In the previous issue we reprinted a letter from John Van Devender, as sort of a representation of what many people found wrong with this magazine. We counter-attacked as best we could; but not half as well as do Messrs McGuire and Tucker who really lay into Mr. Van Devender.

So — we're going to let our readers do the talking by reprinting these rebuttals, not only because they defend us better than we did ourselves but it satisfies those who want us to "kill the stuff our staffers are doing."

Dear Sir:

I received my copy of the March-April '72 GENERAL in the mail this morning, and was distressed to read John Van Devender's opinions in the AH Philosophy-Part 32. Wishing to man the parapets in defense of your magazine, I rushed to my typewriter to pen a hasty rebuttal to Mr. Van Devender's barrage.

Mr. Van Devender opens with a full broadside aimed at a lack of AH feedback. I'm not at all sure what he meant by his innuendo that AH is probably uninterested in his opinion. Any business that operates without responding to the needs and desires of its customers won't last very long. The fact that 13-year-old AH is steadily gaining a secure position of leadership in the adult games market (refer to Philosophy-Part 31), and the fact that the GENERAL is entering its ninth year of publication are sufficient evidence that AH is satisfying a significant number of people. The GENERAL does reflect a responsive attitude. The Question Box, which responds to readers questions on game play, was included in three of the last six issues; a total of twenty-seven letters were printed in the Letters section of the last six issues; the Infiltration Report, with its news of non-AH activities for games, was included in five of the last six issues; the Organized Wargamer has appeared twice; the Operation Contact survey was run in the September-October '71 issue; and the AH survey was run in the last issue. To my way of thinking this is responsive publishing. The very fact that AH devoted a full page to Mr. Van Devender and his opinions speaks for the attitude of the GENERAL staff on feedback.

Mr. Van Devender's next rounds are fired at the standardization of the Opponents Wanted section. Here, Mr. Van Devender displays a peculiar attitude toward wargaming. Personally, I am not interested in reading the "Let the rabid ranks of wargamdom know that 'The Executioner' is amongst the eager to trample them indiscriminately into the battlefield muck-type of drivel". The standard format now used for Opponents Wanted ads is both useful and sophisticated. If wargamers are interested in "entertaining" ads they should try reading the classifieds in an "underground" newspaper.

Mr. Van Devender then unleashes a salvo at the standard for Opponents Wanted ads. To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

Purchases of The General: Order Dept.

Requests for Parts Lists: Parts Dept.

Letters to the Editor: Editor-in-Chief.

Cover Story:
The state of the art took another step forward last month in San Diego. That's when Spartan International was appointed official Avalon Hill representative at the Hobby Trade and Consumer Show held in the southern California city. Its purpose: to inform the public (the consumers) and the trade (retailers) what the latest in hobbies were all about.

In one of many 10' x 10' booths set up by a variety of manufacturers, Spartan personnel corralled thousands of spectators, indoctrinating them thoroughly in the art of wargaming.

Ten uniformed officers and members of the Sicl manned the Avalon Hill booth from 10 AM through 9 PM. "It was the best-managed booth in the entire show," exclaimed spokesman Dan Hoffbauer. "And the booth was unique in that it offered activity — at least two board games were always in progress thus simplifying the need for verbal explanations to passers-by."

(continued page 3)
With this background established, I would like to discuss your publication and Mr. John Van Derender's letter.

I disagree with his comment in paragraph 4 about discontinuing reprints of articles from other publications. I do not at present subscribe to any other publication, and I know I will find such articles extremely helpful. I feel that most of your new subscribers will (or do) feel the same way. Also, your Old Timers who subscribe to your Old Timers who subscribe to S&T and others will benefit. A reprint of an article that appeared before they subscribed is an example.

I also disagree with your answer. In particular where you state you are not going to expand into non-AH literature. I agree that an article on say, Napoleon's top games, does not deal with AH products, but it does provide knowledge on another type of wargame. I am not saying this should be a regular feature, but 1 or 2 articles a year would not be out of line. I realize your publication should and must deal with AH and similar games. This is well and proper. But I feel that any article about wargaming, regardless of the type it is slanted towards, should still comment on wargaming in general (no pun intended.) Such articles would be of benefit to those "newbies" you mentioned. In line with this, perhaps you would run a section on where to write for subscriptions to wargame maga such as S&T and others. I know your publication is not intended to drum up business for somebody else, but it might bring in a little money in advertising, and would help such as myself who do not know where to write.

I agree with Mr. Van Derender on two points. (1) Put in announcements and discussions on new games. If you are putting out a new game, I really want to know about it. As an example, your "blurb" on FRANCE 40 was far too short. I would like to see more detail such as some of the rules, situations, etc. (2) Your "Opponents Wanted" section. The type was so small, it almost required a magnifying glass to read it. You listed the ads alphabetically by states, but with no space or separation between each state. This is, I know, a minor complaint, but it irritated me.

All in all, I found THE GENERAL fascinating, your "blurb" on FRANCE 40 was far too short. The overall impression was one of admiration for people so dedicated to a hobby that were willing to shed individualism for the sake of teamwork.

The method suggested by Avalon Hill of determining PBM battles relies on stock market quotations. This method satisfies the conditions for random outcomes but it suffers from some drawbacks. The stock market quotations may not be readily available, and in some more remote areas may not be easy to obtain short of a subscription to the Wall Street Journal. In addition, new combat results tables must be used which differ from the ones in the original game. The stock market quotations use the ten digits from zero to nine whereas the original game uses a die with the digits one to six.

I have devised a simple system of determining combat results which obviates the drawbacks inherent in stock market quotations. The attacker rolls the die for each battle just as in the original game and the position where the die came up corresponds to the sixth battle. Upon receiving his opponent's moves, his opponent. The overall impression was one of admirable for people so dedicated to a hobby that were willing to shed individualism for the sake of teamwork.

Thus a battle described by the coordinates 42 will be decided by an actual die roll of 5. Because this table has the property that each of the digits one to six occur only once, the results are not biased. Furthermore the table is symmetric, thus the actual die roll is independent of the order of the coordinates. For example the coordinates 42 give the same result as 24. This ensures that no confusion can result from the players getting the order of the coordinates reversed.

In order to use this method the date of each player's move must be known in advance to each player. A simple solution to this is to make one move each week on the same day of the week.

Ernest Gore
60 W. 8th Ave. Apt. A1
Columbus, Ohio 43210

continued from page 2

"The real problem," stated Russell Powell, "is that too many wargamers are reluctant to come out and declare themselves as wargamers. Too many tend to be defensive, as if to admit that wargaming is all about." This philosophy echoes the credo of Spartan International, itself, a gaming fraternity founded five years ago by Russell Powell for the express purpose of elevating the "art" to the professional level enjoyed by chess.

This professional approach, manifested at the show through the appearance of the Spartan people in their black and white regalia, made quite an impression. While some of it was negative, being labeled with the onus of militancy, the majority of the comments were favorable. The overall impression was one of admiration for people so dedicated to a hobby that were willing to shed individualism for the sake of teamwork.

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Columbus, Ohio 43210
Debate on...

by TSGT Lou Zocchi

While I thoroughly enjoyed reading “Indispensable For An Historian” by J.E. Pournelle, Ph.D., in Vol. 8 No. 4 November-December General I’m afraid a casual reading of his well written remarks might give readers the false notion that the American player in Luftwaffe is bombing German cities or that American Strategists favored such a practice.

The British bombardment policies practiced by “Bomber Harris” were aimed at the complete and total destruction of every German city because he felt that such devastation would bring about an economic collapse. The American Strategic Bombardment objective was to eliminate a key German industry which would halt production in most of the other industries. Although the Americans occasionally participated in City bombing, such raids were the exception rather than the rule. Our few city bombardments were usually made for political reasons whereas the British motives for such raids were purely economic.

On one occasion, the Americans assisted the British in bombing a city because the Russians were approaching and it seemed that such a combined effort would serve as a gesture of cooperation and support to Russian forces. When we wrote the rules for Luftwaffe, it seemed easier to say, “bomb the city,” than it was to say, “bomb the specific factory complex located within the 20 mile square which is identified by the name of its largest and most significant city.” Because I had to make repeated references to these factory complexes, the expedient phrase “bomb the city” was used but it was not meant to be taken literally. The last paragraph on page 3 in the 1st column of the designers notes states, “When more than one target falls within the same 20 mile square, the square is named for the most significant industrial complex within it. Although the square has only one name, it does not necessarily mean that all those targets listed on the target pad are physically within that city. Those additional targets could be in other towns which are somewhere within that square, but whose name was not used.”

Because the rules continuously talk about bombing cities, it is easy to see how Dr. Pournelle concluded that the game had built-in strategic mistakes.

Dr. Pournelle’s quotations from the Strategic Bombing Survey showed that German production increased inspite of bombing. But German production was scheduled to increase whether we bombed their factories or not! I believe that if we had not bombed, their production figures would have been higher than what has been recorded. While strategic bombardment did not turn out to be the overwhelming success we thought it should be, it was not such an overwhelming blunder that we would have been better off to eliminate planes and produce only Land armies or naval units.

Increased production does not occur overnight. New equipment had been acquired and installed in accordance with the German production schedule. Furthermore, Hitler felt that a woman’s place was in the home and rejected plans to use them on production jobs until late in the war. The impact of working women almost doubled the available labor force overnight. New equipment and an expanded labor force must make an impact on production even when some of the production facilities are being destroyed.

Many people have questioned the value of airpower. During WW II, the most intelligent individuals were usually sent to the Air Corps. Although we can be justifiably proud of the combat records established by our armies, it is fascinating to speculate about how much more effective those armies might have been if the Air Corps had not driven all the majority of high intelligence personnel.

But instead of speculating about what could have happened if there had been no Air Corps, why not speculate on what could have happened if the R.A.F. had participated in our strategic bombardment campaign? To simulate their assistance, increase to 10 the number of targets the R.A.F. may attempt to destroy each quarter.

Dr. Pournelle also questioned the value of attacking air bases. I hope it is clear to everyone who read his article that neither he nor I advocate destroying of bases as the sole method for achieving victory. The destruction of bases is a possibility in the game which should be exploited for its tactical value only, i.e. Me 262’s are almost invincible in the air, but very vulnerable on the ground. Since range limitations prohibit B-25’s, B-26’s & A-20’s from bombing remote strategic targets, they can be effective as jet base destroyers. While this is similar to their role in real life, continuous use of them for this one function is self defeating because proper German anticipation prevents them from reaching their targets. Occasionally letting a B-17 or B-24 separate from the stack to destroy a nearby jet base multiplies the German defensive burden.

Jets refuel more frequently than other planes and require special airports from which to operate. The destruction of one jet base without the corresponding destruction of its planes automatically doubles refueling time for these fighters. Prolonged refueling time diminishes the number of sorties they can fly and increases American chances to destroy them on the ground. The shortage of jet bases is an Achilles heel which can and should be exploited tactically.

I agree with Dr. Pournelle’s opinion that the roll-up attack, in which the first waves blast near bases, the next wave deeper bases, etc. can be of great military value. In real life such a procedure is highly effective, but because of the time/distance/numbers ratio used to design Luftwaffe, it is not applicable or effective in the game. So to restate my case and avoid confusion I’m going to recap a little by saying that the indiscriminate destruction of bases which accommodate regular fighters produces little but the selective destruction of jet bases can be highly beneficial. There are too many regular fighter bases which can be used as alternates. Unless a grounded unit is destroyed as the base is bombed, it is better to leave them alone. On the other hand, there are few jet bases and the destruction of just one causes the German to over crowd his remaining bases and double refueling time for all jets, or lose the services of a jet when it lands at a non-jet base and risk its subsequent strafing or bombing.

General Diplomacy

With this issue we start the first of its kind anywhere... a series of service articles dealing with playing ORIGINS OF WWII by mail. This new series will feature the latest happenings in the world of postal Origins with notices of game openings and magazines coming into print for this express purpose. An article or two will also deal with various aspects of play itself; however, emphasis will be centered on getting people into postal play rather than outlining actual strategies of play. We will leave that up to the experts who will expound such views in their respective magazines (listed in the accompanying text).

POSTAL ORIGINS – 1

by Edi Birsan

At the present time there are eight magazines handling the play of postal Origins. All of the ‘zines are an outgrowth of the Postal Diplomacy movement that has expanded over the last ten years providing the present crop of publishers with the experience and knowledge of problems that come with the introduction of a game into the postal circuit. Among the first things done, was to set up a system to code the postal play rather than outlining actual strategies of play. We will leave that to the experts who will expound such views in their respective magazines (listed in the accompanying text).

This being done by the publisher of the ARENA and a constant record of all games in progress is kept by that publisher. The second long range item that was taken care of was a rating system. In Diplomacy there were no less than 13 different types of rating players involving massive bookkeeping and back tracking as each system was devised. Presently the ARENA system is the only one on the books and may hold the line on the ratings of players against many other systems.
It soon became apparent to many Game- 
masters (GM's) that the Stock Market method 
of resolving combat was not the easiest method of 
resolving postal combat available to the players 
and the possibilities of the alliance of the Western 
Powers with Russia. Seeing that the postal play 
of Origins is moving into the area of postal 
Diplomacy it is only natural that articles of 
comparison began to appear. This was done 
briefly in ARENA, ANSCHLUSS and most of the 
other multi page 'zines.

Rule questions began to pop up almost before 
the first game was started and they have been 
submitted to Avalon Hill for a final ruling. In 
matters of rules peculiar to postal play only, 
such as the results of missed moves, the postal Origins 
players have attained a fairly universal handling of 
all matters involved with missed moves and 
orders not received for attacks. This is quite 
different from the postal Diplomacy world which 
has no less than 5 different ways of handling the 
same problems.

Of the ten games recorded during the first 
three months of the game's publication there were 
7 historic games, 2 games with mixed 
objectives and pf schedules and one game of the 
Anti Bolshevik Crusade. Yet, when one considers 
the game openings available now there is plenty 
of room for people desiring to play any version 
of the game since most GM's will open up any 
section of the game almost upon request.

Below are listed the eight 'zines presently 
Publishing Origins games by mail with brief write 
up on each. While game openings vary and are 
generally filled quickly the best method of 
getting into a game is to subscribe to a 'zine and 
let the GM know that you are interested.

ANSCHLUSS - Joseph Antosak, 3637 Arden 
Ave., Brookfield, Ill. 60513, Game Fee: $3 with 
a 75 cents refund policy. Countries assigned by 
preference. Subscription rate: 12 issues for $1. 
Deadline interval: 25 days. Stock Market Combat 
results not used, GM rolls for results. Features: 
Fiction series called "Fantasia" similar to a press 
release without a game & Diplomacy games 
occasionally. Average number of pages: 4.

ARENA - Edi Birsan, 48-20 39 St., Long Island 
City, N.Y. 11104, Game Fee: $3, Countries 
assigned by lot. Subscription rate: 8 for $1. 
Deadline interval varies: first games 2 weeks, 
regular games 3 weeks, tournament games not used, 
GM rolls for results. Features: maintains the only 
rating system and identification system for postal 
Origins; Articles on Tricks of the Trade, 
Diplomacy and Origins; Column devoted to player's 
arguments against any GM, Average number of pages: 6.

BLOOD AND IRON - Lewis Pulsipher, 321A 
Twin Towers, St. Louis, Mich. 49464, Game Fee is 
subscription rate to the 'zine for the length of 
the game. Countries assigned by preference. 
Subscription rate: 8 for $1. Deadlines are being 
shortened from one month at players choice. Uses 
the Stock Market System. Features: Reports on 
occurrences in the Variant Postal Diplomacy world 
with articles on the events and new games in that 
field. Average number of pages: 5.

STENCH!! - Herb Barents, 157 State St., 
Zeeeland, Mich., 49464, Game fee is subscription 
to the 'zine plus a $1 refundable deposit. 
Countries and National Objectives assigned by lot. 
Subscription rates are: 9 for $1. Deadlines are early 
three weeks. Stock Market system is not used, 
GM rolls for results. Features: Diplomacy 
Variants. Only a 1 page flyer received for review.

DER BEVOLLMACHTIGTER UND ALTE 
SPIEL-BLATTE -- Robert Johnson, P.O. Box 154, 
Whippinny, N.J. 07981. Game fee $3 with a $5 
refund policy. Countries assigned by lot. Subscription 
rate not known. Deadlines vary from 
two weeks to about 25 days. Stock Market 
System not used, GM rolls for results. Features: 
"Cities" games. Average number of pages: 1.

FREEDONIA -- John Boardman, 234 E. 19th 
Street, Brooklyn, N.Y. 11232. Game fee is $3. 
Countries assigned by lot. Subscription rate is 
$8 for $1. Deadlines are two weeks. Stock Market 
system used. Features: Game reviews of multi 
player non battle games; articles about Origins. 
Average number of pages: 5.

NEOPHYTE -- Len Lakofoa, 1806 N. 
Richmond St., Chicago, Ill. 60657. Game fee is $2. 
Countries assigned by preference. Subscription 
rate not known. Deadlines are four weeks. Stock 
Market System not used, GM rolls for results. 
Features: 'zine for novice only; novice games of 
Diplomacy. Average number of pages: 5.

PEERI UBER ALLES -- Larry Peery, 816 
24th St., San Diego, Cal., 92102. Game fee is $3. 
Countries assigned by lot. Subscription rate is 
$12 for $1. Deadlines are every 
three weeks. Stock Market System not used, GM rolls for 
results. Features have not been discussed at this 
time. Average number of pages: 1.

Luftkrieg

by John Henry

Luftkrieg, Avalon Hill's latest brainchild, is in 
many ways an improvement over other airpower 
games. It has its faults though, the majority 
of which show up in the basic version. The relatively 
small number of planes involved here result in the 
fact that a single roll of the die may determine 
an entire game. It's possible to eliminate an entire 
airforce in one attack. To bring a halt to this 
amazing slaughter you have to roll on the CRT in the Basic Game. In case of 
frictions, round down. If the result is one, 
leave it. Some people have said that the 
Germans' job is harder than the whole game is a bit lopsided in 
their favor who cares?

When we advance into the more complicated 
versions the rules smooth out, somewhat. One 
cannot but wonder what Adolf Galland 
would have said if he had known that in 1945 he had 
the best fighters of any time in the war. He 
would have always said to the German's job harder 
but seeing as the whole game is a bit lopsided in 
their favor who cares?

For the American player salvation lies in the 
proper use of his aircraft. P-38s should be placed 
on close escort due to the fact that they have 
long range and aren't very fantastic in combat. 
These will help to shoot up the first losses. The 
P-47s and P-51s should roam about and attempt 
to jump the German fighters at the earliest 
opportunities. Try to keep them out of a position 
by which they may be jumped by large forces 
of German fighters. If necessary small units 
of fighters may be used as bait to lure German 
fighters away from bomber formations. When 
allocating bombers to targets don't allocate too 
few factors to each, they might not get through.

John Henry

F. Computer programming Center

San Diego, Calif. 92147
Stalingrad

the Middle Game

by George Phillips

Part II deals with an in-depth view of the Russian defense, concluding George Phillips' fine article that first appeared in Panzerfaust Magazine, and reproduced here with their permission. Panzerfaust is available from Lowry's P.O. Box 1123, Evansville, Indiana 47713.

Russian defense in the middle game is much more of a tactical matter than the German offense. The placement of an individual piece, or a few individual pieces, may have a considerable effect on the game. While the Russian defense is strong, it is also brittle. The Russian is sufficiently weak that he is unable to do a great deal of counterattacking; therefore, a single error in placement can do irreparable damage to the Russian position.

There are still strategic considerations to be made. At the start of the game, the Russian is faced with the fundamental problems posed by Finland — how much force should be deployed against it? Answers have varied from 3-4 piece, for a containment strategy, up to 12, 13 or so for a very heavy offensive. Similarly, some consideration must be given to approximately the fourth turn, as to how forces should be divided between north and south. There is some reason to suppose that placing a heavy preponderance of forces on one or the other of the fronts, preferably the one where the Germans are weaker, is advantageous. This can be taken to extremes; a Russian who strengthens one flank to such an extent that the other collapses (an extraordinary circumstance) has overdone things somewhat.

There is a further strategic/grand tactical question: when and under what conditions should the Russian counterattack? The stock response of the early 1960's: "Never" was at best inadequate then, and is in general an invitation to disaster now. Several possibilities offer themselves, most prominently with respect to German river crossings. A single stack of units on the Russian side of the river, especially one without flank units on the river, is an inviting target. An equivalent situation, although one which is not often recognized as such, is found at the southern end of the Nemunas, where the Pripyat marshes give the Russians a considerable advantage in counterattack.

Of considerable importance to the Russians is the situation found in front of the three replacement cities. The Russian will often find it necessary to keep the Germans from entering the cities immediately. If one follows the rule interpretations that the Germans need merely move here to a replacement city during their turn (even if they are annihilated during the combat portion of their turn) in order to eliminate replacements from it, then the Russians must keep the Germans away from each city, which is a much stronger constraint. Incidentally, I would recommend that this rule interpretation be used in play, as it follows the written rules more closely, and helps to balance the game.

Attack and counterattack battles in front of one or another of the three major cities will often decide the game, particularly if the German continues to press as hard as practicable on the remainder of the front. The Russian should look for the counterattacks which will hold his positions at a minimum expense; end of battle situations at a minimum expense; end of battle exchanges will frequently do most of the damage to the German army. Caution should be taken in making soakoffs so that units surviving said attacks can't be retreated into undesirable positions. I have seen at least two games won by the Russians for the Germans when the Russians used a 2-3-6 for a soakoff which lived and was retreated on top of an otherwise impregnable (at least by 3-1 standards) Russian position. One of the positions was Moscow, held by two 7-10-4's; the other was Stalingrad, held by a 6-9-6.

Besides location, there are other matters which must be thought about in planning Russian counterattacks. Counterattacking tends to be quite expensive; even a small counterattack may use up an entire turn's replacements. Since the Russian is a bit short of pieces, any large battle may reduce his army to the point where it starts to fall apart. (I will illustrate this below.) Also cost to the Germans should be considered. A single Rumanian 2-2-4 is an eminently weak target, but if the Russian exposes himself considerably to make the attack, he may lose on the deal. The Russian can't afford blind frontal mass attacks until late in the game, where they can be used to crush the German Army. Rather, any counterattack must have a purpose, as to take a river line or greatly delay the Germans. Frontal delaying attacks will simply expose large numbers of Russian pieces to the German, a case which is especially true early in the game.

Several authors have discussed this matter in some detail. I will note two: Thomas Fowler's "Tactics of Defense" and Mark Moss's "Fabian Stalingrad." These articles were both published in recent issues of the AH General. I think that it will be worthwhile to restate and contrast them, since they propose actions as different as one can reasonably imagine.

"Fabian Stalingrad" takes note of the tactics of the Roman general Q. Fabius. Faced with an invasion of Italy by the Carthaginian army under Hannibal, Fabius elected to sit in the Italian mountains and delay. He had some strong reasons for doing so, most prominently that a number of Roman armies had tried to give battle to Hannibal and had been smashed to pieces, Fabius took advantage of the terrain by keeping his forces in hills and woods where the Carthaginians couldn't get at them. He then utilized delaying tactics. He did this so well that delaying tactics are often referred to as the "Fabian Strategy."

Mr. Moss proposes, correctly, that a study of this campaign may be used to illustrate an idea for Stalingrad. In particular, he proposes that most of the Russian army should be placed in cities like Kiev and Odessa, thus leaving less than a dozen units (literally the minimum possible) on the front line. This tactic is supposedly repeatable for several turns; eventually the German is supposed to lose.

An analysis of the actual proposed defense shows that Mr. Moss missed a key point of the Fabian campaign: Fabius won because the Carthaginian army was unable and unwilling to attack the fortified cities of Rome's allies. The casualties involved in taking a fortified position were so great that it was not possible, militarily, for the Carthaginians to do so, except against the city of Rome itself, without incurring unacceptable casualties. These fortified cities commanded the major roads, canalizing and containing the Carthaginian advance so that Fabius could succeed (sounds familiar doesn't it)?

The normal defense used by most players follows this basic principle — use impregnable, 3-1 proof positions to canalize the German advance so that delay will work. This is precisely what the Moss defense fails to do. The rivers, cities, and other doubled positions are held with the minimum factors so that the Germans can 3-1 them, taking important positions. This defense will cause the Russians to lose fairly early because:

a.) It allows the Germans to advance much more rapidly than would otherwise be the case.

b.) It increases Russian casualties, both by giving the Germans targets they usually would be unable to attack, and (after the first turn) by increasing substantially the number of delaying units needed by the Reds to make a coherent line.

Incidentally, the front line in this game illustrates what happens to a Russian army which runs out of pieces, if the Germans aren't similarly weakened, they are able to kill many units per turn which would otherwise be safe. For
example, a 5-7-4 on S18 would save an average 2/3 of a piece, and protect the northern end of the Nemunas, thereby by being 3-1 proof.

Let us consider the details of Mons' actual defense. For those of you who didn't see it, it was:

4-6-4's in: NN14, KK15, II14, OD15, BB15, AA15, Z16, S18, R18. 5-7-4's in: Kiev (2), EE17 (3), Minsk (3), Smolensk (2), Riga (2), J13. 2-3-6's in EE12, X15, U18. 4-6-6's in: A36, B36, C36, D36. 7-10-4's in: Kiev, Smolensk. Cavalry in: E36, F35, G34.

This defense does adhere to the principles described in the Fabian Stalingrad article. It exposes an absolute minimum number of pieces to the German army. It demonstrates clearly the difference between "Fabian Stalingrad" and the tactics of Fabius, in that it yields to the Germans a number of points which could be held if competently defended.

In particular, I note that the Germans can make 3-1's on the doubled positions S18, AA15, KK15, and NN14 on the first turn while making undoubled attacks on one 4-6-4 and three 2-3-6's. This will stretch their army to the utmost, in that they can't make 7-1's on both of the other 2-3-6's, but the expected damage to the Soviet positions makes this worth it. A more conservative player may prefer not to 3-1 KK15 but instead to insure the destruction of the 2-3-6's.

It is not quite certain how the Russians expect to recover from this sort of move since the loss of doubled positions will continually lengthen the line across which they must place delaying units, thereby increasing their casualties. If the instructions of the articles are followed, which seems hard to believe, the Russians will lose something like 5 units on the next turn (1 East of the Nemunas, 2 on parallel 17 west of the Nemunas, and 2 in the south, plus whatever happens in the Carpathians). The Russian army will rapidly be worn down, since these losses are larger than potential Russian replacements, except at the third level of the 4-6-8 rates.

The Germans in Finland will have a decent chance of doing something in the middle game, unless the Russian forces are reinforced there. The belief "mass the tanks and cavalry" for an attack in Finland suggests an effort to run the game as a war by unit designators, rather than as a game by combat factors. This is an invitation to defeat in almost all AH games.

One really ought to take note of the "Tactics of Defense" article of Thomas Fowler, if only because it seems to have been rather widely read. Several of my Russian opponents at Mil Con II apparently read the article and followed it in play. (one of them asked me what I thought of it, after reminding me which article it was - I occasionally forget - I expressed strong doubts as to its validity which I then proceeded to demonstrate by beating the opposition (who was Russian in a 4-6-8 game).

The general notion was that the correct Russian tactic is to place one's pieces so that the Germans could not attack some of them without having to soak off against the rest, thereby causing substantial casualties. This is in part a legitimate notion, in that there are ways of doing this, so as to weaken the German player.

Unfortunately, the tactics proposed by Thomas Fowler are not always ways of doing this. Rather, they are often ways of losing large numbers of Red pieces in a hurry. The advice: "River lines, despite their effect of doubling defense factors, are only a liability if they cause the line to be longer than necessary" which is duplicated in "Fabian Stalingrad," will do nothing to slow this practice.

Since some of you may not be familiar with the article, I might note some of the defense configurations which were recommended. "Configuration one" was a line of pieces on a file, one per square. While it is true that if the Germans attack one of the pieces, they must soak off against at least one adjacent piece, there is the problem (which occurs in real games) that the German can attack all of the pieces in a line by using large amounts of armor, plus 3-1's with 1-2 soakoffs using purely infantry. The result tends to make the Russian line a thing of the past.

Configuration One

The other configuration of interest is "Configuration 6." Once again, it is argued that while the German could concentrate one corps against any stack, he would have to soak off against at least one adjacent stack.

Configuration Six

Once again, with armor the German can hit 5 pieces (assuming all 4-7-4's) out of six at 3-1.

Now, at least one of my opponents has argued "But if I do it in both the North and South at the same time, you don't have enough armor to hit everything." This is, of course true, but it is rather rare for a German with an intact army to lose because his opponent gives him more undoubled targets than he can hit. A Russian who is losing 7 or more pieces a turn just isn't going to last very long.

What, then, should a Russian do?

1.) The Russian player should make maximum use of doubled positions, such as rivers and cities. He should be sure that his positions, or at least the most important of them, are 3-1 proof. Failing this, they should be made as expensive to take as possible. An impressive number of people will be scared away from a 3-label position by a substantial soakoff, especially if doubled units need be soaked off against.

2.) The Russian should retreat as little as possible between delaying positions, as long as this is consistent with reasonable losses. A delaying position which allows the opposition to force a doubled defensive point, as by leaving units on an adjacent square during an attack, should be avoided. The temptation to fall back from river line to river line without holding at all in between should be firmly resisted.

The German must follow the principle: push forward, but be reasonably conservative. Mass low-odds attacks will use up his army; extreme reluctance to take casualties in soakoffs and exchanges will fail to use up the Russian army. The German must be prepared for a real frontal battle at some stage, and try to prolong the front as much as possible beforehand. The Russian must follow a policy of slow withdrawal, while trying to hurt the Germans as much as possible. He must build up his forces for the countermoves, since a pure delaying strategy will seldom win. He must be conservative to protect his army yet be prepared to expend it at the right moment.

After all, it's basically a balanced game. Relative skill both between players and in playing the two sides will decide the issue. If you don't have the right opponents, then read one of the many articles on re-balancing the game.

**Panzerblitz Revisited**

by George G. Hopp

You are controlling 23rd Panzer Division in Situation 2. Going into the Soviet half of the last turn you have, through magnificent defensive tactics, kept the Mongol hordes to within 8 hexes of the northern edge — suddenly, out of the underbrush, under the muzzles of all your tanks, guns, and miscellaneous other death dealing weaponry, a truck scurries across hill and dale into hex 18 and decisive victory......Is that what bothers you Bucko?

Well, it certainly bothered me, especially as several attempts to overcome this problem, such as use of the "Impulse Movement & Return Fire" Rule and several offshoots from it, all fell short of the desired realism. My latest, and hopefully final, solution is summed up in the form shown in Fig. 1. Note that this form can also be used to keep track of both turns, and impulses within turns.

The prime change to published game procedures has been the addition of defensive fire DURING the attacker's movement. This defensive fire can be carried out in any one of the following situations:

**Situation 1** — IF THE MOVING UNIT MOVES MORE THAN TWO SUCCESSIVE HEXES IN CLEAR SIGHT OF ONE OR MORE ENEMY UNITS. Defensive fire takes place during the attacker's movement. The target must be visible for more than two SUCCESSIVE hexes to allow time for the defensive weapons to be targeted and ranged. The defending weapon can fire at any point during the movement of the target unit, after the target has passed into the third successive hex of movement visible to the weapon. A target which has been visible to one weapon for three hexes and to another for two or fewer hexes, can only be fired at, in that hex, by the first weapon. If a unit is visible to two or more weapons for the required number of hexes, it can be fired on by all those weapons either concurrently or successively. A unit travelling through successive fields of fire can, therefore, be fired at several times during its movement. (Note: Defensive fire is the only situation in which a unit can be fired at more than once during a single impulse.)

**Situation 2** — IF THE MOVING UNIT MOVES ADJACENT TO THE DEFENDER (REGARDLESS OF TERRAIN). Defensive fire can take place during unit movement (category 1), or after it has been completed (Category 2).

Category 1 — If the adjacent hex that the moving unit enters is clear terrain or clear terrain road, then it can be fired on immediately regardless of how many or few clear terrain hexes it has previously crossed; thus a loaded vehicle could be fired on before it could unload its cargo. This is to reflect the fact that defensive weapons would be firing at point blank range against a target in open country.

Category 2 — If the adjacent hex that the moving unit enters is other than clear terrain or clear terrain road, that unit cannot be fired at until attacker movement is complete. Thus a transport can unload and then pass through further adjacent non-clear terrain or non-clear terrain road hexes without drawing fire during movement. Firing is delayed until movement is complete because it takes time to organize effective fire against a target in limited vision terrain.

Note that the adjacent defending unit can act as a spotter for other direct fire.

**Situation 3** — IF THE MOVING UNIT IS EITHER ADJACENT TO A DEFENDING UNIT, OR IN OPEN TERRAIN (WITHIN RANGE AND SPOTTED) AT THE END OF ITS MOVEMENT IMPULSE. Defensive fire takes place after the attacker's movement ceases. This enables defending units to fire upon a unit which has either not moved, or has finished its move within range of, and visible to, these units.

**GENERAL**

1. A defensive weapon can be fired only once during this impulse, regardless of how many situations it is capable of firing in.

2. For simplicity sake, all LOS determinations are made from the center of the firing hex to the center of the target hex (Real-Space Line of Sight Determination).

3. When a Weapon is fired (whether offensively or defensively), it is left upright (to ensure that it is not mistaken for a dispersed unit), but has a clear Bingo marker placed on it. The marker is removed from ALL weapons fired during the impulses of a given side at the end of that side's Close Assault Impulse; i.e., in side A impulses, markers are removed from guns fired offensively in Impulse 3, at the end of Impulse 4.

4. A unit dispersed during a defensive fire turn is flipped up at the end of the opposing player's offensive turn. This keeps the number of dispersed impulses due to offensive and to defensive fire roughly equal. To differentiate between a unit dispersed by defensive fire from one dispersed by offensive fire, place a Bingo marker on the unit overturned by defensive fire.

5. To keep track of what move a target unit is on when it is fired upon during its movement, place a marker with the move number on it on the target. If the defensive fire is ineffective.

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*A Defensive Fire.* Rolled DURING the moving player's impulse, using only direct fire, under the following conditions:

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>WHEN DEFENSIVE FIRE ROLLED</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Unit moves MORE than two successive hexes in clear sight of one or more defending units</td>
<td>During unit movement</td>
</tr>
<tr>
<td>2. Unit moves adjacent to defender- a. Adjacent hex is clear terrain or clear terrain road, b. Adjacent hex is other than above</td>
<td>As unit enters adjacent hex After unit movement has ended</td>
</tr>
<tr>
<td>3. Unit is either adjacent, or in open terrain (within range and spotted) at the end of its movement</td>
<td>After unit movement has ended</td>
</tr>
</tbody>
</table>

A defensive weapon can be fired only once during this impulse. Firing defensively in this impulse does not affect a unit's offensive capabilities during its subsequent offensive impulses.

Optional Rule. If a weapon is fired during this impulse, it can be neither fired nor moved during its own offensive impulses.
Time to Invade Holland

by David Kimberly

Out of all the articles dealing with the German options in 1914 since the game’s publication, only one has speculated on the advisability of an invasion of Holland. It is now time to consider such a plan, and to do so very seriously.

Now, for all of you German commanders who are painfully groaning, stop and think a minute. On the bad side, you lose 50 points to the enemy for invading Holland. Think again. The Dutch army is worth 9 points (that is, when it's dead), so make that 41.

But secondly, your primary goal is to obtain a point majority. That wins the game for you. Anything over that is of psychological value only, and may even be detrimental. The only person I’ve found so far to take the French side is Houdini, and he’s dead already so he doesn’t have anything to lose.

Thirdly, the Germans can obtain points by any one or combination of three methods: success on the eastern front, elimination of allied units, and capture of point-yielding territory. The most fruitful of these tends to be the capture of point-yielding territory. Elimination of units does not become a significant factor until the armies are worn down to one or two steps, and unless you’ve studied with Houdini and have pulled off an encompassing flank maneuver, points gained in this manner remain fairly balanced between both sides (although the Germans have the edge). To insure significant success on the eastern front you must abandon hopes of successfully entering Belgium until the eastern units return. In the meantime the French commander gleefully brings down those units placed on the Belgian border so he can munch on you around Metz, awaiting your one-unit-per-turn buildup east of Liege.

To summarize: the best chance for the Germans is to seek the capture of relevant cities and economic areas (while, of course, dealing with the Russians). Since the incredible majority of these points lies in Belgium and northern France, the German commander should try to capture these areas. Normally, the shortest distance between two points (pun intended) is a straight line, and this means through Belgium.

The pertinent question thus becomes one of how best to break through Belgium. Again, it may be worthwhile to note that while invading Belgium and Luxemburg costs you 35 points, eliminating the Belgian army gains 36. Considering that Belgium opens the door to the north coast as well as the Belgian cities, the case for invasion here is fairly solid.

But Holland? That loses 41 points (for those of you who are somewhat sadistic and wish to gain a decisive victory, or 51 margin in points, I admit that 205 points is a lot). The next question is, do the advantages of invading Holland warrant the sacrifice of 41 points?

I believe the answer is yes. Against a competent French player, conquest of the whole of Belgium is difficult. The only city to go on the first turn is Liege. Even against a cavalry “blitz,” the Belgians are capable of slowing down the Germans without using suicide tactics, thus allowing anywhere from 6 to 10 French corps to soon join the battle. The Belgians pull back and up to Antwerp, the French move in, and there’s your war of attrition on the Antwerp-Brussels axis, or thereabouts. From then on, you might as well cook some popcorn and throw the dice, because sure as heck you won’t be moving for a long long time.

But, throw Holland into the action and you get a little more fireworks. Ten corps (mostly A), four cavalry divisions, and three 210 artillery units on the Dutch border should do it. Add at
least six more corps, four cavalry divisions, and one each of 420 and 305 artillery between Liège and Luxembourg (MS 6-9), and you've got the makings of a pretty powerful punch. This approximate allotment of units allows for either 45 or 75 points for the eastern front, with the remainder to be placed on the German-French border. You even have enough to do a little kicking around Metz as a defensive move. That's one extremely important thing: losing Metz hurts. It gives him 40 points and takes 20 points away from you. That's a grand total of 60, and that could deflate any German effort to the point of collapse. For that reason, he wants it and will (or should) fight for it. You've got to hit first and keep hitting, unless you are adept at treadling in hot water.

But anyway, now that you've got your units on the Belgian and Dutch borders, the question arises as to how best to use them. If you invade both countries simultaneously, you've basically got the same situation as before, except that it's a little more complex and a lot more costly. So that's out. However, consider this: why not just invade Holland, eliminate the Dutch army, bring all you've got north of Antwerp, and hit Antwerp and Liege simultaneously? The French commander can do nothing but sit there and watch you outflank him. At all costs, do not violate Belgian neutrality before you attack Antwerp, because this will allow the Belgian army to move, and that wrecks the whole plan. However, if you conquer Holland first, this will allow you to reduce over half of Antwerp, all of Liege, and the fort between Liege and Namur all in one turn (assuming there is no penalty for moving across rivers in regards to that lone fort SW of Liege). The Belgians have no place to go, except into the German player, must make the most use out of every unit at the right time. The Recce unit with a foot hold on the escarpments will prevent the British from sending a delaying unit into the Gebel El Achdar area.

**British 1st turn.**

All 1-1-6's at sea
Armor K-18, I-1-7 Bengasi, 2-2-6's F-17, H-16, M-20, No. 1 supply Tobruch, No. 2 supply, (new ruling - started at Tobruch), moves towards Homebase.

D.A.K. 2cd. If supplies arrive or not, one or both move to N-16* (Rommel's bonus)

Ariete C-11 Rommel to N-13
Trenta F-3 (with Ital. and supplies) then back to H.B.
Savena J-3 21/104
Brescia P-13 21/5
Pavia P-13 No. 1 Supply W-3

The supply unit is used for garrison duty since there is no need for an attack during the first turn.

As can be seen, all combat units received Rommel's bonus in movement. Normally one Ital. div. covers Homebase and sits out the war without ever firing a shot. Not so here. You, as the German player, must make the most use out of every unit at the right time. The Recce unit with a foot hold on the escarpments will prevent the British from sending a delaying unit into the Gebel El Achdar area.

**British 1st turn.**

Inf. landing at Tobruch, move up to counter the threat by the 21st. N-3(2), 0-26(2), P-29, P-32. Remaining brigades stand as before except near Mechili, which pulls back to H-17 forstalling a possible 4-1 surrounded attack. The garrison in Bengasi surrenders. British No. 2 supply now occupies H.B.

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**DIAGRAM**

1914

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**THE GENERAL**

The weary British 3rd Armored Brigade Commander raises his field glasses to bring the distant dust cloud into closer view. "Yes", he thought; "here comes the 21st Panzer Div. across the sands again as usual". A radio report from Bengasi states, they are being besieged by one armored and two Ital. inf. div. That's normal too, but wait! That's what's coming behind the Panzer Div. It seems to be a German officer herding a bunch of Ital. before him with his swagger stick. One, One, two, three div. Three div.! The British player quickly consults his situation card. Let's see, three Ital. div. at Bengasi and three in the desert with the 21st. Then who is holding down the fort?

*Where Before June?*

**By William B. Searight**

The weary British 3rd Armored Brigade Commander raises his field glasses to bring the distant dust cloud into closer view. "Yes", he thought; "here comes the 21st Panzer Div. across the sands again as usual". A radio report from Bengasi states, they are being besieged by one armored and two Ital. inf. div. That's normal too, but wait! That's what's coming behind the Panzer Div. It seems to be a German officer herding a bunch of Ital. before him with his swagger stick. One, One, two, three div. Three div.! The British player quickly consults his situation card. Let's see, three Ital. div. at Bengasi and three in the desert with the 21st. Then who is holding down the fort?

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**Tobruch**

Where Before June?

By William B. Searight

The weary British 3rd Armored Brigade Commander raises his field glasses to bring the distant dust cloud into closer view. "Yes", he thought; "here comes the 21st Panzer Div. across the sands again as usual". A radio report from Bengasi states, they are being besieged by one armored and two Ital. inf. div. That's normal too, but wait! That's what's coming behind the Panzer Div. It seems to be a German officer herding a bunch of Ital. before him with his swagger stick. One, One, two, three div. Three div.! The British player quickly consults his situation card. Let's see, three Ital. div. at Bengasi and three in the desert with the 21st. Then who is holding down the fort?
D.A.K. 3rd. If new supplies arrive, move it across the desert towards Mechili, No. 27 behind the Ital. div., No. 1 to V-26.

Ariete F-15 Rommel L-14
Trenta C-14 21/5 R-29
Savona C-11 21/104 P-12
Brescia I-16 21/3 Maddalena
Bologna N-19 15/8 L-14*
Pavia K-16 15/115 L-14*

Now you wonder why does the speedy 15/33 sit on H.B. and Rommel leave? Well the reason is that the one getting there with the mostest, the firstest, is the motto. That third Ital. div. is already at the front, while the 15/33 will take two turns. Also Rommel is now needed to speed the Ital. forward during their 4th turn, for the British will be forced to retreat now that they have been out flanked in the desert.

**British 3rd turn**

Seeing that it is impossible to prevent a German flanking movement, with Halfa Pass and Tobruch in danger, the British must pull back. How would you do it? Send two 1-1-6's to Halfa Pass at J-35 and J-3? How about leaving two delaying units at J-18 and F-18, while the remaining units dig in around the Tobruch escarpments?

What did you do? If you, as the British General did not send an inf. unit to sea then you have just lost your H.B., along with the game; for the Recce Battalion during its next two moves, only 3 can occupy up close to the Tobruch escarpments. Of course, this is speculation for many factors constantly change battle plans. Maybe in the beginning the British garrisoned H.B. with a 1-4-6. If he did, the Recce could not have captured the British H.B., but on the other hand they would only have had 5 instead of 6 battalions for their Libyan desert positions, which would not have been satisfactory.

For those players who have seen that the Recce could be isolated after it had captured the British H.B. congratulations, but the German 21/5 and a supply* could still arrive in the nick of time, (like the cavalry), and break the Recce's isolation. If, for some reason, the British had 3 1-1-6's available, then the Recce unit would have to use a different tact. Remember that the British on their 4th turn could see that H.B. would fall. Naturally they would either evacuate the supply into the desert or push the self destruct button. The Recce's next position would be at Fuka. Since the British would not control their H.B. at the beginning of their next turn, no reinforcements could land here, although the 3 brigades on the coast road would try to out flank the Recce unit. The Recce would then fall back near El Alamein, (ironic twist). The British trying to out flank him would finally force the Recce back to the Br. H.B. and be isolated. If you, as the German, could not relieve the Recce's isolation after all this time——

To go back further; once Rommel has moved the Ital. close to the Tobruch area, and there is no critical need for him, he could then be returned to Axis H.B. The 15/33 at H.B. could depart on the same turn when Rommels next move would be within 22 squares, (road and non-road), and make its way to the front.

For those of you who play differently; a few suggestions. Don't bother to garrison Bengasi early in the game. After Tobruch falls, send the garrison from H.B. by sea to Tobruch. H.B. and Bengasi can be garrisoned by the 1st Oct. 42 turn by Rommel and Folgore.

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**Panzerblitz Double Attack**

by Ian L. Strauss

The tables below are a statistical analysis of pairs of attacks in Panzerblitz. Since the most effective use of your units is use as a combined arms team, you may be interested in the probable results of combined attacks by fire and by close-assault or overrun. If you Play By Mail in Panzerblitz, then you can't see the results of firing before you make other attacks, and you can certainly use a probabilities table made from the PBM Combat Results Table (which varies as

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**Firing against targets in the open**

<table>
<thead>
<tr>
<th>FIRE</th>
<th>CLOSE-ASSAULT OR OVERRUN</th>
<th>ODDS</th>
<th>FT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
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<td></td>
</tr>
<tr>
<td>1-3</td>
<td>DESTROYED 30% 20% 20% 10% 10% 10% 10% 10% 10% 10% 10% 10% 10% 10% 10%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1-2</td>
<td>DESTROYED 16% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1-1</td>
<td>DESTROYED 12% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0-4</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Firing against targets in forest or town**

<table>
<thead>
<tr>
<th>FIRE</th>
<th>CLOSE-ASSAULT OR OVERRUN</th>
<th>ODDS</th>
<th>FT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1-3</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1-2</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1-1</td>
<td>DESTROYED 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0% 0%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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THE GENERAL

ODDS
THE GENERAL

much as 10% from Face-To-Face). You may also want to compute the advantage from subtracting one from the die rolls on dispersed targets (a rule which players usually miss in their first readings of the rules). I recommend my tables for those uses.

To use the tables, choose the one matching your CRT (FTF or PBM) and the terrain the target occupies (open, or forest/town). Then cross-index the odds in the attack by fire with the close-assault or overrun odds. For overruns and CAT attacks with engineers, use the next highest odds ratio (that is, convert 1-1 to 2-1) as you would in reading a CRT.

EXAMPLE OF USE:
Suppose you, Russian in a PBM game, have a Guards rifle company adjacent to a German Panther platoon on open ground; and you have a battery of 76.2mm antitank guns in woods five squares from the Panthers. Should you attack with your infantry?

Medium Tank T-34 1940

All addition, division, and repetitious chart-reading which contributed to these tables was done by the Claremont Colleges' PDP-10 timesharing computer. All planning and programming was done by myself.

Medium Tank T-34 1943-Russian

The fire odds (12-12) are 1-1; the CAT odds (6-12), 1-2. The PBM, target-in-the-open statistical chart says: Destroyed, 38%; Dispersed, 50%; Unharmed, 12%. You have a very good (7/8) chance of stopping the Panthers but only one chance in three of destroying them. If you used the antitank guns alone, you would have a 50% chance of stopping the tanks and none of destroying them. The difference is a 38% chance of destroying the target, balanced against whatever risk the infantry runs in being around if the tanks survive.

Medium Tank T-34-85

What if the antitank guns were only two squares from the target? The fire odds would be (24-12) 2-1, and the combined attacks would give: Destroyed, 54%; Dispersed, 40%; Untouched, 6%. Fire alone would give a 20% chance of stopping the tanks but a 60% chance of dispersing it. The difference is 14% new destruction and 20% conversion of dispersal to destruction. This is less difference than with 1-1 fire odds; and you might choose not to commit your infantry, depending on whether you are concentrating on blocking or on destroying your opponent.

The FTF table does not add to 100% because I decided that three-place accuracy is meaningless in this context.

Ian L. Straus
Story House CMC
Claremont, Calif.
91711
Letters—Yes, We Get Letters

Gentlemen:

I am compelled to write you this letter because, after having played a few games of your latest release, World War II, I am convinced that it is the finest game you have ever published. The rules are clear, concise, and leave no questions unanswered. Also, the graphics on the box are excellent.

France, 1940, is without doubt the most enjoyable game of the year. And there is absolutely no need for a pencil.

The extremely strong asset is the Order-of-Battle for this entire campaign. I feel that each one makes such a great change in the game that it can be played again and again without becoming dull. As if all this were not enough, the instructions for play-by-mail are also included.

Allen Kerns
133 Guy Street
Etna, West Virginia 21241

Thank you, Allen. Yours is the first of what will certainly be a large and steady stream of the letters. We'll emphasize quality control; the main reason why we are not able to grind out more than two or three new rules a year—Editor.

Gentlemen:

I just received my first edition of The General and it's the best wargame magazine of all, I especially enjoyed the article written by Mathew S. Baysung on "Fencers... another Panzerblitz Situation." The general and its articles help me very much in my tactics in general. I was disturbed on one point, though. The letter Donald E. Scheer was quite surprising. An electrical engineer should be able to analyze any game like AH games; I did. I'm only in the last grade but I started in the ninth and I've been playing ever since. I recommend all AH games to the people that can handle them. I would also like to know what game it was. I hope all AH games go on forever.

Robert M. Allen
17600 Old Clover Street
Reno, California 91316

If you like The General now, you'll love it under the new editorship of Donald Greenwood, former publisher of Panzerblitz Magazine. New improvements are scheduled in the area of helping subscribers better implement tactics and strategy of play—Editor.

Dear Sirs,

Your coverage of all the most important campaigns of WWII, your list of old games, the apparent unavailability of your modern naval games, and the dead end of the Panzerblitz style; all indicate to me a lack of direction on your part. To continue to expand your company you must produce new games. From this I hope you plan that it is time for new directions.

For the war games, the only path is back to ancient History, Avis de la Recherche; Avis de la France, the ancestor of the Nostalgia style; all indicate to me a lack of direction on your part. To continue to expand your company you must produce new games. From this I hope you plan that it is time for new directions.

The past also has rich food for the business gamer. The hankies of the capitalists during the industrial revolution, France, the ancestor of the shopping bag (both sail and steam), and the 18th century theories of colonial trade are unexplored areas of business games.

In the past 2 years it is any wonder that the narrow horizon of WWII, I have been virtually exhausted by the introduction of World War II games. But I have a feeling that those in our games may stem from the fact that they do place history in its proper light. As one high professor recently commented: "This nation needs its Aviliion Hill games in their classroom, perhaps the future generation of Americans would find easier solutions to world conflicts by means of armed oppression."—Editor.
The Question Box

LUFTWAFFE:
Q: Is there any limit to the number of strafing attacks a single fighter unit can make in each quarter?
A: No, a single fighter can make unlimited strafing attacks.

U-BOAT:
Q: Must the U-boat actually fire torpedoes when he announces "torpedoes running"?
A: Yes, he must fire at least one to make the announcement.

Q: Must the U-boat be removed when in the sonic blind zone if there is no depth-charge attack?
A: No, only if the DE announced such an attack in his previous turn.

Q: Must the U-boat start the game submerged?
A: YES!!!

ANZIO:
Q: The rules say that a compass grid can be made up to five hexes from an invasion beach. Does this mean five hexes as the crew files or counted out following the coastline?
A: The five hex limit is counted out along the coastline. Furthermore, the five hex limit is

I am: novice, average, expert player of: high school, college,

adult age desiring: FTF and/or PBM opponents for

(LIST GAMES) . Also seek members for

(LIST CLUB) . Will trade or sell games. Please reply to:

NAME (in all caps)

STREET PHONE

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All Ads must be on a special printed form; those received that are not will not be accepted.

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CHOO-CHOO: Alister Macintyre, of Operation Contact, is attempting to organize wargamer caravans to travel from convention to convention this summer. The idea involves determining a central location where gamers can meet to travel on interstate transportation at lower-priced group rates (for instance: Allegheny Airlines is offering a 33% discount when ten or more people fly together). This may be especially valuable for people who want to attend the Cincy Con on June 17 & 18 and also the Fall River Con the following weekend. If interested, drop Alister a line at: 2729 Stratford Ave., Cinn., Ohio, 45220.

THE FINAL REVISED CONVENTION schedule, with last minute updates is printed below. For details of specific conventions, contact the sponsoring organizations:

CONVENTION CALENDAR 1972

June 17 & 18 2nd Annual Cincinnati (organized by Jack Hesselbrook)
June 23 & 24 & 25 SICL East Con II, BB Mas­achusetts, Fall River, Mass.
July 8 & 9 WarCon III, Texas A & M Campus (organized by Michael Childers)
July 8 & 9 SICL South Con II, Birming­ham, Alabama (Harley Anton)
July 14 & 15 4th Annual Columbus (may be changed to 7 & 8)
July 22 & 23 IFW Chicago Chicago (also DipCon V)
July 28 & 29 IFW Eastern Convention, Winsted, Connecticut
August 5 & 6 SICL C&SCon I, Washington DC suburbs
August 12 & 13 SICL L.A. Con V, USC, Los Angeles, California
August 12 & 13 2nd Annual Toledo (date maybe changed, organizer D. Border)
August 19 & 20 IFW GenCon V, Lake Geneva, Wisconsin (may be changed 26 & 27)
Schedule prepared by Alister Wm. Macintyre, 2729 Stratford Ave., Cincinnati, Ohio 45220.

CONVENTION NOTES: Fall River (June 23, 24, 25) will be the first convention ever to run three days (Friday thru Sunday). Many improvements are expected over last year's effort. The airconditioning system will be working properly in all convention areas! Different parts of the ship will be utilized, and more of the ship's interior should be available for both convention participation and sightseeing.

Chicago I and DiploCon V, under the combined banner of the International Game Show is touted as being not only the IFW's biggest effort to date, but also the biggest adult game show ever presented in the United States.

NEW PRODUCTS DEPARTMENT. We have informed that the first "adult" magazine for the well-equipped wargamer is currently available. Edited and published by Don Juckett and Fonzy Broussard, Shellshock includes: "Business Cards for Wargamers," "Wargamer Special: Old Outfit Contacts," "Captain Galaxy vs. Angelo De La Mori vs. The Blobs." Send check for $4.00 for twelve issues to: Donald Juckett, RD 2, Harpurs­ville, NY 13787. PEERINALIS is a journal of Politico-Military Wargames produced by TTT Pub­lications and edited by Larry Peery, 816 24th St., San Diego, CA 92102. Subscription rates are five issues for $2.00. Games reviewed include: Dooms­day, Suez, Vietnam, and The Cold War Game. Wachtitzelt is "a game of battle town armored warfare diverse enough to recreate any situations in World War II or beyond including tactical nuclear weaponry, four geomorphic mapboards, 326 mounted and cut counters, and comprehensive rule book." All for only $4.50. Send checks to: Harold Totten, 4318 Johnson Road, Norton, Ohio 44203.

WHAT A WAY TO GO DEPT.: One of the most unusual wargaming scenarios ever to pass over this desk appeared in the December issue of the International Wargames. Written by IFW president Len Lakofka, this miniatures scenario opens with a German armored column cresting a hill to unsuspectingly run smack into - GODZILLA!! If that wasn't enough, Len has concocted very ingenious rules for this campy combat. Godzilla, weighing in at 10,000 tons, 400' long, has the ability to breath fire, stomp and/or flail to death the mightiest of German tanks. The only way the Germans can win is to pull the old tricks we've all seen at the horror flicks. It is rumored that Len's next scenario will be entitled General Montgomery Meets The Munsters In A sinister Bavarian Castle-Fortresses. Oh gee, can't wait...

IN A RARE DISPLAY of nepotism, Panzerfaust magazine subscribers voted Co-editor Chuck Lane as "Wargamer of the Year." Besides co-editing PANZERBLITZ for the League membership, Chuck produced a popular variant of Afrika Corps, aptly entitled Afrika Korps II. He joins fellow past "Wargamers of the Year" John Ramoczy, Chris Johnson, and Len Lakofka. Chuck narrowly edged out Tony Morale and Al Nofi for top honors. AHI's Tom Shaw was tied for fourth place with the distinguished game designer and collector Sid Jackson.

SECRET WEAPONS DEPT.: The U.S. Army Combat Development Command's Intelligence Agency is currently using Avalon Hill's Blitzkrieg game as one of their instructional aides in their Intelligence Methodology course. A summary of their findings will appear in the USACDC's Annual Report. This reinforces our opinion that Blitzkrieg, besides being a best-seller, has joined the ranks of Afrika Korps and Stalin­grad as a true "classic."

AFTER A LONG ABSENCE we are pleasantly surprised to discover that D-ELIM magazine has resumed publishing. Issues No. 11 and No. 12 of this fine amateur magazine are currently available for 50 cents each. Issue No. 11 is entirely devoted to Panzerblitz: its history and development are explored in detail. The magazine is available at 32-25 88th St., Jackson Heights, NY. 11369.

WORDS TO WINGE BY: "Diplomacy is the art of saying 'nice doggie' until you can find a rock." (Thaxn, J. Boardman)

SPARTAN INTERNATIONAL, INC. has informed us of the formation of the Spartan International Multi-Player League as a subsidiary of that corporation. The League plans to organize and monitor multi-player BM games and other games that require a gamemaster. Professional bonded gamemaster will be available for a fee during membership. Membership will be $4.00/year which will include the League newsletter. Also, SIMPL is sponsoring its first annual tournament of Origins of W.W.II. Deadline for entry is August 12, 1972. Game fee is $2.00 for members, $6.00 for non-members. Non-members will receive a free one year membership if fee is paid "within 60 days of tournament commencement." Contact: SIMPL, 8620 John St., Long Beach, Cal., 90806.

LITERARY congratulations go to George Phillips for his "Stalingrad - the Middle Game", Part I which barely edged out Richard Thurston's "Mid­way and the British Battle Fleet" for first place in the subscriber's voting on best article of the March issue. Other top vote getters were William B. Seeright for "Urals Before 1942"; Matthew S. Buynoski for "Pinches ... another Panzerblitz Situation"; and L.L. Baggett's "The Hundred Days."

CONTEST NO. 48 winners had a hard time of it, the answers proved to be rather elusive. Contest No. 48 involved a need for a rather extensive knowledge of our complete game line. Such familiarization proved to be lacking among the majority of the entrants. The correct answers should have found the Russians playing PANZERBLITZ for No. 1; the Confederates romping in Gettysburg '61 for No. 2; and the rebels in Chancellorsville for No. 3. The correct answer to No. 4 was (d.), a secondary zone of control is a zone of control in both Gettysburg and Chancel­lorsville. Sea movement was possible in 15 of our titles.

Leading the contest winners were Dr. Paul W. Bushman, Baltimore, Maryland; and Charles Cottle of East Haven, Conn., who had 4 correct answers. Other winners were: Bob Clifton, Valley Stream, New York; Robert Olmiski, El Paso, Texas; Joseph Hruby, Pacific Palisades, Calif.; Tom Hurst, Whitehouse, Wis.; Jim Reilly, Annap­olis, Calif.; Paul Brent, El Paso, Texas; John Lindros, Wilmington, Del.; and Lowell Jackson, Philadelphia, Pa.
OPPONENTS WANTED

We are always looking for high school or college age players for Blitzkrieg, Operation Barbarossa, Panzer II, and similar games. Also seek members of our Air-Sea battle club. Write to us at the following addresses:

Robert Allen, 3700 Cameron Ave.,El Cerrito, CA. 94530.

Dan Thielen, 309 S. Main, San Jose, CA. 95112.

Bruce Allan, 13289 Delacrosse Ave., Los Angeles, CA. 90046.

Joseph R. Jones, 416 W. View Ridge Dr., Everett, WA. 98203.

Paul Brenl, 1258 W. 59th St., Chicago, IL. 60637.

Steve Virostek, 5136 S. New England Ave., Chicago, IL. 60637.

Jeff Di Trome, where adult age desiring P-Bitz.

Also seek members for our Science Fiction Club.

For information write to:

In and Out of the Past, P.O. Box 435, Pataskula, Ohio, 43062.

Phone: 719-873-3724.

Also seek members for our Science Fiction Club.

For information write to:

In and Out of the Past, P.O. Box 435, Pataskula, Ohio, 43062.

Phone: 719-873-3724.

Average player of adult age desiring FFT opponents for Midway, 1914, Luftwaffe, Blitzkrieg, and P-Bitz.

Bob Coupe, 594 Princeton Lane, N.Y., 12603. Phone: 518-273-3484.

Also seek members for our Science Fiction Club.

For information write to:

In and Out of the Past, P.O. Box 435, Pataskula, Ohio, 43062.

Phone: 719-873-3724.

Average player of high school age desiring FFT opponents for Waterloo, Korea, France, Plukow, Ludendorff, and Midway.

David Walls, 416 W. View Ridge Dr., Everett, WA. 98203.

Phone: 473-3724.

Average player of adult age desiring FFT opponents for Waterloo, Korea, France, Plukow, Ludendorff, and Midway.

Bruce Allan, 13289 Delacrosse Ave., Los Angeles, CA. 90046.

Phone: 466-6426.

Average player of adult age desiring FFT opponents for Waterloo, Korea, France, Plukow, Ludendorff, and Midway.

Walter Sargent, 1230 16th St., Denver, CO. 80210.

Phone: 345-7174.

Average player of high school age desiring FFT opponents for Waterloo, Korea, France, Plukow, Ludendorff, and Midway.

Jim Hietala, 568 Towne, Muncie, IN. 47302.

Phone: 825-4946.

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Joe King, 3117 Kedzie St., Chicago, IL. 60621.

Phone: 285-4159.

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Joe King, 3117 Kedzie St., Chicago, IL. 60621.

Phone: 285-4159.

Average player of high school age desiring FFT opponents for Midway, 1914, Luftwaffe, Blitzkrieg, for Nuclear Destruction. I seek members for any game. Also seek members for our Science Fiction Club.

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