The facts of life

- You'll never be really big, M'Boy!
- Your games are too specialized, the market's too small!
- Our games appeal to everybody, just think, 179 million prospects!

- You only appeal to consumers over 12 years old.
- Yes, take away the under 12's and what have you got left?
- Only 130,000,000 prospects!

- 130,000,000 prospects?

The facts of Parade

$1.00 per issue
Full year $4.98
**The Avalon Hill Philosophy - Part 6**

Up until now, Avalon Hill's philosophy has been quite simple - "sell games." And in the ten years that make up its brief history, their marketing department has been able to keep up with the demand for new games by producing quality products of an imaginative and creative nature.

Their selection of subjects around which to build new games has been left mostly up to the hard-core fanatics themselves...by their registration card comments...their unsolicited requests...and by surveys run in various editions of this magazine. For example: Blitzkrieg, Guadalcanal and Jutland were produced because these were the titles most requested by subscribers to The General. In a sense, then, we can report that readers of this magazine have exercised a great influence over the choice of products offered the general public.

The Also Rans

But what about the near-misses...those subjects which don't rate top interest yet receive better than fair share of requests? Unfortunately, such potential games have to be relegated to obscurity, or to await their niche in the popularity parade. These are the games that, for one reason or another, do not have consumer-appeal broad enough to warrant publication. As James R. Becker, Lakeside Toys, once put it, "the single most important factor in a game is its name. If you have a great game with a bad name, forget it. If you have a great name and a poor game, you have a better chance for success."

Naturally, Avalon Hill likes to think of themselves as producing great games with great names. But what about those great games with bad names? Is it fair to relegate them to obscurity just because there doesn't happen to be much glamour to their titles? We don't know the answer to this -- but it's high time someone finds out.

So, Let's Find Out Already

It isn't often that a good new game comes along. The rarity is when three good games come along. Nevertheless three good games have come along and Avalon Hill has selected them in a test case to settle the above hypothesis once and for all. In fact, The General is devoting this column to promoting the sale of these titles even though it will constitute a dollar drain from current AH titles. Under the assumption that it may be in the best interests of adult gaming per se, we offer the following games for your consideration:

**Nuclear War**

As the title indicates, this game isn't exactly hop-scotch. It is, in fact, a delightfully amusing game of satire - yet ironically engrossing as players can walk away from a 20 minute game deluded into the feeling that this world cannot possibly stand long. Maybe this is why it only takes about 1/2 hour to complete a game. Besides its satirical value, we have chosen this game because it invokes the perfect balance of luck, skill and strategic thinking that could be the panacea for all game-players. If we had to select a "pick hit" of the year, Nuclear War would be it. At first glance, it appears to be a relatively simple card game. Not so. The object is "world domination" by eliminating all other players who represent major powers. Actually, the object is to persuade opposing countries, thru a show of might, to join your superior form of government. But this isn't too much fun. So, your real aim is total population-destruction thru the use of propaganda and, of course, nuclear weapons. But, since you really don't want it known that you are basically destructive at heart, the game's built-in subtleties of design allow you to accomplish the former by deviously peaceful means, rather than as a clod who triggers nuclear war through carelessness. The ultimate winner is the one who has at least 1 million of his own population remaining. In some cases, then, all players may be losers. Yes sir - a great game for family fun. Great as a Xmas Gift for Auntie's stocking, too.

---

**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 edification of adult gaming. (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. No notice can be given regarding acceptance of articles for publication.

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

Full-year subscriptions are $4.98.

©1967 The Avalon Hill Company, Baltimore, Maryland, printed in U.S.A.

---

**COVER STORY:**

The facts of Parade

...Parade Magazine, that is. If you don't already know about it, recent editions of Parade Magazine feature an article on..."a movement that seems to be commanding the attention of growing numbers of teenagers, college students, and others." They were, of course, writing about Avalon Hill in an editorial entitled, "The Boom in War Games - Armchair Generals," by Herbert Kupferberg, associate editor.

This beautiful bit of publicity was seen in all 77 newspapers that syndicate Parade Magazine as a Sunday supplement. Inquiries as a result of this article have been phenominal. The avalanche of requests for information flooded our offices to the extent where we simply couldn't handle all the requests immediately. Our apologies to those of you whose inquiries and orders were correspondingly delayed.

130,000,000 Wargamers?

Tastefully written, this particular editorial reported the whole wargame scene exactly as it is...no overblown statistics...no pie-in-the-sky rationalizations to account for the "boom," but straight-forward, human-interest copy on the why's and wherefore's of the whole wargame schmear. And we'll be honest; there aren't 130,000,000 wargame prospects. Maybe only half that number. As for the other half; well, that's who we have Shakespeare, Man-

agement, Dispatcher, LeMans, Squander and the sports games for.

Reprints Available

We would like to have reprinted the entire editorial here in the pages of this magazine - but because of space limitations are offering the next best thing. We will send you, FREE, an exact reprint of the entire article. Simply send us a self-addressed envelope containing first-class or airmail postage, and we will rush the complete article out to you. You may have been among those mentioned along side of the "The Fourth Reich..." "The Fifth Column..." and "The Praetorian Guard."
Viet Nam

A sore subject to say the least. Nevertheless, it is a current subject for debate. From an informative and educational value alone, Viet Nam is well worth the price. While it's still difficult to tell the good guys from the bad guys, you will hold a great appreciation of America's role in this real-life struggle after playing just one contest. Our hats are off to the designer(s) of this one. Simultaneous movement, military factors, guerrilla warfare, political tactics -- all built into one amazing game. We like the quality, too. Over 150, plastic playing pieces adorn the 21" x 21" battle ground. The complete game contains rules and two distinct game versions -- all you need for an evening's enjoyment with an entirely new kind of problem in wargaming. And with Viet Nam, the problem can be solved. McNamara should be so lucky.

Confrontation

Confrontation makes Blitzkrieg seem like a coffee break. It's the most complex game ever designed. It is all-encompassing in scope, a fictional game based on the world diplomatic situation circa 1940. At least it starts out that way. A period of cold-war maneuvering whereby economic and political pressures totter the balance of world power, is usually followed by good, old-fashioned hot war aggression.

A Political-Science major would have difficulty keeping all the balloons in the air in this one. No important economic detail is overlooked. Even weapon development and technological research are built into the design. There's provision for espionage, too. Even if your right hand knows what the left hand is doing you'll need six hands to meet the challenge of this truly comprehensive game. Those who have, declare that Confrontation leaves nothing more to live for. We can't go this far. We will concede, however, that no wargamer should leave this world without attempting to meet the challenge of at least that of a subordinate commander in this game designed for 2 to 8 persons. The hugeness of its scope is matched only by the size of its vinyl-type mapboard that measures 60" x 29". Think big.

Available from Avalon Hill

Although the subject matter for all three seem similar, we hasten to add that there is no overlap of design concepts whatever. These are three distinctly different games -- each a design-breakthrough in itself. Reasonably priced, all three may be purchased directly through the offices of The General. All orders must be accompanied by a check or money-order in the full amount plus postage (if required) made out to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Md. 21214.

Nuclear War - $3.25 (no postage necessary)
Viet Nam - $5.00 plus 50¢ postage
Confrontation - $6.00 plus 50¢ postage

As Xmas gifts, any of the three would be highly complimentary to the recipient. All orders will be processed promptly as long as the limited supply for each lasts. Make sure all currency is made out to The Avalon Hill Company, c/o "The General."
The editors and staff of this magazine hope that this new philosophy (an effort to supply the growing consumer-demand for new games) meets with subscriber approval. If not, we're sure we'll hear from you.

Strategy & Tactics

We think it also in the best interests of wargaming to single out the one wargaming journal we feel best separates fact from fiction in the jungle of wargame literature. Strategy & Tactics, hardly a year old, has reached the level of mass-distribution and can be purchased in many hobby outlets. Along with Kommandeur and Kamp, two publications of a specialized nature, Strategy & Tactics was singled out in the recent Parade Magazine feature. Its contents run the gamut from board gaming to warfare with miniatures, stopping in between to report on the latest in diplomacy, play-by-mail variations, historical analysis, etc. Truly the complete wargame journal.

Its rise in popularity can be due in most part to a staff of writers, both free-lance and part-time, who know what wargaming is all about. Copy is rather briskly written, a far-cry from the puerile ramblings found in lesser publications. Well illustrated, S & T is our recommendation as the wargame journal no complete battle-game aficionado should be without. (Oops, there go a couple of subscriptions to The General).

We feel this publication more than warrants the time it would take to send them a request for subscription information. Write: Strategy & Tactics, Box 11-187, Dept. G, Loudonville, New York 12211.

Principles of War—Security

by M. J. Frankwicz
M. B. Brundage, editor

ED. NOTE: Credit for this article also must go to Capt. W. L. MacMurdy, U. S. Army Intelligence Officer whose notes on this subject proved most invaluable to the editor.

Security Defined

"The proper and effective safeguard of a command and its personnel against conceivable enemy action."--Dept. of the Army Pamphlet NR. 380-1, 26 March, '62 or more simply said, "Being prepared for any Eventuality."

Security for Both

Security is probably the most important principle; for without it, the keys to success are lost. It applies not only to the defense, but the offense as well; to the strategic situation, as well as to the tactical; to the General, as well as to the Private walking guard duty.

Keys to Security

We've defined it, now let us look deeper into its use and preparation.

The General

Security lies in being able to devise a workable military disposition out of five basic capabilities. 1) Attack, 2) Defend, 3) Delay, 4) Reinforce, & 5) Withdrawal. It, also, includes the good use of (a) Terrain, (b) Intelligence, and the all important (c) Time-Distance factor.

Let us take an example where all these factors would apply.

As a defender you may have been confronted with the choice of making a Strategic Withdrawal. You needed time to accomplish your objective. You needed good security to prevent your enemy from isolating you and defeating you in detail. You then withdrew (5) from a poor defensive plain to an escarpment and behind a river (a) where you were doubled on defense (2) leaving also several small units as delaying (3) pieces along the main route of escape, giving time (c) for the units to set-up a proper defense in another sector where you could bring up reinforcements (4) so that by the time the enemy arrived to attack your main defense you were prepared to attack (1).

In this example you noted the use of all five of the keys to security plus the use of two other elements of achieving good Security. It would appear that we
Appearance by heart. You look at the use of Intelligence as it applied to the situation under discussion.

Intelligence Factor

If you were sharp you would know what your enemies capabilities are. You would know your enemy's Order of Appearance by heart. You would know his strengths, weaknesses, transportation capabilities, supply capacities and, most of all, have a good understanding of what objectives he's trying to reach. You would also keep tabs on the weather, and his replacement rate and centers if they are a factor.

Without this knowledge you would not be able to predetermine where you would be able to be prepared to meet him on better than equal terms. For as we discussed in previous articles the defender must eventually turn to the offensive to defeat his enemy in detail; and before that can be accomplished the enemy's offensive javelin must be broken and his security left lacking. This must be done by cold calculating analysis of the enemy's situation.

Tools & Practices for Good Security

With the keys to security now laid down let us analyze their use more closely.

It is true that the defender is pre-occupied more with Security than is the offender, because the defender must protect against the thrusts of his enemy at every conceivable place on his defense perimeter. The offense should not overlook security or his enemy will find good opportunity to turn the tide of battle. The enemy could, for example, find a weakly secured flank, roll it up and snatch victory right out from under the offense. The offense should never grab more than can be secured. One should take into account what the enemy can do. Do not overextend. Prepare sound defenses of your flanks after every thrust. In other words, do not get carried away with your forward progress that you overlook your security. Take that step by step; thrust, secure, thrust. In this way you'll prevent your enemy from getting at you where you least expect it. The downfall of many a good offense is the overlooking of Security.

The defender as we had said has the greater share of the Security pie. He must be secure everywhere and be prepared to plug any hole in his line that might occur. One good tool for Security of the Defense is the use of a Strategic Mobile Reserve. Give full consideration of air, land, and sea capabilities of your enemy before placing of this Reserve in a Strategic location, so

Jutland: 2nd Time Around – Part II

by James F. Dunnigan
Research & Design Director

Our new approach to game design has, quite rightly, inspired more people to ask questions concerning the historical background of the games. We would like to say a few words here concerning the use of historical sources with a game such as Jutland. First of all, don't believe everything you read. Up until Jutland this applied, as many gamers have pointed out, to AH games also. Until recently AH, like most of its customers, took the word of sundry historians when designing a game. This may come as a shock to some but there are simply no historians who do not, intentionally or unintentionally, make errors in their work. But we feel that the rigorous format of the AH game precludes many of the errors most historians are prone to fall into.

Logic and Reasoning

One important element built into the game was the mentality of the commanders and, in a more general sense, the navies themselves. This brings us to such items as the British inability to utilize the "Battle turn away" (Gefechtskehrtwendung) and smokescreens. The British had a "battle turn away" in their tactical manuals (known as "Blue Pendant, 16 flag") but Jellicoe felt, quite rightly as it turned out, that his lower commanders were not capable of pulling it off successfully. The better trained Germans had no such problems. The same applied with smokescreens. The that when it's needed it can get there quickly.

The good use of Terrain, natural & man-made, such as, mountains, river lines, passes, fortification & city-towns, wherever possible will be of great aid in defense, especially where you haven't sufficient forces. The depth of lines & interlocking zones of control in sectors of enemy attack will prevent the enemy from making deep penetration, & encirclements. Flanks should be placed on mountains, forests, the sea, & otherwise refused areas for better security wherever possible. Airdrop screens of weaker units should be placed behind front lines to prevent vertical envelopment by Airborne or Airmobile units as in (D-Day or Blitzkrieg). Main avenues to the front should be occupied at key junctions to insure protection of supplies as in (Bulge) and additional tactical reserves should be maintained close at hand to prevent exploit of breakthroughs. Good use of these tools and practices will help insure Security.

British knew that the Germans used them but felt that they were of little tactical use. They changed their minds after Jutland.

The Wind Direction rule is most important. It was this phenomena which blinded the German fleet at a critical moment during the original battle. Wind blows TOWARDS the direction indicated. Smokescreens are, for the sake of simplification of a rule to reflect the position of the sun in early morning and late afternoon and its effect on gunnery. The rule we developed for this in the prototype game was far too complicated.

The conditions of victory will still cause problems simply because Jutland is SO realistic that, in re-creating the originally amorphous situation, there are still numerous complexities for the ruthless player to exploit conditions which can never really be made "airtight" with regard to a clear cut victory. That's the way Jutland was, it's the way life, as most of you know, still is.

Refer to optional victory conditions outlined at end of this discussion.

The Gunnery Results Table was based on two premises; first, that a certain percentage of "Firepower factors" (composites of shell size, rate of fire and shell effectiveness) would hit a target at a given range for a certain number of factors fired. Our second premise was that the ideal gunnery duel was between two single ships. Using more than one ship on either side made fire control progressively difficult. Shells with dye markers had not been developed yet and it was therefore impossible to tell which shells belonged to which ship. Thus the more ships you had firing on a target the lower would be your percentage of possible hits. The critical hit option was a difficult rule to develop, we feel that the revision will reflect this aspect as accurately as possible.

One overriding factor affecting operations in the North Sea was the low fuel capacity of the destroyers. The doctrine of both fleets stressed the constant need for destroyers to screen capital ships. Thus, in effect, a time limit was placed on operations. This time limit was equal to the endurance of the fleet's destroyers. British destroyers could stay at sea for 60 hours. German destroyers could remain at sea for 54 hours. The endurance of the destroyers is based on the amount of fuel they carried. The German boats were generally smaller and thus could steam for a shorter time. The time allotted to them also included fuel expenditures for high speed steaming (such as in combat) when far greater amounts
of fuel were consumed. Our estimates matched almost exactly with those of the British and German. (Endurance for capital ships was 150 hours, for light cruisers 100 hours.)

Final Bibliography for JUTLAND

A complete bibliography for the Battle of Jutland would include hundreds of volumes. Thousands of additional volumes would have to be added if we also wished to cover all of the technical and secondary aspects. Therefore the bibliography listed below is highly selective.

The game was designed using the "Operations Research" principle in which each "operational" aspect of the historical event was analyzed to discover its "functional" elements and their relationship with each other. An example of this would be found in our investigation of the problems surrounding the question, "What critical elements were involved in terminal ballistics of large caliber naval shells?". We found that the critical elements were: shape of shell, composition of shell, type of fuse, type of igniter, type of burster, angle of fall, terminal velocity, rate of spin, angle of yaw and a host of other more minor factors. For the British there was an additional critical factor and that was their inefficient method of proof testing shells. In the final analysis all of the above factors had to substantiate any and all occurrences at the original battle. The same exacting method was used in evaluating all other aspects of the campaign, physical and technical as well as human. The bibliography below reflects most of the source material we utilized.

Gross, O - Der Krieg Zur See, Der Krieg in Der Nordsee B and 5 (with volume of maps)
Harper, J E T - The Harper Documents: This is not an actual publication but a series of works prepared by J E T Harper shortly after the war. They became the center of much subsequent controversy in England as to just who "won" the Battle of Jutland.
Hase, C von - Kett and Jutland
Jellicoe, J - Crisis of the Naval War - The Grand Fleet
Jane's Fighting Ships, 1905-1921
Le Fleming, H E - Warships of World War One
Marder, A J - From the Dreadnought to Scapa Flow, Vols 1-3 - Fear God and Dreadnought: The Correspondence of Lord Fisher
Parks, O - British Battleships - British Destroyers
Proceedings of the U.S. Naval Institute - Rigid Airships (G. Fultin, p 1565, 1921)
The Effects of Meteorological Conditions on Tactical Operations at Jutland (A E True, p 9, 1940)
A number of other articles were used to a much less extent than the above two.
Scheer, R - Germany's High Seas Fleet in the World War
Siney, M C - The Allied Blockade of Germany

Transactions of the Institute of Naval Architects and Marine Engineers - A number of articles were used from among those published between 1908 and 1943.

Tripitz, O von - My Memoirs
Waldeyer - Hartz, H von - Admiral Von Hipper
Wilson, H W - Battleships in Action
Wollard, C L - Wollard's Naval Strategy - Vol 1 - Exterior Ballistics

Young, F - With Beatty in the North Sea

Notes On Sources

Most of the above books are out of print. The Barnett book is still available in paperback and provides the best short account of the battle. Naturally, not all of the sources mentioned above are of equal value in designing a game. A game requires, above all, very technical information. The most valuable sources of technical information were BRASSEY's, which contained numerous technical articles as well as, to a lesser extent, the graphical ship data found in JANE's. Both BRASSEY's and JANE's were British publications and while they were able to provide reasonably good data on British ships, they were incapable of doing the same thing for the German ships. Thus the most valuable German source is DIE DEUTSCHEN KRIEGSSCHIFFE, which went into even greater technical detail than JANE's. Much additional, and invaluable, technical information came from the TRANSACTIONS and the PROCEEDINGS. KRIEG ZUR SEE provided us with a wealth of tabulated data, particularly a record of German signal transmissions to complement the British ones (also included there in German) found only in a much more rare publication. The Marder books provide a valuable, up to date and comprehensive analysis of British naval policy and operational procedures. The Jellicoe books also go far to complement Marder's works. For the German side one must turn to the Scheer, Tripitz, Waldeyer and Hase books. In a class by themselves are the Parks books which, despite their lack of thoroughness in the German manner, are quite complete.

The bulk of the research was done at the Columbia University Libraries, the Main Research Library (42nd St) of the New York City Public Library, and the Library of Congress.

In conclusion we have outlined an optional set of victory conditions designed specifically to enhance the enjoyment of play for the hard-core naval game fanatics. While they are far too lengthy to be added to the official game rules, they do reflect the true historical situation for the battle of Jutland.

Optional Victory Conditions

There are two types of victory: MILITARY, in which one side achieves a decisive, far reaching success over the other, and PROPAGANDA, in which one side achieves an indecisive, yet tangible, success over the other. THE BRITISH WIN if they get their unsunk (through enemy action) DD's back to a BASE (A17, D13, K9, V5, CG2 or DD1) within their 69 hour time limit and fulfill one of the following conditions:

MILITARY VICTORY - Obtain a 3 to 1 ratio in capital ships (BB & BC) over the Germans.

PROPAGANDA VICTORY: A - They have forced all German capital ships back to port (BB16) without losing more capital ships than lost by the Germans. This must be done within 30 hours of the Germans being "spotted". German ships are considered forced back to port when they return with the British in pursuit and capable of putting at least one division of BB's or BC's in either AA15, Z16 or
THE GENERAL

Z17 for one hour. (BB16 includes entire German minefield area)-OR-B-They are able to maintain at least one division of BB's or BC's in either BB16, Z16, or Z17 for six consecutive hours after having been drawn out of their bases by the appearance of the Germans off the coast. THIS CONDITION DOES NOT APPLY WHEN USING THE BRITISH SWEEP.

THE GERMANS WIN if they get their unsunk DD's back to base (BB16) within the 54 hour timelimith and fulfill one of the following conditions.

MILITARY VICTORY: They obtain a 1 to 1 ratio in capital ships (BB & BC) with the British.

PROPAGANDA VICTORY: A-The British fail to force all German capital ships (which were at sea when the Germans were spotted) back to BB16 within 30 hours of the German's appearance. -OR-B-AA 15, Z16 and Z17 are cleared of British capital ships before they have been able to remain there for six continuous hours. (British must have been there two continuous hours to begin with.)

NOTE: IF both sides should fulfill a condition of victory, the winner is the side which sinks the larger number of capital ships (BB & BC).

A DRAW occurs when:

A-One side has achieved a victory while the other has sunk more capital ships. B-Neither side fulfills a victory condition.

SEARCH ESCAPE-Ship going into the Skagerrak are only escaping temporarily. In order to conform to any of the above conditions they must eventually return to the above named bases.

Inventor's Nightmare

by S/Sgt Louis Zocchi

AH Note: There is more to designing a game than simply purchasing box sheets from Avalon Hill. Considerable thought must also be given to marketing philosophy and, most important, a title for the game. The following recounts the problems in the life of a typical game designer who could be your next door neighbor--we take you now to a small, fictional rural area of a typical American city...

Many years ago, I designed and sold a game called "M". Each player received a small printing press and plates. The plates enabled each player to print up some play money and the object of the game was to print up more money than any of the other players. The game was selling fairly well when the Treasury Department happened to notice that their money bore a remarkable similarity to mine. They took the very narrow view that I had copied their design. Actually, I believe the reverse was true. Anyway, I complied with their request that I stop selling "M".

I still had a large number of printing presses left and decided that I could redesign "M" to the point where it would no longer be recognizable, while still using some of the left over components. That is how I came to design "M.O." The object of this game was the same as "M" but now each player was printing Money Orders. I wanted to keep the game as realistic as possible, so my money order plates closely resembled those used by the Post Office Department. Instead of being flattered by my efforts to emulate their product, they considered it an affront to their monetary ventures and threatened to put me in Jail unless I stopped at once.

I decided to redesign the game and use up the remaining printing presses for a new game which I called "M.O.N." This game dealt with the stock market. Each player Manufactured Official Negotiables. Unfortunately, before I had a chance to get rid of all the games I had made, the Securities Exchange Commission got wind of my efforts. This batch of wild eyed bigots took the same hard line as the Postal and Treasury Officials and forced me to stop production.

That is when I invented "MONO". Mono was designed to be played by only one person hence the name, mono, meaning one. Unfortunately mono is also the number of copies I managed to sell. When I realized that the game wasn't doing too well I re-designed it so that it could be played by one or two players and changed the name to "MONOP" which tried to tell the buyer by its name that it could be played solitaire or with an opponent. Evidently, the buying public never understood the title because few games were sold.

My next invention was a Mobile Noc-turnal Pouch game which I called "MONO-PO". Each pouch contained tools sturdy enough to permit the player to open even the strongest safe in total darkness regardless of the inaccessibility of the safe. This time the local law enforcement agencies forced me to discontinue the sale of my game. Too bad, too, it was my best seller. My next game was called "MONO P.O.L." because it dealt with the Monopolistic Procurement Of Land. You'll find this hard to believe, but just before I went into production, another game company came out with a real estate game which was almost identical to mine. (They called it Monopoly)! I decided to wait and see how well their game sold before I offered mine for market. For the past 30 years they have done very well. If they continue to do as well in the next 30 years, I'll take a chance and bring mine out, so watch for it.

Ad Campaign Winners

The "Do-it-Yourself" ad campaign, kicked off in the July-August issue of this magazine, met with a flood of subscriber entries. The entries were judged in three areas: 1) imagination, 2) layout, and 3) product-sell copy. The award committee was disappointed in that no entry met the high-standards for all three categories. It was significant that many subscribers chose to emulate the approach of Avalon Hill's current advertising. In itself, this was an endorsement of our advertising approach and tantamount to a pat on the old advertising back.

Nonetheless, many entries qualified for at least one of the three. Outstanding entrants included:


Layout: Joel S. Davis, Pittsburgh, Penna; Mark Dumdei; Bill Stone, Fredericksburg, Virginia.

Product-Sell: Jay Rockstroh, Baltimore, Md; Richard Mooney, Austin, Texas; Michael Barnhart, Hanover, Penna.; Kenneth L. Benton.

Our thanks also to the many near-winners whose participation in the contest helped spark a new, imaginative approach into upcoming ad plans for the promotion of adult games to the public. And to the above winners, appropriate gift certificates have been sent along with a grateful, "job-well-done." See you in our next contest...
"Blitzkrieg is too complicated for two players." "Blitz by mail would take too long." I've heard these statements many times, but neither of them are necessarily true. I've developed a system which assists a player in being much aware of all the Blitz variables, whether playing in person or by mail.

The most important point is to have a thorough understanding of all the latest AH rules. It is beneficial to have all related rules together. To accomplish this, type each topic of the rules on a separate sheet then add the appendix and the questions & answers from the General to the appropriate pages.

The next step is to have all the charts and playing pieces readily available. A 'charts board' solves the problem of flipping pages each time a different chart is needed. The board is made by photo-copying pages 6, 8, 10, 11, and 12. Next clip out the charts and place all of them on one 8 1/2 x 11 inch sheet which is then photo-copied.

The playing pieces are stored in two plastic boxes. The boxes should have 18 compartments each. Label the compartments as in figure 1.

To assist in computations of combat factors (CF) vs supply factors prepare a supply chart on an 8 1/2 x 11 inch sheet. (See fig. 2) The supply chart indicates the maximum available CF and their supply requirements. To get exact figures subtract the eliminated units CF from the totals for that turn. Note: FTR units are not added to the offensive totals, but are included in supply. BRKTH units are computed at their defense factor for supply purposes. Reinforcements are assumed to be air force units. They are not added to the offensive total because they might be FTRs.

All mathematical data can be expressed as covering three areas. These are: combat factors, strategic location, and supply. An operations chart can be made covering these and other areas of importance. (See fig. 3). The chart is mounted on masonite and covered with plexiglass. Size 8 1/2 x 14 1/2 inches.

Section I indicates comparative attack factors for all units and the total factors on the board. (BRKTH are included in the Armored column. FTRs are not included in the total due to their non-offensive nature.)

Section II indicates CF in strategic locations. This is highly important due to the extensive time-distance factor in Blitzkrieg.

Section III indicates available supply factors. The total needed is computed in the following manner:

\[ S = (A - B) \cdot (C - D) \]

or

\[ S = (A \cdot C) - (B \cdot D) \]

\[ S = \text{total supply factors needed} \]

\[ A = \text{total attack factors on board (less FTRs)} \]

\[ B = \text{total offense factors} \]

\[ C = \text{supply factors on board} \]

\[ D = \text{supply factors eliminated} \]

\[ S = \text{total supply factors needed} \]

\[ A \cdot C = \text{total attack factors on board} \]

\[ B \cdot D = \text{total offense factors} \]

\[ S \cdot \text{total supply factors needed} \]

\[ A \cdot C \cdot D = \text{total attack factors on board} \]

\[ B \cdot D \cdot S = \text{total offense factors} \]

\[ S \cdot A \cdot C = \text{total supply factors needed} \]

\[ B \cdot D \cdot S = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]

\[ B \cdot D \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C = \text{total offense factors} \]

\[ S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D \cdot B \cdot S \cdot A \cdot C \cdot D = \text{total supply factors needed} \]
THE GENERAL

B = Aircraft factors on board (FTRs included)
C = attack factors in desert
D = total defense factors of BRKTH on board

Once these simple equations are understood their use will become almost automatic.

Section IV is a check list to avoid a catastrophe due to your overlooking some detail. Each box must be considered for your opponent's army as well as your own. I recommend filling in all data at the end of your opponent's turn. Any changes occurring during your turn or your opponent's next turn are entered in small digits in the corner of the appropriate box.

Even though it is assumed that the tactical potential of each army is obvious to both players, I use Neuchess pawns to mark areas to be attacked or defended, and nuclear squares. These pawns are placed and removed during my turn.

When playing by mail we find that AH has prepared a 'charts board' and that we have an opportunity to use Neuchess pawns, map flags, and wax pencils for noting important positions. After several modifications my system finally looks like this.

The Blitz board has a plexiglass sheet over it. Both the board and the plastic cover are mounted on a light wood base. All play is as usual. However, the special markers can be used for: location and range of aircraft, areas to be attacked, location of strategic defense units, turn-by-turn movement of specific units or groups, maximum range of specific units, invaded beaches, etc.

The particular choice of marker for any specific notation is up to you. I use the pawns for noting enemy aircraft location and defense units of both armies. The map-flags are used for enemy reinforcement units, my BRKTH units, and my attack groups. The wax pencils indicate the movement and strength (CF) of enemy groups, the projected advances of my army, and beaches invaded by each player.

Remember that all the materials mentioned are only 'aids' for your command decisions. Don't make the mistake of allowing them to dictate a decision. The system described herein has always been used to supplement a written operational plan. I've won every game of Blitz-by-mail in which I've used the system. It would be challenging to play an individual or club which also utilized this or a similar system.

For more details or comments please write: Ted Pittman, 2-10 27th Ave., Astoria, New York 11102.

Vary
Your Play

By M. W. Leach

In past issues, the General has published many "perfect plans." These are usually given for the defense in D-Day or Stalingrad, but there is scarcely one side in any A.H. game for which a "best strategy" has not been claimed. Such plans, however, further a rigid style of play that can only have unfortunate results, and ignore entirely variables due to individual opponents. This is particularly important because most wargamers meet on at least a semi-regular basis: the play-by-mail contest with a total stranger is the exception rather than the rule.

For example, I have one friend who is a religious devotee of the German General Staff. In every game of Stalingrad, he uses a plan like "Moscow at 3 to 1" (July '66 General). If the area north of the Pripet Marshes is heavily defended, his attitude is "so much the better," i.e., more Russian units can be eliminated early. After he loses (he always does, even though we use automatic victory rule), he is too concerned over finding the tactical turning points to realize that his failure was not in execution but in design. With the knowledge that he will strike for Moscow, I can leave my South and Southwestern Fronts weaker than an ordinary "perfect plan" would dictate, and mass my main force on the Neumas.

Being alert to certain eccentricities of an opponent can be most advantageous. As the German in D-Day, you may recall that an Allied player favors a particular invasion area. If so, you can rearrange a few units in your defense, leaving that beach looking fairly weak, but having enough armor within 1 turn to offer excellent prospects of crushing the invasion in the first week.

Likewise, you can turn a computerized opponent's "perfect" placement into a disaster for him. Every defense has its weaker points, and a period of study and experimentation the day before a game should locate them. If you are also acquainted, from past experience, with his plans for withdrawal after the first turn, you have greatly increased your chances of winning. The study of your opponent's methods and the adjustment of your own offense or defense accordingly can be a decisive factor.

WARNING: Do not go overboard by, for instance, leaving the Prutt River line with a skeleton force to oppose the General Staff advocate mentioned above. There is a first time for everything, and if he decides to attack there, the
PBM Hidden Movement via Cryptogram

By Albert J. Macek

Both Capt. Mike Frankwics and Boyd Benson in their articles in recent issues have pointed out that introducing hidden movement into more Avalon Hill games, especially games by mail, would enhance the realism and enjoyability of these games. In the January-February issue of THE GENERAL Boyd Benson and Lee Trowbridge in separate articles described methods for handling hidden movement in a PBM game. Both writers emphasized that the chief drawback of their systems was the requirement for honest opponents.

The best PBM system for hidden movement would be one that could be used between enemies in a grudge match for high stakes. Such a system would have to meet two requirements:
1. The player sending a move commits himself irrevocably to a given move.
2. The player receiving the move cannot find out what the move is until his opponent tells him.

In the January-February issue, Lee Trowbridge’s method met the first criterion but failed to meet the second; Boyd Benson’s technique met the second standard, but not the first.

This series of articles describes a method of hidden moves which meets both of the conditions stated above.

THE BASIC IDEA: CRYPTOGRAF

The heart of the procedure is a simple cryptogram. A player will send the location of his hidden units in cipher. For example, his opponent receives the news that the location of the first infantry unit is “LABI”. Later the receiver would also get the information that the key word for the first infantry’s movements has been “blacksmith”. “Blacksmith” is a ten letter word with no repeats. The following display illustrates the use of a key word.

BLACKSMITH
1 2 3 4 5 6 7 8 9 0

By performing the substitution implied above, the recipient can convert LABI to 2318. Now if the game in question uses numerical coordinates, as does TACTICS II, then the interpretation is that the first infantry is on square 23, 18. If the game uses alphabetical and numerical coordinates, as does GUADALCANAL, the interpretation is that the first infantry is on space W-18. The conversion from "23" to "W" is a straightforward conversion from number to corresponding letter in alphabetical order.

LEADING ZEROS

The first thing to consider in applying this idea to Avalon Hill games is the question of format. On the assumption that no game has more than 99 spaces in one direction, the largest number required to describe a space would be four digits long (for example, 9999). The first rule we would make for writing locations is that the smallest number should also take a total of four digits. This prevents the number of digits from being a clue to a unit’s location. Thus the coordinate 1, 1 would be thought of as 01, 01. If the first two digits are always understood to refer to one direction and the second two are always understood to refer to the second direction, there is no need for a comma in the format.

ALPHABETICAL COORDINATES

Most Avalon Hill games use letters and numbers as coordinates. This can be accommodated, as seen before, by converting letters to numbers. A is 1, B is 2, Z is 26, AA is 27, BB is 28; ZZ is 52, and AAA is 53. The first two numbers will be understood to refer to

THE GENERAL

Burn Those Bridges

By Richard C. Giberson

An aspect of war that has not yet been incorporated in AH’s land battle games is the destruction of bridges (i.e., those squares where roads cross rivers). While it is true that the delays caused by bridge destruction in modern warfare are relatively slight—it was not always so. In fact as recently as the Battle of the Bulge we find the German timetable quite concerned with getting across certain bridges. The following rules are proposed with Bulge primarily in mind; however, extension to other games is obvious.

1. Any unit may destroy a bridge by passing over the bridge in question. Limitations: No bridges can be destroyed that are within two squares of an enemy unit.
2. A destroyed bridge square is treated as a normal river square until the bridge is rebuilt. Thus the road in question cannot be used for supply.
3. A bridge is rebuilt by occupying the bridge square for three (3) turns. Only armor reserve (American) and panzer grenadier (German) can be used to rebuild bridges.
4. Bridge squares, that are also city squares, cannot be destroyed. This should give the German Bulge player a little challenge if the American remembers to “burn his bridges behind him.”

Comments (plains) to Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.
How to Capture Antwerp Without Really Trying

by John Edward Lindros

Many authors have successfully isolated the essence of German tactics with relation to wargaming. Schwerpunkt, aufrollen, all have become common terms in recent articles. However, all these articles have one flaw in common. The fact is that every German offensive used these tactics only after a meticulously planned opening operation designed to accentuate enemy weaknesses and exaggerate German strengths. Battle of the Bulge, with all tournament and optional rules except one way traffic and weather, provides the best opportunity of all the games for putting a high level of planning into the opening.

In planning the offense terrain, disposition of enemy troops, and movement-after-combat rules must be considered. On terrain, it is obvious that four axes of advance exist; the St. Vith to Vielsalm road, the St. Vith to Houffalize road, the Clervaux-Willz to Bastogne roads and the Diekirch to Mertelange road. All must be exploited to the maximum. Considering enemy dispositions, two American weaknesses are apparent; there is only one unsurroundable Ami unit between Eielsenborn and Clervaux, the 106/424. Second, lateral movement can be prevented by attacking and blocking units on the flanks, and by interdicting the traverse roads. Concerning movement-after-combat rules, proper German dispositions and moderate luck allow the Eielsenborn to St. Vith road and the Clervaux to Bastogne road to be interdicted and/or occupied. Finally, the rules limit us to ten attacks.

The German opening move is as follows:

167/Div--VV30
2/Pz/17--Vianden
3/AB/Div--0026
340/Div--PP26
2/Pz/7, 8--0022
26/Div--UU11
79/153--SS15
18/36--UU11
560/915--SS88
62/124--TT9
532/Div--UU30
116/PZ/406--Vianden

The battles should be rolled as follows; attack 4/12 and 4/16 at 1-2, and attack 4/8 at 2-1. 9/CCR is attacked at 6-1. 28/109 is hit at 6-1. Here the advance is most important. If the results are "attacker advance 4" or "3", retreat the 28/109 into Clervaux, and advance the Lehr Division to L127 or MM47. This is legal, since Clervaux has no zone of control, and can be advanced next to. The 150th Brigade column is in excellent position for a good advance on the second turn. The 116 Pz./312 cuts the lateral road, and can surround St. Vith on the second turn. Attack the 106/422 at 3-1, and don't advance if you win. NEXT, attack the 14th Arm. Cav. with the 9SS Panzer Grenadiers at 1-2. If you are retreated, point out to your trembling opponent that he must retreat you to the nearest road square, SS11, and head to Eielsenborn at the RR12 junction. Note how the fact that a fortress doesn't have a zone of control is again a great help. If you have destroyed the unit, don't exactly cry over it. NOW attack the 106/423 at 2-1. The 62/123 prevents it from escaping no matter what happens. Finally, attack the 99/393 and the 99/395 at 1-2, the 99/361 at 5-1, and the 2/38 and the 2/23 at 1-3. Retreat the 99/361 toward Monschau, and occupy its position with the 1st SS Panzer Division. Now look at the situation. Part, perhaps all of the 4th Div. is engaged, and the road probably cut. 9/CCR has an excellent chance of elimination. You have a 1/3 chance to be behind the Ami lines at Clervaux, with pressure on the St. Vith-Houffalize and Vielsalm roads. The 106th Div. is effectively 2/3rd eliminated. The 14th Arm. Cav. is isolated or destroyed.
Part, perhaps all of the 99th Div., and all of the 2nd Division are trapped. You will find that the American will often be unable to spare a unit to build a fortress in Bastogne, and capture by the 4th turn will not be uncommon. Now you can begin your aurolled and deep flanking maneuver, and with a little luck, can present the Fuehrer with his Christmas Present. All comments should be sent to me at 37 Ford Ave., Fords, N.J. 08863.

Speedy Stalingrad

By Michael Whinihan and Larry Hunt

We are going to introduce here a concept, a technique for analyzing battles, which we call 'armored factors'. We are going to apply this concept strictly to Stalingrad in this article, but the method can be applied equally well in other Avalon Hill war games, for example Bulge.

As we all well know, the basis of the German army is the infantry, the 4-4-4's. Besides these, he has several lighter units, the Finns, Roumanians, etc., and eighteen heavier units. These heavier units are the eight 5-5-4's, and the ten heavy armor units, the four 6-6-6's, the two 7-7-6's and the four 8-8-6's. It is these heavier units that do most of the work in attacks, and which we will be concerned with in this article.

We have noticed in in-person games that the beginner, and even the experienced player, takes much too long to analyze his German moves. This is mainly caused by his inability to swiftly calculate the division of his armor in his attacks. We attempt here to show a method by which any German can quickly analyze his attacks by using the concept we have labeled 'armored factors'.

We assign to each unit a certain number of armored factors, according to its attack strength, just as it has assigned to it an attack factor. This number is determined by subtracting four from the attack factor of the unit. Thus a 5-5-4 has one armored factor, a 5-6-6 has two, etc. How does this help us? You ask.

Well, by using the following procedure we can analyze a battle much more quickly. First we calculate how many factors are needed to form the attack. Then we determine the number of extra factors which would be needed if we were to form the attack entirely with 4's. This number of extra factors is the number of armored factors needed to form the attack, and all we need do is add units in the attack whose combined armored factors totals the number previously arrived at.

Let us examine a simple battle analyzed by means of armored factors. Assume that your opponent has been foolish enough to leave two 5-7-4's in 5-18. Since we have three squares from which to attack this combination, we are able to use nine units. But one of these units must sacrifice to one of the sevens. So we can use only eight units to attack the other seven. To get a three-to-one against it, we need 42 factors. (It is doubled across the river.) If we were to use only 4's in the attack, that would be only 32 factors. So we need an additional 10 factors; that is, we need units totaling 10 armored factors. So in place of all fours, we use, perhaps, two 8-8-6's and a 6-6-6, which together total 10 armored factors. Then to finish out the battle, we fill in the other six units by 4's. (These ten armored factors could just as easily have been a 7-7-6 and seven 5-5-4's or any other combination of units totaling 10 armored factors as long as the remaining space was filled with 4's).

If the above method is learned and applied to a few attacks, it soon becomes obvious that time is saved and the difficulty of analyzing an attack is much lessened when armored factors are used. At the outset it may seem an unnecessary complication, but a little practice in the use of this technique, shows just how worthwhile the initial difficulty is. Send comments to Mike Whinihan and Larry Hunt, Winthrop H31, Cambridge, Mass. 02138.

Blitzkrieg For the Really Depraved

by Eric Shimer

Among the optional rules in BLITZKRIEG is provision for nuclear war, but, surprisingly, there is no mention of the other two elements of contemporary total war, chemical and bacteriological warfare. If a country will use atomic weapons, considered the ultimate in destruction, will it hesitate to use CW or BW? I doubt it. So, for the more depraved AH players, or those who just disregard the Geneva Convention, I offer the following rules to bring CW and BW into play.

Chemical Warfare

1. Each side may attack one space per turn with poison gas. CW attacks may not be accumulated.
2. The attack may be made by any one factor of either BRKTH, TAC or MDM.
3. During an effective gas attack (roll 1-3 on CW chart) any defending units lose 2 BTAs from their movement factors for one complete turn. 4. Replacements and reinforcements may not be brought into play in cities suffering from the effects of gas attack.
5. Gas attacks may be made strategically. Retreats through an effectively attacked space cost one factor from each retreated unit.
6. Strategic attack also applies to cities and troops in cities. Ungarrisoned cities under gas attack suffer damage according to the CW city attack chart. The roll for troop attrition also applies to garrisoned-city supply reduction.

Bacteriological Warfare

1. Each army may make one BW attack per turn. BW attacks may not be accumulated.
2. Any one factor of TAC, MDM, or SAC may deliver a BW attack.
3. Units passing through contaminated units or coming into contact with contaminated units roll the die for the BW table to determine their fate. The effects of contagion last for 2 complete turns.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect on Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Defender loses 1/2 of factors; remaining units lose 2 BTA for 1 turn.</td>
</tr>
<tr>
<td>2</td>
<td>Defender loses 1/4 of factors; remaining units lose 2 BTA for 1 turn.</td>
</tr>
<tr>
<td>3</td>
<td>Defender loses 2 of factors; remaining units lose 1 BTA for 1 turn.</td>
</tr>
<tr>
<td>4</td>
<td>Defender loses 1.</td>
</tr>
<tr>
<td>5-6</td>
<td>No effect.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect on Cities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Supply capacity reduced by 4 for 4 turns.</td>
</tr>
<tr>
<td>2</td>
<td>Supply capacity reduced by 3 for 3 turns.</td>
</tr>
<tr>
<td>3</td>
<td>Supply capacity reduced by 2 for 2 turns.</td>
</tr>
<tr>
<td>5-6</td>
<td>No effect.</td>
</tr>
</tbody>
</table>
4. Units in spaces adjacent to the unit(s) attacked by BW, at the time of the strike roll the die on the BW table to determine their status only if they first roll a 1-3. If the preliminary roll is 4-6, the adjacent units may move out of danger during their turns.

5. BW attack on cities and/or garrisons is similar to that for CW.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect on Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>1*</td>
<td>Def. loses 3/4 factors; remainder immobile &amp; cannot attack until contagion gone.</td>
</tr>
<tr>
<td>2*</td>
<td>Def. loses 1/2 factors; remainder immobile &amp; cannot attack until contagion gone.</td>
</tr>
<tr>
<td>3*</td>
<td>Def. loses 1 factor; remainder reduced 1/2 BTAs for 2 turns &amp; can attack.</td>
</tr>
<tr>
<td>4*</td>
<td>Def. loses 1 factor; no contagion.</td>
</tr>
<tr>
<td>5</td>
<td>Def. loses 1 factor; no contagion.</td>
</tr>
</tbody>
</table>

*Contagious disease; affects last 2 turns.

**Effect of contagion lasts until supply capacity fully restored.

CW and BW attacks may be made concurrently with either strategic or nuclear bombing. In this case the attacker secretly records which units are making which kind of attack; the defender intercepts, and surviving attackers close for their attacks.

Gettysburg Expanded

by Geoff Burkman

People have complained about Gettysburg. "Too simple", they say. "Not enough units", they yell, "and we want more complexity." The easiest way is to break down the various divisions and brigades even further... all the way to companies! Here is the Confederate organization:

**First Corps:**
- McLaw's Div.:
  - Kershaw: 2, 3, 7, 8, 15 SC; 3 SC Brn
  - Semmes: 10, 50, 51, 53 Ga
  - Barksdale: 13, 17, 18, 21 Miss
  - Wofford: 16, 18, 24 Ga; Cobb's Legion; Philip's Leg.
- Pickett's Div.:
  - Garnett: 8, 15, 18, 28, 56 Va
  - Armistead: 9, 14, 18, 53, 57 Va
  - Kemper: 1, 3, 7, 11, 24 Va
- Hood's Div.:
  - Law: 4, 15, 44, 47, 48 Ala
  - Anderson: 7, 8, 9, 11, 59 Ga
  - Robertson: 3 Ark; 1, 4, 5 Tex
  - Benning: 2, 15, 17, 20 Ga

**Second Corps:**
- Early's Div.:
  - Hay: 5, 6, 7, 8, 9 La
  - Hoke: 6, 5, 57 NC
  - W. Smith: 31, 49, 52 Va
  - Gordon: 13, 26, 31, 38, 60, 61 Ga
- Johnson's Div.:
  - Steuart: 1 Md Brn; 1, 3 NC; 10, 23, 37 Va
  - Nicholls: 1, 2, 10, 14, 15 La
  - Stonewall: 2, 4, 5, 27, 33 Va
  - Jones: 21, 25, 42, 44, 48, 50 Va

**Union Organization:**

**First Corps:**
- Wadsworth's Division:
  - Meredith-19 Ind; 24 Mich; 2, 6, 7 Wis
  - Cutler-7 Ind: 76, 84, 95, 147 NY, 56 Pa

**Second Corps:**
- Caldwell's Division:
  - Cross-SNH: 61 NY; 81, 148 Pa
  - Kelly-28 Mass; 63, 69, 88 NY; 116 Pa
  - Zook-52, 57, 66 NY; 140 Pa
  - Brooke-27 Conn; 2 Del; 64 NY, 53, 145 Pa

**Third Corps:**
- Birney's Division:
  - Graham-57, 63, 68, 105, 114, 141 Pa
  - Ward-20 Ind: 3, 4 Me; 86, 124 NY; 99 Pa; 1, 2 US SS

**Hays' Division:**
- Carroll-14 Ind; 4, 8 Ohio; 7 Va
- Smyth-14 Conn; 1 Del; 12 NJ; 10, 108 NY
- Willard-11, 39, 125, 126 NY

**Fourth Corps:**
- Birney's Division:
  - Graham-57, 63, 68, 105, 114, 141 Pa
  - Ward-20 Ind: 3, 4 Me; 86, 124 NY; 99 Pa; 1, 2 US SS

**Fifth Corps:**
- Birney's Division:
  - Graham-57, 63, 68, 105, 114, 141 Pa
  - Ward-20 Ind: 3, 4 Me; 86, 124 NY; 99 Pa; 1, 2 US SS

**Ayres' Division:**
- Day-3, 4, 6, 12, 14 US
  - Burbank-2, 7, 10, 11, 17 US
  - Weed-140, 146 NY; 91, 155 Pa

**Crawford's Division:**
- McCandless-1, 2, 6, 13 Pa Res
  - Fisher-5, 9, 10, 11, 12 Pa Res

**Sixth Corps:**
- Wright's Division:
  - Torbert-1, 2, 8, 15 NJ
  - Bartlett-9 Me; 121 NY; 95, 96 Pa
  - Russell-6 Me; 49, 119 Pa; 5 Wis

**Howe's Division:**
- Grant-2, 3, 4, 5, 6 VT
  - Neill-7 Me; 33, 43, 49, 77 NY; 61 Pa

**Newton's Division:**
- Shaler-65, 67, 122 NY; 23, 82 Pa
  - Eustis-7, 10, 37 Mass; 2 RI
  - Wheaton-62 NY; 93, 98, 102, 139 Pa

(Continued on Page 14)
Winners—Contest #21

Coming closest to throwing up perfect defenses against the calls of Quarterback Johnny Delights were the following subscribers:

1. David Bush, Wellsville, Ohio.
2. Lois Buhler, Harrison, New York.
3. Tim Fuchs, Toledo, Ohio.
5. Eric C. Erickson, Lancaster, California.
7. David Swingle, Santa Ana, California.
8. Read Boles, St. Louis, Missouri.
10. Antonio Leal, Washington, D.C.

A free Avalon Hill game has been sent to each of these winners.

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¢ 25¢
SAVE THIS COUPON
GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS
NOV-DEC 1967

OPPONENTS WANTED ADVERTISEMENT

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

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
</tr>
<tr>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>20</td>
<td>21</td>
</tr>
<tr>
<td>22</td>
<td>23</td>
<td>24</td>
<td>25</td>
<td>26</td>
<td>27</td>
<td>28</td>
</tr>
<tr>
<td>29</td>
<td>30</td>
<td>31</td>
<td>32</td>
<td>33</td>
<td>34</td>
<td>35</td>
</tr>
</tbody>
</table>

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. 22

From out of the past we salute history's great military units. We have listed a random sampling of regiments, brigades, divisions, etc., for you to place in their proper historical setting. Beside each unit in Group (A) simply write the name of the game to which they belong. Under each unit in Group (B) complete the missing information that is printed on the matching die-cut troop counter. For example; under 201st Armored Brigade you would write in "2", which is the number missing representing its combat factor as found in Blizkrieg.

Ten contestants who submit perfect, or near perfect, ENTRY blanks will be awarded free Avalon Hill games of their choice. Entries must be postmarked no later than December 10, 1967. Entrants may submit copies or photostats—one to a subscriber, only.

Vote for Best 3 Articles

All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results, but entries not containing this information will be voided.

GROUP (A)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>13</td>
<td>4-4</td>
<td>4-4</td>
<td>4-4</td>
<td>5-5-4</td>
<td>1-2</td>
</tr>
</tbody>
</table>

GROUP (B)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>6-6</td>
<td>4-2</td>
<td>6-6</td>
<td>8-2</td>
<td>8-2</td>
<td>0-6</td>
<td>0-6</td>
</tr>
</tbody>
</table>

Headlines of 3 Best Articles:

---

Name
Address
City
State
Prize
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 been listed, drop us his name and address so that we may include him in the next issue.

- Chicago, Illinois 60601
- Knickerbocker & Brearley's Inc.
- 24 South Wabash Avenue
- Chicago, Illinois
- Marshall Field & Co.
- 114 N. State Street
- Chicago, Illinois 60601
- Museum of Science and Industry
- 3515 South Lake Shore Avenue
- Chicago, Illinois
- Root & Brearley
- 7720 Sherman
- Evanston, Illinois
- Marshall Field & Co.
- 7705 Sherman
- Evanston, Illinois
- Harry Molsby
- 64 East Van Buren
- Chicago, Illinois
- Chandler's Book and Stationery Store
- 439 East Van Buren
- Chicago, Illinois
- Chicago Motor Car Sales
- 25822 Madison Street
- Glen Ellyn, Illinois
- Harry's Toy
- 3655 N. Lincoln Avenue
- Chicago, Illinois
- Le Cibo Gugno's Aligre Inc.
- 110 W. Madison
- Montreal, Quebec
- Carson Pirie Scott & Co.
- 128 S. W. Adams Street
- Chicago, Illinois
- Forest Leaverson's
- 222 Linden Avenue
- Highland Park, Illinois
- U.S. Rev & Company
- 312 E. Ohio Street
- Chicago, Illinois
- Barnett's
- 2210 W. Wisconsin Avenue
- Milwaukee, Wisconsin
- S. & A. B. & Company
- 3250 N. Wisconsin Avenue
- Chicago, Illinois
- K список содержит все известные нам крупные продавцы игр Avalon Hill.

Club Registration

All clubs are urged to register with Avalon Hill. A complete roster will be published in the next issue with supplemental listings added in each subsequent edition. However, it is recommended to register as early as possible. The only absolute requirement is the listing of names and addresses of all club officers and the affidavit that there are at least 5 persons with membership in the said club.

Club Name

Mailing Address

Officers' Names

We play: ☐ face-to-face, only ☐ BDM, only ☐ Both

Membership dues (if any): ☐ 0 

Age Limitations: ☐ 18

We: ☐ are ☐ are not accepting new members.

We: ☐ conduct ☐ do not conduct tournaments between other clubs.

We publish a newsletter/ magazine entitled

for $ published every

We: ☐ would ☐ would not be interested in traveling to attend a gaming conference.

We feel that our club offers the benefits of:

[50 words or less]

AFFIDAVIT: Current membership is new persons.

[An officer's signature]

PAGE 14

Morale in Waterloo

by Jim Arnold

French troops are retreating across a river in central Europe, hard pressed by Russian cavalry. They are conducting an orderly retreat. Suddenly firing breaks out on the left flank; a detachment of grenadiers flees before the officer of the guard assigned the destruction of the bridge. He panics and abandons the bridge, while it was still loaded with French cavalry, infantry and guns. The line of retreat is severed and the retreat becomes a rout.

The above is an example of how morale can affect the outcome of a battle. In the rules and tables below an attempt has been made to recreate this factor. If an attacking force is repulsed or a defender is forced back, that unit
must roll to see if its morale is impaired and if it can rally.

Inf. vs Inf. to rally 4, 5, 6
Art. vs Inf. to rally 3, 4, 5, 6
Art. vs Art., Cav. to rally 4, 5, 6
Inf. vs others to rally 4, 5, 6
Cav. vs others to rally 5, 6

Cavalry attacks relied heavily upon shock value in the Napoleonic wars; this is reflected in the table. Horses, when panicked, are of course very difficult to rally. The table includes soak off attacks.

If the units fails to rally, it continues to retreat two squares per turn toward the rear. (Unless this would mean that units elimination, in which case it retreats to an opening.)

In attacks by combined arms use table most difficult to rally with.

Optional Rules If Desired

1) to reflect gds, higher morale add one to their die roll.

2) HQs also add one to roll if move along with unit.

3) After troop is rallied it must remain stationary for one turn.

4) Since exchanges usually result in a blood bath, a special table is used for all remaining troops involved.

First Roll 1 or 2 - shaken 3-6 - no effect if shaken again.

Second Roll 1 or 2 - retreat two sqs. 3 or 4 - retreat one sq. 5 or 6 - unit remains steady

5) If a panicked unit retreats through or next to another -unit, the other unit must also roll for morale (using above table).

This table allows such new and realistic situations as cavalry cutting down fleeing infantry, a seemingly iron defense broken down by spreading panic and hopefully it has recreated that unpredictable thing called morale.

Any questions, comments or criticisms, please direct to: Jim Arnold, 113 Chemin De Ruth, Cologny, Geneva, Switzerland.

Letters - Yes We Get Letters

"STOP GLORIFYING THE NAZIS"

Dear Sir:

After reading Mr. Mark Weitz's article in the September - October issue of the "General", I have come to the conclusion that he thinks all wargamers are like Hans Kruger. Just because Mr. Kruger glorifies the Nazis in his fairy-tale, this doesn't mean all wargamers worship the Nazis.

I think most wargaming clubs with German titles have these names for the simple reason that they are far more colorful. For instance, if you were forming a club, wouldn't you rather call it the Waffen SS than the Green Berets? The same goes for magazines. The "Panzer" sounds much better than the "Tank!" Mr. Weitz says the Germans could never cope with the resistance movements. The United States isn't finding this type of fighting so simple over in Vietnam, either.

To put it bluntly, Mark Weitz is all mixed up. Ron Salcedo, 78 Charles Street, New Rochelle, New York 10801.

Dear Sirs:

Due to the trash disguised as articles that has recently appeared in your mistake (The General), I do not intend to renew my subscription. Specifically I refer to Hans Kruger's article in the July-August issue...since it is good manners to end on a kind note, I think that Jutland is an excellent game.

Ed Turner, Raleigh, N.C.

EDITOR'S NOTE: Would you believe...that Hans Kruger designed Jutland??

Gentlemen:

...how's about sending me a list of wargamers living in my area.

Darren French, Milwaukee, Wisc.

EDITOR'S NOTE: Sorry, Darren...our files are maintained alphabetically by name, not by geographical location. However, we suggest you scan the opponents wanted section of this issue.

Dear Sirs:

We have a group here in Lima, Peru, that is quickly wearing out over twenty individual Avalon Hill war games. I felt compelled to write you and tell you that your games have a strong and loyal following here in this South American city...James B. Stedman, Peru.

AH NOTE: If ever decide to publish "Insurrection," we'll contact you for first-hand historical data.

The Infiltrator's Report

Goodbye & Hello Department: We bid farewell to "The Panzer," Doug Amis' wargame publication which will be terminated at the close of the year due to the press of college commitments. Just a little over a year old, "The Panzer" made significant contributions to the whole wargame crusade. We welcome "The Herald," a bi-monthly publication by The Herald Publishing & Advertising Company, P.O. Box 295, Kailua, Hawaii 96734. Subject matter of this revitalized edition of the former pub of the same name under the ANZ banner covers a wide variety of subjects. Here, you can read up on "Psychology of Wargaming," an extensive editorial on "The Hippie Movement," and even get weather reports (weather reports?). So send them 30¢ for a sample copy; how badly can you get burned?

A recent Inter Service Wargaming competition has just come to its conclusion. The 698th Security Squadron Wargamers went down in defeat to the Navy's USS SHANGRI-LA team led by Petty Officer Third Class James Long. Long is a member of the Staff, Commander in Chief U.S. Atlantic Fleet in Norfolk, Virginia.

DATELINE: Columbus Day, October 12th - The Pentagon..."Hello, this is the Vice-President of Avalon Hill calling Colonel M.A. Huet in the Pentagon. "Sorry," came a voice at the other end, "today is a holiday and the Pentagon is closed."

"Good Lord," replied AH, "whose watching my country?"...

Once again, "Principles of War," was voted most popular article for which author Myron Brundage has been sent a $5.00 gift certificate. Other authors of articles appearing in the July-August issue who were singled out by subscribers for individual merit were: Mark Saviet for "Midway-Unstereotyped," James J. Stein for "Son of General von-Blunder," Joseph Pollock for "Key to German Victory in Bulge," Terry Thomas for "Red's Megaton Masotery," and Hans Kruger for "Normandy - the Way It Really Happened." Gift certificates have also been sent to these lads; in addition, their articles become eligible for the year-end grand awards. A complete listing of "official" AH clubs will be made in the January-February edition of this magazine...an early printing deadline precluded its appearance in this issue as previously promised. Clubs who have delayed registering are urged to do so now - to be sure of inclusion in this upcoming issue.

THE GENERAL PAGE 15