The General

The Avalon Hill General

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COVER STORY

That was the summer that was...

What appears to be mass-confusion — evidence the cover montage is in reality representative of a very orderly summer of wargame conventions, large and small. Conventions abounded in all four corners of the U.S. Major conventions included those sponsored by The St. John's University Military Strategy Club, Jamaica, New York; Panzerfaust Magazine, Sayre, Pennsylvania; Spartan Wargamers, Long Beach, California; and the IFW, Lake Geneva, Wisconsin. Reports on the first two appeared in previous issues of this magazine as they were, in effect, preliminaries to...
German Defense of Normandy - Part II

by Alan Augenbraun

In this the second in Alan Augenbraun's 4-part series, lie tells about the "Eve of Liberation" during which the German High command was unable to agree on overall strategy. This series is an outgrowth of Augenbraun's thesis pertaining to his college course dealing with military strategy.

The Eve of Liberation

Von Rundstedt, realizing that the Wehrmacht was completely overextended, called for an evacuation of all western forces to a defensive line on the German frontier. It was this suggestion, put forth in late-1943, that prompted Hitler to send Rommel to the western sector. OB West next proposed removing troops from south of the Loire to bolster the northern areas. With the Allies firmly involved in Italy, an invasion of South France seemed unlikely, and von Rundstedt reasoned that the Southern troops could be put to better use in the north. Hitler rejected this plan, as well.

Denied withdrawal or reinforcements, von Rundstedt planned to hold the principal coastal areas to delay a fast Allied buildup, holding his armored reserve in the rear, poised to strike decisively at the Allies still struggling to organize on the coast. Most of the German High Command concurred with this strategy.

What OB West failed to realize was that Allied air supremacy precluded any movement of reserves from rear areas. Rommel alone, having encountered Allied air power in Africa, realized the importance of having reserves deployed up front where they would be in position to attack once the Allies pierced the beach defenses.

Hitler settled the controversy by ordering infantry units kept forward and the bulk of the armor rearward. Further, being unsure of the location of the imminent invasion, Hitler decided to keep four Panzer divisions near Paris under his strict personal authority to ensure their accessibility in any contingency. Quite clearly, Hitler did not trust his generals to make the right decisions in combat.

As a result of all this, the German defensive line was manned by infantry - most of which was of questionable quality - while the armored reserve was incapacitated by its distance from the coast and its inaccessibility to the field command.

With the Allies knowing nothing of the problems of the German High Command, they did their best to add to the pre-invasion undermining of the German position. Aside from feeding German agents false information about the time and place of invasion, the Allies also weakened German defensive readiness by launching an air interdiction operation, effectively cutting German communication lines by destroying bridges across the Seine and Loire Rivers and seriously curtailing rail transportation throughout France. This operation succeeded in isolating the planned invasion area from possible reinforcements from the east or the south. Allied bombers also paralized the German radar system, making early detection of the invasion impossible.

By the eve of D-Day, the Germans were not only strategically crippled, but they were still uncertain as to where the invasion would take place, although they assumed that it would occur...
at Calais in late June to coincide with a Russian summer offensive. Studies of Allied landings in North Africa, Sicily, and Italy showed that the Allies required favorable weather for air operations during their invasions, and when Luftwaffe meteorologists reported that the weather seemed too bad for air operations, the Germans discounted the likelihood of an immediately forthcoming invasion. A confident Rommel thus left for an unannounced visit to Germany on June 4, and many of Seventh Army’s senior officers left Normandy for a June 6 map exercise in Rennes, an exercise which ironically featured a mock Allied invasion of Normandy preceded by an airborne assault.

Reports of increased Allied radio activity and other omens of invasion were scoffed at. But late on June 5, a Fifteenth Army intelligence center intercepted a radio message signalling the imminence of invasion and passed it on to OB West and OKW. The latter did not order an alert, assuming that OB West had done so. OB West, sure that Army Group B had alerted its units, likewise took no action. The first concrete indication of an assault on France was thus ignored; the Seventh Army at Normandy was not alerted to the approaching danger. The actual invasion of France began on the night of June 5-6 with a three-division parachute and glider assault on the flanks of what was soon to be the invasion area. The British 6th Airborne landed at the Orne River while the U.S. 82nd and 101st Airborne Divisions landed near Ste.-Mere-Eglise and Carentan on the Cherbourg peninsula. Their aim was to secure the flanks of the invasion beaches and block the flow of reinforcements thereto. Although the British achieved their objectives, the Americans did not do as well. Their troops were scattered over 400 square miles, and more than half of their equipment was lost. Nevertheless, the Americans did succeed in confusing the Germans, who, not knowing the enemy strength and position or the extent of the airborne assault, could not react with any organized effort. Reports of contact with Allied paratroopers filtered into the various German headquarters very slowly. Besides the general confusion and the efforts of the Resistance to disrupt German communications, each German commander, wary of raising a false alarm, hesitated to alert central headquarters before checking and rechecking each report. It was not until after one AM that Seventh Army HQ was alerted and Army Group B and OB West were informed of the Allied air landings. Significantly, the latter two remained unconvinced that the airborne assault portended a major invasion and did not, therefore, order any of the reserves forward to meet the Allied attack. At four AM, with the sounds of ships being monitored all along the Normandy coast, von Rundstedt, still maintaining that the main Allied effort would come at Calais, saw that an invasion of Normandy was nevertheless now definite. He moved to stop it, ordering the 12th SS and Panzer Lehr Divisions to assemble and rush to the coast. These units were under Hitler’s personal authority, and, although OB West anticipated their release for combat, a formal request for the armor was forwarded to OKW. Two hours later, OKW replied, ordering a halt to the panzer movement pending Hitler’s own decision. Hitler was sleeping at the time and was not awakened until nine in the morning. Von Rundstedt, as a field marshal, could have demanded to speak directly with Hitler, but the aristocratic von Rundstedt refused to plead with the man to whom he referred as “that Bohemian corporal.”

By the morning of June 6, then, the six-division seaborne invasion was opposed only by the thin crust of German troops at the beaches. The half-tide landings were against five sectors designated UTALI, OMAHA, GOLD, JUNO, and SWORD, the latter three being the British-Canadian objectives.

Generally speaking, the landings were confused and chaotic, especially at Omaha Beach, where almost all of the amphibious tanks never made the French shore. The German obstructions, aided by a swiftly-rising tide, partly fulfilled their purpose, and effective German fire reaped further havoc on the beaches. But the Allies persisted, establishing beachheads in all sectors, although the phase lines for the end of D-Day were not reached. The situation by twelve PM, June 6, was as follows: the Utah landings were a mile off their intended target area; the U.S. 1st and 29th Infantry just barely managed to secure a foothold on “Bloody Omaha,” which, by the way, was almost abandoned as futile; and the British sectors Sword and Juno remained dangerously separated by a six mile gap. The time was ripe for a swift German counterattack, but, fortunately for the Allies, the Germans were in no position to take advantage of the situation. Had Rommel been allowed to deploy the armored reserve near the coast, the Allied landings would have fared much worse than they did, perhaps even failing completely.

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In the next issue – Part III is about “The Battle for the Bridgehead” and the confusion that reigned in the German High Command.

The three terms in the title have different meanings of course in the context of a War Game. It should be noted however that they are not necessarily mutually exclusive. To ensure that we are all talking about the same thing let’s define our terms:

Play-Balance – A game is “play-balanced” if, when played by opponents of equal ability numerous times from the same side of the board each opponent wins about half the time. Chess and checkers are classic “play-balance” games though there are those who will argue the advantage of the first move. Waterloo and Blitzzkrieg would appear to be in this class also though certainly not as definitely as Chess and Checkers.

Play-Ability – This relates to the ease of understanding the mechanical features of the game. Complexity sometimes gets confused with playability (or lack thereof). A game can be complex and still be playable. For example tournament level Blitzkrieg and Guadalcanal can be considered complex, but the first is “playable” the second is not. We would define complexity as the amount of play variables required in the game.

Historical Realism – First a War Game is not realistic when compared to War for two important reasons (and a myriad of others) the noise level and the lack of spilled blood – unless you get too mad at your opponent. These differences of course make the War Game infinitely to be preferred over War. The scaling down of time and space for a War Game has been discussed before. Can we conclude then that Historical Realism for a War Game is measured by how well the terrain of the conflict is reproduced and how well the conflicting units are represented, and how well the “rules” reproduce the situation.

The purpose of this philosophical discussion is to lead to the following conclusions:

Play-Balance is unimportant in a Historical War Game. Realism is vastly more important and Play-Ability must be present or the game won’t be played (by many people anyway). (One reason Guadalcanal fell on its face was lack of substitute counters – the method used is not “playable”). Of course one does not always like to lose, if ever. The solution is obvious. Every game is a two-game match. You play once from each side of the board. But you say you each win, what does that prove? Well you do it on a point system. For games already incorporating a point score this is easy, for others make up your own. For example: Afrika Korp – You won as Germans on your Nov 1941 1st move. Your opponent won as Germans on his Oct. 1941 1st move – who won the match? Your opponent? Not necessarily. If he was “lucky” and got a supply every time while you only got a statistical number of supplies – you won! What I’m saying is your point system needs to account for each factor important to the game. These factors are (not all are valid for every game): Territorial objectives, destruction of enemy forces, time, luck-balance. A succeeding article will give my point system for those of you who don’t care to make one up for myself.

In summary I would say that rule changes for “play-balance” (4-5-6) in Stalingrad are unnecessary and even undesirable. However, additional rules or changes which more accurately reflect the historical situation should be included, e.g., The Surprise first move in Stalingrad – no doubling behind rivers. Of course there is always the infamous “Battle Results Table”. Have you tried playing Stalingrad with the Battle table? Very interesting! Note how the whole philosophy of tactics changes in this case. Now which is Historically Real?

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Formations at Jutland

by Don Wolff

Can you visualize the "opposing forces at Jutland"? AH lists the ships present off the Danish coast that May 31st in 1916. However, to list is one thing, to see is another.

Why should I care if AH doesn't illustrate the fleet formations? To be honest, I, as a landlubber, don't know one $%*%+ thing about fleet organization. I figured that the commanders present at Jutland knew what they were doing, which is a vast amount more than I do. So taking a hint from those old sea-dogs of the North Sea, I copied their formational plans. I'm presenting these same plans for those of you who are in the same boat I am when it comes to naval tactics.

As you can see, there are the two basic formations of each fleet, the battle fleet and the battle cruiser fleet. The charts of each fleet's formation is clearly self-explanatory and need little comment. However, if you wish the name of a certain ship just look up the ship's division in the Jutland Battle Manual.

I agree that the British Battle Fleet at first looks somewhat bulky, to say the least. Some further research on my part has turned up some applications of this formation as seen in the Grand Fleet Deployment Chart. Deployment No. 1 is used when the enemy fleet is directly ahead and deploys in the same direction. Deployment No. 2 is used when your opponent is about sixty degrees to starboard. Deployment No. 3 is employed under the same conditions as No. 2, but allows your fleet to close some distance on your opponent. In deployment No. 3 your flag ship changes from a corner craft to the lead ship in your third column. Of course the direction and angle of your deployment varies with the entrance of your opponent's fleet.

After these few words and many illustrations, I hope someone, out there in warlord land, might have learned something. Till next time....

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No company name, city, or date is due to the fact that the book in question is now out of my reach, physically. In other words, I can not go to the place I once got it from.
The Strategy of Defense

by E. D. Henderson

A newcomer to the group of erudite contributors, E.D. Henderson has all the background — and then some — one could ask for in relating to wargaming. He was recently released from the U.S. Marines. Henderson served three years in the infantry, spending one regular tour and one volunteer tour in Vietnam. During his 19-month sojourn, with the 2nd battalion of the 26th Marines, Henderson participated in 20 combat missions including the siege of Khe Sanh. He holds two Presidential Unit Citations awarded to his unit for valor. Henderson returns to college in the Fall to study for a degree in Journalism at California State in Fullerton. Upon graduation he hopes to return to the Corps as an officer and make a career out of the service.

For the those wargamers who constantly play opponents with a hell-for-leather style I offer this strategy of defense.

Now defense is not a dirty word. Although wars and battles are not won outright by defense the conditions for victory are often the product of a well executed plan of defensive operations. Anyone who disputes this should read "The Campaigns of Napoleon."

Whenever considering a defensive posture two things must be kept in mind. First: the defensive is assumed until conditions are ripe for taking the offensive. Second: "He who would defend everything will defend nothing" (Frederick the Great).

In essence these two principles are the reason and method of our plan. Reason: we only fight on the defensive so that we can regain the offensive with a better chance at victory than we had initially. Method: since our forces are the same and we are fighting on interior lines we can concentrate on one or two major areas and forget others.

Tactics II (Red) offers a fairly simple problem in general defensive action. The terrain and road net almost spells out how a defender should defend nothing. The enemy can consider his options and then move accordingly. Allowing the attacker to do so is tantamount to disarming him.

Now let's get down to specifics. There are two things that can help us to develop a successful defensive posture.

1. Initially our defense can be based on these points:
   a. The FEBA (Forward Edge of the Battle Area) should rest along river line 26. Our center of resistance should be at the two sets of bridges (28-26, 27-26 and in C19-27). Linking units between these two positions should do until we know our opponent's intentions.
   b. Road blocks should be put up at 10-27 and 42-26 with the latter supported by a Mountain Division. HQ elements can be employed for these blocks.
   c. City garrisons in C43-16 and C3-28 are essential.
   d. Garrisons on Northwest Island to protect against Inchon-type landings are likewise essential.
   e. Our armor reserve should be posted at the road junctions around 18-15 and guards up against raids on the bridges leading south and east.
   f. Our mobile reserve (i.e. Amphibious and Airborne units) should be posted where their peculiar specialties can be employed to best result. In the case of the Amphibious outfits at some port (although not in the active defense of that port) and in the case of the paratroops completely removed from any possible enemy objective.

2. Now we can await developments. There are, however, some rules of defensive combat which we should go over.
   a. Fight defensively. The attacker must attain an advantage of at least 3 to 1 for a good chance of success and HQ elements have no weight in offensive combat.
   b. When a counterattack is imperative attack with all available force. "One battalion sometimes decides the issue of the day," Napoleon.
   c. Do not allow your armor or mobile reserve to become engaged in and of themselves. They are to seal local enemy breakthroughs and are not a main battle force.

Following these rules we can now play a defensive game.

The enemy must be careful in any offensive thrust. We can fall back along two lines of communications (running to Northwest Island and C43-16) if he breaks through our FEBA thus bidding him to become deeper and deeper involved in our territory. When the situation is ripe we can then launch a counterattack from our dual position on the classical-Napoleonic tradition of maneuvers on the derriere.

Of greater danger is a combination amphibious-airborne operation launched against one of our flank anchors (C2-28 and C43-16). These are both ports and can therefore be expanded from mere beaches into bristling encloses complete with regular infantry and armor formations. The only answer to such a move is to move against any such landing as quickly as possible. In a fight with specialized units the emphasis should be on their elimination not their withdrawal. With the mobile formations of our opponent removed or greatly reduced we can sit quietly along the river 26.

The greatest question regarding a defensive plan is when to abandon it. Considerations of remaining enemy strength, weather, own strength, replacement situation, etc. will color any answer. The best reply is simply "are we now in a better position in our chances of success than at the outset?"

If the answer to this is Yes then "Achtung Panzer!"

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Defense of Festung Europa

by Louis Menyhert

"He who defends everything defends nothing." This is true in modern warfare and applies more to D-Day than to any other game I know of. The German player must defeat the Allies on the beaches but at the same time defend seven road junctions around 18-15 and guards up for victory are often the product of a well executed plan of defensive operations. Anyone who disputes this should read "The Campaigns of Napoleon."

When the enemy comes against him, the German player must defeat the Allies on the beaches but at the same time defend seven road junctions around 18-15 and guards up for victory are often the product of a well executed plan of defensive operations. Anyone who disputes this should read "The Campaigns of Napoleon."

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ashore. A mobile defence also makes it easier for the Allies to get ashore since the beach defence must be weakened because the best units in the German Army are behind the beaches as a reserve.

While the German player should use a static defence this does not mean that he should fall into certain traps. He shouldn't have massive panzer reserves sitting inland where they will do no good and may not reach the invasion area for vital weeks. He shouldn't make a massive wall of static divisions from the North Sea to the Le Havre area. While this may look impressive to some players it should be a sham. Experienced, aggressive Allied players will not be fooled by this "show of strength." This type of defence will break wide open should a few units succeed in getting ashore because the surviving Static Divisions will be unable to counter attack and will be forced to go on the defensive. This is something the German player can't afford for once he gets on the offensive he will always remain on the offensive. The German player must maintain the power to launch attacks against the enemy at all times. This doesn't mean one to one's all along the front but rather selected attacks that will force the Allied player on the defensive and cost him time and units.

In fighting along the beachhead the Germans should not hesitate to attack at 2 to 1 or even 1 to 1. This is risky but remember the Allies got ashore in a 1 to 1 attack and the odds favor the attacker since even an exchange is good for the Germans if it means that the Allies are denied a port and more units are eliminated. When possible the Germans should use 3 to 1 attacks and let the Allies attack at unfavorable odds; however, this is not always possible and sometimes you must resort to 2 to 1 and 1 to 1 attacks to throw the Allies back into the sea. The quicker the first invasion is smashed the closer you are to victory. You should resort to 2 to 1's only in case of an important battle and 1 to 1 in soak off's and when you are in dire straits. 1 to 2 attacks are very good for soak off's as you have a one third chance of victory and you have a very small chance of losing. Remember in beachhead fighting the Germans have the advantage because they can prevent Allied reinforcements from reaching the beaches and they can force the Allies to counter attack at bad odds. With these tactics you can cause a collapse of the Allied invasion and force an evacuation.

The German player should use the flexible strategy defence because it will enable him to reinforce threatened areas quickly and at the same time not expose new areas to enemy attack. It should enable the German player to launch counter attacks against any enemy beachheads should the Allies get ashore. If the first invasion fails the Germans have an excellent chance of winning the game because the entire German army, minus a few units to defend coastal areas against parachute divisions, will be free to deal with the Allies. This will delay the Allies so badly that they couldn't possibly cross the Meuse by the 46th week yet along the Rhine. All this time the Germans would be getting replacements.

In a flexible defence against the Allies, panzer divisions should be on the coast defending against the invasion. One the defense have landed these Panzer divisions can be sent to the threatened area and be used as a counter attack force and/or as a defensive force. Whenever possible panzer units should be concentrated. The Germans must take advantage of the three high stacking rule which is the chief German advantage over the Allies. This rule enables the Germans to have panzer corps that are about 50% more effective than an Allied Armored corps. This is a huge advantage and must be used if the Germans are to win. Whenever strong panzer forces are available attacks will succeed in throwing the Allies back into the sea.

Remember that as long as the Germans have the offensive the game is going well and there is little to worry about.

Vital to the flexible defense concept and all other D-Day defences are parachute defences. These should protect German units against coastal defences from attack from the rear. One of the chief advantages the Allies have over the Germans is their airborne divisions. These units are a great threat to the Germans as they can be dropped behind the German lines, block retreat routes and can be used to invade invasions areas from the air. Whenever the Germans have the chance these units should be eliminated for once destroyed they can't drop again (assuming they haven't already dropped twice). Doubled areas such as towns and cities must be well protected against parachute attacks. The reason for this is that they are sure of such paratroopers forces the Germans to counter attack at bad odds or a withdrawal. Cities such as St. Lo and Amsterdam are good examples of this. The fall of these cities will cut off retreat routes of coastal units and help to block counter attacks. Strong infantry units and HQ units should be used to screen the coastal units from attack. These covering units also serve another purpose, they provide additional units for counter attacks against enemy beachheads and breakthroughs. Usually about 4 divisions will be needed to defend against parachute divisions, the less needed the better because they can be better used in coastal defense.

The German panzer reserves are very important to the game and have often changed the course of play in a game. The best place for them is in Northwestern Germany. Here they can quickly reinforce the North Sea area in case of an invasion there. They can also prevent an Allied dash across the dike into Holland and Germany. If placed in the Ruhr or Southern Germany areas these panzer units will arrive too late to stop or hold an Allied breakout of the North Sea. Also if placed in the Southern Germany area they do not absolutely no good. What will they be used against? Another mistake that should not be made is splitting up of this powerful force into two or three groups for this makes it less effective and will not have the same power as the original. The German player should adhere to this slogan: "In mass not dribbles." This will yield large benefits in the long run and help to create another Dunkirk should the Allies attempt a landing in the North Sea.

If the Allies make a successful landing in a northern invasion area the prudent German commander will order a general withdrawal and fight a delaying action rather than wait and see what happens and wind up in a bag. The German commander should take advantage of all terrain features that will delay the Allies. River lines should be defended as long as possible and the Siene should become a major defensive line. Here the Germans should attempt to hold on for at least 3-5 weeks and at the same time gain time for the escape of the static divisions and a build up of the Seine at all points. If handled well the German Army can make any Allied invasion a quick trip to POW camps. I have used this plan many times and have never lost with it. It has won me some games against excellent Allied commanders. Try it and see. I have included the German set up starting from the North Sea to the South of France.

NOTE: The above article is reprinted from the "International Wargamer" by special permission granted from the International Federation of Wargaming.

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| 1 2-2-4 C-4 | 1 2-2-3 St Lo | 1 1-2-2 Caen |
| 1 6-6-4 C-5 | 1 1-2-2 St Lo | 1 1-2-2 Bayeux |
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| 1 1-2-2 Boulogne | 1 1-2-2 O-2-5 | 1 1-2-2 U-42 |
| 1 1-2-2 O-2-5 | 1 1-2-2 Lorient | 1 1-2-2 Le Havre |
| 1 1-2-2 P-26 | | 1 4-4-4 Rotterdam |
| 1 3-4-3 P-26 | | 1 1-2-2 St Nazaire |
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| 1 4-4-3 S-29 | | 1 6-6-4 Sète |
the Summer That Was...

(Continued from Page 2)

the really big conventions sponsored by the latter two organizations.

Wargaming on the west coast has become synonymous with Spartan Wargamers, a California group growing by leaps and bounds. In fact it has recently been incorporated under the name “Russell Powell, Inc.” and boasts over 200 dues paying members not to mention hundreds of others who partake of their many functions.

Their convention was attended by one of our west coast salesmen Ted Hurwood whose photos make up portions of the graphic material reproduced on the cover and inside spread. Mr. Hurwood, of Jack Jackson Sales, has represented Avalon Hill since 1964 calling on west coast toy and hobby dealers. The tremendous growth in sales of AH products on the west coast is indicative of his untiring efforts in spreading the AH gospel. His attendance at the Spartan convention re-affirmed his faith in Avalon Hill and the customers who play the games.

Other photos appearing here are those of the indefatigable Phil Pritchard, who has his fingers in many pies. He doubles as Public Relations man for Russell Powell, Inc. and takes a very active roll in the publication of many IFW newsletters.

“Sparta is currently composed of two distinct parts: Sparta itself and the League,” Pritchard relates. “The League is self-governing and clubs joining this league merely pay a tax for the services they will receive from the league. Sparta is completely separate; it is highly personal where personnel is assigned to new members to coordinate the overall activities.” A ranking system serves as a guideline toward the amount of work each member accomplishes for the greater good of the organization. Russell Powell, Inc. acts as a holding company much in the manner that many charitable organizations look up to the centralized authority for advice on business and financial matters.

While it is our belief that Sparta is somewhat over-organized they have demonstrated a tremendous amount of zeal in fostering the wargame cult. Their house organ is the SNCL Monthly dealing mainly with internal affairs and events.
The largest of all the wargame groups is the IFW (International Federation of Wargaming.)

Dues paying membership is also in excess of 200; with monies being used to support several house organ newsletters, an offset magazine of general information, and sponsorship of the biggest wargame conventions known to date.

One hundred eighty-seven persons travelled across country to Lake Geneva to attend the 2nd annual August affair. The weekend convention, held again at the Horticultural Hall, boasted 6 Naval Miniatures games, all-day Napoleonic duels, assorted contests involving amateur game-designs plus varied and sundry AH game tournaments. Auctions at the sales booths sparked interest in games, books, souvenirs and a variety of memorabilia connected with wargaming.

Obviously, the Lake Geneva affair was a resounding success. With it, wargaming finally arrived — this summer for the first time better rapport among individual enthusiasts manifested itself. Like folk music, there's no longer any reason to hide one's interest in it. No longer does the youth of today retreat to their closest to play their guitars; so it is with wargaming — interest is now out in the open, wargamers are no longer reluctant to admit their devotion to this hobby.

In this light, the IFW is already laying plans openly — to conduct eight more conventions prior to next summer's 3rd annual conclave. Promotion director Len Lakofka states, "next year greater emphasis will be placed on more displays of handicrafts associated with wargaming, amateur game design, model construction, and miniature collections."

Meanwhile, the "IFW Open", a cash-prize tournament, is being formulated to determine who are best at doing their thing. All IFW news plus events of general interest appear in their organizational magazine, The International Wargamer, published on a monthly basis at rates scaled to the individual's interest in IFW affairs.

Conventions require much labor. That these conventions have proven tremendous successes is testimonial to the intense devotion many have given — we salute all club; in particular Sparta and the IFW without whose energies Avalon Hill could not be where it is today.

Truly, it was a beautiful summer.
The Automatic Victory
by Steven List

In his article "Smash the Enemy and Keep Rolling" (Sept '69) Gary Gygax attempted to correct some of the defects found in current rules on automatic victory. After analyzing the problem, however, he introduces some corrections which are in some respects worse than the originals. Herein are my own analysis and what I hope are better corrections to far too many of the current缺陷.

The AH criteria for automatic victory has always been that the defending unit is attacked by such a force that it will be destroyed by any die roll. While thus engaged, it is unable to hinder the passage of more hostile troops, which will themselves disregard the carnage they witness in passing. But what, in practice, does this imply?

The 43rd Footstalkers are crouched in their trenches, tense with anticipation. Across no man's land is a crack assault force composed of the Dirty Dozen, the Gruenes Gross, and the Chicago Police Force. Behind them waits the 1st Exploitation Division on their motorized skateboards. Flares light the sky! ATTACK! The assault force rushes in, and at least seven men grab every member of the 43rd and hold them immobile while the 1st Ex zips through. The 43rd is then carried bodily away and dumped into a long blue cardboard box which serves as a POW stockade. Sound familiar? Sound reasonable?

In general, whenever an engagement involved head to head slugging, both winner and loser took heavy casualties. Certainly there would be little chance for either troops to move unopposed across the battlefield. But when the correct tactics were employed, as in the German 1918 offensive and the classic blitzkrieg, destruction of the enemy is accomplished not by bashing him at the front line, but by penetrating through his position to his rear and bringing about disruption, disintegration, and defeat in detail. On the gross scale of most AH games, however, this is indistinguishable from the "bash 'em" approach in terms of movement on the board.

From here there are two courses of action: one can create a number of CTRs and cross-list according to what types of troops are involved to see when an AV situation could occur, or one can sweep it under the rug by saying a certain force ratio (does 7:1 or 3:1 surrounded sound familiar?) is necessary to saturate the enemy and make penetration possible. This latter course is obviously the simpler, though the rationalization for it is a bit questionable.

Thus we arrive, in appearance, if not spirit, at the old AH method. But this does not allow the units which create the AV situation to exploit it, which is silly in view of the accomplishments of the panzer divisions. Mr. Gygax points this out, and allows a portion of the troops involved continue on past the battle; he does not allow units not involved to do so. This also contradicts experience. The Germans used motorized infantry divisions in a follow-up role, while the British and French organized armored divisions solely for the role of exploiting holes punched by infantry/tanks. The French went so far as to have two types of armored divisions for these two functions, while the English disdained with "infantry" and "cruiser" tanks.

I would amend all Automatic Victory rules, including ANZIO's, to read: AV situations occur whenever a defending unit will be eliminated or forced to retreat into an enemy zone of control by any die roll. All units involved in the attack may move after combat provided they move first into the defender's square and that they satisfy the restrictions listed below. Units not involved in combat on the turn may also move through the square of the defeated unit, subject to further restrictions. The restrictions are: a) determine the fraction of the turn required to move all attacking units into position (i.e., if the slowest attacker to arrive has a BTA of 4 and moves the equivalent of three plain squares, ¾ of the turn is required to move all attackers into position); all exploitation is done in the remaining fraction; b) attacking units may move up to ½ their movement factor in addition to the "exploitation time" fraction of their movement factor; they may move through the zones of control of other enemy units which are engaged in battle; c) follow-up units may move to any square adjacent to the defender, as long as they are not in the zone of control of enemy units not in AV situations, during the first portion of the turn (a full stack of such units may sit on top of a full stack of attackers); during the exploitation phase of the turn, they may move that fraction only of their BTA and they must stop upon entering the zone of control of any enemy unit not in an AV situation. Second and third combat by attackers and followup units is allowed so long as no unit moves more than ½ times its normal BTA.

Mr. Gygax dips briefly into simultaneous movement by presenting a scheme in which the defender may react to the attacker's moves. However, he inadvertently confers on the defense an advantage which he just took away from the offense. He has pointed out the absurdity of allowing a unit to exploit an AV situation before the unit which would cause it arrives at the battle. Yet he has made it possible to commit reserves on Monday against an attack which won't be launched until Friday by allowing the defender to wait until the attacker is committed everywhere before releasing the reserves. This deprives the attacker of the use of feints and diversions, and makes for a less real game.

The Automatic Victory

Fire Power, the Fair Fight, the Fuzzy Wuzzy Fallacy
by William J. M. Gilbert

When two opposing forces have identical firepower and the same number of units then this would be called a "Fair-fight" - who wins it is one of those imponderables of warfare... the genius of the commanding general... you ... plays a large part.

In my first example of a fair-fight we have assumed firepower (FP) equals 1, i.e. in each volley or unit of time each soldier fires once. We have also assumed a KR (Kill Ratio) of 10%, i.e., 10% of each volley disables an enemy unit. A fight is a fair-fight only if after each volley the ratio of troops on the field remains constant. The entries in the table below represent survivors after each volley.

| I. | BLUE RED B/R | No.1 | 1000 1000 1 | No.2 | 750 750 1 |
| II. | BLUE RED B/R | No.1 | 1000 1000 1 | No.2 | 725 725 1 |
| III. | 1000 1000 | No.1 | 1000 1000 1 | No.2 | 725 725 1 |

Clearly this fight is a fair one!

If the concept of the fair-fight is valid we would expect that if Blue had more troops the ratio would quickly change to Blue's favor; as, indeed, is shown in the table below:

| I. | 1000 1000 | No.1 | 1000 1000 1 | No.2 | 825 825 1 |
| II. | 1000 1000 | No.1 | 1000 1000 1 | No.2 | 825 825 1 |
| III. | 1000 1000 | No.1 | 1000 1000 1 | No.2 | 825 825 1 |

However, he inadvertently confers on the defense an advantage which he just took away from the offense. He has pointed out the absurdity of allowing a unit to exploit an AV situation before the unit which would cause it arrives at the battle. Yet he has made it possible to commit reserves on Monday against an attack which won't be launched until Friday by allowing the defender to wait until the attacker is committed everywhere before releasing the reserves. This deprives the attacker of the use of feints and diversions, and makes for a less real game.

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Steven List
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the firepower differ. As a hint if British FP = 9 and the Fuzzy Wuzzy has 3,000 troops the British will need 1,000 for a fair-fight.

I have also not discussed unequal Kill Ratio’s and you can work that formula out too with this hint: If British FP = 8, British KR = 10% Fuzzy-Wuzzy FP = 1 and Fuzzy-Wuzzy KR = 5% 250 British vs 1,000 Fuzzy Wuzzies is a fair-fight.

How all this may apply to A.H. game may seem obscure but it does apply and is important for you to know. As an example, suppose you have 20 units whose average combat factor is 4, (i.e. FP = 4). If the average combat factor of your opponent is 8, as long as he has 14 or fewer units then the fight is not fair ... and furthermore it is not fair in your favor! On the face of it this seems absurd since he has 112 combat factors to your 80 but you do have an edge. The proof is left to you, but take as an example the situation where your opponent has only 10 units of average combat factor 8; this will not only not be a fair-fight it is virtually a wipe-out even though you both have 80 combat factors! See what happens in the table below with a KR of 5%:

<table>
<thead>
<tr>
<th>VI.</th>
<th>BLUE(avg 8)</th>
<th>RED(avg 8)</th>
<th>B/r</th>
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<tbody>
<tr>
<td>No.1</td>
<td>16</td>
<td>6</td>
<td>2/7/1</td>
</tr>
<tr>
<td>No.2</td>
<td>14</td>
<td>0!</td>
<td>?</td>
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The basic principle to remember is that even though the forces opposing you have greater combined combat factors it may still be a fair-fight or even in your favor ... just apply the formula and see!

For those who wish to persue the matter further I welcome correspondence.

William J. M. Gilbert
125 Christopher St.
New York, N.Y. 10014

**Hit and Hold**

By Naomi Gilbert

I am constantly amazed at the number of wargamers who think that their “natural” talent overrides the need for study... a mistake not made in chess, bridge, or Go. So let us return to our Clausewitz, starting with the concept of Hit and Hold.

The basic principle of Hit and Hold is to HIT a small fraction of your opponent’s forces with the bulk of your own while HOLDing the remainder of his army in check with relatively small units. The “Soak-Off” is a baby example of precisely this technique... but AH does all the work and the concept needs expansion to the strategic level.

In this first example Blue applies the major part of his own forces to Red’s right flank while holding his own right with cooks and bottle-washers. During the ensuing battle the Red right flank will be so hopelessly outnumbered that it will suffer heavy casualties. Blue’s right should be secured with sufficient strength so as to be able to withstand at least one assault without support. A good rule of thumb is to screen in such a manner that Red cannot get 3-1 against any position. Recall, that in a game like S-Grad Russians will have to defend with the same number of units even if facing only Romanians! Although it is tempting to attack a large number of defending units it is rarely as profitable an enterprise from a mathematical point of view as a HIT and HOLD operation.

The defensive answer, at least in S-Grad, is for Red to defend very lightly (2-3-6’s) in front of Blue’s hitting force and to oppose Blue’s holding forces with heavier units... actually sort of a reverse Hit-and-Hold. If Blue’s holding troops haven’t enough strength to attack on their own the campaign ends right here... or even if they do, too many exchanges and soak-offs eventually kill Blue’s hopes.

An alternative is IIa and IIb. In the first cycle Blue attacks along the whole front. This rarely efficient but it forces red to defend evenly on the next turn. As long as Blue still has good communications between his flanks he can then concentrate on hitting one flank and holding on the other (IIb). This is an especially good October German move in S-Grad.

An effective summer strategy is seen in diagram III. Blue is constantly swinging his hitting force from flank to flank. This forces the defender to deploy his troops evenly across the front and lets attacker choose the targets instead of the defender.

**The Schlieffen Plan & 1914**

by Mark M. Lowenthal

New to the ranks of contributing writers is Mark M. Lowenthal, Having graduated Magna Cum Laude and Phi Beta Kappa from Brooklyn College last June, we can assume that his first contribution to The General is one borne of considerable knowledge in the area of military and diplomatic history. As a matter of fact it is his major as a graduate student at Harvard University.

Scott Bowden, in his article on the Schlieffen Plan (Sept.-Oct., 1969), has tried to analyze both the plan and its application in 1914. Unfortunately, his analysis misses in certain points. Probably the most important point is that the Schlieffen Plan arose not out of military thought per se, but out of the bankrupt foreign policy that Wilhelm II imposed over the superior Bismarckian one. Further, this is the major point...
in any consideration of Schlieffen: it tried to correct and supplant foreign policy and as soon as it imposed itself over that policy, making hostilities inevitable once the Russians mobilized. Thus the Plan incorrectly forced policy instead of being guided by it.

When using the Plan in the game, certain things need be remembered. As the game begins on August 14-15, the French player has a chronological advantage. This date is actually thirteen or fourteen days after the real German mobilization (August 1, 1914). According to the Plan, Liege should have fallen at least twenty-four hours earlier. This has been counterbalanced by the board's geography, allowing Liege to be quickly reduced, although still behind schedule. Furthermore, Namur could be temporarily bypassed in order to begin the attack on France (as von Kluck's First Army did), and later taken at German leisure. Although France can give ground in Belgium, it must fight on the economic-border squares, creating a realistic situation. In fact, the French did not make deep penetrations into Belgium, and the first heavy contact occurred on the frontier (August 23, 1914).

Mr. Bowden suggests Maubeuge as the German pivot. This has certain flaws. First, this affords too short a right arm to accomplish his goal. The right flank will be pitably exposed, causing wasted lateral movement to extend the flank. Second, a Maubeuge pivot offers the French a good opportunity to attack the Germans at an exposed joint. A successful attack on a joint will always cause the two ends to recoil away from one another, offering good exploitation to the attacker, as Napoleon did in Italy in 1796. Players should remember that the French can afford to exploit a break in the German line in either Belgium or on the French border. It is only after France has been penetrated that the Allies can't develop counter-offensive action.

The remedy is to move the pivot down to at least Givet, although the Plan calls for a pivot at Thionville (one square southeast of Longwy). Either of these locales, but more especially Thionville offers rough terrain to protect the pivot and free units for the grand sweep. With proper execution the German should reach the Ghent-Thionville line on August 23, and the St. Quentin-Thionville line on September 1. (Excellent maps are to be found in J.F.C. Fuller, A Military History of the Western World, Vol. III, and Esposito, West Point Atlas of American Wars, Vol. II.)

To properly execute Schlieffen's plan the German must come around east and south of Paris before falling on the French rear. To do otherwise would cause either a costly head-on attack against the Paris forts, or leave the Paris garrison free to operate against the German rear.

The main flaws in Schlieffen's plan are its presumption on state policy, and its call for rapid movement in an age suspended between Napoleon's cavalry and Hitler's blitzkrieg. In fact, the Plan fell a mere forty-eight hours behind schedule, but left the German armies exhausted and unable to exploit the Marne even had they won, as von Moltke saw when he visited the front on September 11. Mesmerized though he was by Cannae, Schlieffen forgot that while Hannibal won the battle, Rome won the war.

Mark M. Lowenthal
Child Hall 101-A
Harvard University
Cambridge, Mass. 02138
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

CONTEST NO. 34

The last lap situation in Le Mans with the blue spec cards and no optional rules is as shown below. Seven cars in a tight race are ready to enter the last two hairpins on Le Mans. For the purpose of this contest, all cars will change corners whenever possible. Stocks will be referred to in the order they are listed in conjunction with the chart below. After CTD of Monday, December 15, the Avalon Hill staff will play out the conclusion of the race. Object of this contest is to predict the order in which the cars will finish.

Cars No. 3, 6, 9, and 12 are in 5th gear. Cars No. 1 and 4 are in 4th and No. 2 in 3rd. Cars No. 1 and 2 have 2 hardbrakings left. Cars No. 6, and 9 have 1 HB left, and cars No. 3 and 4 have no HB's left.

All entries must be postmarked no later than December 14. Ten winners will be named. All entrants must list what they feel are the three best articles of this issue. This selection has no bearing on the contest results but entries not containing this information will be voided.

STOCKS

1. Ampex
2. Chrysler
3. Food Fair
4. Ford
5. Gen. Elec.
6. Goodyear
7. I.B.M.
8. Korvette
9. Motorola
10. Sears
11. Polaroid
12. Goodrich
13. White Motor
14. Zenith

Headlines of 3 Best Articles:

Name ________________________________
Address ________________________________
City ______ State ________

OCCUPANTS WANTED ADVERTISEMENT

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

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

CHANCE TABLE

Last digit of sales-in-hundreds: Results:
0 Safe
1 Spin Out
2 Pit Stop
3 Safe
4 Smash Up
5 Spin Out
6 Pit Stop
7 Safe
8 Smash Up
9 Spin Out

(Same table to be used for last sharp if need be.)

ENTRY FORM

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<td>BRM</td>
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<td>Corvette</td>
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<td>Cobra GT</td>
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Opponents Wanted Advertisement
Dear Sirs,

I was writing in regard to the letter in the last issue of Letters—Yes, We Get Letters which impressed me. It is something like a foreshadowing of the future. I had never realized just how much the future depends on the decisions of the present. It is quite clear that we are heading for a world of great changes, and that these changes will be profound. The world is becoming more interconnected, and this means that the decisions we make now will have a significant impact on the future.

Yours sincerely,
[Signature]
WAR: A NATURAL HUMAN TRAIT — Distinguished columnist C. L. Sulzberger writes that ever since the United States ratified the Kellogg-Briand Treaty 40 years ago, which outlawed war, "since then, the world has seen approximately 100 armed conflicts in at least six of which the United States participated." Perhaps the reason this treaty has been ineffective is that no one bothers to officially declare war. On the other hand, perhaps it is ineffective simply because man loves to fight. If, as Julian Huxley writes: "as for human nature, it contains no specific war instinct," then why in the last eight years alone have there been 184 internationally significant outbreaks of violence and 82 governments directly involved: Between 1946 and 1968, we have seen more than 1,200 examples of internal war. Despite his previous premise, Huxley observes, "there are only two kinds of animals that habitually make war — man and ants." It is interesting to note that ants, particularly harvester ants, war on each other over accumulation of property. "War did not arise until man began to accumulate stores of grain and other forms of wealth (property)," continues Huxley. What Huxley is probably saying is that man is basically pacific in nature until someone else has what he wants. Thus we can conclude that mankind's societies develop higher, tendencies, toward war will increase, not decrease as the pacifists are wont to have us believe. This means, in effect, that there will be more, not fewer, wars the likes of Korea and Vietnam. What's all this got to do with Avalon Hill games??? Simply this: we're sick and tired of hearing from the nutty bleeding hearts that our games foster the climate analogous with "aggression." It's time they start cleaning up their own backyards, first... then we'll discuss "de-escalation of the wargame syndrome." So much for the sermon of the day...

NO ONE sank the Prince of Wales in Contest No. 33; but many came close. Lead by Terrence Towson, Maryland; Bob Smith, Ft. Lauderdale, Florida; J. B. McGee, Vallejo, California; Gary William Kellerman, 7 Hadley Road, Armonk, New York. He prints a standard hex grid on a sheet of transparent plexiglas and lays it over a map of any area desirable. Voila; one has an instant AH mapboard. Preparing an accurate Order of Battle is something else, however.

GOOD NEWS from the publisher's of St. John's University Military Strategy Club's "D-Elim." It doesn't cost 50 cents as stated in the last issue — one need only submit a 9 x 12 envelope containing 24 cents postage to their Utopia and Grand Central Parkway, Jamaica address to receive one of the most informative newsletters of general wargaming interest around. Other maps we heartily recommend are: IFW's International Wargamer, 4688 N. Spaulding, Chicago 60625; Wargamer's Newsletter, 69 Hill Lane, South Hampton, Hampshire, England 501 SAD; The Armchair General, P.O. Box 274, Beltsville, Md. 20705; Panzerfaust, Box 280 RD No. 2, Sayre, Penna 18840. Two new attempts are: The Bomb, the "official Zine of the IFW Anzio Society, which indicates that Anzio may become a classic before its time; and the U.S.C.G. Journal which stands for United States Combat Group and may be obtained from Colonel David Glasser, 1718 Northport Drive No. 6, Madison, Wisconsin. R.E. Johnson reports expansion of the Avalon Hill Intercontinental Kriegspiel Society's "Kommandeur," a quarterly that was previously available only to members. This organization caters to adults who desire PBM contests with overseas persons. However, they are broadening their base of operations. Complete info is available from Editor Johnson, P.O. Box 134, Whippany, New Jersey 07981.

THE TOP MAGAZINE continues to be S&T. Yes, S&T has survived. Now the baby of Poultron Press, who took over from Project Analysis Corp, the quality is just a shade under that of its original publisher — and that can be attributed to inherent disorganization that always results during a changeover period. On the plus side, each issue will contain complete games as a regular feature in addition to a column from game authority, Sid Sackson, designer of several 3M Bookshelf games. A more controversial and opinion-oriented policy will prevail — making it the premier magazine into which former editor Chris Wagner had developed it.

Subscription info is available from Poultron Press, P.O. Box 4267, Long Island City, New York 11104.