For the collectors among the hobby, as well as those interested in specific games, this index was intended. Among the pages of the magazine are many unique, informative and entertaining pieces on our favorite games—games which have brought us to many, many hours of unsullied and undiluted enjoyment. We believe the index will prove a useful tool for an unexpected treasure trove for collector, author, historian and researcher as well as to those for whom THE GENERAL is produced with such effort—the Avalon Hill wargamers.

To begin our index of twenty years of print, Vol. 3, No. 5 and has been a regular feature ever since. In reality, the AH Philosophy merely replaced the function of the "cover story" on the old newsletter format; whether by design or mischance, it has slowly evolved into the editor's perspective of the current situation which he feels are Sixties to the professionalism and competitiveness displayed today. And many of these games have, at one point or another, eagerly awaited the latest biennial issue.

1. (3:5) Humor, plea for articles (2)
2. (3:6) R&D discussion—Johnson, Shaw, Lindsley, Schultz (3-5)
3. (4:1) Juptilian discussion with James Dunnigan (2-4)
4. (4:2) The "average wargamer" summary of survey (2-4)
5. (4:3) Gaming Club—I.F.W. Convention (2-4)
6. (4:4) Three non-AH games recommended for wargamers (2-3)
7. (4:5) Advice on forming a club (2-3)
8. (4:6) Editorial on the USS Pueblo Incident (2-3)
9. (5:1) Editorial on the Vietnam War and possible solutions (2-3)
10. (5:2) Reasons some games are more popular than others (2-3)
11. (5:3) Playability vs Realism (2)
12. (5:4) The "Gickle wargamer"—survey results (2-3)
13. (5:5) Interview with Curt's Chris Wagner (2-4)
14. (5:6) Interview with the AH editorial staff (2-3)
15. (6:1) Baseball Contest results—... are all wargamers really this dumb? (2-3)
16. (6:2) Time/Motion study—set-up time, game length, move time etc. (2-4)
17. (6:3) Game design—trials and tribulations (2-3)
18. (6:4) Game design—playtesting (2-3)
19. (6:5) Review of the six volumes of the General to date (2-3)
21. (7:1) The matrix—Kriggelschacht (2-3)
22. (7:4) Why PanzerBlitz? (2-3)
23. (7:5) Convention results (2-3)
24. (7:6) Ken Lofaro—how to make connections with other gamers (2-3)
25. (8:1) Summer conventions up-coming (2-3)
26. (8:2) Zochi design ideas for Luftwaffe (2-3)
27. (8:3) Jim Dunnigan on game design (2-3)
28. (8:4) Luftwaffe—degree of skill (2)
29. (8:5) 1971—the year in review (2-3)
30. (8:6) Letters—where do the General go wrong? (2-3)
31. (8:7) A complete look at AH P/P (2-3)
32. (9:2) Origins: Good game, bad history??—J. Pournelle (2-3)
33. (9:3) Reader Survey on the General (2)
34. (9:4) Game: quality and design (2)
35. (9:5) "Richest of Them All"—another game of (2)
36. (9:6) New Plans (2-3)
37. (10:1) The new General—format, cover, etc. (2)
38. (10:2) Where do we go from here?—readers' responses (2-3)
39. (10:3) Articles and Games—"Military" Variant (2-2)
40. (10:4) Space Opera, International, Inc. (2-3)
41. (10:5) Why is the 1974—what will it bring? (2)
42. (10:6) More changes in the works—Guadalcanal (2-2)
43. (11:1) Quality—new and old games (2-3)
44. (11:2) Reader responses—new game titles (2-3)
45. (11:3) The "elit club"—reader responses (2-3)
46. (11:4) The "Zochi"—Black Magic kits, AH conventions, new titles (2-3)
47. (11:5) Reader responses to propositions—"A.H.E.A." (2-3)
48. (11:6) Reader responses, Origins I discussion (2-24)
49. (12:1) AREA, Origins I, Games 1975 (2,15)
50. (12:2) Toy Wars system, marketing, reader response (2,17, 26)
51. (12:3) Origins I report and pictures (2,24-27)

For the collectors among the hobby, as well as those interested in specific games, this index was intended. Among the pages of the magazine are many unique, informative and entertaining pieces on our favorite games—games which have brought us to many, many hours of unsullied and undiluted enjoyment. We believe the index will prove a useful tool for an unexpected treasure trove for collector, author, historian and researcher as well as to those for whom THE GENERAL is produced with such effort—the Avalon Hill wargamers.

To begin our index of twenty years of print, Vol. 3, No. 5 and has been a regular feature ever since. In reality, the AH Philosophy merely replaced the function of the "cover story" on the old newsletter format; whether by design or mischance, it has slowly evolved into the editor’s perspective of the current situation which he feels are Sixties to the professionalism and competitiveness displayed today. And many of these games have, at one point or another, eagerly awaited the latest biennial issue.

1. (3:1) Humor, plea for articles (2)
2. (3:6) R&D discussion—Johnson, Shaw, Lindsley, Schultz (3-5)
3. (4:1) Juptilian discussion with James Dunnigan (2-4)
4. (4:2) The "average wargamer" summary of survey (2-4)
5. (4:3) Gaming Club—I.F.W. Convention (2-4)
6. (4:4) Three non-AH games recommended for wargamers (2-3)
7. (4:5) Advice on forming a club (2-3)
8. (4:6) Editorial on the USS Pueblo Incident (2-3)
9. (5:1) Editorial on the Vietnam War and possible solutions (2-3)
10. (5:2) Reasons some games are more popular than others (2-3)
11. (5:3) Playability vs Realism (2)
12. (5:4) The "Gickle wargamer"—survey results (2-3)
13. (5:5) Interview with Curt’s Chris Wagner (2-4)
14. (5:6) Interview with the AH editorial staff (2-3)
15. (6:1) Baseball Contest results—... are all wargamers really this dumb? (2-3)
16. (6:2) Time/Motion study—set-up time, game length, move time etc. (2-4)
17. (6:3) Game design—trials and tribulations (2-3)
18. (6:4) Game design—playtesting (2-3)
19. (6:5) Review of the six volumes of the General to date (2-3)
20. (6:6) Ajax Lett’s—Introducing the AH house (2-3)
21. (7:1) The matrix—Kriggelschacht (2-3)
22. (7:4) Why PanzerBlitz? (2-3)
23. (7:5) Convention results (2-3)
24. (7:6) Ken Lofaro—how to make connections with other gamers (2-3)
25. (8:1) Summer conventions up-coming (2-3)
26. (8:2) Zochi design ideas for Luftwaffe (2-3)
27. (8:3) Jim Dunnigan on game design (2-3)
28. (8:4) Luftwaffe—degree of skill (2)
29. (8:5) 1971—the year in review (2-3)
30. (8:6) Letters—where do the General go wrong? (2-3)
31. (8:7) A complete look at AH P/P (2-3)
32. (9:2) Origins: Good game, bad history??—J. Pounelle (2-3)
33. (9:3) Reader Survey on the General (2)
34. (9:4) Game: quality and design (2)
35. (9:5) "Richest of Them All"—another game of (2)
36. (9:6) New Plans (2-3)
37. (10:1) The new General—format, cover, etc. (2)
38. (10:2) Where do we go from here?—readers’ responses (2-3)
39. (10:3) Articles and Games—"Military" Variant (2-2)
40. (10:4) Space Opera, International, Inc. (2-3)
41. (10:5) Why is the 1974—what will it bring? (2)
42. (10:6) More changes in the works—Guadalcanal (2-2)
43. (11:1) Quality—new and old games (2-3)
44. (11:2) Reader responses—new game titles (2-3)
45. (11:3) The "elit club"—reader responses (2-3)
46. (11:4) The "Zochi"—Black Magic kits, AH conventions, new titles (2,3,23)
47. (11:5) Reader responses to propositions—"A.H.E.A." (2-3)
48. (11:6) Reader responses, Origins I discussion (2-24)
49. (12:1) AREA, Origins I, Games 1975 (2,15)
50. (12:2) Toy Wars system, marketing, reader response (2,17, 26)
51. (12:3) Origins I report and pictures (2,24-27)
**ARTICLES**

The strength of *The GENERAL* has always been in the many well-written, insightful and entertaining articles produced by the enthusiasts of the hobby. Unlike most publishing ventures, the magazine relies heavily upon the readership itself to produce a professional periodical. Literally thousands of submissions are received by the editors each year, ranging from simple scenarios to in-depth strategic analyses. From these, the best and the unique are chosen. After twenty years of continuous publication, the article collection of *The GENERAL* is surely the most comprehensive and wide-ranging paean to the challenging hobby of wargaming available.

**AFRIKA KORPS**

Can the British Really Win in Afrika Korps? (Vol. 1, #1) P

A Decade with Das Afrika Korps (Omar DeWitt) Vol. II, #3 (P) 4-5.


A New German Approach to Afrika Korps (Jared Johnson) Vol. 2, #4 (P) 6.

Basic German Strategy in Afrika Korps (James Tribolet) Vol. 2, #6 (P) 6.

Blind Allied Strategy in Afrika Korps (Frank Russell) Vol. 3, #1 (P) 10.

Bulge: Isolation and Supply (Mike Carr) Vol. 4, #2 (P) 12.

Major Battles and Campaigns: Libya and Egypt, Best Allied Defense—an Aggressive German (Lee Matthews) Vol. 5, #1; Vol. 6, #2 (P) 8-13, 32.

German Strategy in Afrika Korps (Mark Rosenberg) Vol. 4, #2 (P) 6.


The Importance of Fortresses in Bulge (Jeff Martin) Vol. 2, #6 (P) 4-5.

Operation Crusader (Robert Garbisch) Vol. 10, #4 (H) 4-7.

Operation Oasis (Chris Meagher) Vol. 3, #4 (P) 9.

Operation DAK (Vance Borries) Vol. 15, #2 (V + C) 18-21.

Operation V12 (Doug Cragoe) Vol. 3, #4 (P) 6.


Operation V-12 (Douglas Brotz) Vol. 3, #4 (P) 11.


Operation V-3 (Douglas Brotz) Vol. 3, #4 (P) 11.


Operation V (Douglas Brotz) Vol. 3, #4 (P) 15.


Operation V-3 (Douglas Brotz) Vol. 3, #4 (P) 17.


Operation V-3 (Douglas Brotz) Vol. 3, #4 (P) 23.


Operation V (Douglas Brotz) Vol. 3, #4 (P) 27.


Operation V-3 (Douglas Brotz) Vol. 3, #4 (P) 29.


Operation V-12 (Douglas Brotz) Vol. 3, #4 (P) 32.

Operation V (Douglas Brotz) Vol. 3, #4 (P) 33.

Operation V-4 (Douglas Brotz) Vol. 3, #4 (P) 34.

Operation V-3 (Douglas Brotz) Vol. 3, #4 (P) 35.


Operation V-12 (Douglas Brotz) Vol. 3, #4 (P) 38.

**LUFTHAFTE**

Order of Battle—Lufthafte (—) Vol. 8, #1 (H,P) 9-9.

Air battle for the Reich (Warren Jervey) Vol. 4, #1 (P) 11.

Greater Luftfahrt (Maurice Nist) Vol. 9, #1 (P) 2-4.

Luftfahrt—A Battle of Wits (Dennis Miliner) Vol. 8, #3 (P) 4-5.

Indispensable for a Historian (J. Pournelle) Vol. 8, #6 (H,P,D) 12.

In Defense of Strategic Bombing (Anthony Fabrizio) Vol. 8, #5 (H) 13.

**CONTEST #15 (Vol. 3, #3) 15.**

**Magic Realm Questions, Answers,**

My Son, The Berserker (Jim Stahler) Vol. 17, #5 (Humor) 41-42.

Calibrated Luftwaffe (Robert Harmon) Vol. 13, #1 (H,P) 3-11, 30.

QUESTION BOX (Vol. 8, #2,3,5; Vol. 9, #1,2,3,5; Vol. 10, #2,4; Vol. 11, #6).

CONTEST #55 (Vol. 10, #1) 21, Insert.

PBM Luftwaffe (Dean Miller) Vol. 14, #1 (PBM) 18.

Problems and Solutions (Tom Bosseler) Vol. 2, #3 (P) 4.

CONTEST #97 (Vol. 15, #5) Insert.

The Dutch Alternative (Peter Wilbur) Vol. 7, #4 (P) 3.

The 1914 Offensive (Rick Biernacki) Vol. 9, #4 (V,P) 10.

In Defense of the Combined Fleet (Warren Jervey) Vol. 8, #1 (P) II.

Adding American Punch (Louis Zocchi) Vol. 10, #4 (P) 19-22.

**NAPOLeon**


A Primer on French staff (Carl Knabe) Vol. 16, #5 (P) 37-48.

The Battle of Brussels (Antony Palmer) Vol. 17, #7, #4 (P) 41-42.

**NAVAL WAR**

A Change of Pace from AH (Jerry Dobson) Vol. 15, #6 (P) 23-24.


Wargame's Classic (M. Brundage) Vol. 5, #2 (P) 4.

Plan "O" (Roy Johnson) Vol. 5, #2 (P) 5, 2.

Belgium—Where? (Carl Knabe) Vol. 5, #2 (P) 5.

To "Elsie" in 1914 (Richard Butner) Vol. 5, #3 (P) 34.

Belgium—Never! (Andrew Engelberg) Vol. 5, #3 (P) 53.

1900 Variant for 1914 (—) Vol. 5, #3 (P) 54.

Belgium—A Must (Brooke Davall) Vol. 5, #4 (P) 6.

Historical Simulation Game for Two—1914 (James Allrey) Vol. 5, #5 (P) 2.

Inverted Schlieffen (Don Wolfe) Vol. 6, #1 (P) 6.

Air Power in 1914 (Lawrence Vincenzi) Vol. 6, #2 (P) 12.

Jutland—1916 (Michael Torra) Vol. 6, #2 (P) 13.

Here before the leaves fall (Scott Bowen) Vol. 6, #3 (P) 6.

The Schlieffen Plan and 1914 (Mark Lownes) Vol. 6, #4 (P) 11.

Invade Belgium, or Switzerland? (Larry Casteed) Vol. 6, #4 (P) 7.

The Ardennes (Jeff Stein) Vol. 7, #1 (P) 10.

The 1914 Offensive (Rick Biernacki) Vol. 7, #1 (P) 11.

Ho-Wah-Ree (Rex Martin) Vol. 19, #4 (P) 16-18.

The Hunt (Rick Mathews) Vol. 16, #6 (V,P) 21-22.


A Change of Pace from AH (Jerry Dobson) Vol. 15, #5 (P) 21-22.

Oh-Wah-Ree (Rex Martin) Vol. 19, #4 (P) 16-18.

The 1914 Offensive (Rick Biernacki) Vol. 7, #1 (P) 11.

Troop movement (Charles Crow) Vol. 8, #6 (P) 8.

Time to invade Holland (David Kimberly) Vol. 9, #1 (P) 9.

The German Offensive (Jack Gruenberg) Vol. 9, #1 (P) 12.

The Offensive (Bob Engstrom) Vol. 9, #1 (P) 13.


CONTEST #110 (Vol. 19, #4) Insert.

Where Did He Come From! (Ross, Tyrer, Self) Vol. 17, #1 (V,P) 25.

Definite Edge to the Japs [sic] (Victorio Gervol) Vol. 2, #4 (P) 9-10.

The Rest of the Alphabet (Lloyd Berger) Vol. 10, #1 (P) 7.


**PANZERLEADER**

Battle for Berlin (Ray Easton) Vol. 12, #1 (V,P) 15 [PB].

DEr Design Analysis (Randall Reed) Vol. 12, #1 (D,Q&A) 17.

DEr Design Analysis—The Fallacy of "Panzerbase" (Robert Harmon) Vol. 12, #2 (D) 23-28 [PB].

PL—The Hard Way (Foss & Woodfall) Vol. 12, #6 (PB) 14-17, 32.

The Rest of the Battle (Artillery (Ray Easton) Vol. 12, #1 (P) 28, 24.

The battle [sic] war (Easton & Kluksdahl) Vol. 12, #1 (P) 11, 15, #6 (V,P) 24, 26.

Battles in Germany, 1945 (Roy Easton) Vol. 13, #5 (V,P) 31-32 [PB].

SERIES REPLAY (Chang, Boler) Vol. 13, #6 (SR) 14-17, 21-23.

Two more Pots (Geek Boggess) Vol. 16, #5 (P) 32-34.

Air Battle for Berlin (Roy Easton) Vol. 13, #5 (P) 30.

Mobile Panzer Defense (David Rod) Vol. 18, #1 (P) 33-37.

A Fun Game (Scott Duncan) Vol. 11, #6 (P) 3-5, 9-10, 30.

**Panzerblitz**

Russian Emphasis on Close Assault Tactics (Bill Freeman) Vol. 7, #6 (P) 10.

Panzerblitz Situation 13 (Tom Olson) Vol. 8, #1 (V,P) 11.

Panzerblitz Situations (Terrance Busby) Vol. 8, #3 (P) 4-5.

Panzerblitz Modification (Ben Stout) Vol. 8, #3 (P) 5-12.

Mounted Panzerblitz (Shelby Stanton) Vol. 8, #3 (P) 9.

Panzerblitz Championship Situations (Lenard Lakofka) Vol. 8, #3 (V,P) 20, 22.

Panzerblitz: Hex by Hex (Larry Casteed) Vol. 12, #5 (P) 23-28.

Panzerblitz Revision Upheld (Paul Mills) Vol. 10, #3 (V,P) 20, 22.

Panzerblitz Revision Healed (Paul Mills) Vol. 10, #3 (V,P) 20, 22.

Blind Panzerblitz (Ian Strouse) Vol. 10, #3 (P) 10-11.

A Fun Game (Scott Duncan) Vol. 11, #6 (P) 3-5, 9-10, 30.

**RICHTHOFEN'S WAR**

CONTEST #36 (Vol. 10, #2) 21.

DESIGN ANALYSIS (Randall Reed) Vol. 10, #1 (D,Q&A) 17.

DEr Design Analysis—"Panzerbase" (Robert Harmon) Vol. 12, #2 (D) 23-28 [PB].

PL—The Hard Way (Foss & Woodfall) Vol. 12, #6 (PB) 14-17, 32.

The Rest of the Battle (Artillery (Ray Easton) Vol. 12, #1 (P) 28, 24.

The battle [sic] war (Easton & Kluksdahl) Vol. 12, #1 (P) 11, 15, #6 (V,P) 24, 26.

Battles in Germany, 1945 (Roy Easton) Vol. 13, #5 (V,P) 31-32 [PB].

The Red Ball Express (Edd Riddaway) Vol. 14, #1 (P) 30-31.

Battles in Germany, 1945 (Ray Easton) Vol. 13, #5 (P) 30.

Mobile Panzer Defense (David Rod) Vol. 18, #1 (P) 33-37.

**RUSsIAN CAMPAIGN**

Initial Impressions of Russian Campaign (Dean Miller) Vol. 13, #7 (P) 7-8, 10-11.
Principles of War (Myron Brandage) Vol. 3, #3 (P) 7-8.
Feudal Waging of War (Alan Moon) Vol. 5, #3 (Club) 11-12.
New PBM System (Tony Laos) Vol. 3, #3 (PBM) 11.
Analytical Analysis of the “Perfect Plan” (Dorothy Sosnowski) Vol. 3, #3 (P) 10-11.
World Champion Orienteer: Miracle or Fluke? (R. Vol. 3, #4 (Sports) 3-4.

Principles of War—III (Frank McConnell) Vol. 4, #4 (P) 4-5.
AH Clubs (Ray Piche) Vol. 4, #4 (Clubs) 10-11.
Conditions of Victory (Craig Clemens) Vol. 4, #4 (P) 12.
Peace Through War (Richard Hill) Vol. 4, #4 (P) 13-14.
A Strategic Defense (Edward Mohnmann) Vol. 3, #5 (P) 4-5.
Counterattack or Withdraw (Stewart Grooman) Vol. 3, #5 (P) 6.
Game Summary: Gun (S hopefuls Vol. 3, #5 (P) 6-7.
Option for Concealment (Boyd Benson) Vol. 3, #5 (P) 11.
Buyers’ Guide (Don Green) Vol. 3, #6 (Survey) 4.
The Piracy Thrive—The Double Exchange (James Stein) Vol. 3, #6 (P) 6.

The Asylum, No.3 (Alan Moon) Vol. 16, #3 (Humor) 14.
Women OF the Month (Susan Quaglio) Vol. 3, #6 (Clubs) 19.

The Indirect Approach (James Eschweiler) Vol. 4, #3 (P) 11.
The General Starf (Richard Hill) Vol. 4, #3 (Clubs) 6-7.
Simultaneous Movement (Fred Guest) Vol. 4, #1 (P) 4-5.
On a Tactical Level (Lawrence Valencourt) Vol. 6, #3 (P) 5.

Play Balance, Playability & Historical Realism (Richard Gibson) Vol. 6, #4 (P) 4.

The Ultimate Wargame (Charles Starks) Vol. 13, #6 (Humor) 25.

Interview: John Edwards (—) Vol. 15, #1 (Int.) 16-17.

The Asylum, No.1 (Alan Moon) Vol. 17, #1 (Humor) 6-7.

THE FIFTY

Index Key: Number of Appearance—Name (Volume:Number)

The first listing of the top players in the AREA system appeared in Vol. 13, No. 1 of The GENERAL, in which the ten best were announced. With phenomenal growth of the arena, play-by-mail, play-through-mail, the regular listing has grown to encompass fifty with the best ratings for games completed and reported to the AREA Technician. Feeling that these fine players deserved some recognition, in Vol. 18, No. 4, Don Greenwood instituted an addendum to the listing giving biographical information on each of the members of that elite. Further, they were allowed a brief space to make their views on some aspect of the wargaming hobby public. With the ever shifting composition of the “Top Fifty”, it’s expected that this feature will continue for some time—especially since it has proven of interest to so many among the readership.

Mist Letters... Cont’d from Page 15

1. Bruce Downing (18:4)
2. Fred Greiner (18:3)
3. Bill McCombs (18:2)
4. Don Robert (18:1)
5. Dave Caruth (18:1)
6. Robert Rowdy (19:2)
7. John Anderson (19:2)
8. Bill Salvatore (19:1)
9. John Anderson (19:1)
10. Gary Charbonneau (20:1)
11. William Dobson (20:3)
12. Charles Wannam (20:3)
13. Kevin Combo (20:4)
14. Donald Burdick (20:5)
15. Michael Sincavae (20:6)

271. Ted Urbanowicz (Polish wargaming) 19:6 (45).
274. David Steele (query on illustration) 20:1 (45).
275. Patrick Carroll (solitaire gaming) 20:2 (45).
276. Richard Bass (criticism of hobby) 20:3 (45).
277. Russell Kilibre (realism vs. playability) 20:3 (45).
278. Dave Sindel (departure of Alan Moon) 20:4 (45).
279. John Alsen (criticism of hobby) 20:5 (45).
280. Mark Werline (concerns over AH expansion) 20:5 (45).
281. Mark Paul (defense of hobby) 20:5 (45).
282. Martin Williams (attack on hobby) 20:5 (45).
Without a doubt, it is the efforts of the many readers and gamers who annually submit articles that give The GENERAL life. A quick perusal of the index will reveal some interesting, even astonishing, names. Virtually every noted designer, developer and hobby figure has seen his name in print in these pages. Al Nor, a veteran game designer for a number of companies, authored no less than four articles—the first of which appeared as early as Vol. 1, No. 6. E. Gary Gygax byline appears five times in this index is that of the cobbled together multi-millionaire who made his fortune with DUNGEONS & DRAGONS. His erstwhile partner, Dave Arneson, also authored a piece on the original BATTLE OF THE BULGE back in Vol. 2, No. 3. And, there’s James Dunnigan, still undisputed leader of wargame designers in terms of simple numbers of games published. The reader can find in our pages articles by such notables as Chris Wagner, Richard Berg, Ed Birsan, Scotty Bowden, Dana Lombardy. This index’s author reads like a veritable Who’s Who of wargaming. All grew and flexed their creative wit with The GENERAL, just as the next generation of gamers continues to do.

The readers should note that the authors of neither Series Replays nor Design Analyses are included.

The listings below indicate the games upon which the author has published, as well as the issue in which the article appeared. Note that, in the case of multiple articles upon the same game appearing in the same issue by the same author, only one listing is made. For those readers unfamiliar with the abbreviations of the game titles in common usage, a complete list follows:

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

AUTHORS
2. Craig Ransom (variant ideas) 16:9 (21).
3. Craig Ransom (more variant ideas) 13:2 (29).

ORIGINS OF WORLD WAR II
1. J. E. Pournelle (replies to Damien's comments following Pournelle's "A Philosopher's #4 in 9:2 (9) 8:3 (13).
5. John Jacobson (use bingo chips to mark units) 8:2 (13).

PAZERLEITZ
1. Timothy O'Neill (comments on realism) 7:6 (13).
3. Mark LaPlante (variant "bounce") 13:2 (33).
7. Steve Powlesland (Germans need help) 9:6 (13).
9. David Brazas (reply to Saba, "War in the East") 12:3 (33).
11. Donald Ervine (reply to Saba, "The Early Years Reexamined" 11:5 (29).
17. Charles Bogart (reply to Ellsworth, "Realism and Play Balance" 7:3 (21).
19. Albert Nofi (desperately [sic] awaiting new games) 1:3 (3).
20. Mike Williams (reply to Alsen, "VIII" 11:2 (29).

STALINGRAD
1. Geoff Burkman (Dowling's "All it takes is efficient planning" in 5:4 is a copy of Donovan's "Moscow at 3 in 1" in 3:2) 5:6 (14).
2. Tom Olenos (reply to Pournelle, "PanzerBlitz" 14:4 (33).
3. Alan Carlson (variant "glide") 11:6 (29).
5. Michael Mahoney (where is COl?) 15:6 (33).
7. Nancy Shearer (sexism at AH.?) 1:3 (3).
8. Albert Nofi (desperately [sic] awaiting new games) 1:3 (3).
10. David Brazas (reply to Saba, "War in the East") 12:3 (33).
11. Donald Ervine (reply to Saba, "The Early Years Reexamined" 11:5 (29).
12. Robert Beyma (reply to Shalvoy, "Defending Russia" 11:3 (29).
15. Mark Sockwell (reply to Alsen) 20:6 (45).

U-BOAT
2. "A Fan" (comments on AH advertising) 1:2 (3).

VICTORY IN THE PACIFIC
1. Valentine Germain (Series Replay in 14:6 was "silly") 15:2 (33).
2. Chris Roe (reply to Germain) 15:4 (33).
5. David Thernley (reply to Calacerta, "More Realism for VTP" 18:3) 19:1 (45).
8. Albert Nofi (desperately [sic] awaiting new games) 1:3 (3).
10. David Brazas (reply to Saba, "War in the East") 12:3 (33).
11. Donald Ervine (reply to Saba, "The Early Years Reexamined" 11:5 (29).
12. Robert Beyma (reply to Shalvoy, "Defending Russia" 11:3 (29).
15. Mark Sockwell (reply to Alsen) 20:6 (45).

WOODEN SHIPS & IRON MEN
1. Robert Hoering (variant, Dutch) 12:5 (33).
2. G. Smeets (cover illustration is not historic!) 13:1 (33).
4. Len carter (reply to Uli, "Strachan vs Damaged") 18:3 (45).

MISCELLANEOUS
3. David Davis (comments on AH advertising) 1:2 (3).
4. G. DeSillo (game suggestions) 1:2 (3).
5. Jack Greene (ancient games—suggestions) 1:3 (3).
6. Steve Soto (comments on AH advertising) 1:2 (3).
7. Nancy Shearer (sexism at AH.?) 1:3 (3).
8. Albert Nofi (desperately [sic] awaiting new games) 1:3 (3).
9. G. Miller (deserts for the German Army) 1:1 (3).
11. John Sharp (comments/ideas) 1:4 (3).
CONTESTS

Index Key: Contest Number—Subject—Volume:Number

Contests have been a tradition with The GENERAL since the very first issue, despite efforts by more than one editor to do away with the time-consuming feature. Twice, contests were omitted in an attempt to judge how the readership would react to such a move. As the reader can plainly see, the response was such that they were immediately reinstated, much to the chagrin of the editors. Devising new and challenging puzzles which are more than just "luck of the draw" exercises is a considerable undertaking which often consumes more time and space than the number of replies to each would suggest to perfect a puzzle which is challenging and legitimate (correct and answerable in only one way). However, many readers indicate that, while they do not frequently enter the contests, they often "play along at home" and try to solve the puzzle in their head without going to the trouble of getting out board, pieces and rules. For this reason, and because the contest is often tied to the featured presentation of each issue in its current format, the contests are probably with us to stay for a long time to come.

The contests were not always tests of skill, however. In the early years of The GENERAL they often resembled random chance drawings simply because this was simpler for the harried designer (who had neither the time nor expertise to design a contest on a specific title). Fortunately, with our expanding in-house design staff, each contest can now be constructed by the designer or developer of the game on which it is based and therefore usually offers a fine test of wits for the enthusiast. Traditionally, the answer to each contest has been printed in the immediately following issue—at first as a separate article. Later, more often than not, the solution was incorporated into the regular "Infilitrator's Report". In the "Report" also, the winners of each contest are announced.

Non-specific contests are indicated by brackets around the "subject" of that contest.

35. [Select New Game Title] (6:3)
36. [Who and What in Wargaming] (6:6)
37. U-boat (7:1)
38. Kriegspiel (7:2)
39. Football Strategy (7:3)
40. Battle of the Bulge (7:4)
41. Stalingrad (7:5)
42. Panzerblitz (7:6)
43. Waterline (8:1)
44. Afrika Corps (8:2)
45. Blitzkrieg (8:3)
46. D-Day (8:5)
47. [Market Survey] (8:5)
48. [Afrika Korps, Attack Examples] (8:6)
49. France, 1940 (9:1)
50. [Readers Survey] (9:2)
51. Design Ah in the Pacific! (9:3)
52. Midway (9:4)
53. Afrika Corps (9:5)
54. Battle of the Bulge (9:6)
55. Luftwaffe (10:1)
56. Richthofen's War (10:2)
57. Stalingrad (10:3)
58. Blitzkrieg (10:4)
59. Afrika Corps (10:5)
60. D-Day (11:1)
61. Panzerblitz (11:2)
62. Afrika Corps (11:3)
63. waterline (11:4)
64. Stalingrad (11:5)
65. Third Reich (11:6)
66. Anzio (12:1)
67. [Crytopgraph] (12:2)
68. Battle of the Bulge (12:3)
69. Third Reich (12:5)
70. 1776 (12:5)
71. Chancellorsville (12:6)
72. Waterline and Iron Men (13:2)
73. Russian Campaign (13:3)
74. Alexander (13:4)
75. War at Sea (13:5)
76. Starship Troopers (13:6)
77. Afrika Corps (14:1)
78. Kingmaker (14:2)
79. Arab-Israeli Wars (14:3)
80. Starship Troopers (14:4)
81. Squad Leader (14:5)
82. D-Day (14:6)
83. Gettysburg (15:1)
84. Panzer Leader (15:2)
85. Air Assault on Crete (15:3)
86. Submarine (15:4)
87. Midway (15:5)
88. Cross of Iron (15:6)
89. Anzio (16:1)
90. Bismarck (16:2)
91. The Russian Campaign (16:3)
92. Magic Realism (16:4)
93. The Russian Campaign (16:5)
94. Done (16:6)
95. War & Peace (17:1)
96. Crescendo of Doom (17:2)
97. Afrika Corps (17:3)
98. [Wehrmacht Mystery] (17:4)
99. Circus Maximus (17:5)
100. Stalingrad (17:6)
101. [Identify Games by Rules] (18:1)
102. Air Force (18:2)
103. Guns of August (18:3)
104. Gladiator (18:4)
105. Third Reich (18:5)
106. Crescendo of Doom (18:6)
107. Storm Over Aachen (19:1)
108. Battle of the Bulge '81 (19:2)
109. Guadalcanal (19:3)
110. Oh-Wah-Ree (19:4)
111. Struggle of Nations (19:5)
112. Victory in the Pacific (19:6)
113. G.I. Army of Victory (20.1)
114. Titan (20:2)
115. Kreidler's Great (20:3)
116. Starship Troopers (20:4)
117. Bull Run (20:5)
118. Air Force (20:6)

SERIES REPLAYS

Index Key: Order of Appearance—Game (Players and Commentator) Volume:Number

Since Don Greenwood introduced the first Series Replay a decade ago, the masterful play illustrated by the experts has proved a boon to many readers. Even less-than-clever actions by the not-so-expert among these players served for the neutral commentators (themselves master players) to highlight points on proper and improper tactics and strategies. Many current readers learned competency in the various games below by playing along vicariously. Many innovations and plays were first illustrated in these replays. More than any other regular feature in the magazine, the colorful art and commentary of the Series Replay has yet to be duplicated elsewhere in the hobby press. Despite the immense effort even a simple replay represents, these will continue to be stock-in-trade for The GENERAL.

The name of the Neutral Commentator has been italicized. Thus far, only one Series Replay has appeared that did not have a Neutral Commentator to guide the readers through the action.

1. Midway (Bar, Greenwood, Totem) Vol. 10, #2
2. Stalingrad (Evans, Olsen, Phillips) Vol. 10, #4
3. Afrika Korps (Garshick, Hayes, Greenwood) Vol. 10, #5
4. Battle of the Bulge (Reed, Lowry, Roberts) Vol. 10, #6
5. Panzerblitz, Situation 6 (Lackmore, Livemore) Easton Vol. 11, #1
6. Waterloo (Siegberg, Bejna, Anson) Vol. 11, #2
7. Midway (Uii, Greenwood, Totem) Vol. 11, #3
8. Origins of World War II (Barets, Drakert, Headly, Cates, Bemis, Pachler) Vol. 11, #4
9. Stalingrad (Greenwood, Reed, Phillips) Vol. 11, #5
10. Gettysburg (Nels, Glynse, Eder, Greenwood) Vol. 11, #6
11. Anzio (Oleson, Saha, Davis) Vol. 12, #1
12. Panzerblitz, Situation 4 (Livemore, Ploeg, Easton) Vol. 12, #2
13. Waterloo (Roberts, Libby, Anson) Vol. 12, #3
14. Afrika Korps (Hedley, Libby, Burtch) Vol. 12, #4
15. Anzio (Oleson, Saha, Monao) Vol. 12, #5
16. Waterline and Iron Men (Uii, Greens, Haab) Vol. 12, #6
17. Panzer Leader, Situation 15 (Livemore, Rool, Reed) Vol. 13, #1
18. Diplomacy (Powers, McCullama, Blum, Ponzi, Buryett, Phu, Luf, Caton, Buchanan) Vol. 13, #2
19. Midway (Uii, Greenwood, Hullon) Vol. 13, #3
20. War at Sea (Hamblen, Uii, Greenwood) Vol. 13, #4
21. Afrika Korps (Beyna, Burtch, Haab, Ploeg) Vol. 13, #5
23. Alexander (Ploeg, Livemore, Hamblen) Vol. 14, #2
26. Squad Leader, Scenario 1 (Blumman, Weitzeberger, Greenwood) Vol. 15, #1
27. Caesar's Legions (Ploeg, Reed, Greenwood) Vol. 15, #4
28. Panzerblitz, Scenario 8 (Ploeg, Livemore, Chiang) Vol. 15, #4
29. Cross of Iron, Scenario 102 (Cates, Lackmore, Greenwood) Vol. 16, #3
30. Russian Campaign (Evan, Bejna, Hamblen) Vol. 16, #3
31. Anzio, Four Player Variant (Barrera, Dixa, Duttr, Duerr, Olsen) Vol. 16, #6
32. War at Sea (Moon, Hamblen, Greenwood) Vol. 17, #1
33. Victory in the Pacific (Wright, Rod, Heinemann, Greenwood) Vol. 17, #2
34. Cross of Iron, Scenario E (Anderson, Spaulde, Allen) Vol. 17, #3 and Vol. 17, #4
35. Victory in the Pacific (Carr, Reed, Hamblen, Stiling) Vol. 17, #5 and Vol. 17, #6
36. Waterline and Iron Men (Carr, Reed, Burtch, Uii) Vol. 18, #3
37. Stormy Ardenish (Moon, Allen, Fowling, Vol. 19, #1 and Vol. 19, #2
38. Caesar's Legions (Ploeg, Reed, Greenwood) Vol. 19, #3
39. Victory in the Pacific (Simay, Lutman, Vol. 19, #4 and Vol. 20, #1
40. Bull Run (Martin, O'Neill, Hamblen, Vol. 20, #5 and Vol. 20, #6

Y3214 10/64