the destroyer can make when leaving from "X", nine in all. They are A-1, 2, 3; B-3, 4, 5; and C-5, 6, 7.

Notice that the destroyer is twice as likely to move into squares 3 and 5, rather than the other five. These are the squares I usually fire to until my opponent gets wise. Even if he tries to make his escape maneuvers as random as possible he will inadvertently move into these two squares more often. There are, of course, always exceptions to the rules. In the case of a "down the throat" attack, the U-Boat may be forced to fire many torpedoes to the same square in order to cause the destroyer to turn violently or in order to be sure of sinking him before he can launch his depth charges.

The Allied player must be bold; the conservative approach of landing all invasion units on the undefended Coastal Squares will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping parachute Units behind enemy lines. The three Parachute Units are dropped on Square U-33 which is not in any enemy zone of control -- the adjacent German Unit at V-34 is on the opposite side of the river thus its zone does not extend across to U-33. The Allied player has landed two 4-4-4 Units on Sea Square R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1). Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Square R-33 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining two Units allotted by the Troop Invasion Table are landed on Sea Squares P-32 and P-33 and moved directly onto Coastal Squares to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot: (1) he will have secured a firm beachhead relatively close to Germany and (2) he will have eliminated the really strong German Units. However, the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.

**Question Box**

**Q:** If a Supply Unit is in Tobruch may the enemy land troops in Tobruch and capture the Supply?

**A:** No, because the enemy, not having control of Tobruch in the first place, could not land in Tobruch.

**The "Imperial"**

The IMPERIAL, a monthly magazine, is the same length as the General. This mimeograph magazine is published around the 15th, though the first edition, Sept. 15th, will be published in October probably. Concerned with military history, A.H. wargaming, Parker Brother wargaming, homemade games, model soldier gaming, strategy, and anything. Subscriber list, if you do not want to be on it, say so, ads as in the General, YOU write the articles. We need editors and writers, (send samples of your work please) and at least 100 subscribers. Not another General--more varied. Price: $3.00 and 12 (twelve) self addressed large, immense, big envelopes, 10¢ land mail, 16¢ air mail. Subscriptions to Jack Greene, Jr., 670 Darrell Rd., Hillsborough, Calif. 94010. Articles and ads to Steve Karel, 2235 California St., Apt. 198 Mountain View, Calif., or Tom Holsinger, 1429 Cabello Ave., Burlingame, Calif. Closing date for articles or ads is the 1st of each month. If we do not get 100 subscribers by October 15th we will refund.

**New D-Day '65 Invasion Diagram in Error**

D-Day players who have the brand new Battle Manual are directed to correct an error appearing in the text below the diagram on Page 7. We suggest that you cutout the following paragraph and paste-in overtrop the text of Page 7. The following copy corrects the wrong assumption that German Iss is surrounded in the diagram. The entire text should read:

The Allied player must be bold; the conservative approach of landing all invasion units on the undefended Coastal Squares will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping parachute Units behind enemy lines. The three Parachute Units are dropped on Square U-33 which is not in any enemy zone of control -- the adjacent German Unit at V-34 is on the opposite side of the river thus its zone does not extend across to U-33. The Allied player has landed two 4-4-4 Units on Sea Square R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1). Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Square R-33 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining two Units allotted by the Troop Invasion Table are landed on Sea Squares P-32 and P-33 and moved directly onto Coastal Squares to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot: (1) he will have secured a firm beachhead relatively close to Germany and (2) he will have eliminated the really strong German Units. However, the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.