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Articles from subscribers are considered for publication at the discretion of our editors. Articles should be typewritten, double-spaced, and comprise the text of at least 300 words. Accompanying illustrations such as diagrams and photographs should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Articles accepted will be returned by mail whenever possible.

EDITOR: Donald J. Greenwood

ASS'T EDITOR: Alan R. Moon


GRAPHICS: Jean Baer, Stephanie Czech, Margaret Lehman, Rodrigo Rodriquez, Hammer, Boddker

EXCLUSIVE AGENTS: ARGENTINA: Sander Gesan, S.A.; Jose E. Uruburu 377, 1027, Buenos Aires; AUSTRALIA: Judd Games Ltd., 1 Mounts Bay Road, Perth; BELGIUM: CODACO SPIR: 1027 Chausée de Ninove, 1080 Bruxelles; FRANCE: Jox Decartes, 3 rue de la Banque, 75008 Paris, FRANKREICH: GREAT BRITAIN: B. B. Games, 64 High Road, N. Finchley, N. 10, ONL; GREECE: American Book Company, 100 Syngrou Ave; Athens 3; HOLLAND: International; ITALY: Alpi, 4004, Via dell'Iscia, 20122, Milano; JAPAN: Overseas; KOREA: American Book Co., Ltd., Osan; MALAYSIA: American Book Co., Ltd., 15, Paddy St. 3; N. Y. K., Tokyo; SINGAPORE: Wong International, 10 Changi Rd.; SOUTH AFRICA: Gamma Games Ltd, P.O. Box 1005, Cape Town 8000; SPAIN: American Book Co., 62, Paseo de la Castellana, Madrid 28005; SOUTH KOREA: Gamman Games Ltd., P.O. Box 2004, Capetown 6000; SOUTH AFRICA: Games Games Ltd., P.O. Box 2004, Capetown 6000; SPAIN: Joe-Play; Arbulu, 272-274; SINGAPORE: British Board Games, Ltd., 62, Jalan Sim, 21000, SINGAPORE; SWEDEN: Playbround HB; Skarpsyllevagen 2; TURKEY: Safegame, 800-638-9292

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The AVALON HILL...Game Company

4517 Harford Road, Baltimore, MD 21214

ALL PRICES QUOTED IN THIS PUBLICATION ARE SUBJECT TO CHANGE WITHOUT NOTIFICATION.
Now familiar names such as Omar DeWitt and Robert Beyna were a part of that first list. To the nostalgic it was beautiful. To today’s gamer, accustomed to better things, it would no doubt be pathetic.

Perhaps just as amusing as the publication of issue #1, was the appearance of issue #2—THE GENERAL—was going to make it. Vol. 1, #2 arrived, for all intents and purposes, as if the old printer’s letters, yes we get letters, readers were to wonder for the first time what all those musical notes around the title were for. They remain, I suppose, an eternal mystery. Issue #2 also added the “Opponents Wanted” section—destined to undergo an evolution of its own as the hobby grew in and out of the “warring clubs” and “nazi glorification” stage.

The first 25 cent discount coupon (SAVE THIS COUPON) appeared in 1:3 and the Subscriber’s Directory disappeared forever in 1:5—the victim of some obscure postal regulation.

In Volume 2 we got a new set of regional editors led by such stalwarts as Myrun Brundage, but they didn’t make us forget the likes of Victor Madeja or Carl Knabe who continued to be wargaming’s pediatric era experts for another year or too.

While on author's names, the index will reveal some interesting, if not astonishing names. A lot of familiar folks got their start, no matter how small, in the pages of THE GENERAL.

Al Nofi, a veteran game designer for a number of companies authored no less than four articles—the first of which appeared as early as 1:6. The E. Gary Gygax byline which appears five times in this index is the same cobbler-turned-multi-million dollar game company president who made his fortune with D&D. His erstwhile partner in that enterprise, Dave Arneson, also authored a piece on BATTLE OF THE BULGE back in 2:3. And, of course, there's James Dunnigan—a noted Napoleonics miniatures expert and undisputed leader of wargame designers when it comes to pure numbers of published designs—authors four articles, dealing, as one might suspect, with history rather than actual play of the games. There is also Chris Wagner who founded S&T(3:I), a noted figure in postal diplomacy circles (6:3), Scotty Bowden—a noted Napoleonic miniatures expert (6:3), and Dana Lombardy (4:2)—past President of SDC cum MODEL RETAILER salesman and hobby spokesperson. And how could I leave the subject of authors without mention of the multi-faceted game specialist: Robert Chiang w/PANZERBLITZ, George Phillips w/STALINGRAD, Harley Anton on WATERLOO, Tom Oleson on ANZIO, and Bob Medrow w/SQUAD LEADER. Profuse apologies to all of those I've undoubtedly omitted.

As for the more obscure contributions, the most prolific contributors have been? Just for fun to test your knowledge of “Old Guard” trivia, try ranking the following authors in the order of separate articles appearing during the first 16 years of THE GENERAL. Granted, one feature article in Vol. 1:8 is the one that represents more than a dozen “articles” from Volume 1 and 2 but give it a shot anyway. You'll find the actual rank of the list at the end of this column. Pick from: Robert Olson, Geoff Burkman, Robert Beyna, Tom Hazlett, Victor Madeja, Mark Saha, J. E. Pernelle, Murry Uhl, Carl Knabe, Alan Augenbraun, William Seargent, Richard Hamblen, Jared Johnson, Tom Oleson, Lou Zochi, Robert Harmon, and some guy named Don Greenwood.

In Volume 3 we not only abandoned the newsletter format for a colored cover scroll (see cover of index) but we got an additional four pages as well for a grand total of 16. That format remained pretty much the same for seven years until the scroll cover was abandoned in Volume 10, and two colors were used throughout with a corresponding increase in pages to 24. Our cup ranneth over, but improvements came faster now. Volume 11 went to 32 pages and a two page insert. Volume 12 added an insert to four pages before the year was out it was bound into the magazine to yield a 36 page vol. Magazine. Vol. 14 saw an increase to 36 pages plus four page insert and use of four color printing throughout—the first hobby magazine to enjoy such extravagant trappings. Before Volume 16 had expired the size had again increased to 48 pages plus inserts.

The temptation, now, would be to go through every issue of THE GENERAL, listing changes and additions in format and philosophy. Fear not, I will not try to rank the authors in order, but what does follow is a brief listing of some of the more significant, or at least most bizarre, features that appeared in the magazine's first 16 years. I've left others on specific games—others are much more qualified to debate over which 1914 article was the most important, etc. No one else, of course, would probably agree with what I've included here, or what I've left out. These, I think are worthy of note however:

Vol. 1, #4 Article: Herbert Stern and His Aluminum Foil Combat Results Table.
Vol. 2, #6 Article: Is Soaking Off Inhuman?
Vol. 3, #1 The end of the “newsletter”—the first “cover” was a photograph of C. Wade McClyskie (see index of indexes), “Avalon Hill’s Man of the Year.” Article: Principles of War for the AH gamer—a series which would run for eight installments (to Vol. 4, #5) the longest running article in the magazine’s history.
Vol. 4, #6 Article: Cover and Lead Article: The “First wargame” magazine this time has a photograph of the Baltimore Orioles’ Hank Bauer, Wally Bunker, and Jim Palmer; Frank Robinson’s picture appeared inside. Long Live BASEBALL STRATEGY? Could Tom Shaw have been swept up by local pennant fever in this year of the Orioles’ first World Series?
Vol. 5, #6 Cover: The first cartoon cover—1967 Toy Fair.
Vol. 4, #3 Cover and Lead Article: The “First Annual Wargamer’s Convention” held by the IFW, July 15, 1967. Notable for, among other things, the absolute number of folks who had pre-registered—including a guy named Greenwood.
Vol. 4, #5 Plug: Another young magazine, STRATEGY & TACTICS, is called “the most affluent of all wargame magazines.”
Vol. 5, #4 Cover: The first installment of 2LT Carl Knabe coming into the cockpit of a T-38. It was Maj Knabe at last report.
Vol. 6, #3 Cover: Make Art: PANZERBLITZ— Art of the first time what all those musical notes around the title were for. You'll find the actual rank of the list at the end of this column. Pick from: Robert Olson, Geoff Burkman, Robert Beyna, Tom Hazlett, Victor Madeja, Mark Saha, J. E. Pernelle, Murry Uhl, Carl Knabe, Alan Augenbraun, William Seargent, Richard Hamblen, Jared Johnson, Tom Oleson, Lou Zochi, Robert Harmon, and some guy named Don Greenwood.

Still, some readers complained that they got more articles in the old 16 page format than they did in the enlarged versions no matter how shallow and superficial those old articles were. We gave up the format but not the desire to print through rose colored glasses. Other than specific strategy articles on the classics many of the older articles are of interest only in the context of a historical remembrance or investigation of how things were in the early days of the hobby when wargame production was limited to one or two articles per year. As for the rest, it’s history.

Did you try to rank the authors in order? If so and you reversed the order of presentation you got them all and rank as a genuine trivia expert. The numbers involved range from a high of 19 to a low of 6.

I can’t pass up the opportunity to comment here on THE GENERAL as a non-wargame magazine. There has been only a scattering of such material in the magazine during its 16 years as a perusal of the article index will attest. Despite this, complaints fly every time a one page RAIL BARON article makes its annual appearance in about equal proportions we receive it for many of the same. This dilemma pales in comparison to the similar arguments raised by devotees of historical games who resent the intrusion into their space of fantasy and science fiction “wargames.” It looms as the next big challenge for THE GENERAL.

**

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PANZERBLITZ BOOKLETS

The 36 pp. manual resembles very much an issue of the GENERAL except that it is devoted 100% to PANZERBLITZ. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear: Robert Harmon’s “Commanders Notebook” which analyzes the original 12 scenarios, plus Phil Kosnett’s “PANZERBLITZ” a hypothetical war game using helicopters with six new scenarios. Reprints include Larry McNeney’s “The Pieces of Panzerblitz”—voted the best article ever to appear in the GENERAL, "Beyond Situation Situations” —a hypothetical variant employing helicopters with six new scenarios and "Incremental Panzerblitz"—topping it off all is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer’s Guide to PANZERBLITZ sells for $3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.
### KEY:

**GATE TITLE—Yr. Introduced (Yr. Revised) Yr. Discontinued**

**AWARDS: CR** = Charles Roberts Awards—The most widely accepted and meaningful wargaming hobby awards, presented annually at the ORIGINALS Convention of vote by the attendees since 1975.

**NOTES**

* = To be discontinued when present stocks are eliminated. In many cases a game was officially discontinued (removed from wholesale promotion) but continued to be sold in small amounts until current stocks were exhausted.

** = If the designer also served as developer no entry appears.

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- A = Sold existing original manufacturer's stock only.
- B = Sold existing design in revised AH packaging.
- C = Prior existing published design revised by AH.
- D = Prior existing published design redesigned by AH.
- E = Free Lancer Design revised by AH.
- F = Free Lancer Design redesigned by AH.
- G = Design & Development exclusively by AH personnel.
- H = AH redevelopment or redesign pending.

**CAESAR-ALEXIA**

The Summer of 52 B.C. (Robert Bradley) Vol 1, #1 (H,P) 5-27.

Alesia—The Battle (Gary & Sandy Dayton) Vol 14, #1 (H,V,P) 6-7.

Roman Field Deployment in Caesar-Alesia (Robert Bradley) Vol 14, #1 (P) 8-9.

Furor Teutonicus (Thomas Hilborn) Vol 13, #1 (P) 11-12.


The Invaders (David Meyer) Vol 14, #6 (V,P) 27-29.


**CHELLESNSCIPLE**

GROUP QUESTION BOX (Vol 1, #35)

**CHELLESNSCIPLE**

CHALLENGE BOX (Vol 1, #3,5)

**CHELLESNSCIPLE**

CHALLENGE BOX (Vol 1, #3,5)

**CHELLESNSCIPLE**

74 Edition

Didactic Chellesnsiciple (Thomas Hilton) Vol 12, #1 (P) 11-12.

DESIGN ANALYSIS (Randy Redd) Vol 12, #3 (D,Q&A) 15-30.

One of Bart's to Richmond (Joseph Angolotti) Vol 12, #H (V,C) 3-14. Insert.

CONTEST BOX (Vol 12, #60) 20.

Insert.

Campaign Fredericksburg (Richard Hamblin) Vol 3, #5 (V,P) 8-11.

**CAO & B00**

GROUP QUESTION BOX (Vol 6, #2) 14.
1958

Although officially incorporated as the Avalon Hill Company, and now being run as a full-time enterprise, Roberts continued to operate out of his home. Nevertheless, three games were published and the foundation of a "line" of games had been established.

Charles Roberts (AH - G)

The 1958 version was most noteworthy for its circular HQ units—a bit of minutiae important to those who thought they could claim ownership of a first edition copy of the hobby's first wargame. The advancing state of the art and rising prices drove the upgrade from the AH line in 1972, under reinstated in 1973 with less expensive components and a much lower price. The 1973 version, while not improving the play in any way, had been a consistent seller due to its "lost leader" price which has proved a successful tool in getting newcomers to the hobby to start off with an introductory level game.

Charles Roberts (AH - G)

The "revisions" in this case were actually new games as the components of one edition generally could not be interchanged with the others. The original version used a large square grid; hex grids having not yet been "invented". Subsequent editions would alternate between hex and square grids. The current edition, designed by Mick Uhl, has nothing in common with its predecessors save the title. Pending availability of a revised rulebook, readers are urged to acquire Vol. 15, No. 1 of THE GENERAL for the extensive errata contained therein.

4. DISPATCHER 1958 - 1968
Charles Roberts (AH - G)

The game was actually "discontinued" in 1964. It took four years to sell off remaining stock.

5. VERDICT 1959 (1956) 1960
Ray Theime & Tom Nisell/Charles Roberts (AH - E)

The revision was actually a new game—VERDICT II. In these days of inflation it might be interesting to note the suggested retail price—$3.95. Wholesale minimum quantities were a mere dozen as opposed to a gross in 1980.

Charles Roberts (AH - G)

Although there was no official revision of the game, the first copies were notable for their inclusion of metal miniature destroyers and subs in place of die-cut counters.

1960

The company moved again in 1960; this time to 209 E. Fayette St. in Baltimore. More importantly, it also got new blood into the creative end of things when a fellow by the name of Thomas N. Shaw was hired away from a local advertising agency to join the company in August. Shaw, a high school acquaintance of Roberts, was just starting what has become the longest standing term of employment with a wargame company—the only such company there has been in existence. Coincidence or not, the company's new product increase the following year from one game to seven.

7. MANAGEMENT 1960 (1973) 1971
Charles Roberts (AH - G)

The "revision" was actually a new game: BUSINESS STRATEGY.

1961

The company moved again, this time to 570 West Stone Rd. in Baltimore. It also flexed its corporate muscle by doubling the size of the line with seven new releases, including some which would lay the foundation for the "classics" which exist to this day. The hexagon was here to stay.

Charles Roberts (AH - G)

Randall Reed (AH - G)

The Reed revision used a completely different game system although the order of battle remained the same.

Charles Roberts (AH - G)

Larry Pinsky (AH - G)

James Stahler/Richard Hamblen & Don Greenwood (AH - G)

The mapboard and rules were revised in 1965 by Larry Pinsky and the rules were again revised in 1977 by Jim Stahler. The box and counters have remained constant. D-DAY was the first of the "classics" games which remains popular in postal circles to this day, although the 1977 edition rules are a vast improvement and have breathed life into a game which was previously fast becoming forgotten.

10. NIEUEHSS 1961 - 1963
Charles Roberts (AH - G)

An abstract attempt to bridge the gap between chess and wargames, NIEUEHSS was a complete failure. It remains a collector's item of considerable value due to its scarcity.

DUNES

The Essence of Dune (Bill Eberle, Peter Olafski) Vol 16, #8-10.

Character Modules (Jack Kittredge, Charles Vasey) Vol 16, #8-14.

DESIGN ANALYSIS (Arnold Hendrick) Vol 15, #9 (P) 3-10.

DESIGN ANALYSIS (Arnold Hendrick) Vol 16, #9 (P) 10.

STUDENT SURVEY (Richard O branded with...
FEUDAL
Feudal: A New Approach (Mike Chiappinelli) Vol 15, #3 (V,P) 50-51.

FRANCE, 1940
CONTEST #9 (Vol 9, #1) 11.
Grand Pinocchio (Chris Marshall) Vol 9, #3 (P) 6-7.
A Fighting Chance for the Allies (Richard Wagner) Vol 9, #5 (P) 1-2.
Is Defense Really Necessary? (Larry Wesillo) Vol 9, #6 (P) 9-10.
DESIGN ANALYSIS (J. Pournelle) Vol 10, #2 (H) 14-20.
Winning with the French (Harold Totten) Vol 11, #2 (P) 14-17.
The France '40 that might have been (Dean Miller) Vol 11, #5 (H,V,P) 18-16.
The France '40 that might have been (Harold Totten) Vol 12, #4 (P) 18-19.
More French Alternatives (Phil Konnert) Vol 13, #5, (V,P) 32.

GETTYSBURG
Was the Battle of Gettysburg "Fixed"? (Vol 1, #2 (Humor) 2.
Arctic Column (Martin Leith) Vol 1, #4 (H) 9.
How to Save Your Gettysburg (Hex) Game (Louis Zocchi) Vol 1, #5 (P) 8.
Gettysburg: Tactics '58, #6 (Myron Brundage) Vol 2, #2 (P) 2.
Gettysburg Revisited (Lindsley Schutz) Vol 3, #1 (P) 3-9.
Gettysburg by Points (Mark Dunden) Vol 3, #5 (P) 8.
CONTEST #19 (Vol 4, #4) 13.
Gettysburg Expanded clarifications (Vol 5, #2 (H) 12-14.
Union Victory Made Easy (Stephen Gilliatt) Vol 12, #4 (P) 11.
Gettysburg-'What Price Victory?' (Alan Augenbraun) Vol 8, #1 (H) 9.
Togetherness for Confederates (Alvin Files) Vol 15, #2 (P) 12.
Effective Gettysburg (Mark Wielga) Vol 9, #2 (V,P) 11.
tack successfully." (Paul McBrearty) Vol 18, #4 (V,P) 5.
A Realistic Solution (Joseph Boslet) Vol 20, #6 (V,P) 19.
CONTEST #12 (Vol 3, #1) 15.
CONTEST #83 (Vol 5, #1) Insert.

GUADALCANAL
Guadalcanal Jungle Tactics (John Domet) Vol 1, #2 (P) 3.
Guadalcanal Clarifications (Vol 1, #3 (H) 14.
First Hidden Movement for Guadalcanal (Robert Dhill & Kenneth Hoffman) Vol 3, #1 (P) 3.
Guadalcanal Combat Power (Steve Trockel) Vol 3, #3 (V,P) 6.
Guadalcanal Hidden Movement—PBM (Lee Trobridge) Vol 3, #3 (PBM) 7.
Operation Sea Dragon (Hans Kruger) Vol 3, #5 (P) 11-12.
Hidden U.S. Strength (Steven Trockel) Vol 4, #2 (V,P) 4-5.
Navy and Air Force in Guadalcanal—II (Richard Giberson) Vol 4, #3 (P) 3-4.
Guadalcanal PBM Artillery System (Steve Trockel) Vol 4, #5 (PBM) 12.
Put a Little Imagination in Guadalcanal (Ray Johnson) Vol 4, #5 (P) 5.
Guadalcanal PBM Hidden Movement (Richard Nicholas) Vol 5, #1 (PBM) 8.
Realism and Play-balance (John Elsworth) Vol 7, #2 (P) 6.
How to Reduce Units Quickly (Davidson & Drayman) Vol 7, #2 (P) 11.
Guadalcanal: The Island, the Campaign, the Game (Joel Davis) Vol 15, #8, (H,V,P) 3-7.
QUESTION BOX (Vol 3, #2, #3, #4, #5, #9, #10, #10, #11).

JULIAT
CONTEST #20 (Vol 4, #2) 13.
Jutland: 2nd Time Around (James Dunigan) Vol 4, #3 (P) 4-5.
Jutland: 2nd Time Around—II (James Dunigan) Vol 4, #4 (P) 6-7.
What You're up Against (Maurice Groves) Vol 4, #5 (P) 8-9.
Jutland for Land-Lubbers (Bill Haggart) Vol 4, #6 (P) 9.
Boarding Party (John Doorton) Vol 5, #6 (P) 9.
Fast-Play Jutland (Richard Giberson) Vol 5, #4 (P) 5.
Jutland Play-by-Mail—II (Richard Giberson) Vol 5, #8 (PBM) 5.
Jutland—1915 (Michael Tovey) Vol 6, #3 (P) 9.
Formation at Jutland (Don Woolf) Vol 6, #4 (P) 11.
Jutland Rebal and Six Variances (Raymond Winter) Vol 6, #5 (H,V,P) 7.
Jutland Hidden Movement (David Bell) Vol 6, #6 (V,P) 7.
Jutland PBM—Easy As Pi (Bruno Sinigaglio) Vol 7, #2 (PBM) 9-10.
Jutland Addenda (David Thorpe) Vol 7, #4 (P) 10.
The Honor System (Mathew Byusko) Vol 7, #5 (P) 4.
Ships that Missed the Battle (Stephen Lewis) Vol 7, #7, (H,V,P) 12.
Jutland Campaign (Dean Miller) Vol 7, #6, (P) 26-27.

11. VERDICT II 1961 - 1971
Tom Shaw (AH - G)
Notable primarily as the first game work performed by Tom Shaw. The revision was no more successful from a sales point of view, however, and the game was dropped entirely as soon as the line had grown enough to be able to shed some of its heft.

12. LEMANS 1961 (1965) 1971
Rodney Mudge, Scott Wright (AH - E)
The company's first venture into the realm of sports, LEMANS was actually one of the better games of its day but suffered from lackluster sales. The second edition consisted of a set of new car specifications on blue card stock.

13. CIVIL WAR 1961 - 1963
Charles Roberts (AH - G)
A very abstract strategic game using a hex grid and plastic pawns. It is remembered primarily for its value to the collector due to its relative scarcity.

14. AIR EMPIRE 1961 - 1963
Tom Shaw (AH - G)
An application of the MANAGEMENT game system to the transportation theme, notable mainly for its scarcity.

1962
When Tom Shaw came aboard the previous year he had already ventured into the realm of game publishing. Back in 1959 he had designed and marketed two sports games which he sold in mailing tubes on a private label basis. A deal was soon arranged, the games were boxed, and Avalon Hill had an instant sports line which remained in modified form to this day.

Tom Shaw (PL - D)
Always the weaker sister of the two, BS nonetheless continued to evolve through four editions into a constantly more realistic game while maintaining its emphasis on competitive playing mechanics.

Tom Shaw (PL - D)
The matrix game system has been imitated many times in dozens of games since then, but none ever quite matched the brilliance of this simple design. The revisions have been mere fine tuning of a game which undergoes constant evolution in the AH R & D offices—the site of the AHFSL: a 28 member league which plays out the actual NFL schedule with yearly franchise fees of $31.

17. WATERLOO 1962 (1978)
Lindsley Schutz/Tom Shaw (AH - G)
This version of WATERLOO was a far cry from the one first released in 1962 and justly revered for its sharp playability. The game has been long lived despite poor sales—it still being far removed from the 100,000 + club.

Lindsley Schutz, Charles Roberts/Tom Shaw (AH - G)
John Greene/Mick Uhl (AH - G)
Originally sold for $5.98 due to double box size which was intended to enhance salability. Similar experiments with the packaging for WATERLOO and STALINGRAD were tried but soon discarded as being ineffective and unwieldy. The title was resurrected in 1979 in a completely new design with some of the art techniques and a greatly enlarged scope.

19. JZ 1962 - 1962
Robert Goodman Agency (PL - A)
Of interest only to trivia buffs. This was a private label game manufactured exclusively for sale to one customer (the TV station it was about) to be used in a promotion.

1963
1963 was notable primarily for Avalon Hill's futile venture into children's games. A "line" of four boxed games for preschoolers was designed by Tom Shaw and priced between 98 cents and $2.98. With such great titles as IMAGINATION, WHAT TIME IS IT?, DOLL HOUSE, and TRUCKS, TRAINS, BOATS, & PLANES how could they miss? It may have had something to do with the fact that preschoolers couldn't read the instructions. IMAGINATION was actually revised in 1969 and reprinted at $1.98 but bombed again proving that all the revision in the world can't save a bad idea.

Lindsley Schutz/Tom Shaw (AH - G)
Don Greenwood
Everybody's "classic", STALINGRAD is probably the most analyzed wargame in existence. Despite this, it has never sold well and is well down the list of AH titles despite its longevity. The revision made only slight changes to the rulebook regarding clarity and play balance.

Tom Shaw (AH - G)
The revision was merely a reintroduction of the same game in bookcase packaging.

1964
In 1964, Roberts finally gave up the struggle of trying to make a go of a pioneering adult strategy game company and was about to throw in the towel. Plans were made to declare bankruptcy on Friday, Dec. 13, 1963, but the company was saved at the eleventh hour by its creditors: J. E. Smith Co. and Monarch Office Services. Monarch had handled all of Robert's printing previously, and Smith had done the boxes and assembly. The company was reorganized and cut expenses to the bone. J. E. Sparling was the new presi-
dent and the corporate offices were once again moved; this time to 210 W. 28th St. in Baltimore. It is this address which gracesthe cover of the very first issue of THE GENERAL. Only Shaw remained from the original personnel. Despite such major problems the company immediately settled down into the two-game-a-year format that was to characterize it for the next eight years. Despite the reorganization, 1964 saw the introduction of a couple pretty fair titles still with us today.

22. AFRIKA KORPS 1964 (1965, 1978)
Charles Roberts & Lindsley Schutz/Tom Shaw (AH - G)

Few wargames have withstood the rigors of time as well as this one which remains one of the classic games of maneuver despite questionable realism and “rules” which are based as much on tradition from time-honored official questions & answers as on any actual printed rules. The game was revised soon after its initial release to introduce the Supply Table and move the starting location of the British 4-4-7 from Mtus to Mechili for play balance purposes. It has remained the same ever since with the exception of the inclusion of some questions and answers appended to the Battle Manual in the ‘78 edition. A member of the 100,000+ sales club.

23. MIDWAY 1964
Lindsley Schutz & Larry Pinsky (AH - G)

Despite state-of-the-art advancements in naval game design, MIDWAY remains a favorite of many due to the exciting nature of the hidden move/search system which has not been greatly improved upon since. MIDWAY was almost discontinued in 1972 when Tom Shaw was looking for candidates to ax to pare the line down. Only pleas by Don Greenwood redirected the ax to 1974 and enabled MIDWAY to survive to climb into the all time best seller list where it remains a reasonably good seller.

1965
Before 1964 was over, Monarch Office Services had moved to their current address at 4517 Harford Rd., and Avalon Hill’s corporate offices went with them. In the past 16 years 4517 Harford Rd. has become as recognizable an address to wargamers as 1100 Pennsylvania Ave. is to observers of the American political scene. General McAlliffe joined Rear Admiral Wade McClusky to form the much ballyhooed (at the time) AH Advisory Staff.

Lawrence Pinsky/Tom Shaw (AH - G) H

BULGE was the last of the “classics”—a term more applicable to nostalgia and the time period from which it evolved, than any standardized game system, for BULGE was a step beyond the simple “DBM” mode of STALINGRAD and WATERLOO. Always popular as a game, in later years it was roundly criticized for its lack of historical accuracy. It will be discontinued in 1981 after having sold over 120,000 copies. It will be replaced by an entirely different game designed by Bruno Sinigaglio and developed by Mick Uhl.

25. BLITZKRIEG 1965 (1975)
Lawrence Pinsky/Tom Shaw (AH - G)

Dave Roberts/Dave Greenwood (AH - E)

BLITZKRIEG could probably claim to being the first “monster” game and took the young hobby by storm back in 1965. It was the first time that a commercial wargame had broken out of the mold of an operational scale portrayal of a specific battle. It was also the first time a commercial wargame had attempted to address all elements of 20th century warfare: land, air, and sea in the same game system. The game also marked the first use of the names of company personnel in a fictional context within the components of the game. Thus, Lake “Pinsky”, the “Zocchi” River, and the Dubs Tributary got their names. One imagines that the Orioles-Dodgers World Series that year also had something to do with the naming of the game’s components. Thus, Lake “Pinsky”, the “Zocchi” River, and the Dubs Tributary got their names. It was also the first time a commercial wargame had attempted to address all elements of 20th century warfare: land, air, and sea in the same game system.

26. SQUANDER 1965 - 1972
Cmrd. Walter Whitney (AH - E)

SQUANDER was the “Anti-Monopoly” of the 60’s only it didn’t receive any of the notoriety or success of the latter. A take-off of MONOPOLY in which the winner was the first player to lose all of his money, SQUANDER proved aptly named in more ways than one. It was discontinued after selling only 26,000 copies—half of those during its initial year of introduction.

1966
By now, Tom Shaw’s role of “developer” in the design of new games—heretofore that of a glorified artist directing the actual artwork for the new games—was lessened even more as the commercial artists at Monarch assumed those duties. The developer concept was still in the embryo stages and bore faint resemblance to the far more detailed workload assumed by a modern day developer. In 1966, AH unveiled its first genuine sales hit, but it wasn’t a wargame.

27. SHAKESPEARE 1966
Henry Scott (AH - E)

Just being a good game is no guarantee of success in financial terms. It usually takes money to make money in the game industry and means spending lots of money on promotion. AH, like most small companies, couldn’t afford to “buy” a hit with mass media exposure, but in 1966 they got lucky. LIFE magazine featured the new SHAKESPEARE game in an article. AH sold 23,000 copies that year—a number it never reached before nor would reach again in the following two years.

28. GUADALCANAL 1966 - 1972
Lindsley Schutz/Larry Pinsky (AH - G)

Although innovative in many ways, GUADALCANAL was a failure as a design and as a seller. The large mapboard was virtually wasted as 95% of the action took place on 20% of the mapboard. GUADALCANAL was discontinued after having sold only 27,000 copies. Its failure left AH with the impression that the Japanese were poor “box office” subject matter for years to come.
1967

Another figure entered the scene in 1967. James Dunnigan designed his first commercial boardgame. He was to use the experience as a springboard to launch a company of his own which would eventually give AH its first serious competitor for the still very limited wargame audience.

James Dunnigan  (AH - E)

JUTLAND was the first commercial boardgame to borrow heavily from miniatures. It did not use a mapboard, using range and movement gauges to play on any flat surface in much the same manner miniatures maneuver model ships. The game was reintroduced in 1974 when Randy Reed made minor changes to the rulebook and provided three short scenarios.

1968

The company took another chance in 1968, gambling on the marketability of two religious games:

**YEAR OF THE LORD AND JOURNEYS OF ST. PAUL** by Rev. Eugene Dougherty. If anything, the experiment was an even more dismal failure than the children's games of 1963 had been. After three years, the remaining stock was virtually given away to local clergymen on the condition that they come to haul them away in lots of 500 or more. On the credit side, the company's sole wargame offering set sales records for a new title up to that date.

30. 1914 Dunnigan  1968 - 1973  (AH - E)
James Dunnigan  (AH - E)

1914 was a sales success. Unfortunately, it was a lousy game. The mapboard, though innovative for its day, was an unplayable monstrosity and the rules suffered from being incomplete. Perhaps it was too good a simulation to reflect the trench warfare of World War One because it sure wasn't much fun to play. Convinced that it was losing them long range customers, the game was discontinued despite continuing relatively strong sales.

1969

1969 marked the third consecutive year in which AH introduced only one new wargame. The small, but hungry, wargame audience was thirsting for more and AH's limited publishing schedule was tempting others to try their hand.

Dave Williams  (AH - E)
Tom Olson/Don Greenwood

Anzio was loaded with innovation and its highly colorful and functional mapboard combined with step reduction combat should have made it an instant hit. Not so. The game was soon discontinued due to disappointing sales. Handicapped by an unattractive box and confusing rules the game never got the play it deserved. Tom Olson, a dedicated gamer who fell in love with the game's good points was responsible for subsequent revisions which greatly improved the play of the game and the clarity of the instructions.

Only the rulebook and playing aid set is necessary to update the 1969 version although the counters have undergone slight revision and are also worth updating. The last two editions have included only minor changes to the rulebook. More important, is the new box featuring the artwork of Rodger MacGowan which is hoped to improve the game's still dismal sales performance.

32. CHOICE 1969 - 1972  (AH - E)
H. Goldschmidt  (AH - E)

Another venture in the children's market—this time featuring a "30 games in one package" type theme. Of interest only to trivia buffs.

33. C&O/B&O 1969 - 1972
Tom Shaw (AH - G)

An effort to improve on the failure of DISPATCHER. Acclaimed by certain railroad buffs, it was still a dismal failure both as a game and as a seller.

34. TUF 1969
Peter Brett  (PL - C)

A mathematics game which remains highly acclaimed in educational circles, but has never received much store shelf space. Sold direct to schools and school supply houses.

35. TUFABET 1969
Peter Brett  (PL - C)

A vocabulaty game based on the same principle as TUF but not nearly as successful.

1970

There were two wargame offerings in 1970 and what a contrast they were! PANZERBLITZ took the little hobby of wargaming by storm and was an instant hit of heretofore unheard of proportions. More importantly, it had staying power. Still going strong more than ten years later as the 12th best selling wargame in the 1980 line, PANZERBLITZ is the only wargame to have sold more than 200,000 copies, depending, of course, on one's definition of wargame. KRIEGSPIEL, on the other hand, was a dismal failure from the wargamer's viewpoint.

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A vocabulaty game based on the same principle as TUF but not nearly as successful.
37. KRIEGSPIEL 1970 - 1979
Tom Dunnigan (AH - G)
The only real innovation here was the attempt to introduce Tom's highly successful FOOTBALL STRATEGY matrix system into a wargame. He should have left well alone. By this time, Tom's interests were shifting to the business end of the hobby and he had no interest in keeping up with the 'state of the art' in the design end. Fortunately for him and for AH, he restricted his talents to marketing hereafter and left wargame design to new faces. The irony in the situation was that Shaw still went out a winner in a sense; KRIEGSPIEL sold relatively well right up until the end—topping 86,000 units all told.

38. STOCK MARKET 1970
Thomas Shaw (AH - G)
In the more conventional non-wargame design area Shaw was still better than most. This one won him accolades from CHICAGO TODAY magazine.

1971
This was the year of AH's rebirth—not so much because of the games it put out—but because of the inner restructuring of the company itself. Heretofore, the company had been under the combined management of two prior creditors with differing notions of how the company should operate. On Nov. 30th, Monarch Services acquired complete ownership of AH and the company commenced what was to slowly become a much more aggressive pursuit of the wargame industry under new President A. Eric Dott. Monarch continued to print the games and Dott founded his own box company for packaging and assembly. AH was on the road to controlling its own destiny for the first time with all production facilities under control of one central management. Old warhorse Tom Shaw was made Executive Vice President and became the principal charter of the company's day to day affairs.

39. LUFTWAFFE 1971 (1972)
Lou Zocchi (AH - E)
Like PANZERBLITZ before it, LUFTWAFFE evolved from one of the early SPI prestige games called TWELVE O'CLOCK HIGH. Although it never really stood the hobby on its ear in the manner of ORIGINS OF WORLD WAR II 1971 mains in the line primarily for its value in the school supply market where it remains an excellent and became the principal charter of the company's day to day affairs.

40. ORIGINS OF WORLD WAR II 1971
Jim Dunnigan (AH - I)
ORIGINS was the second game Jim Dunnigan designed under contract for AH with royalties paid directly to SPI. It attempted to combine the chance elements of wargames with the multi-player aspects of DIPLOMACY. A good, simple little game which never really caught on with hard corps gamers; it remains in the line primarily for its value in the school supply market where it remains an excellent classroom game.

1972
By this time AH management realized it could no longer depend on outside sources to design its games and started to rebuild the R&D staff which it had gone without since Roberts' exit. Don Greenwood was hired in May to take over the GENERAL, and Randall Reed came aboard a few months later to become the first full time designer in the history of the company. Heretofore, personnel such as Shaw, Schutz, etc. were either part-time, or had to divide their time among everything from marketing to mail order shipping. It was the start of the long road back to in-house design self-sufficiency.

41. FRANCE 1940 1972 - 1978
Jim Dunnigan (* - B)
This game was first published in S&T magazine and later sold to AH with very minor changes. There was little or no input by AH personnel. FRANCE 1940 was a superlative simulation which, by definition, made it a lousy game. It was designed in such a way as to guarantee German victory time after time. It soon fell out of favor with the players.

42. OUTDOOR SURVIVAL 1972
Jim Dunnigan & Tom Shaw/Don Greenwood (AH - F)
Perhaps the classic example of the difficulty of judging in advance what game will be a marketing success. This off-beat subject matter was undertaken at the request of Stackpole books who underwrote half of the development costs. The design contract was given once again to Dunnigan, but his submitted version was judged too complicated for the general market at which this product was aimed and Shaw promptly cut it down to size with a "redesign" effort of his own and the whole thing was rewritten by Don Greenwood as his first development job. A very mediocre game in this author's judgement, it remains to this day one of the company's best-sellers—proving once again the importance of a beautiful box and striking title.

1973
1973 saw the first AH inhouse wargame design of any repute since the original days of the Roberts' classics. There would be many more.

43. RICHTHOVEN'S WAR 1973
Randall Reed (AH - G) H
Although owing much of its inspiration to FLYING CIRCUS and FIGHT IN THE SKIES, it was readily recognized as better than its predecessors. The game plays far better with the Variant Maneuvers Cards which AH sells separately by mail. Eventually, the game may be redesigned to incorporate the increased excitement level generated by these cards.

44. BUSINESS STRATEGY 1973
Thomas Shaw/Don Greenwood (AH - G)
Actually a sophisticated remake of MANAGEMENT for a new bookcase package. This version sold no better than its predecessor which is unfortunate because it is an excellent game.

CONTEST #2 (Vol 7, #6) 13.
**PanzerBlitz Situation 13 (Tom Oleson) Vol 8, #1 (V, P) 5.
The Organized Wargamer (Randi Reed) Vol 8, #1 (P) 12.
PanzerBlitz SMG (Denis Mehalilow) Vol 8, #2 (P, V) 4-5.
**More PanzerBlitz Variants (Tom Oleson) Vol 8, #2 (P, V) 5-12.
Airborne PanzerBlitz (Shelton Stanton) Vol 8, #3 (V, P) 6-9.
**PanzerBlitz Championship Situations (Lenard Lakerka) Vol 8, #4 (P, V) 3-4.
**PanzerBlitz Conversion (Peter Broder) Vol 8, #5 (V, P) 3.
... a belated PanzerBlitz (Riiey Grovel) Vol 8, #6 (V, P) 8-10.
Pincers... Another PanzerBlitz Situation (Mathew Busko) Vol 8, #6, (V, P) 5.
PanzerBlitz Revised (George Hopp) Vol 9, #1 (V, P) 9-10.
PanzerBlitz Double Attack (Ian Strand) Vol 9, #1 (V, P) 11-12.
Situation 101 — Roy Easton) Vol 9, #2 (V, P) 5-9.
Situation 207 (Roy Easton) Vol 9, #3 (V, P) 4-6.
**Incremental PanzerBlitz (Lavis, Olson, Stellen) Vol 9, #5 (V, P) 6-7.
Experimental PanzerBlitz (Jerry Thomas) Vol 10, #1 (P) 10-11.
SERIES REPLAY PREVIEW (Vane, Carson, Reed) Vol 10, #1 (P) 15-18.
**Blind PanzerBlitz (Ian Strand) Vol 10, #4 (V, P) 10-11.
PanzerBlitz Revised (Bart Nordenpan) Vol 10, #6 (P) 9.
SERIES REPLAY (Plock, Livermore, Easton) Vol 11, #1 (SR) 21-27.
CONTEST #61 (Vol 11, #2) Insert.
The Professional German (Dean Miller) Vol 11, #2-3 (SR) 27-28.
**PanzerNacht (Robert Harmon) Vol 11, #3 (V, P) 11-12.
PanzerBlitz Situation 13 (Robert Harmon) Vol 11, #4 (V, P) 7-12.
CONTEST #63 (Vol 11, #4) Insert.
Experimental PanzerBlitz (Mark Markowitz) Vol 11, #5 (P) 26-9.
Professional Russian (Carl Hoffman) Vol 11, #6 (P) 14-15.
Battle for Berlin (Roy Easton) Vol 12, #1 (V, P) 15 (PL).
SERIES REPLAY (Livermore, Plock, Easton) Vol 12, #2 (SR) 20-22.
DESIGN ANALYSIS — The Fallacy of "PanzerBust" (Robert Harmon) Vol 12, #2 (D, P) 25-26 (PL).
Mathematical LOS Determination (Andrew Katsampes) Vol 12, #3 (P) 14-15.
3-D PanzerBlitz (Richard Borczak) Vol 12, #4 (V, P, Minature) 13-16.
PanzerBlitz: Hex by Hex (Larry McAneser) Vol 12, #5 (P) 3-13, 34.
Weather (sid or not) (Easton & Kluckold) Vol 12, #6 (V, P) 16-21 (PL).
Adding the Luftwaffe (Ken Brenton) Vol 13, #1 (V, P) 31.
PanzerBlitz, 1941 (Ramos Cron) (V, C) Vol 13, #2 (D, V, C) 22-23, 11.
Increasing Infantry Firepower (Norman Beveridge) Vol 13, #4 (V, P) 31.
Battles in Germany, 1948 (Roy Easton) Vol 13, #5 (V, P) 31-32 (PL).
PanzerBlitz M12 DSC Wetsler (Joe Connelly) Vol 13, #6 (V, P) 30-28.
1941 PanzerBlitz (William Fanaro) Vol 14, #3 (V, P) 30.
More Bangs Per Buck (Gene Boggess) Vol 16, #5, (P) 32-34.
PanzerBlitz Situation "X" (Chiang & Oleson) Vol 17, #1 (V, P) 14-16.
**QUESTION BOX (Vol 7, #6; Vol 5, #2; Vol 10, #6, #5-6; Vol 10, #5; Vol 11, #2; Vol 12, #1).
SERIES REPLAY (Plock, Livermore, Chiang) Vol 16, #1 (SR) Scenario 10 (23-27, Part L.
SERIES REPLAY (Plock, Livermore, Chiang) Vol 16, #2 (SR) Scenario 10 (17-21: Part II.
Two is Better Than One (Andrew Katsampes) Vol 16, #6 (P) 29-46.
**Commander's Notebook (Robert Harmon) Special Issue (P) 26-32.
**ChopperBlitz (Phil Konnet) Special Issue (V) 22-24.

RAIL BARON
Short Game & Two Man Game (Gary Charbonneau) Vol 16, #5 (V) 35-36.

CONTEST #56 (Vol 10, #2) 21.
DESIGN ANALYSIS (Randy Reed) Vol 10, #4 (D&QA) 17.
RUSSIAN CAMPAIGN

Initial Impressions of Russian Campaign (Dennis Miller) Vol 13, #3 (P) 7-8, 11-10.
Another Man's View of Russian Campaign (Richard Hamblen) Vol 13, #3 (P) 26-27.
CONTEST #73 (Vol 13, #3) 17-20, Insert.
But What If... (Richard Hamblen) Vol 13, #4 (V, P) 28-29.
The Viper's Dilemma (Richard Jarvinen) Vol 13, #10-11.
DESIGN ANALYSIS (Richard Hamblen) Vol 14, #1, (V, P + Q & A) 1-3, 7-13.
Barbarossa Revisited (Richard Jarvinen) Vol 14, #3 (P) 16-19.
The Final Line (Richard Jarvinen) Vol 14, #5 (P) 21-23.
The Road to Berlin (Richard Jarvinen) Vol 15, #1 (P) 28-30.
Tournament Strategies (Level Russian Campaign (Tyrone Bomma) Vol 15, #3 (V, P) 21-22.
"Tournament" Reply (Vol 15, #3) 22.
CONTEST #81 (Vol 16, #3) Insert.
QUESTION BOX (Vol 13, #2,3, Vol 16, #3).
1776
Saratoga (J. Jarvinen) Vol 11, #2, (P) 17-18.
— A Colonial Vignette (Robert Blevins) Vol 14, #1 (P) 3-10, 12.
DESIGN ANALYSIS—Command Control (Leonard Kunzman) Vol 12, #4 (V, P) 17-19, 28.
CONTEST #70 (Vol 12, #5) Insert.
Occupation as the Key to Victory (Rudi Gross) Vol 13, #1 (P) 23-24.
Winning With the Underdog (Joel Dors) Vol 13, #1 (P) 29-30.
Just One More... (Force March Tables (Richard Jarvinen) Vol 13, #3 (P) 12.
Game Theory and 1776 (Richard Jarvinen) Vol 13, #5 (P) 29-30.
Patience in 1776 (Edward Casswell) Vol 14, #4 (P) 1.
QUESTION BOX (Vol 11, #2,3,4,5).
SQUAD LEADER

A Squad Leader Preview (John Hill) Vol 14, #2,3 (P) 32-34.
The Evolution of Small Units Tactics (John Hill) Vol 14, #5, #6 (1-2) 3-6.
Squad Leader First Impressions (Bob McDrew) Vol 14, #5, #6 (P) 7-14.
DESIGN ANALYSIS—Ypsilanti 1814 (Don Greenwood, R. Hock) Vol 14, #5 (D) 14-16.
CONTEST #89 (Vol 14, #5) Insert.
SERIES PLAY (Blumberg, Wenzelberger, Greenwood) Vol 15, #1, #2, 18-23, 34.
Squad Leader Simultaneous Movement (Mike Chiappinelli) Vol 15, #3 (P) 27.
Squad Leader Play-by-Mail (Bill Farone) Vol 15, #4 (P) 19.
True Line of Sight (Robert Cober) Vol 15, #6, #6 (P) 24-25.
CONTEST #24 (Vol 16, #1) Insert.
CONTEST #50 (Vol 16, #4) Insert.
QUESTION BOX (Vol 14, #5, #6, Vol 15, #2, Vol 16, #5).

STALINGRAD

Pan Lewin... (Carl Knab) Vol 1, #3 (P) 4-7.
CONTEST #1 (Vol 1, #3) 5.
Operation Barbarossa (Daniel Hughes) Vol 1, #3 (V) 7.
Sage Surge Ser. Stalingrad—Woe With Either Side (Louis Zocchi) Vol 1, #1, #2 (P) 11.
...Stalingrad Remarked (Victor Madeja) Vol 1, #5 (P) 13.
Stalnagri Replayed (Vol 1, #1, #2, #3) 2-3.
QUESTION BOX (Vol 1, #1, #3).5.
Stalnagri (Victor Madeja) Vol 1, #6 (P) 8-9.
...A Critique: Stalnagri Replayed (Vol 1, #2, #3, #4) 2-12.
Play-by-Mail Grid Coordinates (Vol 1, #2, #3) 2-10.
New Stalnagri (Carl Knab) Vol 11, #3 (P) 10-11.
Best Stalnagri Defense Ever (Ron Ballin) Vol 12, #2, #2 (P) 10-12.
Perfect Russian Placement (Scott Geller) Vol 12, #2 (P) 9-10.
Attack and Expectations (Laurence Plumb) Vol 12, #2, #2 (P) 2.
Invitation to Disaster (William Creamer) Vol 12, #2, #2 (P) 10.
The Perfect Russian Placement Criticized (Raymond Urry) Vol 2, #4 (P) 10.
Hins for Stalnagri... (Vol 2, #2, #3, #4) 5.
How to Exploit Russian Errors in Stalnagri (Richard Shagrin) Vol 2, #2, #3, #4, #4 (P) 5, 9-10.
Stalnagri Over Simplified (Terrence Zuber) Vol 2, #3 (P) 10-11.
In Defense of Finland (Carl Knab) Vol 2, #6 (P) 3.
Stalnagri—Tournament Game (Dick Westphal) Vol 2, #6, #6 (P) 3-24.
German Changes in Stalnagri (Knabe & Coerly) Vol 3, #1 (P) 8-9.
Moscow at 3 to 1 (Jack Donovan) Vol 3, #2, #2 (P) 10.
Success in Stalnagri (Richard Shagrin) Vol 1, #3, #4 (P) 10-11.
Russian Front—1941 (Barry Jackson) Vol 3, #4 (H) 11.
Constracket or Withdraw (Scott Geller) Vol 3, #3 (P) 1-6.
The True Worth of Stalnagri (J. Narr) Vol 3, #3 (P) 2-3.
An Amazing Stalnagri Tactic (Richard Shagrin) Vol 3, #3 (P) 4.
12


AWARDS: CR 1976

This English import was the first imported game to take the American hobby by storm. Granted, it was a small storm due to the subject matter (English Wars of the Roses), but there was no denying the novelty of the game system. Mick Uhl once again clarified the rules of the Philmarim edition and added an Advanced Game while upgrading the components. AH did make one major mistake however in that it reduced the size of the playing board. This will be remedied in the second edition which will go to a three panel setup as well as making small corrections in the rules, including a timing mechanism to solve the game's biggest flaw—excessive playing time.

55. DIPLOMACY 1976 Allan Calhamer (PL-B)

DIPLOMACY was purchased outright from Games Research, Inc.—a one company game run on a part-time basis. DIPLOMACY had been around for many years and had become a separate part of the hobby altogether distinctly separated by its own choosing from the major branches of miniatures and board games. AH limited its contribution to packaging and an enlarged version of the playing board.


John Edwards is the exclusive importer of AH games in Australia. His company (Jeddo Games) also prints several games of his own design. After considerable redevelopment, AH introduced these player-friendly games to an enthusiastic American audience. Later editions made minor changes to the rules as well as adding a play balance change in which the American ships enter with increasingly lower die rolls.


ALESIA had been published in 1971 as an amateur game by its designer. AH's redesign was immensely popular among ancient buffs and enjoyed critical acclaim, but like all ancient games it never enjoyed good sales performance. The rulebook revision consisted of correcting an error in the missile chart and adding some questions & answers to the appendix.


AWARDS: CR 1977

TRC was so warmly embraced by competition-oriented gamers that it soon drove STALINGRAD-2 from the retail shelves. Like 'GRAD before it, however, TRC never enjoyed outstanding sales figures. Richard Hamblen handled the third edition rules which include meaningful changes to the rulebook, plus expanded scenarios, and its own variant for TRC. The variant proposes additional counters which are included in the current counter sheets.

59. STARSHIP TROOPERS 1976 Randall Reed (AH-G) H

SST was fortunate in that it came out during the height of the science fiction craze sparked by the phenomenal success of the STAR WARS movie. The similarity of the title obviously helped it to the top of the sales picture in 1977. The unique game system using charted movement and setup on a pad replica of the mapboard was quite popular but play balance problems have surfaced of late. As a result, a revised rulebook is pending.

1977

1977 was the "Year of the Acquisition" for AH. In '77 AH put its acquisitions of the previous year to work. In May of '76 Avalon Hill purchased the entire line of 3M games—the company which had pioneered bookcase packaging in the adult game industry. Six months later the company also acquired the Sports Illustrated line of games. Both acquisitions opened many marketing doors for AH and resulted in wargames receiving increased exposure in retail outlets which had shunned them previously. Although the similarity of the title obviously helped it to the top of the sales picture in 1977. The unique game system using charted movement and setup on a pad replica of the mapboard was quite popular but play balance problems have surfaced of late. As a result, a revised rulebook is pending.

3M & SI Acquisitions

CHALLENGE FOOTBALL 3M A (*)

CHALLENGE FOOTBALL 3M B

CONTINGO 3M A (*)

TWIXT 3M (1980) C

OH WAH REE 3M B

EXECUTIVE DECISION 3M A (*)

CHESS 3M A (*)

GO 3M B

POINTE DE LAW 3M B

CONTINGO 3M B

STOCKS & BONDS 3M A (*)

PLOY 3M A (1979)

FACTS IN FIVE 3M B

FEUDAL 3M B

FOIL 3M A (1978)

IMAGE 3M B

STALINGRAD—Super Tournament Game (James Stein) Vol 3, #3 (V,P) 9-10.

CONTEST #7 (Vol 3, #5) 13.

The Pyrrhic Victory—The Doubled Exchange (James Stein) Vol 3, #6 (V,P) 10-11.


Son of General von Blunder (James Stein) Vol 4, #6 (H,P) 6.

Rejuvenated Stalingrad (Norman Zimbalist) Vol 4, #2 (P) 12.

Sagacious Slav (William Shaw) Vol 4, #4 (P) 11.

Bring Ivan to His Knees (Ted Harpham) Vol 4, #6 (P) 7-8.

Yes, A German Victory in Stalingrad (Ron Salcedo) Vol 5, #3 (P) 10-11.

All It Takes is Efficient Planning... (Emmet Dowling) Vol 5, #4 (P) 7.


The Mathematics of the CRT (William Gilbert) Vol 6, #1 (P) 10.

The Mathematics of the CRT (William Gilbert) Vol 6, #2 (P) 5.

Quality vs Quantity (William Searight) Vol 6, #5 (P) 6.

Barbarossa (Thomas Fowler) Vol 6, #3 (P) 7.

Strategic Breakthrough—Soviet Paralysis (Mark Lowenthal) Vol 6, #5 (P) 8-9.

Tactics of Defense (Thomas Fowler) Vol 6, #5 (P) 10.

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The Lambert Defense (Richard Lambert) Vol 9, #3 (P) 11.

Assault from the South: Stalingrad (Ricky Moyer) Vol 9, #5 (P) 12.

Double Stalingrad (Robert Garth) Vol 9, #2 (P) 4-7.

The Lambert Defense (Richard Lambert) Vol 9, #4 (P) 11.


The Southern Gambit (Gary Gygax) Vol 11, #4 (P) 22-25.

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SERIES REPLAY—I (Baruth, Angiolillo, Bakulski) Vol 14, #3 (SR) 14-17.

The Turk Connection (Mike Markowitz) Vol 12, #1 (P) 18-19.

What City First? (Richard Moyer) Vol 12, #2 (P) 27-30.

Starting Stalingrad in 1942 (Joseph Connolly) Vol 12, #4 (P) C-69, Insert.

Stalingrad Scenario Strategy (George Phillips) Vol 13, #1 (P) 15.

Stalingrad: The Finish Front (Mark Saha) Vol 13, #3 (SR) 14-17.

Taking the Offense in Stalingrad (Joseph Angiolillo) Vol 13, #4 (P) 12-14.

SERIES REPLAY—I (Baruth, Angiolillo, Bakulski) Vol 14, #4 (SR) 23-27.

Stalingrad—Revised and Revised (Louis Coaner) Vol 15, #2 (P) 16-19.

QUESTION BOX (Vol 1, #3, #4, #5; Vol 13, #2; Vol 14, #5; Vol 15, #6, #7, #9; Vol 9, #8).

STOCK MARKET

STOCK MARKET

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SUBMARINE

Strategic Submarine (Mick Uhl) Vol 15, #4 (P) 3-6, 19-16.

More Submarine Scenarios (James Wirth) Vol 15, #5 (P) 11-12.

MISSION SCENARIO (Von Blunder) Vol 16, #6 (P) 24-27.

Bring Ivan to His Knees (Ted Harpham) Vol 16, #7 (P) 12.

BLOOD & GUTS Starship Troopers (Don Faison) Vol 16, #5 (P) 24-28.

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Sage Surf 2: Tactics for Two—Operation Can-Can (Louis Zocchi) Vol 1, #2 (P) 7-11.

The Long Romps! (Albert Nofi) Vol 1, #4 (P) 4, 8.

Meanwhile—Back at Tactics II (Edward Birsan) Vol 1, #4 (P) 7, 12.

Meanwhile—Back at Tactics II (Raul Sarge Sez) Vol 1, #2 (P) 8, II.

The Long Romps! (Albert Nofi) Vol 1, #4 (P) 4, 8.

Meanwhile—Back at Tactics II (Edward Birsan) Vol 1, #4 (P) 7, 12.

Meanwhile—Back at Tactics II (Raul Sarge Sez) Vol 1, #2 (P) 8, II.

The Long Romps! (Albert Nofi) Vol 1, #4 (P) 4, 8.

Meanwhile—Back at Tactics II (Edward Birsan) Vol 1, #4 (P) 7, 12.

Meanwhile—Back at Tactics II (Raul Sarge Sez) Vol 1, #2 (P) 8, II.
VORTEX 3M A (*)
SLEUTH 3M A (1979)
HECTIC 3M A (1978)
CHALLENGE BRIDGE 3M B
SUPERSTAR BASEBALL II B
COLLEGE FOOTBALL II A (1978)
TRACK FOR THE GREEN SI A
BACKGAMMON 3M A (1978)
STAC TAC TOE 3M A (1980)
MARBLE MAZE 3M A (1978)
BALI AL B
PERPLEXUS AL A (1980)
DELUXE TRIPPLES AL A (1980)
TRIPPLES AL B
TOTAIIY AL A (1980)
BARRIER AL B

60. ARAB-ISRAELI WARS 1977

Set in the Arab-Israeli Wars of 1977. AL was supposed to be the culmination of the PB system in AH's first contemporary period game design. Although it did make great advances with the PB game system, incorporating such things as morale and quality rating of troops for the first time, it again changed the basis of the system. This was a new game world, and it was growing tired with this game system in any form.

61. PAYDIRT 1977 (1978)

Up to the end of 1977, the NFL team charts which hadn't been updated since 1972 were revised and updated every year starting with the 1978 season. Prospective buyers can now tell which year's team charts are included inside due to the application of a descriptive label on the outside of each game box. Updated team charts are available every year direct from AH.

62. SPEED CIRCUIT 1977

Originally published by 3M in 1973. The AH redesign was a major improvement. 15 additional tracks and rules are available by direct mail and in ALL STAR REPLAY.

63. WIN, PLACE & SHOW 1977

Originally published by 3M in 1966 in their linear box with wrap-around plastic mapboards—a configuration which characterized the entire 3M sports line.

64. THE COLLECTOR 1977

Original: Published by 3M under the name HIGH B. An excellent multi-player card game reminiscent of Gin Rummy, it has never sold well.

65. RAIL BARON 1977 (1980)

Previously published by SI under the title of Pro Football, PAYDIRT received a much needed redesign by Dr. Thomas Nicely. The names of the original SI designers are unknown. Equally important, the NFL team charts which hadn't been updated since 1972 were revised and updated every year starting with the 1978 season. Prospective buyers can now tell which year's team charts are included inside due to the application of a descriptive label on the outside of each game box. Updated team charts are available every year direct from AH.

66. VICTORY IN THE PACIFIC 1977

Richard Hamblen (AH - G)

AWARDS: CR 1978

A sister game to WAR AT SEA, this version added much sophistication while maintaining the simple game mechanics which made WAS so popular. The elements of carrier warfare and island hopping are excellently portrayed in a very playable game system.


John Hill/Don Greenwood (AH - F)

AWARDS: CR 1978

Not since PANZERBLITZ had AH published a game so universally acclaimed in wargaming circles. Furthermore, it sold like PB too! The second edition underwent considerable changes including a new box, slightly enlarged mapboards, and revised rules. A new edition of the rules is printed almost annually in an effort to keep up with changing changes caused by the publication of connecting games which expand the system.

By this time AH was really picking up corporate steam. The design offices had moved from an old warehouse to their present location at 900 St. Paul St. & 20 E. Read St. and yet another fulltime designer was brought aboard in the person of Frank Davis. Unfortunately, his first project proved to be more than he could handle and after two years of laboring with Larry Pinsky's THE RISING SUN he was reassigned to other work. Determined not to release another KRIEGSPIEL, AH has kept TRS in limbo ever since in an effort to refine it to an acceptable level. This problem signaled a slow down in the AH R&D program despite its biggest staff ever at a time when the hobby was literally bursting with releases from new companies.

68. UFO 1978

Tom Dalglish/Don Greenwood (PL - D)

First published by Gamma Two, Ltd of Canada this little item was picked up primarily because of the title which had already been in use by the game company before a like-named TV series came along. It was almost too abstract to be considered a simulation but sold reasonably well nonetheless due to the science fiction movie craze which was at its height.
INDEX KEY: MISCELLANEOUS ARTICLES

**Article Title** | **Author** | **Issue** | **Type** | **Pages** | **Other Information**
--- | --- | --- | --- | --- | ---
**MISCELLANEOUS**

They're Really Designing They're [sic] Own in Bethesda, Maryland (Hillary Smith) Vol 1, #1 (D) 2-3.

Sage Say Senate: How to Win Without Really Playing (Louis Zocchi) Vol 1, #1 (H) 1.

From the Hill Top (Jon Perica) Vol 1, #1 (Clubs) 4.

South Atlantic Column (Hilary Smith) Vol 1, #1 (D) 9.

Pacific Coast Column (Jon Perica) Vol 1, #1 (Book) 10.

Tournament, Anywhen? (Marlin Leith) Vol 1, #3 (P).

Air Naval Games (Hillary Smith) Vol 1, #3 (D).

Martin Leith and His Electric Combat Results Board (Marlin Leith) Vol 1, #3 (D) 11.

Tactics and Strategy (Tom Bosseler) Vol 1, #3 (D) 12.

The Avalon Hill Phantom Strikes Again (Vol 1, #4) (Humor) 1.

Limited Intelligence Games (Thomas LaFarge) Vol 1, #4 (P) 13.

Building Your Own Game is Laborious—But Fun (Hillary Smith) Vol 1, #4 (D) 14.

Sure Fire Plants Can Be Disastrous (Carl Knabe) Vol 1, #5 (PBM) 4-5.

Survey—The Best of the General (Vol 1, #5) 1.

Critique on Popular Avalon Hill Games (Daniel Hughes) Vol 1, #5 (PBM) 6.

Chief of Staff's Reading List—Vol 1, #5 (D) 12.

Battle Odds and Ends (Marc Nicholson) Vol 2, #3 (Clubs) 2-3.

Campaign at Waterloo—II (Robert Harmon) Vol 4, #5 (V,P) 1-2.

Campaign at Waterloo—III (Robert Harmon) Vol 4, #6 (V,P) 3.

Campaign at Waterloo—IV (Robert Harmon) Vol 4, #6 (V,P) 4.

Campaign at Waterloo—VI (Harley Anton) Vol 4, #5 (H,V,P) 11-12.

Rules for the Campaign at Waterloo (Harley Anton) Vol 4, #5 (V,P) 13.

A Standing Order (Hilary Smith) Vol 4, #5 (P) 14.

Simulation of the Art of War (Martin Leith) and His Electric Combat Results Board (Martin Leith) Vol 2, #3 (Clubs) 2-3.

Artillery at Waterloo (Richard Thurston) Vol 2, #5 (V,P) 16-22.

Tactics (Tom Bosseler) Vol 2, #4 (P) 5-6.


Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

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Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

The Intelligence Factor (E. Henderson) Vol 6, #6 (P) 4.


Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

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Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

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Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

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Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.

The Intelligence Factor (E. Henderson) Vol 6, #6 (P) 4.


Success Through Patience (Jared Johnson) Vol 3, #6 (P) 1.
69. SUBMARINE 1978
Steve Peck/Mick Uhl (BL - D) H
The basic game remained predominantly the same but Uhl designed a much more ambitious advanced game version. Perhaps somewhat weak as a simulation, it remains an outstanding game—especially in multiplayer play. A rulebook revision is pending.

70. ASSAULT ON CRETE 1978
Vance von Borries/Randall Reed (AH - E)
Actually two games in one, as the hypothetical "Invasion of Malta" game with its own board and counters was included as a "bonus". Ironically, due to the shorter playing time, it appears that Malta is played more frequently.

71. CROSS OF IRON 1978 (1979, 1980)
John Hill/Don Greenwood (AH - F)
AWARDS: CR 1979
The first of the "gamettes"—i.e., a game that cannot be played by itself—it being an addition to the SQUAD LEADER game system. It appeared to feed the SL frenzy by supplying highly detailed equipment breakdowns and rules, and thereby set the stage for the gamettes to follow. Like all games in the SL series, the rulebook is periodically updated when a new gamette is released with its attendant alterations to the old system. COI was plagued by a series of manufacturing problems including a change in the scale of the mapboards and a presman's mistake in color selection for the German counters. Despite this, it won the CR Award for best graphics probably due to the innovative use of color on its vehicle counters. Corrected counters (light blue on front, white on back) are now available for separate parts purchase.

72. NEAPOLITE 1978
Tom Dahlgliesh/Richard Hamblen (PL - F)
Originally published by Gamma Two Games, NEAPOLITE is an excellent game with a unique game system which deserves more attention from the gamer. Sales performance has been poor.

73. STATIS PRO NBA BASKETBALL 1978
Jim Barnes/Bruce Milligan (PL - C)
Statis Pro was a line of sports games based on statistics of real life pro athletes. Owner Jim Barnes decided to throw his lot in with AH as a free lance designer and the line immediately benefitted from improved graphics and marketing. Jim's Fast Action Card system which replaces dice is the central theme in all of his games. NBA players are rated every year and available for purchase separately. A pressure-sensitive sticker on each game box informs the potential buyer what season's cards are contained inside.

74. BOWL BOUND 1978
Thomas Nicely/Bruce Milligan (SI - D)
Actually a replacement for COLLEGE FOOTBALL, BOWL BOUND received the updated PAYDIRT game system and 20 new all time great team charts along with a new bookcase box. These team charts are subject to review for inclusion of the most recent outstanding college teams approximately every 5 years. Like PAYDIRT before it, the college version benefited by the same game system redesign by Dr. Nicely.

Acquisition was also a key word in 1979 as AH took over its first wargame company with the purchase of the old Batttleline series of games from Heritage Models. AH sold existing inventory of several titles, republished those it would keep in stop-gap AH packaging, and set to work to revise or clean up the best. At this writing, this revision process is only beginning and probably will not be culminated until late '81. Present plans for each of these acquisitions are noted below.

75. STATIS PRO MAJOR LEAGUE BASEBALL 1979
Jim Barnes/Bruce Milligan & Tom Shaw (PL - C)
AH enjoyed instant success with this release of a statistical baseball game which was every bit as good as its competitors and far less expensive.

76. USAC AUTO RACING 1979
Jim Barnes/Tom Shaw & Bruce Milligan (PL - C)
This statistical car racing game of the Indy 500 had been around for a long time, but never with quality full color photographs of the actual drivers.

77. BOOK OF LISTS 1979
Robert Engle/Don Greenwood (AH - E)
Another promotional tie-in with a book, this trivia game was far more successful than BEAT INFLATION STRATEGY, both as a game and as a seller.

78. FOREIGN EXCHANGE 1979
Allan Tech (PL - C)
Originally sold strictly as a takeover of existing inventory it was later repackaged and added to the line.

79. REGATTA 1979
Frank Thibault/Bruce Milligan (3M - C)
A resurrection from the 3M sports line.

80. WIZARD'S QUEST 1979
Gary Donner/Mick Uhl (AH - G)
A simple but clever fantasy variation of RISK with a growing following.

81. DUNE 1979
Jack Kittredge/Mick Uhl (AH - E)
An excellent adaption of the book by the designers of FUTURE PASTIMES. Mick Uhl authored most of the advanced game options.
3. Mark Lapeate (variant, "bounce") 13:3 (33).
4. Eric Waggener (variant, "clouds") 12:6 (33).
5. Robert Dunsan (variant, "climb & dive") 14:2 (33).

RUSSIAN CAMPAIGN
1. William Farone (reply to Miller, "Initial Impressions of Russian Campaign" 13:3) 13:5 (33).
3. Lorin Bird (reply to Jarvinen, "Barbarossa Repealed" 14:3) 14:5 (33).

1776
1. George Phillips (no need for "nond ferric factor") 11:2 (29).
2. Tom Hedlett (comments on Command/Control) 11:2 (29).
3. Joel Davis (comments on criticism in other magazines) 11:2 (29).
5. Larry Butler (comments on good & bad) 11:4 (29).
7. Thomas Hilton (Americans can win) 11:5 (28).
11. Keith Mohler (add ships) 12:3 (29).
12. Mike Thomas (praise, tips on play) 12:4 (29).
14. Mark Matychuk (reply to Gross, "Occupation as the Key to Victory") 13:3) 13:3 (33).
16. Richard Jarvinen (reply to Hammer) 14:3 (33).

SQUAD LEADER
1. Frank Avent (plans for expansions) 15:1 (33).
2. John Scales (reply to Greenwood, "Design Analysis") 14:5) 15:2 (33).
3. Nathan Wallace (reply to Avent) 15:3 (33).
5. Michael Mahoney (write to COI)) 15:6 (33).
6. Jim Roche (Doubled over gamettes delay) 16:1 (33).
7. Roger Eiser (comments on coming gamettes) 16:4 (33).

STALINGRAD
1. Geoff Burman (Dowling's "it is a safe, efficient plan") in
2. Tom Olson (Play Balance) 16:5 (14).
3. Lewis Pulsker (reply to Henderson, "Barbarossa with a purpose") 17:4 (14).
4. Henry Hope (reply to Ellsworth, "Realism and Play balance") 17:2) 7:4 (14).
5. Thomas Olson (play balance suggestions) 7:4 (14).
6. Charles Bugar (reply to Ellsworth, "Realism and Play Balance") 7:2) 7:4 (14).
11. David Amatek (reply to Beama) 12:3 (29).
14. Louis Coatey (Add to "Stalingrad Revised and Revised") 15:2) 16:2 (33).
15. George Phillips (reply to Coatey) 16:4 (33).

STARSHIP TROOPERS
2. Editor (Add & Corr, MacLaren, "Starship Troopers Expansion") 15:1) 15:6 (33).

TACTICS II
1. Jesse Lederman (hold on to the cities) 6:4 (14).

THIRD REICH
2. Thomas Hilton (idea for openers) 12:3 (29).
3. Robert Correll (variant, set-up) 12:8 (33).
5. Gary Olson (comments) 13:4 (33).
6. Jeffrey Staniszewski (change to force pools) 14:3 (33).
7. Ken Ramstead (reply to Staniszewski) 14:5 (33).
8. Richard Leib (problems with Q&A answers) 14:6 (33).
10. Ron Magazu (praise, but poor rulebook index) 15:1 (33).
11. Donald Errico (reply to Shalvoy, "The Early Years Reconstructed") 14:5) 16:4 (33).
12. Mark Nixon (reply to Smart, "Correct 38") 15:2) 15:4 (33).

82. MAGIC REALM 1979
Richard Hamblen (AH - G) H
AH's first venture into fantasy role playing, albeit in a board game format. MR drew raves for its design innovations, but failed badly in the execution of the rules presentation. A revised rulebook is on the
offing. In the meantime, Vol. 16, No. 4 of THE GENERAL is recommended as a source of errata.

83. FURY IN THE WEST 1979
Steve Peek/Craig Taylor (BL - C) H
AH revisions will be clarifications to the rules only.

84. TRIREME 1979
Ed Smith/Ahndred Hendrick (BL - C) H
AH revisions will be minor additions to rules only.

85. SAMURAI 1979
Dan Campagna/Ahndred Hendrick (BL - C) H
AH revisions will be minor clarifications of rules.

86. MACHIAVELLI 1979
James B. Wood/Craig Taylor (BL - C) H
AH revisions to this DIPLOMACY-type game will be minor clarifications of rules and a new map.

87. DAUNTLESS 1979
Craig Taylor (BL - D) H
AH revisions to this expansion of the AIRFORCE game will be extensive with color coded plane cards replacing the numerical BL version.

88. AIRFORCE/DAUNTLESS EXPANSION KIT 1979
Craig Taylor (BL - D) H
Same as above, but the gamette will be renamed STURMOVIK.

89. ALPHA OMEGA 1979
Steve Peek/Sean Hayes (BL - C) H
AH revisions will be limited to minor rule clarifications and box art.

90. VIVA ESPANA 1979 - 1980
Allan Eldridge/Steve Cole (BL - A)

91. ARMOR SUPREMACY 1979 - 1980
Bob Connor (BL - A)

92. NAVAL SUPREMACY 1979 - 1980
???????? (BL - A)

93. FLAT TOP 1979
Craig Taylor (BL - F) H
AH revision will include new scenarios, rewritten rules, and new box art.

94. INSURGENCY 1979 - 1980
???????? (BL - A)

1980

Which brings us to the present, Kevin Zucker is the seemingly annual addition to our R&D team. The
age of electronics is upon us as evidenced by the humble beginnings of MICROCOMPUTER GAMES,
a division of Avalon Hill offering software game programs for the TRS-80, APPLE, and PET home
computers. As these are not board games, nor technically speaking AH games, they are not listed here other
than mentioning that the company made its debut at ORIGINS '80 with five programs available for $15
apiece. Whatever else 1980 holds for AH it has already resulted in two widely divergent firsts. The
appearance of THE LONGEST DAY as AH's first (and probably last) monster game with a $65 price tag is
in sharp contrast to the appearance of smaller low price point ($8) games in gamette boxes such as CIR-
CUS MAXIMUS.

Mark McLaughlin/Frank Davis (AH - E) H
Our first Grand Strategic Napoleonic game has had widely divergent initial reviews. A slight correc-
tion was made to the first edition mapboard. Rulebook revisions are pending.

96. CRESCENDO OF DOOM 1980
Don Greenwood (AH - G)
The second gamette expansion to the SL game system. Slight corrections were made to the counters in
the second edition. Revised rulebook may be forthcoming as the series continues.

97. CLASS STRUGGLE 1980
Dr. Bertel Olman/Alan Moon (PL - C)
A simple game based on a highly controversial subject matter which has succeeded in gaining a great deal of publicivity. Although at first AH sold only existing inventory, it was later repackaged and revised in
an attempt to improve its play value.

98. TITLE BOUT 1980
Jim Trunzo/Bruce Milligan (AH - E)
A statistically based boxing game with individually rated real life boxers of the past and present.
Highly acclaimed as both a simulation and a game. New boxer ratings are made available for contem-
porary fighters every two years and sold separately, or in some cases included as free inserts in ALL STAR
REPLAY.

Cliff and Lou Andrews/Alan Moon (PL - E)
A MONOPOLY type game designed by a husband and wife doctor team depicting the routine of the
average hospital intern. The subject has been offbeat enough to make it a respectable seller. The rules
were revised in the second edition.
Origins will vote with its dollars to determine if an article, letters, or columns are of interest to him as opposed to a cumulative ranking of all games reviewed to date. The listing which may be misleading in terms of the characteristics of a wargame. Considerably improved over the BL version. Packaged in the game style box and competitive price. The forerunner of things to come.

READER'S GUIDE
INDEX KEY:
Order in which reviewed—Title—Volume—Number

The Reader Buyer’s Guide made its first appearance in Vol. 3, No. 4 and has been a regular feature ever since. Originally conceived as an objective review mechanism by which the readers could make their own rankings of Avalon Hill games without doubting the credibility of a magazine which reviewed its own company’s products, the Reader Buyer’s Guide has gained considerable acceptance over the past seven years as a unique game ranking system.

The system is objective because it deals only in averages of numerical rankings subjectively submitted by the readership at large. This means that each “review” is colored in tones of gray as opposed to the clear black or white opinions rendered by any one person’s purely subjective opinion. The results are blends of opinions which lie somewhere in the middle of the best and worst of reader perceptions.

The system is unique because, unlike similar rating systems, the RBG is never updated. Other systems rate the games regularly with the end result that the older games constantly slip in the ratings under the pressure of newer releases. While there is certainly a valid premise behind this, the RBG works on the supposition that a game which is good in 1968 is still just as good in 1980; i.e., it compares the games solely by the basis of the rankings they achieve during their first and only rating period shortly after release. The RBG is also unique in that it breaks its ratings down into ten different categories which are reprinted each issue to show how the game ranks in comparison to others in the same categories so that the reader can rank games in the particular categories which are of interest to him as opposed to a cumulative ranking which may be misleading in terms of the characteristics in a game which are most important to each individual.

Each listing of the RBG contains the entire numerical ranking of all games reviewed to date. The listing which follows in the index merely shows which issue carried the initial listing and the accompanying interpretation of the rankings.

1. France 1940 (9:4)
2. Panzerblitz (9:5)
3. Luftwaffe (9:6)
4. 1914 (10:1)
5. Stalingrad (10:2)
6. Richtofen’s War (10:3)
7. Battle of the Bulge (10:4)
8. Midway (10:5)
10. Afrika Korps (11:1)
11. Gettysburg ’64 Edition (11:2)
12. 1776 (11:3)
13. Waterloo (11:4)
14. Kriegspiel (11:5)
15. Panzer Leader (11:6)
16. Third Reich (12:1)
17. Chancellorsville (12:2)
18. Anzio ’74 Edition (12:3)
19. Alexander the Great (12:4)
20. Blitzer (12:5)
21. Tobruk (12:6)
22. Wooden Ships & Iron Men (13:1)
23. Caesar’s Legions (13:2)
24. Kingslayer (13:3)
25. The Russian Campaign (13:4)
26. Diplomacy (13:5)
27. Starship Troopers (13:6)
28. Napoleon (14:1)
29. War At Sea (14:2)
30. Arab-Israeli Wars (14:3)
31. Victory In The Pacific (14:4)
32. Naval Leader (14:5)
33. D-Day ’77 Edition (14:6)
34. Gettysburg ’77 Edition (15:1)
35. Assault on Crete (15:2)
36. Submarine Warfare (15:3)
37. Napoleon (15:4)
38. Flead (15:5)
40. Rail Baron (15:7)
41. Biomarx (16:3)
42. Magic Realm (16:4)
43. Dust (16:6)

THE AVALON HILL PHILOSOPHY
INDEX KEY: AHP ** (Vol: number) brief description of the editorial (Pages)

The Avalon Hill Philosophy appeared for the first time in Vol. 3, #5 and has been with us ever since. In reality the Philosophy merely replaced the function of the commentary on the old newsletter format, and whether by design or not, it slowly evolved into the current editor’s editorial perch where he could wax prolific on the ills of Avalon Hill games and the hobby in general. The somewhat overrated form for what in reality was an editorial column probably is an indication of Tom Shaw’s preferred reading material at the time—the Playboy Philosophy having long since been in print in the AH version with the addition of cards and charts replacing many rules.

1. (9:3) Reader Survey on the 3M line, AREA, Origins III (2,24,28,32)
2. (9:2) Reader response—new game titles (2,13)
3. (9:1) Rebuttals to the letters in AHP # 32 (2-3)
4. (9:1) Editorial on the USS Pueblo Incident (2,3)
5. (9:1) Advice on forming a club (2-3)
6. (8:4) Report on delays for new games (2)
7. (8:2) Zocchi-design ideas for TLD (2-3)
8. (8:1) Editorial on the Vietnam War and possible solutions (2-3)
9. (8:1) Interview with S&T’s Chris Wagner (2-4)
10. (7:5) Playability vs Realism (2)
11. (7:3) The Matrix—dramatic changes (2-3)
12. (7:4) A typical day in a “game store” (2-4)
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For the first two volumes, the General was a "newslette"—thus the Headlines. Volumes three through nine have a "cover story"—a "article" inside about the cover. For the most part, Volumes ten to six­teen do not have a "cover story"; rather, they use cover art on some featured AH game; the cover art thus providing a vivid clue as to the subject matter contained therein (in the featured (and usually the largest) article).

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