COVER STORY

To the complete surprise - and astonishment - of the adult game industry, Avalon Hill recently introduced two new all-skill games designed to revolutionize the industry.

No Waiting for Turns

The great hue and cry against sophisticated games has been their slowness of play. Scrabble, for instance, is a classic game and conceivably has been the all-time great game if it wasn’t for the fact that one person plays while the other person waits - and waits - and sometimes falls asleep. Not TUF’abet. Like Scrabble, the object is to form words or word sentences ... the big difference being that there is virtue in playing fast. Here’s why. In both TUF and TUF’abet there is no waiting for turns. All players play at the same time. Each participant plays from his own group of cubes.

Quite simply here is how both TUF and TUF’abet are played. Since most battle game enthusiasts are pseudo-mathematicians (they would have to be, what with all those battle odds to compute) we’ll start with the TUF game’s description first. To start, each player gets 11 cubes containing numbers. On signal, each player “rolls his cubes.” Only the upper face of the cubes can be used to form the equations. Now - everyone playing on their own cubes simultaneously - attempt to be the first to build an equation however simple (we’re kind of partial to the 1 + 1 = 2 equation for speed.)

The first person to form an equation leaps out of his chair and yells, “TUFF!” After declaring his equation TUFF starts the 3 minute Timer (specially imported from West Germany for this purpose) and sits back, peering in disdain at the remaining players who attempt to form an equation longer than TUFF’s while he, himself, mentally thinks up a longer one during this 3-minute interval. During this interval, any player who has formed an equation longer than TUFF’s, leaps up out of his chair and yells, “TUFFFEST.”

A 2-minute Timer is set so that players have an opportunity to build an even longer equation, the player so doing yells “TUFFFEST.” At this point, the 1-minute Timer is set and all players have a final round in which to improve upon their equations to see who can end the round with the longest equation. Sounds simple, what?

Not on your life. It is surprising how difficult the play of TUF can get when you add that exciting element of time - or the lack of it - to a game that already claims a high degree of interplayer competition.

Game Variations are Unlimited

TUF’abet is quite similar to TUF except that in TUF’abet, letter cubes instead of number cubes are included. Further - TUF’abet can be played in most foreign languages providing competitors with an interesting and diverting way to reinforce vocabulary and improve spelling ability.

Variations in TUF - the superlative mathematics game - run the gamut from simply arithmetic equations to those found in the most complex of higher mathematical subjects. Thus, TUF can be played on any sophisticated level desired - and regardless of which level everyone plays at once competing against each other and the clock.

Game masterpieces in the truest sense, TUF and TUF’abet are Avalon Hill’s gift to the adult game market. Packaged in booklet format both games are available - now - for $7.95 each wherever adult games are sold.

The Avalon Hill Philosophy - Part 17

Last issue our Philosophy was prompted from studies prepared by James F. Dunnigan, Research Director-at-Large. Here, we follow up in kind by reprinting comments from Design Director-at-Large, S/Sgt Lou Zocchi. Dunnigan and Zocchi pooled their talents several years ago to design Battle of Britain. This game was published in 1968 by Gamescience Corporation and met with a great deal of enthusiasm among the hard-core battle game fanatics. With Gamescience no longer Gamescience, but an arm of a different name under the Reuwall banner, Battle of Britian games are now rather hard to come by. Put Battle of Britian down as a collector’s item.

In the meantime Zocchi has graced these pages with many interesting pieces from the literary side of his creative talents. One of them is the following which we never got around to publishing until now because it posed questions we didn’t exactly know how to answer.

In a manner borrowed from Philosophy - Part 16 (which elicited encore after encore from the audience) we are reprinting Zocchi’s text in bold face - our comments will be interspersed in italics.

If you’ve been reading every inch of the General faithfully, and who among us doesn’t you might have noticed that the last few contexts were a bit peculiar. Contest No. 25 wasn’t really a contest in the strictest sense of the word, but more like a survey. The survey seemed to be oriented towards discovering more about what the typical fanatic does, where he lives, how many games he owns and which games should be produced in the future. Contest No. 27, like No. 25, solicited our opinions about hoe a particular war game should be designed. Has it crossed your minds yet that there might be plans afoot to design the next game along the lines indicated by the surveys? If they can design a wargame with the best features of all of their best games, they should have their best seller yet!

I hope you noticed that I said IF. It might not be possible to design a game which can encompass all of the features which we think are desirable. I feel that it takes at least a year to design an excellent game. The ideas which you thought would work out don’t always come off right on the playing board once the battle starts. A lot of revising is necessary to bring any game to the point of playability.

If you have tried to invent your own games you know that each venture requires a tremendous amount of work. You might create 4 or 5 games before you get one which seems to work like you envisioned it. Then you might be disappointed to discover that you are the only one who likes what you’ve created.

Zocchi quotes from experience here as the many and various numbers of BB prototypes indicated. BB was originally scheduled to appear in Fall 1967 - but because last minute 2nd thoughts necessitated production alterations, it didn’t get on the market until the Spring of 1968.

Avalon Hill has been trail blazing the Adult game market with many unique ventures. I believe that they were first with a sensible means of resolving combat, first to recognize the value of terrain, first to explore the mass-movement of pieces concept and first with many other innovations which we now take for granted.
Today's young adults - that's who. To them, Guadalcanal meant nothing. No glamour, no hero figures, no little appeal. And since it is the young adults who purchase these games in gross numbers, put "no sales" to the above list.

I'd like A.H. to tell us about the games which were tried, but not produced because they couldn't meet the usual A.H. requirements for quality, playability and accuracy.

I have tested at least two of their games which never saw production. In one case, the game did not appeal to me personally and I felt that it was probably wise of the company to forget it. In another case, I thought the game had outstanding merit and was deeply puzzled when it was not published. The second game I'm speaking about is Gettysburg III. In my opinion, it is superior to any of the versions which were produced and I'd like to see it put out for general consumption. However, what is even more interesting to me is the stories I've heard about the new games which are salted away in the Dank Vaults at A.H. and which will never be published. I'd help wondering if there is another game like Gettysburg III which should have been published but wasn't.

How about it Mr. Avalon and Mr. Hill? Would you care to discuss and describe your less successful experiments?

Thank for putting us on the spot Lou. First - there are no such people as Mr. Avalon and Mr. Hill. The name "Avalon Hill" was adopted from a Baltimore County area of the same name along which traversed the original main line of the Baltimore & Ohio Railroad, the oldest rail line in the United States. Secondly, the game which held no appeal to SI Sgt. Zocchi was published anyway and dealt with that same rail line. Here - the title appeal was so strong that we could hardly miss. For the record, the battle game fanatics couldn't care less about C&O&B&O. With the rail buffs, it's been a different, most gratifying story.

The reason that SI Sgt. Zocchi was impressed with Gettysburg III was in the innovative use of large hexagons. As stated, "it was superior to any of the other versions." Write in "no guts" under the heading "Avalon Hill Management."

Another title never to see the light of day was Bull Run. Here is a game that literally came within inches of getting published. At the height of the Civil War fervor two versions of this title were cranked out; sort of a "2 games in 1" package. In which both Bull Run conflicts could have been refought. Suddenly, Civil War merchandise died on the consumer shelves and with it came the demise of Avalon Hill's abstract game thoughtfully titled "Civil War." By the month of January 1962, Avalon Hill had shipped to wholesalers a total of 47,589 Civil War games - a shipping record untouched. By January 1963 all but 43,000 found their way into consumer homes. Avalon Hill's brain-trust introspectively decided to withdraw the planned release of Bull Run for March 1963. Scattering all components to the proverbial four winds, nothing remains in our Dank Vaults except several hand-made prototypes for posterity of what might have been a great game.

Lacrosse - a hockey-soccer type sport predominantly east coast in vintage - was another game that had been thoroughly play-tested before being discarded. The rejection was based on the rather obvious conclusion that the sport was too regional in consumer interest.

Also in the sports area, golf games have been discussed as possibilities many times. Many outside designs had been looked into as well as considering one of our own. But with the trade already saturated with too many golf games not selling, put Golf Strategy with the others in the dark vaults.

Also in the dark vault, but on a higher shelf, are three Basketball Strategy games: two of them still in consumer testing phase. However, since these prototypes have been in the same stage for four years, it is difficult to tell when the title will be "right" for publication of this title.

Wolf Street - currently in Prototype VI stage - has been considered for publication since 1961. Because of an over-abundance of stock market games in stores, adding another to the shelves has been a subject of long-standing debate. The final decision to go ahead with publication of such a game was delivered after it had been ascertained that Avalon Hill's stock market game would be totally different from any other on the market. This was not the easiest edict to follow.

To comply with such a request has taken over 6 years. Fortunately, we've hit upon the right formula and fully expect to startle the game world with this revolutionary new game concept within this year. Believe it or not: the game not only states that "anyone can make a million in the stock market" but goes on to show how.

Then there's Tactics III - an extension of Tactics II which was a progression of original Tactics. But Tactics II has lain dormant for several years and it is scheduled for publication only after the fervor over Blitzkrieg dies down. Actually, Blitzkrieg could have been called Tactics II's.

Titles projected for the future and only in various stages of research are: Victory at Sea, American Revolution, Korea, Leyte Gulf, Armada, Coral Sea, Alexander, plus others on subject matters for which profitable titles have not as yet been assigned.

Naturally it is not possible for AH to publish all titles on which research and design is being conducted. Some subjects just don't make for good enjoyable games. Other titles don't have the lasting consumer appeal. In this vein, we now direct your attention to the survey which we hope will tell us which should be our next wargame. From the following titles: select one only - and either send the name to us on a postcard, or write in on the line provided in Contest 33. We encourage all to partake in this survey - its results will determine your next wargame.

Select only one title from the following:

American Revolution
Armada
Coral Sea
France 1940
Korea
Leyte Gulf
Victory at Sea

In summation, we hope that the answers have provided suitable explanation of the rationale behind our game-designing decisions. We welcome your further comments in this direction...
Economic 'Krieg

by Leonard Kanterman

All warfare is merely the extension of the political will of a general government; a way of accomplishing its ambitions, a means to reach a desired economic result. All the generals and battles assume relative unimportance when com- pared to the economic results of the wars. The Panic Wars left Rome an empire; medieval wars were mostly over land, as were those of monarchs in the 1600's and 1700's. Napoleon's wars led to the French Empire; the Franco-Prus- sian war is best remembered for the foundation of the German Empire and the seizure of Alsace- Lorraine.

In games of battle scale (Gettysburg, Waterloo) economic factors are unemployable. In campaign level games, they are hard to incorporate realistic- ly. Yet Blotzkrieg is very applicable to eco- nomic factors. After all, all that game is is the carrying out of the directives of two aggres- sive governments over territory; for its supposed economic value.

At first, the mythical world is at peace. They each have a standing army of regulation size -- 12 infantry(4-4), 6 armor (6-6), 2 para(4-4), 2 maritex(6-4) divisions. Each country also has, by the accumulation of its peace economy em- ployed by the government, 50 economic points. These economic points may be spent before the war begins, with as many turns wished for counteracting your opponent's economic moves. Points may be spent pre-war for building forts anywhere within your home country (which double the defense and have zones of control) for 2 economic points per square. An army may mobilize at any time. This is done in the following expenditure of points per division; subject, of course, to the actual full- strength units in the game. Infantry is mobilized at 2 pts. per division; armor(6-3), para(4-4), artillery, and marites at 3 pts.; armor(6-6) and air assault(6-6) at 4 pts.

Once an army is mobilized, it must invade a minor country, or the other major country. Instead of using the arbitrary figure for minor country armies and city capture, dispense with those rules. There are now 2 minor power blocs -- The Orange Bloc(3 nations adjacent to Big Red) and Grand Yellow(singale country adjacent to Great Blue). Employ all 2-4 infantry of the opposite side, to be deployed in the adjacent minor country in any way by the opponent before invasion, as the minor country armies. City Capture Table is now applicable only to cities captured by your opponent or his home cities.

For sake of convenience, the opponent may move the minor country army. This allows him time to see what your style is -- time to plan his reaction when homeland troops clash, of course, you also find out his style.

To win a minor power bloc any(significant not each country's army) is eliminated, the great power has that country's points to use. Each of the Orange bloc nations has a capacity of 10 pts., a total of 30. Grand Yellow also has a total of 30.

The neutral, middle size country has a capacity of 20 pts. This may be taken, of course, by the other side when they capture from you that minor country.

Industrial points may be used during the war either to re-build an army, build forts at 4 pts. per square, or equip an air force(note that neither side has any to begin with -- if this is too much against player's wishes, they can start out with 2 "TAC - 2 FTTR"") each at 6 pts. per division, subject to number of air units in the game.

Anzic Invasions

by Don Wolff

A good part of Game II, in Anzic, and a larger part of Game III are the invasions. The allied player has a choice of 15 different invasion sites, three east and twelve west. So, the natural question is where to invade?

For the remainder of this article I will continu- ally refer to the board in sections. To enlighten all others, I've divided the board into four sections, one for each panel, with No. 1 being the most southerly and No. 4 being the most north- ern panel.

First glimpses can be deceiving. In Anzic this statement is definitely true. Considering the ini- tial lift (IL), capability (CAP), and build-up (BU) of each individual invasion site, the best site to invade, in order, are:

Panel No. 1. G. Salerno, Str. Messina; Taranto No. 2. Terracina; Mondragone; G. Napoli No. 3. Civitavecchia; Grosseto; Rimini No. 4. Cacia; Genova; Livorno

The overall top invasion sites are:

(1) G. Salerno, (2) Terracina, (3) Mondragone, (4) G. Napoli, (5) Vasto. For a better overall view of the board, each panel's total IL, CAP, and BU is taken, with these results:

Panel No. 1. G. Salerno, (2) Terracina, (3) Mondragone, (4) G. Napoli, (5) Vasto. For a better overall view of the board, each panel's total IL, CAP, and BU is taken, with these results:

Panel No. 1 is easily seen as the best invasion area in total IL, CAP, and BU. Panel one has the next best CAP and BU, but lags behind both panels three and four in IL.

However, the Italian cities offer great advantages to one's BU and CAP. Adding the CAP and BU of the cities in each panel to each panel's invasion sites CAP and BU alters some of those first quick glimpses. The new CAP and BU ratings are as follows:

<table>
<thead>
<tr>
<th>Panel</th>
<th>CAP</th>
<th>BU</th>
</tr>
</thead>
<tbody>
<tr>
<td>No. 1</td>
<td>64</td>
<td>32</td>
</tr>
<tr>
<td>No. 1</td>
<td>100</td>
<td>20</td>
</tr>
<tr>
<td>No. 3</td>
<td>40</td>
<td>12</td>
</tr>
<tr>
<td>No. 4</td>
<td>36</td>
<td>12</td>
</tr>
</tbody>
</table>

The preceding exercise was determined through plain math. I can say that the best sites listed are only the best numerically determined sites. A good German player can invade a poor invasion site or any additional city's usefulness. Also, players of Game III, should remember that the German gets a column higher attack when the allies invade initially North of the bottom fold without friendly ariels at either Naples, Foggia, or Rome.

As you can now see, a quick glance is deceiving.

Don Wolff
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* I define "reasonable" here as those cities which will either fail to the invasion forces on the first turn or which will fail very shortly afterwards.
Return to Armageddon
by James & Roslyn Crawford

My wife and I have long had a wish to be able to re-fight all of WWII with historic accuracy and see if one of us could change history not only in one major battle, but also that battle's effect on other major battles and how they changed the course of WWII. What would it take to make the entire war a strategic victory for the Axis? With the advent of Anzio, the missing link of the Italian campaign has been filled in.

Following in this article are hypothetical situations tables allowing for an Axis victory in one major battle would effect the outcome of the following battles. No one really knows what a German victory in one or several areas would have meant but our tables represent logical alternatives based on a year's research consisting of over twenty primary and secondary sources on WWII.

Following is a list of the games needed and the order based on chronology in which these games must be played. The tournament or most advanced level of play is, of course, used. Victory of WWII is based on a strategic point system giving weight to each battle also based on our research.

### Point Value

<table>
<thead>
<tr>
<th>Game</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle of Britain</td>
<td>Fall 1940</td>
</tr>
<tr>
<td>Afrika Korps</td>
<td>April 1941</td>
</tr>
<tr>
<td>Bismarck</td>
<td>May 1941</td>
</tr>
<tr>
<td>Stalingrad</td>
<td>June 1941</td>
</tr>
<tr>
<td>Midway</td>
<td>June 1942</td>
</tr>
<tr>
<td>Guadalcanal</td>
<td>August 1942</td>
</tr>
<tr>
<td>U-Boat</td>
<td>May 1943</td>
</tr>
<tr>
<td>Anzio</td>
<td>September 1943</td>
</tr>
<tr>
<td>D-Day</td>
<td>June 1944</td>
</tr>
</tbody>
</table>

We have made a table to accompany this article that gives three things concerning each game where necessary: (1) what to do if the Axis wins 2) why this is done rather than something else 3) the major source for that particular game. The winner of WWII is the player amassing the most strategic points. For a more extensive bibliography concerning our set-up, please write.

### 1. Battle of Britain
A. German rolls the die. 1,2,3 – No Allied air superiority in D-Day or Anzio. 4,5,6 – Half Allied air superiority.
B. The German Air Force could not neutralize the British Navy or RAF bomber command which destroyed the German invasion fleet accumulated in France and Hitler was planning a necessary invasion of Russia so no invasion of England is possible. Germany tried to destroy Britain's fighter and aircraft industry so the table limits itself to air superiority.
C. The Rise and Fall of the German Air Force Operation Sea Lion

### 2. Afrika Korps
A. British lose 2 armored divisions and 2 infantry divisions and US loses 2 armored divisions and 1 infantry division from either Anzio or D-Day.
B. The Allies would still eventually evict the Germans but it would take additional troops to do it.
C. American Heritage History of WWII

### 3. Bismarck
A. Every convoy sunk equals one British or US division taken from Anzio or D-Day.
B. Convoy held vital supplies, equipment or men.
C. Hitler and His Admirals

### 4. Stalingrad
A. For every German corps surviving, 5 replacement points are added to German points in D-Day from the first week OR the equivalent of one divisions replacement points are available for Anzio.
B. Hitler Moves East

### 5. Midway
A. US artillery supplies cut by one-quarter and troops reduced by one-quarter in Guadalcanal. Japanese player can call Naval bombardment of Henderson Field three times more than the chance table.
B. Guadalcanal would be harder to supply with stronger Jap Navy and weaker US Navy.

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**On a Tactical Level**

By Lawrence Valencourt

With a future aimed toward specializing in either Nuclear or Oceanographic Engineering, Lawrence R. Valencourt is at present a Chemical Engineering student at the University of Delaware. Considering the fact that he is 24 years old, and married, one could assume that Valencourt is one of those professional college students. Not really – he took time out to play Staff Sergeant spending three years attached to SHAPE in Fontainbleau, France. “I saw much of Europe in my travels; thus when I play Bulge I can say I was here at X7 . . . .”

For those nuts of you among us, here is an idea that will increase your game times, their realism, and maybe your enjoyment of them. Any battle game can be used in this “individual soldier warfare” method.

First you set up an enlarged hexagon composed of many smaller ones. I find that although it is uneven (there are not a complete set of little hexes in the big one) a quarter of AH’s hexagon sheet is just ideal. You can draw your big hex in around the little hexes in a magic marker.

Now for the real “nitty-gritty”. As an example, I’ve used Battle of the Bulge, but the system should work for all battle games. Each unit of the regular game is able to be divided into smaller tactical units.

In Bulge: regiments become battalions and companies.

In Sgrad: corps become divisions and regiments. These smaller units are then usable on the large hex described above. The defender of a particular square in the regular games gets to set up his increased number of smaller unit troops in the big hex as he desires. Here is where the task of field deployment falls upon the heads of the commanders. In this case it is not a matter of just being in the square, but deploying your troops in the square to the best positions possible to defend it.

The attacker then moves into the large hex from the same side he’s attacking from, in the game. Combat proceeds as normal with movement and fire-power modifications used as necessary to maintain realism. In this case the two opposing generals will have to work out the details before they start to play.

Time is also scaled down as in Jutland. Perhaps in games like Bulge six (6) small turns are equivalent to a normal one, while in Sgrad 10 or 15 would be better. Thus after six turns (I’m back in my example of Bulge,) one normal turn is checked off, players move their other units, and return to the smaller individual battles that remain on the big board.

When all of the defending units have been eliminated that square is considered to be captured by the attackers; on the big board that square is taken over by the victors. In cases of mutual agreement the two commanders can decide on whether they want complete elimination of the defenders or whether decimation of them will suffice. Disengagement from combat is easily accomplished by having the attacker move out of the big hex by the same route which he entered. Then on the next turn he can re-enter and fight again or he can be attacked in his square.

For further realism, and confusion, each regiment so broken down can be supplied with so many land mines to be placed as the defender sees fit. Also of use would be machine gun pieces with a certain fire power that varies according to range and type gun. Or perhaps artillery pieces and armor pieces that can fire at the enemy while they are still out of range.

To remain in the realm of realism each type of square on the big board would require a big hex and other rule modifications. Troops in forest squares could be allowed to throw up road blocks, to build bunkers (if they had remained in that square a certain length of time.), but they would have to control fields of fire to the trees. Squares on the game board with roads would have to have these roads represented on the big hex. These roads are then able to be subjected to land mine placement, blockage, and even destruction in the big hex, with such events’ results being indicated on the game board.

L. R. Valencourt
13 Cornwallis Square, Haslet Park, Newark, Delaware
It is early on the morning of October 30th, 1914. The damp, gray, autumn mist of the North Sea is just giving way to an amber dawn in the German port city of Cuxhaven. In the harbor, massive iron Dreadnoughts, Scyllas of Light Cruisers and Destroyers are putting out to sea in one huge armada. While this fleet rests all hope of a German victory. The situation on the Western front has already stabilized; the trenches have been dug. The German navy must break the economic stranglehold that the British have on the Fatherland. The English fleet must be eliminated, and the naval blockade along with it.

So sound familiar? Right situation, wrong time? Maybe not. Most wargamers agree that 1914 and Jutland are two of Avalon Hill’s most realistic games. Recently, a thought occurred to me: Why not combine these two World War I games into one ‘supergame’? A little research showed me complete game of maybe not. Most economic stranglehold that the British have on they would in a normal game of British. It’s a German port city of blockade had been in effect since the start of the which I have compiled.

The situation on the Western front has already stabilized; the trenches have been dug. The German navy must break the economic stranglehold that the British have on the Fatherland. The English fleet must be eliminated, and the naval blockade along with it.

Quality vs. Quantity
by TMI William B. Searight

First of all, there is no such thing as a perfect defense for the Russians in Stalingrad. Agreed, there have been many good initial defense setups written in the General, but that’s only what they are; initial defenses.

After the first German turn the Russian must re-deploy his units to cover more territory. Ergo, no more so called perfect defense. Consequently during the ensuing months the Russian begins retreating due to thinning of his ranks and the inability to make the necessary counter attacks.

To alleviate this problem in order to build a stronger (Poland-Rumanian) defense and to increase your counter attack ability, why not try placing your three heaviest units on the Finnish border. (I can hear your protests already) the reason I say this is that the Russian needs units of quality for his aggressive Finnish campaign while a quantity of units is needed for defense along the Western Front.

The following facts and figures are to show the advantage of the revised placement along the Finnish Border. The exact placement and how you conduct your campaign is according to your own ability.

Initial Russian units (10)
5 5-7’s 5 4-6’s
Revised Russian units (6) both
7-10’s 5-6-6 4-6-6 5-6-7 2-3-6
10 units att. 45 def. 65
6 units att. 31 def. 45
4
14
20

The above looks like simple subtraction on paper, but in this case it does not work because you have saved; say 2 5-7’s and 2 4-6’s. Their added factors would be — att. 18 def. 26. A slight discrepancy? Looking further on you can see that with the new revision, you are using 4 new units to replace 6 of the 10 original ones. Below is a comparison of their abilities at the Western Front.

In a line defense one unit controls its own square and one square on each side of it for a total control of three squares. Therefore the 3 heavy and one light unit previously mentioned could cover a max. total of 12 squares with a doubled defense of 64 factors. Compare it with the 8 units now available for the western defense and you can see that these 8 units will control double the terrain (24 squares) at 104 defense factors.

If you experiment with the above ideas the results can be startling, especially to the German when he sees his previous 1-2 attackers thrown back across the river.

Back on the Finland Front after the 2nd months turn, you will be able to pull out the 2 heaviest units and the last of the heavy units after your 3rd month. Remaining units fight until the German is sealed in Helsinki, (generally a 4-6-6). Leave a 5-7-6 and 2-3-6 to lay siege. With now potential reinforcements from Leningrad, the German will not try to break out.

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U. S. Naval Torpedo Station
Keyport, Wash. 98345

Jutland - 1914?
by Michael La Torra, Jr.

The British blockade had been in effect since the start of the war. For ordinary playing purposes, no revisions in the respective navies are needed.

The incorporation of these two wargames into one is very simple. To begin, play a regular game of 1914. I suggest that you play the Advanced, or Historical Simulation game. On October 30th, 1914 (move 39), the Jutland phase can begin. To start, both players tally up their Victory Points as they would in a normal game of 1914. If the German player has the five to one Victory Point ratio necessary for a Decisive Victory, he may relinquish the right to a naval engagement. In this event, the game is over, and the German player is declared the winner. However, under any other Victory point (or defeat) conditions, the German must use his fleet. This is accomplished by playing a complete game of Jutland, again, preferably the Advanced or Tournament game. At the end of the game, the players count up their points according to the Jutland Victory Point table which I have compiled.

Jutland Victory Point Table

<table>
<thead>
<tr>
<th>MARGINAL VICTORY</th>
<th>Remaining German Navy is at least equal to the remaining British fleet, but not more than four Capital ships greater than that fleet.</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 VICTORY POINTS</td>
<td>Remaining British fleet is up to, but not more than, five Capital ships greater than the German Navy. 10 VICTORY POINTS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>VICTORY</th>
<th>Remaining German Navy is at least five, but not more than nine Capital ships greater than the British fleet.</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 VICTORY POINTS</td>
<td>Remaining British fleet is at least six, but not more than fifteen Capital ships greater than the German Navy. 15 VICTORY POINTS</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DECISIVE VICTORY</th>
<th>Remaining German Navy is at least ten Capital ships greater than the British fleet.*</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 VICTORY POINTS</td>
<td>Remaining British fleet is at least sixteen Capital ships greater than the German Navy.* 30 VICTORY POINTS</td>
</tr>
</tbody>
</table>

*(Should total elimination of Capital ships occur on either side, add 20 victory points to the winner.)
The conflict between wargamers preferring realism and those preferring playability has been batted about for some time now in The General. It seems that the fans are divided and you can pick your own side to join. The facts are, however, that A-H has designed and is selling wargames according to their expertise in this field. One buys their game and is satisfied with the rules, which apparently can achieve some lesser degree of historical perfection. Probably the only way to get a perfect simulation is to hire your own armies and let them fight it out.

The one wargame which has raised the most controversy is STALINGRAD. The best articles on it have concentrated on the fact that the Russians seem to have the advantage according to the basic rules. These articles suggest rule modifications designed to achieve play-balance between reasonably good wargamers. With such modifications, the winner will then be the player who best applies the principles of war, allowing no advantage through carelessness.

The best way to achieve realism is for an experienced wargamer to take the German side against an inexperienced wargamer taking the Russian side. This would be the best way to simulate the situation in that fateful summer of 1941 when, according to the historical records, the Russians were unprepared and inefficiently led. The Russians expected the main German attack in the south, and also wanted to exert an influence upon the Balkan countries, and so concentrated their armor there. On the central front, the German attack came as a complete surprise; a large part of the troops were in garrisons, many crucial bridges over the Bug, Nemunas, San, Prut and Divina Rivers were captured before the surprised Russian frontier units could destroy them. The Red Army, in addition, was in the middle of a complete changeover in equipment and a reorganization. The least apparent flaw in the Russian defense, however, was probably the purge of the officer corps in 1937 from which the Red Army had not yet recovered. These trials secured the political stability of the army by executing 13 out of 15 army commanders, 57 out of 85 corps commanders, 110 out of 195 divisional commanders, and 220 out of 406 brigade commanders. So little wonder that the Russian tactics, training and leadership were no match for the Germans.

As for the A-H game itself, there are plenty of opportunities for a good Russian defender to stall the Germans completely. An "efficient" German plan can be written on paper, but I have not yet seen the advocate of a German victory give a complete appreciation of what strategies the Russians might take and how these strategies would be overcome. Stealing some good ideas from various opponents, I think the Russian strategy for defense should follow these guidelines:

1. The German advance in the first month can be stalled by initially placing two Russian 2-3-6's at U-18 and X-15. Thus, enough Russian strength can be concentrated on the Bug and a short length of the Nemunas Rivers to prevent any German crossing.
2. The defense of Brest-Litovsk and the Bug River are valuable only as a delaying action. The Germans are on interior lines and can switch their striking forces between north and south whether or not the Russian holds Brest. Granted, Brest should be held as long as possible, but it is not worth any significant casualties.
3. The defense lines which should be held as long as possible are the Nemunas River, the diagonal line of hex's from CC-16 to GG-12, the mountain square JJ12, and a combination along the Prut and Siretitul Rivers. The Russian can get the maximum effectiveness from his forces if he can man these positions with sufficient strength. German frontal attacks will be costly, and outflanking moves can be significantly delayed if the Russian possesses good reserves.
4. The Central Front (i.e., Gulf of Riga-Pripyat Marshes) is the strategic centre in which German advances must be kept to a minimum.

One Ship Invasion Fleet?

by Charles B. Pelto

On the morning of 3 June 1942, a lonely PBV, one of many such aircraft combing the waters off Midway, broke through the sullen cloud cover to find a Japanese fleet stretched out below it. Frantically dodging the intense fire coming up from the ships, he radioed his base that he had discovered the expected invasion fleet. Unfortunately he had only stumbled upon the convoy that was carrying men to storm the island defenses. Nagumo's carrier force, the group that the pilot was looking for, was still outside of the search area and over 700 miles to the north of the encounter.

For the simplification of the game AH had designated the Japanese cruiser ATAGO as the transport convoy. But it was miles to the rear of the actual invasion group and does not appear on the board until June fourth. Players of the game who desire realism and historical accuracy may not have liked the idea of 5000 troops crammed onboard one little cruiser along with the assortment of paraphernalia needed to overrun the Midway garrison of 2000.

The group was comprised of twelve transports. These were escorted by three patrol boats, also carrying troops, three destroyer divisions, and a light cruiser, the JINTSU. Onboard the transports were troops of the 2nd Combined Special Naval Landing Force augmented by the Army's Ichikawa Detachment.

The entire group enters play at 0900 on June third. To take Midway the Japanese player must move at least nine of the troop carrying ships to the island's square and remain there for four consecutive turns.

Each transport has a screening factor of one. It has no surface factor. The patrol boats have a 1-1 surface-screening factor. The flagship JINTSU has a 2-3 factor. As for the DesDiv, I use the rules from the article "What Next? Destroyers at Midway," (Vol. 4, No. 4). The 15th DesDiv has two ships; the 16th, four ships; and the 18th, four also.

To sink the JINTSU requires three hits. The CL is worth three victory points. All the troop carrying ships are sunk after two hits and are worth two points each. The DesDiv's are worth three points each. But only after the last captain has gone down in the last ship of each division can the US player collect the points.

Those Japanese who like the ATAGO method, with its ability to hide under the smoke from the BB's and CA's guns, may not jump at what I'm proposing. But by splitting the Imperial Fleet into two or three stacks instead of one the US player will be more interested in the whereabouts of the carrier group then in a handful of transports of low value. Besides the one big stack kept falling over on the search board. By keeping the transport group to the rear until US air power is reduced or the Yamato group with its superb armor appears the Japanese player can then sail to Midway with little worry about screening.

Together with the rules provided by other articles, such as "Midway-Unstereotyped" and "Midway-Equilibrated," this variant could result in some of the most complicated battles ever conceived. Maybe even as complex as the actual encounter.

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Battle at
Gettysburg

Is Gettysburg on "the way back?" Judging from a recent spurt in sales for AH's Gettysburg, it looks like we're going to fight the Civil War all over again. And since the sale of this title has surpassed many of our more recent introductions, including Guadalcanal, it behooves us to get cracking on including some articles on the subject matter. So here goes...

by Steve Grimmett

Realism and playability are not always at odds, as is proved by some work I recently did, seeking to improve the realism of GETTYSBURG. I did two things, both borrowed from other AH games. First, from GUADALCANAL and BLITZKRIEG, I got the idea of partial elimination of units. I found this particularly suited to GETTYSBURG, because of the relatively small number of units involved. To use this, simply make a chart similar to the one in GUADALCANAL and use the Tournament Game Combat Results Table from that game.

The second change is a bit more complex, and requires a few optional rules, but adds a tremendous amount of realism to the game. It involves a provision for artillery fire, based upon the actual artillery used in the battle.

Basically, the artillery at Gettysburg was of three types: 1) 10-pounder Parrott guns; 2) 12-pounder brass cannon (Napoleons); and 3) 6- and 12-pounder smooth-bore cannon. The Parrots had an effective range of 2350 yds, but was most effective inside 1000 yds. The Napoleons was useful up to 4000 yds, with optimum effect inside 2000 yds, and the smooth-bores had a maximum range of 1000 yds.

Based upon the above facts and the fact that the Confederates, while they used all three types, relied on the Napoleons, and that the Union forces mainly used the Parrott guns, the following tables were drawn:

<table>
<thead>
<tr>
<th>no. of squares fired</th>
<th>Combat factor of firing unit(s) used</th>
<th>Confederate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>normal 1 normal</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>normal 2 normal</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>normal 3 normal</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>½ normal 4 normal</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>½ normal 5 normal</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>¼ normal 6 normal</td>
<td></td>
</tr>
</tbody>
</table>

Artillery battles are resolved on the combat results table as usual, with two differences. First, all artillery battles are resolved first, and second, the defender may fire his guns also. If he chooses to fire, the defender fires first. Any adverse effects artillery (attacker) are ignored and attack factors double, triple, etc., as usual. Also when an artillery unit is attacked in this manner, its defense factor doubles, etc., as usual, and if any of the attacker's artillery is eliminated in the defender's firing, they may fire that turn anyway.

Finally, as an option to the above option, I have made provision for ammunition supplies, which had a great effect upon the actual battle. When using this option:
1) Each time an artillery unit fires, it uses one AMMUNITION UNIT (AU) for each factor fired.
2) Each artillery unit carries 10 AU with it while it comes on the board. Each side can be replenished by moving a supply unit to any friendly square, which had a great effect upon the actual battle.

In an attempt to clear up a few questions which may arise, let me say a bit more about the artillery. First, if an unsupported artillery unit is attacked by Infantry or Cavalry, it may fire at any other unit in that turn. The battle is resolved in the regular combat portion of the turn, and the artillery may either defend by firing (uses AU), or by fighting at ½ strength as infantry (does not use AU). Supported, i.e. protected, artillery on a square under attack may fire at another square in the firing portion of the turn, and then fight as infantry (½ strength) in the regular combat. It may not fire in the regular combat portion of the turn if supported. As a final option, artillery and supply units may be captured by infantry or cavalry, and used by the capturing side. To capture a supply unit, it must simply be placed in an enemy zone of control and is not used to attack. To capture an artillery unit, it must be engaged by infantry or cavalry and completely eliminated in the combat, at which time it is considered captured at the strength it had after the artillery firing portion of the turn of its capture.

Although all of this may seem very complex, if you leave out the two final options at first, then add them later, I think that you will be able to get used to them very quickly. I also think that you will find that these two rules will add much to your game without making it appreciably harder.

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in the front line (in a position where it could have been attacked had the opponent so desired) to a position not nearer than one square away from the overweighed unit. Such reaction is only allowed to units within a single turns normal movement of the attack, and units so moved must subtract such movement from their factor on their portion of the turn. For example, if an infantry unit with a basic movement of 4 factors was brought up 3 squares to support a position it could only be moved one additional square next turn when it would normally be moved. Advancing enemy units are allowed to move into the zone of control of the defender's second line units, and the attacker may choose whether or not he wished to fight again.

Attacking units are always allowed to advance if they are victorious and the defender's square has been vacated, for attack on a square subsumes an attempt at moving into it. This is true even though such movement allows the unit to go one square beyond its normal capacity. However, in such event it could not proceed beyond one square regardless of the length of advance called for by the combat results.

Now we have a situation involving move and counter-move, and if a defender is greatly out-numbered locally or neglects reserves, one where a realistic blitzkrieg can be conducted. When a game is played in person the odds of each battle can be concealed from your opponent in order to have him react in a "fog of war" situation, but even without this added refinement you will find this change in the rules of AH games making them more realistic and exciting. While it will work well with games like Stalingrad, D-Day, AfrikaKorps, Anzio, and the like; the best games to apply it to are Blitzkrieg (what else?) and S&T's Stalingrad II. The latter game is particularly good as the units have basic movement factors which vary widely, but where armored and motorized units have a high movement possibility. Have fun!

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THE GENERAL

First Observation on Anzio

by Norman Beveridge, Jr.

Obviously, ANZIO is one of the best games Avalon Hill has ever produced. For people who love short, desperate games, the mini-games are ideal. For complexity nuts, the Game III with variations can not be surpassed. And all the other possibilities in between these extremes are covered by the other tournament and optional rules. And the very nature of warfare in this theater demands a very balanced game, even when everything is authentically reproduced. This game can not help but satisfy everyone.

Even after playing only a few games, some basic principles present themselves. At first, the Allies must land near Naples, or be doomed to a pocket-sized army. And because of the Optional First Invasion Rule, Salerno is really the only practical sight. Do not fail to exercise the South End Options, however, or the invasion can be easily bottled.

Naples must be the first target, but Foggia could be an alternate. Opening this air base would allow the allies to move north of the fold in the board, and attack Naples from the east without fear of a Nazi counterattack with air support.

Naples is not so important, however that the allies should grab it at any opportunity. Defense of the city from the north is difficult unless the river line and all the surrounding hill are secured. Any German foothold against an undoubled position will allow second and third combat right into the port. Be careful!

Allied tactics are necessarily slow and deliberate. Care must be taken that attacking units do not present an option for second combat back into the rear areas.

If and when a second invasion comes, either Rome or Pescara are good sights. The Rome position is difficult to defend, but cuts many crossroads. Pescara has a road leading north, and with a little luck, enough hills can be taken to make the German first winter line untenable. Never conduct a second invasion until the Panzer withdrawal around December 1943.

The Germans are in a ticklish spot. Enough troops must be sent to the front to halt or at least slow to a crawl the invasion. But the allies can invade again, so the beaches must be defended. Only elite troops should be sent forward. Limited movement on the invasion move will allow most of the infantry to leave their positions and assume good defensive positions around the invasion. Never allow a second invasion to exist, however, without counterattacking in the first turns.

The Germans should not attack unless plenty of replacement units are available. Weak units are extremely vulnerable. Do not defend a port to the death unless the allies are taking more casualties. Always defend from doubled spots and place forts in tripled squares of great importance. The actual location of the first winter line should be ideal. Do not waste forts on an undoubled square.

These are lessons learned the hard way. Take them or leave them. Send all comments and criticisms to:

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The Enemy is Rolling

The main problem is movement. In AH games movement is two dimensional, a function of time and space. Sure, as Tom Shaw says, the movement capability of units are not maximums but the average distance the average unit could travel in a given period of time. OK, but what about extraordinary circumstances? Just about any breakthrough sees units performing far above the usual. The performance potential of attacking units is far too extraordinary in Anzio, however. So for those games that measure time in periods of a week or more (this is usually where movement is most understated) we add the following:

Anytime two or more units attack at odds of 6 or better to 1 the attacker may use a portion of the units engaged in the combat (armor when possible) to move on before the battle portion of the turn is resolved, moving just as if the enemy was not there. Sufficient units to maintain odds of at least 3-1 must be left behind to "mop-up", while the balance of the assaulting force may continue the blitzkrieg, and make second and third attacks. A record of the odds of all such attacks must be kept to avoid confusion.

Here only those units actually involved in the battle can be coordinated to take advantage of the breakthrough and exploit the breach. And, because under this rule only these units can move on, and then only to the maximum of their stated movement factor, it is important to utilize adjacent forces to attack rather than bringing them from half way across the board. So one of the components of the problem is solved. By allowing a unit to move on after being reconed in an attack actually gives a movement bonus representing extraordinary performance in battle and pictures what would happen when the defense is overwhelmed much more realistically that present AH rules do. Additionally, the attacker must consider logistics when planning his attacks and in a more realistic way.

What about the reaction of the defense to such a situation? This also is a part of lightening warfare. Remember, the term comes from both the speed of the attack and the pattern of confining movement behind enemy lines taken by the breakthrough forces to make it difficult for the enemy to locate them and concentrate. That means that some form of reaction must be allowed the defender.

Simultaneous movement in a two player game involving a large number of units is just too impractical; yet some reasonable solution allowing movement by the defense prior to breakthrough movement by the attacker taking place is necessary. Therefore, the defender is permitted to react to attacks by moving any unit not actually
Home Before the Leaves Fall

By Scotty Bowden

As co-captain of Arlington High’s basketball team, and Squadron Commander of the 1965 AFJROTC Scotty Bowden is a natural for AH wargaming. Being in his “sixth year of wargaming,” Bowden’s interest in the historical side of wargaming led him to comment that, “history provides most capital strategic and tactical answers to many wargaming questions.”

As history relates to us, from September fifth through ninth, the expended German First, Second, and Third Armies were checked at the river Marne, which afterwards withdrew to the Aisne.

By December, 1914, General von Moltke, Chief of the German General Staff, was asking a question that confronts many wargamers today, that being: “How can the Germans achieve decisive victory in 1914?”

With his exhausted troops pearing out of their trenches at the Western Allies, the once seemingly seven invincible German armies were definitely stranded on a 400 mile front, extending from the North Sea to the Swiss border. Along with the consolidation of the Western Front, went every Central Power hope for a decisive victory until the Russian horse could be whipped to her knees.

Another question remains today. Why were the Germans denied annihilating victory on the Western Front? The two preceding questions provide a stumbling block to many, yet the answers to this puzzle are found in the pages of history, dating from 1891.

Count Alfred von Schlieffen, Chief of the German General Staff, (1879-1906) was, like all Prussian officers, schooled in Clausewitz’s Axion, “The heart of France lies between Brussels and Paris.” This, indeed, must have been a disquieting precept because the French heart and the German fist was blocked by Belgium neutrality, which Germany had guaranteed infinitely. Nevertheless, Belgium neutrality, Schlieffen decided, was not to stand in the way of Germany’s destiny. Thus, the coin had been tossed, and when it came down, both sides came up with the head of King Albert.

But, who was the person that inspired Schlieffen to undertake and master this invasion of Western Europe?

Clausewitz, the idol of German military thought, had always achieved quick victory by applying the first object of an offensive war, decisive battle. He feared that the protracted war of attrition would, inevitable, lead to an uncertain outcome. History was to prove his farsight.

THE RIGHT WING

Gaining knowledge from Clausewitz’ Von Kriige and Principles of War, Schlieffen decided to crush France by modifying a strategem used by Hannibal at the Battle of Cannae. Two thousand years ago, Hannibal swallowed the Romans in a classic double envelopment. Schlieffen wrote: “… the principles of strategy remain unchanged. The enemy’s front is not the objective. The essential thing is to crush the enemy’s flank and complete the extermination by attack upon his rear.”

However, Schlieffen did not have enough men for a double envelopment of France coup de Cannae. He did, however, come up with a heavily lopsided right wing, that would storm onto the Bosan Plain and then crushingly fall upon the French left flank in a classic battle of annihilation.

From this strategy, one can give a cold, hard, evaluation to Schlieffen’s plan. Firstly, since the German lacks enough units for a French Cannae, and the French right is heavily fortified, both natural and man-made, Schlieffen’s plan for a single envelopment bears the most fruits for victory. By attacking “the heart of France”, the Germans have the opportunity of the following:

1. Access to perfect terrain for mobility and battles of attrition.
2. Pathway to important economic and coastal squares that are difficult to defend because of the terrain.
3. The difficulty that confronts the Allied player on holding “the heart of France’s” perfect terrain.

With a massive right wing, the German should include all of his cavalry and artillery batteries and at least 20 “A” corps, accompanied with “R” corps.

The initial phase of the right wing offensive is to cross the Meuse, capturing Namur and Liege, after which the German storms onto the Belgian plain, perhaps meeting the massed Allies. Time laps for this phase is approximately eight to twelve turns.

The second, and most important phase, comes approximately between the eighth and twenty-fifth turns. This is usually when the game’s outcome is decided. During this phase, the German should strive to advance as far as the Paris-Rhine-Sedan line, which will positively end in certain disaster for the Allies. However, should the German be definitely halted, without achieving major territorial gains, the German army can be marked off as finished.

The third phase of the offensive, approximately the twenty-fifth through thirty-ninth turns, will only bear fruit if the second phase is a success.

Advancing from the Paris-Rhine-Sedan line, the German Armies will sweep across France like a huge invincible synx, totally eliminating the Allies as effective fighting armies.

THE CENTRAL PIVOT

The Central Front, or pivot, is considered from Longwy to Givet, or perhaps Maubeuge. The purposes of the Central front troops are to press attacks along the specified line, tying down as many precious French corps as possible. The Central Pivot must always be a potential striking force as well as stout defensive group.

THE LEFT WING

As drawn up in 1905, the German left wing, the protector of France-Lorraine, was to have fifteen percent strength of that of the right wing, thus securing the French into their lost territory of the Franco-Prussian War, therefore, moving away from the decisive area of battle.

With this in mind, the German should be content to just keep Allied player from breaking through between Hambourg and Metz. Also, Metz will be in danger most of the game. In some instances, it may fall, and in others, it will be a French grave. If the former results, the German shouldn’t have any worries about taking it by the thirty-ninth turn. Remember, more positions are taken by fear than the enemy’s gunfire.

THE EASTERN FRONT

The huge Motherland to the east presented another problem for the Chief of Staff. Writing on this, Schlieffen said, “… the whole of Germany must throw itself upon ONE enemy, the strongest, most powerful, most dangerous enemy, and that can only be France.”

Leaving East Prussia to be guarded by nine divisions was a risk, but again digging back in time, Schlieffen read Frederick the Great’s words: “It is better to lose a province than split the forces with which one seeks victory.”

Therefore, Germany could only finish off France quickly by smothering the Western fire with the utmost water. Large numbers and the Belgium pathway were, in Schlieffen’s opinion, the only way to bring France to defeat. This reasoning, as it stood in 1906, was from the military point of view, magnificent.

THE ACTUAL EXECUTION

General von Moltke, Schlieffen’s successor, was not so extroverted as his predecessor. His fear of the weak left quickly wing hung Germany. He borrowed strength from the right wing until the left wing was brought up to forty-two per cent of the right.

This is how Moltke buried the Schlieffen Plan. Undoubtedly, by September 5, Moltke wished for those corps which he borrowed from the right to give to the left wing. Schlieffen’s plan had left a temptation which Moltke took, and when he hit into the apple, he found it deadly poisonous.

RETROSPECT

The bloody battle of 1914-1918 has been one of the darkest stains on man’s history. No matter how successful the 1914 German venture could have been, it probably would not have saved Germany from inevitable defeat. Moltke’s blunders may have simply hastened Germany’s surrender.

Remember, the German pursuit must destroy the Allied troops as effective fighting units by the twenty-fifth turn. Otherwise, a slugging match may result, evolving into a severe German setback during the initial year of conflict.

Above all, don’t forget Schlieffen’s last words: “It must come to a fight. Only make the right wing strong.”

If you follow his general line of strategy, then the Kaiser’s farewell words to his troops: “You will be home before the leaves have fallen from the trees,” may not be a fantastic dream afterall.

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German Defense of Normandy
by Alan Augenbraun

After 185 years of textbooks, tests, and teachers, Alan Augenbraun culminated his education by graduating Cum Laude from Brooklyn College with a B.A. degree in English Literature in January, 1969. At present, he is pursuing post-graduate work in rabbinics, and expects to be ordained within two or three years.

The world of strategy and tactics intrigued him so much that he enrolled in a college course on the history of military strategy. It was for this course that he wrote "The German Defense of Normandy," an outgrowth of which begins here in a 4-part series.

Festing Europe
By the end of 1943, the war had turned against Germany. Allied bombers were pounding the Reich, Russia's massive armies had launched their Ukraine offensive, and Allied troops were mere miles from Rome. Germany could not successfully cope with a third front in Northwest Europe, which, since 1941, had become an increasingly dangerous weak point. Hitler knew that if the Allies succeeded in penetrating the German defenses on a wide front, consequences of immense proportions would follow. Hence, the fate of the Fatherland rested with the defense of Northwest Europe.

Despite the overwhelming difficulty of fortifying 3,000 miles of coastline, Hitler conceived of and became obsessed with making Europe impregnable with a string of concrete defenses supported by troop and armored units. He believed that this "Atlantic Wall" would be invulnerable to bombardment and would deter, or at least hamper, any invasion. The Dieppe raid in 1942 convinced Hitler that the wall must be completed with "fanatical" haste.

Serious work on the defenses did not begin until late 1943, at which time Field Marshal Erwin Rommel was appointed to inspect the Atlantic Wall and plan the defense of Northwest Europe, responsible only to the Armed Forces High Command (OKW). Recognizing time as his worst enemy, Rommel rushed work on the defenses, utilizing all available men and matériel and constantly asking for more of both.

Rommel ordered the erection of crude obstacles – some of them stripped from the Maginot Line – below high- and low-tide marks wherever suitable landings were feasible. Millions of miles were strewed along the beaches, and Rommel intended to plant millions more. Thus, if the Allies invaded at high-tide, their landing craft would be impaled or sunk by the submerged obstacles; if the landings came at low-tide, Allied troops would have to cross the wide, mined beaches under concentrated machine gun and artillery and mortar fire.

Behind the beaches were the concrete pill-boxes, bunkers, and trenches, all surrounded with barbed wire. From these fortified positions, every available piece of artillery covered the beaches. Farther back, the low-lying areas were flooded in anticipation of an airborne attack. Every open field within eight miles of the coast was to be transformed into a lethal forest of machine guns and barbed wire as a defense against a glider-borne assault, although this latter project was not completed by D-Day.

In order to man the northwestern defenses, Hitler, lacking a central strategic reserve and pressed for seasoned troops by the Russian and Italian campaigns, formed static divisions to fill the gaps left by the few veteran infantry and Panzer units in Northwest Europe. While poorly armed and lacking cohesion, these static troops achieved superior familiarity with their assigned areas.

Unlike the three-regiment Regular Infantry division, static units were comprised of only two regiments. The troops were mostly older men and young boys, remnants of decimated divisions from other fronts, "volunteers" from occupied countries, and even Russian and Polish prisoners of war. A large proportion of the troops' armament was made up of captured weapons of many types, making supply difficult at best. The three artillery batteries totaled 36 guns in all, all of which were horse-drawn. It was this type of unit which made up the bulk of Hitler's "human wall."

Thus, Field Marshal von Rundstedt, Commander-in-Chief of the Western Theater (OB West), had about 60 divisions with which to defend the entire coast, allowing for only one division per 50 miles, a military impossibility. But the Germans assumed that the invasion would occur north of the Seine River. This belief was fostered by the Allies' need of adequate harbor facilities, the proximity of Caen, the shalloppiest route from the west to the east of Europe and Germany, the heavy night bombings of Calais and Le Havre by the Allied Air Force, and Allied troop concentrations in Southwest England. Accordingly, the main German strength was deployed to cover the port areas above the Seine, while Normandy and Brittany received lighter troop concentrations. OB West's ten armored divisions, its most potent means of counterattack, were hopelessly spread from Belgium to South France.

When Luftwaffe reconnaissance flights revealed increased concentrations of shipping in western English ports but not in those directly across from Calais, Hitler decided to strengthen the Normandy forces, intuitively fearing an invasion there. This move boosted the number of divisions in the Normandy area from eight to eleven, and placed the 21st Panzer Division near Caen, the 91st Infantry in the Cherbourg Peninsula, and the crack 352nd Infantry on that part of the coast which was soon to be known to the world as Omaha Beach.

Despite this increase, Rundstedt asked for yet another 15 divisions to be held near Paris as an operational reserve, and two more Panzer divisions and various support units for deployment along the Normandy coast. None of these requests were granted, however.

Ironically, the small western force available to the Germans necessitated coordinated defensive planning and action, but with the chaotic confusion in the command set-up, this was almost impossible. OB West was plagued by duality and inter-service rivalry, partly fostered by the lack of centralized control. OB West was made up of three subcommands where Army High Command (OKH), the theoretical subordinates of Armed Forces High Command (OKW), independently issued directives for operations on the eastern front. Further, OB West had no jurisdiction over naval and air forces in the west. Each service was responsible to OKW in Berlin, and, as a result, felt itself superior to the other branches of the Wehrmacht, striving to gain more power than was necessary. Air Marshal Goering, for example, maintained a ground crew-to-airman ratio of 100 to 1, a flagrant waste of manpower for the sake of the Luftwaffe's grandeur.

The German lack of coordination was most apparent when the 26th Fighter Wing, the last near the coast, was pulled back out of range of the beaches just before D-Day. The confused and overlapping command organization was best exemplified by the 116th, 21st, and 2nd Panzer Divisions' being under Rundstedt's Army Group B for tactical deployment subject to OKW and OB West approval, and under Panzer Group West for administration and training. By June, these three divisions were also partly under the XLVII Panzer Corps.

Von Rundstedt's rivalry of the younger Rommel also contributed to the decentralization of western defenses. Jealous of Rommel, who was in effect solely responsible for the defense of France, Rundstedt, to offset Rommel's power, created two subordinate commands under OB West – Army Groups G and B – and gave Rundstedt command of the latter. In so doing, von Rundstedt significantly impeded a unified, coordinated defense.

This was then the state of Festung Europa, Hitler's dream of an impregnable Fortress Europe. And, thus undermanned, undergunned, and uncoordinated, the Wehrmacht waited for the Allied assault.

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In the next issue – PART II – tells about the "Fire of Liberation" during which the German High Command was unable to agree on overall strategy – ALL.
**Question Box**

**ANZIO:**

Q: Can the game be shortened by making it unnecessary to use exact units?
A: Yes. Enter and withdraw units by factor and type alone. This will change the withdrawal rules, and thus, when exact units aren't used, withdrawals will be by type and factor, too.

Q: On the first turn surprise table, if a three is rolled, in a 1 to 2 attack, how can the attacker advance since the defender doesn't retreat?
A: There is an error on the table - there should be an R in the defender's triangle.

Q: What kind of Ersatz counters can be used to build back up panzergrenadiers?
A: Any kind.

Q: What happens at odds of less than 1 to 2, or more than 3 to 1, when the first turn surprise chart is used?
A: At less than 1 to 2, use the regular table. At more than 3 to 1, you have a choice of the regular table or the 3 to 1 on the surprise table.

Q: Can partisans destroy forts?
A: No, or can partisans end their turn on a fort.

Q: The German OA Card and the Battle Manual (page 9) seem to be in conflict over when certain panzer units should be withdrawn. Which is correct?
A: The battle manual: Jan I, 1944

Q: A German unit in a fort - can it attack through a high Apennine hex side without suffering a penalty? (i.e., attack at half factor)
A: Yes - the fort allows the attack to be made without the penalty.

Q: What happens if the SS Bde RFSS is lost before the 16SS Div enters the game?
A: Using the UET, two attack factors must be lost before the Division is brought on. Using the SRT, two steps must be lost if the brigade has been destroyed.

**BULGE**

Q: May fractions of moves be carried over from one road to another?
A: Yes. For example, a unit may move four on a road, three squares across country to another road, and then move one more square on that road (same road or different road).

Q: If attacking armor become "engaged," may they on the next turn move away and have other, new, units take their place in the engagement?
A: Yes, but at least one of the originally engaged units must remain on each square that new units are brought into.

Q: If a river and a road are on the same square, can units cross the river there without delay?
A: ONLY if the road CROSSES the river on that square. Bastogne cannot be taken on the first move.

**D-DAY**

Q: What are the corps counters for?
A: Originally they were meant for substitute counters. The substitution did not save time; so the idea was dropped.

Q: May units stop on the dyke?
A: Yes.

Q: May paratroops land on the dyke?
A: No.

---

**Official Avalon Hill Game Clubs...**

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

<table>
<thead>
<tr>
<th>CLUB</th>
<th>PRESIDENT</th>
<th>MEMBERSHIP</th>
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<tr>
<td>The Alabama Confederation 265 Woodlands Ave. Mobile, Alabama 36607</td>
<td>Harold S. Mitchell</td>
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<tr>
<td>The Legion 925 N. Tyndall Ave. Tucson, Arizona 85719</td>
<td>Bruce A. Macchavena</td>
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<td>The Master Race 4537 E. Talmadge Dr. San Diego, California 92116</td>
<td>Joseph Mitchell</td>
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<td>Kriegspiegel Expeditionary Force 5321 Garley Avenue Whitwier, California 90601</td>
<td>Doug Kent</td>
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<td>Liebstandarte A. Hitler 5730 Elm Street Lisle, Illinois 60532</td>
<td>Greg Pletw</td>
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<tr>
<td>Realm of the Ring Lords 801 N. Cherry Ottawa, Kansas 66067</td>
<td>Ronald Jacob</td>
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<tr>
<td>The Berkshire Expeditionary Force, RFD West Road Lee, Massachusetts 01238</td>
<td>Jon Jeffrey Kegler</td>
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<tr>
<td>Logic &amp; Skill 204 Princeton Avenue Jersey City, N.J. 07805</td>
<td>Rich Palluzi</td>
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<tr>
<td>Third Reich (E.P.B.) 114 Pierce Street Buffalo, N.Y. 14206</td>
<td>Carl Pawlak</td>
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<tr>
<td>British Expeditionary Force 433 Parkside Avenue Buffalo, N.Y. 14216</td>
<td>Russell A. Tulp</td>
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<tr>
<td>The Dennis Hart Memorial Fireman's Brigade 2700 W. Genesee Solvay, N.Y. 13209</td>
<td>Dennis Hart</td>
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<tr>
<td>Freikorps 945 Fifth Avenue New York City 10021</td>
<td>Jeffrey Gillin</td>
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<td>Waldorf Organized Wargamers 19 Royal Road Rockville Center, N.Y. 11570</td>
<td>Richard A. Golden</td>
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<tr>
<td>IRGUN 2115 Valentines Road Westbury, N.Y. 11590</td>
<td>Richard A. Cooper</td>
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<tr>
<td>1st Nordwestlich Panzer Spatung 3328 S.E. Crystal Springs Blvd. Portland, Oregon</td>
<td>Der Fueher</td>
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<td>Feldherren 405 Fireline Road Bowmanstown, Pa. 18030</td>
<td>Tyrone Bomba</td>
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<tr>
<td>Aggressor Homeland Naval Command 224 Lincoln Avenue Lancaster, Pennsylvania 17603</td>
<td>Raymond K. Witmer</td>
<td>47</td>
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<tr>
<td>The Playmate Club Box 1118 Vilanova U, Pennsylvania 19085</td>
<td>Dan Carman</td>
<td>18</td>
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<tr>
<td>Battle Group 6802 Woodlawn Ave. Seattle, Washington 98115</td>
<td>Dwane A. Aldrich</td>
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Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name
Mailing Address
Name of Newsletter or Mag. (if any)

Total Membership
President's Signature

(Check One):
This is a first time registration
This is an address change registration.

This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue...record your selections where provided on the Contest Entry Blank below.

Subscriber Discount

The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a $1.00 discount applied to the purchase of any Avalon Hill merchandise; including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid, your order must be accompanied by a minimum of 4 coupons ($1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please...

GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS

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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. 33

HIT RECORD

BISMARCK

KING GEORGE V

PRINCE OF WALES

The Hit Record sheet shows the damage that has been inflicted on all ships engaging the Bismarck on the 3rd May 27th turn. The Bismarck has just been sunk but has five shots coming to it. It is directing its five shots against the damaged Prince of Wales. If all five hit home, the Prince of Wales hits bottom and the German player can win the game.

On the BROADSIDE EXCHANGE PLAN, write in a stock selected from the accompanying list to act as the die roll for each of the five broadside shots coming to the Bismarck.

The New York Stock Exchange results of Wednesday, October 15, 1969 will be consulted. The last digit of the sales-in-hundreds column for each stock selected will determine whether or not the shots have hit home.

Sales-in-hundreds last digit numbers of 0, 1, 2, and 3 will be midships hits; all other numbers will be misses.

Ten contestants sinking, or coming closest to sinking the Prince of Wales will be named as winners. Entries must be postmarked no later than October 14, 1969.

I would like to see_________________ as Avalon Hill's next battle game.

Headlines of 3 Best Articles:

Name:
Address:
City:
State:

OPPONENTS WANTED ADVERTISEMENT

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

Your suggestion for Next Game

Be sure to list the title of the next game you would like to see published - consult Philosophy Part 17 for titles. Also, make sure you write in the headlines of what you consider are the three best articles in this issue.

Select Stocks from:

- Ampex
- General Electric
- Goodrich
- Ford
- Korvette
- Martin Mar
- Chrysler
- Motorola
- Sears
- Goodyear
- Polaroid
- Zenith
- I.B.M.
- White Motor
- Food Fair

BROADSIDE EXCHANGE PLAN

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Dear Sir:

As a staunch supporter of Avalon Hill was very surprised when I read your last General. It was surprising because of the letter after letter of letters regarding my own The General, and to apologize to them for my failure to answer them. I still have most of the letters, and, hopefully, will be able to get off replies, but with what classes, publishers’ deadlines, and consulting work as well as the more pleasant duties I owe my family, it may be a long time. I wish it could be otherwise.

Secondly, in regard to Dr. Dawson’s comment in General 6-2. I must disagree. I do not know that former Secretary MacNamara never addressed any such system, and, as a matter of fact, I was once required to participate in an “analysis” of just about as many as I ever gave in my article. Of course I did not employ the “sophristication” of modern cost-effectiveness analysis in my report, and this is very much over-emphasis of security, and clarity for presentation; but the technique of assigning “values” for the aircraft in question in each of several missions and associating them to get a “net effectiveness” to combat effectiveness is in very much what we do with, and was, I am afraid, actually employed in evaluating the TVF. There is nothing so wrong with this procedure, provided that this is not the only analysis used in decision making; but those who apply it are quite often rather ignorant of the principles of war as opposed to general management, and while such training, though not unsound, may result in the scientifically most elegant system, it may not be the proper system for combat. I recall the example of the Spifire, which was designed to optimize one and only one parameter: rate of climb. It was grotesquely inferior to the Messerschmitt in most other applicable aerodynamic aspects, and to the aeronautical engineering the Me-262 was certainly the more “elegant” and superior airplane. But the Spifire was employed in an operational environment and according to requirements of a maximum use of its advantages and minimized the disadvantageous to the Luftwaffe which we call the Battle of Britain.

What we need in not “systems analysis” or “cost-effectiveness” but strategic analysis which takes into account the fact that military equipment is useful only in combat, and that there is no peace for second line, although further explanation of these views, see the forthcoming book by J. E. Pr SNMP and 270, A Strategy of Technology: Winning the Decisive War. With regard to the comments on game design, I can only say that I have found the use of specialized units based on the “scum-in-paper-rock” principle far more effective in this regard, and their realism is not all that badly impaired; and may I ask that the French Army concentrate their troops into divisions and not dispersed those splendid tanks out in the infantry in clutches, and when with regard to Dr. LeBoune’s article on “...Annoy Without Really Trying” I do not think there is anything more in it than a better one. He is right to give a minimum of units to the allied rampart on the first turn but his stock on G-46 could have been cut out if it is attacked at a mere 1-2 after a big allied advance on the 74 turn. It is my suggestion putting a sizable unit on G-46 to prevent such a disaster else not putting too much on G-46 under that turn. In anyway it never entered my mind that the 17-18 might be minimal at all. It didn’t think it very likely to eliminate a whole stack when a full stack is. The only reason I can think of for my small units is because at the end I don’t want to save too many units for my turn, and I might be over a full stack when a full stack is called for as he suggests. I think your note for as an end, kill just barely enough to cover the called for 0-3. I think the advice to the allies to attack at 1-2 is good advice in Game II or III but disaster in Game I because a 0-0 can be used in defense factors and with replacement movement it gives the allies small enough to be a worthwhile risk for the attack! The allies must keep this in mind and look for odds with “14” in them.

Robert Reischl

Dear Mr. Grossbohm:

In your letter in the May-June issue of The General, you want wargamers to choose non-Nazi oriented names for their clubs. Well, the idealic names you suggest are consistent for two reasons: they are irrelevant and they are ugly. Nonetheless, who ever heard of an AH game which involves the S.D.S. or the C.I.A.? And who wants to identify themselves with the S.D.S. or the Mafia? Perhaps only the members of the real organizations.

Now, most people realize why wargamers name their clubs after Waffen SS formations; it’s because there is something exciting and deadly in those black uniforms and Death’s Head insignia. I went through a period, some months ago, when highly identified with the Waffen SS, and I feel that wargamers have, and are experiencing the same thing. As for your cry about how Jews will feel, you seem to make the same error that so many ignorant bigots make. You fail to realize that there existed two distinct SS organizations. The SS army and the S.S. Allgemeine SS some of whose members worked in atrocity camps. The other branch was the Waffen SS, which fought along with the Wermacht in land campaigns, and they are the tramps we tragedy about.

I hope I’ve enlightened you.

Craig Ashley

Held's Vintage Street

Northbridge, California 91324

Dear Mr. Grossbohm:

The July-August issue was quite well written with just enough articles on games with Mr. Johnson’s “Psychonanatomy Part II” reflecting the serious humor.

Lawrence Vanocur’s theory of air reconnaissance was a nice venture on a good game, but it had two flaws. One, that each squadron should have only one turn in which to move. Since each turn ends with a player’s move, I feel the four Squadron should be allowed two flights a turn. Also, why just one end of the board? In there were no squadrons in 1943! Roland Garros did not develop his suicide steel-plated prepper until the spring of 1915. Until then the only effective and dependable way of guiding the enemy was by beheading or sabotage. And besides, the Red Baron was still anonymously hidden in the ranks of a cavalry division in Belgium.

Ronald Jacob
801 N. Cherry

Ottawa, Kansas 66067

Dear Sir:

I am prompted to write you concerning Lawrence Vanocur’s article “Air Power in 1914” of Vol. 6, No. 2.

Personally, I don’t play too much 1914 flavoured. However, for the benefit of those who would like to set the record straight and clear up some misconceptions that appeared in Mr. Vanocur’s article.

The use of aircraft in the first month of World War I was far from the jenius cited. The Allies started the war with only crude attempts at aerial bombing and aerial reconnaissance, neither of which was terribly effective. Mr. Vanocur makes this fairly clear; but when he starts discussing fighter squadrons and the losses he has gone too far.

The last two paragraphs of his article are simply wrong. In 1914 there existed no “fighter squadrons” of any sort, and the air combat at that time consisted mainly of aerial dogfights.

Dear Sir:

As a purchaser of Avalon Hill products since 1958, and as a subscriber to the General, I have found no greater interest in military miniatures. This is evidenced by the number of other subscribers’ questions as be where they might obtain further information on the subject. Perhaps the following two companies would be of interest to them: ALNAVCO, Box J, Westfield, New Jersey 07091, tel. 201-323-3816; and, G. J. Sargent, 1251 Avenue Ave., West Haven, New York 10993. ALNAVCO specializes in World War II miniatures; the other companies have British, French, and German troops, tanks and artillery. For the naval buff, the 1750 WAVE books contain sufficient detail for naval miniatures in miniature ship models. G.J.H., unlike ALNAVCO, does not specialize in any one of the military miniatures. Instead their offerings ranges from Argentine archers, to Napoleonic artillery, to Civil War cavalry.

I am in no way connected with these companies except as a source for my own collection, and other names only an aid to other would-be collectors.

John B. Greenman
Route 1, Box 46
DeLand, Florida 32720

We might point out that ALNAVCO is also a supplier of AH games on a direct mail basis. They may be able to supply them to subscribers quicker’s we can even – AH

Dear General:

I have people who have spoken out against the SNCL in anger and wish to put a few facts before the readers of the General.

Many of our Allies have a bunch of nuts. Sometimes I agree. But if the nuts is wanting to stay just nutty and on the order of Masters Chess then We Are Nuts. If bball tournaments for cash prizes (many of which are free) is wrong or crazy then we are. If the Board of Directors (The SNCL) is now a part of Russell Powell Inc., Inc... are to be called dialectic because they exercise control over where and when their money will be spent then so be it.

In short it should be sufficient to say that our members still decide a great portion of SNCL Policy. The board merely controls the areas that run into money that must come from our bank account. Surely what is done with the money should be up to them.

Now to the more abusive charges.

1. The SNCL has no Blacklist.

2. It has no Gestepe organizations.

3. There are no officers in our club ending members annual.

4. Our organization has drastically changed its scope in the last year. You could say we’ve turned to what we should have done long ago.

5. We no longer deal in club politics in any way.


7. SNCL’s agreement has completely changed.

In summary let me say that I would like to see an end to what we sometimes do. I repeat we don’t request all the suggestions to write in for up to date information before making false changes and wild accusations.

Russell Powell
President, Russell Powell Inc.

5550 Larkspur Avenue

Long Beach, California 90805
MINI-SURVEY: Here's what members of the 200-strong IFW prefer in the way of adult games. Favorite AH game is split fairly evenly among Bulge, Stalingrad, D-Day, Anzio and Afrika Korpis with Stalingrad out in front of the pack. This survey was taken among members who averaged 5.46 years experience with AH games with a combined record of 275 wins, 116 losses, and 3 draws. Spokesman Bill Hoyer, organization President, claims that 8 of his people have designed warjimes on their own. Their interests do, however, span the entire spectrum of minia-
tures to Chess to Space Warfare.

WARGAMING SOCIETIES too numerous to mention here are well publicized in the IFW Monthly magazine. Publicity man Len Lakofka reports on this service provided by the IFW. Every month they present a series of short reports on the activities of the many societies that appeal to special interest groups interested in concentrating on one particular game. The IFW Napolian Wars Societ, in particular, produces a high quality mimeo magazine, TRICOLOR, which does not only into the AH game Water-
loo but also miniatures and OB's from the entire period. Sample copies are 40 cents from Bill McCuffie, 20 Gall Drive, Nye, N.Y. 10860. Three other IFW Societies, Bulge, Anzio, and D-Day, will produce a regular magazine dealing with the western fronts in WWII. Jim Hahnemm is the man to contact on this; 413 Adams Drive, Midland, Michigan 48609. All told, the IFW has 20 such special interest societies — with best info available from Gary Bley, 2729 Myrtle Avenue, Madison, Wisconsin 53704.

THE WARGAME CLUB OF THE MONTH is conspicuous by its absence in this issue — we just didn't see any club around, other than those previously reviewed, that are worthy of the title. However, let us substitute Panzerfaust Magazine's Wargamer of the Month, Chris Johnson, who has designed several games ranging from Singapore to Crete to the Franco-Prussian War. Johnson is also a member of the staff of Panzerfaust which suggests why he received their accolade. Well, who's going to argue with a 6' 1", 210 lb. aggressive military tactician. Rated as one of the finest wargame magazines around, Panzerfaust can be ordered for 50 cents from 280 RD No. 2, Sayre, Penna. 18840.

POSSESSING THAT RARE QUALITY of ob-
jectivity in reporting, Panzerfaust's editor Donald Greenwood, gives Russell Powell, Inc., a well-
deserved pat on the back, pointing out the many sacrifices and contributions Russell has made in the interests of fostering wargaming. Powell's SHVC Monthly Magazine is the thickest around and, depending upon what your literary interests are, the best value for your money — 50 cents for the 30 pages — plus house organ 5820 John Avenue, Long Beach, California 90805. As an example of what this organization is doing for wargaming, the first money tournament of its kind is being sponsored in honor of its 3rd anniversary. The "Paul Heiser Invitational Tourna-
ment" as it is called, is open to all and lists a first place prize of $25.00, plus trophy, 2nd place prize of $25.00, on the down line to 4th place money of $10.00. Entry fee is $3.00 — players will play 3 PBM games assigned by the tourney officers following entrants' choices from among five favorites. Registration deadline is November 1, 1969. All entries and fees must be written out to: Russell Powell, Inc, and mailed to their Long Beach address shown above.

IF YOU WERE THINKING OF VACATION-
ING IN Washington, D.C. to find out what this "Modified Sentinel" system is all about — don't. Instead, send for Vol. 1, No. 6 of "D-ELIM," which contains all the info and dia-
grams (courtesy U.S. Defense Department) you need to know on the subject. We'd like to tell you how much this issue costs but we couldn't locate that info — take a chance and send 50 cents. Actually 50 cents is cheap because, in our opinion, D-ELIM is a very interesting, informa-
tive, and well written magazine. As a matter of fact, the stuff of this magazine, published by the St. Johns University Military Strategy Club, 34 Park Row, Room 510, New York 10038, are being considered for the contract to take up publishing of S&T.

READERS especially interested in World War II memorabilia would do well to send for the WWII Historical Association membership applica-
tion blank. Available from 212 West Main St., Bennington, Vermont 05201, what Don Ritchie calls "to World War II," the association's house organ which contains photos, bibliographies, etc. of pertinent nature.

OUTSIDE THE CONTINENTAL U.S. there is the ever popular "Wargamer's Newsletter," edited and published by Donald Featherstone, eminent historian, from his 69 Hill Lane, Southampton, Hampshire, England S01 SAD publishing loca-
tion. We note the high percentage of U.S. contributors to this newsletter, all of whom write in a very knowledgeable literate style. One of the best around.

EVERYTIME WE GO TO THE POSTOFFICE there's another new newsletter awaiting from the IFW. This one is called "The Messenger" and is a journal of membership opinion, a meaningful forum of current thought within the IFW. If you've got something on your mind, join the IFW and get it off your chest thru this magazine. The Vol. 1, No. 4 issue was of particular interest because it contained a blow by blow debate between many of its members regarding the pros and cons of taking over S&T Magazine. This forum idea has tremendous merit; we feel that it was handled magnificently in the named issue. Thru this facility the feeling here is that the IFW has come of age — now if they can only stop not-picking over the dues situation.

AT THE OTHER END OF THE OBJECTIV-
ITY scale is "The Gamesletter," the official organ of the NFFP Games Bureau, which simply re-
ports the news; does very little opinionizing other than candid comments on all the other magazines flouting around the realm. Interesting vignettes of "Who's Who" in wargaming earmark their latest issue, Vol. 4, No. 17, available from publisher Don Miller, 12315 Judson Road, Wheaton, Md. 20006 — only 15 cents to "non-members."

WEST POINTER Cadet John Bonit, Co F-4, 11 Westview, Los Angeles, Calif., who despite his computer center is considering programming Ava-
lon Hill games into a GE/225. Needless to say he would like to add that the following war game of Afrika Korpis which may affect the development of such a project at the Point. As Bonit admits his dreamers for "groovy lack of judgment," we await the outcome of the first contest between Cadets and the computer.

WEST COASTERS who can't wait for their copies of The General may, indeed, rush on over to the Westgate Bike & Hobby Shop, 4025 W. Charleston Blvd., Las Vegas, Nevada 89102, who will be handling over-the-counter sales of The General on a perpetual basis. While you're there, don't forget to pick up the new AH games they've got a fresh stock.

Hazel Park, Michigan devotees will be interested to note that The General will also be on sale at The Squadron Shop, 23500 John Road in Hazel Park.

CONTEST 32 WINNERS were so numerous that we had to select the final 10 thru a random draw. First — we marked the entrants and were delighted to find that approximately 22% of the contestans knew their rules 100%. These 22% were thrown into a large ten gallon hat. First name drawn was John B. Stetson. Discarding it because of the number of his number's tie in the following war game, we went ahead and drew in this order: Richard H. Stokes, Forest Hills, N.Y.; Michael Labowitz, Bethesda, Md.; David Thordry, Minneapolis, Minn.; Stephen Marsland, Greene, N.Y.; chuck Taylor, Center-
ville, Ohio; Alfred M. Pitts, Houston, Texas; Clifton Anderson, Arlington, Va.; Dr. Paul Bah-
man, Baltimore, Md.; Rick Elbrandt, Lake Osw-
go, Oregon, and Bob Mors, Worthington, Ohio.

out Really Trying." and William J.M. Gilbert, New York City, for "Mathematics of the CRT" which were selected by subscribers as the best 5 articles appearing in the last issue.

THE PLAYMATE CLUB listed under the Ava-
lon Hill Club section (page 12) lists 18 members; 1 male and 17 female. We don't believe they're even 17 females in the entire United States playing our games. Still, you first 16 males, what can you lose by writing?