SPECIAL NOTICE TO SUBSCRIBERS:
We offer you Guadalcanal — our brand
new land battle game just as soon as it
comes off the assembly line. Guadal­
canal is Avalon Hill's first attempt at
a Marine Corps game... also the first
attempt at recapturing jungle warfare.
Thus this new game offers many new
methods and intricacies of play not
found in previous land battle games.

No Zones of Control

The game is played on a 14" x 44"
mapboard of the portion of the island
which contained all of the fighting be­
tween August 7, 1942 and February,
1943. The island itself is quite hilly
and thickly wooded, so thick that Units
in the woods lose their zones of con­
trol. Thus enemy Units can pass right
by without being forced to stop and at­
tack.

Authenticated by Marine Corps

In the play of the game, U. S. and
Japanese troops are brought on board
in the exact weeks they appeared his­
torically. All of the details have been
checked for accuracy and authenticated
by Colonel Donald L. Dickson, U. S. M. C.
(Ret.) who is now editor and publisher
of Leatherneck, the Marine Corps Mag­
azine. Colonel Dickson, himself, took
part in the actual invasion of Guadal­
canal and as a Captain in a Raider Divi­
sion, raised the first U. S. flag on the
island.

New Method of Combat

Guadalcanal also introduces, for the
first time, a different method of re­
solving combat. Instead of wholesale
eliminations the results of each attack
are recorded on a Strength Reduction
Pad.

GUADALCANAL: Pre-publication pix shows
parts of new game, including Afrika Korps size
of mapboard. Not shown are the Time Record
Card, Combat Results Tables, and Strength Com­
bat Reduction Pads.

Guadalcanal will retail for $6.98 and
should be available in your local outlets
April 1, 1966. The game will not be
made available for direct mail orders
to our regular consumer list until well
after this date to give our faithful deal­
er's time to stock up on it. However,
full-year subscribers to this magazine
will be given direct mail preference on
a first come, first served basis. All
subscribers orders will be held until
April 15th. Then, they will be sent out
ahead of any other direct mail orders
we receive.

To make sure your order gets this
priority, mark the envelope "Subscrib­
er Order" and address it to our new
address: The Avalon Hill Company,
4517 Harford Road, Baltimore, Mary­
land 21214. Send $6.98 and the game
will be shipped via parcel post. An ad­
tional 65¢ will get it to you by special
delivery.

Remember, we will not ship direct
orders until April 15... but you may
order now.

Correction...

In the last issue, we stated that one
could not invade on the first Turn in
Blitzkrieg. This was a grave mistake
... invasions are allowed on the first
Turn. Our apologies.
Final Issue of The General

...as a 12-page magazine. Beginning with the May issue, Vol. 3, No. 1, "The General" will be increased to 16 pages. There'll be more articles, more editorials, more examples, more diagrams of play...at the same ridiculous price.

Articles for The General

Subscribers desiring to contribute articles to this magazine may do so by submitting material typewritten and double-spaced. Insert your own headlines and subheads if you wish. All examples and diagrams should be drawn in black ink, ready for reproduction. Diagrams that would have to be redrawn often is the criterion for rejection of your article. Diagrams cannot be in color; they must be in black and white. Use shading to indicate colors. Please keep articles within 750 words maximum, shorter if possible. No notice can be given regarding acceptance or rejection of articles. We prefer articles to be of a specific nature dealing directly with tactics and strategy of individual games. There is no remuneration for acceptance; the writer's reward is in the knowledge that his article helps further the glorification of the art of adult gaming. Address material to: The Avalon Hill General, 4517 Harford Rd., Baltimore, Maryland.

Editor Stands His Ground

SALESMAN: Are you going to tell your subscribers how they can make their troop counters last longer?
AH EDITOR: You're crazy if you think I'm going to tell them that...think of the replacement parts business we'd lose.
SALESMAN: For the last time, are you going to tell them or am I going to have to work you over??
AH EDITOR: You're crazy if you think I'm going to tell them that one or two coats of Blair Spray Clear, a liquid plastic coating that comes in a spray can, works wonders in extending the life of troop counters.

Blitzkrieg—Troops for the Minor Countries

Answering many requests, our Research and Design Department has come up with a break-down of troop counters that you can make up yourself and add to the play of BLITZKRIEG. For easy reference we shall assign colors to the five (5) minor countries:

YELLOW (capital city is V-20);
WHITE (capital city is VV-25);
BROWN (capital city is HH-31);
GREEN (capital city is EE-34);
BLACK (capital city is JJ-46).

For the BLACK country add a total of 5 Armored Units made up of 4, 3-5's and 1, 4-6 unit; add 11 Infantry Units: 3, 3-3's; and 8, 2-3's; add 2, 3-8 TAC units; 2, 3-12 Fighter units, and 1, 3-10 Medium Bomber unit.

For the WHITE country: add 3, 3-5 Armored Cavalry units and 1, 2-6 Armored Cavalry unit. Also add 11, 2-2 Infantry units and 1, 3-3 TAC Air units.

For the BROWN country: add 2, 3-6 Armored units, 6, 3-3 Infantry units: 1, 3-6 TAC unit and 1, 3-10 Fighter unit.

For the GREEN country: add 3, 3-6 Armored units; 1, 5-6 Armored unit; 6, 3-4 Infantry units; 4, 2-8 TAC units; 2, 2-12 Fighter units, and 1, 2-10 Medium Bomber units.

For the BLACK country: 1, 4-6 Armored unit; 1, 3-6 Armored unit and 1, 3-6 Panzer-Grenadier units; 3, 3-4 Infantry units; 1, 2-3 Parachute Infantry unit; 1, 6-3-4 Breakthrough Artillery unit; 2, 3-8 TAC units; 2, 3-12 Fighter units; and 1, 2-10 Medium Bomber units.

The Air Transport capability: 3 per turn for YELLOW, 1 per turn for WHITE, 2 per turn for BROWN, 3 per turn for GREEN, and 4 per turn for BLACK.

There is to be no unilaterally sea movement by any minor country at any time. However, in a seven (7) player alliance game, allie of a big-power (Blue or Red) may use that allie's sea transport capability. There is to be no unilateral air movement by any minor country at any time.

Hidden Movement

Units at sea, of course, may not be turned on hidden units, the hidden units must be placed on the board and are forced to engage in combat in the usual manner with all enemy units they find themselves adjacent to.

Optional Rules

Hidden Movement

1. If they are closer to any enemy Units than any other friendly units,
2. If they are within 4 squares of an enemy unit,
3. If they are in a city (thus air units may not be hidden).

Hidden units whose situations do not meet any of the above requirements at any time must immediately be placed on board.

Paratroop units landing unwittingly on hidden units are automatically eliminated.

Units may not be removed from the board only at the beginning of a player's turn. They may be moved secretly during that turn with their new position recorded.

If Air Force units fly over hidden units, the hidden units must be placed on the board and are forced to engage in combat in the usual manner with all enemy units they find themselves adjacent to.

Blue First Turn, Blitzkrieg

by Tom Holsinger

Garrison duty; 4-4 in V-33, 2-4's in all other home cities. (Have you ever had your entire country taken over because airborne troops took over a home city and then air-lifted in twelve 1-6's which fanned out to grab all the unoccupied cities they could?) Spread all Ftr's and Sac out three squadrons, not divisions, deep over all home cities but S-25 and V-33. Two Rangers in Sea Zone C invade U-34, move to V-33
and out to sea in the same turn, CC-15 surrounded but not attacked by one 2-4 and two 1-4's from Sea Zone A. U-11 attacked by two 6-6, one 4-6, and one 4-4 (which takes the casualties) from L-6 and K-6. M-14 attacked by same from J-13 and I-12. V-20 attacked by five 4-4 from the nearest Blue border. EE-25 attacked by one 8-6 and one 4-6 from Q-16, and one 8-6 and one 4-6 from Q-17. HH-31 attacked by one Air Assault and two airborne infantry from any home city squares, and one 4-8 from Sea Zone C. X-27 attacked by two 8-4-4 and one 4-4 from the border. BB-31 attacked by two 6-6 from U-26, a 6-10 from S-25, and a 4-8 from V-33. EE-14 attacked by three 4-4 and one 2-4 from Sea Zone C, and a 6-10 from V-33. CC-39 attacked by three 6-4 and one 2-4 from Sea Zone C. Move the two remaining Rangers to Sea Zone and the two 8-4-4 and one 4-4 unused in any attack to Z-20 from P-15.

Tactical tidbits: Never place three Brkth Art. on the same square within range of enemy Ftr's. I strategically bomb Art'y. and airborne on principle if they're in escorting range of my Ftr's. The best stack for Art'y, in attack is two Art'y, and one Inf. to take the casualties. Blue should never take AA-42 as it is not needed for defense and it is impossible to get automatic victory against. The best way to revitalize a stalling offensive is to bring in a Brkth Art'y. as replacements. It is also handy for nipping off the spearhead of a menacing enemy offensive. Red should early gain the initiative and keep it so Blue doesn't have a chance to discover how weak Red really is. Neither side should put too much strength in the Koufax Desert because it would become too tempting a target for Airborne troops across its supply lines. Comments to Tom Holsinger, 1429 Cabrillo Ave., Burlingame, Calif.

**In Defense of Finland**

*by Carl F. Knabe II*

The German defense of Finland for STALINGRAD illustrated in this series of diagrams is designed to give the maximum of delay with the possibility of a costly three to one exchange for the Russian at the end. The German places his 6th Reserve Panzer Corps and the Romanian Cavalry in Finland. There is a fifty-percent chance of snow for the turn the Russian is able to leave Finland, thus making possible further delay. The 6-6-6 Armor Unit is used in order to hold the maximum number of Russian Units in Finland. If the Russian has left insufficient force in Finland, deploying the Finnish 3-3-4's the second turn gives the German opportunity to save these units for an extra turn of delay.

**Stalingrad—Tournament Game**

*by Dick Westlund*

Stalingrad has many possibilities to become one of the more complex A.H. wargames. Terence Zuber in his recent article, "Stalingrad Oversimplified", pointed out many of the basic faults, but did not give remedies for most of them.

With the following rule changes Stalingrad can be greatly improved and made more interesting:

1. First and most important, use the Bulge Battle Results Table.
2. On the first turn allow both sides to place units next to the border, ignoring the doubling of Russian units behind river lines.
3. How to win -- Russian conditions remain the same. The Germans need a minimum of 100 points. They receive 50 points for capturing Moscow, 30 for Leningrad, 20 for Stalingrad, 10 for Archangel (needed for Western supplies), 10 for Grozny, Maikop, and Astrakhan (all necessary for oil production), and 1 point for each other major city. To get these points the Germans must control each city for one turn but not all simultaneously. The Germans can also win by eliminating all Russian factors.
4. Industry -- The Russians have 15 'factories'. Seven units are placed on the cities within the Volga, Oka, Moscow triangle. The remaining units are placed in Leningrad, Stalingrad, and the cities along the Donets River (Kursk, Kharkov, Stalin, Rostov, Dnepro Petrovsk, and Voroshilovgrad). The Russians can evacuate these factories (2 per month) starting in August. To evacuate the units just remove them from the board. If all factories are safely removed the Russian replacement rate goes up 2 factors per city per month, but the Germans may capture them just like other units. Any blank counters will work as industrial units.
The Importance of Fortresses in Bulge

by Jeff Martin

Myron Brundage’s article in July ’65 is very interesting and helpful. But so far no one has stressed the importance of fortresses. The greatest weakness the Germans have is keeping an uninterrupted supply route open. The best way to throw the German advance into a slow crawl is to plot a fortress at every crossroad possible. So what if the German surrounds and gets behind you. He can only go 7 squares before he himself becomes isolated. In order to keep his drive alive, these fortresses will have to be eliminated. If he surrounds you for the 6 turns until you’re automatically eliminated that’s 6 turns his troops in that area sit on their duff doing nothing. Having to attack a 4-turn (12) or an 8-turn (24) he is going to suffer casualties he can ill afford. He will also have to mass more troops in that area leaving other parts of the front sparsely defended and open greater possibilities for the Americans to counterattack. In this manner the German will be running from one side of the front to the other with his advance much slower than he would like, and time is what the Americans must gain.

Having your forces tripled is a lot better than doubled. Don’t wait until you’re in the forest areas of Rochefort and Marche for a last ditch effort to hold before thinking of using fortresses.

You should especially take advantage of the fortress town of Clervaux and never abandon it until fighting to the last man. Also on the very 1st American turn a regiment should be sent to Bastogne and kept there to build a fortress because if you don’t do it then it may be impossible later on (and you know how important Bastogne is).

I’m not saying this will work all the time. The proper deployment of reinforcements to back up the fortresses and in attacking at the right times, not to mention getting a break in the weather also has a lot to do with coming up with a victory. At least you’ll get the satisfaction, if nothing else, of seeing a worried look and not all smiles on the German Commander’s face once in a while.

Try Something Different with Bulge

I’ve never seen it mentioned in any previous issues so I thought I’d bring it up here myself. You’ll have lots of fun and I imagine it’s possible you can incorporate this idea in the other AH games.

You get three players or teams together with three Bulge games. One takes the Americans, one the Germans, and one becomes the judge. Now put up barriers so that none of the playing boards are in view of the others. At the beginning of the game each board has the American units set up as always. The Germans attack, then everyone is on his own.

The only time the opposing player knows where his enemy’s units are is when they are within 2 squares of his unit.

This 2-square zone of sight applies only to those units that are stationary. In other words, it’s possible for a stationary unit to observe an enemy unit passing it but the moving unit can’t sight the stationary unit. The moving units that go beyond the front line don’t know where the enemy is or until it comes into the enemy’s zone of control. When this happens he must stop right there and attack. When he does come to a stop, any units in his zone of sight are reported to him and then can bring up more units to help in the attack. It’s best to move one regiment at a time. On the first turn before the roll of the die those units that are not in the American’s zone of sight, naturally, are not reported to him.

This is where the judge comes in. On his board is the set up of both players as they really are. He keeps each player informed of who is in their zone of sight (only the number of regiments, 1, 2, or 3) and from what division.

This information is always given as soon as a unit stops and before the roll of the die; also after the roll when a retreat, or when a unit comes in the zone of sight of the enemy). He sees that all moves are legally made (that a moving unit comes to a stop when it comes into the zone of control of an enemy unit). And also as an impartial participant rolls the die for both players.

For an optional rule when the weather clears each side can send out reconnoisance flights, 2 each turn, and ask the judge if enemy troops are in any area of the board in any group of 2 squares (any combination – straight line, circle, etc., as long as they are connected to each other). A total of 10 squares (2 groups of 5).

Since neither player (except the judge) will know where all his opponent’s units are, it keeps both players continually guessing and makes for most exciting play. I must mention this start playing early in the day. Jeff Martin, 4349 North 49th St., Milwaukee, Wisconsin 53216.

Attack In the Ardennes, 16 December, 1944

by James F. Dunnigan

The accompanying chart shows quite clearly that the Germans had mustered a superiority of strength on the battle field. This numerical superiority was not decisive for a number of interesting reasons. First, there was the problem of movement. Although the Ardennes had a fairly well-developed road system, the Germans lacked the transportation with which to exploit it. Many units were also delayed due to the chaotic German transportation situation outside the Ardennes. The third regiment of the 560th VG division (the 1129) was still stuck in Denmark on 16 December. Even if the Germans had been able to muster more force it is doubtful that they could have used it. The road net and topography in the Ardennes made the deployment of large forces extremely difficult. This, coupled with the bad weather, rough terrain, untrained troops and the need for secrecy, made the actual German deployment a military masterpiece as it was.

Besides the administrative problems there were also tactical ones. The controversy still raged in the German army as to whether or not Panzer divisions should lead the assault or be held in reserve until the infantry had breached the line. In the 6th Panzer Army it was decided to hold back the Panzers until the Infantry divisions had made a hole in the line. This was obviously the wrong solution. This por-
tion of the line contained half of the U.S. strength in the Ardennes. Against the equivalent of three divisions (9 regiments) the Germans sent a roughly equal force. Only the 3rd parachute division made a breakthrough and this had to be assaulted later in the day by the 1st SS Panzer division.

The 5th Panzer Army took a more pragmatic view of the situation. Their success against the US 106th division was mainly due to the poor placement of that division (see chart). Further south the Germans used armor in their initial assault, even though its effectiveness was diminished by the as yet uncrossed Our river. Here, in the most thinly held portion of the US line, the German success was won mostly by the infantry of the 2nd Panzer and the 365th and 28th Volksgrenadiers. Panzer Lehr was held in reserve because there was simply no room on the roads for its vehicles.

In the 7th Army area the US forces were a little stronger, and had on call powerful forces from the south. The Germans were never able to obtain a decisive preponderance of force. Even if they had, they had neither the armor with which to exploit their advantage nor the infantry with which to hold onto what they gained.

In spite of the shortcomings in the German assault, it might have succeeded. The factor that defeated the Germans was the prompt Allied reaction, which will be the theme of my 3rd and concluding article on the "Bulge."

The first article of this series appeared in the November 1965 issue. Comments should be directed to James F. Dunnigan, 8512 Fifth Ave., Brooklyn, New York.

The "Schwerpunkt"
by Myron R. Brundage

"The Blitz tactic consisted of finding a weak position in an enemy's line of defense called a 'Schwerpunkt' and attacking it heavily with an overwhelming amount of armor and motorized units" -- from Jan. '66 article "The Blitz Tactic."

Editor's Note: The above statement is a misconception I am told of the term "Schwerpunkt", which I had interpreted to mean, "Where the main attack should come." To correct this ambiguity I have chosen for publication the following letter, which represents best the several letters I received on same.

Dear Mr. Brundage:

I am fascinated with armored warfare and I read just about all I can about it so when the General (Jan, 66) came last month I eagerly read your article. I wish to clash directly with you on one point; the Schwerpunkt. The author of Barbara Tuchman's The Russian-German Conflict 1941-45, states that "the Schwerpunkt" is a Blitzkrieg term, meaning "Spearhead", or the point of maximum concentration. Also, according to my German-English Dictionary the word "Schwer" is defined as being hard, heavy, difficult, and strong. "Punkt" which was included under schwer was defined to be the center of gravity. An interesting note on the Blitzkrieg was that, according to Heinz Guderian who was Germany's expert on armored warfare, in his book Panzer Leader, "During the winter of 1923-24. Lieutenant-Colonel von Brauchitsch, who was later to be Commander-in-Chief of the Army, organized maneuvers to test the possibilities of employing motorized troops in cooperation with aircraft. The Blitzkrieg, although not initiated by Germany was fully developed there. In 1929, Guderian became convinced that tanks working on their own could never achieve decisive importance. His historical studies which included British manuals on armored fighting vehicles, and exercises carried out in England pursued him that tanks would never be able to produce their full effect until the other weapons on whose support they must inevitably rely were brought up to their standard of speed and cross-country performance. In such a formation of all arms, the tanks must play the primary role, the other weapons being subordinated to the requirements of the armor. It would, according to Guderian, be wrong to include tanks in infantry divisions. What was needed were the armored divisions which would include all the supporting arms needed to allow the tanks to fight with full effect. Sincerely yours, William B. Prots II.

My thanks to Mr. Prots and all those who wrote me concerning the above. I welcome such letters for the benefit they offer in helping us to improve the faults in our articles.

I recommend the books Mr. Prots cites and understand that a review of the writings of Capt. Basil H. Liddell Hart is available at most large Public Libraries.

Starting in the next issue, the first of "The Nine Principles of War" will be featured in Avalon Hill's expanded magazine...Myron R. Brundage, 2435 W. Sunnyside, Apt. 3, Chicago, Ill.

A Critique on Non-War Avalon Hill Games
by Jared Johnson

In this article I would like to discuss some of the strengths and weaknesses of the non-war Avalon Hill games:

1. Management. (Rating: Excellent) The reason this game is not very popular is because most wargamers will not buy it in the first place. However, those who do, usually find it to be at least as good as, if not superior, to many of the war games. It offers a refreshing change from any other game, and I would recommend that anyone planning to buy a non-war Avalon Hill game, to put Management at the top of his list. Strengths: The game can be played with four people, and is, in fact, best with four people. The second guessing involved in making bids is closer to being pure skill than to being luck. The tournament game provides additional challenges and complications for those desiring them. Weakness: The game sometimes tends to get boring when all but two players have gone bankrupt, because it can take forever for one of the two remaining players to drive the other
into bankruptcy. Solution - set a time
limit, or use all of the tournament rules.

2. Baseball Strategy. (Rating - Fair)
Strengths: Excellent portrayal of actual
baseball managing; easily catches the
interest of avid sports fans. Weaknesses:
There is little diversity of play, due to the fact that there are really only
sixteen combinations of pitches and
swings. Therefore, each or seventh inning
the game becomes boring and stereo-
typed. Second guessing makes the game
too much luck.

3. Football Strategy. (Rating - Good)
Strengths and weaknesses are about the
same as for Baseball Strategy. There is
a little more diversity of play.

4. Le Mans. (Rating - Excellent)
Like Management, this game is in a
class by itself, being completely
different from any other sports car
racing game on the market. Strengths:
May be played with a large group. Per-
formance of all cars is different. Game
length can be adjusted to players wishes
by deciding how many laps to race. The
game moves quickly and never becomes
boring. Weaknesses: The game is too
much luck. Certain cars don't stand a
chance against other cars. The latter
problem can be solved by requiring the
faster cars to make extra pit stops each
lap.

5. Dispatcher. (Rating - Very Good)
Strengths: Players can make up their
own timetables to help them operate
their trains. Weaknesses: There is
little interest in railroading as such.

6. Verdict II. (Rating - Good)
Strengths: Again we find another game
that is in a class all by itself, but then
most AH games are. This game is
truly unique. Prosecutor selects a case.
Both the prosecutor and the defender offers
evidence to support their point of view,
and each must determine by use of the
actual "rules of evidence" whether or
not their opponent's information is
admissible or inadmissible. Weakness:
The game can only be played fifteen
times by the same two people, because
the case books contain only fifteen dif-
ferent cases. Solution - Avalon Hill
could sell additional case books, con-
taining different cases.

7. Squander. (Rating - Very Poor)
Don't squander your money on this
game. Strengths: None. Weaknesses:
Definitely does not measure up to the
usual Avalon Hill standard that is ex-
pected, despite the fact that it was not
intended to be a "realistic all-skill
game". The unusual object of the game
(the winner is the first person to lose)
does not make up for the fact that it is
basically a boring, run-of-the-mill type
of game.

8. Nieuchess. (Rating - Very Good)
Unfortunately this game has been dis-
continued. Strengths: This is an un-
complicated version of the battle games.
The same manner and method of mov-
ing, engaging in combat, etc., is em-
ployed, but the game is simplified by
the fact that each pawn has the same
combat factor (one) and every pawn
moves the same number of squares each
turn. Also, there are no increased
terrain values. Weaknesses: There are
no significant weaknesses, except
perhaps, that the game is too simple.
The player who moves second has a
slight advantage.

AH's Critique on
Johnson's Critique

It is always dangerous to "swear"
by a one-man critique such as the one
printed above. However, it so typified
the general comments and reactions to
our games that we have received from the
masses, that we felt duty bound to
reproduce it here for your consumption
and argument.

Our thoughts on the subject are as
follows: We, too, feel that Management
is one of our best games. But some-
what contrary to Mr. Johnson's com-
ments a two-player game can be most
exciting particularly when both players
are fighting off the bankruptcy court.
From an economist's standpoint, how-
ever, it is not too realistic a game
since no one really wins because every-
one ends up knee deep in proverbial red
ink. But as a game we feel it is a clas-
ic. (It'll soon be a collector's item be-
because we've only sold about 17 games.)
We'll go along with Johnson's com-
ments on Baseball. But he's way off
base on Football. Apparently he has
missed the subtleties and psychological
aspects of this game which was rated
by Sports Illustrated, December 11,
1961, as "the best football game ever
invented." It's our best seller in sea-
son.

We are agreeable on LeMans and
Dispatcher, the latter so good in our
mind that it is currently being revised
... delivery date quite sometime in the
future, however.

Verdict II can be played more often
than thought by Johnson; the "judge-
element allows cases to be replayed
several times with different outcomes
highly probable with each re-play. In
this event, the game's owner accrues
an advantage but this is also true with
Password, the fantastically popular
TV show. There was quite a paradox, here, between the
new stories, serious in vein, and
comedy programs. You banjo players
liked Beverly Hillbillies. But as a game we feel it is a clas-
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this event, the game's owner accrues
an advantage but this is also true with
Password, the fantastically popular
game from Uncle Milty.

Johnson, you cut us to the quick with your
comments on Squander. The play-
ing board is very pretty, though.

Nieuchess: If we had ever learn-
ed how to pronounce it we might have
been able to sell it.

In summation, these non-battle titles
contribute only about 35% of total sales for Avalon Hill. Thus they don't hold
up as appealing as the battle titles with
the exception, of course, with Football
Strategy.

Who Really Plays
Avalon Hill Games ? ?

"Nuts" play our games... referring
affectionately to that hard-core 20% of
our mailing list who purchase 80% of
our games. These fanatics are divided
into two age groups: 12 to 18 years
and 23 to 29. Median age for the first
group is 17, for the second group it is 25.
What happened to the 19 to 22 year
olds? They discovered girls, is our
speculation, and at 23 the novelty wears
off so it's back to Avalon Hill gaming.

For the most part the younger
player the more easily he understands
the instructions. According to our Reg-
istration Card analysis, the older you
are the more difficult it becomes to
learn new things. An occasional letter
from a Phd will state that he and his
wife cannot understand how to even get
started, while the 12-year old's will
congratulate us on the "clearly present-
ed rules."

Most of you hear about the game
through a friend's recommendation and
purchase more often from a department
store, hobby center, book store, dis-
count outlet and direct from Avalon Hill
in that order.

The three most popular magazines
among the game "nuts" are Life, Time,
Boy's Life. As a group, military and
egg-head magazines rate highly, also.
The most popular TV shows change,
naturally, from season to season. Cur-
tent popular TV shows that you list
most popular are the news programs,
combat stories, and Get Smart. There
was quite a paradox, here, between the
new stories, serious in vein, and
comedy programs. You banjo players
liked Beverly Hillbillies.

Approximately 60 to 65% of you own
more than one Avalon Hill game.

On question 10 of the Registration
Card (I would like to play an Avalon Hill
game on,) you answer, "the linoleum,
a rainy day, a bet, etc."

We here at the replacement parts
center hope you play Avalon Hill games
every day.

The following items are out of stock
and will no longer be available

1. Gettysburg (58 square grid):
Troop Counters, Order of Appearance
Cards... replaced by Gettysburg '64
version.
Avalon Hill games! Comments to: C.
Springfield, Mass. 01128.

Norman Peacor, KIIJU, 139 Cooley St.,
even appreciate being introduced to
what have you can readily participate
have an obliging friend who would be
ual play. Teams, general staffs, or
appropriate for resolving battles. Nor
if you shouldn't be a "ham", maybe you
does this process rely solely on individ­
one 5¢ stamp; 8¢ for airmail.

THE GENERAL

2. Gettysburg ('61 hex grid): Troop
Counters.

For current Replacement Parts List
send a self-addressed envelope con­
taining one 5¢ stamp; 8¢ for airmail.

Play-by-Air

Avalon Hill gaming enthusiasts who
are also amateur radio operators,
"hams", can now add a new dimension
to gaming.

For many years chess enthusiasts
have met on the air-waves to play.
Distance meant nothing and many is the
story of a monotonous lonely far-north
vigil being relieved by a pleasant con­
versation and game. Unlike playing by
mail, the response is just as rapid as
a person can talk and the only require­
ment, besides a radio license and equip­
ment, is that each person have a play­
ing board and men. The same process
is applicable to Avalon Hill games.

Depending on the time of day and the
radio frequencies chosen distance is
no factor. Certain frequencies are best for "local" games involving indi­
viduals separated by only 4 or 5 hundred
miles. On the other hand, trans­con­
tinental or international matches are
just as possible. Although Morse code
can be used, either a.m. or single
sideband voice transmission would be
most appropriate. The question of re­
solving combat results does need an
answer. Neither the die or stock mar­
ket approach is feasible. One method
(using the Play-by-Mail Combat Results
Tables) would be as follows:
1. The attacker names the order of
battles and the odds for each.
2. Group the attacks into 3's, which
may leave a last group of only 1 or 2.
3. Starting with the defender, each
player alternately, digit for digit, states
a 4 digit number reading from left to
right.
4. Multiply these two numbers to­
gether (and don't forget to agree on the
answer.)
5. Starting from the right, the 4th,
5th and 6th numbers are the equivalent
of the stock market results for the 1st,
2nd or 3rd attack of the group of three
or less.

This method will generate a series
of random numbers which should be ap­
propriate for resolving battles. Nor
does this process rely solely on individ­
ual play. Teams, general staffs, or
what have you can readily participate
simply by getting together around a
board, transmitter and receiver. And,
if you shouldn't be a "ham", maybe you
have an obliging friend who would be
willing to invite you over. Maybe he'd
even appreciate being introduced to
Avalon Hill games! Comments to: C.
Norman Peacor, KIIJU, 139 Cooley St.,
Springfield, Mass. 01128.

Fantastic, Stupendous, Colossal, Money-Saving Deal

"Big Deal," chides Red.

"Sure it's a big deal," adds Blue.
"Avalon Hill has already increased the
price of most of their games. In fact
all $4.98 priced games have gone up to
$5.98, and their Baseball and Football
games are now $3.98. So if you haven't
as yet bought those original games you
still can do so one last time at their
original prices....right, Mr. Hill?"
Right you are, Blue. For the first
time in Avalon Hill's history they have
found it necessary to increase their
retail prices to offset the steadily ris­
ing costs of production. The price rise
has been in effect since March 1, 1966.
However, as special dispensation to
subscribers Avalon Hill is offering them
at their original prices for a limited
time when ordered through this maga­
zine. Subscribers must use this order
form printed below. Do not send a
photostat or copy...this order form
must be cut out and sent to Avalon Hill
before the deadline of April 1, 1966.
(Anyone who hasn't ordered by this date
becomes a real April fool.)

CONTEST NO. 12

Ah, Spring is here...and with it
comes the annual try-outs for the
Avalon Hill Baseball Team. The line­
up is practiced solely except for pitch­ing.
If YOU can get by murderer's row,
you make the club and a free Avalon
Hill game of your choice. All you have
to do is to retire all six members of
the heart of Avalon Hill's batting order
shown on the LINEUP SHEET. You
pitch as in the Baseball Strategy game
with the difference being that each pitch
is selected from the list of stocks be­
low. You must select a different stock
for each of the six batters.

The judges will consult the sales-in­
hundreds column for closing N.Y.
Stock Exchange transactions of Monday,
April 11, 1966 found in the Tuesday
morning paper. The last digit of the
sales-in-hundreds column will act as
the die roll and when matched up with
the Power Hitter's Chart will tell you
whether or not you have retired each
batter.

AH Man of the Year

The May '66 issue of The General
will feature Avalon Hill's Man of the
Year, selected in part by you sub­
scribers. Your suggestion, therefore,
is necessary in order for your contest
entry to be valid. However, winning
contests will have no bearing on your
suggestions.

Select Stocks from this Group

Ampex  Gen. Elec.  Sears
Chrysler  Goodrich    Polaroid
Food Fair  Goodyear  I.B.M.
Ford  Korvette    White Motor
Gen. Dyn.  Motorola  Zenith

Power Hitter's Chart

1 - Walk      6 - Pop Up
2 - Strikeout  7 - Home Run
3 - Single    8 - Line Out
4 - Ground Out 9 - Fly Out
5 - Double    0 - Safe on Error

How To Win

Ten winners will be named. Winning
entries will be those who have retired
all six batters, or come closest to doing
so. In case of ties, earliest postmarks
decide. Winners will be awarded free
Avalon Hill games of their choice.

This contest is free to all subscri­
bers. Simply fill in the LINEUP SHEET
along with your vote for AH Man of the
Year and mail to: The Avalon Hill Co.,
(new address) 4517 Harford Road, Bal­
timore, Maryland 21214. Entries must
be postmarked no later than April 10,
1966. Print your name and address
clearly and make sure you list the game
you wish as winning prize. Those who
do not wish to mutilate their magazine
may send a copy or photostat. Natur­
ally, only one to a customer allowed.

LINEUP SHEET

<table>
<thead>
<tr>
<th>Batter</th>
<th>The Pitch (Stock)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ampex</td>
<td>Gen. Elec. Sears</td>
</tr>
<tr>
<td>Chrysler</td>
<td>Goodrich Polaroid</td>
</tr>
<tr>
<td>Food Fair</td>
<td>Goodyear I.B.M.</td>
</tr>
<tr>
<td>Ford</td>
<td>Korvette White Motor</td>
</tr>
<tr>
<td>Gen. Dyn.</td>
<td>Motorola Zenith</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
</tr>
<tr>
<td>City</td>
</tr>
<tr>
<td>State</td>
</tr>
</tbody>
</table>

Prize

Your suggestions for Man of the Year
Dear Swell Guys at Avalon Hill:

Thank you for letting me $quander my hard-earned savings on the games I have specified below. I have enclosed the proper amount, less any 25¢ discount coupons I may have. Your justification for the price rise (above) doesn't fool me; I think the real reason is:

☐ To help pay for new Plant
☐ To pay salary of Mr. Hill's chauffeur

(Your Comment)

<table>
<thead>
<tr>
<th>TITLE</th>
<th>NEW PRICE</th>
<th>YOUR PRICE</th>
<th>QUANT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baseball</td>
<td>$3.98</td>
<td>$2.98</td>
<td></td>
</tr>
<tr>
<td>D-Day</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Dispatcher</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Gettysburg</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Football</td>
<td>3.98</td>
<td>2.98</td>
<td></td>
</tr>
<tr>
<td>LeMans</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Management</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Tactics II</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>Verdict II</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td>U-Boat</td>
<td>5.98</td>
<td>4.98</td>
<td></td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Name
Address
City State

Send money and coupon to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214.

Deadline: April 1, 1966.

Beat Your Chest

It's fun to read those ridiculous opponents' ads in the General; the amount and variety of chest-thumping and personal horn-blowing is staggering. Most of those who place ads seem to feel it necessary to brag and boast. A lot of us chuckle, but chest-beating before battle has a sound historical basis; it's been a human trait since the dawn of time, and is found in many cultures.

1. Consider the bounts of the Japanese Sumo wrestlers, with the traditional pre-fight ritual dance - each wrestler grunting, gesturing and acting out in detail exactly what mayhem he would wreak upon the other.
2. Or the great Zulu armies in their prime, lining up on the battlefield in full view of the enemy, to yell and pound on their shields for an extended period before the charge.
3. Or the New Zealand Maori, who sometimes spent hours hurling only insults at the enemy, jumping in the air, stomping feet, and sticking their tongues out while rolling the eyes, before closing for blood.

All these tactics were not really meant to frighten the enemy away, but mainly to scare them enough to rattle their determination and take the edge off their offensive spirit. In any military endeavor, it is less costly to frighten the enemy out of position than it is to shoot him out of it. This is the blitzkrieg tactic, that allowed Hitler to conquer France, Holland and Belgium with only 8% of his army.

On the other hand, this pre-fight activity trait is missing from many cultures. The American Indian, the Saipan headhunter, and the brownskinned peoples (such as Phillipine Igorot, African Pygmy, or Amazon River Jivaros) gave no such pre-game performance, but depended upon stealth and deception.

Similarly, some of the ads in The General are deceptively humble, or amiable, but this opponent can be just as deadly as the noisy chest-thumper.

Morals: don't take the advertised image too seriously - it may be meant to frighten you off guard, or to lull you off guard. Comments to: Barry K. Branch, 2106 Elmhurst, Royal Oaks, Michigan.

Subscriber Discount...

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 can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.

Contest #11 Winners

Annihilate Big Red

Out of thousands of entrants, only a handful had completely eliminated all Red Units within the Red Capital. The first ten of these are:

1. Warren N. Caldwell, Jr., 51 South Street, Milford, New Hampshire.
2. Jeff Hutwelker, 520 E. Roosevelt, New Castle, Delaware.
5. Chris Chamness, 1065 Wayne St., Pomona, California.
9. Steve Ikemura, 1335 Alexandria Dr., San Diego, California.

Mr. Novell receives additional commendation for his ludicrous suggestion that we name our new railroading game, "The Little B & O Poop" game. Other imaginative suggestions were: "B & O A-go-go," by Jeffrey Sulma, Chicago, Illinois; and "Can #13841-B Where Are You?", by William Drabyk, Astoria, New York. Thanks a lot, fellows.

Strike 3... by Donald Greenwood

To begin with Baseball Strategy has 4 things which AH's battle games will never have. Absolute play balance, a short game (45 minutes), lack of luck as an important factor, and most important, a tremendously exciting game right down to the wire.

Probably the best thing about Baseball Strategy is the statistics that you keep for it. You match up the "units" with the players of your favorite team and you're in business.

As to Strategy, everyone has their own. Most players like to load their lineup with sluggers and take their chances with a poor defense. I myself, like to go with a perfect defense and if I fall behind I will insert my sluggers in key positions. Pitching is the key to every defense and you should use great caution in picking your starters and relievers. The left-handed junk pitcher should be your prime starter and the left-handed fast pitcher your ace reliever. Care should be taken to give your lineup as much speed as possible as a fast man on second is often worth more than two slow men on base.
Dear Sirs:

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It seems that any crackpot can write a notice to the General pretending to be me about myself on the first column, and we'll have Guadalcanal ready. See Front page.

Play-by-Phone Simple Cut

The following Play-by-Phone routine has been submitted to us by William J. M. Gilbert, 64 Pinebrook Drive, Larchmont, New York. We think it's a dandy innovation and urge you subscribers to give it a go. (Well, yes, we do own stock in AT & T - why did you ask?)

Step 1. Attacker calls and reads off all his positions. Defender reads back positions quoted by attacker.

Step 2. Attacker then lists units involved in all battles and quotes odds. Defender reads these back for verification. Verification of the legality of the moves and the rightness of odds, etc. will wait on defender's closer study of the situation at his leisure.

Step 3. Attacker then gives a person's name and defender immediately names a number between 1 and 10 inclusive. This is done for each battle. The transaction is then complete; both wish each other luck and hang up.

Step 4. Defender then looks up phone number of names quoted by attacker in

Play-by-Mail Short Cut

Here are some suggestions to make Play-by-Mail easier and quicker thus minimizing set-up time:

1. After removing playing pieces from die-cut card, glue a backing sheet of heavy cardboard to the card thereby making a holder.

2. Arrange pieces in your holder as follows:

(a) For games with initial placement of all pieces on the actual playing area: In same order as on 'order of battle' sheets. Also as much as possible arrangement across the board in the same order.

(b) For games with staggered order of appearance; In order of appearance and by 'order of battle' within each increment. It is of course only necessary to remove men currently in use for a particular move. Once an increment is 'on board' men can be integrated with previous arrivals in one sequence.

3. Eliminated pieces are returned to the trays.

4. Replace men after each turn to the holder as in?

5. (Optional) On 'order of battle' sheet enter starting position above the line and terminal position below the line for each individual unit. Take initial positions from your opponent's to your previous operations' sheets to the extent applicable, then pick up initial positions from order of appearance data, and finally from preceding 'order of battle' sheet. This procedure should greatly reduce placement errors and insure inclusion of eliminations (show by X on first move following elimination) and after battle movement.

Address all comments to: Ed Blackmore, 1121 Colgate Dr., Tucson, Arizona.

Baseball Tourneys

For you Baseball Strategy fanatics, here's a quick way to determine the news or publicity for his association ... Sayre, Penna.

Donald J. Greenwood, 128 Warren St., Sayre, Penna.

Yes a number between 1 and 10 inclusive. This is done for each battle. The transaction is then complete; both wish each other luck and hang up.

Dear Sirs:

I wish you would tell me what it is, and when you believe it would be on the market.

Thank you very much. I have to rush now, my sargeant is coming this way. This was supposed to be a letter to someone else and admitting false information just to get back at someone who has beaten them. I believe the culprit to be someone in the MIT War-games Society who did it just to gain news or publicity for his association. . Donald J. Greenwood, 128 Warren St., Sayre, Penna.

Dear Sir:

If you are in the steps of drawing up any new games, for spring production, adopted and you remain in competition until you have lost your second game. It works like this: players draw numbers for position in first round play. In game (1), player 1 plays players 2, etc. with the winner playing the number of games (1) and (2) play each other in game (5) in the loser's bracket, etc. A loss in the loser's bracket means elimination from the tourney. We suggest that you place a restriction on the use of pitchers in such a tourney. A pitcher who has pitched in three innings or more of a game cannot be used as a pitcher in the following two games.

8-TEAM TOURNEY - DOUBLE ELIMINATION

Game 1
Winner 1

Game 2
Winner 2

Game 3
Winner 3

Game 4
Winner 4

Game 5
Loser 1

Game 6
Loser 2

Game 7
Loser 3

Game 8
Loser 4

Winner 7

Winner 8

Winner 9

Winner 10

Winner 11

Winner 12

Winner 13

Winner 14

Loser 7

Loser 8

Loser 9

Loser 10

Loser 11

Loser 12

Loser 13

Loser 14

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Midway, Bismarck Style
by Peter Harlem

One of the problems of Midway is its surface battles. Yamato with eight hits still has a surface factor of 18. To remedy this I propose using some of the Bismarck attributes. First, a new system of scoring hits is needed. I add hit boxes for bow and stern guns as in Bismarck, leaving the previous hits as midship hits. The best way I found was as follows: U. S. ships, Enterprise, Hornet, Yorktown; 2 bow guns, 1 stern, 5 midships. Minneapolis, New Orleans, Vincennes; 4 bow, 2 stern, 5 midships. Astoria, Pensacola; 3 bow, 3 stern, 4 midships. Northampton, Portland; 4 bow, 2 stern, 4 midships. Finally cruiser Atlanta; 2 bow, 1 stern, 3 midships. Japanese ships as follows: Battleships, Yamato; 12 bow, 6 stern, 10 midships; Nagato, Mutsu; 7 bow, 6 stern, 8 midships; Kongo, IJN, Kirishima, Haruna; 5 bow, 5 stern, 6 midships. Carriers, Akagi, Kaga; 2 bow, 3 stern, 5 midships; Hiryu, Soryu; 1 bow, 1 stern, 3 midships. Zuiho; 1 bow, 2 stern, 2 midships. Japanese Cruisers, Atago, Yagiru, Mogami, Suzuya; 4 bow, 2 stern, 3 midships. Light Cruisers, Nagara, Sendai, Yura; 1 bow, 2 stern, 2 midships.

All gun "boxes" are used in the same way as in Bismarck. To sink a ship all midship boxes must be checked. The surface combat results table also has to be revised. There is now two ranges: "B" range, 4 squares, for Battleships only and "A" range, 3 squares or less, for all other ships. Battleships cannot fire into squares one square away. They must remain 2 squares or more.

Here is the suggested Battle results table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Firing at Enemy</th>
<th>Broadside</th>
<th>Bow</th>
<th>Stern</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bow</td>
<td>Hit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Stern</td>
<td>Hit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Midships</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Midships</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>5</td>
<td>Midships</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Midships</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A range firing at enemy:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Firing at Enemy</th>
<th>Broadside</th>
<th>Bow</th>
<th>Stern</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>2</td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>Midships</td>
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<td>Midships</td>
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<tr>
<td>5</td>
<td>Midships</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Midships</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

These Tables operate in the same way as the tables in Bismarck.

The only other problem to solve is: in an arial attack what hits are scored. This is solved by making all hits, scored by torpedo squadrons, midship hits. All hits by divebomber squadrons can either be scored as midships or as hits on bow and stern. Remember that when all boxes in bow or stern sections are checked, the next hit in that section is scored as a midship hit.

I find that using this system adds more to the game and a little extra touch of realism.

If you find it hard to keep track of hits I suggest a hit record board. I constructed one in about 10 minutes using simple household materials. Take a sheet of cardboard and cover it with a piece of paper the same size. Then list the names of all ships and beside each name, rule in boxes for bow, stern, midship hits in the numbers shown above. Add the battle result table as above and if you want to, the Midway time record can be added or anything else. Last, cover the board with some sort of clear plastic household food wrap and take it to the back. You can check hits off with a grease pencil which can easily be erased. You now have a permanent hit record board. When using it, keep it in view of both players.

Any suggestions? Send them to Peter Harlem, 12806 Brunswick Lane, Bowie, Md.

Is "Soaking-off" Inhumane?
by Scott P. Duncan

This article may be regarded as rank heresy against the art of "soaking-off"; however, anyone actually engaged in sending men into battle must face such a situation as I describe. Obvious sacrifice in the form of suicide missions have always been a part of warfare, but, in AH wargames, one feels no compunction whatsoever at sending out 1-6 odds or dropping a delaying "shield" in the face of withdrawal and enemy pursuit. The next time you get yourself into a battle try this suggestion to really test your strategic skills.

1. Assign values to units equal to an estimate of the number of men in the unit (i.e. brigades = 10,000 men, regiment = 3,500 men, division = 18,000 men).

2. Keep a record of the units lost (even though returned to board as replacements) and then total at end.

3. Now simply multiply units lost by their value to see how many men you needed to win (as compared to opponents losses, etc.).

4. This method can even be employed in individual battles to estimate losses from a siege, a blitz, etc.

5. You could even establish a limit as to the number of men you could lose per game (once you've derived some statistics on average losses, etc.).

Perhaps my suggestion is a little too "humanitarian" or "philosophic" to interest a real aficionado of wargaming, but it's a thought to consider if you really want to maintain a high level of realism.

Comments?: Scott Duncan, 2508 Highland Ave., Brookline, Pa. 19008.

Between Covers


OPPONENTS WANTED

Independent wargame designer is seeking for his board game, Gettysburg. I will pay 10% of sales from each copy of the game sold if you are the first person to engage him in a board game face-to-face. 

Address: J. M. Collins, 309 60647.

On the subject of Gettysburg, Alfred, New York 14802.

Another opponent wanted is a young physicist, who is knowledgeable about the war in the Pacific. I will pay $50 for each game of Gettysburg that you Win.

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Crafty but inexperienced physicist with a love for wargames is looking for opponents in Gettysburg, PBM. I will take any advantage that you offer in a game of Gettysburg.

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I have a copy of Gettysburg, and I am willing to trade it for a copy of Waterloo.

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I have a copy of Gettysburg, and I am willing to trade it for a copy of Stalingrad.

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Basic German Strategy in Afrika Korps

I. The basic aim of the German commander in Afrika Korps is to capture and hold Bengasi, Tobruch and the British Home Base. In the first turn, the Germans should have a spell-for-it to Tobruch. German units should sort-cut across the bulge of Cyrenaica while Italian units use the coast road. What the British do determines the German next move. If the British attempt to hold Bengasi, one or more Italian units should place it under siege, the remaining Erytys continuing toward Tobruch. If the British attempt to establish a line in the passes south of Derna it should be by-passed to save supplies. When the Germans reach Tobruch, it will undoubtedly be well garrisoned. The Germans should stop at the Libyan-Egyptian border to confuse the British as to what your next move is. With the arrival of the Italians and the 15 Panzers, attack Tobruch with all the forces in the vicinity and capture it.

II. An almost fatal move for the British commander is to retreat to El Alamein, because in doing this he surrenders almost all of Egypt and thus has nowhere to retreat. If the British hold at the Egyptian border, swerve around the Allied line and hit them in the rear and split them up, so the Panzerarmee Afrika can defeat them in detail. In the event they hold at El Alamein, the fact that between August and November the British receive no reinforcements is important because they cannot take sustained losses. So, with luck, the Afrika Korps should be hoisting its flag in the Allied Home Base by November, 1941. Any comments should be addressed to James Tribolet, 5441 E. 9th St., Tucson, Arizona 85711.