Avalon Hill Philosophy Part 41

SPARTAN INTERNATIONAL, INC.

We have seen many wargame organizations come and go in our 10 years of publishing the GENERAL. It seems as though every year brought the birth and death of another wargaming club which was going to bring “peace and organization to the wargaming chaos.” It was this same instability which made us look upon the clubs with a “no-hum — here comes another savior” attitude. It was hard to take them seriously after watching them fold left and right; which was why we never picked a favorite or gave one preferential treatment over the others. One such group, however, does stand out above the rest. SPARTAN INTERNATIONAL, INC. (SII) has been around almost from the start and remains the most stable and steady “club” influence in the hobby today. So much so in fact that SII now plays a considerable role in the overall Avalon Hill picture.

SII has its roots in a small, four-member club started June 21, 1966 in Long Beach, California. The founder, Russell Powell, his wife Donna, and two neighbors began Sparta, at that time, known as its inception, the concept that someone who sought good and complete service to those interested in simulation gaming. In addition, Powell felt that simulation gaming should be treated as more of a sport than a hobby.

From these modest beginnings, Sparta grew slowly in membership and stature. The club was first incorporated on Oct. 21, 1969, and its name was changed to Spartan International. The original directors of the corporation were Russell Powell, Dan and Karl Hoffbauer, and Paul Heiser.

Spartan International is unique among gaming organizations and, indeed, corporations, because it is the only one specifically authorized to regulate competition in wargames and other related items. It was incorporated to smooth the way for large and small cash tournaments being thrown through the mails, and to protect the members and players by setting up a legal entity which was responsible for its actions.

The Spartans have a long history of successful PBM tournaments utilizing the Avalon Hill classic games which still form the backbone of their existence. For the Spartan creed is basically one of organized competition — and when you come to think of it — competition is what the games are all about. Originally conceived as an organization to sponsor cash tournaments through the mails, SII still holds strongly to that premise by sponsoring PBM tournaments with prize lists running into the thousands of dollars. Each entrant is given a booklet of official SII rules interpretations to clean up existing ambiguities and is subject to a board which hears disputes and gives rulings on any problems which might arise. However, the SII has branched into other competition fields of endeavor as well — there are 6 divisions in all. They include:

The Spartan International Miniature Golf League is the second oldest division, and represents the first attempt of the corporation to diversify outside of simulation gaming and into competitive pursuits in general. The SIMGL operates primarily in the Southern California area. The league conducts tournaments at various golf courses around the area for prizes on a regular basis. A newsletter published three times a year keeps a record of seasonal statistics for the players.

The Spartan International Chess League is organized to conduct tournaments in chess only, although future growth could introduce the play of chess-related games. The SCL also publishes its own bimonthly newsletter.

The Spartan International Multi-Player League (SIMPL) is concerned with the play of any simulation game which requires the use of an impartial game master. Current activities include a bimonthly newsletter, a Diplomacy tournament and an ORIGINS OF WORLD WAR II tournament. The SIMPL also offers its members the services of informal multi-player games and encourages innovative ideas of the members in developing its multi-player possibilities.

The Spartan International Miniatures League (SIML) is the most colorful division of the corporation and is concerned exclusively with the play of simulations using models and miniature figures. Its activities are entirely face-to-face, and consist of several chapters across the country involved in the...
play of armor, naval, air, and Napoleonic era miniatures. One of its main features is a cross-country competitive system in various fields of miniatures which is a major component of Spartan International’s many conventions. The winners of the various chapter competitions get together at one of the big conventions to battle it out for area championships. The winners are then flown to Los Angeles for the national championships.

The Spartan International Sports League (SISL) is the newest division of the corporation and deals with the playing of Avalon Hill’s sports board-games in regular league play with divisional winners going into the play-offs of the respective sport. Expansion into other sports and games of other manufacturers is possible.

Regardless of the medium however, the overriding consideration is that of competition and it is one that the Spartans take seriously. They have developed a series of shoulder patches showing various levels of competitive attainment to be worn with the Spartan uniform (white shirt and black pants) which gives the group a professional and serious image at their public outings. The group also has its own exclusive line of trophies and medals to be presented to the winners of its various events. They are also the only organization authorized to give out official Avalon Hill certificates of merit and to sell play equipment for various AH games. All of this has given SII an image which has definitely helped the organization in its efforts to promote the hobby through press coverage of their various events. To date, the group has already obtained feature articles in such high circulation journals as the OVERSEAS WEEKLY and ESQUIRE magazines.

Chief among the attention getters are the Spartan conventions. SII sponsors a variety of public conventions throughout the nation every summer in which all types of competitions are held. The just completed 1973 season saw major events in the midwest (MT: Prospect, east (NYC), and west (Los Angeles). An important part of the convention scene is the nationwide nature of the events. National championships are played for at the east and west coast conventions, with contenders attending both. Regardless of the outcome a good time is usually had by all.

This year the Spartans have been promoting the hobby in a new way by carrying wargaming into the ranks of the US Army and Air Force by a traveling team of Spartan officers. SII contacted the service clubs at various military bases and offered to demonstrate wargames for those attending the scheduled showing and then umpire games between those wishing to participate. The fee for this was $150.00 per base. SII has visited about a dozen military installations this year, including George AFB, Nellis AFB, McConnell AFB, Wright-Patterson AFB, Fort Eustis, Fort Meade, Vinn Hill Farms Station, Shaw AFB, Fort Rucker, Altus AFB, and Cannon AFB. They have a chapter operating at George AFB which meets every weekend, and has issued challenges to other service clubs across the nation.

The Spartans, now over 700 strong, have become an increasingly effective source of manpower for Avalon Hill projects. Starting with RICHTHOFEN’S WAR, the SII has been a major playtest source for new Avalon Hill titles. Regardless of the time element or subject matter we’ve always found the Spartans prompt and reliable when the need for a last minute playtest comes up. It is probable that they will be involved in all future AH releases. Their membership, including over 60 devoted officers who serve without pay, has also been very helpful in manning AH exhibits in fringe areas where we might not otherwise have attended. This is especially true on the West Coast where Spartan membership is especially strong. The Spartans have manned more than one consumer show for us and starting this fall gave “live” window demonstrations of AH games at various retail outlets across the nation. They have already been very useful in this respect in manning our “Beat the Expert” booths at new Brentano store openings utilizing FOOTBALL STRATEGY and challenging the public to win a free game by beating “the expert.” Needless to say, we didn’t have to give away many games.

The SII is also doing a job of educating the school systems. Official AH sales rep Russell Powell heads a team of mature gamers who visit various secondary schools and colleges across the country trying to sell them on simulation gaming as an educational technique. Many educators seem to share Powell’s belief that simulation games are the next breakthrough in classroom involvement.

For several years the SPARTAN philosophy has been pretty much the same. SPARTA would like to increase the popularity, quality of competition, and prize money to the level of Masters Chess. This goal is a lot closer now than it was in 1966 when they started. This is partly due to the knowledge gained from experience in running the organization, experimenting, and growing. It is also partly due to the closer relationship they now enjoy with Avalon Hill. The cooperative effort is beginning to pay off now, and promises to get fine results in the future. Professionalized wargaming is something which is coming into being slowly but surely. There will come a time when professional wargamers will compete for thousands of dollars and receive nationwide publicity. At least, that’s how the Spartans feel. What do you think?

For further information on the activities of SII or if you’d like to request they visit your school or military base we suggest you write them at their Box 1017, Bellflower, CA 90706 address.
THE GENERAL

OPERATION CRUSADER

THE WINTER BATTLE

by Robert Garbisch

AFRIKA KORPS remains one of the most popular of boardgames, despite its rather long life of 10 years. Its playability and emphasis on maneuver stand it in good stead among its more recent contemporaries. However, it does suffer in one respect, i.e. it has only one version. There are no scenarios or miniature games which can be played for variations off the main theme or a quick half-hour game. Such is the rationale for Bob Garbisch’s undertaking of the feature which follows.

An amateur game designer in his own right, Bob has done extensive research in the African theater of operations and come up with a fine simulation of the British offensive known in history as “Operation Crusader.” Utilizing the standard AFRICA KORPS rules, pieces and mapboard, he presents us with a very playable and short alternative to the full campaign game with which we are so familiar.

A SHORT HISTORY

It had now been over four and a half months since the British hopes of recapturing the whole of Cyrenaica, with Operation “Battleaxe,” had floundered upon the Egyptian frontier wire. The vital port of Tobruk was still under pressure of a general siege and it seemed imminent that the Axis were nearing final preparations for a storm assault. Likewise the impasse at Halfaya Pass still existed in the Mediterranean would be constantly threatened to the life and existence of the isolated island of Malta. As long as Malta remained in British control, Axis supply convoys across the Mediterranean would be constantly harassed in their efforts to provide even the basic needs for their fighting comrades. In fact, General Rommel had hopes of attacking Tobruk early in November, but the losses at sea rose so alarmingly during September that even Rommel had to express the fears of not being able to attack at all.

The situation in general looked pretty grim to both sides. A desperate race for building up one’s combat units and their supplies of military staples was nearing a conclusive point. Despite the repeated British tactics of “milking” units and formations to fit out one expedition after another it now appeared as if the Allies would be prepared for an offensive first.

However, the British success in being ready first was not achieved without some degree of complications. Political pressure was applied to bring about a general relief of the Australian troops suffering in the besieged fortifications of Tobruk. By October 15th, the third stage of relief of the Australian troops was completed and the relieving 70th Infantry Division had assumed command of all remaining troops from the 9th Australian Infantry.

In the Red Sea and East Africa theater the veteran 4th Indian Infantry Division, plus other smaller mixed British and Commonwealth units, were still heavily involved in conducting a military campaign there against the remaining Italian forces. This campaign would not reach a successful British conclusion until November 27th, with the surrender of Italian General Nasi at Gondar.

In the meantime, the existing British formations in Egypt had to be re-equipped and properly trained in order to restore any degree of tactical coherence. Add on to this the increasing pressure from Prime Minister Churchill to harass and to continuously engage the enemy, while the Germans were occupied with their grand military campaign in Russia, and you have somewhat the position General Auchinleck had to contend with.

At last, after several frustrating postponements, Rommel finally selected the 23rd of November for his long-delayed final assault on Tobruk. “Since it was known that the British were also preparing for an offensive, eventual enemy attacks were given the code name ‘High Water’ for a normal attack and ‘Deluge’ for a full-scale attack. When choosing these code names no one had foreseen that a real flood might take place. It started on the 17th of November – not the attack but the rain.” (The Foxes of the Desert” by Paul Carell)

Thus the careful defensive preparations constructed by the Axis were virtually eliminated in one brief period of time. In a way, it seemed kind of sardonic: a natural flood and a full-scale offensive by the British, both taking place almost simultaneously.

The Axis troops around Halfaya would now surely be put to the test. Prior to the offensive, Rommel has inculcated his soldiers with the belief that each strong point was a valuable self-contained fortress which must have a field of fire in every direction; that even if the German Mobile Forces were to disappear for days, they must hold out at all costs in the firm belief that the Afrika Korps would return to free them.

Operation “Crusader,” or (as it is sometimes called) the Winter Battle, was fought over a vast

German artillery, although often suffering from a shortage of ammunition, served admirably in Africa. Here a 10.5 cm gun is adjusted for use against an advancing British column.

On the 14th of November, General Rommel flew to Rome for a conference on the transportation and supply problems. During the night of the 17/18th, Rommel was in Athens on his way back from Rome when a daring attempt was made to paralyze his Command by a blow at the brain center. A party of No. 11 (Scottish) Commando was put ashore from two submarines near Appolonia with the objective of attacking the house in which it was (wrongly) thought that Rommel would be headquartered. The raid failed.

The Italian 75/18 Semovente was the major AFV of the Italians in Africa.
area by the largest concentration of armoured vehicles that had yet been assembled in the Western Desert. Each side had, to be sure, a large number of unarmoured formations, but it was thought that the armoured forces would dominate and that the battle would be won or lost according to what happened to them. The general terrain where the first fortnight’s fighting would take place, is in a corner of the Western Desert. The surface is generally hard, flat, and open, except for near the coast, so that desert-worthy vehicles can roam practically unhindered almost anywhere (except after heavy rain!). Draw an imaginary line from Bardia to El Adem and here the ground abruptly breaks up into undulations, with the ridges running east and west; the northern faces are usually the steeper, forming very difficult, if not outright impassable escarpments. As if by accident, only occasional passes existed whereby a vehicle could transverse this line. A few miles farther north and this general area tumbles into a tangle of wadis to the sea. Only on the narrow coastal road, the Italian “Via Balbia,” can one travel smoothly.

The stage is now set for Operation “Crusader” to begin:

**THE BATTLE**

Despite the tactical complexity of the action involved in “Crusader,” it can be broken down into roughly four major parts to the battle. First, on the 18th of November, when the British armoured units aggressively sought out their arch-rivals: the German Panthers. By nightfall, three of the armoured brigades were in position: the 7th to the north of Gabr Saleh (hex K-30), 22nd to the west, and the 4th to the southeast. On the following day, the 7th Armoured Brigade, along with the 7th Support Group, and reached Sidi Rezegh (hex I-28). Still no enemy contact. However, for the 22nd Armoured Brigade their immediate objective was to engage the Italians at Bir el Gubi (Ariete Armoured Division). Acting in joint support, the 1st South African Infantry Division traveled close behind. As for the 4th Armoured Brigade they went into action just east of Gabr Saleh.

When the dawn came upon the wreckage created at Sidi Rezegh, on “Totentotntag” – the German’s annual Day of Remembrance for the fallen of the First World War – Rommel decided to make a bold gamble for victory; Rommel’s so-called “Dash to the Wire.” By certain military degrees it was a masterpiece of psychological strategic enterprise. Yet, lack of information was to thwart Rommel’s personal formula. Narrowly missing two important British supply dumps, Rommel was fast persuaded, by Auchinleck’s personal command tactics, to return to his own supply bases between Tobruk and Bardia.

Next came the third phase, which saw Sidi Rezegh again exchange hands. Encounters this time between the Germans and the New Zealanders. Seeing as how the tactical and strategical situation was fast developing, Rommel realized that he could no longer relieve his Bardia and Halfaya defenders, he decided to cut his losses and skillfully withdrew to Agheila, not, however, before inflicting further damage on the British armoured units.

This scene occurred all too infrequently for Rommel’s understaffed and ill-equipped Afrika Korps. This MK III being unloaded in Africa was a rare occurrence.

Although not a match for her heavier sisters utilised later in Russia, the German Mk III F was feared in the desert.

Already the central theme of the British objectives – to engage the German Panzers on favourable grounds of their own choosing with the bulk of their own armoured – had fallen apart. What did follow was a series of tank battles near Sidi Rezegh, in which both sides suffered heavy losses. Yet on the overall balance, the Germans had the better of it by virtue of their excellent recovery arrangements.

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**ORDER OF BATTLE: AXIS UNITS**

<table>
<thead>
<tr>
<th>Historical Units</th>
<th>Avalon Hill’s Units</th>
<th>At Start Position</th>
<th>Military Objectives</th>
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<tbody>
<tr>
<td>German Afrika Korps (D.A.K.)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15th Panzer Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8th Panzer Regt:</td>
<td>15/8 Pz</td>
<td>H-28</td>
<td>To launch an offensive assault on the Tobruk fortification lines; provide a mobile reserve for Egyptian frontier defenses, in case of a British attack.</td>
</tr>
<tr>
<td>115th PrGr Regt:</td>
<td>15/115 PrGr</td>
<td>H-28</td>
<td></td>
</tr>
<tr>
<td>33rd Reccon Bn:</td>
<td>15/33 Recce</td>
<td>H-28</td>
<td></td>
</tr>
<tr>
<td>Supply Unit No. 2:</td>
<td></td>
<td>H-28</td>
<td></td>
</tr>
<tr>
<td>21st Panzer Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th Panzer Regt:</td>
<td>21/5 Pz</td>
<td>I-30</td>
<td></td>
</tr>
<tr>
<td>104th PrGr Regt:</td>
<td>21/104 PrGr</td>
<td>I-30</td>
<td></td>
</tr>
<tr>
<td>3rd Reccon Bn:</td>
<td>21/3 Recce</td>
<td>I-30</td>
<td></td>
</tr>
<tr>
<td>Supply Unit No. 3:</td>
<td></td>
<td>I-30</td>
<td></td>
</tr>
<tr>
<td>Afrika Division (later 90th Light):</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>361st Inf Regt:</td>
<td>90/361 Inf</td>
<td>H-27</td>
<td></td>
</tr>
<tr>
<td>Savona Division: (Italian)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Savona Inf Div:</td>
<td>Savona Inf</td>
<td>J-33</td>
<td></td>
</tr>
<tr>
<td>Italian Mobile (20th) Corps</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ariete Division:</td>
<td>Ariete Armd</td>
<td>L-28</td>
<td>To prevent British intervention on the scheduled assault on Tobruk.</td>
</tr>
<tr>
<td>Trieste Division:</td>
<td>Trieste Mot Inf</td>
<td>K-25</td>
<td></td>
</tr>
<tr>
<td>21st Italian Corps</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trenta Division:</td>
<td>Trenta Inf</td>
<td>I-25</td>
<td>Two Divisions to maintain siege pressure on Tobruk fortification lines; two Divisions to participate in assault.</td>
</tr>
<tr>
<td>Bologna Division:</td>
<td>Bologna Inf</td>
<td>I-27</td>
<td></td>
</tr>
<tr>
<td>Brescia Division:</td>
<td>Brescia Inf</td>
<td>H-24</td>
<td></td>
</tr>
<tr>
<td>Pavia Division:</td>
<td>Pavia Inf</td>
<td>J-27</td>
<td></td>
</tr>
<tr>
<td>Rommel:</td>
<td></td>
<td>J-27</td>
<td></td>
</tr>
<tr>
<td>Supply Unit No. 1:</td>
<td></td>
<td>J-27</td>
<td></td>
</tr>
<tr>
<td>Axis Home Base</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sabratha Division:</td>
<td>Sabratha Inf</td>
<td>W-3</td>
<td></td>
</tr>
<tr>
<td>Fascists Division:</td>
<td>Fascists Inf</td>
<td>W-3</td>
<td></td>
</tr>
</tbody>
</table>

**THE WINTER BATTLE – OPERATION “CRUSADER”**

Abbreviations used: Bn—Bn; B—to Bn; Regt—Regt; Pl—to Pl; Division—Division; Armd—Armoured; Inf—Infantry; Recce—Recce; Mot—Motorised; Inf—Infantry; Panzer—Panzer; PrGr—Panzer Grenadier; S.G.—Support Group; Ind—Indian; S.A.—South African; N.Z.—New Zealand.
ORDER OF BATTLE: COMMENTS

(1) The units used in this "Afrika Korps" mini-game are historically correct in as far as might be possible using the available Avalon Hill unit counters for a November - 1st half, 1941, operation. Granted, a few of the listed unit positions can not be reached according to Avalon Hill's movement rules. However, what is presented is an accurate positioning of the units involved in this "Winter Battle." Unit combat ratings are not adjusted to their actual reflective strength, at the time of the battle, because this would only complicate the present enjoyable rules and game components.

(2) 22nd Guards Brigade – originally formed in Egypt, 11 February 1941, with the unit designation of 22nd Infantry Brigade. It subsequently underwent the following unit title redesignations: 20 March 1941 – 22nd Guards Brigade; 14 January 1942 – 200th Guards Brigade; 5 April 1942 – 200th Guards Motor Brigade Group; 25 May 1942 – 21st Guards Motor Brigade Group. The Brigade was captured in Tobruk on 20 June 1942. However, on 14 August 1942, the unit was reformed in Egypt with the title 21st Guards Motor Brigade. For practical purposes of this game, only the 22nd Guards Brigade unit will be used.

(3) Tobruk’s Defense Perimeter has been expanded to its listed historical lines as allowable by Avalon Hill’s game mapboard. A defending unit’s ZOC does not extend inland beyond the designated hexes. However, a unit’s ZOC does affect the adjacent Tobruk hexes. Only the Tobruk hex G-25 shall still be considered an independent fortress hex. The other hexes are subject to the normal terrain effects.

(4) 70th Infantry Division – originally reformed in Egypt, 17 February 1941, as the 8th Infantry Division (prior to 3 November 1939, it was the 7th Infantry Division). Redesignated as the 70th Infantry Division, 10 October 1941. Since the 14th and 16th Infantry Brigades are not available in unit counters, the 7 A/1 and 7 A/2 Inf Bdes are used to represent the assigned units when the 7th Inf Div relieved the 9th Australian Infantry Division and assumed command of all troops in Tobruk.

(5) The Oasis area of operation is not completely represented on the Avalon Hill mapboard. Therefore, the delayed turn of available use is designated to represent this force’s completion of their tactical assignment and the possibility for further involvement in the over-all operation.

(6) 5th (Northumbrian) Infantry Division – was relieved of shore defense duty on Cyprus during the first eight days of November, by the 8th Indian Infantry Division, which had been in Iraq. The relief was carried out by ten destroyers and one fast minelayer. The Division then traveled by road to Iraq. However, if the tactical situation had warranted it, this Division could have easily been re-routed and ordered for active duty in direct support of Operation "Crusader."

(7) Armstrong Reserve – In spite of protests from England, General Auchinleck had insisted that a high number of tanks should be held in reserve (he desired a 50% ratio). He believed that only by steadily replacing his tank losses could he ever hope to maintain his armored unit’s full fighting value during any prolonged military battle. There was no engineering industry to speak of in the Middle East, and the only available repair equipment was what the army had brought with it. In addition to this, his repair units were handicapped by a lack of towing vehicles and transporters, a shortage of experienced tank mechanics, primitive rail communications, and a vast distance to cover from one’s base to the battle front. As for receiving any new tanks it would require several weeks to come from England and longer still from the United States, and ocean-going convoys were far and too few between. In brief, the scale of one’s reserve became almost as important as the equipment to be initially committed in each serious desert operation; as General Auchinleck had outlined in his desired objectives for the forthcoming "Winter Battle."

(8) 8th Indian Infantry Division – even though the defense of the island Cyprus had gained in some importance with the threat of attack through Turkey (due to the looming German victories in Russia) Prime Minister Churchill strongly felt that any division designated for defending Cyprus could be put to more effective use in support of the "Crusader" operation. The delayed turn of available use is designated to represent the political conflicts of personal interests in the use of this division.

(9) The 90th Light Division should also have the 155th and the 200th Infantry Regiments, plus the 508th Recce Battalion. However, at this time the Afrika Division consisted of seven Infantry Battalions – strong in firepower and quite mobile, but totally lacking in tanks. Later on this division was expanded into a more powerful unit. But for now use only the 309th Infantry Regiment to represent the Division, as per Avalon Hill’s regular OOB schedule. Besides, it makes the game more of a balanced match and thus more interesting for both players as a tactical challenge.

Note:
For those who desire more freedom in exercising a tactical "AT Start" set-up, rather than using the historical set-up, the following is presented:
Friendly Units can be located anywhere within the designated areas. Set-up procedure is:

(1) British Tobruk Garrison Units – within the four designated hexes representing the Defense perimeter of the Tobruk fortifications.

(2) All Axis Units – North of row J, West of row 35 – this includes the designated rows. Units listed to start from Axis Home Base must be placed there.

(3) Remaining British Units – South of row K, East of row 30 – this includes the listed rows. Units listed to start from Allied Home Base must be placed there before the unit may move. Army Reserve units and the Oasis Force units still comply with the historical hex limits.

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The Mediterranean and Middle East: Major-General I.O. Playfair; Har Majesty’s Stationery Office, London, 1966 (recommended all four volumes)


With Rommel in the Desert: H.W. Schrader; Ballantine Books, New York, 1951

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OPERATION "CRUSADER" MINI-GAME

TIME LIMIT: START – British Turn: November 1941 – 1st half; FINISH – British Turn: January 1942 – 2nd half.

BRITISH VICTORY OBJECTIVES:

MARGINAL – Control Halfaya Pass to Bardia escarpment area and Tobruk.

TACTICAL – Above conditions plus Sidi Rezegh escarpment area and contact with Tobruk defenders.

STRATEGIC – Above conditions plus relieve Tobruk of the Axis siege. (No adjacent Axis units.)
In all the Victory levels a surviving Unit Attack factor ratio of 1-1 should be established. If more than a four Attack factor difference exists in the Axis favor, then it is considered an Axis Victory.

COMMENTS:

BRITISH — Since this operation is basically a British offensive the initial attacks must be British objectives; such as the early elimination of the Trieste Division, or the Ariete Division, or the Savona Division in the opening move. At all times, you should strive to pick-off the small German and Italian units; and if possible, to confine the powerful German Panzers to the escarpment area. Thereby restricting their tactical freedom of movement. Preserve your Armour units from senseless exposures to possible German Panzer counter-attacks. Keep up a steady advancing pressure, not necessarily an attacking pressure, towards at least two of these general areas: Tobruk, Sidi Rezegh, Bardia, Halfaya Pass.

With a little luck and some practical tactics you should at least obtain a Tactical Victory level if not a Strategic Victory.

GERMANS — The pressure is really on the German player. In a practical sense you are forced to react to the British offensive objectives. However, an effective defense deterrent can be established to blunt the British drive and to survive the steady pressure, a German assault on Tobruk should be conducted as soon as possible. By eliminating a possible British attack from the rear you can then concentrate on breaking up, if not eliminating, the main British attacking units. The only problem here is the time limit, plus the fact that the British can get in the last series of possible attacks.

Therefore, a practical counter-offensive plan must be skillfully conducted right from the very beginning up to the very end. With a little tactical luck you should be able to prevent the British from achieving a Tactical victory; thereby giving yourself a Tactical Victory.

Continued from page 20

One special point: a badly-underrated weapon is the German-prop driven, Twin-engine fighter. E ratings aren’t everything, as a quick look at the attrition table will show. Bombers don’t have E ratings, as both sides should realize when considering the twin-engine fighters. Especially in small engagements in the Southern and Eastern Fronts, a few Me410s or Wolves will go a long way (in more than one sense).

In conclusion, it is my considered opinion that “Luftwaffe” is nearly even in balance – quite close. Certainly, the myriad of targets will keep the issue in doubt until the very end.

The US is disadvantaged as the attacker – he must reach out for his targets. But he is more than compensated by his replacements, by his options of attack all around the edge, by the fact that, once there, so little is needed to destroy a target. The German must defend the entire board with inferior means (although letting him have Me262s in ’44 unbalances things – it’s better to give him the grubby but cheap Komets and/or Salamanders), he is hampered by shrinking replacements in the face of mounting opposition; his enemy can appear almost anywhere. But all he has to do is save one city.

“Victory” is not necessarily winning a war, as the victory conditions quite rightly show.

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### The Winter Battle ** Operation “Crusader”

**Order of Battle: Allied Units**

<table>
<thead>
<tr>
<th>Historical Units</th>
<th>Avalon Hill's Units: (1)</th>
<th>At Start Position</th>
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<tbody>
<tr>
<td>30th Corps</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7th Armd Bde</td>
<td>7/7 Mot Inf</td>
<td>K-30</td>
<td>To advance northwest, find and destroy the enemy's armor, and protect the left flank of the 13th Corps.</td>
</tr>
<tr>
<td>22nd Armd Bde</td>
<td>1/22 Armd</td>
<td>M-30</td>
<td></td>
</tr>
<tr>
<td>4th Armd Bde</td>
<td>7/4 Armd</td>
<td>L-31</td>
<td></td>
</tr>
<tr>
<td>7th Support Group</td>
<td>7/7 S.G.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th S.A. Armd Car Regt</td>
<td>7/4 S.A. Motor</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1st South African Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1st S.A. Inf Bde</td>
<td>1 SA/1 Inf</td>
<td>N-30</td>
<td>To protect the communications of the 7th Armoured Division on the west and southwest; later to capture the Sidi Rezegh ridge.</td>
</tr>
<tr>
<td>5th S.A. Inf Bde</td>
<td>1 SA/5 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd S.A. Armd Car Bn</td>
<td>1 SA/3 Recce</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22nd Guards Brigade (2)</td>
<td>22 GD Inf</td>
<td>N-32</td>
<td></td>
</tr>
<tr>
<td>Supply Unit No. 1 &amp; 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13th Corps</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>New Zealand Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th N.Z. Inf Bde</td>
<td>2 NZ/4 Inf</td>
<td>M-33</td>
<td>To pin down and cut off the enemy’s troops on the Egyptian frontier; later to advance west.</td>
</tr>
<tr>
<td>5th N.Z. Inf Bde</td>
<td>2 NZ/5 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6th N.Z. Inf Bde</td>
<td>2 NZ/6 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th Indian Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 5th Ind Inf Bde  | 4/1/5 Inf               | L-36              | Same objectives as New Zealand Division, |}

**Order of Battle: Allied Units**

<table>
<thead>
<tr>
<th>Historical Units</th>
<th>Avalon Hill's Units: (1)</th>
<th>At Start Position</th>
<th>Military Objectives</th>
</tr>
</thead>
<tbody>
<tr>
<td>70th Infantry Division: (4)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16th Inf Bde</td>
<td>7 A/2 Inf</td>
<td>G-24</td>
<td>To make a sortie when ordered.</td>
</tr>
<tr>
<td>3rd Inf Bde</td>
<td>7/0/3 Inf</td>
<td>H-26</td>
<td></td>
</tr>
<tr>
<td>Polish Carpathian Inf Bde</td>
<td>7/0/3 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>32nd Army Tank Bde</td>
<td>32 Armd Inf</td>
<td>H-25</td>
<td></td>
</tr>
<tr>
<td>Supply Unit No. 4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Oasis Force (5)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>29th Inf Bde</td>
<td>5 L/29 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6th S.A. Armd Car Regt</td>
<td>50/6 SA Motor</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Army Reserve</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd South African Division:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3rd S.A. Inf Bde</td>
<td>1 SA/3 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4th S.A. Inf Bde</td>
<td>2 SA/4 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th S.A. Inf Bde</td>
<td>2 SA/6 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7th S.A. Armd Car Regt</td>
<td>2 SA/7 Recce</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Allied Home Base</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2nd S.A. Inf Bde</td>
<td>1 SA/2 Inf</td>
<td>J-62</td>
<td>Available at start: J-62</td>
</tr>
<tr>
<td>Available Replacements: Must start from Allied Home Base only. No units can be sea transferred during this game.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>50th Infantry Division: (6)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>69th Inf Bde</td>
<td>50/69 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>150th Inf Bde</td>
<td>50/150 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>151st Inf Bde</td>
<td>50/151 Inf</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armour Reserve (7)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Four Armour factors— use 1/2 Armour Bde</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5th Indian Division: (8)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9th Ind Inf Bde</td>
<td>5 1/9 Inf</td>
<td></td>
<td>Available fourth British turn.</td>
</tr>
<tr>
<td>10th Ind Inf Bde</td>
<td>5 1/10 Inf</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
ANATOMY OF A DEFENSE
by 2nd Lt. Robert J. Beyma

Lt. Beyma has put hit military training to good use in familiarizing himself with the ultimate skills in the play of Avalon Hill’s classics. Here he voices his opinions on defense in D-DAY by presenting the pros and cons of the two schools of thought on the matter.

The analysis of German defensive strategy in D-Day must begin with a discussion of the German advantages and disadvantages. These are classified as major or minor and are tabulated below.

**Major German Advantages:**
1. Tactical combat on beach.
2. 17 square Allied supply limitation.
3. Doubled and tripled terrain.

**Minor German Advantages:**
1. High replacement rates.
2. Time.

**Major German Disadvantages:**
1. Allied second invasion threat.
2. SAC attacks.
3. Allied initiative and mobility.

**Minor German Disadvantages:**
1. Parachute threat.
2. Initial placement limitations.
3. Few first class troops.
4. Large front to cover.
5. No static unit replacement.

The Allied forces are in their weakest and most vulnerable state on the first several turns of an invasion. The Allied player is usually forced to make low odds attacks, often against doubled or tripled positions and with no retreat routes. The Allies cannot land reinforcements in German zones of control and have limited supply and buildup capabilities.

The 17 square supply rule has two major effects. First, it eliminates South France as a credible invasion area. Second, it enables the Germans to form a solid defense line along the Seine which cannot be outflanked.

Doubled and tripled terrain is the equalizer for the Germans in D-Day. Doubled units restrict Allied attacks and double Allied losses. Whenever possible the German player should attempt to defend in doubled or tripled positions. River lines are especially good because the German player is not required to counterattack Allied units on the opposite side.

The German replacement rate and the element of time become significant factors in the game if the German player can maintain a favorable position until about the twentieth week.

The most deadly German disadvantage is the Allied second invasion threat. The German player must tie down a large percentage of his army to guard against a second invasion, primarily at North Sea or Pas de Calais. This leaves a weakened German army, one that is already outnumbered, to face the Allied forces on the main front. Additionally, this second invasion threat can be maintained effectively for 15 to 25 weeks.

Another serious disadvantage is the Allied SAC attack capability. Besides the destruction of German units it has these three serious effects. One, SAC attacks destroy or immobilize potential counterattack units which is especially damaging on the first or second turn of an invasion. Second, SAC attacks can destroy certain key units in a defense line and make that line easier to attack. Third, the German player cannot afford to stack several good units for fear of attracting a SAC attack.

Besides having a superior force, the Allied player has vastly superior mobility and has the initiative to decide when and where to fight. Unless this advantage can be checked, the German player is in for a rough game.

There are several minor disadvantages that effect the employment of the German forces. Initially, all static units must be placed on coastal squares. The German player must constantly guard against Allied paratroops landing in his rear. The German player is faced with a very large front and few first class troops to defend it. Because static units can not be gotten as replacements the German player frequently is short of small units after about the 20th week. These units are particularly useful for paratroop screening and river line defenses.

The “beach” defense is a gamble on the part of the German player. He will either be in a very good position or a very poor one by the fourth turn of the game. The initial set-up is of prime importance and the die plays a major role in the outcome of the game. The game will usually reach a decision by the 20th week.

The “beach” defense is a “stop the Allies on the beach” type strategy and is historically known as the Rommel plan. This defense is characterized by an all out attempt to defeat the first invasion. The “beach” defense will defend all six Atlantic beaches and force the Allied player to gamble in order to get ashore. An immediate counterattack is launched if the Allies get a foothold on the continent. A successful Allied invasion north of the Seine will probably win for the Allies. A successful Allied invasion south of the Seine will force a German retreat. The game will then revert to a “Seine” defense type game with a significantly weakened German army. Defeating the first invasion, however, will put the German player in a very favorable position. He can stay in a beach defense posture and rush all of his troops to the second invasion area, or he could revert to a “Seine” defense and have his entire army waiting for the Allies at the Seine.

A beach defense can lessen some of the Allied advantages. The Allies must use a good portion of their SAC attacks in their attempt to get ashore, as well as risking their paratroops during the initial invasion. Allied initiative and mobility are usually rather limited during the critical turns of the invasion. A defeat of the first invasion will eliminate the much to be feared Allied second invasion.
The primary disadvantage is that the German player is usually in a very poor situation if he fails to throw back the first invasion. His losses will be sizeable and many of the Allied advantages will become more manifest during the Allied advance that will follow.

Another disadvantage is that the German forces are spread out from Amsterdam to Bordeaux. The German player must defend at basic odds in many places and is usually forced to counterattack. Also, the 17 square rule is not a factor on the beach.

A typical "beach" defense game begins with the Allied player carefully selecting the beach that he thinks offers him the best chance of getting ashore and staying ashore. He makes what he believes to be the best possible attacks and then sweats out the die rolls. If he loses, the German player moves in and mops up the beach in joyful anticipation of a victory. If the Allies get ashore the German player gathers all of his troops together and launches an all out counterattack. Then both players sweat out the die rolls. This may continue for two or three turns. By then one side has won the beach and probably the game.

The "Seine" defense is also known as a "Plan Red" variation, or historically, as the Rundstedt plan. The "Seine" defense strongly defends North Sea, Pas de Calais, Le Havre, and possibly Normandy but permits an Allied landing at Brittany or the Bay of Biscay. This is followed by a rapid Allied advance to the Seine by approximately the 8th week. The German player attempts to fight a semi-mobile battle in Central France while defending North Sea and Pas de Calais against a second invasion. This is followed by a fighting withdrawal to the Rhine.

The principal advantages of this defense are that the Seine position cannot be outflanked and that the German units are invariably doubled. Another advantage is that the Germans lose very few troops early in the game. If the Seine line can be held until the 20th week without heavy losses the German player is in good shape.

The most obvious disadvantage to the "Seine" defense is that the German army is divided. This is a direct result of the second invasion threat which ties down German troops at North Sea and Pas de Calais. Another disadvantage is that the German player forfeits any chance of defeating the Allies on the beach. The Allied player reaches the Seine at full strength and with all eight SAC attacks. The Allied player has the strategic initiative and the capability to aggressively pursue a retreating German army.

A typical "Seine" defense begins with a conservative Allied landing at Brittany. This is followed by a rapid advance to the Seine by the 8th week. The Allied player then begins to attack across the Seine southeast of Paris. After 6 to 8 turns the German forces become weakened and reserves must be drawn from North Sea and Pas de Calais. If the beach defenses are weakened too much the Allies will make their second invasion and roll the Germans back on both fronts. More likely, the Germans will gradually be forced to retreat from the Seine line around the 15th to 20th week. These forces plus troops from Pas de Calais, which no longer needs to be defended, form another defensive line along the Meuse. The game then becomes a hard fought Allied advance to the Rhine.
BLIND

Realism and playability buffs have long been at odds over the issue of hidden movement and many have been the articles which put forth possible solutions to the problem—all to no avail. It seems that the land battle games are destined to go without the excitement and suspense that this feature provides in MIDWAY. Ian Straus presents us with a good alternative for those blessed with a willing third party to act as referee.

Panzerblitz, still Avalon Hill's best game, lacks realism because the players can see all their opponents' units. I am far from the first to suggest refereed hidden movement; see Riley R. Geary's article in The General, Mar-Apr 1972. But Geary's system of hidden movement rules is too time-consuming for face-to-face play, complicated, and requires unlearning large parts of the standard Panzerblitz rules.

In contrast, the refereed-hidden-movement rules below were developed with emphasis on simplicity and playability in face-to-face play. As for realism, the players are put in the real position of modern combatants; the enemy is usually unseen. But you must still fire and maneuver against your probable position.

SET UP: The players need a referee and two sets of gameboards. The boards are oriented in the same direction and separated by a divider (such as the game boxes) so the opponents cannot see each other's boards. The referee sits where he can observe both boards.

Play is as usual, using the standard Panzerblitz rules with no-op volunteer indirect fire, except as indicated in this rules addition. Each player moves his own units on his board. The referee makes the boards interdict.

SEQUENCE OF PLAY: In each player's turn:

a. He (Attacker) may fire.

b. Each player is told of visible effects of fire (which differ for Attacker and Defender).

c. Attacker moves and makes overruns and close assaults.

d. Both players are told what they can see. At any time, players may mark suspected enemy positions with unit counters.

OFFICIATING: The referee tells the players what they can see and combat results on their own units. He calculates odds and rolls the die but reveals the combat results (or lack of visible results). He keeps track of movement, and makes the game work.

VISIBILITY RULES: There are three sources of information given to the players: ordinary visibility, fire, and movement.

Ordinary visibility:

a. Only undispersed units can see, unless specifically excepted below. They can only see what they can actually see.
b. Minefields are invisible. Obstacles (blocks) and fortifications can be seen as if they are troop units.

Results of fire:
- a. Attacker is told of motorized units destroyed in Line Of Sight (they burn); of dispersals of units adjacent to his (he gains fire superiority), and of destruction of visible units.
- b. Defender is told of any fall of shot (of non-I-type weapons) in his Line Of Sight (LOS).
- c. Defender is told the general type of any enemy units firing 2 squares away in LOS (their firing draws attention to them).
- d. When his units are fired on, Defender learns the type(s) of fire if (1) The unit survives, even with a dispersal; or (2) there are adjacent friendly units.

Results of movement:
- a. Units moving ½ their Movement Factor in view of, or moving at all next to, an undispersed hostile unit — will be reported to the hostile player.
- b. Tracked vehicles may be heard moving at a range of 4 squares, counting forest and slope squares double. Direction is given but range is not.

FIRING:
- a. Any unit may fire on any square in LOS. Units capable of indirect fire do not need LOS.
- b. When units fire on unspotted targets, their attack factors are cut: (1) by ½ if the target square is in LOS but not spotted, (2) to ½ for targets neither in LOS of the firing unit nor of an observer ("CP") unit. In addition, such unobserved fire strikes any of Attacker's units in the 6 hexes adjacent to the target hex. (Explanation: with no one adjusting it, this fire may be off target, hitting friendly; and being shelled by your own guns is demoralizing. This rule also keeps players honest about not using optional indirect fire.)
- c. Indirect fire directed by observer units ("CP") is observed fire, just as if the firing unit had LOS.
- d. Mines "fire" automatically at the beginning of fire.
- e. In unspotted hexes all units combine in defense: Only combination attack is used.
- f. If odds are less than 1-4 or if there is no unit in a target area, the referee should avoid giving the attacker that information and should roll the die anyhow.

MOVEMENT:
- a. Units are moved individually along indicated routes.

b. When units cannot move as far as ordered, for whatever reason, they move as far as they can and then pile up. Exception: If units move onto a minefield, only the first unit moves on unless the units are specifically ordered onto the mines.
- c. The referee does not indicate blockage of movement until the movement turn is over. He then rearranges Attacker's units to allow for the blockage.

COMMENTS:
When you play Panzerblitz blind, you are not quite playing the same game. The spotting rule is partly cancelled: which is reasonable, since the original spotting rule was a compromise between realism and the two-player game. It turns out that most changes are toward realism. A few tactical hints are appropriate:

1. Antitank guns (formerly worthless) suddenly become valuable because you can ambush.

2. The armor of armored vehicles seems to become more important.

EXAMPLE OF PLAY:
Given this situation on the number-one board apparent at the beginning of the Russian's turn, German sees the SU-152; Russian sees nothing, but his rifle company had heard the rifle platoon's 4-type weapons firing last turn:

Russian fires at the rifle platoon's square with the SU-152 and T34/85. That is 46 factors (halving the T34 for the soft target); halved because Russian is firing uphill = 23. Halved yet again because the square is unobstructed but not spotted, = 11. The referee calculates odds of 1-1; rolls the die and gets a 2 (just 1 for the forest and it's a 3-4, Dispersion). He moves the rifle platoon counter and tells German that K- and A-type fire hit them and the SU-152 fired, but Russian is not told of the dispersal.

Next, Russian moves his rifle company to 1-L4 and close assaults the rifle platoon's square; moves the T34/85 to 1-M4. End of movement. The referee tells Russian he can't go to 1-M4 and places the T34 company on 1-M4. He rolls the close assault (odds are 5-8 = 1-2). The roll is 1 and 1 for the forest and subtract 2 for the CA, and you get DD: German platoon destroyed.

The referee tells German he can see the T34/85 and the SU-152 and since the 501st is next to the destroyed infantry, announces that it was destroyed by Close Assault. The Russian is told that he destroyed the infantry platoon and that he can see the 501st.

German suspects the location of the Russian infantry, but has no identification. He marks the suspected location with a unit counter and intends to mirror that square in his turn.
Of all the games to pick for a SERIES REPLAY, STALINGRAD appears the most obvious. It is by far the most discussed and off-played wargame of them all among historical wargamers. It is only natural then that we present a replay on it. Indeed, not just one, but many - any game able to hold the fascination of our cults as long as this one has deserves widespread coverage and analysis.

Our first attempt, printed below, might have been subtitled "How Not to Play Stalingrad." At least that's what our neutral expert George Phillips would have us think. George is probably the best STALINGRAD player in the U.S. and is definitely the most widely read authority on the game. But then, after several hundred games against the kind of competition one finds at M.I.T., you'd kind of expect that.

George makes no bones about evaluating the quality of play. All we say in defense of the participants is that even good players would pale in comparison to such expert analysis. Let there be no doubt about it; both players made mistakes - but then, that's what makes the game interesting - isn't it?

PARTICIPANTS: Dan Evans: German Player, Tom Oleson: Russian Player

BACKGROUND: Boardgamers with 20 years combined experience in both PBM and live play; AH staff members.

RUSSIAN INITIAL PLACEMENT:

I have given a lot of thought to your starting set-up. This is my reasoning: FINLAND: The maximum Axis force here is 22 attack factors, so they can just barely make a 3-1 attack by denuding the rest of the front. Generally this attack will not move towards Leningrad because it is a doubled position, so as the Axis units advance, they leave Helsinki vulnerable to a Russian counter-attack timed for the Fall or early winter. Just one exchange cripples the attack capability of the Axis here, because they can not reinforce, while I can. I want them to attack, and will fall back. If I have to, I can hold the entire front with only 3 units (J31,H36,D40) until the lake freezes.

Of course, some players prefer to concentrate forces on this front at the outset, try to get it out of the way, and release the forces involved just in the nick of time to stem the German advance on the main front. To do this, I figure that you need about 8 infantry units. I would rather use those units to deny the Germans good odds in the summer of 1941 on the main front.

To confuse my opponent as to my intentions, I have some units at the start on the Leningrad front which are required in July along the Nemunas.

BALTIC/CARPATHIANS: It seems to me that every STALINGRAD player should have this little chart:

<table>
<thead>
<tr>
<th>Soakoffs</th>
<th>0</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>24</td>
<td>16</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>46</td>
<td>39</td>
<td>32</td>
</tr>
<tr>
<td>3</td>
<td>64</td>
<td>58</td>
<td>52</td>
</tr>
</tbody>
</table>

As will be obvious to anyone familiar with the game, this reminds you of the number of attack factors which the Germans can possibly concentrate against the Russians from 1,2, or 3 hexes, and with no, 1, or 2 soak-offs. For example, from 2 hexes even the most powerful German units can not get a 3-1 on a pair of 5-7-4's behind a river, because with two defending units, one soak is required, leaving the maximum attack factors available at 39 (3 x 14 x 24 required).

This is why there is no need to have a 7-7-4 at S18 at the start, since with a sacrificial 2-3-6 at U18, the best German odds to cross the Nemunas on the first turn are 2-1. Of course, they may do it, but this is the kind of risk that the Russians have to concede to the Germans, and eventually it should pay off. A few doubled exchanges on German armor will hurt them more than the Russians. In fact, I think it is better to defend in this situation with two 5-7-4's, because it requires a soak-off, which a 7-10-4 alone would not, and because you are likely to have one unit survive even if you lose.

Further south, some players stick their nose out at X15, but I don't think that it is any better than X16. Sometimes I like to put a 4-6-6 here to make it a little bit harder to destroy. I like to lose the 6 movement factor pieces first, so they'll get back to the front faster as replacements.

I have never tried this defense without a surprised reaction from the German player. The north looks naked, but it isn't. No good odds are available, and enough units can be brought up to hold the line in July, while at the same time releasing units to really put up a stiff defense further south.

Here are the defense factors facing the Germans as they go south:

<table>
<thead>
<tr>
<th>TARGET</th>
<th>BEST ATTACK</th>
<th>SOAK-OFF REQUIRED</th>
</tr>
</thead>
<tbody>
<tr>
<td>BB15</td>
<td>2-1</td>
<td>vs. 60 factors</td>
</tr>
<tr>
<td>BB15</td>
<td>2-1</td>
<td>vs. 62 factors</td>
</tr>
<tr>
<td>CC14</td>
<td>2-1</td>
<td>vs. 7 factors*</td>
</tr>
<tr>
<td>EE12</td>
<td>2-1</td>
<td>vs. 42 factors</td>
</tr>
</tbody>
</table>

*would require two 7-7-4's, and would not breach the line of the Bug River.

So, there are no attacks north of the Carpathians, except for the necessary sacrifice of 3 small units, which present the Germans with better than 2-1 odds. In order to achieve even that, they have to risk important elements of their armor, as well as a costly soak-off in the majority of cases.

HUNGARY/BLACK SEA:

The German attack in the center is made to break the rail line at BB15. However, the placement was faulty. The exchange cost the German his foothold at BB14. He should have switched his exchange piece with the 14th Armored.

The 1-1 attack on the 3rd Infantry is much more than a desperate try to eliminate a piece. By making the 1-1 attack first, the German can dictate a retreat route north of Leningrad making it impossible for the 3rd to reach S18 in its turn.
Opponents Wanted

We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Mini-ad.

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2) Insert copy where required on lines provided.
3) Print your name and address where indicated.

Want-ads will be accepted only when printed in this form.

NAME (in all caps)

STREET PHONE

CITY STATE ZIP

SITUATION: late stages of a bitterly fought Tournament level Blitzkrieg game. While most of the fighting still rages in the center mapboard, the Blue player has opted for a quick sea-borne thrust at Red Capital in an effort to knock out Red supply and reinforcement capacity. The requirements of having to keep a strong beachhead defensive perimeter and enemy resistance on the initial assault dictated that only a 3-3 attack could be mounted against BBB-54. That attack was only partially successful. As the Red player, YOU must initiate a move that will reverse the situation (or even turn the tide) under the following constraints: Due to heavy fighting in the north, you can call on no air power or additional land reinforcements. However, amphibious forces in sea zone 'D' consisting of six infantry divisions and two Breakthrough Artillery divisions are at your disposal. You cannot afford to ignore this invasion, although giving up territory temporarily would not be a major set back.

Yet, any troops committed to the front drain already-low manpower resources for the major battle in the north. As the Red player, which one of the five following options would you follow?

A. Contain the invasion with a light screen while landing the forces 'at sea' at NN46 and/or RRR54 to mount a strong counter-offensive next turn.
B. Don't screen - defend the cities with available forces while awaiting the counter-offensive next turn.
C. Invade the beaches in an effort to destroy the heart of the invasion: the Blue Marine divisions.
D. Invade the beaches but attack as many enemy units as possible since retreats (if attacks are properly executed) won't hurt the

Red position and victories mean destruction of surrounded Blue units.

E. None of the above, correct solution indicated on diagram.

To enter contest No. 58, indicate which option you follow and indicate the final position of units on the diagram via this code: '1' = 1-4 or 1-4, '2' = 2-4 or 2-4, '3' = 3-3 or 3-3, '4' = 4-4. Indicate any combat on the battle chart. NOTE: only those units that appear in the contest diagram are available to the Red player.

ATTACKING UNITS DEFENDING UNITS BATTLE ORDER ODDS

<table>
<thead>
<tr>
<th>Attacking Units</th>
<th>Defending Units</th>
<th>Battle Order</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Titles of Best Articles:

1. 
2. 
3. 

NAME

ADDRESS

CITY

STATE

ZIP
To be acceptable, this section must be cut out along the lines indicated.
The attack must extend two hexes south to undo the L114 position. This position is intended as bait. In order to get 3-1 odds, the German must concentrate armor in Rumania where it can be easily bottled up, as well as risking an expensive soak-off.

**GERMAN JUNE MOVE:**

Rather than make a normal “wait and see” turn that is common to my normal initial move in STALINGRAD, I've decided to gamble on the defeat of the Russian 3rd Infantry near Leningrad. Should any result other than my elimination or retreat occur (50% probability), the 3rd Infantry will be unable to meet its commitments at S18 and next turn I should be able to storm that position with success. I am expending quite a few troops in the center which will be wasted if the Russian 3rd is not defeated. However, it is worth the gamble since it further weakens the center especially in terms of transportation to the area near S18. The south is strictly a “wait and see” affair. Things should be much weaker there after the first turn so I have committed enough force to present a threat when he cuts back on his defensive commitment here.

**RUSSIAN JUNE MOVE:**

The German’s unexpected and successful 1-1 attack on my 3rd infantry in Finland insures the fall of the Nemunas this turn. It was an interesting move, but had he been eliminated in the attempt the Nemunas would have been truly unbreakable with the large amounts of troops released from Finland in what would have been record time. The attacks in Finland are forced by his disposition of my 2-10-4. Hopefully, I can destroy his 5-5-4 and prevent him from holding up in Helsinki.

The counterattack at Cernaui was automatic. It will take more of an effort than a mere 4-4-4 to break the Prut although he will probably do so this turn. Fortunately, I block the railroad line so he can not lift the L114 area very hard. The positioning of the 37th and 11th at DD14 is to preserve the 6th Armored’s position. Despite having lost both 1-1 attacks I am not in too bad a position - offering only one delay piece this time. Fortunately, my opponent misplaced his exchange piece in his attack on the 14th Inf so the rail line remains unbroken.

**GERMAN JULY ’41:**

Needless to say, it seems I spent longer on my comments than on my move. The failure to cut the rail at Brest-Litovsk was unforgivable. This turn will alleviate the pressure on Finland and will apply great pressure on the Nemunas River line. Once again I am attacking Brest-Litovsk to cut the rail which will insure that the Russian will be unable to counterattack at S18.

**RUSSIAN JULY MOVE:**

The breaking of the Nemunas was expected. However, it is anticipated that we can delay in front of and hold behind the Divna-Minsk front until the Finnish situation is settled. The 6-1 on the 3-3-4 was to knock off the strongest Finn unit at no loss. Losses in Finland have already been high.

The attack on the 48th Inf at BB14 was designed to once again preserve the integrity of the position at EE12. Having an exchange it risks little more than the delaying unit I would have lost anyway and forces him to soak-off and saves ground as well. The Dnestr is 3-1 proof as he can not obtain 36 factors on 2 squares in the south where he has considerable force doing nothing. Should he chance another 1-1 I still have the strength to counterattack.
THE GENERAL

GERMAN AUGUST MOVE:

By removing two 4-4-4's from my center force it can be seen that what I need is volume of troops since I already have sufficient power so I brought back another 4-4-4. Despite the exchanges I still seem to be in good shape but the losses must slack off or I will have to continue to leave armor off and draw on small dead units for volume. The attack on the 36th Inf will assure the breach of the Dnostr River next turn at either GG14 or HH16 unless he puts two 5-7-4's there which, of course, he will do. The Russian is in good shape now since he will have sufficient units in the south for winter. I may gamble around Minsk to reduce his forces unexpectedly but not until winter when the full effect will be felt. Finland is still doing fine but the situation there is still in the dark. The rails are cut to give the majority of the force their best odds. If an attack is made in Finland then the units near Kaunas will have to hold their own. I expect Finland will hold for if the Russian does not strip off aide from there soon either Riga or the river at Kaunas will fall, or both.

RUSSIAN AUGUST MOVE:

My opponent correctly figured that I would ignore Helsinki to destroy the Finns menacing Leningrad from the north. He will probably retreat to Helsinki next turn where I'll leave him - garrisoning Leningrad waiting for him to venture out. The big move is in the south where if my 3-1 on the 57th Armored works I'll not only have reduced his armor considerably, I will have gained ground in the south from which to delay. If it works he may be disheartened into an early surrender. I realize my chances of winning are better if I fall back but would rather win in '41 than '43. The 2nd Infantry is at CC16 to deny the Pripyat crossing, as I want to delay from this square next turn. With my reinforcements due next turn and the ending of the Finnish front I should be in good shape for a fighting withdrawal to the Riga-Minsk and Southern Bug lines, barring exchanges.

The attack on the 36th Infantry caught the Russian by surprise and signals the beginning of the end for the Russian's southern defenses. A good attack.
GERMAN SEPTEMBER MOVE:

The time has come for an all-or-nothing gamble to win the game. A 50% chance of winning the game is too much to pass up. An advance against the 17th and 7th will trap at least 6 units and he will be unable to close the gaps. If I lose the 2-1 I will probably lose the game.

AFTERMATH:

The shock of losing 9 corps in the space of 1 game turn proved too much for the Russian. He soon conceded the game although his reinforcements and the German's weakened condition allowed him to put up a viable, if not strong, defense just south of the Bug and between the Divna and Minsk. However, when the 4 encircled Russian corps were eliminated in October it appeared to be only a question of time before the Russian line would break. The coming of winter in the south would almost assuredly have led to a German breakout.

Had the Russian attacks not been met with so many exchanges and the Germans not come through with a perfect four for four, '1-1 and 2-1' attack record, the result might have been just the opposite. Russian strength in the south might have been just strong enough to counterattack the German bridgehead across the Dniestr and resulted in a blod-white German army.

Both defending units were eliminated, trapping the bulk of the Russian army on the Bug. The successful German attack on the 42nd Infantry which affected an easy crossing of the Dniestr seals the Russian's fate.

THE ATTACKS ... HOW THEY FELL

GERMAN—JUNE '41

1. FX4 28.6 Cav 1-5 A Elim — 4. 56,47,41,39 Arm 5X 3-1 EXCH — 4. 34,39,43,55,52,29X 36X 3-1 EXCH —
2. F Grp O, FX7,26X 3X 1-1 DB2 H22 — — 4. 44,40,69 Arm
3. R1,11X 35,20X 1-6 ARE2 CC12
4. 1,6X 28,14X,3 Arm 1-5 A Elim — 5. RX1,12,8,11 X 3 Arm 5 Gren
5. 21X,1,41,1,7 Arm 14X 4-1 EXCH —
6. 10 Gren, 4,39 X 11X DB2 LL16

GERMAN—JULY '41

7,8,9, Automatic Eliminations Vs. 2,7,15 Armor

GERMAN—AUGUST '41

Russian—August '41

1. 28X 24,8X 1-4 A Elim — 6. 53 Gren 9X 1-4 AB2 CC12
2. 20,3,2 Cav 26X 3-1 Exch — 7. 49,23,6,48,28 X 31-1 EXCH
3. 4,1Arm 6 Cav FX2 6-1 DB2 H29 — 24,57,14 Arm
4. 16,17,5,42,63X 4X 5-1 D Elim — 4. 6,23,48X 39X 2X 2-1 D Elim
5. German—August '41

Russian—July '41

1. 22X F Grp O, FX7 1-2 Exch — 1. 37,10X R Cav 5-1 D Elim — 1. 56,47 Arm; 9,11,13, 20X
2. 12,3X,2 Cav 26X 3-1 Exch — 2. 16,17,11X 48X 3-1 EXCH — 2. 17,3RX 4 Cav 1-2 A Elim
3. 1,4Arm 6 Cav FX2 6-1 DB2 H29 — 3. 1,4 Arm: 6 Cav, 29X 5X 6-1 D Elim — 3. 55,38,35,34X 17X 1-1 EXCH
4. 16,17,5,42,63X 4X 5-1 D Elim — 4. 6,23,48X 39X 2X 2-1 D Elim
5. German—Sept '41

Russian—July '41

1. 28X 24,8X 1-4 A Elim — 1. 37,10X R Cav 5-1 D Elim — 1. 56,47 Arm; 9,11,13, 20X
2. 12,3X,2 Cav 26X 3-1 Exch — 2. 16,17,11X 48X 3-1 EXCH — 2. 17,3RX 4 Cav 1-2 A Elim
3. 1,4Arm 6 Cav FX2 6-1 DB2 H29 — 3. 1,4 Arm 2 Gren 6-1 D Elim — 3. 55,38,35,34X 17X 1-1 EXCH
4. 5,6,7,8 Gren 29X 11,20,12,9 X — 4. 6,23,48X 39X 2X 2-1 D Elim
5. 5,6,7,8 Gren 29X 11,20,12,9 X — 5. 5 Gren; 14 Arm 39X 3-1 D Elim
6. 40,1,5,41,FX4,43X 4X 43 Gren; 40,69 Arm

THE GENERAL

The German sees a chance to end the game quickly with two low odds attacks which will encircle 4 Russian units in addition to the two attacked. It was a risky decision, and one which might not have been made considering the Russian exchanges on the previous turn.

The German game. A 50% chance of winning the game is too much to pass up. An advance against the 17th and 7th will trap at least 6 units and he will be unable to close the gaps. If I lose the 2-1 I will probably lose the game.
THE GENERAL

From the Judge's Corner

GAME ANALYSIS BY GEORGE PHILLIES

This game analysis presents comments written as I saw each move. I tried to look at each move the way I would if I were the real player, and then consider what mistakes the real players made. In the final section "Aftermath," I take advantage of hindsight to point out the omissions and errors most costly to each player.

Russian Set-up: This is one of the more exotic defenses that I have seen. It is also somewhat inefficient at key points. The 2-3-6 on V15 serves only to protect the flank of Brest-Litovsk. Since Brest-Litovsk could be made 3-1 proof by putting the 28X in it and moving the 29X and 35X to BB15, this flank protection is not really necessary.

The Russian player makes an extensive series of comments on his position North of the Carpathians. Some of these remarks do not seem accurate. In particular, the Russian player appears to believe that the German player must attack his units as a stack. The Germans can make a 3-1 on one of the units on CC11 by soaking off on the other one. However, an attack on CC14 is probably less useful to the Germans than a 3-1 attack on one of the units on FF11, since this attack would have the effect of forcing the San River. This attack would, of course, require three 1-3 soak-offs on the 9X, 11X, and 37X.

Little favorable should be said about the Russian defense of the Prit. Its awesome aspect hides its rotten core. An attack on the Russian 4/ from MM13, NN12, 0012, and 0013 guarantees the destruction of the cavalry unit. (Remember that the Russians on LL14 and MM14 are not doubled.) A German stack on PP13 will support the German units on 0013 in the event of a Russian counter-attack using 0014.

German 1st Turn: The German did not attack FF11 or NN13. With the forces the German player has in Rumania, an attack on the 4Cav would not be too difficult. Since in many circumstances the 9X-9-6 can be hit by the other players as the 7-10-4 is, the omission may prove costly. The German units on KK13 have no retreat for themselves, which makes the 1-1 attack even more risky. If the 28X had been on CC13, with one of the 8-8-6s on BB14, the Russians would have had to counterattack to hold Brest-Litovsk and the Bug River. Also (although with the German position after their turn, it is not likely) a German unit on BB14 would keep the Russians from surrounding the German units on CC13 in a counterattack.

Russian 1st Move: The Russian move has not improved his position. The German 30X or the 6FX can reach G33, trapping some of the Russian units in Finland. In the center, the Germans can attack (without retreat) the 3 and 6 Armored. An attack on Brest-Litovsk from Z15 and AA14, with the 13X being retreated to CC15, leaves the Russians with 5-6 units in the north-center. (Had the 7-10-4 been in Brest-Litovsk, it could have reached Z18, thus saving the Russian defense of the Nemunas.) Of course, the German does not have enough pieces to make all of these attacks. However, Russian players have rarely been able to defeat the Germans by giving the German player more targets than he can profitably attack.

In Rumania, the Germans have a surplus of opportunities. There are 5 Russian units where they can be attacked at 3-1. Some must be soaked off against, but this is a good opportunity for the Russians to lose a few units to no purpose. (The Russian player may be gambling that since the Germans refused last turn's attacks in the South, they will refuse to attack this turn there, too.)

German July Move: The German's luck on this turn was poor. However, the Russian player's position is difficult. He has lost the Nemunas, and the division of his forces north and south of the Pripyat marshes is not good. Since the German did not block the railroad at I-31, all of the Russian units in Finland could get at least back to Riga. The German stacks at LL12 and MM12 seem wasted. They could have been used to attack the Russian units on the Prut, which might have killed a Russian piece. This attack would also keep the Russians from delaying on LL14 and holding doubled positions elsewhere. (Whether the Russian can afford to use a delaying unit like this is another question. If the Russian is to win from this position, he must be very careful to minimize his losses.)

Russian July Move: The Russian counterattacks preserve more than an impression of strength. By taking advantage of terrain, the Russian should lose only one piece in the North. However, by taking Z18 and AA17, the German will work around the other end of the Nemunas river line. The great expense in this position will be the exposed units on CC15 and CC14. Each stack can be attacked, in the open, by two stacks of German units. This could cost the Russians 2-3 pieces. Of course, the German has previously refused to attack similar positions on previous turns, so the Russian units on these two squares may be safe. If the 2X were on HH14 and the 8X moved to HH12, the entire southern front would be 3-1 proof. This would reduce the strength on the CC file, but it would insure that the German forces in Rumania remained ineffective.

German August Turn: Taking a Rumanian cavalry and a Finn 2-2-4 as replacements, and deploying them to hold the Nemunas, would have freed the 53rd Grenadier and the 5th Infantry for attacks. The 6-1 in the North is overkill; by dropping it to a 3-1 still more units could have been released for attacks against the undoubled units in the center. The need for this would have been more apparent if HH12 were 3-1 proof, since in that case the German would have been obviously immobile in the south.

The F2x and F6x can be surrounded and then attacked separately or as a stack. If the F2x were on E33 or F32, the German position in Finland would be greatly improved.

Russian August: The counterattack that the Russians made lost 3 pieces, and left the Russians in the open. Furthermore, a counterattack in the Brest-Litovsk-EE12 area is a complete waste, since the German player is able to make a 3-1 on HH16 this turn, which effectively forces the Russians to withdraw to the 18 file or thereabouts. Interchanging the 4/F and the 42X would have helped this position.

German September Move: The German attacks in the center, surrounding a large portion of the Russian Army. This attack plan, whatever its success, appears to be based on a lack of judgement coupled to a mathematical error. Since the chance that the 2-1 will succeed is 2/3, and the chance that the 1-1 will work is 1/2, this attack plan has one chance in three of succeeding. If the German is very unlucky, and rolls a pair of A-Ellins, he will have converted his excellent position into a balanced game, which he may lose. (The German's estimate that if he rolls a "5" on the 2-1 that he will surely lose is a trifle too pessimistic.)

The error in judgement, one made by many Germans, is that the German player must establish a winning position in the first few turns, or not at all. This lack of patience leads to massive low-cost attacks on the first turn — the turn that the Russian position is strongest. There is time for some 1-8, 1-2, and even 1-3 envelopment attacks. That time, however, is later in the game, when the Russian does not have many available reserves.

If the Germans had a few factors of accumulated replacements, they could have replaced a 7-1-6, making the 2-1 attack into a 3-1. There are times when bringing back killers is important, but bringing back infantry on the first few turns is not often sensible. This is especially true if the German player already has stacks of infantry with which he is doing nothing — the situation which prevailed on the August turn. If the German player is scraping for every factor, replacing a 4-4-4 with a Russian may be valuable, but if the German has more pieces on the board than he can use, the replacement factors might as well be accumulated.

Since the game is being played using exchange at attack (defender & attacker losses are calculated in terms of the defender's attack factors), three rather than four 4-4-4s would have been enough for the attack on the 17X. An exchange will only destroy two 4-4-4s, leaving the rest to advance in.

AFTERMATH: The play of this game into further turns would illustrate the importance of good weather to the Russians. If the weather turns bad, Russian units pile up on the railroads between the replacement cities and the front line. This slows down Russian replacements. Given the weakness of the Russian player, this could easily lead to the appearance of holes in the Russian front line.

Some of the Russian comments merit response. In almost no case would it have been objectively possible for the Russians to push the Germans back across the Dneistr (although with this German player, who seems to hang back from good attacks in order to make poor ones, it might have been possible). If the Russians have crossed the river back across a river, counterattacks must be made in such a way that all river squares of the river end up in the zones of control of the counterattacking player. If this cannot be done, the player who has crossed the river can move more units across the river, so as to be able to undo the counterattacking player's units.

The German player never got around to attacking EE12-FF11. This allowed the Russian player to hang on to the northern end of the Carpathian mountains for an unreasonable number of turns. Remaining in the CC14 area until September did seal the Russian's fate, but not because of a series of errors and hits of bad luck on the part of the Russian player. The German player should have taken FF11 on the first turn.
A glance at the luck factor chart shows above all else that this was a very "bloody" game. Retreats were rare, and exchanges plentiful. The result was a very high rate of attrition which gave both players a negative luck factor; i.e., they lost more than they should have in their attacks and didn't escape with DB7s as often as they should on defense.

Yet this doesn't answer the question of who "Lady Luck" favored -- if anyone. Saying both players were unlucky is tantamount to begging the question. Simple arithmetic shows that the Russian luck factor was twice as bad as the German's. This factor is compounded by the fact that the Germans won the battles they had to win where they stood to lose the most in the event of misfortune. A review of the game shows the Germans winning 4 out of 4-1-1 or 2-1-1 attacks. Lucky? Yes definitely...but what about all the German exchanges?

Most experts will admit that a doubled exchange in 4-5-6 STALINGARD isn't really all that bad. And even if it were the German losses to these attacks hurt them far less than did the Russian's preponderance of exchanges.

Looking at what should have happened (93 German factors lost to 92 Russian factors) it seems safe to assume that the rate of attrition would have been in favor of the Russian. Unless tremendous losses can be imposed on the Russians early, it takes a far more favorable attrition rate to wear the Russian down than the German had any right to expect in this game, considering the manner in which the game was played.

All told then we must find in favor of the Russian player. Had Lady Luck been more neutral in her decisions, the Russians would have probably prevailed.

Randy Reed is the man who is mainly responsible for the "new generation of games" here at Avalon Hill. Since joining us in July of '42 he has impressed us and the wargaming world in general with his talent for detail and ability to work playability and playbalance into any design; a factor which should become even more evident with the spring release of his next design.

Besides RICHTHOVEN'S WAR Randy has been involved in the playtest of all the Avalon Hill releases since his employment and quite a few prior to that. The redesign of TACTICS II was also his doing. Mr. Reed will be playing an ever increasing role in the production of new titles for Avalon Hill so his comments are well worth considering.

**THE MANEUVER'S QUESTION**

By far the most oft-voiced 'criticism' of RICHTHOVEN'S WAR concerns the alleged lack of real, old-time, genuine WWI Flying Ace-type, 'maneuvers' like the Immelman, the Loop, the Falling Leaf, etc. This criticism, although understandable, is lacking in two specific points:

1) All indications point to the conclusion that fancy, radical maneuvers were sparingly used in combat by the average pilot. Certainly they were exceedingly rare maneuvers in the repertoire of the really excellent pilots. If ever a pilot found himself in a position where he absolutely had to tear his wings off (or get him shot out of the sky), he had already made a very big mistake. A cursory look at the Dicta Boelke shows reliance, not on fancy "barnstorming" maneuvers, but on strict application of fire-position maneuvers. Diving is the most mentioned maneuver. In line with Boelke's iron-hard doctrine of the Jasta-fights-as-a-unit, it is inconceivable that he would condone a skylark of German pilots executing half-loops, Immelmans, barrel-rolls, and the like. As an exacting student of Boelke, Richtohe, contrary to popular fiction, didn't 'dogfight.' He meticulously stalked his target, lined up his shot, went in, made the kill, and got out. He was a wily hunter, not a reckless scraper. For many casual students of the era, the exploits of myriad pulp-fiction heroes and the real-life antics of the barnstormers of the twenties and thirties has all but obscured the true character of air warfare in that conflict. It is an interesting reflection on human nature that even *REAL* WWI aces have been caught "gilding the lily" when recording their biographical exploits for popular consumption. (René Fonck being perhaps the most conspicuous.)

2) Most maneuvers that critics claim are NOT included in RICHTHOVEN'S WAR are, in fact, there. Here, we face a problem of definition. 'Maneuver,' under one set of parameters, could include only the circus-type operations already discussed; yet under another set of parameters, include any type of guidance/avoidance operation that alters an aircraft's course or flight attitude. In terms of the latter definition, the following diagrammatically illustrates the previously discussed possibilities:

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**THE LUCK FACTOR**

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<tr>
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**DESIGN CREDITS. RICHTHOVEN'S WAR**

RICHFTHOVEN'S WAR, first of the 'New Generation' of Avalon Hill games, has been available for some ten months or so; long enough for the 'birth pains' of the concept to have surfaced. Fortunately, there have been few quirks to resolve in later printings outside of the usual handful of typos in the Scenario Cards explained elsewhere in this piece. I now have some idea of what Broadway directors go through on opening night. No matter how much checking or re-checking was done, I could never shake the feeling of impending doom prior to the game's release. Visions of hidden 'obvious' errors or sure-win strategies danced in my head. All for naught; so far. Except for the following most-asked design questions, I have been left in relative peace to pursue AH's spring release.

Since these questions have been repeated more than a few times, let me answer them here:

**Q**: The vertical climb/dive rates seem out of proportion with the horizontal distance scale. Why?

**A**: That is correct, and for a very purposeful reason. The vertical distances were 'stretched' out by means of a multiplier to provide more meaningful differentiation in climb/dive capabilities between aircraft. For example, under a straight scale system, many differences cannot be shown between aircraft with climb/dive capabilities clustering around 100 meters/turn using a 50 meter interval (the horizontal scale). The important thing was not absolute accuracy, but relative reliability (i.e., the way one aircraft performs in relation to other aircraft, not to rigid performance stats.)

**Q**: I've read a lot about pilots attacking 'out of the sun' and using cloud banks to hide in. Why weren't they included in the game?

**A**: Besides the obvious difficulties in attempting to simulate gross atmospheric conditions in an area less than four square kilometers there is a question of need. In a game where so much knowledge is available by a glance at the mapboard, it is difficult to implement a surprise attack out of the sun. The element of surprise is the most difficult characteristic to simulate. To do so would have required a great amount of space and quite a few additional rule sub-systems. In my mind, there is enough in the game, without those things, to keep most people happy.
ARCHIE
a Richthofen's War variant

Anti-aircraft fire in RICHTHOFEN'S WAR was purposely played down to conform to scale limitations and to reduce the amount of 'distraction' from the airborne aspects of the game. Heavy anti-aircraft weaponry is completely excluded in the original design and with good reason: players will find that using the following 'heavy' anti-aircraft artillery in the game will be a bit like using an over-and-under shotgun to kill a canary in a closet: a bit much. A great deal more could have been done with target acquisition (leading the target, fuse-delay, fire patterns, etc.) but we will leave this as a task for the readership if anyone finds it necessary.

These guns are represented by the following types of counters, included in the Readers' Response Page, containing game-relevant data:

field-of-fire (traverse) arrows

<table>
<thead>
<tr>
<th>symbol</th>
<th>type</th>
</tr>
</thead>
<tbody>
<tr>
<td>35-3.4</td>
<td>13</td>
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</table>

maximum vertical range (in hundreds of meters)

acquisition range

A. PLACEMENT:
All rules governing placement of MG & AA units apply to Heavy AA counters with the following addition: Heavy AA counters must be placed a minimum of three hexes from each other.

B. FIRE PROCEDURE:
Heavy AA fires in the Defensive Fire Phase of the owning player's segment:

1) Select Target:
a) targets must be below maximum vertical range of gun.
b) no heavy AA can fire at targets at less than 1500 m. altitude.
c) heavy AA guns have unlimited horizontal range on mapboard: i.e. the entire mapboard.

2) Field-of-Fire: targets must be within the Heavy AA unit's field-of-fire to be fired on. The field-of-fire for all Heavy AA guns consists of all hexes within the front facing TWO HEXSIDE of the AA counter. The facing symbol indicates which two hexes define the field-of-fire. ADDITIONALLY, Heavy AA units may not fire at targets within four hexes (inclusive) of the HAA counter.

3) Traverse: once placed on the mapboard, Heavy AA guns may never be moved from their original placement hex. However, they are allowed to change their facing ONE HEXSIDE in either direction at the beginning of the owning player's movement phase. Facing indicators must always conform to the mapboard hexes as in the regular RW rules.

4) Target Acquisition: if the intended target is within the HAA's field-of-fire, two dice must be rolled to determine if the target is 'plotted' accurately by the gun directors. Each counter indicates the 'acquisition range' for each type of gun which is the dice roll number required to have the target properly plotted. For example, the British 13 pdr. requires a dice roll of '3' or '4'; the British 3-inch gun requires a dice roll of '2', '3', '4', or '5'. Two dice are rolled for EACH HAA counter; if the proper number is rolled, the HAA counter is allowed to roll on the HAA-TDT (below) to ascertain damage.

5) Effect of Fire: Heavy AA TDT:
a) Heavy AA guns may only fire on the HAA-TDT if the target has been properly plotted via Target Acquisition.
b) Heavy AA-TDT procedure is the same as used for any other AA unit: roll two dice, cross-index dice roll with proper type of HAA.
c) The entire process of determining field-of-fire, rolling Target Acquisition, rolling on the HAA-TDT, is completed for each HAA unit in turn before proceeding to the next.

6) HEAVY ANTI-AIRCRAFT TARGET DAMAGE TABLE:

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C. USING HEAVY AA IN THE GAME
To facilitate the creation of original scenarios employing Heavy AA we offer the following bits of information:

1) Don't hesitate to use Heavy AA (and for that matter regular AA and MG units) in other
Advocated here is a playing aide for antagonists in the LUFTWAFFE game. Mr. Harmon has subdivided the target areas into groups, with capsule commentaries on each area’s strengths and weaknesses. We suggest you draw similar boundaries on your target sheets to facilitate quicker decisions in regards to the best defensive placements and bombing allotments for each quarter.

In terms of strategic options, LUFTWAFFE is probably the most flexible of all Avalon Hill games to date. The American player has an amazing variety of attacks to choose from; his antagonist must defend the entire board and deploy carefully.

Both sides are confronted by a mapboard bristling with no less than 79 targets, scattered unevenly across the board. To plan his defense, the German player must consider the main routes of approaches, the enemy’s intentions, and, most important of all, determine what is worth defending. The American must plan his missions according to what is worth attacking, how to keep their formations concentrated as long as possible, and how to attack with the least casualties.

To facilitate planning on both sides, I offer the following summary of diving and analyzing the target cities. As illustrated, the board and the targets have been divided into 15 arbitrary sectors. These sectors consist of discernible groupings of targets, distinct from other areas. These sectors fall into four fronts — Main, Southern, Eastern, and Interior.

MAIN FRONT: Containing most of the targets and airfields, the Main Front is the closest to US bases in England and France. It is the scene of most of the fighting. Its sectors are:

Netherlands: 1 target (1 aircraft factory). Amsterdam is usually the first to go. US fighters quickly make the area unusable.
The Ruhr: 6 targets. Targets here easily reached and eliminated. Airfields as unsafe as Netherlands, but useful if US fighters are not present or used for close escort. No aircraft factories in the area.
Rheinland: 10 targets (3 aircraft factories). Can be eliminated early, but at high cost. Vulnerable and unsafe in 45.
Hansa: 6 targets (2 a/f). Western cities open to attack from England: other targets vulnerable to sneak raids. If US bombers can get across Dutch frontier or Baltic coast intact (and they generally can) they’ll get their targets. Once all targets in Hansa are gone, German can pull out and centralize his defense.
Hesse: 6 targets (2 a/f). Close to the R line but somewhat safe for Germans. The cities will go quickly but the US will face first real resistance here heading east. Aggressive US fighter sweeps can dislodge the Germans, but with difficulty.

SOUTHERN FRONT: The US can use his entire capability here, but against fewer and more distant targets than in the Main Front. German is hampered by a lack of airfields. Approachable from Italy. The sectors are:

Ausland: 7 targets (5 a/f). Somewhat vulnerable. Should be defended as long as possible. Overland shuttles to/from Russia most practicable through here.
Lim: 2 targets (1 a/f). Wide open; hard to defend.
Tyrolia: 7 targets (4 a/f). Defensible until 45. Of less value than Ausland but better location. Tyrolia is the back door to Germany. Only Southern Front sector with ample airfields.

EASTERN FRONT: More remote than Interior Front but approachable from Russia and the Baltic. An area the US cannot afford to postpone neutralizing until the last moment. This front characterized by small forces and a lack of US fighter strength. Eastern front sectors are:

Pomerania: 3 targets (2 a/f). Open to sneak raids but can be defended. A good central location for defense of the Baltic coast and interior regions.
Ostland: 3 targets (3 a/f). Vulnerable to both Russian-based and sneak raiders. Not especially worth defending.
Silesta: 3 targets (3 a/f). Remote and isolated. Main threat will come from Russia. Important because of location but not valuable enough to warrant its own air units.

INTERIOR FRONT: These sectors are alike only in that they are the most remote from all routes of approach. The last-ditch fighting will be over this area (if the US has the sense to eliminate the Eastern Front). Sectors:

Anhalt: 11 targets (8 a/f). Heart of the aircraft and petroleum industries. Vital and defensible. Anhalt is the scene of the most savage fighting. Best approaches: from England and France, although sneak raids are a faint possibility.
Bohemia: 6 targets (3 a/f). Few airfields; incoming bombers must be handled further out. A lack of airfields to the south means the best approach is from Italy, despite the distances involved. Harder to defend than it looks.

German defense must consider the routes of approach represented by the Fronts: England/ France, Italy, the Baltic, Russia. The Main Front, with its array of targets and airfields, will be the most often attacked, and the most heavily defended.
THE GENERAL

One note: although not all versions of the rules - Basic, Tournament, Advanced - require that all units take off and land in unison, I find it tactically expedient to keep them together and concentrate all of a given type into one or a few local attacks; in other words, hit them with the most.

Back to the Main Front - the Me109s can’t operate anywhere else. The Main Front has the airfields; the 109s should be concentrated in Hesse to be in the center of all of them. The FW190s, formidable but with almost as short a range, should all be based in the RhineLand. There they can assist the 109s or be shuttled to the south if necessary. These aircraft should handle defense of all Main Front sectors; no sector should have its own units. Defense here, as in the other fronts, should be a front-wide operation. If it becomes apparent that one group or more of bombers will get through, the German will have to decide which sector to sacrifice for the sake of the other areas.

Hansa is secondary; most raids will be to the south. To keep the Me109 school units out of trouble, though, it might be advisable to post them along Hansa’s exposed Baltic coast where they can defend or act as a reserve.

In the open spaces of the Southern Front, the German should post his Me110s, Me410s, He219s, and any other twin-engined fighters (as needed) in a wide belt extending from Munich to Gyor. If the US comes after southern Germany in force the FW190s can always be called down; otherwise, the twin-engined fighters are suitable. The area is not worth anything else.

Usually the US won’t bother to post more than 1 or 2 factors of bombers in Russia - a serious mistake. One Dornier group stationed in the Lodz area will adequately defend against this.

More US aircraft will require sending He219s or Me110s to help cover.

ECONOMIC DISTRIBUTING BY SECTORS

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Aircraft, oil, and railroad targets are, respectively, the most important targets — and the only ones directly affecting German tactical strength.

The Baltic is usually the main scene of action on the Eastern Front. Assorted school units and Ju88s will suffice, placed in Pomerania; a few other twin engine units may be sent in to help. The pivotal airfields for the entire Eastern Front are Koenigsberg and Torn, for obvious reasons.

Particularly in the Baltic area, but on all fronts, the Germans must take care not to let the US slip through and reduce the Interior Front. Tempelhof especially must be guarded; Anhalt and Bohemia are more forward and the Berlin-Sorau area is usually the final target area on which the whole game will turn — unless it is hit from behind.

The FW190s, under this system, are the only units that can move from one front to another — it is somewhat wasteful to keep far-flung defenses but the German must prepare for all contingencies - if he clamped his forces in the center he would give the US a free crack at the outer-lying areas and hasten an awful reckoning. The only way the Germans can expect to utilize the principle of mass is locally.

Which brings me to tactical doctrine. To make this defense work the German must hit hard and often in all areas. To stop the bombers, the best bet is to gather the entire front’s forces together and jump on the enemy in one big smash — then give him an ‘escort.’ By the same token, the American’s best means of blunting the Luftwaffe is to kill their fighters in the same manner — hit hard with everyone available.

Often, the American player will make the mistake of using his entire fighter force as an escort. True, the weaker fighters are good for nothing else. Also, it is somewhat true that a 14+ factor escort will slow the Germans down. But the latter case, with most or all US fighters chained to their “friends,” will allow the Germans to advance into bases in the Ruhr, refuel, and get at least one extra turn of “the big smash.” Also, a big escort will discourage weak attacks — but a determined German will gather his forces and hit so hard that he will break the escort’s back. The German, however, does not rise like the phoenix from his own ashes. Once aircraft factories begin to go (about mid-'44) the German’s accumulated replacements will start to decline. The German is over a barrel — he must stop the bombers, but with minimal losses.

And the bombers themselves are a weapon. Kept together as long as possible (especially if targets are all in one sector or on the way there), a formation will extract its own pound of flesh. Sector-strike planning will mean that the bombers will stay together to within one turn or less of the strikes, and thus gain the maximum defensive firepower from their massive umbrella formations.

The US should study the sectors to see how they are important to his own planning. This is easy in the southern, eastern, and Ballie regions, and is best left to the individual. Some suggestions in the Main Front are necessary, however.

Early attacks on the RhineLand may be many trouble than it’s worth. There are 10 targets there, but most or all can easily be eliminated in ‘45. Better to spend the effort neutralizing the Southern and Eastern Fronts before ‘45. Obviously, the Ruhr, the Netherlands, and Hansa will go before ‘45 also. Any deeper forays should be directed at Tempelhof and Anhalt. Tempelhof is reachable from the Baltic and should be cleaned out as early as possible; Anhalt will be fiercely defended but its early loss will mean much in a battle of attrition. With Anhalt and Tempelhof partly or wholly eliminated, the final missions on Bohemia should be a mop-up. Theoretically...

Continued on page 7 Column 3
PAZERBILTZ claims direct to enclosing a property's property, but the game needs to distinguish between development and the further construction of a property. In the latter case, a property's owner should be informed of the increase in value and the potential for real estate rental income.

Another issue is the length of time properties are held. The General has advised that the length of time properties are held should be increased. However, this raises the question of how long properties should be held before they are sold or demolished. It is crucial to strike a balance between the interests of property owners and the needs of the community. The General has also mentioned the importance of creating a stable environment for businesses and investors.

There is a need to develop a systematic approach to managing property values. This involves understanding the factors that influence property values and implementing policies that encourage sustainable development. The General has highlighted the importance of creating a transparent and fair system for assessing property values, which will help to ensure that properties are valued accurately and fairly.

In conclusion, the General has emphasized the importance of managing property values in a way that benefits both property owners and the community as a whole. By implementing sound policies and promoting sustainable development, we can create a stable and prosperous environment for all.

**Gentlemen:**

I have now completed my five pages and find that I have not covered all the topics I intended to discuss. However, I believe it is important to focus on the key issues and ensure that our policies and strategies are sound and effective. I look forward to your comments and suggestions.

**General:**

Thank you for your remarks. It is clear that we have much work to do in order to achieve our goals. I believe it is important to continue to refine our policies and ensure that they are effective and sustainable. Thank you.

**Gentleman:**

I appreciate the General's comments. I believe we have a lot of work to do in order to achieve our objectives. However, I am confident that with the right strategies and policies, we can make significant progress.

**General:**

Thank you for your support and encouragement. I believe we have a lot of work to do, but I am confident that with the right strategies and policies, we can achieve our goals. Thank you.
**READER BUYER'S GUIDE**

**TITLE:** BATTLE OF THE BULGE  
**SUBJECT:** Reg't Level Portrayal of the German '44 Ardennes Offensive

**BATTLE OF THE BULGE** is the only second of the few "classic" texts on this subject, the text is not readily available in the "slick" categories due primarily to its flat packaging and packaging components. It managed to beat out BATTLE OF THE BULGE in Physical Quality and Components ratings while placing no better than 4th in the Mapboard category amongst the 7 titles rated thus far.

BATTLE OF THE BULGE is probably the most complex of the "classic" games which goes a long way towards explaining its middle-of-the-road ratings for Ease of Understanding. The departure from the standard "D Information" CRT to the more refined "Engagement and Contact" of BULGE meant that this category had to suffer. The Complexity of Rules category is also rather high for a classic. Experience tells us that this rating mirrors gaps in the road and terrain movement rules and one important ambiguity present in the advance after combat rules. These are problems that hopefully will be cleared up in the next printing.

**THE QUESTION BOX**

**LUFTWAFFE:**
Q. If a bomber is used on the Italian front during the 3rd quarter, can a short shuttle be used on the British front during the 4th quarter? And vice versa?
A. Yes.
Q. Can sneak raiders and shuttle raiders from Russia enter on the same square on the same turn?
A. Yes.
Q. What happens if the two formations in the above question are B-17's and B-24's?
A. They separate during first move off shuttle/sneak square if possible. If separation would make either fly more hexes to the target, they may continue to occupy the same box, but are fought as if they were in different hexes.
Q. Does the "most direct route to the target" rule mean only the flight course once launched rather than the cheapest R line square to the target?
A. Yes.
Q. Why can't sneak raiders exit via Italy?
A. Sneak raiders may exit through Italy only during 1944 or after. During 1943 they can't exit via Italy because doing so would mean they were landing in Africa. They didn't have that much fuel. In the Basic Game they could recover in Italy because the Basic Game is set in 1944.
Q. Can the German keep just some of his school units out of play or is it an all or none situation?
A. There is no limit to the number which may be held off the board.
Q. Must shuttle bombers or Russian based aircraft stop on the numbered squares when entering Russia as opposed to exiting?
A. No.
Q. Does staging require the planes which staged to refuel before they can take off again?
A. Yes.

**BUDGE**
Q. Are City squares at QQ-28-QQ-31 considered river squares also?
A. No.

**BLITZ**
Q. If only one in a minor country remains unoccupied, can the remainder of the cities be used for supply, ports and aircraft?
A. No.

**RICHTHOFEN'S WAR:**
Q. In the Campaign Game, does a pilot become an ace as soon as he shoots down his 5th aircraft or must he return to his base first?
A. He must return to his base first. In the Advanced Game a pilot can become an ace prior to the after the game in which he shoots down his 5th aircraft.
Q. In an Advanced Game dive maneuver, does a FOKd7 receive an extra hex of movement in dive-box turn of only one hex box?
A. No! The FOKd7's movement point costs in this example are the same as in non dive-box turns of one hex box per hex. Aircraft can gain additional movement points only in the dive box, never via dive-turn maneuvers.
Q. What, exactly are the grid spots for a ROLC2 using the optional 360 degree field-of-fire rule?
A. At the same altitude - the single hex directly in front of, and the hex directly behind the aircraft. Also, at altitudes lower than the ROLC2, the row of boxes directly in front of and behind the aircraft. (Note: the above is in reference only to the ROLC2 rear-firing machine gun.)

**FRANCE 1940:**
Q. Is it possible to attack Eben Emael from the rear to get the 5" defense factor for the fort even though the "guns" point in all directions?
A. No. There is no rear to these forts.
Q. What is the movement factor of the two artillery units?
A. Two.
Q. The rules say German replacements may come in behind anywhere within the zone of advance. Does this include the defender anywhere within the zone of advance?
A. No.

**D-Day**
Q. Is Bordeaux an inland port?
A. Yes.
A.K.
Q. Can units go directly from E18 to F18?
A. Yes.
Q. Are German units in E18 in the ZOC of units at F18?
A. No.

**GENERAL BACK ISSUES**

Unlike many other magazines the GENERAL does not reprint back issues. Once the first run of an issue is sold out it becomes unavailable forever. Over a dozen issues have already been sold out in this manner and more are in short supply. Therefore, it behooves you to order these "collector's items" while they are still available. Every back issue sells for $1.00 postpaid.

To aid you in selecting issues which may be of special interest to you we have rated each issue according to the number of articles dealing with a particular game in that issue. Articles dealing with the hobbies in general or specific game topics are not included. Naturally, the fewer articles which appear the larger and more detailed you can expect them to be.

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[Diagram of a map showing different areas]
LEYTE GULF received by far the highest vote total of any article yet polled under our new 600 point maximum scoring system, besting the LUFTHAFEN ANALYSIS by 60 points. Whether this indicates an overwhelming desire for more variants on this scale is something which still has to be determined. Next issue's feedback should provide that answer. The results were:

LEYTE GULF ........................................ 422
CAMPAIGN AT WATERLOO ..................... 221
SERIES REPLAY - 1964 ......................... 210
WINNING WITH THE FRENCH ................. 164
PANZERBLITZ REVISION UPHOLD ............... 73
DESIGN ANALYSIS .............................. 72
ORIGINS TRILOGY ............................... 36
QUESTION BOX ................................. 2

FOOTBALL STRATEGY leagues are starting to catch on in a big way around the nation. After Avalon Hill started its own 26 member league this September, reports of similar groups around the country came pouring in. Apparently many players are beginning to realize the great fun to be had in the organization of competitive leagues based on Avalon Hill's classic best seller FOOTBALL STRATEGY. Each of the AHFL's members had to put up $10 for a franchise which entitled them to play at club's actual NFL schedule. The divisional winners will battle it out in the play-offs for a trophy donated by SPARTAN INTERNATIONAL and $250.00 in Super Bowl cash. No one has proven invincible -- all 26 teams have tasted defeat at least once so far -- including the game's designer and pre-season favorite, Tom Shaw who was involved in the wrong end of a 39-7 score. Plans are already in progress to start a baseball league utilizing sister game BASEBALL STRATEGY which will feature changing player ratings as the season progresses.

Other sports leagues which have been drawn to our attention include the Spartan International group based in Long Beach; the Oops Football League in Seattle; Bruno Sinigaglio's 26 member loop in Pensgrov, NJ; and Tony Rizzo's organization in Philadelphia. If you'd like to see one in action come down on the AH game room at 1501 Guilford Ave. We're on the 2nd floor of the Fallsway Building and are open from 10-5 on Saturdays. Franchises for the '74 season are still available.

Marshall Hollis, prominent member of SPARTAN INTERNATIONAL -- the professional gaming organization, is the instructor and originator of a night course entitled "Military Chess" which meets Mondays from 7:30-9:30 at Sanborn High School. A tuition charge of $2.00 is required for the course which is described as a "program providing the history buff and the gamesman with the opportunity to pit his knowledge against another under political and military situations."

For more information, write: Marshall Hollis, 57 Essex St., Andover, Mass. 01810.

THE GENERAL

When renewing your subscription to the GENERAL be sure to state which issue your subscription expired with. Otherwise our circulation manager has a hard time processing your renewal.

The LOYAL SUBSCRIBER DEAL this month is issuing a last call on record pads for discontinued games which are rapidly going out of stock. The record pads for U-BOAT, LEMANS, BISMARCK, and GUADALCANAL are all being offered for 50c each. These items normally sell for 75c. Don't forget to add 50c for postage and handling. To take advantage of this offer you must cut out and send in with your order the Loyal Subscriber Deal Star found on the READERS RESPONSE PAGE.

Contest No. 57 set records for subscriber participation despite the fact that the entry form was not included on the Readers Response Page. The situation offered the Russian player a chance for a decisive counterstroke which ensures that the Finnish front will be handled as quickly and efficiently as possible. A glance at the accompanying chart shows that Helsinki is guaranteed to fall this turn and that all remaining Finnish units are isolated, leaving the Finn with no choice but to make desperation attacks at poor odds which at best can only delay the final decision another turn. A bad die roll on the other hand could release the Russian reserves for duty on the main front very early in the game. Several otherwise winning entries were disqualified for failure to secure the surrounded position against the 8R Armor, and/or the retreat route of the 42nd Inf. Still others failed to complete the isolation by opting for a 4-1 attack on the FX4 in an attempt to relieve the surrounding 65th Corps. Other players chose to make a 5-1 on the FX4 and failed to even screen the Rumanian Cavalry to prevent its capture of Leningrad. A drawing had to be held to determine the 10th place winner after a process of elimination had cut down the finalists to 12. Only two subscribers submitted perfect plans, but prizes were awarded to the best 10 overall plans.

The winners of Contest No. 57 are listed below in descending order: T. Eileen, Charlestown, MA; G. Guilion, Marshall, TX; R. Kimpel, Troy, NY; B. Kindig, Davenport, IA; R. Eagles, Robb, MN; S. Davis, Fayetteville, NY; D. Bottger, Mishawaka, IN; A. Dreman, Miami, FL; W. Vanderlip, Delmar, NY; S. Zuis, Kansas City, MO.

Whenever submitting questions on play to the R&D staff be sure to mention that you are a GENERAL subscriber. Subscribers receive first priority when it comes time to answer the mail. Be sure to include diagrams of play and a stamped, self-addressed envelope also.

Infiltrator's Report

The newest entry in our line of book-case games is BUSINESS STRATEGY, alias MANAGEMENT refined, revised, and repackaged. The game provides its rebirth to the flood of protests which we've received from irate educators since dropping its predecessor several years ago. The game has been recognized in educational circles as the greatest instructional device to hit the educational market in years. Demands from Economics and Business Administration instructors reached a peak last year when more in one university complained resoundingly to four letter words to express his displeasure with the "idiots" who discontinued MANAGEMENT.

Not wishing to contribute to the generation gap, Tom Shaw sat down to a redesign project especially suited to his unique design talents. Based on the Matrix concept, BUSINESS STRATEGY returns all the former ease of play which made MANAGEMENT so popular, and adds several new twists -- including an advertising option which offers the shrewd player a chance to really rack his opponent over the financial goals. For two to four players, and 4 games in one: BUSINESS STRATEGY sells for $10.00 wherever Avalon Hill games are sold. If unable to find it in your local store you may order direct by adding $1.00 for postage and handling charges and mailing your order to our regular 4517 Harford Rd. address.

The American Wargaming Association is the fourth new national wargaming organization to be announced in as many months and claims to be the successor to the now defunct IFW. Clinging to the ideal of a democratic organization the A.W.A. cites as its goal adding fun to wargaming, not making it more professional. The charter founders of this organization believe that wargaming can be improved as a hobby, and should be treated as such. They hope to support and sponsor conventions, publications, and local interest groups; all with the object of helping wargamers to find opponents with common interests. For more information contact the acting president George Phillips, at his Suite B, 887 Main St., Cambridge, Mass. 02139, address.

The AWA's major convention; WINTER CON II has already been set for January 12th, 1974 on the 4th floor of the student center at M.I.T. in Cambridge, MA. The major event is once again a single-elimination STALINGARD tournament. Also featured will be variants of AH games, miniatures, and a Diplomacy tournament. Entry is $3.00 at the door. For more information write to MITSGS/WCGII c/o 3 Ames St., Cambridge, MA 02139.
OPPONENTS WANTED:

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For the benefit of our friends and associates in the American Fencing Union, we are inviting all fencers to participate in this exciting new sport. Any fencer who wishes to enter must register with the appropriate authorities. To participate, you must provide your name, address, and contact information. Please submit your registration form to the address listed below. If you have any questions, feel free to call us at 1-800-FENCING. We look forward to seeing you at the competition. Good luck!