a spy in the ointment
(or it's fun to tarry with mata hari)

sweetie-pie, if you all really like lil' ole me, why not give me all your lil' ole business secrets, just to show you really care.

sugar-lamb, you know you can trust lil' ole me with your secrets... i'm just impressed with your success, now, let's play another lil' ole game.

compliments of avalon hill

now - try your hand at advertising
THE GENERAL

The AVALON HILL GENERAL

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural education of adult gamers. (It also helps to sell Avalon Hill products, too).

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. Notes can be given regarding acceptance of articles for publication.

All back issues, except Vol. I, Nos. 1 & 4, which are out of stock, are available at $1.00 per issue.

Full-year subscriptions at $4.98.

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COVER STORY:

Plans are underway to celebrate Avalon Hill’s 10th anniversary with a gigantic national advertising campaign. Many AH fanatics have literally grown up with Avalon Hill, from an inauspicious beginning of a 1-story garage in 1958 to a 5-story brick edifice in 1967. Of course we still only occupy 1 story.

While growth in these nine years can be attributed to printed advertisements, by far the most persuasive and enthusiastic advertising has come from the game players themselves, meaning you all. We have often asked ourselves, “what do the game fanatics say to the uninitiated... what words do they use to convince them of the merits of adult gaming?”

Do-It-Yourself

For the first time - ever - Avalon Hill is giving you the opportunity to write their ads for them. All you have to do is to prepare layouts showing where the copy and photos or drawings, if any, should appear. The copy, itself, should be typed on a separate sheet and keyed to fit the ad layout.

The copy you write should be exciting - the way you think an ad should look - and unusual enough to capture the reader’s imaginative fancy.

Gift Certificates for Best Ads

Subscribers who submit the best ads will receive gift certificates ranging from $5.00 on up. Layout sizes should follow: a) 2 1/4" x 5"; b) 4 5/8" x 5"; c) 4 5/8" x 10". Preferably, each separate ad should center on one game only of the line. Deadline for receiving material is August 31, 1967. Now you can show Messers P., M., and S. that you could run a successful advertising campaign if given the chance.

The Avalon Hill Philosophy - Part 4

In Philosophy - Part 4, we shall attempt to better understand the “nature of the wargame beast.” For those of you who will be working up your own ad campaign for us (cover story), the following info may be extremely helpful. To others the comments below, as expressed by game fanatics themselves, will certainly provide an insight into the motivational aspects of the typical wargamer. Much about the average game player was learned from the overwhelming number of responses to our March-April questionnaire which asked for reader comments on personal questions... the most introspective of which follow:

Question: How did you first become interested in Avalon Hill?

Answers: "A chance to exercise the mind, relax and completely forget all other subjects..." "they captured my attention to such a degree that I became revitalized and able to forget the mental burden of carrying a probation case load in excess of 400"... "I am sure if parents would encourage more games of this calibre to be played by their teenagers we wouldn’t have to worry much about delinquency"... "I enjoy second-guessing the great captains, a form of pure escapism"... "they provide actual insight into why one side actually won or lost"... "a free run of my imagination"... "a view of a battle that is not clouded by an author’s bias..." "because I’m a history nut.”

Question: What do battle games mean to you?

Answers: "A chance to exercise the mind, relax and completely forget all other subjects..." "they capture my attention to such a degree that I became revitalized and able to forget the mental burden of carrying a probation case load in excess of 400"... "I am sure if parents would encourage more games of this calibre to be played by their teenagers we wouldn’t have to worry much about delinquency"... "I enjoy second-guessing the great captains, a form of pure escapism"... "they provide actual insight into why one side actually won or lost"... "a free run of my imagination"... "a view of a battle that is not clouded by an author’s bias..." "because I’m a history nut.”

Question: What improvements do you feel are necessary design-wise?

Answers: "more in the area of logistics"... "more durable from a manufacturing standpoint"... "simple and exciting"... "the more complex the better I enjoy them"... "start advertising"... "add multiplayer rules"... "either larger troop counters or provide a magnifying glass"... "quicker set-up time"... "need an element of surprise, a more equitable hidden movement feature"... "greater historical accuracy"... "more efficient handling of conditions of victory when games are un-balanced"... "a wider range of optional rules"... "more graphic explanations of rules, need additional diagrams and examples”...
A True AH Club??
by Greg Koerper

The Empire of Avalon, 81 members strong last February, has floundered because of over-centralization and lack of printing facilities, but not because of lack of enthusiasm. After a period of uncertainty, it is about to arise from its ashes and start anew. What it becomes depends upon you.

Clubs such as Spectre, Dusk, and many others have only the destruction of each other in mind and offer the PBM fan little opportunity to play as he wishes. The era of these clubs is coming to an end. The trend now is towards an organization that plays within itself, offering its members chances to meet new opponents and prove their worth as individual players, or as part of a team; to play seriously or for fun.

In September of 1966, Marshall A. Massey initiated the Empire of Avalon, an association in which members gained 'vassals' by defeating opponents in wargaming contests. If a member continued to reign victorious, he soon established a large state of viscounts, barons, and knights with ranks being determined by the type and number of vassals controlled. However, Sir Massey alone could not govern these matters due to the tremendous growth of the Empire, the establishment of a newsletter, monthly Peerages (lists of members and their ranks), and great amounts of correspondence. The Empire crumbled; and yet its collapse was not the fault of Massey or the members, but rather that of the general organizational set-up.

And so the time has come for reorganizing the Empire. We believe that the Empire is the strongest base for the ideal wargaming society mentioned above, a truly universal club for AH enthusiasts. However, we don't want to repeat Marshall Massey's mistake. The administrative duties from the start must be well divided among the members, so as not to overburden anyone, and so the loss of one person will have no serious effect. There are five of us in Chagrin willing to work, but it will take many more. Some of the jobs that will have to be done by volunteers are membership registration, publication of the newsletter and many other items; writing articles, treasurer, recording of game results, and anything else you might think of. We are not asking for a lot from you, but a little effort to make this idea workable.

If the reaction is as great as it was to Massey's original article, we will be well on our way to creating the ideal type of club set forth earlier in this article. If you are in the least interested in participating, please answer the following questions and indicate which division of play you would like to enter. This does not obligate you to remain in the program, nor does participation require you to help run it in any way. Your involvement may be as deep or as shallow as you wish.

1. How much would you consider contributing to operating costs a year? $1? $3? $5? $10?
   2. Would you be willing to pay dues? Pay a little extra for a quality periodical rather than a mimeographed sheet?
   3. Please indicate ways in which you would like to help. Who else that you know would be interested in joining?

Divisions of Play

National

I. SERIOUS
   A. For point ratings.
   B. For rank in the Peerage (as was previously done in the Empire).
   C. Team play (four or more living reasonably close together).

II. FUN
   A. Try out new ideas.
   B. Tolkien-oriented.
   C. Bet-settling or honor-defending

Local

Responsibility of local members

All replies and reactions to:

Greg Koerper, Holbrook Rd., Chagrin Falls, Ohio 44022
or
Richard Mercer, 115 Mapleridge Road, Chagrin Falls, Ohio 44022.

Where Are We Going?

by Dana Lombardy

I am appalled by the actions taken by Avalon Hill wargaming clubs. No apparent organized actions seem to be undertaken by any, and all appear content to have it "everyman for himself." This is further emphasized by the fact that suggestions to alleviate the situation, published in the General, are completely ignored. And because things have progressed to this point, it's time for extreme actions to be taken to correct this situation.

Many of the clubs themselves are not really organized and consist only of individuals in several states using the same name for their club. And it seems at times, from advertisements that appear, that some of these clubs do not even know what is happening within their own state. For example, in the January-February issue, a club gave out a general challenge completely oblivious to another club's claim to have subdued them. This sort of thing must stop, and it requires an agreement between all of the clubs concerned.

I would also like to point out inconsistencies in territorial claims. It appears as if it's open season on states in which there are no clubs or Avalon Hill game players who subscribe to the General. At least one club has given itself away as to why it's the "largest." It claims, as captured territory, anything that does not accept its challenges. That may be all right for those states where there are other clubs, but if I were to challenge the universe, and obviously not receive an answer, I could claim it as my territory. Thereby, using the idea accepted by this club, becoming the new "largest" wargaming club. This is not only unfair, it's ridiculous.

Do you want to continue with the unorganized conditions you now have, never knowing what is happening that concerns you? Or, would you rather have an agreement with the other clubs stating your autonomy, and at the same time providing for every club's right to legal claims of victory and defeat? I find the choice simple. Only clubs which may profit from the now existing confusion will refuse such an agreement.

Therefore, all clubs interested in the future of wargaming contact me stating simply whether you agree or disagree with the suggestion for a pact to be formed by all of the clubs.

This pact would create basic terms for victory, defeat, and territorial claims. It would act as an authority for the settlement of disputes. It would also control new clubs, challenging everyone and flaunting their "superiority," so that the situation does not get out of hand again.

This is not an attempt to encroach upon the rights of an individual club, or to organize a monopoly of war-gaming clubs which dictate what must be done and how. It is, rather, an important suggestion to organize the now existing confusion.

However, the problem of the situation now demands the attention of every club. Therefore, I reiterate, please send me a letter or postcard stating if you agree or disagree with forming a pact.

I have drafted a wargaming pact and any club, or individual, that contacts me will receive full details on it. But, please contact me now.

Write: Dana Lombardy, 954 Kitiwake La., Chula Vista, Calif. 92011.
AH NOTE: Once again, Jared Johnson has gone to considerable time and expense to extract various data we believe to be of interest to all wargamers. Several surprising developments; notably that "Star Trek" received as many votes as the next three highest TV shows combined. Also significant is the fact that Bulge came out "far out in front." Mr. Johnson also states that Chess was found to be the 11th most popular game and that Guadalcanal was voted "most realistic." The differences we found between our own registration card analysis and that of the following survey exist in the TV shows: As a group, the news programs, Huntley Brinkley in particular, were most popular. "Get Smart," although on the wane at this moment, pulls "Star Trek." Otherwise, Johnson's sampling constitutes an accurate portrayal of the AH picture as one can get from a limited survey of this nature.

FIVE FAVORITE TV PROGRAMS:
1. Star Trek.
2. The Avengers.
3. The Invaders.
5. Time Tunnel.

FAVORITE CARD GAME:
1. Bridge: 22%
2. Poker: 20%
3. Rummy: 15%

TEN FAVORITE GAMES IN ORDER:
1. Battle of the Bulge.
2. Blitzkrieg.
4. Waterloo.
5. Afrika Korps.
7. Midway.
10. Tactics II.

PREFERRED OPPONENT:
1. Equal: 64%
2. Superior: 30%
3. Inferior: 6%

TRUE AND FALSE QUESTIONS:
Some people did not answer questions 4, 7, and 8. The percentages given are just for true or false answers, excluding "no comments."

1. I prefer multi-player war games (meaning more than two sides, not team games) to two-player games............. False - 68%.
2. Chess is not as interesting as most war games............................................ True - 80%.
3. I sometimes give a less experienced player a chance just to make the game more interesting.................. True - 74%.
4. Most of AH's non-war games are just as good as their war games.............. False - 73%.
5. I dislike articles in the General suggesting changes in the original rules. False - 59%.
6. I often try out the variant versions of AH games suggested in the General. False - 66%.
7. Sometimes I try out the variant versions of AH games suggested in the General. True - 79%.
8. As far as I am concerned playability comes before historical accuracy. False - 60%.
9. A lot of AH's rules are vague and ambiguous................................................... True - 64%.
10. I subscribe to Strategy and Tactics. True - 63%.
11. I belong to a PBM organization. True - 73%.
12. I would rather have someone explain the rules to a new game to me first and read the rules later, than read the rules first......................... False - 89%.
13. The General should go monthly. True - 83%.

The game best suited to play-by-mail is: 1. Afrika Korps - 46%. 2. Stalingrad - 28%. 1. Guadalcanal - 30%. 2. Blitzkrieg - 21%; is Avalon Hill's most realistic game. 3. The rules to: 1. Blitzkrieg - 33%. 2. Bulge - 18% are the most vague and ambiguous of AH's rules.


Best Movies in Past Year:
1. Doctor Zhivago.
2. Battle of the Bulge.
3. The Blue Max.

Multi-Player Blitzkrieg
By Eric R. Shimer
Ever since AH came up with the use of minor-country armies for BLITZ-KRIEG, this new dimension in the game has not been fully exploited. Rather than having these m/c forces becoming addenda to the Red/Blue armies, why not institute commanders-in-chief for each country, and create a seven-handed game?

There are 2 main difficulties with this plan: Where do you get 7 players or staffs? How do you coordinate 7 movement turns? First, as the title suggests, these ideas are aimed at the larger wargaming clubs. Second, either use the simultaneous-movement rules of Mr. Frederick R. Guest in the May-June 1967 General, or use the following system:

1. Position troops prior to turn 1.
2. Players cut cards to find out their order of movement, unless they pre-arrange the order by mutual agreement.
3. Country #1 moves first, along with any allied troops that enter the fight at this stage. In case of dual control, the countries agree on soak-off operations, etc., or appoint an allied commander. Resolve combat.
4. Repeat step 3 for countries #2-7. This completes turn 1.
5. Repeat steps 3 and 4 for each succeeding turn.

Note: Except for after-the-battle movement, each unit may only move once per turn. Each country gets to move during the turn.

This system permits the making or breaking of alliances throughout the game, in the manner of Diplomacy.

Here are some suggestions for conditions of victory.
1. Total domination, which requires an increase in the supply and manpower capacity of m/c's. Otherwise they would be eliminated in two or three turns.
2. Conquer as many city squares as you have in your homeland, while controlling all home cities.
3. Make peace treaties with willing enemies. To save arguments, the players determine the inviolability of such treaties before the game.

A word of caution: play only with even-minded people whom you can trust in the back, without losing them as friends. As in politics and foreign relations, do unto others as they would do unto you, but do it first.

Hidding U. S. Strength
by Steve Torkelson

When playing the standard game of Guadalcanal, the Japanese player is always aware of the exact strength of the U.S. troops on the island. In the actual battle, this was not the case. During the whole campaign, especially during the beginning, the Japanese strength
The Principles of War: Surprise

by Capt. Mike Frankwicz
edited by Myron Brundage

Maxim 95: "War is composed of nothing but surprises. While a general should adhere to general principles, he should never lose the opportunity to profit by these surprises. It is the essence of genius. In war there is only one favorable moment. Genius seize it." Napoleon

Surprise, you can achieve success out of proportion to the effort expended. Surprise results from striking your opponent at a time, place, and in a manner for which he is not prepared. It is not essential that your opponent be taken unaware, but THAT HE BECOMES AWARE TOO LATE TO REACT EFFECTIVELY.

The German General, Waldemar Erfurth, who wrote a military classic "surprise" between the world wars felt that the two major elements of surprise were secrecy and speed.

Col. G. H. Lanza wrote that surprise might take the form of time, place, direction, force, tactics, or weapons. He felt secrecy, rapidity and preparation were the main factors.

If you wish to surprise your opponent you should know what he intends to do and how he is likely to do it. It undoubtedly will have in mind some things he would like to see you do. Napoleon said, "Never do what the enemy wished you to do." His basic Maxims were: move rapidly; unite your forces and strike immediately. He maneuvered with a view toward inducing his enemies to divide forces so that he could fall upon and defeat the fractions successively.

From this and from the arguments Erfurth proposes in his book, it can be seen that surprise is nothing but an application of Economy of Force. It is certainly more economical to strike when your opponent is not prepared for the blow than when he has taken all precautions to defy it.

One always learns from the actions of army officers is to constantly strive for surprise, but never to expect that he will be able to surprise the enemy. Thus trained, he develops his plan so that he could achieve the objective without the element of surprise. To the extent that he would be able to gain some surprise, the objective comes that much easier.

The present guerrilla struggle in Vietnam provides numerous examples of the use of ambush movement. Comments: Steve Torkelson, 619 Leo Drive, Santa Rosa, California 95401

THE GENERAL

If your opponent fails to take into account the (A) Time-Distance Factor discussed in previous articles, so that he is unable to react on a timely basis to what you have in mind, it is evidence that you can surprise him. This is one of the most common ways in AH games to achieve surprise. (B) Circumstances may change in the game and you may see it before your opponent. This may give you an opportunity for more preparation for surprise. (C) Secrecy, considered one of the major elements of surprise, often looks very difficult to achieve on an AH gameboard where so much is laid out for both you and your opponent to see. Ah, but is it really that hard to come by? Secrecy on the gameboard can be achieved by deception or confusion. Pump your opponent full of bad information one way or another. We showed in the Mobile Defense of a previous issue how you can withdraw from your opponent to draw him into his destruction by over extension of his forces. In a recent GUADALCANAL game, the Jap didn't bring a unit on until 11 Sept. All he did was flee into the jungle. The U. S. player became rather drawn out trying to hold what he had and still pursue. The Jap acted panic stricken about getting away, cursed the imbalance of the game, cursed Avalon Hill, threatened to surrender and give up the ridiculous situation. The idea was to spread out the U. S. player so that the Jap could bring on his boys "unite and strike quickly."

It was working until about 4 Sept. when the U. S. guy said, "Hey, wait a minute here; lemme see your Order of Appearance Table!" After one look he beat it back into an enclave around Henderson field.

On 11 Sept. the Jap brought on a sizeable force in the vicinity of Matanikau, but held back a good reserve, slyly moving the OA Table as far out of sight as the rules of the game allowed. At the same time he began rolling his eyeballs, ohing and ahing, and making various oriental noises. He made a definite point of landing all units and moving them several squares towards Henderson muttering "Banzai!" The U. S. guy rocked back in his chair, impressed by this sudden exhibition and thought the Jap was shooting his bolt. When his turn came, he started moving units out of his enclave to prevent a Jap crossing of the Matanikau River. The Jap watched silently, and when the U. S. guy opened himself up for an envelopment by moving too many of his units forward the Jap began to look glum and disappointed, not saying a word. The U. S. guy pretended not to notice, but he missed his own weak flank and that was the end.

Lesson: Keep your eye on the gameboard but try to get your opponent to watch you if you want to throw him off.
CONFUSION in your opponent's mind can give you the opportunity to surprise him. To be mercenary about it; if he is not so used to handling so many pieces and considering so many factors as one must in AH games, or if he gets confused on the rules, well, war is hell (e.g. ever get clipped on that Automatic Victory rule?).

There are some game rules that aid you in achieving surprise. The hidden corps rule in Tactics II is a good one. I will never forget about 8 or 9 years ago I was playing a fellow officer a rounder of a Tactics II game before an interested gallery of our friends. I was Red and was drawing him back toward the inland for the kill where I had a hidden corps. He thought he had me in a Dunkirk. I was one move from unleashing the big punch. All the guys were buzzing, it looked like I had it, when bumph, my knee hit the table and the whole works fell on the floor. Bedlam broke loose; such weeping and gnashing of the teeth you never did see.

In GUADALCANAL the Optional Hidden Movement Rule can certainly be used to achieve surprise.

Another area where surprise can be achieved are the various weather rules, which can change time-distance in a matter of moves. Don’t get caught on those yourself. Watch your opponent on these. Sometimes it is obvious that he has failed to take weather rules into consideration. Exploit that.

Order of Appearance and Reinforcement Rules and the time and place these units are brought on can achieve surprise. BLITZKRIEG offers a combination of rules well suited to surprise. For example, you can save your reinforcements and bring them on any friendly city any time from the turn they are scheduled. On one occasion, Red deliberately let all reinforcements sit on the Order of Appearance Card several moves past their time. He also gave away to Great Blues advancing forces, the terrain he would have needed to supply them. Great Blue thought he had Big Red in a position where Red couldn’t bring on his units except as piecemeal replacements. Blue concentrated his strength forward to pin Red in from getting any supply capability. He also concentrated on securing his homeland since Red did have a respectable force at sea, plus available airborne. Blue overextended himself while moving forward. Red saw his chance, completed a turning movement, cost Blue heavy losses and gained enough supply capability in the nick of time to take care of the many units brought on.

How do you cope with surprise if you are the one surprised? The best antidote for surprise is the preventive measure. Security, another principle of war that we will cover in a subsequent issue. But if you should be surprised, the first thing to do is to retain control over your own situation. That is paramount. Then attempt to deny the opponent his objective. See if he has caused himself any weak spots because of his activities.

In closing, remember as Erfurth said; the greatest surprise for the enemy is a lost battle. Myron Brundage, 2437 Sunnyside, Chicago, Ill.

Son of General von Blunder

by James J. Stein

Immediately following the tragic execution of General Ludwig von Blunder, (Mar-April-pg. 6) the Delirium Tremors, during which Marshal, Walther Muddel, had recently taken over from the ailing von Blunder. Muddel, a Nazi General with boundless energy, but a not so boundless strategic intellect, began issuing orders regarding the important newSum. Infantry, for the Vietnamese offensive were the encirclement and annihilation of the strong Russian armies defending the key road and rail junction of Kharbop, under the command of the jolly but dull-witted lush, Marshall Rodumdumsky, Rundumsky saw to it that, of the 120,000 daily tons of supplies sent to his armies, 119,000 tons were devoted to vodka. It was said at Stavka HQ (General Staff) that, while Rundumsky’s troops might not be the most efficient, they were unquestionably the happiest in the Russian Army. Morale was extremely 'high'.

The Fuhrer had set a one month timetable for the completion of the Kharbop Offensive and the Fuhrer, not being the most patient psychopath in history, became most irratitated whenever his timetable went awry. At first everything went according to plan but, then, alas, the entire First Panzer Army ran afoul of the most feared Russian unit of the entire war—the deadly 7th Armored Corps (to those not acquainted with Stalingrad, a 2-3-6). This fearsome unit, along with it’s sinister sisters—the 2nd and 15th Armored Corps—had repeatedly and single-handedly held up German forces 20 times as strong for an entire month before finally yielding. These corps should have been no trouble for the Germans, as they were armed with the obsolete T-26 paper mache tanks and had a complement of only 35 men and 2 Russian wolfhounds (these latter were thought to be crucially the officer material by Russian standards and had recently been given commissions). Try as it would, however, the hapless First Panzer Army was unable to even budge its minuscule opponent, Helpless Helmuth von Blunder, remembering his father’s fate, now took to schnapps and soon was suffering from the Delerium Tremors, during which time he had hallucinations of pink firing squads and purple Führers.

Meanwhile, back in Rastenburg, the Fuhrer spent long hours poring over the maps of the Kharbop Campaign and each day his eyes came to the point on the map where the First Panzer Army was fighting. Each day, to his fury, the Fuhrer found it fighting in exactly the same place as it had been the day before. Each day, predictably, there was a brand new, fist-sized hole in the table where the map lay. By the end of the month the table was kaputt; the Führer’s fist was kaputt; and, needless to say, Helmuth von Blunder was also kaputt.

As Frau Hilda von Blunder visits the twin graves of her husband Ludwig and her son Helmuth, she reads with sorrow the twin epitaphs on the twin gravestones; "Avalon Hill games I did play, I fought in real life the very same way. I forgot what I learned in military schools and fought the war under Stalingrad rules R.I.P." Hilda, with tears of regret in her eyes, singly vows to entreat Avalon Hill to create a realistic tournament version of Stalingrad. Comments to: James J. Stein, 311 W. 104th Place, Chicago, Illinois 60628.

COMING SOON: The Curse of General von Blunder and The Son of General von Blunder Meets the Clay People! Just kidding about that. Thanks to all who wrote about The Pyrrhic Victory and the unexpectedly favorable response I received, I am repeating "repeatedly and single-handedly held up German forces 20 times as strong for an entire month before finally yielding. These corps should have been no trouble for the Germans, as they were armed with the obsolete T-26 paper mache tanks and had a complement of only 35 men and 2 Russian wolfhounds (these latter were thought to be crucially the officer material by Russian standards and had recently been given commissions). Try as it would, however, the hapless First Panzer Army was unable to even budge its minuscule opponent, Helpless Helmuth von Blunder, remembering his father’s fate, now took to schnapps and soon was suffering from the Delerium Tremors, during which time he had hallucinations of pink firing squads and purple Führers.

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P. O. W. Tournament #4

P. O. W., that perennial tournament sponsor is at it again. Their Fourth
Tournament Waterloo

BY Peter Reese

Anyone who has ever read about Napoleonic warfare will note that it was almost invariably the committing of the fresh reserve against tired and disorganized troops that carried the field. Two battles like this are Waterloo and Ligny. Yet in the present Waterloo there is no advantage to holding back a reserve; on the contrary it is best to attack with everything a person has. Another thing is that units fighting four or five turns in a row are as strong as units who haven't even fought yet. To remedy this I would like to suggest the following rules for a tournament game.

1. Use Blitz. Attrition table.

2. Reduce the strength of by 1/6 of its standing strength (original strength minus factors lost); for each consecutive move it is engaged. For each move it is not engaged it gains back 1/6 of its standing strength until it gets back to its standing strength. Only 15 factors standing strength may occupy 1 square no matter how weak a unit is because it has been engaged. A unit attacked at 1-3 or worse is not considered engaged.

3. A unit driven back in battle loses 1/3 of its strength instead of 1/6.

4. A unit engaged during the last two moves has its cross-country and road movement cut in half. A unit that has been engaged as such may move its full allowance during a retreat; but it is considered routed and if an enemy unit come adjacent it is considered immediately engaged. A unit that takes two turns of rest before it can take the field at which point it is considered back up to standing strength.

Optional Rules:

1. If artillery is routed it loses 1/2 its strength due to the fact it would have to abandon its guns.

2. Make the following units un routable and when forced to retreat lose only 1/6 instead of 1/3 of their strength. French-Imperial, C.IF., British-Cooke's Inf. (C.I.F.s), Prussian-Steinmetz's Inf. Example of the rules. Two 6-4 units attack at 2-1 a 1-6. They advance 4 spaces, lose no factors and lose 1/6 of their strength. They now have 12 standing and 10 effective factors. They are attacked by 10 factors at 3-1. They are retreated, lose 2 factors and 1/3 more of their standing strength. They now have 10 factors standing and having lost 1/2 of this have 5 factors effective. If they are rested for 3 moves they will be back up to their full standing strength with 10 effective factors. TACTICS-Always have a reserve of at least 15 fully effective infantry and 2 or 3 cavalry to cover a retreat, launch a final breakthrough or to follow up a retreat and turn it into a route. Comments to Peter Reese.

Midway - Unstereotyped

by Mark Saviet

Midway, like almost all of Avalon Hill's games, has the capability of becoming more than just a stereotyped contest of good luck. It is to this end that this article is directed.

In its present form (in case you hadn't noticed), the Imperial Japanese Navy all but can't lose. I propose several changes in an effort to increase play balance and realism. The only change in the present order of battle is the addition of a Japanese CL: JINTSU, which enters at 0900 June 3.

RULES

The first change is in an effort to correct a problem pointed out by Peter Harlem in the March '66 General: "YAMATO with eight hits still has a surface factor of 18." His solution, however, was not compatible with air-sea combat. So instead, a system of proportional reduction should be used. For example: CHIUKUMA with no hits is a 6-3. As it received repeated hits, its firepower is reduced. With one hit it's a 4-2, with two hits a 2-1, with three hits sunk. YAMATO with five hits becomes a 9-5. For those ships which don't reduce evenly:

a) a ship always retains a screening role and if not sunk;

b) the surface-to-screening ratio should be kept as close as possible to the original ratio;

c) reduction is in proportion to the total number of hits it can sustain.

Attacks may, of course, be made in waves. A ship hit on the first wave is reduced, as has been stated, to a lesser screening for the second wave. After the first wave and each succeeding wave, all ships may move one space on the battle board in any direction before the next wave. This allows for minor readjustments to protect those ships now vulnerable, and also permits compensation for a ship sunk in the first wave (which is removed as explained below). An unlimited number of wave attacks may be launched per turn.

If a ship is sunk in the middle of a series of waves attacks, it is important to record how many hits were required to sink it. If three hits were required, and four or more (or a 5-1 automatic) were scored, than the ship is removed. If, however, it is sunk by exactly the number necessary, then it is not removed. It is turned over to indicate it is sinking and is no longer a target. It cannot, of course, screen, and all ships must still keep a distance from it.

Screening values may be split and applied anywhere within two spaces. (i.e. the YAMATO can split up its ten screening and apply the different parts anyway desired.)

Air craft may attack from three torpedo zones and one dive zone on each ship. Torpedo attacks may not be made from the stern. All ships must be facing in the same direction.

If a carrier has readied or readying plans on its deck, it sinks with one less hit. In addition, every dive-bomb-
er hit destroys two of the readied, or readying, squadrons (ship's choice of type).

In surface combat, factors may be split in any manner (attack factors only). Battleships may not fire into adjacent spaces. At four square (battleship) range, the battleship's fire is halved (i.e., eight factors are worth four and eleven factors are worth five).

PLAY PROCEDURE

Both players write, in secret, whether or not they are readying (be specific as to ships, types, and numbers).

The Jap must state, before U. S. search, that ships (being specific) are on MIDWAY.

Search procedure is the same.

If a fleet is spotted, that person must state whether or not his plans are readying or readyed (can fly that turn). For example: "The CVL is readying and one CV is readied." It is not necessary to specify further. In stating the condition of the aircraft, readying overrides readyed which overrides not readied. In other words: if a ship is readying any aircraft at all, the condition, as stated to the searcher, is "readying." This is so whether or not the other aircraft are readied. If some aircraft are readied, and none are readying, then the condition is "readied."

operations for both sides are written every turn regardless of whether or not anyone was sighted.

All air operations other than attack should also be written down. Your opponent question your claims. All operations should be marked as to time and date:

0900 JUNE 4: all ENTERPRISE and HORNET fighters escort all carrier aircraft to attack D-4g. YORKTOWN and MIDWAY fighters on CAP over MIDWAY. Fly other MIDWAY aircraft to carriers.

Any operations the enemy does not observe are not told to him. If you put up CAP expecting an attack, your opponent is not told unless he had aircraft or ships in the same zone.

When an attack arrives, the attacker must be told by name, which ships have readied or readyed planes on deck.

Ships may be kept off the board and brought on at a later hour than that at which they are listed.

MISCELLANEOUS

The American may launch B-17 attacks from MIDWAY to any spot on the board. B-17s must be readied for three turns before they may fly. One ship in a discovered fleet is selected, and a die roll of five is three hits; a die roll of six is five hits. Fighters have no effect on B-17s. They may attack at night. Attack may be made before, after, or between waves of an ordinary air strike. After MIDWAY is reduced to ten or lower, fueling requires five turns. An attack does not have to be made in the midst of a regular strike, and no more attacks may be made after MIDWAY is completely reduced.

There are 8 PT boats at MIDWAY and 2 at KURE. They may all be based at either MIDWAY or KURE or any combination. Aside from loss in combat, they may be taken only by occupying their bases while they are in them.

PT boats must be readied for one turn like aircraft. The Jap has no way of knowing if they are or are not readied. This is also true of MIDWAY-based air. PT boats have a range of ten spaces (five out and five back). They may operate at night. Each boat is the equivalent of one torpedo-plane squadron, and they function (and are lost) the same with the following restrictions:

A Jap ship (for PT) placement purposes only controls its adjacent squares except for those placed diagonally from it. PTs may move into a controlled square but must then stop.

Thus they cannot penetrate the outer perimeter of a fleet.

PTs do not participate in sea-to-sea battles. They may be used in conjunction with a regular air attack. They are lost in the same manner as aircraft.

The Jap must state his presence on KURE the same as if it were MIDWAY. Of course, for either inland, he no longer must do so once he has taken it (in that case the American must state his presence). KURE is taken like MIDWAY. There is no softening up required. It is worth two points to the Jap only if MIDWAY is not taken. Otherwise, its only value is in destroying the PTs. The flagship of the KURE landing force is JINTSU. It must remain on KURE for two turns. If it is sunk, KURE can only be taken by the ATAGO which, to do so, must:

a) take KURE before MIDWAY (two turns) and if MIDWAY is also to be taken,
b) remain on MIDWAY for five turns. JINTSU cannot take MIDWAY.

If MIDWAY is taken, but KURE isn't, it is worth two points to the American.

BATTLE PROCEDURE

After ships about to be attacked are positioned, the attacker places all his aircraft in the attack positions he wishes. The defender now writes down the number of fighters with which he will intercept. These are the actual ones designated as CAP over those particular ships. The attacker also writes down the number of his escorting fighters that will cover this wave. Combat odds for the fighters are then set up (the one with the ships are the defenders). The defender can of course strip off as many as he is allowed according to standard procedure (if he has an equal number of fighters he must use them all; if he has more they may be applied to ships, etc.). The die is thrown and all surviving fighters may not be used again that turn. All air-sea battles are resolved and the next wave attacks in the same manner. Neither the number of attack planes nor the total number of fighters is revealed by either side. The attacker is responsible for stating the number of waves. The attacker may abort future waves at any time but must do so according to abort procedure (See below). Fighter-fighter odds are rounded off to figures nearest not in favor of the defender.

If an enemy has fighters over his fleet, you cannot abort the attack without a fight. If you state you are aborting, the air is handled the same as in a MIDWAY attack. If you have no fighters, then a number of aircraft equal to the number of your opponents fighters must be lost. Otherwise, you have a regular fighter-fighter battle with the defender allowed to strip-off and go after the bombers.

A person may, upon seeing his opponents dispositions for one fleet of ships, abort that particular attack and hit a different fleet, within range, in the same turn. Abort must be carried out according to the rules previously stated. However, the aborter may, in this situation only, meet the defender with only an equal number of fighters so as to preserve the rest for his attack on the other fleet. You may not hit both fleets unless it is so listed in your operations and you have designated two separate flights (one flight may abort and join the other flight in hitting one fleet). Fighters which were engaged against enemy fighters in the abort cannot be used as escort against the second fleet.

When the Jap is readying his aircraft, he must be able to prove whether or not his torpedo-bombers are armed with bombs (i.e., the Jap must specifically ready VTs for a MIDWAY attack). He can of course de-ready in one turn, and re-ready with different armament on the next.

If a surface combat attack take place while the Jap is bombing (by sea) and/or invading MIDWAY, that turn does not count towards either.

COMMENTS

It is obvious that these new rules add a greater degree of skill, realism, and concentration to the game. This is particularly true if both players are courageous enough to split up their fleets, the American into two; the Jap
into three or more. The B-17s enable the American to get the extra points he needs, and thereby force the Jap to do more than just take MIDWAY. The PTs give the American the equivalent of 10 desperately needed torpedo-bombers (in a limited fashion to be sure). The Jap may find it necessary to reduce MIDWAY fast, even at the risk of bringing his vulnerable first fleet into U. S. range, so as to prevent the ATAGO from being slaughtered by B-17s.

Should the possibility of a suicide attack from more than seven squares become annoying, you can avoid it by employing a technique used by our club. Instead of moving two spaces every turn as is done now, you move one space at a time. It works out to: move (one space) - search - move - attack - move - search - move - attack. This allows for the time lapse between discovery and strike. When the strike force arrives, it can "attack" three of the nine possible locations of the enemy. Thus there is only a 1/3 chance of hitting him with any single attack. Very few people are willing to throw away all their aircraft with those odds.

Any questions or clarifications on these rules will be answered, and any remarks and criticisms on these changes would be appreciated. Address all shtick to: Mark Saviet, c/o South Vietminh, 9 Reynolds Drive, Long Beach, New York 11561.

Key to German Victory in Bulge
By Joseph Pollock

In writing this article, I hope to give some aid and comfort to the German field marshals everywhere who are involved in a tournament P. B. M. game of Battle of the Bulge. For the purposes of this article all the tournament and optional rules apply except one way traffic, which I personally feel is not realistic. In truth I can make no specific recommendations about which set of conditions of victory to pursue; each individual game varies so the right course of action to follow must vary also.

The points I am about to cover do not vary and therefore are applicable to all situations. To enhance his chances of victory the German commander must understand and emphasize his uses of the following areas, rules and conditions:

1. ROADS
2. TERRAIN
3. TYPE OF U. S. DEFENSE
4. THE P. B. M. BATTLE RESULTS TABLE

5. THE U. S. ORDER OF APPEARANCE CHART

ROADS - The roads are pivotal in the outcome of the game; if the U. S. player denies you the use of the roads you will probably lose, of course the reverse is true if you deny him the use of the roads. The core road you must seize control of, as soon as possible, is the road running north south from TT2 to Clearvaux which goes through Elsenborn and St. Vith. Control of this road enables you to shift your units from one-half of the board to the other in one turn. This helps to keep the U. S. player off balance and precludes his massing his defenses in any one area.

TERRAIN - After studying the board for a little while it becomes apparent that the eastern half of the board is much easier to defend than the western half. Actually there are about 160 more clear terrain squares in the western half of the board. This means we must make every effort possible to push the U. S. player into the western half before his Dec. 22 A.M. turn, if you are successful in this his fate is practically sealed for the western half of the board favors the aggressor. Use the terrain features to your advantage as much as possible, always deploy your units on mountains and behind rivers to prevent counterattacks. I believe that the best defense of your rear area is to occupy the board edge squares. The rules state that new units may not be placed on board in squares directly in enemy zones of control, so to deny the U. S. player access to your rear area on the south side of the board you need to defend UU, RR, OO, LL, HH, EE, and BB. This costs 28 combat factors but forces the enemy to bring his units in at squares A thru M if he wants to use them immediately, also it insures the safety of your supply lines. The north side defense is QQ, JJ, GG, BB, and Y13. Remember this does not take place all at once but gradually as you advance, and that you always have the option to commit these forces to defense or not depending on how things are going at the front. I always send three infantry regiments along the north edge at the start of the game to try to capture Verviers and square BB, you will find you may succeed but you will force the U. S. player to divert needed units away from the front.

U. S. DEFENSE - The U. S. player must maintain a line defense across the board; he has of course the terrain to aid him, but the line type defense has inherent drawbacks. To be effective it must be a straight line. If you can make a bulge in it you will force the U. S. player to withdraw all along the line or expose his flanks. Either alternative is to the German commanders advantage. If he withdraws you will gain ground in some area without having to fight for it, or if he allows the bulge you will be able to attack his flanks, which always gives you the possibility of trapping his forward elements. In any case a bulge will force him to spread his forces out thinner, as he is forced to defend more area.

P. B. M. Battle Results Table - My own experience and that of others shows that most German losses in Bulge are attributed to exchanges and engagements. An examination of the table shows that exchanges occur in the 3-1 to 7-1 odds only. One might conclude from this that this is just something the German commander must live with, well it's not. I submit the following simple guide line to use.

1. Surround enemy units whenever possible (use soak off tactics against adjacent units).
2. Attack whenever and wherever possible at 8-1.
3. Attack at 5-1, 6-1, and 7-1 only against units on clear terrain squares or positions with a maximum defense factor of 8.
4. Avoid 3-1 and 4-1 attacks because of the possibility of engagements.
5. In all other situations attack at 2-1.

The 2-1 attack can be the German commanders greatest asset, at first glance it shows 20% for an A back, 30% for an engaged, 20% for a contact, and 30% for a B back, or only a 30% chance of success; this is misleading and it is not actually the case. The 20% chance of contact if it comes up is a tactical victory, it forces the enemy to either attack or withdraw, usually necessity dictates the latter choice. But contacts can be used to eliminate enemy units the prerequisite being to surround the enemy unit in question. In this case he cannot retreat and must fight at odds of at least 1-4. By making the best possible use of the terrain surrounding the enemy unit you can usually push these odds to better than 1-6 which are not allowed. (Note) Load up your 2-1 attacks so that they are one or two units beneath the 3-1 figure. If you as German commander use only Panzer units to comprise the forces of a 2-1 attack the optional engagement rule allows you to break off combat if it comes up. Although this does not give us an immediate tactical victory it does prevent the enemy from moving his units during his turn. Depending on the outcome of your other battles this can cause a hole in his defenses and if not at least stretch his units out a little thinner. It also gives us the option of attacking again or moving our units to a new area. So in reality under the aforementioned conditions the 2-1 attack gives the German commander an 80% chance of success. Another of the tables greatest assets is the ability to move after combat. Plan
Red's Megaton Mastery

By Terry Thomas

It seems to me that too many people are scared of nuclear power. They say that they can't concentrate their forces without being annihilated. Keeping your forces separated is good because it enables you to create mobile battle situations, shift your forces quickly and it keeps the game from bogging down to trench warfare.

If you just learn the secrets of aircraft deployment you will soon be the master of the board in as few as three turns. The first step is to start counting squares. Find out which cities are within SAC range of each other and which are within fighter range. Having completed this, you will see that Big Red has a superior position after the first turn.

Since fighters are the only protection against A Bomb attacks, we will study them first. After the first turn Big Red should have 00-40 and UU-37 in his control. Move your fighters up to these cities as quickly as possible. As your legions move onward you may be able to utilize JJ-38 and/or NN-33 if it isn't too dangerous. Be sure to always keep four fighter squadrons in Sea Zone C. From these central locations your fighters should be able to cover most of your forward units in range of Blue's SAC and you are also in a position to flatten any of his fighter bases in the area. Take particular notice that BB-31 is 12 squares away from NN-33 and 13 squares away from 00-40.

Now for your second problem. You waste your nuclear attacks and therefore allow Great Blue to constantly threaten destruction of your forces. Here is how to use fission with force.

Sneaky Trick #1: If you did your homework before the game you will see that YY-43 is exactly 20 squares from EE-25. When you set up your units at the start, make a big pile of units on YY-43 and slip a 1-20 in the middle. Great Blue nearly always attacks EE-25. On your turn you bomb the city out of existence. You can cover with your fighters at sea. Warning--Note that S-25 happens to be 12 squares away from EE-25 (drat it)! If Great Blue was smart enough to put fighters there then you'll have to hold this one off until next game.

Common Sense Rule--Always use your nuclear attacks on potential fighter-bomber bases. After you have your fighters in 00-40 you can blast EE-34. If your opponent is a lunkhead he may give you a chance to plaster BB-31. If so, take advantage of it. If not, you will have to wait until you capture NN-33 to blow up BB-31. With EE-25, EE-34, and BB-31 gone Great Blue won't have a single decent air base to his name. If he puts his fighters at CC-39 just divert some of these units to the South and wipe out that city. Meanwhile you can destroy all his forces in the North with your bombs since he will have no fighter protection. At Best, Great Blue will only be able to cover his own forces. Since Blue's forces will not be able to advance past fighter range for fear of being cremated and since you are constantly wiping out his most forward fighter bases, your opponent will soon find himself rather close to his own borders.

There is nothing that can foul up this strategy UNLESS you pull a boner like letting your opponent execute a 4 to 1 paratrooper attack on one of your fighter bases. If this happens, while you are waiting for your replacement factors to accumulate, you can look for an opportunity to pull sneaky trick #3. Your opponent has a fighter superiority and puts his ADC too close to the fighting. Once again you slip a 1-20 SAC into a city close to the front. To do this just start breaking up some infantry into 1-4-8 and slip the SAC among them. If your opponent doesn't constantly check your positions and doesn't bomb your city you are in business. Start counting squares again and find a city behind his lines that is beyond his fighter ranges and blast it. A good example: Blue puts his fighters in BB-31. You slip a SAC into 4-46. On the next turn you pulverize his capital! Granted, I will admit you can't use sneaky tricks 1 and 2 every time, but you should be able to gain air superiority with Big Red three out of four times. Any comments or compliments would be appreciated. Terry Thomas, 11559 Cromwell Circle, Dallas, Texas 75229.

Artillery Being Cheated?

by Paul Perla

I think that artillery units in Blitzkrieg are being short-changed. To make for added realism, I think some new uses could be given to the artillery.

Artillery has a range of six squares. They may, in direct support of an attack or in a softening up role without any other attacking ground units, fire up to this six square range. The regular tournament game attrition table is used in both cases, but the artillery does not lose any factors unless it is adjacent to the unit it is attacking. An exception to this rule is made in the case of an artillery duel (one artillery unit shooting another). In this situation the attacking unit must suffer the losses indicated on the table.

Artillery may also be used in a defensive role, applying its defense factor on any attacking unit in the six square range.

Artillery units may also be used in an interdiction role, to prevent retreats or to block a square to prevent supplies and reinforcements from being brought up. Artillery may also be used in city bombardment. If the city is shelled by twelve factors two turns in a row, it loses its supply capacity and its ability to support aircraft, and also loses the power to double up the defending units for the next turn and all turns that it is unoccupied. In this case there is no need to soak off on defending units. All units in the city lose a total of two factors.

If artillery units are within the six square range of a beach that is undefended, the attacking units must stop on the first beach square that is being shelled and must take the losses given them. If they are forced to retreat, they are moved back to the sea zone, and lose one more factor, if the beach is defended by regular ground forces also, however, these units are eliminated. If the units are not forced back, and this is an undefended beach, they may advance up to their regular BTA.

Finally, there is one more use of artillery that must be mentioned. On any turn, a player may make one nuclear artillery attack over and above the nuclear bombing capacity. This attack may be made by any artillery unit, subject to the six square range. The nuclear bombing table is used to decide the attack. A nuclear attack may be made against any unit and may be used in the beach defense role. All comments and compliments should be directed to: Paul, Perla, 7205 Schley Court, Pittsburgh, Pa. 15218.
Bismarck
Naval Search Pattern

by Richard Rubin

In all British first turn search patterns that I have read about and most that I have seen used, the British player spreads his ships around the space into which the Bismarck may move. This system has the fault of being unable to catch up to the Bismarck if it is moved straight out away from Bergen and then begins curving southward. It is probable that in the course of May 23-24 the German player will be able to use the chance table three or four times with 42% and 52% chances of obtaining two points, respectively. In case of early encounter with one battleship, the German player has a 70% chance of escaping without firing a chance. Chances of an early encounter with two battleships are most.

My idea of stopping this type of maneuver is to concentrate the British forces as close to six squares from Bergen as is possible. The first move is as follows:

<table>
<thead>
<tr>
<th>Norfolk</th>
<th>A-5, c</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suffolk</td>
<td>A-5, a</td>
</tr>
<tr>
<td>Birmingham</td>
<td>B-5, c</td>
</tr>
<tr>
<td>Manchester</td>
<td>B-5, d</td>
</tr>
<tr>
<td>Arctusa</td>
<td>C-5, a</td>
</tr>
<tr>
<td>Prince of Wales</td>
<td>C-5, c</td>
</tr>
<tr>
<td>Hood</td>
<td>C-5, c</td>
</tr>
<tr>
<td>Rodney</td>
<td>D-5, c</td>
</tr>
<tr>
<td>Dorsetshire</td>
<td>E-5, c</td>
</tr>
<tr>
<td>Ramillies</td>
<td>G-3, d</td>
</tr>
<tr>
<td>Edinburgh</td>
<td>G-4, b</td>
</tr>
<tr>
<td>Force H</td>
<td>H-5, d</td>
</tr>
<tr>
<td>Remainder</td>
<td>D-6, c</td>
</tr>
</tbody>
</table>

Now, if the Bismarck is located by sea search, the entire navy can be in the area within a few turns. The same if it is located by air search. The only problem arises if neither search locates the Bismarck. The Bismarck then is in either E-6 or within the encircled area. The next move should be:

<table>
<thead>
<tr>
<th>Norfolk</th>
<th>A-5, c</th>
</tr>
</thead>
<tbody>
<tr>
<td>Suffolk</td>
<td>A-6, c</td>
</tr>
<tr>
<td>Birmingham</td>
<td>B-5, c</td>
</tr>
<tr>
<td>Manchester</td>
<td>B-6, c</td>
</tr>
<tr>
<td>Aurora</td>
<td>C-6, a</td>
</tr>
<tr>
<td>Prince of Wales</td>
<td>C-5, c</td>
</tr>
<tr>
<td>Hood</td>
<td>C-5, c</td>
</tr>
<tr>
<td>Arctusa</td>
<td>D-5, a</td>
</tr>
<tr>
<td>Repulse</td>
<td>D-6, b</td>
</tr>
<tr>
<td>King George V</td>
<td>D-6, b</td>
</tr>
<tr>
<td>Victorious</td>
<td>D-7, a</td>
</tr>
<tr>
<td>Kenya</td>
<td>C-7, c</td>
</tr>
<tr>
<td>Galatea</td>
<td>E-5, c</td>
</tr>
<tr>
<td>Hermione</td>
<td>E-6, c</td>
</tr>
<tr>
<td>Edinburgh</td>
<td>F-5, c</td>
</tr>
</tbody>
</table>

The move, by covering the areas surrounding E-6, will settle the issue whether or not the Bismarck is in E-6. Then the entire navy can be headed toward the space where the Bismarck actually is. I prefer this method to spreading out ships because the Bismarck will be well surrounded within three or four moves, regardless of its starting move.

Send comments, questions, or criticisms to: Richard Rubin, 8580 N. Point Dr., Milwaukee, Wis. 53217.

German Strategy in Afrika Korps

by Mark Rosenberg

This article is about a strategy I developed for the Axis Army. In the very first turn the German Commander should surround the unit in Bengasi so that it will be unable to pull back into the nearby escarpments and delay the Italian advance toward Tobruch. This can be done either with a "recce" unit or the Ariete unit and another Italian unit using Rommel's movement bonus. Also the German units should be advancing across the bulge of Cyrenaica, again with the help of Rommel's movement bonus.

If, on the next turn, the British pull back to the escarpments around Tobruch (a foolish move), attack one of the positions at, at least, 3-1. The German commander should always attack the position that has the most concentrated strength. For instance, attack a 2-2-6 instead of two 1-1-6's. I am saying this with the understanding that both positions have the same strategic value. If the British form a line on the escarpments south of Derna, the German player should attack the unit blocking the Coast Road, provided that the German can get at least a 3-1 against it. If not, attack one of the other positions that will insure a route to the escarpments around Tobruch next turn.

With the arrival of the 15th Panzer Division, the German commander should attack Tobruch and the surrounding heights. Tobruch should be taken before the British receive their November reinforcements. As soon as some of the Italian units can be spared, they should be sent to hold positions guarding the Coast Road, thus hampering the British construction of a line there.

The German player should wait until his November reinforcements arrive, before advancing too far past the Salum, Sidi Omar, Maddalena line. As soon as the November reinforcements arrive the German player should advance toward El Alamein. If the British player pulls back just enough to regroup and to form another line after the Germans have punctured a line, you should continue to attack and move toward El Alamein. When the Germans finally reach El Alamein, the British commander using the strategy described above will not have many units left to defend El Alamein.

If the British player pulls back to say, Matruh or Sidi Barrani and then forms a line the German player should attack furiously, soaking off, if necessary, until the British player withdraws. Once the German commander reaches El Alamein, keep attacking with the purpose of taking Alam Halfa and Ruweisat and with the purpose of giving the British player little time to regroup and form an adequate defense. Once Alam Halfa and Ruweisat have been secured, attack the British home base, annihilating any opposition that the Axis forces encounter.

In a month the Afrika Korps will be cooling its heels in Alexandria. All comments and criticism should be addressed to the commander of the 15th Panzer Division of GHAGL, Mark Rosenberg, 187 Kings Point Road, East Hampton, New York 11937.

Normandy - the Way It Really Happened

by Hans Kruger

The following is not a "super plan", some sort of battle game strategy, or even connected with any sort of "game". What I present here is the heretofore guarded secret of what actually took place in the many weeks in which the Germans held the Allies back and contained them in Normandy. The only reason that I am even presenting it now is because of the long span of years since the war, and that most readers of this magazine are interested in the true situation.

Long before the Allies ever invaded Normandy, there were a few wise Germans who realized that any ground units would be in a terrible condition due to the Allied air superiority. At this time, one of them, General Werner Radtke, was able to get clearance to form a new SS Division. They were to be called the "Black Guard". General Radtke personally selected them from only the bravest, strong of body and will, and most faithful to the Fuhrer were picked - and then only if they volunteered. Each of these men were unmarried and had only contempt
for those that would try to seize their homeland.

After all the men were finally chosen, they had their division ready for training. This was to be the best trained formation in France. While the men being prepared for what lay ahead, the equipment was also being prepared. The mainstay was to be the Tiger II or King Tiger (which the Allies later derided when they saw them in action). As support, there was one Hunting Tiger, the eighty-tonne vehicle having a 128mm gun, for every three King Tigers. The remainder of the Panzers were the fear provoking Panthers. Besides the tanks, they had their own artillery, anti-aircraft, rockets, armored half-track support vehicles, direction finders, and sound detectors. In addition to this, they had the newly produced ultra-violet search lights for night tillery, Tigers. The remainder of the equipment was shipped from out of nowhere. And mortals. They were all super out only too late that it was the planned. In small groups, the kind that the Fuhrer had as humanly possible to see at night. Intelligence group of men were more than mere spied. This was to be the best trained infantry, and they were used to man the homelands. (This applies to both Russians and Germans.)

5. In winter, all German movement is the same as in the regular game. For the Russians in winter; Cal, moves 4, Arm, moves 4, Inf, moves 3, and the railway bonus is 7. This takes into account the greater Russian mobility in winter.

6. Change your 5 blank Russian substitute counters into 8-8-6's. Introduce one of these new armour units into the game, in addition to regular replacements, in: June 1942, Aug. 1942, Sept. 1942, Nov. 1942 and Dec. 1942. After these new armoured units are eliminated, they must be brought on as regular replacements.

7. At the start of summer 1942, all Russian attack factors (Cal, Inf, Arm,) increase by one. The defense factor remains the same. Eg. A 4-4-6-6 becomes a 5-6-6, a 5-7-4 becomes a 6-7-4 (in your mind only). At the start of summer 1943, all the Russian armour's attack factors become equal to its defense factor. Eg. A 4-6-6 becomes equal to a 6-6-6. The infantry and cavalry remain the same as above.

8. Replacement rate remains the same except they are received at Archangel, Kubishev, and Grozny or the nearest square not under German control.

9. The replacement rate for both remains the same, computed as usual, by the number printed on the units.

10. Capture of Moscow or Stalingrad cuts the replacement rate by 3, Leningrad by 2. Eg. If the rate is 18 and Moscow is captured, it is reduced to 15, etc., for as long as Moscow remains in German hands.

11. Moscow, Stalingrad, Leningrad, Sevastopol, Kurek, Kiev, Odessa, Helsinki, Warsaw, and Bucharest are fortresses. Units in them have no zone of control, but are tripled. Units in fortresses can hold for four consecutive turns of isolation. N.B. In order to cut the replacement rate, Moscow, for example, must be captured, NOT merely surrounded.

12. N.B. When a back 2 is called for, a unit can retreat through anything, including zones of control. To eliminate a unit forced back 2, it must be surrounded on all six sides. When a unit in a fortress is forced back 2, it merely remains in the fortress.

13. In December 1943, the Russian replacement rate is reduced to 6 defense factors per city per turn.

14. Everything else is the same as in the regular game. (Supply etc.) That's it! The German must keep his losses low enough so he can eventually form a defense line, but he must attack viciously at the start. The Russian should make good use of his fortresses and his first winter.
OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

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All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 20

As Admiral J. R. Jellicoe in JUTLAND you have ordered full steam ahead to engage the German High Seas Fleet. The Germans are known to be somewhere off the coast of Norway. Success of your overall battle strategy depends on where you think your task forces will be when the first contact is made with the German fleet. Thus you must make an educated guess on which squares TF's 1, 2 & 3 will be when contact occurs.

On the Battle Plan encircle a square designating the location of each of the three task forces (they may be all on the same square or on different squares.) In addition, write in the hour contact was actually made historically. The exact locations will be determined by the closing New York Stock Exchange transactions of Monday, August 14, 1967 (consult morning paper of August 15.) The last digit in the sales-in-hundreds column will be consulted for each of the three variables under the stock listed on the Battle Plan.

Ten Winners to be Named

The first ten contestants to submit perfect, or near perfect, Battle Plans will be awarded a free Avalon Hill game of their choice. Ties will be broken in favor of entries listing the closest hour of historical contact. Entries must be postmarked no later than August 13, 1967. Entrants may submit copies or photostats - one to a contestant, only.

BATTLE PLAN

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Hour actual contact was made

Headlines of 3 Best Articles:

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Vote for Best 3 Articles:

Don't forget to vote on what are the three best articles of this issue...record your votes where provided on the Contest Entry blank.

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 games, parts, play-by-mail equipment and the General.

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.

25¢

SAVE THIS COUPON
GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS
JULY-AUG 1967
The General

Allies Kaput
Mark Rudolph

General Advantages: It is risky for the allied player to attempt a landing except in South France, Le Havre, and the Normandy peninsula. He must gamble on 1-1's at best in North Sea, Pas de Calais, and Le Havre, and 2-1's at best in Normandy, Brittany and Biscay. Faster units are started in remote areas while slower units are placed in the nearer areas for greater mobility. A fair counter-attack force can be assembled in any area. Second line positions can be fall back too easily if the allied player obtains a beach foothold.

Static

1-4-4 1-4-4
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(3) G-14 (1) I-15 (1) BB-40
(3) H-15 (1) O-23 (1) EE-41
(3) J-16 (1) Q-25 (1) LL-44
(3) J-17 (1) S-28
(2) S-32 (1) U-32
(2) S-33 (1) C-5
(2) V-36 (1) X-14
(2) L-20 (1) P-26
(2) L-21 (1) V-41
(2) M-22 (2) 2-2-4
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(3) N-24
(1) O-25 (1) W-40 HQ
(1) V-38 (1) D-5 (1) H-14
(1) V-43 (1) D-42 (1) E-17
(1) X-42 (1) N-23
(1) AA-41 (1) T-34
(1) FF-41 (1) T-30 (1) W-35
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(3) C-16
(1) K-18 (1) DD-41 (1) J-16
(1) L-21 (1) C-4
(1) Q-25
(1) S-34 5-5-3 Q-27
(1) S-20 3-3-3 X-38
(1) L-18 1-1-3 E-12

Specific Ideas: South France is left vacant because of the 17 square supply limit. In Biscay the allied player can make a 2-1 at best. Even if he succeeds in landing he can be contained by holding the supply centers in the area. In Brittany the allied player can make 2-1's at best. If he secures a beachhead he can hold him in the neck of Brittany on the Avranches, Rennes, St. Nazaire line. If the allied player invades the Normandy peninsula he can be checked on the Vire river-Avranches line. If he invades the east coast cities he can be held on the Orne river-Angers line. In Le Havre he can be held indefinitely on the Seine river-Rouen-Dieppe line. If he also secures the Seine at best a 1-1 against your 5-5-4 he can be halted on the Eure river-Rouen-Dieppe line. In Pas de Calais the allied player can make at best 1-1's. If he gains a beach point you can

Where Avalon Hill Games Are Available

The following names of dealers supplement lists found in previous issues. These lists represent dealers who have stocked Avalon Hill games recently. If your favorite dealer has not yet listed, drop us his name and address so that we may include him in the next issue.

SUGGESTED FURTHER STRATEGY:
For the first 3-4 weeks attempt to completely drive off the continent if counter-attacks are possible and your units do not become dangerously exposed. This is one of a South France invasion. The southern three units are used to hold the southeastern cities from allied paratroopers if a South France invasion occurs.

Counterattacks are possible and your units do not become dangerously exposed. This is one if a South France invasion.

The allied player. When your second line becomes untenable fall back carefully to the Meuse line utilizing cities and rivers to cover your retreat. A buffer line may be set up consisting of hopelessly slow retreating units, and sharp, annoying counter-attacks can be made from behind it. Strong fast units to allow precious escape time. You should have the bulk of your force remaining to set up a fluid wall along the rich defensive terrain of the eastern "funnel." The allied player should be hurt by his attrition and your replacement will begin to pour in. Maintaining this final line while causing heavy allied casualties you will eventually break his offensive might and win the game.

Correspondence should be addressed to Mark Rudolph, 5666 North Sunny Point Road, Glendale, Wisconsin 53209.
The Infiltrator's Report

In the New York Times, last month, a report on wargames disclosed that such play "has helped RAND scholars understand the problems of defense decision-making more precisely by simulating actual crisis situations." One RAND philosopher says, "I came to terms with war games a long time ago. You can't hurt yourself by understanding what war is all about." So now, fellows, you've got a perfect rebuttal when your peace-nik friends start buggying you about your fanaticism for wargames.

A most completely sophisticated newsletter on wargaming is, curiously enough, the "Wargamer's Newsletter." Too bad it's published in England. However, there are many American contributors and it is available at $4.75 per year from 69 Hill Lane, Southampton, England. If you have your own 4 engine jet, it's in order for those who can make the many wargame conventions that are set up in Great Britain as reported by this newsletter. Their articles run the wide gamut of medieval wargaming to modern day skirmishes. Also, rules to the play of such melees as the "battle of Harrisburg" can be found in the text. It also presents excellent bibliographies for the serious devotee of the wargame. Excellent value, here.

Panzerfaust newest entry into the wargame magazine field, reports that the first AH inter-service tournament is under way. It pits the officers and men of the USS Shangri-la against Chris Wagner's 6986th airforce squadron. Inside info on this, and additional news, can be obtained by writing: Box 260, RD #2, Sayre, Penna. 18840.

All hail the arrival of "The Stormtrooper," Aggressor's own newsletter. Starting in June at 20¢ per copy (10-12 pages) for Aggressor members, 25¢ for non-members, a subscription could put you in on the ground floor of one of the fastest growing battle game clubs in the country. Send inquiries to: John Rancourt, 38 Sanger Avenue, Waterville, Maine 04901.

For another $5.00 you can qualify for membership in the Intercontinental Kriegspiel Society - for 25 year olds and up. Strictly adult competition of a most friendly sort. By-Mail games are resolved by a special "AIKXS KEY" system that precludes the use of Stock Market Results. A subscription to "Kommandeur!" accompanies membership. Apply to Editor Hank M. Greenfelter, 20 York, Hamilton, Ohio 45013.

Other publications highly recommended (reviewed in Mar-Apr'67 issue are Strategy & Tactica and Kampf. S & T, devoted mainly to all sorts of wargaming, is first class all the way. To be "in" one simply must have at least one copy of this slick magazine in the den. S & T is edited and published by persons well versed in the art of wargaming per se. You can get more info writing to: S & T, Box 55, Adelphia, New Jersey 07710. An inquiry sent to "The Aggressor" at 8512 Fifth Avenue, Brooklyn, New York, will inform you of the most accurately researched historical data available under one cover - anywhere. Kampf deals with historical battles in a more technical way - even to the extent of pointing out inaccuracies found in so-called official historical accounts. No wargamer's library can be complete without a space relegated to issues of Kampf.

A lesson in Promotion: All of you wargamphiles who have clubs and magazines in circulation should have a page out of Douglas Amis' book. While his publication "The Panzer" isn't going to put "Time" out of business, at least he has developed a flair for publicizing his magazine. His hometown newspaper "The Independent" devoted a 1/4 page to the whole wargame bit, including photos and credit lines. This type of publicity is not difficult to get, really. All you have to do is write or call your local newspaper and most of them are ready and willing to lend an ear to unusual stories such as we all have to tell. In the meantime, a congratulatory note to Doug is liable to get you a subscription order form to "The Panzer", 4137 Silver Street, Pleasanton, California 94566.

Recent subscribers take note: you are encouraged to write articles for publication. Articles that appear in future issues will be voted upon by our editorial staff to receive special year-end awards. Five-dollar gift certificates are awarded on a bi-monthly basis for articles selected as outstanding by subscribers, themselves. Articles should be approximately 500 to 700 words in length. Diagrams that accompany articles should be drawn in black ink. Acknowledgements of acceptance or rejections cannot be made. By far the most popular article appearing in the March-April issue, as selected by you subscribers, was "Principles of War - Mass & Movement," by Captain Mike Frankwicz and my good friend Donald Greenwood. Others receiving special readers' awards were: Sgt. Lou Zocchi's "Alas Realism," "Richard A. Shagrin's "Heartless American Win," Donald Greenwood's "Buyer's Guide," Hans Kruger's "Operation Sea Dragon (Guadalcanal)," and James J. Stein's "Phyrick Victory." A five-dollar gift certificate has been sent to the above authors. Congratulations.

International Airmail postage rates have increased as of a few days ago. Since it now costs exactly $1.00 to airmail the General overseas, all current overseas subscriptions will be sent by surface mail. Requests for airmail service must now be accompanied by payment of $1.00 extra per issue; $6.00 per full-year subscription.

A job opening will develop at Avalon Hill's Guildford Annex computer, at which time a full-time, 40 hour week warehouse-shipping clerk will be needed. Subscribers living in the Baltimore area who would be interested in light-labor inventory type of work, should direct their inquiry to Mrs. H. Marciano, at the 4517 Harford Road address. High school graduate or better - state age and salary desired.

The National Paper Box Manufacturers Association has conferred the "Excellence Award" to the Guadalcanal Box. The citation for the box reads, "The role of packaging as a salesman on the shelf is exemplified by the excellently conceived graphics of this durable, rigid box."

- Thaxn to S/Sgt. Loula Zocchi for the idea that inspired our cover story. You get another extra day extension on the deadline, Sarge old boy...

The world is coming up with new wars quicker than AH can design games on them. Just when we thought we had caught up - with a Vietnam thriller this middle east situation erupted. To properly research what went on it was necessary to determine why Israel and Egypt were at odds. "Did Nassar really want war?" we asked ourselves. Nassar had his street mobs shouting, "We want War." Assuming that Arabs behave the same way Americans do this actually meant that Yasser wanted peace. Therefore, it must be the Israelis who wanted war - they had been angry at the Arabs ever since Wally Moses led the Israelis out of Egypt and, crossing the Red Sea, turned left instead of right. Otherwise Israel would have had the middle east oil and it would have been the Arabs who were stuck with all that sand. Consequently AH is stuck with a game wherein both sides are the "bad guys."

Business Administration students at the University of Anka, Turkey, are being taught economics with the aid of Avalon Hill's Management Game. We hope they aren't using the first version of the game which was $12,000 short of Capital on the opening balance sheet. Oh well, it makes no difference...that's what our government calls deficit financing.
OPPONENTS WANTED

Opponents wanted to play Blitzkrieg, Guadalcanal, Midway, etc. in the Pacific area. Contact Steve Larson, 16140 Morrison Dr., Downey, California 90241. Phone 664-3840. Off-line opponents wanted for Bulge (1111, 1112, 1113). Bob Wieting, 8217 Birchcrest, Downey, California 90241. Phone 664-3840.

To join in the fighting fourth Kriesgruppe. Write: Dana Mazzy, 364 East 29th St., Bristol, Conn. 06010.

The Fourth Reich is truly supreme! We are unbeaten since Feb. 1963. Out of Suckwars, but will play either. Contact: Charles Litka, 1118 S. 35th St., Milwaukee, Wisconsin 53216.

I have a high command position! Then join the imperial Fifth Reich! We're small, but powerful and growing rapidly. Ride a Shakespeare, not a panzer! Send for your free copy of the Fall Term, dec. 71. CHAOCUS, 1147 West 21st Street, New York, N.Y. 10011.

Well, I'll be in the Allobroges, N. M. area of your board this fall. The old boys of my army are still just as strong as ever, and the N-11, Suppl. L-12, Rom. 1-10, 3007 K-14, Bologna W-3, Trenta H-3, and Seaboard, Midland, Texas 79701.

The Army of the Hudson is now recruiting new members. Write: Tom Fink, 1277 Tonawanda-Buffalo area. Teams are preferred. Please contact Mike Davids, Penna. 19087.

Join the Eighth Army of the New World a land war gamers. We can be as active as desired. Write: Michael Strobel, 400 3rd Avenue, New York, N.Y. 10016.

Wargamers of all ages are welcome. Write: John Michalski, 45 Sibley, Milwaukee, Wisconsin 53215.

I am looking for a play partner in this game. Call 293-6667 or write Robert Nelson, 705 Dresden Dr., Newport News, Va. 23601.

From: Lee McEwan, 364 East 29th St., Bristol, Conn. 06010.

I am an interested individual who is not a member of any clubs. I am especially interested in Canadian and American wargames. I am interested in exchanging war games with others. Send me a short note stating your name, address, how long you have been playing wargames, your general wargame preferences, and your available time. I enjoy playing both games and mail. I will send a short note to you in return. I will forward all replies to the above address.

I am seeking a play partner in this game. Write: Robert Neul, 3724 Donna Lane, Peoria, Illinois 61604.

For info contact: Douglas Beyerlein, 11027 Goldengate Dr., Myrtle, SC 29577. Opponents wanted. Opponents wanted. 4th SS's sphere of influence now covers the whole world. Join now. Write: Dana Mazzy, 364 East 29th St., Bristol, Conn. 06010.

The international federation of wargamers is recruiting new members. Write: Charles Litka, 1118 S. 35th St., Milwaukee, Wisconsin 53216.

Next enthusiast. Group leader Francis D. Philbrick, 4 Waddell St., Bristol, Conn. 06010.

Are there any wargaming M's? If so, I am interested in communicating with a genuine wargame enthusiast. It seems to me that there are many wargamers who are not interested in wargaming. The international federation of wargamers is recruiting new members. Write: Charles Litka, 1118 S. 35th St., Milwaukee, Wisconsin 53216.