Avalon Hill Philosophy - Part 20

Game Designing - Playtesting

It's that time of the year again. The time when Avalon Hill makes its annual pilgrimage to the market place to unload its cache of new games. It has been traditional for Avalon Hill, and most other toy and hobby manufacturers, to gear their new introductions to the spring of the year. 1970 will be no different. They'll all follow the sandstorm of exposing their new products at the annual toy and hobby trade exhibitions at which time dealers will be placing orders for shipments between now and August.

And every year, it's the same old advertising and promotional malarky... everything is always "new, revolutionary, better than before"... the endless stream of fancy platitudes always accompanying the unveiling of the new products.

For instance, here's what came out of the Avalon Hill publicity grist mill in their Press Releases on The Stock Market Game: "a sensational departure from the fantasy aspect which characterizes other games based on the machinations occurring everyday on Wall Street, Avalon Hill's offering actually shows players HOW to make a fortune in the stock market - and why it's possible."

Here's another beauty, this one in their Press Release on Kriegspiel: "Bursting upon the market with the combined explosives of military savagery and diplomatic maneuvering, Kriegspiel is Avalon Hill's ultimate weapon in reaching a wider interest group of war gamers... truly an international success des-tine."

Pretty fancy rhetoric, what??

It's one thing to make explicit advertising claims; another thing to back them up with facts. With many manufacturers the people who write these epistles often never see the products much less test them. Often the advertising agency is a separate entity in a separate city from the manufacturer of the product they are paid to eulogize.

Ad agencies usually receive a fee of 15% of the ad budget. It is the rare manufacturer who employs his own advertising experts mainly because expert advertising people can do much better for themselves working for an agency. Thus a creative team for your product may handle products of many other manufacturers as well. In this light it is the rare agency that displays the inclination or the time to get all fired up over one company's products.

Fortunately for Avalon Hill this is not the case. Recognizing the need for greater rapport between advertising and designing, Avalon Hill writes its own publicity, promotion, and advertising. These same people, however, also recognize that such rapport can lead to a lessening objectivity. That's the reason why Avalon Hill places great emphasis on the Playtesting program as the absolute final criteria in determining what they should say in their promotional literature.

A great amount of time, effort and expense goes into the consumer testing program. Naturally this expense has to be built into the cost of publishing the game, a cost which ultimately gets passed on to you the consumer. But were it not for an expensive playtest program, Avalon Hill could not truthfully advertise the realism and authenticity of its products.

We have learned by experience that a consumer play test program is an absolute must. We emphasize consumer because it is important to differentiate between factory testing and consumer testing. Factory testing which would involve the game's designers is lacking in many ways. In his very introspective article published recently in the IFW Monthly, Scott Duncan hit the nail on the head when he stated, "the designer assumes that others who test the game will have the same understanding of the game that he has and this is simply impossible." What Scott is saying is that the designer is so familiar with the game by the time it reaches play test stage that he can no longer be objective. Rules which are duck soup to him will be ambiguous to the novice; but unless the novice gets to test it the designer will never realize this.

That's why we emphasize consumer testing. Himself an amateur game designer, Scott has encountered these pitfalls himself. "Testing by persons not associated with the design is the best form of playtesting... the most important factor is dissociation from the game; impersonality in the approach to the evaluation."

There are, of course, drawbacks to consumer testing. Since the time element precludes outsiders from testing the games at the factory, most all consumer testing must be done "at home." This presents some problems. A major problem deals with acceptance to testing. Some simply sit around and hash over the rules as to whether they are good ones or not without really taking the time to play the game, then reserving judgment until later. To avoid this, it is necessary to involve a large number of people in the testing program. This is why Avalon Hill calls on registered wargame clubs. In this manner a small number of prototypes, which are expensive and time-consuming to produce, can pass through a maximum number of hands.

One of the many organizations called upon to test prototypes was the IFW. Here's how a typical session was recorded: "There were three test members, two players while one kept notes. The rules were read until fully understood and a sample game played. The set-up time and observations on ways to cut this down were recorded and the game begun. Each turn a listing was made of the number of units on the board and eliminated as well as any other factors entering play such as time to play an average turn. As we went along we made on-the-spot comments which were recorded by the third player. Later all commentary was re-evaluated and corrected if we had made any rash judgements early in the game which proved to be wrong later on."

"As the evening progressed and the game ended we recorded the total game play time and began to analyze the data. For instance (as we were doing the playtesting for LUFTWAFFE) we studied the chance for easy, mid-range, and tough bombing assignments and the point values assigned to each..."

Space limitations preclude us from relating all...
Masses of German infantry move forward, towards the enemy lines. Suddenly artillery and machine gun fire open up. The earth tremors, fountains of dirt erupt upwards as explosions flicker across the landscape. Small arms fire increases to a deafening crescendo. Then silence descends; the smoke drifts away to reveal the enemies lines breached, but at what cost! 740 corps shattered across a broad front.

Sounds like the tactics from W.W.I., but in reality this is the tactics most written about for the initial German-Stalingrad offensive. Masses of 1-2 attacks against a doubled Russian defense. The time and place has changed, but not the tactics. Why seemingly the do or die?

From the Philadelphia and Baltimore IFW groups monitored by Scott Duncan the concensus was . . . "overall, with suggested changes, Kriegspiel is a real winner in my book and I'd recommend it to anyone who plays games because it is so uniquely simple in mechanics yet complex in competitive value."

Raymond Myers, a press secretary in Senator Glenn Beal's Washington office, reviewed the Washington IFW testing group, while not overly enthused because Kriegspiel is not a historical setting, conceded that . . . "this game looks very playable and enjoyable and a good novice game."

Probably the most thoroughly controlled testing of all was conducted by Spartan International, whose founder Russell Powell noted . . . "Kriegspiel has several great aspects to it: a new board innovation long overdue; new methods of combat; simple to play not that realistic games aren't great but there is a need for this type too; you can play it in one setting; our whole club would purchase this game just because of the aforementioned facts."

With The Stock Market testing, an even greater number of playtesters were enlisted. The comments were spectacularly favorable. Otherwise we would not have a prototype VII. Of all the eulogies we think that of Gary Gygax, Chicago IFW chapter, best summed it up when he said, "While the basic and advanced games are good, and the Solitaire game included for true market addicts is really quite enjoyable, their final optional rule is absolutely the greatest. All wargamers must have at least some sense of history - a feeling for the subject and times past. Well, A.H. has outdone itself with their "1929" variant game situation . . . some day when you have three or four friends around, sit down with them for a couple of hours of exciting play - the great stock market crash of 1929. See if you can end up leaping from a window, joining a bread line, or among the well-healed."

To turn a popular phrase, with comments like these who need an advertising department . . .

THE GENERAL

At B-34 was successfully eliminated. The Finns next defense would be at D-30, F-31, I-31. Of course you may continue to lose a stack each attack, but the odds are such that you stand a better chance for an exchange or a D-back 2 rather than the old way of sacrificing two delaying units with no hope of surviving an attack. It has been written about stretching the Russian defense, etc., with maps covered in arrows, showing the victorious Wermacht advance to victory, but what they do not depict are all those stubborn Russian defenders blocking the way with no intention of letting any German Panzer-Corp make tank tracks all over the Russian landscape.

The following are not step by step plans for a German victory, but they may help you win in planning your own campaign. For some excellent ideas, I recommend reading Richard A. Shagrin's article (item 3-7) in Vol II, No. 5.

One thing you should remember is in a war of attrition the Russian will win, for the Soviets recuperative powers are three times as great as yours within a short time, so you must maintain as much strength as possible. Many times an unnecessary exchange of uneven factors causes just that much more chipping away of the Wermacht's strength. Over a period of a game these lost factors could add up to much needed units that you could have benefited by the use of later on.

In frontal attacking 3 doubled stacks of units on an open plain, it might be to your advantage to attack one in each stack at I-2 in order to attack the other 3 units at better odds. This is more successful in the south where the Russian generally does not have a large reserve. River attacks versus River city attacks, (frontal). It is much easier to attack across a river against 2 stacked units rather than 2 units in a river city, even though their strengths may be equal. In a river attack a 3-1 is brought against one unit with the other a 1-2. This assures a 100% chance of breaching the river.

The same is not true with a river city such as Riga or Leningrad. The same attack of 3-4 and I-2 will generally leave you adjacent to the city. The Russian, in his turn, can just move back one square and still have the river between you and himself. If you must attack a river city, use the I-2, then the 3-1 attack. If you reverse the order you cut your chances of advancing after combat from 40% to 20%, (P.B.M.)

Against a competent Russian Commander, Leningrad will be the hardest to capture. An excepted theory is to capture Moscow, (if you are able to) then strike towards Stalingrad and Leningrad. Leningrad is extremely difficult to assault, so to save time and casualties; the best way is by isolation. This must be done by the end of your Sept. 1942 turn at the latest. The fastest isolation method would be a line running adjacent to the Luga, around the S.E. side of the Volkhov and Svir, with units blocking the Onga Lake north passage. To prevent a last minute attack by the Russians to crack your isolation, you could have two lines, one behind the other, so if he did crack the first line, he would still be isolated.

If by chance all remaining Russian units were in the Leningrad encirclement, with Moscow and Stalingrad captured, you could extend your isolation date to April 1943.

By William B. Searight TM I (SS)

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**The General**

**Chicken Yamamoto**

This article is dedicated to those poor fellows who despise the reams of good advice printed in the General from the Neo-JDN still find themselves on the short end of the bloodletting.

by Lincoln Clark

Being stacked up against a superior fleet, you must agree that the United States was lucky to win the battle of Midway. Yet despite the numerically larger fleet that Japan committed to Midway proper, she simultaneously sent another powerful fleet to the Aleutians. Suppose Isoroku Yamamoto had a sudden attack of the heebie-jeebies just after the sortie of the Combined Fleet from Japan in late May. The sudden increase in U.S. radio traffic indicates that maybe the enemy knows of his secret plan to seize Midway. Maybe he should recall the Aleutian squadrons already steaming toward Dutch Harbor, Attu, and Kiska. Suppose he does . . .

CL INTS enters with 0500 June 4 fleet
3-1 defensive value
2 hits to sink
3 points

This ship was flagship to Invasion Fleet, not ATAGO, but why argue?

1st night turn (0300) June 5--
CVE RYUJO 7T, 5F
2-1 defensive value 2 hits to sink 7 points
CVE JUNYO 7D, 8F
2-3 defensive value 3 hits to sink 7 points
CA NACHI
6-3 defensive value 4 hits to sink 3 points
CA MAYA, TAKAO
6-3 defensive value 3 hits to sink 3 points

for those who employ destroyers:
DesDiv 7 (3 DD's) plus 2 DD's (DesDiv?)

If appearing this turn, enter at A-1. Each turn delayed permits ships to appear in one area farther east or south, i.e. if ships enter at 0700 June 5, they can enter at C-1 or A-3.

0700 June 5--
BB HYLGA, ISE, FUSO, YAMASHIRO
13-7 defensive value 7 hits to sink 7 points

CL OL, KITAKAMI
4-1 defensive value 2 hits to sink 2 points
CL TAMA
3-1 defensive value 2 hits to sink 2 points
CL ABUKUMA, KISO
2-2 defensive value 3 hits to sink 3 points
DesDiv 20, 21, 24, 27 (4 DD's each) plus DesDiv 6 (3 DD's)

ABUKUMA and KISO are flagships for Attu and Kiska landing forces. More on their use later. Same entry as for other force.

This adds up to an impressive total of Japanese strength, but don't despair, USA'ers. A heavy weregild accompanies it. It is an historical fact that the Japanese did not know the location of the U.S. carrier fleet until 0728 June 4. The operational plan of the First Carrier Striking Force flatly discounted the possibility of contact with the U.S. fleet before the capture of Midway. Why then, dear reader, is the U.S. player treated to the suspense of the Japanese carrier fleet mucking around in a corner for at least twelve hours on June 3 and making no attempt whatever to close the range on its target? Aagh soo, inside information. Don't count on it!

You are charged, Admiral Nagumo, with carrying out an air strike no later than 0700 June 4 on Midway Island. If you don't land, ten points to the U.S. player and add five more to the kitty for every turn you fail to meet the deadline. All your ships will enter at their specified times; no earlier, no later. If you spot any U.S. surface vessels before 0700 June 4 inclusive, you are freed from your obligations. If you don't find him, he doesn't exist; he isn't within a thousand miles of you; you will follow the operational plan: attack and seize Midway, then wait for the U.S. fleet to come to you.

The two northern landing forces each contain about 1200 men (for those who incorporate transports, ABUKUMA had one, KISO had two.) So even if ATAGO is sunk, an invasion can still be made. There are 5000 men in the ATAGO fleet. If only half that number land, six turns are required to capture Midway; if 1200, eight turns; if 6200, 3 turns; if 7400, 2 turns. If less than 5000 men land, one battle ship must stay on Midway to lend artillery support.

This version, as do all, complicates things. It is an improvement, I think, over others I have seen because there are no new rules to learn, just more ships to incorporate. The very real fault in the Japanese plan, ignoring the U.S. fleet, is apparent. But even if the first four carriers are sunk, Japan can still lean on her "second platoon."

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**The Intelligence Factor**

by E. D. Henderson

Wargamers planning a campaign in Stalingrad or Blitzkrieg (or many other Avalon Hill games) immerse themselves in matters of G-1 (administration), G-3 (operations) and G-4 (logistics). Missing is G-2: intelligence.

To the casual observer G-2 may seem an added headache to the already rule-heavy business of wargaming. Red puts out his units, Blue puts out his units and the fight is on! Why make things more difficult?

An avid student of wargaming and military science can answer that immediately. In the real thing an enemy doesn't lay out cardboard squares so you can see and record his every unit. Security is clamped on even everything so a very minimum of information becomes known about a combat formation prior to action. Since wargaming is the transfer of real combat to a game situation, combat intelligence and security remain part of the art of military science.

This is not to say that an intelligence rule should be thrown blanket-like on every wargame. As with many other complex rules it should be up to the individual player to decide if he wants to play with the added burden (and reality) of G-2 on his staff duties.

To institute a system of combat intelligence you first need combat security. This, at least, is easy to put into effect. At the start of a game every unit marker will be placed on the board upside down. From this point it's up to each side to find out what it can about the other.

There are many methods of gathering information about opposing military forces. Any or all can be employed in a game situation. Some of these are as follows:

1. Initial identification: before actual hostilities begin a certain amount of information would be known about the enemy. This would come from such sources as military attaches in embassies located in a future opponent's country. At the outset of a game the 4% of all units will be unmasked. These units ("known" units) should be spread out over the board evenly and not concentrated in one area.

2. Land reconnaissance: when any "unknown" unit advances to within two squares of an opposing unit it becomes subject to reconnaissance patrol action. One patrol could be sent out from each unit and could identify only one opposing unit. If the patrol route runs through zones of control of a known unit the reconnaissance can be considered a failure.

3. Air reconnaissance: in games with air forces such units could fly reconnaissance missions within their normal range and identify one unit per flight. Such flights would be subject to interception and would be unable to conduct normal operations (i.e. bombing, escort) on the same turn.

4. Agents' reports: this would get the spies into the picture. Before each turn each player will pick a number and roll the die. If his number comes up he can uncover one unit of his opponent's forces.

There could be other intelligence methods not listed above. These are the only most obvious. In games with specialized units such as Rangers and paratroops a long range reconnaissance option could be put into effect. Other games which include a naval capacity could add observation of port and beach squares.

In addition to combat intelligence, there should be ways to thwart its activities. In the case of land reconnaissance this would be a picket line of known units whose zones of control screen an unmasked concentration. Air recon could be intercepted by a combat air patrol over another such concentration. The chances of rolling the right number on the die is its own safety valve.

A unit once identified would not have to remain known. If it could clear itself of all reconnaissance activities for one complete turn it would have the option of returning to the unknown category.

If all of this sounds like work, it is! It may even amount to another full hour to the playing time of a game. It has its drawbacks (such as the flipping and re-flipping of all those cardboard squares). It also has its virtues. Chief among them is that it adds another factor of reality to the business of wargaming: the intelligence factor.
The Pessimist's Blitzkrieg

By Charles B. Pelto

There can be no doubt that Blitzkrieg is one of the largest and most complex wargames to ever come out of Baltimore. For a fictionalization of the Second World War it cannot be beaten. It has every type of unit that was used in the actual conflict. If anything has been left out I'm sure that somewhere some other enthusiast is working on another variant to include the missing counters.

But, I'm not going to discuss strategy for a style of warfare that disappeared in a cloud of dust over Hiroshima. If you’d like to have a command position with the US Army for the next time they play "Over There," you should learn how to win a nuclear war. Preferably without losing your forces under a growth of mushrooms raised by the Other Side. To put it bluntly, this article will describe the addition of a style of warfare that disappeared in a cloud of third turn a player may have a target(s). The greatest advances in weapons development that came out of WW II were the famous, or infamous depending on your point of view, V-2 rocket and the nuclear fission bomb. During the 50's the major powers put these two devices together and created an even greater engine of destruction, the Inter Continental Ballistic Missile (ICBM). By the early 60's both the US and the Soviet Union were deploying their own special brands of missile systems.

Blitzkrieg accounts for the first Bombs that came out of WW II but it stops there. To bring it up to date requires the addition of elements to Blitzkrieg that will bring it out of the 40's and into the 60's.

The Standard Operational Procedure (SOP) for an ICBM attack is as follows:

<table>
<thead>
<tr>
<th>ICBM Results Table</th>
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</thead>
<tbody>
<tr>
<td>No. Launched 1 2 3 4 5 6 7 8 9</td>
</tr>
<tr>
<td>1 MMMNNNDD</td>
</tr>
<tr>
<td>2 MMNNDDDD</td>
</tr>
<tr>
<td>3 MNNNDDDD</td>
</tr>
<tr>
<td>4 NNNNDDDD</td>
</tr>
<tr>
<td>5 NNNNDDDD</td>
</tr>
<tr>
<td>6 NNNNDDDD</td>
</tr>
<tr>
<td>Die Roll</td>
</tr>
<tr>
<td>M - Mss, no damage</td>
</tr>
<tr>
<td>N - Near Miss, ½ factors eliminated, no movement from or through that square for one complete turn.</td>
</tr>
<tr>
<td>D - Direct Hit, all factors eliminated, no movement through that square for one complete turn.</td>
</tr>
<tr>
<td>If used against a vacant city to reduce supply; M - no lose</td>
</tr>
<tr>
<td>N - ½ supply capacity lost for three complete turns.</td>
</tr>
<tr>
<td>D - all supply capacity lost for three complete turns.</td>
</tr>
</tbody>
</table>

The defense of an ICBM site is subject to the rules on the defense of ICBM sites. Inaccuracy is the chief problem of the ABM. It is the best policy to group the sites so they provide mutual protection in the event the opponent tries to pick them off every third turn. Grouping will also allow for stronger counter-attacks on incoming warheads. A player may line his ABM's up along his border. This will furnish not only a strong concentration against ICBM's but also create a shield for lands behind. Or he could cluster all of his sites, ABM and ICBM, in one section of the country leaving the ICBM's in firing range of the opponent's sites and the ABM's just out of range to provide them with cover.

1. Player A launches his ICBM's and follows the SOP.
2. Player B, once informed, has the option of retaliating at this point in the play. If he does he informs Player A of the number of missiles launched and their target(s).
3. Player A launches his ICBM to look like this:
   - Step 1: Player A hunches his ICBM's up along his border. This will furnish not only a strong concentration against ICBM's but also create a shield for lands behind. Or he could cluster all of his sites, ABM and ICBM, in one section of the country leaving the ICBM's in firing range of the opponent's sites and the ABM's just out of range to provide them with cover.

   Whenever way it's worked the addition of the ICBM and the ABM to Blitzkrieg will give those who try them the chance to fight a war that could be just around the corner.

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German Defense of Normandy

Part IV

by Alan Augenbraun

In this, the final installment of the four-part series, Mr. Augenbraun winds up by explaining the German attempts and fuses aimed at preventing total Allied breakout. Previous installments, starting with the Sept-Oct 1969 issue (Vol. 6, No. 3), highlighted Hitler's obsession with an "Atlantic Wall," followed by the "Evacuation of Liberation" during which the German High Command was unable to agree on overall strategy, and "The Battle for a Bridgehead" demonstrating the confusion that reigned in the German High Command.

PART IV: The Road to Paris

A scant two weeks after D-Day, the situation had turned critical. To avoid a total Allied breakout, the Germans attempted to remove the Allied pressure on Normandy by enticing them to invade Calais, held by the Fifteenth Army. The lure was the V-1 flying bomb, launched from the Calais area. Because the V-1 was inaccurate and unsuited to pinpoint targets, the main flying bomb assault was launched against London, which provided a larger target than the shipping and staging areas of southern England. Hitler reasoned that the terror bombings of civilian populations would provoke the Allies into an attempt to silence the V-1 launching by invading Calais, but he miscalculated. The British, who had suffered so much in the early years of the war, were steadfast in their resolve to crush the enemy through Normandy; they would not turn aside from their primary objective.

On June 17, Hitler conferred with Rommel and von Rundstedt in Soissons. At first, the field marshals suggested that Hitler sue for peace with the Allies, but, when Der Fuhrerstormily refused, they then urged him to withdraw the Seventh Army to the Seine, where it would form a defensive line in conjunction with the Fifteenth Army. Hitler demanded that the Seventh Army hold its ground. Rommel then proposed that the infantry divisions facing the British pull back, keeping the panzer units west of Caen, but out of range of the Allied naval guns in the bay. When the Allies advanced against the retreating German infantry, the panzer units could thrust against the Allied flank. Hitler made no decision on this proposal; he left Soissons hurriedly when an errant V-1 dived to earth nearby.

On June 20, Hitler ordered an armored counterattack. Spearheaded by the 9th and 10th SS Divisions of the II SS Panzer Corps, and flanked on the left by the 2nd SS Panzer and on the right by the 1st SS and 2nd Panzer Divisions, the armored force would mass southeast of St.-Lo and then drive northeast through Bayeux to the coast, cutting the Allied bridgehead in two. But the armor could not easily withdraw from the fighting line where they had been committed. Even when sufficient infantry forces did replace them, they had already suffered such heavy losses as to make a counteroffensive impossible. This planned attack too was aborted.

The British, meanwhile, sought to deter the German armored buildup preparatory to Hitler's planned counterattack by attempting once again to encircle Caen. The plan this time was to cut the German lines between Caen and Tilly with the British 7th Armored and 49th Infantry Divisions and by crossing the Orne and Orne Rivers southwest of Caen with the British 15th and 43rd Infantry. The British 11th Armored would sweep behind Caen, establishing itself on the Caen-Palaise road. This would pose a simultaneous threat to Caen and Paris and would draw German armor to the British sector, allowing the Americans to achieve a breakout.

As the British offensive began, led by the 15th Infantry, Rommel ordered all available armor thrown against them instead of assembling for the Bayeux offensive. When the British failed to follow-up on June 27 with another assault, Rommel, believing that the British were beaten for the time being, changed his orders and called for a continuation of the Bayeux preparations. It was then that the British moved in strength across the Orne, securing their west flank with their 50th Infantry. With Rommel and Rundstedt at a conference in Germany, Seventh Army's General Dollman had to deal with the critical British threat. Leaving an order for the 10th SS to attack immediately, Dollman collapsed and died; the strain had proved too much for him.

The understrength Germans were not prepared for an offensive, but, with no senior commander present at the front to countermand Dollman's last order, the directive had to be carried out. The Germans, after all, only followed orders. The attack resulted in great losses for the German armor, as did a second futile assault on July 1. The main punch of the Bayeux offensive was spent before it was launched. Further, the British offensive succeeded in drawing 7½ of eight German armored divisions to their sector and away from the Americans. Rommel could do little now to stop the eventual American breakthrough.

The German field commanders now prepared for a withdrawal, but Hitler decreed that their present positions were to be held at all costs. Further, he replaced von Rundstedt and Schwepenburg (Panzer Group West) with other men, bypassing the able Rommel. Hitler also assigned the Seventh Army to the American sector and Panzer Group West to the British sector.

Although the Americans were not hampered by German armor, it was becoming increasingly important for the British to take Caen so that the threat to Paris could be maintained; a stalemate in their sector would allow the Germans to concentrate armor against the Americans. Therefore, after securing their west flank with the British 43rd Infantry and a thrust against Carpiquet airfield by elements of the Canadian 3rd Infantry, the British, on July 8, launched a frontal attack against Caen with the Canadian 3rd and the British 59th and 3rd Infantry Divisions converging on the city.

The Americans, on the other hand, met stiff resistance in their attempt on St.-Lo, but their heavy artillery and air support slowly took an irreparable toll among the Germans and ultimately broke the back of their resistance. The Wehrmacht found itself powerless to stop the massive Allied ground assaults coupled with Allied air power. Caen fell on July 9; St.-Lo was encircled on July 18. The wide sweep through middle France was about to begin and would culminate in the encirclement of the Seventh Army in the Battle of the Falaise Gap. At any rate, the Battle of the Normandy Bridgehead was over; the road to Mantes and Paris was about to be opened.

It is clear that the Germans lost the crucial Battle of Normandy, not because of a simple Allied superiority, but because of the mismanagement of the German effort. It was difficult enough for the overstretched Wehrmacht to hold France against the Allied might under the circumstances of 1943-1944. Strategic selection dictated a withdrawal to a defensive line close to Germany. Hitler, however, forbade this. Then, too, the lack of centralized command significantly contributed to the eventual German defeat in France. Because of the diffusion of command, intelligence data could not be acted upon promptly and effectively, and inter-service operations were not coordinated. In effect, the German effort was a classic example of "too many cooks spoiling the broth."

The field commanders cannot be blamed. Rommel, von Rundstedt, and all the rest did the best they could under the circumstances. Rommel, for example, constantly pleaded with Hitler and OKW for reinforcements. He was turned down. Instead of reinforcements, Rommel was assured of Kriegsmarine and Luftwaffe support. Needless to say, Rommel never received this support. Of the 200 German bombers in Northwest Europe, only a handful were used, and most of their missions were mine-laying operations in the Bay of the Seine. Moreover, the one factor that might have swung the battle in favor of the Germans — the Fifteenth Army — was denied the Field Commanders by Hitler until July 25, the day the Americans broke out from St.-Lo toward Avranches.

Clearly, then, the whole Normandy fiasco must be blamed on the mad Hitler. If not for his constant interference in German military matters, the Allied invasion might have been repulsed and Europe, if not the world, would still be under the swastika today.

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Plan of the Month

Defense Plan III

by J. R. Norman Zinkhan

I have grown tired of many people complaining about the gross imbalance of D-Day. What really made me mad was a comment by one person to the effect that he played D-Day because he liked a sure win as the Allies.

The following is a defense line based on the Meuse River line and its extensions. I call it plan D-Day because it is the third plan from my files on D-Day.

With a fairly ordinary starting line-up, this position can be completely in position by the eighth week and with virtually no losses to the Germans. While, unlike Plan Red and Blue for this position can be completely in position by the eighth week and with virtually no losses to the Germans. While, unlike Plan Red and Blue for a victory if indeed they do achieve it.

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With the above set-up, the losses that can be afforded in the withdrawal operation are: 6 statics, 3 H.Q. 's and one of the units with a 4 defense factor. However, it would be preferable if you could hang on to the last one. If any of the statics or H.Q.'s can be saved, use them for additional airborne defense, especially in the Brussels sector after the reserve Panzers are fed into the line.

I will leave it to the reader to devise a primary defense setup suitable for withdrawal into the secondary defense listed above. It's really not too difficult.

I would like to note a few things about the above defense that are essential to its operation:

(1) Nearly all of the armour is in reserve.
(2) The North Sea guard is available to draw on depending on the strength of the units the Allies still have in reserve in England. Of course it can be dispensed with once the second invasion has been made.
(3) As long as Antwerp is held, the Allies cannot cross the Rhine at the southern end of the German line due to supply restrictions.

The following is a defense line based on the Meuse River line and its extensions. I call it plan D-Day because it is the third plan from my files on D-Day.

With a fairly ordinary starting line-up, this position can be completely in position by the eighth week and with virtually no losses to the Germans. While, unlike Plan Red for a victory if indeed they do achieve it.

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Jutland Hidden Movement

By David C. Bell

A major problem of realism in wargames is that of visibility. It is usually totally unrealistic for opposing players to know the locations of enemy units or task forces prior to actual contact. Here I present a method of hidden movement for application to Jutland. It can be used face to face or by mail. It can be directly applied to other naval games without change, to 1914 with minor modification, and to other land games with major alterations.

First list the search squares in a column — this will take several sheets of paper. Then take two old books of about five hundred pages each. Black out the odd pages in the one and the even pages in the other and cut off the corners. You are now ready to assign non-recurring random code numbers to the search squares. Draw one number for each search square. It is useful to repeat this process several times so you have six or so different columns of code numbers corresponding to the search squares. Each player has a copy of this list.

After determining his move and writing down the code numbers of squares he has ships or an armoured divisions to the rear, the player puts his list away. He then either calls out the numbers or mails them to his opponent, whichever he chooses.

Since by mail one postcard per game hour is a lot of cards, 6 columns of code numbers could easily be used for 6, 12, 24, or 48 hours at a time without undue danger of inadvertent compromising of the code.

Because of the possibility presented by completely hidden movement, that nobody finds anybody anytime, an option is to list the initial, intermediate and final squares in a turn to increase the probability of sightings. Another suggestion is that task forces and reconnaissance be listed separately, the assumption being that meetings between reconnaissance craft and the Allies will lose whatever advantage they ever gained from their air attacks.

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Saskatchewan, Canada

THE GENERAL

by David C. Bell

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The GENERAL

George Phillips, now a post-grad student at MIT, finishes what he began in the last issue. Part II concludes the masterpiece that was voted "most outstanding article" when published in its original form in Panzerfaust several years ago.

PART II

by George Phillips

Forces: The German forces are distinctly inferior in number to those of the allies. The Germans have 165 attack factors and 212 defense factors in units of varying quality. The allies have 376 factors of armor, infantry, and paratroops. The bulk of the German troops are not of great value for a powerful offensive; while the German armor is qualitatively superior to that of the allies, the allies have a numerical superiority.

If all of the forces were on the board at the same time, the Germans would be outnumbered by about 7 to 4. However, the real disparity between the 2 forces is less than this:

1. The allies are able to stack pieces 2 high; the Germans are able to stack units 3 high. (Some players have suggested that the allies should be able to stack 3 high once they are ashore. I haven't tried this, but am advised that the effect on play balance is strongly dependent, on German strategy. Strategy 2 is more affected than Strategy 1.) The use of rivers running between squares makes this effect more prominent than it would in other AH games; to get across a river one must destroy all of the pieces on the square and cross, rather than being able to sit on a river and dispute the doubling squares. (Compare, for example, the strength of a 7-10-4 and a 2-3-6 behind a river in Stalingrad, as opposed to the strength of a single 7-10-4.)

2. The Germans have a replacement rate of 5 factors per turn, starting the 16th turn. Counting this the German forces are essentially equal to those of the allies, if the game lasts long enough. The Allied replacements and strategic bombing rule of the '65 version tend to restore the original imbalance in forces.

3. The allied force is essentially homogeneous; there are no small units for soak-offs, no large units to spearhead attacks.

4. The German replacement rate is by attack factor. In the '61 version this effectively doubled the value of the German replacements; since the Germans tended to replace static divisions whenever possible. This option is not available to them in the '65 version.

General Considerations: The German commander is limited as to available strategies by the relative force strengths and by the terrain. His objective is simple - he must prevent the Allies from crossing the Rhine in force. There are 2 basic ways in which he can do this:

1. He may prevent the allies from landing, or, if they land, he may push them back into the sea.

2. He may delay, stop, or destroy the advancing allied armies, thus stopping them in front of the Rhine.

The viability of each of the 2 strategies depends on the rule interpretation in use. Rules favoring strategy 1 include "No landing or supply from disputed or unoccupied squares," soak-offs at 1-6 being legal, and paratroops may not be landed next to enemy troops regardless of terrain.

The 17 square supply rule is not of great value, although it may prove helpful. The strategic bombing rule, other interpretations of the supply, soak-off and paratroop rules militate against the use of this strategy.

Strategy 2 is particularly assisted by the "units 1 square back from a river are doubled if attacked by units crossing the river rule." The "stack fighters as a stack defense" rule essentially forces the use of this strategy.

However, except for the '65 basic game, neither of the strategies is absolutely forced by the rules. Some rule combinations permit or strongly encourage the use of an almost pure strategy; in other cases the Germans get a better pay off if they adopt a mixed strategy: 1 for the North, strategy 2 for the rest. Given the German choice of Strategy this initial set-up, the Allies must choose a line of action. The allies should consider themselves to have a force superior to that of the Germans. They thus have the following objectives:

1. They must get ashore and stay there. In landing, their strength advantage is minimized by supply limitations and the landing rates, so this is not necessarily simple.

2. Having landed, they must advance rapidly to and across the Rhine, preferably achieving this before the weight of the German replacements can make itself felt.

3. Failing at No. 2 and while trying to achieve No. 2, the Allies must cause as many German casualties as possible while advancing as far as possible before their advance boggs down. This will be their only real possible position for the resulting war of attrition.

The Allies may launch their invasions in any of the 7 beaches (effectively 6 in the '65 tournament game). Unless they launch their first invasions as a feint to confuse the Germans, the key factors in choosing a beach are the strength of the beach defenses and the value of the beach. The latter is measured by the distance of the beach to Germany, the number of units landable per turn, and the capturable supply.

In general, the Allies should attack a beach at which they have a reasonable chance of staying ashore. In games where 2 landings are available, the Allied commander may choose to make a risky first invasion. However, this should be carefully thought out. If the invasion fails, the Allies will not have a 3rd invasion to hang over the German's head as a threat; while if the Allied player is successful the first time, the German player must worry about the 2nd invasion. Furthermore, if the first invasion fails, the German defenses will be stronger the second time around.

1. The units in Germany at the start of the game will be on the beaches (or close to them), where they will immediately be available for landing.

2. Static divisions may be placed inland.

3. In general, the allied army will be short a few paratroop divisions.

4. If the German favors a Rhinefall defense, he will be able to move into it with a minimum of paratroop screen, a possible 3-1 into a double position - which is something I do not believe in intuition; before I decide that a weakness is real, I will play out 6 turns of the

The D-Day The game while sitting on the German side of the board.

Terrain and Tactical Considerations - Let us look at each of the beaches in turn SOUTH FRANCE: This beach is unique in many ways. It is absolutely worthless in the '65 version of the game, because of the 17 square supply rule. It is the only beach where the landing rate on the 2nd turn exceeds the landing rate possible thereafter. It is essentially isolated from the rest of the German army. Units at South France can't reinforce other beaches; if the German player keeps most of his forces on or near the beaches (as most players apparently do,) the only forces within 6 moves of the beach are those in the southernmost supply center. Even armor from any of the other areas will in general take several turns longer to arrive.

However, there are also problems for the allies. The Rhone Valley is for much of its length only 7 or 8 squares wide. The mountains reduces this to 2 or 3 squares wide at several points; and other doubling positions are of great value to any German defense. The gap in the mountains west of Sete is quite narrow, but the allies will still find it profitable in most circumstances to send 8-10 divisions through the gap and around towards the Bay of Biscay.

Alternately, the Germans can put a delaying-blocking force in the Rhone Valley. A typical force is 4-6 infantry and 3-4 HQs. If nothing goes wrong, this force can hold until the Germans bring up additional forces. Paratroop enveloped coupled with frontal attack using 2-15s may rapidly destroy this force, at least if the Allied player is lucky. The Allied player will then have a chance to advance to and across the Rhine, dropping a cordon of paratroops in front of himself to block German delaying units. Defense putting no forces in South France are frequently even more vulnerable to such a strategy. The Allies ought not to have a supply problem since they have taken Marseille. If the Germans can deny them this port, their buildup and advance will be greatly restricted.

BAY OF BISCAY: After the war was over, the Germans indicated that this was the area where they most feared an invasion. Many players do not even attempt to defend the beach, preferring to set up defenses along the Loire.

Any defense is handicapped by the length of front to be defended, the lack of doubled positions on or near the beach, and the distance to the beach from any German reserves. On the other hand, except for the 3 ports St. Nazaire, La Rochelle, and Bordeaux, there is very little supply available to the allies. If the ports can be kept in German hands, a German mobile force would have no great difficulty in crushing the Allies ashore. If the Allies are to succeed, they must capture 1 of these 3 ports early in the battle. Bordeaux is relative less useful because of all of the B squares which can be disputed. The low Allied landing rate allows the Germans more turns to build up and counterattack when on other beaches.

BRITTANY: Brittany is also a difficult beach for the Germans to defend. However, the large ports are fortresses, so the German can hold them from front attack. If the German holds Avranches and Rennes, he has a good series of delaying
positions to the South. The German who loses either of these cities in the first 3 turns (most frequently to paratroop attack against a lone HQ in Rennes) is in trouble, as the Allies can march due East cutting off and destroying the slower moving German pieces before they can be evacuated and/or force the German to lose an excessive number of delaying units. If the Allies have a reasonable Inland Port Rule they may try to take Narros (especially by par operations against a careless German army) to the same effect.

NORMANDY: Normandy is superior to Britain in landing rate; it is about equal in position. While the outer parts of the peninsula are quite difficult for the Germans to defend, Carentan, Caen and Bayeaux provide a solid line at the base of the peninsula. Many, including Avalon Hill, render Caen and Bayeaux 1-1 proof against sea invasion. Even with strategic bombing, the Allies have distinct bombing problems in breakout from Normandy. The Germans have a pair of doubled lines in the Vire and Orne rivers; the key to breaking out, as in the real campaign, is in Avranches. The attrition tactic used in the real battle is not applicable. The Germans need far fewer units to hold the line than were necessary in the real battle; the CRT does not favor even odds attacks; unlike the real world there is no gap in the doubled line between the Vire and Argentan. The only problem the Allies don't have is supply — the Allies have more supply than space for units.

If the Germans defend the area seriously, the key to a successful invasion frequently lands in paratroop attack. If the Germans have not shielded themselves against it properly, paratroops can collapse river defenses or take key points before the Germans occupy them.

LE HAVRE: As Avalon Hill points out, the Germans should be able to defend the 3 northern beaches successfully. The fact that they don't is just another proof of human fallibility.

In general, Le Havre will not be useable as an invasion beach. While it is superior to Normandy in invasion into and moving through the area, it has entirely adequate supplies; it is tightly surrounded by double positions. If the Germans do not hold the beach with overwhelming strength, the keys to the beach are the cities of Dieppe, Rouen, and Le Seine. The German paratroop shield must be perfect.

If the rules are favorable and they held Dieppe, the Germans may counterattack, blocking allied landing and destroying their supply outside of the fortress of Le Havre. If the Allies manage to take Dieppe or Rouen, their situation is greatly improved. The Germans are unable to counterattack effectively.

PAS DE CALAIS: More units can be landed per turn in Pas De Calais than on any other beach. As a result, many allied players are tempted to invade this area without considering the strength of the opposition. This opposition is greatly stiffened by the 3 fortresses Dunkirk, Boulogne, and Calais. Unless the German defense is deep or the Allied Commander owns the stock market, the Allies will be unable to take or even seriously attack the 2 fortresses. As a result the Allied invasion will be separated into 2 sections, each containing 1 city. The Germans will find that a proper defense of Dieppe is also a vital part of any defense of Pas De Calais, while a proper defense of Ostend will also protect square K19 against Allied attack.

To stay ashore, the Allies must generally be able to take 1 of the cities or fortresses, or find a hole in the German paratroop proofing. Otherwise, unless the German reserves are completely inadequate, the German will be unable to counterattack. If the Allies do get ashore, the German must contain them at once. If he fails at this, the Allies can go inland or head East, threatening either to cut off large numbers of German units or to head across the Rhine. In either case the German's position is not good, since he has relatively little force in the places to stop the Allies. The key of defense is Besancon-Vesoul-Meuse-Namur-Brussels-Antwerp-Oulan. The German should realize that it takes 3 squares (with no soaks-offs) for the Allies to get a 3-1 on a doubled 7-7-4. The German can't, however, fall back more than 1 square every 4-5 turns along a front of any width if he is to win. The waters around Brussels & Antwerp complicate the problems of making a line. Because of the lake, this area is much easier to handle in the '61 game than on the '65 board because of the lake.

The Allies will usually find it impossible to land in the North Sea. Airborne troops are frequently useful; many games are won when paratroops take small units on D10. The main Allied problem is supply — in the Northern half of the beach the Allies will have relatively little success unless they can capture Amsterdam or Rotterdam for use as port cities. The Allies will occasionally be able to capture sufficient supply by dropping paratroops into Germany.

Landings in the southern part of this beach are seldom rewarding. K18 has no supply capacity, and K19 is adjacent to Ostend, generally a strong point of the German defense. If the Allies can take Ostend their problems are solved. As long as there are Allied units in Ostend, the Allies can attack out of the adv. square with no fear of danger that low odds attacks will leave fatal gaps in their line. If the Allies do take Ostend, the Germans are in the position of needing to attack doubled Allied units — usually impossible for them at 3-1 or higher — or alternately making either a low odds attack or withdrawing. Fortunately they have a good defensive set-up close to the city, unlike Durnevilliers.

THE FRENCH INTERIOR is somewhat suitable for German resistance, particularly if the defenders are doubled 1 square back from the river. The German need not abandon the whole of the French interior automatically; from a good position the Germans can still hold the key points for a good deal of successful delaying. The German must avoid suffering excessive casualties; he must keep careful count to insure that his forces are not reduced below the level where they will be able to halt the Allies in front of the Rhine.

In many areas, e.g. the Loire East of Orleans, retrograde movements by the Germans are apt to produce heavy casualties. If the Allies are on the other side of a river from the Germans, then (in the absence of mountains) there is no way for the Germans to retreat such that the Allies will not be adjacent to at least some of their units at the end of the complete turn. If there is no river there, the Germans are going to suffer.

THE MOUNTAINS IN FRONT OF THE RHINE form the key defense for the German who by error or by choice fails to stop the Allies on the Allied invasion line of defense. The key of defense is Besancon-Vesoul-Meuse-Namur-Brussels-Antwerp-Oulan. The German should realize that it takes 3 squares (with no soaks-offs) for the Allies to get a 3-1 on a doubled 7-7-4. The German can't, however, fall back more than 1 square every 4-5 turns along a front of any width if he is to win. The rivers around Brussels & Antwerp complicate the problems of making a line. Because of the lake, this area is much easier to handle in the '61 game than on the '65 board because of the lake.

Static positions are of particular value. In the '61 game, where they may be replaced, they provide more defense factors per replacement point than any other type of unit. In the '65 game, since they may not be replaced, they become of great value to the German army. A dead static unit is gone forever. For this reason I suggest that 3 high stacks of static divisions, particularly in German defenses behind the Meuse, area suitable target for strategic bombing. Also, while advancing through the main part of France, there are distinct advantages to killing statics over other types of units.

The reverse is true in the '61 game. There the most valuable targets, at least in the first 16 weeks of the campaign, are the 6-6-4 and 7-7-4 armored divisions. If the Germans lose a few of these, their Rhine defense will acquire definite weaknesses, especially to the South.

In attacking a Rhine defense, the Allies should give careful thought to the turns ahead. Attacks which can not be continued to the Rhine — which end up in dead ends — are of no value. It is fun to knock off the most exposed points of a German line, but such strategy won't take you to the Rhine unless the whole German line is pushed back that far. Caution must be taken against German counterattacks. The German in some ways has a superior force. If there are a few Allied combat units available for counterattacks in a given portion of the line (particularly in the South near Vesoul & Besancon), the German may choose to emerge from his defenses, destroy several Allied units, and withdraw before the Allies can mount a decent counterattack. This is difficult because of the standardized, short distance which the Allies may move in a single turn.

Several Tactics have been suggested for knocking out chunks of the German line. If nothing else is available, the Allies can always try a series of simultaneous low-odds attacks against some portion of the Allied line, especially into points where the Allied units will be doubled when and if the German counterattacks. Paratroops are frequently more effective as a threat than as actual combat units. The lines of strategic bombings and the 2nd invasion (rules permitting). If the German reserves are drawn in for an attack, gaps may appear in the German paratroop-proofing, especially in the games where HQ's are not used.

ADDENDA: In some early versions of the rules, units could not retreat across rivers — if there was no other alternative, the units were considered destroyed.
of the force and read the factors remaining directly from the line in the appropriate loss column. For example; a 0.3 D Elim on 13 CF will yield 9.1 remaining factors.

This table will usually produce a loss figure which cannot be dealt with by simply removing the appropriate number of units. There are two methods which can be used to come up with the correct figure:

a. Method No. 1 — (This method is mandatory for computing attacker results in PBM and is optional for all defenders and for FTF attackers.) Remove sufficient units to bring the surviving strength to or below the figure obtained from the “Factors Remaining Table” and credit the remainder to the player's replacement balance. Thus, in Waterloo, if a "5-4" and an "8-4" sustain a "2.8 (or D Elim)," thereby incurring a loss of 2.8 CF and a balance remaining of 11.2 CF; the "4-4" is removed from the board and 3.2 CF credited to the player's replacement balance.

b. Method No. 2 (Optional for all except PBM Attackers). Remove some unit(s) with smaller units and credit the balance, if any, to the players replacement balance. Using the same example; the "6-4" could be replaced by a "2.4" and 1.2 CF credited to replacement balance, or the "6-4" could be replaced by a "5.4" and 0.2 CF credited to replacement balance. All such replacements must be taken from the "dead pile" and replacements must not have a higher degree of mobility than the original, (for example; a "3.4" could be used to replace a "4.6", but a "3.4" could not be used to replace a "5.4"). The mobility restriction does not apply to units reactivated at replacement centers on subsequent turns.

Factors represented by replacement balances may be brought onto the board at any time after posting and must be taken as units from the dead pile. Normal rules for replacement, placement and movement are followed unless a special exception is noted below. Replacement factors may be accumulated.

Terrain factors are used for determining combat odds; they also affect the decimal factors used for subsequent calculations. If the game in question does not allow retreat though blocking terrain and a unit must be retreated in such a manner that it would normally be eliminated, the decimal losses are doubled, the unit removed from the board and any remaining factors credited to replacement balance. Thus if a "6-4" incurs a "4.4 Elim" and is surrounded or forced to retreat off board, it is removed, and the effective loss assessed at 8, thus causing the loss of 4.8 CF, with the remaining 1.2 CF credited to replacement balance. Method No. 2 cannot be used in this case.

In all cases, the unit which suffers the greater proportionate loss must retreat at least one square. If the available retreat squares are fully occupied, survivors are retreated two or more squares until a square capable of holding them is reached. Units may not be retreated onto or through blocking terrain if unblocked routes are available. If both sides suffer equal proportionate losses the attacker is retreated. Examples: in an attack, the attacker suffers "3.3 A Elim" and defender "3.3 A Elim," defender survivors must be retreated; if a "5.3 A Elim, .3 D Elim" is rolled, attacker survivors must be retreated; if a "2.3 A Elim, .2 D Elim" is rolled, attacker survivors are retreated. Movement after combat (if allowed) is not allowed except when attacker may advance if otherwise entitled to do so when defender elects to use Method No. 1 for losses.

For Stalingrad, the methods shown above are used in all cases except for Russian attacks. In the case of decimal losses to Russian units on the attack, the defense factor is used for computation of forces remaining. After using the offensive factors count for determining combat odds and results, take the defense factors for the attacking units and enter the “Factors Remaining” table in the normal manner. For example, if a Russian "4-6-4" and a "5-7-4" suffer an "3 A Elim," enter the “Factors Remaining” table with 13 thus getting a loss of 3.9 defense factors or 9.1. Defense factors remaining. Using Method No. 1, remove the "4-6-4" and credit 2.1 defense factors to the Russian replacement balance. Additional to the replacement balances in Stalingrad are treated in the same way as those credited by the AH rules.

In Waterloo, Charleroi is designated as the French replacement center. If any part of Charleroi is occupied or within a PAA unit's zone of control, no French replacements may enter until the turn after it is cleared. PAA replacements may enter as Prussian units from Wavre or as Anglo-Allied units from Hal. If either Wavre or Hal is occupied by or in the zone of control of a French unit, no replacements may enter from that center. NOTE: After 7:00 AM, June 18 turn, PAA player may bring in up to 8 CF per turn only, and any CF brought in from Brussels is immediately placed in the replacement balance. These may be either Prussian or Anglo-Allied units, but such units may not move more than the turn in which they were brought on. Normal movement is allowed on following turns and there is no movement restriction on units brought in from Hal, Wavre or Charleroi. The units which are designated as units to be brought on at specified times may not be brought on early as replacements for units lost in combat; all units brought on under replacement balance rules must be those previously lost in combat.

In Afrika Korps, units brought in from replacement balances must enter from designated home bases. Replacement units may not go to sea on the turn in which they were brought on. British composite units may be broken down into their components under Method No. 2 if desired. Italian losses are calculated on the basis of offensive combat factors, even when on defense. The same method (in reverse) is used for the Russian attackers in Stalingrad. British composite units may not be brought on ahead of schedule as replacements.

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Is Simultaneous Movement Necessary?
by Steven List

Most of the ideas in this article have already appeared in some form in the General. I have tried to combine the best features of several play procedures after analyzing their defects. There will undoubtedly be criticism from these other amateur game designers.

Reducing battlefield reality to a game board abstraction necessarily produces some departures from reality. The two most often cited for criticism is each player's unlimited knowledge of his opponent's moves, and movement by consecutive turns. While these are in the main independent, there are occasions when they can influence each other and to some extent compensate for the other's inherent lack of realism.

When the board gamer makes a move, he can be sure his opponent will eyeball him carefully, studying deployments and tactics. Just as surely, he knows his opponent is constrained to wait for his turn, perhaps watching a mistake in placement turn into a major defeat. Many proposals to correct the former defect would burden the game with complex rules for hidden movement and limited intelligence, while others would do the same for simultaneous movement. This often requires a third party or very involved procedures.

But there is, in the tactical realm, a functional relation between the two. This lies in the reaction time of a unit's command structure. Marshal Apelkei is aware of the presence General Bock-Bier's Panzergruppe in his vicinity. He never reports that the enemy has begun to move, and preliminary reports on the direction of the move. He must attempt to guess his opponent's purpose and destination, he must prepare his own countermove, confirm or revise his estimates on the basis of further reports, and begin moving troops in response. Transmissions of reports and orders, and the making of decisions take time during which he cannot move.

Thus in a game in which the turn length approximates the reaction time, the use of consecutive moves is the best workable procedure as far as movement is concerned. The defender is not allowed to react until he could have realistically done so anyway.

In a game in which the turn length is much greater than the reaction time, each player could be expected to gather a great deal of data on his opponent. While he is prevented from reacting as swiftly as he could in a real situation, he at least rightfully possesses enough data to avoid tactical surprises, though this can sometimes break down. I have won several games of STALINGRAD as the German by sending the Romanian Cavalry Corps through a gap in the rail line near Dnipropetrovsk and from there to Stalingrad, capturing the city before the start of Russian replacements. Can you visualize 10,000 horse soldiers appearing at some rural station, buying tickets on the 3:10 to Stalingrad, and seizing the city when they get there?

In view of this analysis, game designs can be tailored to take advantage of these circumstances so that while realistic play mechanisms are not employed, realistic results are obtained. This can be accomplished in existing games by dividing the turn into several phases - the number of phases should be no more than the largest movement factor in the game, while each phase should be approximately as long as the reaction time.

Players move consecutively by phases, resolving combat after each phase - all advances and retreats are one square. Time is checked off, reinforcements enter, etc., after the specified number of phases, similar to the dual time scales in JUTLAND or BISMARCK.

STALINGRAD has a turn length of one month, and movement factors of 4 and 6.

Delayed Return Move
By David Mattson

Has this ever happened to you? You're playing by mail with an opponent who suddenly without warning and without any apparent reason - unless it's the fact that he's losing and doesn't have the (take your choice)
A. courage
B. brains
C. guts
to admit it - doesn't answer your letter(s). What would you do or what DO you do in a case like this? Do you:
A. drive five hundred miles to battle him out - one way or the other
B. Send him poison-pen letters
C. notify the Missing Persons Bureau (PBM with the M placed first)
D. calmly gather up all his units into a small pyramid and desecrate them
E. cry?

For those of you who have -- or fear having -- this problem, I would like to propose the Delayed Return Move (DRM).

In actual combat a lull, standstill or period of apparent "non-activity" by the enemy may be interpreted by various people in government and civic life on the opposing side as
1) an enemy build up
2) a "digging-in" of the enemy in preparation for a long slow campaign or bad weather
3) a serious national disaster (deasee, earthquakes, etc.)
4) a change in the upper ranks of the military or political structure
5) internal disorder
6) internal inactivity over whether to sue for peace, surrender, or adopt a "wait and see what happens" policy.
7) a religious or national holiday.

Since a similar reason could be holding up on opponent's move, I propose that any time after three weeks from the date of a player's move, that player may write a postcard or letter to his opponent asking him to move within the week or be subject to the DRM, Delayed Return Move.

This move entitles 1) the player who last moved to move again one week after his warning letter's postmark and in no less than four weeks from his last move's stock market date; 2) to resolve the battle(s) from the last turn and; 3) after eliminating the dead units according to his newspaper for

Reaction time was, however, on the order of a day or less. Obviously the procedure breaks down in cases like this, and we must turn on the compensation of unlimited intelligence aiding the player in avoiding sticky situations brought about the excessive delay in reaction due to the use of consecutive moves. As I previously noted, a lack of vigilance can lead to a disastrous absurdity due to this and other defects in the design.

Apt. 3, 554 Main St.,
Beacon, N.Y. 12508.
the handwriting on the wall, he may now be soundly defeated by an attacker who will still be able to have the joy of intellectual movement of units into the best combat positions for the earliest defeat and not feel that his wasted months on a game with no end. He cannot throw caution to the winds however, since he will still, once a month have to send his opponent a warning post card and his moves while the defender, if he bothers to follow these needling notes may one day be goaded into attempting a counter attack with all his accumulated replacements and reserves - what a surprise for the attacker who has blissfully been marching along on his third or fourth DRM and hasn't yet achieved a decisive victory!

Military might seldom come to a screeching halt because of a prolonged hush across the trenches and neither should wargamers who strive for start to finish semi-realistic war games.

DRM assures that a game can be satisfactorily finished by the victor, (no more unofficial quitting nor non committed surrenders from the person who feels he's loosing and would rather not face the responsibility of moving into the deciding turn.)

DRM develops a challenging and interesting handicap for the gamer who is introducing a newcomer to the wonderful world of AH gaming.

DRM gives the egotist and fanatic a justifiable reason for being what they are -- IF they win. (I can hear it now, "Hey, put your DRM up or shut up!")

DRM gives the genuinely delayed gamer a fair chance to honestly not delay the game yet leaves him with a poor to good chance of recovering or winning, depending on the game and the situation at the time of DRM.

Since chronic losers and poor sports would never agree to accepting the Delayed Return Move, I propose at this time to establish it as a "lay-lay" (law of a layman -- not an AH rule) which must be enforced by all who wish to practice the DRM. Who knows, general agreement by General readers might even get AH to adopt it as an official rule in their PBM kits!

Question Box

AFRIKA KORPS
Q. Do the Germans roll for supplies on the first April turn?
A. No. They do not control their home base.
Q. Do the British get a second supply unit on their first April turn?
A. Yes. At Tobruk.
Q. Can an automatic victory attack be made on a combat unit in order to get to and capture a supply unit which will then sustain THAT automatic victory?
A. Yes.

1914
Q. Where are units returning from the Eastern Front placed?
A. At Coila.

STALINGRAD
Q. If the German attacks a doubled 5-7-4 and gets an exchange, how many attack factors must the German remove?
A. At least 14.

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.

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<tr>
<th>CLUB</th>
<th>PRESIDENT</th>
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<tr>
<td>Waffen SS 3249 Ridgely Drive Birmingham, Alabama</td>
<td>Eric Ackerman</td>
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<tr>
<td>West German 1st Division Box 38, Paisley, Arizona</td>
<td>Carl Weiss</td>
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<tr>
<td>Civil War Society 5522 Illinois Court Concord, Calif. 94521</td>
<td>Bill Dobbins</td>
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<td>536 Jennings Avenue Vallejo, Calif.</td>
<td>Mike Harmon</td>
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<td>Fleet Air Arm 4359 Camello Road Woodland Hills, Calif. 91364</td>
<td>J. Kuhns</td>
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<td>Swiss Guards N.C.H.S., South Ave. New Canaan, Conn. 06840</td>
<td>Robert G. Moseley</td>
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<tr>
<td>The Military Industrial Complex 1198 Chapel Street New Haven, Conn. 06510</td>
<td>Edward T. Veal</td>
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<tr>
<td>Special Service Forces 40 Coe Street Winstead, Conn. 06098</td>
<td>Doug Zimmerman</td>
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<tr>
<td>1st British Wargamers 49 Newport Manor Road Morden, Surrey, England</td>
<td>R. Rowley</td>
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<tr>
<td>International Security Force 749 S. 10th Avenue LaGrange, Illinois</td>
<td>Thomas E. Graczyk</td>
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<td>Baltimore's Organized Gamers 8201 Bellona Avenue Towson, Md.</td>
<td>Clay Dulaney</td>
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<td>Kriegskunstklub 7231 Marth Road Bloomington, Indiana 53031</td>
<td>Dan Christianson</td>
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<td>305 45 Avenue, South St. Cloud, Minnesota 56301</td>
<td>Tom St. Onge</td>
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<tr>
<td>The Samarii 1610 So. 7th Street Fargo, N. Dakota 58102</td>
<td>Niell Golitz</td>
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<tr>
<td>Hopeman Hanibals Box 342, Grove City College Grove City, Penna. 16127</td>
<td>Ray Woloszyn</td>
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<tr>
<td>742nd Tabk Battalion 3804 Quill St., El Paso, Texas 79904</td>
<td>Robert Olinski</td>
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<tr>
<td>Springfield Tactical Army Command 6813 Highland Street Springfield, Virginia</td>
<td>Ronald Block</td>
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Reader Book Service

The jacket of ADVANCED WAR GAMES, newest of four titles on the subject by Donald F. Featherstone, notes that "As a means of military training, war games have long ago proved their worth, but it is as a form of skillful relaxation that the subject is considered in this book."

Among the four books, every phase of war gaming is covered in detail and most comprehensively.

All four titles are now available to readers of THE GENERAL through an arrangement with the U.S. distributor, ADVANCED WAR GAMES - $11.00
WAR GAMES - $8.00
NAVAL WAR GAMES - $8.00
AIR WAR GAMES - $8.00

Send your order with checks or money orders payable to The Avalon Hill Company. Your order will be processed promptly through our Reader Book Service program.
Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those submitting the following form will be listed in the next issue.

Club Name
Mailing Address
City    State    Zip
Name of Newsletter of Magazine (if any)

Total Membership
President’s Signature

(Click One)
    This is a first-time registration.
    This is an address change, only.

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 photocopies please.

GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS

25c  25c
SAVE THIS COUPON
GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL PRODUCTS
MAR-APRIL 1970

OPPONENTS WANTED ADVERTISEMENT

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

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

Contest No. 36

Here is YOUR opportunity to help decide who’s who and what’s what in wargaming. In cooperation with major wargaming organizations and publications also running this survey, The General is providing you this chance to make your opinions known. Your answers will be compared with all those taking part and the overall results will be printed in a future issue.

As an incentive to complete the survey, all entrants will be eligible for a “grand drawing” on April 15, 1970 in which ten names will be drawn at random. These winners will receive a $50.00 gift certificate good towards the purchase of any Avalon Hill product.

All entries must be postmarked no later than April 13, 1970. Entries must also list what they feel are the three best articles of this issue. This selection has no bearing on the contest results but entries not bearing this information will be voided. Those who do not wish to mail their magazine may submit photocopies — only one entry to a contestant.

WARGAMER’S WARGAMING POLL

1. Over the past five years what individual has done the most to further wargaming?
2. In 1969 what individual wargamer did the most towards furthering our hobby?
3. There are three broad categories of wargaming listed below. Name your choices for the best known figures in each category (in order of renown):
   - Avalon Hill
   - Diplomacy
   - Miniatures
4. Which wargaming organization or club is the best in your opinion?
5. Name in order the three best wargaming magazines:
6. Who are the three best writers on wargaming subjects?
7. Which is the best single wargame?
8. Check the combination of games played that best applies to you:
   - Avalon Hill only
   - AH & Miniatures
   - Diplomacy only
   - Diplomacy & Miniatures
   - Miniatures only
   - All three categories
   - AH & Diplomacy
9. In reading I prefer (number in order of preference 1-8):
   - Battle plans
   - Tactical articles
   - Historical accounts
   - Technical data
   - Humor
   - Variants
   - New rules
   - (specify other)

Headlines of 3 Best Articles:

Name
Address
City    State
Dear Sir,

For those of you who are interested in the theory of the gun and its development, you may find the information on the Armed Forces Reserve Corps (AFRC) in Chapter 9 of my book "The Modern Artillery" of particular interest. The AFRC is an organization of volunteer artillery officers and soldiers who serve on a part-time basis. I have been serving with the AFRC for over 20 years and have found that it provides a valuable opportunity for those who are interested in the study of artillery and its development.

John King
Los Angeles, Calif. 90025

Dear Sir,

I am writing to inquire about the possibility of including a section on naval artillery in the next edition of your book. As you may know, naval artillery has played a significant role in the history of warfare, and I believe that it would be an important addition to your book.

Peter L. Benson
2215 George Washington Carver Street
Carthage, California 90208

Dear Sir,

I'm glad to hear that you have a simple solution to the Guatemalan problem of hidden movements. I'm particularly interested in your recent article on the use of "smoke screens" in conjunction with "acoustic mirrors." These techniques have been successfully employed in similar situations, and I'm sure that they will be equally effective in the Guatemalan situation.

Thank you for your informative article.

John D. Taylor
102 Old Mill Road
Ephrata, Pennsylvania 17522

Dear Sir,

I was pleased to read your article on the use of "smoke screens" in the Guatemalan conflict. It is clear that the use of these tactics can be extremely effective in disrupting enemy movements.

Thank you for your article.

Dr. Robert L. Smith
300 Water Street
Springfield, Ohio 45502
SICL is the name, A $300 TOURNAMENT is the game. Previously known as the Spartan Wargamers, now Sparta, now SNCL, this burgeoning west coast wargaming organization has officially changed its name to "Spartan International Competition League," SICL for short. The SICL are celebrating their official name-change incorporation, in the state of California, by sponsoring a $300 tournament with entries accepted up to June 1, 1970. Entry fee for members is $4.00, $5.00 for non-members. Entrants are asked to submit a list of five games they wish to play, listing them in order of play-preference for matching purposes. Contestants will play a total of six matches, taking both sides in three different games. Apply at their 5820 John Avenue, Long Beach, California 90805 address. Also, ask for info on their 3rd annual Long Beach convention tentatively scheduled for August 8-9 at Houghton Park.

SPECIAL KUDOS to Dan Hoffbauer. As Editor-Artist for the SICL Monthly, his special talents have gone far toward improving the visual aspect of the magazine. The December 1969 issue, now old-hat to many, is featured by an excellent editorial headed "The Professional Wargamer," posing a question to the cultists that should lead to a most interesting potpourri of answers.

MAGAZINES ON THE MOVE: In alphabetical order, here's what's moved across our desk in the last several weeks... AERODROME, published by the IFW's Fight-in-the-Skies Society (see IFW monthly, "International Wargamer") edited by Paul Cote... D-ELIM, organ of the St. John's University Military Strategy Club (open to non-students), Grand Central & Utopia Parkways, Jamaica, N.Y. 11432... DER LAGER, official newsletter of Die Deutschen Wahrmecht, Seeton Hall, Box A22, Albion, Michigan 49224... INTERNATIONAL WARGAMER, monthly offset magazine by IFW (January "Club of the Month"), 4658 N. Spaulding, Chicago, Illinois 60625... KOMMANDEUR, voice of the Avalon Hill International Kriegspiel Society (AHKIS), Editor R. E. Johnson, P.O. Box 134, Whippenny, New Jersey 07981... PANZERFAUST, Editor Donald Greenwood, Box 280, RD 2, Sayre, Penna. 18840... SPARTAN INTERNATIONAL MONTHLY, Editor Dan Hoffbauer, 4749 Denny Avenue, N. Hollywood, California 91602... STRATEGY & TACTICS, professional magazine on all phases of wargaming Poulton Press, Box 4267, Long Island City, N.Y. 11104... TRI-COLOR, newsletter on Napoleonics, Bill McDuffie, 20 Gail Drive, Nyack, N.Y. 10960... WARGAMER'S NEWSLETTER, British publication devoted to tabletop wargaming, Editor Donald Featherstone, 69 Hill Lane, Southampton, Hampshire, England SO1 5AD.

OUR NORTHERN MOST SUBSCRIBER could very well be Mark Teahan, the son of a retired Army officer and himself attending St. Mary's University in Halifax, Nova Scotia. Opponents are few and far between, he states. We don't wonder. His zeal at advancing the art of AH wargaming seems unmatched by any other person we've ever corresponded with - he solicits help from outside clubs regarding their efforts at promoting wargaming, write to his address at Saundrie, Marborough Woods, Halifax, Nova Scotia, Canada.

IT'S NOT TOO EARLY to register for MILCON II. Sometime in July, tentatively July 11-12, the St. John's U. Military Strategy Club will sponsor another of its highly successful military game conventions. A unique point system to determine winners will be employed, one that does not penalize those who are caught in long, hard games which normally preclude them from participating in the minimum number of matches. Details from Damian Housman at the St. John's address found elsewhere in this column.

AT A TRAINING TABLE meal at the University of Rochester the conversation turned to adult games. "What's the name of that game little old ladies in Brooklyn play in the afternoon?" asked the coach. One of his players answered, "handball."

THE INTERNATIONAL WARGAMING SOCIETY, not to be confused with the IFW, has put its money where its mouth is. According to National Editor, Dan Lombardy, the society represents a complete overhaul of Der Totenkopf SS now "offering something to wargamers instead of demanding something out of them." What they are offering is cash for winners of specially monitored tournaments. One just about completed was begun in August, 1969 and included participants from 32 other wargame clubs. A special tournament newsletter is available by writing the editor, 854 Kittiwake Lane, Chula Vista, California 92011; ask for particulars on their upcoming 1970 tournament.

CONGRATS also to Thomas Fowler, Ottawa, Canada, for scoring first among the elite authors whose "Tactics of Defense" took honors as the best article from the Jan-Feb issue. Other winners include Raymond K. Wittner, Lancaster, Pa. for "Jutland Rebuttal"; Michael Paluszek, Rye, New York for "On Calculated Risks"; George Phillips, Williamsville, New York for "The D-Day Thesis"; and Alan Augenbraun, Brooklyn, New York for "German Defense of Normandy - Part III."

CLUB DISCOUNTS: As of this issue Avalon Hill must negate all club discounts offered in the past. Past discounts offered in Vol 4, No. 3 which applied to revised rule changes are no longer applicable. Current discounts offered to clubs and wargame organizations must be revised in accordance with regulations recently handed down by the Federal Trade Commission. Avalon Hill, in its effort to support its retail customers under the Fair Trade Agreements, can no longer offer discounts below full retail on game purchases by clubs. However, Avalon Hill will grant a discount of 10% off list price on all game parts as long as such orders are written on club letterhead and accompanied by a check or money order in the total amount. Such orders sent in by individual members of clubs cannot be honored for the discount.

MACHINE DESIGN Magazine's excellent feature on adult games has resulted in a most gratifying number of direct inquiries for our brochure. Needless to say, Avalon Hill was mentioned foremost in the article by this specialty magazine that caters to the computer crowd. Machine Design is sent at no cost to management, design and engineering personnel whose work involves design engineering of machines, appliances, electrical and mechanical equipment, in U.S. and Canadian companies employing 20 or more people. Copies are sent on the basis of one for each group of four to five readers. Inquiries generated by this feature article include those from the Engineering Computer Center at the Zenith Radio Corporation and the Manned Space Flight Center at Houston, Texas who consider adult games perfect items as leisure time activities for astronauts-in-training and other highly skilled technical personnel. Can't you see it now: 360 different Blitzkrieg Troop units floating around inside Apollo 13. . .
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Of the Opponents Wanted

The First Colony Invitational at the Hampton Club, Newport News, Va., Jan. 17-19, is open to all players, $5 entry fee, and $12 all expenses. There is no previous necessary. The first, second, and third prizes are $100, $50, and $25, respectively. The entry deadline is Jan. 10.

The following is a list of opponents wanted for the upcoming tournaments:

- Opponents Wanted
  - Ford: Opponent needed for the New England Senior Open, to be held in Massachusetts. The deadline for entries is Jan. 31. Contact Mike Marston, 110 Main St., Natick, MA 01760.
  - Opponents Wanted
  - Opponent needed for the Southern Open, to be held in Virginia. The deadline for entries is Feb. 15. Contact Mike Marston, 110 Main St., Natick, MA 01760.

* * *

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