Caught in the Ardennes
Avalon Hill Philosophy - Part 24

Why Panzerblitz?

The following is an in-depth analysis into the why's and wherefores of Avalon Hill's latest venture, Panzerblitz. Announced in the previous issue as being available sometime before Christmas, we are happy to state that distribution of this game was made possible in record time well before the "first fall of snow." At least in Miami, Florida.

The question that could be asked by many who have already had their fill of Russian campaign games, "why another Russian campaign game?" certainly bears rebuttal from the R&D people down the hall.

Their reply, "It's the best game available," pretty much sums it up. As those of you who are now in possession of initial-run games will attest, Panzerblitz is not a game slapped together in an overnight process by amateur historians. To the contrary, it is the first Avalon Hill game to derive the benefit of professional market and design-testing.

Not that previous battle games in the line weren't sufficiently tested. It's just the all previous approaches tended to be based on one hand suffering from a tendency toward imitation on the other. When it became apparent to our R&D people that the sophistication of gaming had begun to outstrip their ability to keep up with the times, changes became the order of the day.

The obvious change was to affect "original" innovative ideas; not just old ideas re-worked to appear new, and the obvious source of such innovative material happened to be camping on our geographic doorstep, S&T Magazine.

As reported in these pages many times previous, S&T is the only professionally produced consumer magazine devoted exclusively to all facets of wargaming. More important, their talent does not stop on the editorial pages. They also have a talent for designing and testing games.

Prime mover in this direction has been a member of their staff, James F. Dunnigan, whose design credits include Jutland and 1914. He could very well be considered among the top three game designers in the United States. Dunnigan gun is one of the few who designs and rethinks them. Naturally, he has help - in the form of the entire staff of Poultron Press, publishers of S&T and the Test Series Games.

Test Series Games

A S&T innovation was the implementation of semi-professional games sold through the magazine. Published under the "Test Series" moniker, they not only provided funds that were plowed back into producing a better magazine, but acted as vehicles for testing new and innovative gaming theories.

As Dunnigan explained it in a recent S&T editorial, "in their ability to portray human events games have certain advantages over the written word, and the main one of these is the game's ability to show what might have been." Another reason why the staff felt that the Test Series bit would be a worthy addition for S&T readers.

Panzerblitz was one of the original Test Series games, then titled "Tac 3." This particular title was chosen by A.J. for a number of good reasons, not in the least important was the fact that it was next to Barbarossa the best seller and the best received. Add to this a variety of great new design additions and you have the reason for selecting Tac 3 as the one Test Series game most appealing to Avalon Hill.

Another plus feature in the game was its use of illustrative material as an aid in the play particularly in the design of the troop counters. For this innovation, artist Redmund Simonsen gets full credit. Because he knows how to play the games, Simonsen was able to inject a flair for the historical into his graphic approach to the game components. So willing was he with this approach, that he was also given complete responsibility for the design of the bookcase package.

Simonsen of course, is the art director for S&T, George Bradford, noted AFV illustrator provided the AFV art that graces the game's Campaign Booklet, the manual that documents the historical data built into the game itself.

Evolution

For very valid marketing reasons, Avalon Hill assigned the name Panzerblitz to Tac 3. And before that, it was called State Farm 69, and before that, who knows. Its many titles is indicative of the many testing phases through which the final model evolved. Refined to the original abandoned. That's why Panzerblitz ended up so different from the original model. The reason for such sweeping changes are best answered by Dunnigan himself... "the lack of data, hard data, was acute. Many questions - mainly, what was the real difference between Russian and German forces - appeared answerable only through the use of a game... the original game (State Farm 69) was probably the best designed unplayable game ever produced. The essential problem was in accurately recreating the conditions of small unit combat. Obviously two vital factors were visibility and communications. Visibility was treated with a set of rules that dealt with increasing visibility as one got closer to another unit as well as the use of cover and concealment and the height factor. It was very realistic but equally unplayable. Communications were another problem; I knew from my research that small unit actions often degenerate into hopeless confusion due to so many people not getting the word, or not getting it in time. We solved this by having moves grouped together into groups of six. But again, the rule added considerable confusion to the game and even more among players."

Dunnigan also explained that while these factors alone forced reworking the entire game, a very real problem centered on treatment of artillery. In the early stages of testing it soon became apparent why infantry is often referred to as "cannon fodder."

"If there was a case of premeditated murder this was it," Dunnigan elaborated. "While no one has yet to find a solution aside from abolishing war, a compromise of sorts was work-
Holland
1914

by Lawrence Valencourt

One often reads various plans for attacking through Belgium, the Ardennes or in the south in 1914. The plan I propose in this article utilizes an attack through Holland. Crazy you say; you lose fifty points that way. Not really.

At the start put 2-5's, 2-7's and 4 cavalry units on mobilization square 1. Put 2-7's, 2-5's, a 1, a 3 and two 802 artillery units on square 4. The 7's and 5's are used to eliminate the Dutch army — entirely. Fight the 3-4-2's at 2-1 and you’re almost certain to eliminate a step. Any greater odds than 3-1 against the (1)-1-3 is a waste also. While the elimination of these 5 units is in progress move your 1, 3 and X units as fast as possible along this route.

ed out during the war. The idea was to put as few as possible within range of the enemy guns. In other words, both sides would have minimum number of people in the lethal zone. The bulk of forces would be kept in reserve to either stop or chase back any enemy forces that survived an advance through your artillery barrage.”

Thus, one of the innovations this necessitated in the redesign was how to reflect this realism in the game without making such a rule cumbersome.

A discovery that visibility is “not all that important!” allowed a re-design whereby the game transition from State Farm to Tac 3 quite acceptable. After all, Dunnigan reflected, “even though you can’t actually see the enemy in the actual situation you still have a pretty good idea where they should be. The favorable response to this area of Tac 3 over State Farm 69’s version vindicated this concept.”

Many differences can be noted between Tac 3 and Panzerblitz. Changes made in sequence of play, recomputed combat factors, and treatment of vehicular hardware considerably altered the tactical approach to the game. For example; the maximum sighting range of tank and anti-tank guns put a definite limitation on the range at which those weapons could be used. This range proved to be somewhat less than the ranges at which these weapons could penetrate the armor of enemy vehicles. This shortening of ranges also required a recomputing of the attack factors in order to keep the relative power of the German and Russian weapons in the proper proportion.

In terms of overall game design, Panzerblitz is a return to the era of “game playability.” In addition, played within the scope of the “scenarios” provided a typical game can be played within one to two hours.

Our concern here is that Panzerblitz may be too well designed. The question has arisen, “what do we do for an encore?”

I’m sure AH will find a way . . .

Turn | Square | Square*  
---|---|---  
1 | GG10 | GG10  
2 | EE8 | EE8  
3 | DD6 | DD6  
4 | BB4 | BB5  
5 | AA5 | Z5  
6 | Z5 | Y6  
7 | Y6 | —  

*Move this way if you ignore rivers effects on movement.

As you can see you’ll be able to reduce the forts of Antwerp and between squares X and Y6 by turn 8 at the latest.

As I mentioned above, the Dutch army is eliminated and pushed out of the way while this advance is in progress.

So far we have a sure 38 points (18 for the demise of the dutch army — 20 for Antwerp.) In the meantime the Allies can’t do a thing! Now for the coup-de-grace.

Your cavalry units should be on square Y6 with the artillery and supporting units by (or preferably before) turn 7. With the fall of the fort between X and Y-6 your horse soldiers are on their way to the coast and the French border.

Cavalry moves:

| Turn | Square | Square  
---|---|---  
6 | Y6 | —  
7 | V6, and/or W7  
8 | Ostende, R4, R5, R6 Reduce forts in square X7 for continuation of supplies  
9 | O3, O4, O5, R6  

On turn 9 the French may now enter Belgium.

The Dutch Alternative

by Peter Wilbur

Tired of having your spike-helmeted legions stopped cold at Lille? Try this plan for 1914 advanced game. Send 325 factors to the East as follows: all 7-12-3’s, all landwehrs, and 6 5-8-3’s. For this to work best, you must assume that if all trains are diverted to the East (no rail movement in the West) that you can receive 3 corps a turn from the East. With the remainder of your troops, establish a defense line in the south, while sending 4 5-8-3’s and the artillery to the Dutch border. In the first turn invade Holland. Do not attack in the South! After several turns the French will get impatient, and will attack in the South. Let ‘em, but don’t give up Metz. Give ground slowly between KK-29 and NN-40, allowing units to replace. (Cavalry retreat before combat.) Let him think he’s breaking out but hold fast near Metz. The rough-terrain no-retreat rule helps.

When you start to get your East front troops back, (probably 75% plus 75 victory points) place them on squares T-3 through V-6 in Holland, sending a few through the Ardennes, but not over the Meuse. Start sending your calvary units to Holland, also. By turn 15, you should have received your Eastern troops and cavalry, while the French will have weakened their north wing to aid in operations around Strassburg. Also, the B.E.F. will have already landed and joined the French in the South. On turn 16 your troops cross the waist of Belgium, the cavalry on T-4 reaching the French border on the first turn, before the Frogs know what is happening, while the Belgians are finished off in passing. Units previously placed on BB-18 and CC-19 advance and interdict the rail lines near Sedan and Rethel, making French reinforcement difficult, especially as the mass of the French army will be bogged down in the rough terrain near Strassburg. From here on it will be almost impossible to slow your advance until the Somme as your lance-toting cavalry rampage across the heretofore placid countryside, leading to a stirring finale of goose-stepping boots down the Champs-Elysees 36 years before Hitler.

Peter Wilbur
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**TAC Air in D-Day - Part II**

By T/Sgt. Robert A. Burge

Because Sgt Burge contends, as he did in Part I, that "at no time during the entire battle for France did SAC manage to eliminate a single German ground formation," that it shouldn't be so in the game. Instead, he suggests employing TAC and goes on, here, to show you how to do it.

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**Guns of Mont St. Jean**

By D. A. Brady

Mr. Thurston's article in the July-August issue on artillery was unfortunate as it was misleading. It states the allowance of two square artillery fire, which gunnery ranges proves improbable. The largest mobile pieces, the twelve pounders, had an effective range of 900 to 1,000 yards according to Chandler's "Campaigns of Napoleon." But in doing some measuring and figuring, I've found that each hexagon is roughly 930 yards in diameter; which means the twelve pounders could fire into about 1/13 of the hexagon. The eight pounder, next largest, had a range of only 860 yards, considerably less than the 12 pounder.

Even if the range were good enough for the 12 pounders to fire 2 squares and still retain nominal power, the De Bas tables state corps artillery of the period usually had 3 12 pound batteries to every 5 6 pound batteries, meaning less than half of the army's guns could hit the second square. This would finish off the idea even if one allowed for ricochet. (Such was not the case at Waterlooo, the ground was too soggy, causing the balls to sink in, not ricochet).

Still though, I am not pleased with the present AH artillery rules. This does not allow for unit efficiency or discipline. For instance, the French were excellent; the British, good; the Prussians, fair, and the Dutch and Belgians, nervous. But beyond the generalizations there were the singular acts of outstanding discipline and cowardice.

At the battle of Friedland, French artillery general Senarmont advanced 30 unsupported guns within 120 yards of the enemy line and plowed lanes through the massed Russians. Then as the formidable Russian cavalry charged to silence the guns, Senarmont calmly wheeled his cannon to meet the charge and promptly blew the hell out of the Czar's finest horsemen. While, Dutch gunners at Quatre Bras, when faced with a similar situation against French cuirassiers, the Dutch fled their pieces.

**THE GENERAL PAGE 4**

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Here then, is food for thought to you other wargamers. Try the following suggestion for use of TAC in D-Day, making any changes you wish, and see if the game does not improve greatly in playability and realism. The attrition tables, weather tables and revised SAC table are examples only but are presented to start you thinking.

1. Total TAC factors available for entire game = 50

2. TAC factors available per invasion area:

<table>
<thead>
<tr>
<th>Invasion area</th>
<th>1st turn</th>
<th>2nd turn</th>
<th>3rd turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Sea</td>
<td>10</td>
<td>15</td>
<td>25</td>
</tr>
<tr>
<td>Pas De Calais</td>
<td>20</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Le Havre</td>
<td>15</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Normandy</td>
<td>20</td>
<td>25</td>
<td>30</td>
</tr>
<tr>
<td>Brittany</td>
<td>15</td>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>Bay of Biscay</td>
<td>10</td>
<td>15</td>
<td>20</td>
</tr>
<tr>
<td>South France</td>
<td>10</td>
<td>15</td>
<td>20</td>
</tr>
</tbody>
</table>

3. TAC may be used as follows:
   a. Against ground units located within 10 squares of the front edge of the battle area.
   b. Against ground units in conjunction with an Allied ground attack.

4. TAC results:
   a. When used with Allied Ground units simply add in the total number of TAC factors being used. Use the same principle as that in BULGE or BLITZKRIEG. Use the D-Day CRT for attrition.
   b. When used alone against German ground units use the TAC results table below:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>1-2 1-1</td>
</tr>
<tr>
<td>2-3</td>
<td>x -1 -1</td>
</tr>
<tr>
<td>4-5</td>
<td>x x -1 -1</td>
</tr>
<tr>
<td>6</td>
<td>x x x -1 x x</td>
</tr>
</tbody>
</table>

5. Revised SAC Attrition Table

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>NUMBER OF UNITS ATTACKED</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>No Effect Elim 1 Unit</td>
</tr>
<tr>
<td>2&amp;3</td>
<td>Reduce Move* Reduce Moves*</td>
</tr>
<tr>
<td>4&amp;5</td>
<td>By 1 Sq. By 1 Sq.</td>
</tr>
<tr>
<td>6</td>
<td>No Effect All Units</td>
</tr>
</tbody>
</table>

SUGGESTION: To record the number of factors lost by German units due to TAC attacks it is necessary only to cover each German unit, with the exception of STATICS and HQs units, with a strip of Scotch tape. Then, by using a china marker or grease pencil, it is possible to show losses by placing a tic mark on the edge of the unit counter. One tic mark for each factor lost.

(Thus method has also been used quite successfully by me and my opponents during play of Guadalcanal and eliminates the constant reference to the casualty reduction pad).

Well, that's my suggestion, for what it's worth, to the rest of you game nuts. I hope you will at least give it some thought and maybe even try it out for a couple of games. I feel sure you will find the game more enjoyable since it will now be more realistic. Comments to: 119 Melick Avenue, APO San Francisco 96553.
**On the Mall**

by Robert R. Springer

"On the Mall" is Author Springer's extension to his award-winning essay, "On the Trail," which appeared in the May-June issue. The former dealt with enlarging players' choice of strategy in Blitzkrieg and the devices for manipulating the play. Here, Springer is dealing with specific units and their application to his concepts.

The ranger unit implies commando type but, by their capabilities in Blitzkrieg, they are otherwise treated as normal infantry. They may seize remote targets but the nature of their constricted movement discourages better use of them. Specifically, the ranger unit debarks from an LCVP onto any type coast and embarks from them as its specialty. The essential point is to raise to proper respect the function of some units in blitzkrieg.

Rangers may have many names but they are special units and attention is due in reframing their operations. Given their current infantry and amphibious elements, they are capable of airborne drops; identical to paratroop units. Too, Rangers at sea may infiltrate city squares directly from sea squares. Additional amphibious mobility is over the coast via helicopter assault. This assault has a 4 square range from the sea square adjacent to the coast and set-down adjacent to an enemy unit or city square. Rangers can embark via helicopter back to sea, when in range of the sea, on subsequent turns unless the combat table dictates the unit is engaged or forced to retreat. Note that helicopter flights are subject to FTR intercept rule the same as escorted and unescorted bombers.

Marines, in addition to their current specialty, may embark up to 6 combat factors to sea from the beach they occupy on subsequent turns; unless the combat table dictates the unit is engaged or forced to retreat. Marines too may assault over any coast square by employing a brigade (2-4) at most per turn for helicopter assault the same as rangers.

Invasions, by the current limit of units at sea and naval air of this article, during a given turn may take place on more than one beach. Too, invasion forces may be comprised of armor and artillery but these specific units may only attack with infantry; not alone, when landing. Beach withdrawal by these non-ranger/marine type units may not exceed 6 combat factors on subsequent turns; unless the combat table dictates the unit is engaged or forced to retreat.

Air power in general, though not clarified by the rules, may use the limit of their ranges when changing bases; being twice the indicated radius. For example, SAC units can reach 40 squares distant. Most important here is air transport not having unrestricted range. Air transport should specifically have its range 20 squares; not more or less than SAC and airborne.

The air force composition with naval air is 52 combat factors total. To suit a strategy, the selection in aircraft types to any strength ratio depends on the player. For example, 8 SAC; 20 MDM; 0 TAC; & 24 FTR. Allocating those air force and naval air forces out of permissible types is, i.e. an 8 or 12 factor naval air force, also up to the player.

The naval air force sorely needs to be remodelled; particularly to be more integral to the game. Here, the total force size and composition are tailored by the player. This navy can employ FTR, TAC, and/or MDM type aircraft. The total strength as noted above is dependent on the player, i.e. 4 MDM, 4 TAC, and 8 FTR.

**D-Day '44 Tourney Version**

by Tyrone Bomba

The indefatigable Tyrone Bomba cloistered himself behind the proverbial research curtain for several months, gleaming for publication the historic disposition of the major German units in the west at the time of the invasion. You, dear reader, can recreate history in the truest sense simply by setting up your D-Day game accordingly. Bomba has not listed the HQ's since such info was difficult to come by.

The German forces in the west were organized as follows: Army Group B (Rommel); 15th Army, 7th Army, 88 Corp. Army Group G (Blaskowitz): 1st Army, 19th Army. These armies were deployed thusly:

**Army Group B**:

<table>
<thead>
<tr>
<th>15th Army: Unit</th>
<th>Type</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>17LW</td>
<td>1-2-2</td>
<td>R-29</td>
</tr>
<tr>
<td>18LW</td>
<td>1-2-2</td>
<td>L-21</td>
</tr>
<tr>
<td>47</td>
<td>1-2-2</td>
<td>M-23</td>
</tr>
<tr>
<td>48</td>
<td>1-2-2</td>
<td>L-20</td>
</tr>
<tr>
<td>49</td>
<td>1-2-2</td>
<td>N-24</td>
</tr>
<tr>
<td>187</td>
<td>1-2-2</td>
<td>N-21</td>
</tr>
<tr>
<td>245</td>
<td>1-2-2</td>
<td>Q-27</td>
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<td>326</td>
<td>1-2-2</td>
<td>N-24</td>
</tr>
<tr>
<td>344</td>
<td>1-2-2</td>
<td>O-25</td>
</tr>
<tr>
<td>346</td>
<td>1-2-2</td>
<td>R-30</td>
</tr>
<tr>
<td>348</td>
<td>1-2-2</td>
<td>Q-28</td>
</tr>
<tr>
<td>71</td>
<td>1-2-2</td>
<td>S-30</td>
</tr>
<tr>
<td>712</td>
<td>1-2-2</td>
<td>K-19</td>
</tr>
<tr>
<td>64</td>
<td>4-4-3</td>
<td>S-28</td>
</tr>
<tr>
<td>85</td>
<td>4-4-3</td>
<td>O-25</td>
</tr>
<tr>
<td>331</td>
<td>3-4-3</td>
<td>M-22</td>
</tr>
<tr>
<td>2Pz</td>
<td>7-7-4</td>
<td>Q-25</td>
</tr>
<tr>
<td>11Pz</td>
<td>4-4-4</td>
<td>U-28</td>
</tr>
<tr>
<td>1SSPz</td>
<td>7-7-4</td>
<td>L-16</td>
</tr>
<tr>
<td>12SSPz</td>
<td>6-6-4</td>
<td>U-30</td>
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<tr>
<td>Lehr</td>
<td>5-5-4</td>
<td>X-31</td>
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<table>
<thead>
<tr>
<th>88 Corp: Unit</th>
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<th>Position</th>
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<tr>
<td>16LW</td>
<td>1-2-2</td>
<td>G-14</td>
</tr>
<tr>
<td>165</td>
<td>1-2-2</td>
<td>J-17</td>
</tr>
<tr>
<td>347</td>
<td>1-2-2</td>
<td>F-13</td>
</tr>
<tr>
<td>719</td>
<td>1-2-2</td>
<td>H-15</td>
</tr>
<tr>
<td>19Pz **</td>
<td>1-2-2</td>
<td>J-13</td>
</tr>
</tbody>
</table>

**7th Army**:

| 243           | 1-2-2| S-35     |
| 265           | 1-2-2| X-42     |
| 266           | 1-2-2| V-28     |
| 319           | 1-2-2| Q-34     |
| 343           | 1-2-2| U-42     |
| 709           | 1-2-2| S-32     |
| 716           | 1-2-2| W-31     |
| 77            | 4-4-3| V-36     |
| 91            | 4-4-3| R-34     |
| 275           | 3-4-3| AA-41    |
| 352           | 4-4-3| S-33     |
| 353           | 4-4-3| U-40     |
| 6/2 Para      | 1-1-3| S-34     |
| 3 Para        | 5-5-3| W-41     |
| 5 Para        | 3-3-3| X-38     |
| 2/2 Para      | XXXXX| V-43     |
| 21Pz          | 4-4-4| T-34     |

**Army Group G**:

<table>
<thead>
<tr>
<th>1st Army: Unit</th>
<th>Type</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>159</td>
<td>1-2-2</td>
<td>EE-42</td>
</tr>
<tr>
<td>159</td>
<td>1-2-2</td>
<td>LL-44</td>
</tr>
<tr>
<td>189</td>
<td>1-2-2</td>
<td>QQ-44</td>
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<tr>
<td>708</td>
<td>1-2-2</td>
<td>FF-41</td>
</tr>
<tr>
<td>276</td>
<td>3-4-3</td>
<td>OO-46</td>
</tr>
<tr>
<td>11Pz</td>
<td>4-4-4</td>
<td>HH-40</td>
</tr>
<tr>
<td>17PzG</td>
<td>5-5-4</td>
<td>EE-38</td>
</tr>
</tbody>
</table>

**19th Army**:

| 148           | 1-2-2| SS-27    |
| 157           | 1-2-2| LL-27    |
| 244           | 1-2-2| TT-29    |
| 244           | 1-2-2| TT-31    |
| 338           | 1-2-2| SS-32    |
| 272           | 3-4-3| TT-38    |
| 9Pz           | 4-4-4| QQ-32    |
| 25SPz         | 6-6-4| PP-42    |

*For some reason AH only included one of this division's regiments which remained detached from the main unit.

**SOURCES**: The Struggle For Europe, Chester Wilmot

**Invasion They're Coming**, Paul Carroll

Tyrone Bomba

405 Fireline Rd.

Bowmanstown, Pa. 18030
by William Searight

As brigades of the 4th, Indian, 7th, Australian, and the Polish Carpathian disembark at Tobruk, a dismaying sight greets their eyes. Confusion seems to be the order of the day. Br. armor and heavy inf. are grimly digging in around Tobruk. What has happened? A blunder on the British part, an Axis "miracle" plan? No; just a new playable approach for the D. A. K. to spring on the British. So many articles have been written concerning movement and strategy, one would think there's nothing left to write. It's all been rehearsed so many times, what could be new there? To you Rommelists, read on.

D. A. K. 1st. All units moving out receive Rommel's bonus (+). Bologna W-3 Savena Brescia L-3* Trenta Pavia P-1* 21/5 104 No. 1 supply T-22* 21/3 1-24* Rommel P-13.

Three strike groups are shown with one besieging Bengasi, one near Msus, while the 21st. Panzer Div. drives deep into the Libyan Desert.

"Nothing new," you say. Well, the British probably say the same thing for here is their standard response as written many times in the past.

All light inf. — to sea. No. 1 supply — Trobruch No. 2 (new rule), moves to garrison H.B. Remainder dig in at the escarpment passes — armor K-18, Inf. — Bengasi F-17, H-16, N-19 (prevents the 21st. Panzer from easily moving to the North).

D. A. K. 2nd. If new supplies arrive, move them to Msus to gain Rommel's bonus along with the Ital. Bologna W-3 Savena I-3 Brescia F-3 Trenta L-15* Pavia N-17* 21/5 104, No. 1 supply S-29* 21/3 F-20* No. 2 supply? N-15*

Note: Br. in Bengasi cannot attack Brescia at I-3 to escape, since the fortress is not in Savena's zone of control, the Br. brigade can be retreated back into it again. As the Ital. to the west move normally towards the passes, the approach and surprise of the 21st. Panzer is now apparent by its command of the strategic N.E. escarpments.

British light inf. brigades coming ashore at Tobruch are dismayed to see scout vehicles and Panzer tanks over looking Tobruch. Gone is the old strategy of moving up to the 21st. normal position of being on the S.W. escarpments.

Gone also will be Tobruch if the Br. do not pull out their armor and heavy inf. to protect her. By Rommels quick speed, the 21st. is in a commanding position to rout the British. So quickly is the unexpected pull out that the 31st. Motor (N-19), will be unable to make the coast road.

Unless the British want to leave the passes wide open, a minimum defense would be 31st. Motor K-18 light inf. at F-17, H-17, J-33, K-35 with the remainder near Tobruch along with the armor and heavy inf.

Bengasi has fallen by now, so those Ital. div. move to C-14, F-14. Ariete rolls over Mechili to L-16. Ital. inf. in the desert move into I-16, M-20 positions. The 21st. speed carries it past Bir Hachem to block any British retreat. 21/3 G-20, 21/5 I-20, 104 K-21.

Meanwhile the 15th. Panzer Div. has landed. Meeting Rommel in the desert, the 15/35* closes the trap at M-17. Remaining 15th., supplies and whittle

Romme occupu M-15*. Other supply units maneuver as necessary to keep out of Br. raiding range.

As shown, the British rear guard units are surrounded and will result in being elim. after two turns. These battle tactics are especially good if you're the type of Rommel who continually rolls one's or two's for supplies. If efficient supply is available throughout, forced passage through one of the passes would present no problem on your next turn.

In summary, I feel that this is not an "if-it's" or "miracle" plan, but rather a new playable approach which utilizes coordinated movement and efect. The example shown thus far could net Rommel a total of 3 light and 1 heavy Br. brigades without firing a shot!
Mark is possible, very high frequency of employment, since it be there. These provisions should be interpreted for example, it may easily resurrected as a letter of even one the Russians, Soviet chances JrnIy toack No. I to the point otherwise wcakpoints to only be massed is any good are sub­ selected arrived, in this solution forfeits that it an and is thin web of weak units. is never from allack, and experienced the dangers of the situation. these large and a war problem for units that are units available forees allol1& the...
THE GENERAL

Ten attacks that will tie up the American:

Many articles have been written about the Battle of the Bulge game. The most likely reason is that it's the most advanced tank warfare game available. (And my favorite) Previous articles have boasted about being the perfect set-up but a perfect set-up is useless unless you control the die roll itself. My ten attacks are based on the percentage of results according to the attacking odds. With only an average amount of luck, the Americans will be engaged or destroyed in too many different places, that they won't be able to set up a good, solid defense in the center until it's too late. Some of the American units are in good positions to move out to plug the gaps on the first turn of the Americans, so the attacks are concentrated on as many of them as possible.

Another important objective is the blocking of the roads to slow up the lateral road movement of the Americans as possible and to clear the roads for the tanks to fan out on the second turn. Roll each attack in the order that it is listed or you'll goof it up. All attacks are supplied and starting positions are given for each unit. Each die roll result is commented on, as to what should be done.

**Attack No. 1**

This att. by the 9th "ss" armored div. in SS-6 against 2nd div's 23rd regiment in RR-7 at a 6 to 1. and is designed to separate the 2nd div. from the 99th div. There is also a 33% chance of destroying and backing up the 2nd div's retreat along the Monschau-Malmédy Road. Finally, it is the right hand pincer of an attempt to cut off the retreat of 99th div 361st regiment in RR-8 before the third attack is rolled. Start the 9th in VV-6 and move it to SS-6 which is the attack position.

(A) "exchange", so you got a bloody nose. It can't go to Malmédy's defense on it's turn. Remove the American and the 10th kampfgruppe of the 9th SS armored div. Occupy the vacated square.

(B) "D-elim", Great, you couldn't ask for more, occupy the vacated square.

(C) "D-Back 4" Move the 23rd regiment to QQ-7 then up the road to Malmédy. (you can't force him off the road towards Monschau if alternate road routes are available) Occupy the vacated square.

(D) "D-Back 3" Move the 23rd regiment to QQ-8 then up the road to Monschau. Then occupy the vacated square.

(E) "D-Back 2" Move the 23rd to QQ-7 and then to QQ-6. Occupy the vacated square.

*Don't forget to set up all the attacks before rolling for the attacks.

**Attack No. 2**

This att. by the 1st SS armored div. in SS-8 at a 3 to 1 against the 393rd & 395th regiments of the 99th div. in RR-9, is the left hand pincer of the attack to cut off the retreat of 99th div's 361st regiment before the third attack hits it. If it's successful, the 361st regiment will be destroyed by the end of your turn or it's turn, Eisenborn will fall to the Germans by default, or the two American regiments could be destroyed in an exchange. Every roll will have a good result for the Germans. Start the 1st SS in VV-7 and move it to SS-8 which is it's attack position.

(A) "exchange" remove the Americans and the 9th kampfgruppe of the 1st SS Division and occupy the vacated square. Actually, this is the result you want cause it means the complete destruction of the 99th infantry division by the end of the first turn. The northern front will crumble in front of your eyes. Occupy the vacated square with the rest of the 1st SS Division.

(B) "D-Back" Send them down the Eisenborn-St Vith road on all retreats and occupy the square with the 1st SS Division.

(C) "Contact" This is the worst you could do but, at least they won't be able to counterattack the 9th SS that is now in RR-7 in a surrounded position. This was one of the main reasons for the attack being a (3 to 1).

(D) "Engaged" Another good result because the two American regiments won't be able to move towards the center to defend in a more vital area. On the second turn the Germans can move other units into the rear of the 99th and force it's retreat through the mountains which means they'll be out of action for a while.

**Attack No. 3**

This soak off attack of (1 to 1) by the 18th inf. Div in SS-7 against 99th division's 361st regiment in RR-8 has a 33% chance of destroying it with no serious consequences to the Germans. A lot of it's success depends on the first two attacks. Start the 18th in VV-5 and move to SS-7.

(A) "D-Back 1" If the 361st regiment is surrounded, it's dead. If it has a retreat send it to QQ-9 and occupy the vacated square.

(B) "Contact" This is ok too because it will "kill itself in a forced counter att." in it's turn if it's surrounded. At any rate, the 18th can support the 9th SS.

(C) "Engaged" This is acceptable, but try to cut off retreat the 2nd attack for sure.

(D) "Att-Back" Inform your opponent that there is only one route that he can send you that is "towards the nearest road". On attacker back 1, the square is TT-7, and on attacker back 2 it's TT-8.

**Attack No. 4**

This soak off attack of (1 to 2) by the 560th Div. in SS-5 against the 9th & 38th regiments of the 2nd division, has a good chance of engaging them plus defending the right flank of the 9th SS Div. Start the 560th in VV-4 and move it to SS-5 to attack.

(A) "D-Back 1" Move the 38th regiment to QQ-6 while the American player has the choice as to where the 9th regiment retreats. Occupy the vacated square.

(B) "Contact" This will enable the 560th to interrupt any counter attack on the 9th SS.

(C) "Engaged" The best roll possible cause it ties them down during an important move.

(D) "Att-Back" There is only one road that you can be retreated to and that's TT-2. On Att-Back 1, the square is TT-4. On Att-Back 2, the square is TT-3. On Att-Back 3, it's TT-2 which leaves you in a good position to att. Monschau next turn.

**Move No. 1**

The 62nd inf. Div. should start in VV-8 and then to squares UU-9 & UU-11 with one of the kampfgruppe in each square. This traps the 14th regiment inside the fortress. The 62nd Div. is not in the 14th regiments zone of control but, as far as movement is concerned, the 14th regiment is in the 62nd's zone of control and can't move from "one enemy zone of control to another enemy zone of control."
the Month of the Bulge

**Attack No. 6**

This attack by the 26th & 340th inf. Divisions at (2 to 1) against the 423rd regiment of the 106th division in UU-12 has a 50% chance of destroying that unit by the end of the first turn. Start the 26th Div. in VV-13 and move it to UU-13. Start the 340th Div. in Loshiem and move it to UU-11 which will surround the 423rd regiment in UU-12.

(A) “D-Back” On any retreats the 423rd will be destroyed. There is need to occupy the vacated square.

(B) “Contact” This is ok because the American regiment will be forced into a counter attack that will destroy it.

(C) “Engaged” You don’t want it but it’s better than an attacker back 1.

(D) Att-Back 2 This has no choice other than stated here as to where you are to be retreated. The 26th has to go to VV-13 and the 340th has to go to Loshiem. This is no great loss because the American can’t move freely.

**Attack No. 7**

This attack by the Panzer Lehr Div, the 352nd inf. Div, the 14th kampfgruppe of the 3rd para. Div, the 153rd kampfgruppe of the 79th inf. Div, and the 310th kampfgruppe of the 116th armoured Div at (6 to 1) against the 109th regiment of the 28th Div in QQ-27 is designed to break the Oder river line defence and arrive on the Oder river line before an American defence can materialize. It could also cut off the retreat of the Americans down the Crelvaux-Bastogne road. If advances results allow it, occupy squares NN-30, MM-29, LL-28, LL-27 & NN-26. Take as many as possible. Start the 153rd kampfgruppe of the 79th Div and the 310th kampfgruppe of the 116th armoured Div in QQ-24 and move it to QQ-26. Start the entire Panzer Lehr Div in QQ-25 and move it to PP-26. Start the 352 inf. Div. in UU-27 and move up the road to QQ-26, finally moving to PP-27. Start the 14th kampfgruppe of the 3rd. para. Div in QQ-26 and move it to PP-27 for the attack positions of this massive assault.

(A) “Exchange” Remove the American regiment and the 352nd inf. Div and then move the Panzer Lehr division into the vacated square.

(B) “D-Elim” Remove the American regiment and advance Panzer Lehr into the square.

(C) “D-Back 4” Move the American to KK-30 and move out all the attacking units to as many of the squares mentioned above as possible. Exp. LL-29, LL-27 & MM-29.

(D) “D-Back 3” Move the American to LL-29 as advance the attackers, taking as many of the above mentioned squares as possible.

(E) “D-Back 2” Move the American to MM-28 and put Panzer Lehr into the vacated square.

**Attack No. 8**

This attack by 406th kampfgruppe of the 116th armoured Div., 17th kampfgruppe of the 2nd armoured Div., the 150th brigade, and the 277th inf. Div. at (4 to 1) against the 110th regiment of the 28th inf division in NN-25 is designed to finish the envelopment of Clervaux. Start the 277th inf Div in QQ-22 and move it to QQ-24. Start the three armoured kampfgruppe (8-4)’s in QQ-23 and move them to OO-25.

(A) “Exchange” Remove the American and the 277th inf. Div, and occupy the vacated square. These exchanges are acceptable for the first couple of turns but keep it down.

(B) “D-Back” Retreat the American according to the results of the 7th attack.

(C) “Engaged” This is a bad break in a vital area. Move units in 2nd turn to cut off the American retreat and pull out the armor as much as possible so they can move on towards Bastogne.

**Attack No. 9**

This attack by the 167th & 276th inf. Div. plus the 13th & 15th kampfgruppe of the 3rd para. Div. at (3 to 1) against the 9th CCR in front of Vianden, is to secure the town and possibly destroy the unit. Since this is an American armoured unit, it cannot be forced to stay tied down to an engagement. Start the 276th in TT-27 moving it to RR-28. Start the 333rd kampfgruppe of the 167th Div in TT-27 and move it to RR-28. Start the 334th kampfgruppe of the 167th Div and the 13th & 15th kampfgruppe of the 3rd para. Div. in SS-27 and move to Vianden for the attack.

(A) “Exchange” In this way is this good. Remove the American and the 167th Div. Move the 276th Div. into the vacated square.

(B) “D-Back” Move the American unit towards the nearest road and towards Diekirch. Move the 276th Div. into the vacated square.

(C) “Contact” This secures the town of Vianden and forces an American retreat.

(D) “Engaged” Since the American can’t be tied down to it, all depends on what he does during his part of the first turn.

**The General**

This attack by the 7th & 8th kampfgruppe of the 5th para. Div. at (1 to 2) against the 8th & 112th regiments of the 4th inf. Div. is an attempt to engage & tie them down, or force them to counter attack if they want to hold the river line defense. Start the 7th & 8th kampfgruppe in UU-28 moving them to UU-30 to attack this.

(A) “D-Back 1” The American regiments will retreat along the road they are on which means they will be moving away from each other. Don’t advance into one of the squares or you could get wiped out in a counter attack.

(B) “Contact” This will force them to counter attack or retreat in their turn.

(C) “Engaged” This is what you want so they can’t move to the center to defend.

(D) “Att-Back” If any attacker retreats, just move back up the road you’re on.

**Move No. 3**

Place the 9th kampfgruppe of the 5th para. Div. in the southern-most rough terrain square where it can cover the retreat of the tenth attack if it is repulsed.

*Note: Part of the strategy for the attacks I’ve covered is based on the use of optional, armor engagement rule. Every game should have this rule in use anyway cause it’s more realistic and an advantage to both sides.

Rules that need explaining:

1. The A/H rules say that you must stop as soon as you touch an enemy zone of control. Therefore, if you are already in a zone of control, you can’t move to another square unless it isn’t under an enemy zone of control. This does apply to units inside fortresses.

2. No German unit can reach SS-9 before attacks start advancing the victors on the first turn of the game! A/H said that you could in the July-August General by starting in UU-8 (that’s the first thing wrong cause on grid UU isn’t East of it) then moving to the road a TT-9, and finally continuing up the road to SS-9. The 3rd move is not possible because in section 4 of “Rough Terrain” in the basic game instructions, says so. This rule was not changed in the tournament game rules so it still applies to movement.

3. If a location directive says start east of, north of, or northeast of grid so and so, or someplace, it means you can’t start on that area but behind it. If it says between 25 & 16, you can’t start on them or you wouldn’t be between them would you. Make sure that your starting in the proper places.

Strove to keep the enemy separated, and place units in the places that will block road movement that is important to him. Where ever possible, move a unit to within two squares of an enemy unit to prevent him from building fortresses etc., use as many as three divisions to protect your southern flank as you advance past Bastogne. When attacking, try to have the exact factors in relation to the defender along with other attacking units in case an exchange is rolled. With this attack plan, I have taken Bastogne in only 3 turns more than once against a stiff opponent. If you tie up the American properly, block his advances, and destroy his reinforcement almost as soon as they come on the board, you have a darn good chance of winning before the American air forces get a chance to intervene. Try it once — and good hunting. I’m always glad to receive constructive criticism. My address is: Glenn G. Davis: Vs -31 c/o; FPO New York 09501.
Ever wondered when the weather is most likely to clear, or by what time you have a 50-50 chance of having blue skies with lots of little silver airplanes in them? Here, at long last, is the answer, to 4 decimal places.

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<thead>
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<th>Overall Probability of clear weather this turn</th>
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</table>

In looking at this table, note that the weather will clear in 53% of the games by 24AM. Virtual assurance of clear weather (97%) comes by 26AM.

Just to check, I did a 100-trial test:

<table>
<thead>
<tr>
<th>Turn</th>
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<th>Overall probability of clear weather on this turn</th>
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Jutland Addenda
by David Thornley

This article is dedicated to the times when: 1) My battle cruisers were slaughtered by a surprise torpedo attack and my torpedo attack was slaughtered by forewarned light cruisers; 2) I had to use my big guns to fire at destroyers with; 3) The Germans just went back to port after being spotted and according to Avalon Hill's rule won the game (well, not exactly back to port, just back to the minefields).

The rule that says the Germans move first in the maneuver-and-fire turn works out well enough in the Basic Game, but torpedo attacks tend to favor the British in the tournament Game. The Germans have to either keep their light cruisers behind the battle line where they get into anti-torpedo action only in the mop-up phase or settle for having them out in front of the battle line, fouling the range. My friend Robert Zubrin proposed that all capital ships move, and then the light ships move. This doesn't help the light cruiser situation much, though. Keep things as they are, but don’t allow the battle line to take evasive action on the turn of the attack and do allow the light cruisers to get out into the action if there is a torpedo attack.

Don’t let the idea of a dreadnought as an “all-big gun” ship fool you. They had secondary armament to fight off enemy torpedo craft and often even anti-aircraft armament, not to mention a saluting gun or two. Furthermore, why can’t destroyers damage light cruisers? Some of the light cruisers at Jutland had only four-inch guns, which many destroyers carried. SO, destroyers can fire at light cruisers, light cruisers need two hits to sink (does it make sense to use a 5400-ton light cruiser with the same effort as if it were a 900-ton destroyer?), and capital ships get anti-torpedo armament according to the following:

BRITISH
12: Agincourt
8: Royal Oak, Revenge, Warspite, Valiant, Barham, Malaya, Canada, Erin
6: Benbow, Iron Duke, Marlborough, Tiger
4: King George V, Centurion, Ajax, Orion, Thunderer, Monarch, Conqueror, Colossus, Hercules, Neptune, St. Vincent, Collingwood, Belcher, Téméraire, Superb, Lion, Princess Royal, Queen Mary, New Zealand, Indefatigable, Inflexible, Indomitable, Invincible, Minotáur, Shannon, Defense, Cochrane, Warrior

GERMAN
10: Deutschland, Hessen, Pommern, Hannover, Schlesien, Schleswig-Holstein
9: Kös, Grosser Kurfurst, Markgraf, Kronprinz, Kaiser, Friedrich der Grosse, Kaiserin, Prinz Regent Luitpold, Thuringen, Helgoland, Ostfriesland, Oldenburg
8: Westfalen, Nassauf, Posen, Rheinland, Lützow, Derrflinger, Seydlitz, Moltke, Von der Tann

These factors may be used on either or both sides. They may be used against light cruisers and destroyers only, though, and the maximum range is ten thousand yards.

It's the dawn of June 1. Admiral Jellicoe is steaming outside the German minefields, cursing the ill luck that prevented him from finishing Scheer off yesterday, cursing the minefields that prevent him from finishing him off today, and most of all cursing the stupid How-to-Win rule that gives Scheer victory (Scheer sank all eight British armored cruisers and lost only seven capital ships: all five battle cruisers and two Konigs).}

Midway in Focus
by Kevin Slimak

Past issues of The General have carried many articles proposing strategies or rule modifications intended to give the American in Midway a better chance than the proverbial snowball.

While these rules do tend to aid the American, they are often very short on authenticity. For example, high altitude B-17's dropped 323 bombs without scoring one hit in the original battle; yet, according to the AH B-17 rule, the Flying Forts can sink a ship every time out! PBY's did only slightly better, scoring one hit on a slow (and virtually defenseless) transport group.

I believe that the key to play-balance in Midway lies not in B-17 or B-17 fantasies but in the fact (or adapted fact) which follows. According to most historians, the Battle of Midway marked ebb tide for Japan not only because of the loss of four carriers but because of the loss of their many pilots and planes - some of JNAF's best. American pilots and planes were also of value, but less than the Japanese because American industry could more easily replace the aircraft and pilot training could easily have yielded pilots of the quality of those Americans in combat at Midway.

This� reason, I believe that points should be awarded for squadrons destroyed as well as for sunk ships. Although arbitrary, I suggest 4 point be awarded for each Japanese squadron destroyed and .2 point for each U.S. Squadron destroyed.

Planes on the deck of a sunken carrier or planes returning from a strike and having no deck to land on yield the full value. If either side clears decks by dumping aircraft, half of the value is awarded for the planes of each squadron. The remaining half - the pilots - still remain aboard the carrier and are not lost unless the carrier is later sunken (the full remaining half is then lost).

Optional rule number one takes the effect of emptying hits upon a ship's AA fire into consideration. I believe that the same should be extended to the decks of a carrier. Thus, whenever a carrier on either side has received one hit less than is needed to sink it, it can no longer launch or land aircraft. Planes aboard the ship cannot be transferred to the deck of another, nor can pilots; both are trapped where they are for the rest of the game.

Another factor in America's favor June 4, 1942, and absent from the game is American radar. Because of it, the Yorktown was able to destroy itself and survive the strike launched by Yamaguchi and the Hiroyu.

Radar may be added to the game in the following manner. Immediately before the Japanese player attacks the American fleet (or Midway), he must inform the American of the exact number (NOT type) of squadrons attacking each zone. The American may then clear his decks (or Midway if the attack is being delivered there) by launching all readied aircraft; these planes cannot strike the Japanese, but fighters may be assigned to fly CAP.

Employment of destroyers is my next suggestion. Give each a surface factor of two, an AA factor of one, and two hits; each is worth two points when sunk. Allow two destroyers per square and deploy the pairs as you would regular ships. Destroyers move at the same speed on the search board but one square per turn faster in surface combat; they have a three square surface range.

For those who don't like to use nameless ships, the names of the destroyers at Midway follow: Kazagumo, Yugumo, Makigumo, Akigumo, Isokaze, Urakaze, Hamakaze, and Mikazuki enter with the Akagi. The Mikuma group includes the Arashi and Asashio. M. Murasame, Hurasame, Yudachi, Samidare, Asagumo, Minegumo, Natsugumo, and Mikazuki protect the Yongo and company.

The Yamato group is accompanied by the Yukaze, Fubuki, Shirayuki, Hatsuyuki, Murakumo, Isonami, Uranami, Shikinami, Ayanami, Amagiri, Asagiri, Yurigiri, and Shirakumo. American destroyers are Hammers, Hughes, Morris, Andrew, Ross, Gwin, Phelps, Worden, Managhan, Ayewin, Balch, Ellet, Conyngham, Benham, and Maury.

Along with his destroyers, the American should be given the benefit of the submarines the U.S. Navy had stationed in the area. Names of the subs and good rules governing their use may be found in Carl G. Nelson's "Midway Equilibrated" (General, IV, Jan-Feb, 1968, pp. 10 and 11).

The Japanese subs were stationed off the eastern end of the board to find the U.S. fleet as it sailed forth to save Midway after the initial Japanese bombardment, so the Japanese player receives no subs. (The Japanese sub that gave the death blow to the Yorktown was returning from its mission.)

For those who wish further realism or who find the Japanese needing help, I suggest the
Buyers Guide 2
by Donald Greenwood

D Greenwood is editor and publisher of Panzerfaust, the magazine regarded by many as the "best value in town." This accolade is really a testimonial to Mr. Greenwood's editorial abilities, born of many years of wargaming in the raw. He has played in over 700 battle games, owns all 19 fighter quality rules as follows. All Japanese fighter squadrons in the game are equipped with the Zero which was, at the time of the original battle, the best fighter in the Pacific. To show this, each Japanese fighter squadron is given a fighting strength of 1.25 (4 squadrons have a fighting strength of 5).

The Americans employed two fighter types in the Battle of Midway. All fighter squadrons originally on the American carriers and two of the Midway-based squadrons consist of F4F Wildcats; each of these squadrons has a fighting strength of 1. The remaining fighter squadrons are equipped with P26 Brewster Buffaloes and have a fighting strength of S.

Fighting strengths are used to determine odds in fighter vs. fighter combat and losses to undefended bombers; simply add fighting strengths and use the total as you would the number of squadrons. Defending fighters may "strip off" to attack bombers when fighting strength odds are 1-1. Losses are still taken in squadrons with Buffaloes ALWAYS being the first lost.

The fighting strengths that I use are purely arbitrary and may be adjusted to suit the players' wishes, but the relative rankings of the fighter types are valid and should be retained. For those who doubt the marked obsolescence of the Brewster Buffalo, I offer a quote from the after-action (Midway) report of Capt. Philip White: "It is my belief that any commander that orders pilots out for combat in an F2A-3 (Brewster Buffalo) should consider the pilots lost before leaving the ground."

Sources
Anthony J. Watts' Japanese Warships of World War II
Martin Caidin's Zero Fighter
Donald Macintyre's Aircraft Carrier - The Majestic Weapon
Walter Lord's Incredible Victory
Samuel E. Morrisons's Two Ocean War and the more comprehensive History of U.S. Naval Operations in World War II (IV, "Coral Sea, Midway, and Submarine Actions")

Kevin (Tora) Slimak
3 Primrose Lane
Caseyville, Ill. 62232

About four years ago, in Vol. 3 No. 6, of the General I published what turned out to be the forerunner of this article; the original "Buyer's Guide". It was my opinion that not all wargamers could afford to scoops up the A.H.'s fine titles and had to be a bit choosy with their wargaming dollar. The wargamer has come to demand precision to the point where he is pretty darn hard to please. Unfortunately, not all wargames are automatically suited to all wargamers. Different people are interested in different aspects in a game. Therefore, as an experienced gamer, I felt qualified to give the wargaming public an unbiased picture of the entire A.H. line. Apparently the readership agreed with me because they voted my article one of the best of that issue. Here then is an updated and more comprehensive version of that original article.

To help you understand the chart let me define the various categories. S-U = Set-Up Time, PT = Play Balance, E = Excitement generated by an exciting, close finish, HA = Historical Accuracy, C = Complexity, B = Degree to which the game is suited for beginners, PBM = Degree to which the game lends itself to play-by-mail, RC = Rules Clarity, PB = Play Balance, L = Degree to which Luck plays a part, VR = Value Received per price of the game, S = Suggestions or Comments.

The Set-Up column is given in tens of minutes while the Playing time is given in hours. All other columns are rated on a 1-10 scale with 10 being perfect and 1 being horrible. All 1-10 rating scales are slanted to give the best result; in other words the "10" for Kriegspiel under the luck category does not mean that the game is excessively lucky. Instead it means that the game depends very little on luck, which is, of course, the ideal situation. Dashes (-) mean that the category does not apply. Plus (+) and minus (-) indicate that the time specified is slightly larger or smaller than the figure indicated. Set-Up times are given for one person and include putting units on Order of Arrival sheets. When two people set-up the game, the time will naturally be cut in half. All reviews are of the version of the game most frequently played. For what it's worth, the games are listed in the order of my personal preference.

Here's hoping that this article helps you to invest your wargaming dollars wisely so that you'll be satisfied with your purchases.

Donald Greenwood
124 Warren
Sayre, Penn. 18840

Guide Chart

<table>
<thead>
<tr>
<th>Football Strategy</th>
<th>S-U</th>
<th>PT</th>
<th>E</th>
<th>HA</th>
<th>C</th>
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Affra Korps
Bismarck
Blitzkrieg
Baseball Strategy
Battle of the Bulge
Tactics II
Guadalcanal
Waterloo
Lemans
Kriegspiel
Jutland
1914
U-Boat
Gettysburg

PT is dependent on success of invasion

No 1st turn invasions

PB is improved with options

PB is improved with options

PT depends on no. of cars & laps too long

Meant for the Gen'l. Market

Naval Enthusiasts Only

Marginal Victories are no good!!!

Overpriced!

Victory conditions are ridiculous!

THE GENERAL
THE GENERAL

The Question Box column has been appearing in the GENERAL for many years. Since some issues containing the column are out of print and in order to simplify the process of checking on official rulings, we will gather all the past Questions and Answers into one issue. This month Afrika Korps will be covered.

AFRIKA KORPS:
Q. Suppose a 7-7-10 Unit is completely surrounded by 1-1-6 zones of control and there is no supply unit within the encirclement. Can the 7-7-10 Unit attack out?
A. Yes, if there is a supply unit outside. Once the 7-7-10 is moved against a 1-1-6 Unit, there occurs an automatic victory situation which immediately negates that 1-1-6's zone of control, thus providing a supply path to an outside supply unit.

Q. Suppose movement after combat, say onto an escarpment, places the attacker adjacent to any enemy supply unit at the end of the turn. Does he capture the supply unit?
A. No. Capture cannot occur after combat has been resolved.

Q. Can units move directly between E-18 and F-19?
A. No. Nor is combat allowed between units on those squares.

Q. Suppose a German 4-5-6 Unit attacks two Allied 2-2-6 Units doubled up in Tobruch. Odds are 1 to 2 and an exchange occurs. Should one or both Allied Units be removed?
A. One Allied unit is removed. The side with fewer combat factors removes all of his units. The other side must remove at least as many factors. Factors are computed at doubled rates.

Q. If a supply unit is adjacent to a friendly Unit and an enemy combat unit places itself adjacent to the supply unit but not to the combat unit, is the supply unit captured?
A. Yes, and it can be moved and used in combat in that same turn.

Q. Can a supply unit pass over an automatic victory situation and supply another battle while supplying the automatic victory?
A. Yes.

Q. A German 7-7-10 Unit is attacked and forced to retreat. The only retreat route is into a zone of control of a 1-1-6 unit. Does this retreat establish an automatic victory?
A. No. The 7-7-10 is eliminated. A unit can attack only during its turn.

Q. If the Rommel Unit is isolated for two Turns is it eliminated?
A. No.

Q. May units move from a plain square to a road/escarpment square and use the road bonus in the same turn?
A. Yes.

Q. If the German player uses his last supply unit on the 1st May turn, and fails to get supplies on the 2nd May turn, does he remove all units and lose the game?
A. No. But if he fails to get supplies on the 1st June turn, he does lose all units and the game.

Q. If a Unit uses his entire road bonus and ends on a road/escarpment square, may it continue on the road/escarpment squares using its normal movement rate?
A. Yes. But it must stop on the first non-road escarpment square it moves to.

Q. When the Allies have "built" the larger substitute units and one of them is involved in an exchange situation, may they break down the unit into its original counters in order to avoid elimination of the entire composite unit?
A. Yes.

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 Tobruch.

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.

Q. Can one friendly unit move into an enemy zone of control (and attack no unit) while a second friendly unit attacks the enemy unit?
A. All units in enemy zones of control MUST attack some enemy unit.

Q. If a unit in a fortress is surrounded, can it move one square outside the fortress to a vacant square and attack only the unit (or units) that it is then adjacent to?
A. Yes.

Q. Is movement onto squares containing letters or numbers for grid coordinates allowed?
A. No.

KRIEGSPIEL
Q. Can a unit on D-3 attack a unit on E-4 or D-9?
A. No.

Q. Can supply units stop on sea squares?
A. No.

Q. Can armor units attack infantry that is in woods?
A. Yes.

D-DAY
Q. If ½ of the units on a square are eliminated in a SAC attack, are the remaining units immobilized?
A. No.

MIDWAY
Q. May units move off the search board?
A. Yes. Japanese units can move off the west edge; US units can move off the east edge. Once off, units must stay off for the rest of the game.

Q. The Germans get air help (attack one column higher) against the Allies, do they on that turn also get the advantage against Italian units behind their lines?
A. Yes.

Q. May IL units that have moved their full MF then advance after combat?
A. Yes, the full number of squares allowed by the Table.

Q. Exactly when does the German get the one-column advantage for recapturing all airplanes under the "Optional First Invasion" rule?
A. Immediately. If the last airbase is recaptured on attack No. 4, the German gets the on-column advantage on attack No. 5.

Q. Can Italian units on the first turn "capture a good airbase" under the above rule?
A. No.

Q. Can Partisan units "undouble" river defense lines?
A. Yes.

Q. If a German attack forces Allied units on the coast to retreat, can they retreat to sea?
A. No. The "Amphibious Transfer" rule can be used only during the Allied turn.

STOCK MARKET
Q. Using the Conversion optional rule, what is the advantage of ever converting Preferred to Common stock (Blue Chip) when the rule states that the price of Preferred can never be lower than Blue Chip?
A. In the game there really is very little advantage to do so. The one advantage is strategic to the play of the game: by converting to Blue Chip, one can sell it to depress the market if it is in one's best interest to do so. In real life, however, the advantage to conversion lies in the fact that Preferred stock is usually callable after a certain period of time. Here's what happens:

Let's assume that Convertible Preferred has a life of 2 years. At the end of that two year period, owners must redeem that Preferred for a fixed sum. Thus, if a Preferred is callable (redeemed) at $50 but happens to be trading at 70, the corporation only pays 60, not 70. What happens, of course, is when the callable date approaches the trading price on the exchange will begin correcting itself downward to the callable price of 60. (Who will buy at 70 on the day before it must be redeemed for 60.) This was difficult to reflect in the game rules without unnecessarily complicating the game. However, Avalon Hill was remiss in not at least explaining the situation as we have done here. You can, however, reflect such a rule by incorporating the following supplemental rule:

"All Convertible Preferred stock must be redeemed with the Broker @ $60 as the last function during STEP 3 in Turns 6 and 12. In STEP 4, place Preferred marker at 50."

Q. Can Italian units on the first turn "capture a good airbase" under the above rule?
A. No.

Q. Is movement onto squares containing letters or numbers for grid coordinates allowed?
A. No.

Q. Can Partisan units "undouble" river defense lines?
A. Yes.

Q. If a German attack forces Allied units on the coast to retreat, can they retreat to sea?
A. No. The "Amphibious Transfer" rule can be used only during the Allied turn.

"All Convertible Preferred stock must be redeemed with the Broker @ $60 as the last function during STEP 3 in Turn 12."

Q. I'm thinking of designing my own battle games. Are designer's supplies available from Avalon Hill?
A. Yes. - we sell white cardboard sheets measuring 23" x 28" containing only the hexagons, mailed postpaid in tubes @ $1.00 per cardboard sheet. We also sell sets of die-cut counters. They are also white and contain no printing or colors. You get approximately 169, 1/2" counters per sheet @ $.60 per sheet postpaid.
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 __________________
(Check One):
___ This is a first-time registration.
___ This is an address change, only.

Contest No. 40

On this the 26th anniversary of the Ardennes Campaign, we are going back in time to establish a hypothetical historical situation. The Operations Sheet reflects just about what might have taken place. You as German commander must initiate an attack plan that, in the opinion of Avalon Hill’s tactical experts, holds the best chance for success.

All you have to do is write in the unit number of the German attacker next to the proper Allied defender. If one German unit is attacking more than one U.S. Unit, then you must so state. Also, state in which order you would resolve all battles.

The ten entrants who come closest to what our experts consider is the optimum tactics will be awarded gift certificates. Entries must be postmarked no later than December 15, 1970. Please state what you think 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.

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<thead>
<tr>
<th>U.S. Defender</th>
<th>German Attacker</th>
<th>Attack Order</th>
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<td>501</td>
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Headlines of 3 Best Articles:

Name ____________________________
Address ____________________________
City ______ State ______

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

SAVE THIS COUPON

GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS

NOV-DEC 1970
Dear Sir,

I’d like to take this opportunity to thank everyone who wrote me about “The Deseret Arm,” and to apologize to the many whose letters I simply couldn’t answer. Perhaps this letter will serve as a collective answer to some of them.

First, I haven’t get a definitive set of Waterloo revised rules and maps in a usable form and even if I did they would have so many A-H rules incorporated into them that there would be a serious violation of copyright involved in selling them; and I haven’t get the financial resources to send out thirty or so copies for free.

Second, I hope, in a series of articles for The General to continue my analyses of simulation factors, and perhaps this would answer most of the specific questions about rules and methodology.

Finally, while I enjoy face-to-face games and don’t get enough of them, I simply can’t take on the commitment of games by mail so matter how seriously my maiden, courage, and virtue are challenged. My time isn’t my own, and my publishers’ letters are in demand.

E.D. H (*((Barbara With a Purpose,” Vol. 7, No. 3) seems based on wishful thinking. Task Forces North and Center will never get near Leningrad or Moscow without massive armored support. The Finnish force will be eliminated by the fifth turn by any competent Russian. Leningrad will not be surrendered and won’t fall, since there will be too much time for the Russians to prepare a strong defense before the Germans get there in spring or summer (if they get there at all). The plan is too inflexible, for once the Russians are engaged, the Germans will drive on Stalingrad, they will beef up that sector – North and Center will provide no threat, even with reinforcements. German armor will be surrounded either eliminating delaying units (1 or 2 A-H turn units) or the Germans will get attacks. When the Germans finally get to Stalingrad (if they do – using 14x3 replacements they shouldn’t) it will be too late in the game to get to the other cities, let alone take them. The only virtue of this plan is that the German army should remain essentially intact. If the Germans had ten or fifteen more turns they would probably win.

E. J. Pourselle, P.D.

Dear Editor:

I am glad to see that AH has broken out of its old mold with a completely tactical game. Now you can expect a couple more of the same in the next issue. I must admit that I was under the impression that the Russians would never lose their traction in this game – had two years ago, but never told. My idea was to ignore the river, and treat them as real units in the first turn, then use the Germans from doubling up behind them. Mr Ellsworth’s plan is better, however.

I would like to make this further suggestion of a variation. The First Turn Surprise Table into “Stalingrad” were excellent. I had the same notion that it could be used as a part of the First Turn Russian line. I have been thinking of this battle in this game – had two years ago, but never told. My idea was to ignore the river, and treat them as real units in the first turn, then use the Germans from doubling up behind them. Mr Ellsworth’s plan is better, however.

I would like to make this further suggestion of a variation. The First Turn Surprise Table into “Stalingrad” would necessarily clobber the Russians, it might just tip the balance too far in the Germans’ favor, so that “Good Old Days” is abandoned. This is what the Russians get a nasty surprise in the December 1942 issue of AH. I suggest that the Germans hang on long enough to make the Russian replacement factor 12 per city for that Russian turn only.

Since “Stalingrad” is the only WW II Avalon Hill game I own, besides “Afrika Korps,” I would suggest that the back issues of “The General” that have large portions devoted to “Stalingrad.” Can you advise? I’ll pay for back issues.

Frank Yorke

Dear Sirs,

In the back issue of my own magazine (Panzerfaust), I would like to make some comments on the quality of your publication.

First I want to commend you for maintaining the “35 plus” rule which should be acknowledged. The cost of a subscription, although outrageous when you first started publishing, is actually a good buy now when you consider the discount coupons. I have seen The General progress from a bland rag to a fine publication, due in no small part to the inventing force of war... and the cementing force of war... and the cementing force of war...

This is the quality of saying that for the past year the General’s material has been of excellent quality and something which the SRF crowd may still scoff at, but they’re smiling while they do it.

As to your layout: The Avalon Hill Publishing Company is an excellent device by which you can raise your salary with the average gamer and give him some inkling of what’s happening behind the scenes. I do the negative with the same heat as the contrary. The Question Box is a work which service shouldn’t be dropped but only improved. The listing of the official A.H. games duble is ridiculous for many reasons which I won’t bother to go into. There are more than one or two of them, more than this is a game for a few months and really don’t have anything to offer. Ditto with the Opponents Wanted Advertisement Blanks and Club Registration forms. These things are a waste of space...

Why can’t people just write down the necessary information on a piece of paper? If you must present with these features, at last reduce them in size and to occasional appearances – it not every issue.

The Letters page and the Infiltrator’s Report are excellent vehicles for communication between the readership and this organ of gaming news. By all means continue them. The content is also a good feature as is the subscriber discount. I have a gripe with their placement. Why must they always be located on the back of some interesting feature of the game which has to be turned out to be utilized. Can’t they be placed on the back of such near-useless features as the Game Club listings or those other miscellaneous forms you clutter up the “zine with”?

Lastly, comes the Opponents Wanted Page. I can say what I want without there being no need for the General’s existence. By all means continue it.

In parting, I might add that I thought the General was a new and promising magazine. It’s not much, but it’s not 20 pp, but we can live without it as long as the present quality is continued and if the format is freed of some of these space wasters features I mentioned earlier.

Donald J. Greenwood

Dear Sirs,

The suggestion made by John Ellsworth in his July-Aug issue, “Replacing the ‘balance’ for tripling the German attack factor in Stalingrad on the opening move has much merit. However, after playing the game a few times under this rule, I found the Russian players positioning of forces across the board, to allow for this initial attack factor increase.

The following table for calculating the initial German attack factor may therefore devised to overcome this problem:

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<th>Attack Factor</th>
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<td>16</td>
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</table>

The die is only rolled after the Russian player has placed his troop counters on the board. But, for those Russian players, position their troops with assurance that his defensive position is best to combat the odds under which the German will be attacking.

The rolling of the die to determine the attack factor odds may be either at two times. For the first time, before the German crosses the border, but for those who have played the game before, this method is immediately preceding the first roll to decide combat. This latter method is more true to actual combat conditions for one does not know if he has obtained surprise or not until the troops are actually engaged.

For added excitement one may use the following table to calculate a surprise attack factor for the opening attack. The December winter campaign and the German May spring campaign:

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The winter and spring surprise attack factors differ from the initial German surprise attack factors in that instead of applying to the whole front they apply only to an Army Group Area, i.e. only to one Army Group.

Charles H. Bogart

Dear Sirs,

Concerning the quote allegedly made by A. Hitler in 1932 that slipped into the Infiltrator Report in the January-February 1970 issue of the General, I would be interested in knowing the source. This quote is not from the Infiltrator Report, as there was an article in the April 21st issue of National Review by John D. Lofen, Jr., researcher for National Republican Congressional Committee. It appears that the quote was first used by Jerome Breite in The Times on March 22nd and that quote is from Prof. Harry L. Sayer, who got it from Prof. Harry, etc., until it was republished by the same name in California, who doesn’t know where the original came from.

Another mention of the quote comes in the Del Maltese Register. They got it from a speech by Senator Edmund Muskie. When questioned, Sen. Muskie said he got it from a friend and that his staff was working with the Library of Congress to authenticate it.

As of now the Library of Congress has not been able to find the above mentioned quote. When they ran out of material they clobbered with William Shirer and Dr. William Allen of Iowa State University. Neither of these two were able to document the quote and Dr. Allen said the statement was not typical of Hitler, it was too concis.

In his article Mr. Lofen lists other publications and personal accounts who have used the quote. Indeed the quote as it originally appeared was shorter than the one that appeared in the last three sentences appear to have been added first by Dick Gregory on the Merry Griffin show, No one who has read the quote can document it. In short, it seems that whoever originated the quote followed the lines of the original, and it’s only those few who lack the ability to provide the naive credulous with the arguments for what they think and wish, that they are unable to formulate and verify themselves.

J. Brooks Dossil

200 Pin Oak Place

Timnemaw, Md. 21709
SUMMERTIME has come and gone, but not forgotten—especially by those attending the "Big Three" Conventions. On July 11-12, St. John's University hosted the "Mil Con II" convention with 135 in attendance; most glued for 12 hours over Avalon Hill game boards with a few splinter groups engaged in miniatures play. The third annual Spartan International convention, Long Beach, California August 15-16 drew record crowds; a not unusual feat for this ever-growing body of wargamers. Sparta also celebrated its fourth birthday with its traditional commemorative picnic, one of many oft occurring features that, in part, is responsible for the organization's growth. The last of the conventions, held for the third time by the IFW in Lake Geneva, Wisconsin, again broke all previous attendance records. All three organizations have set in motion plans for 1971—and all three, because of growth, must look around for larger facilities. Good work, fellows.

MEANWHILE, the IFW has already announced the beginning of its 2nd annual IFW "OPEN" Tournament. Entries commence immediately, closing April 30, 1971. Tourney will last for one year, with over $300 in cash prizes to be offered. Each entrant plays five games within the one-year time span, awarded points as interpreted by the rules committee. Complete info available from Tourney Director, Paul Cote, 6491 N. Newland, Chicago, Ill. 60631.

COLLECTOR'S ITEMS; Hold on to your old "Generals." With an ever increasing demand for out-of-print issues, speculation is running high. For example, Fred Ehrnser, 1565 Sunrise Circle, Carlsbad, Cal. is offering 5 clams each for Vol. 1 editions; sales of these same issues went for double the price at the recent IFW Lake Geneva convention.


KEEPING UP WITH MILITARY NEWS is a most difficult task especially when researching data for games. How does one implement something like this into a game's design? An "instant foxhole digger." A small container of liquid explosive enables an infantryman to create a crater three feet deep in less than one minute. And you should be notified, happening to all those inactive carriers? They will be converted to low-cost housing units and/or factories which can be floated to wherever there is employment in great supply.

THE MAGAZINE RACK, as "The Gamesletter" calls it, briefly lists all major magazines and newsletters pertaining to the wargaming scene. And for those who don't happen to subscribe to "The Gamesletter" (12315 Judson Road, Wheaton, Md. 20906) here listed alphabetically are capsule comments on their capsule comments: Canadian Wargamer, 4678 Brentlaw Burnaby, B.C., Canada—50 cents worth of microm'd and offset news for everyone in wargaming circles; D-ELIM, St. John's University, Utopia and Grand Central Parkways, Jamaica, N.Y.—Xerox'd newsletter for members of MSC in the main, good quality editorializing on AH and related gaming; Die Lape, RR No. 3, Box 189, Battle Creek, Mich. 49017—official newsletter of Die Deutches Wehrmacht; Kommandeur, P.O. Box 134, Wippany, New Jersey—relevant only to AHIKS members, dealing mostly with PBEM methods used by adults gaming on an international level; Panzerfaust, P.O. Box 280, Sayre, Pa. 18840 — a publication of the Pennsylvania Organized Wargamers but pertinent to all. Still considered among the best buy for general wargaming interests; International Wargamer, 3919 W. 68th, Chicago, Ill. 60629 — vastly improved house organ of the IFW which holds great appeal for all, members and non-members; Spartan International, 5820 John Avenue, Long Beach, Cal. 90805 —a great diversification, an absolute must for wargamers and military history buffs, ranks with International Wargamer and Panzerfaust in value; Strategy & Tactics, Box 396, N.Y. 10009 — only professional magazine available for wargamers. Highly historically oriented, best place to "steal" that data you need for your own amateur project; Wargamer's Newsletter, 69 Hill Lane, Southampton, Hampshire, England—strictly for those who fight with model soldiers, an absolute must for the tabletop wargamers. The wargaming world abounds with many other magazines and newsletters too specialized to list here. It is sufficient to say that the sport is thriving if the increase in number of such periodicals is any indicator.

ALICE'S RESTAURANT has nothing on Lowry's, P.O. Box 1123, Evansville, Indiana 47713. Lowry's is just about the only place we know that has everything for the wargamer, including games that aren't even commercially marketed. But that's because Don Lowry happens to be a guy who runs a store. (We wonder if he sells AH games at discount prices.) Our thanks also to Don whose illustrations have grace this magazine from time to time.

CHARLES WRIGHT is off to a flying start in his quest for the $15.00 1st Prize in Sparta's recruitment drive. Recruitment of new members shouldn't be too difficult—Sparta keeps throwing "National Money Tournaments"—just about every time a new member is included. Latest tourney, in honor of Mike Wells' recruitment drive, offers cash and trophy prizes for Sparta members. Better join ASAP.

DEFENSIVE STRATEGISTS in contest No. 39 on the whole held the Avalon Hill team in check. In fact, 35 contestants recovered an Avalon Hill fumble on the first-down play. To decide on the best 10 defensive play-callers, the rules committee marked off gains and losses on succeeding plays. Our game plan called for Play 5 on first down to be a gem nut (in more ways than one); we were not awarded a 4th Down because Time had run out (no O/B plays.) In this light, best defensive "captain" was Peter Valley, Brooklyn, N.Y. who got us to fumble on every play. In order of receding gains, remaining winners are: Paul Hutchins, Needham, Mass; Paul Pawlak, Addison, Ill; Edi Birsan, New York; Geoff Burkman, Providence, R.I.; Gary DeArmand, Knoxville, Tenn; Terry Lee, Hixson, Tenn; John L. Kuhns, Woodland Hills, Cal; Mathew Noall, Houston, Texas; and Hans Gelley, Tucson, Arizona.

LITERARY KUDOS to J.E. Pournelle, Studio City, California for "The Decisive Arm," voted best article of the previous issue. Other winners in order were: David C. Bell for, "Strategic Jutland;" T/Sgt Robert A. Burke for "TAC Air in D-Day-Part 1;" Henry Gale and G. Burkman for "Minor Country Alliances;" and Randy Heller for "Ardennes Breakthrough-Plan of the Month;"
OPPONENTS WANTED

Pls opponents wanted in Battle of the Bulge and Shifted Grounds in WW II. Want to get organized. For details writeL. Audhaj, 1306 Bancroft St., University Heights, Ohio 55075.

Yes, hell, in Taiwan we play any type of game.

RAY WARD

For details write Ray, Box 1, Kawartha City, Ontario, N0B 1R0.

For details write Laura Koon, 14630 Blenheim, Waterway, Calgs., 46710.

Pls opponents in South Pacific, 1st Armored Combat Zones.

Pls see note in our Oct. Games, 307, 496, 542.

For details write John McKee, 504 S. 9th St., Lincoln, Neb., 68508.

Beginning December 1st Third party services for any interested party.

For details write Ray Fyock, 1248 S. 41st St., Lincoln, Neb., 68504.

This is an honest challenge.

Where can I get my stuff? I want to play with my mom. 

The army is to be played with my mom.

500 mg.

(Oct. 21) 1B7406

For details write Ray Fyock, 1248 S. 41st St., Lincoln, Neb., 68504.

We use the same set of rules between the New York and the New England areas. We play the same type of game as in the New England areas. We have been playing for the last two years.

For details write Ray Fyock, 1248 S. 41st St., Lincoln, Neb., 68504.

I am interested in playing with any type of set or set of rules.

For details write Ray Fyock, 1248 S. 41st St., Lincoln, Neb., 68504.

OPPONENTS WANTED

All letters answered. Peace through victory!


Players are wanted in Battel of America.

For details write Ray Fyock, 1248 S. 41st St., Lincoln, Neb., 68504.

I am interested in playing with any type of set or set of rules.

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