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NEW D-DAY '65 - HOT OFF THE PRESS

Additional Tournament & Optional Rules Are in Improved Version

The last two issues of this magazine have featured articles on the behind-the-scenes activity of game publishing. The appearance of D-DAY '65 exemplifies a third area - that of a continuous research and design program of testing improvements to old products.

Good "Starter" Game

D-DAY was originally released by Avalon Hill in 1961. Since that time it has continued to be a best-seller and has become one of the three top "starter" games, alongside of Gettysburg and Tactics II. In short, we feel that D-DAY has finally earned its spurs.

Since 1961 we have also compiled a list of suggestions for changes and improvements, testing out many for their merits. D-DAY '65, then, is the tangible results of these tests.

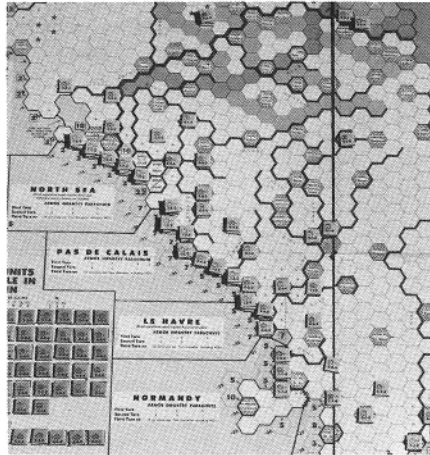
Two Games in One

As in Midway and Bulge, D-DAY becomes two games in one: A basic version that is relatively simple and designed to get the beginner quickly into the art of wargaming; and a tournament version designed for those that want it realistic to the nth degree.

The playing board now contains grid-coordinates printed directly on the map. One major change is found in the North Sea area where Squares I-13 through I-15 (previously water squares) have been made land squares bordered by river lines.

Supply and Isolation rules apply only in the Tournament version. A major addition to the supply rule is the requirement that no Allied Unit can be more than 17 squares away from their source of supply which is either a coastal square or an inland port. This rules out the use of South France as a potentially dangerous 1st invasion sight. In reality, South France was invaded later on after the Allies had marched across much of France.

To offset the German advantage, the Allies get a replacement rate of 2 at-



GERMAN SET-UP: Here is a recommended German set-up designed to preclude a successful Allied invasion close to Germany. Not shown is South of France where the German player has placed no Units at all.

tack factors per Turn starting in the 9th week. In addition, strategic air power becomes a great aid to the Allied cause. The rules to the Tournament version are found in the Battle Manual that also includes diagrams, historical commentary and an appendix of questions and answers.

New Components Available at Cost

There is not enough space to reprint the new rules in this magazine. But subscribers can obtain the necessary items, Instruction Folder and Battle Manual, by enclosing just 50¢ and a self-addressed return envelope (6 x 9 size envelope preferable). (The usual \$1.00 minimum charge for replacement parts is waived in this case.) It is not necessary for you to purchase the new board (\$3.00 postpaid) - instead we'll simply throw in, gratis, the Grid-coordinate sheet.

The complete price of D-DAY '65 remains at \$4.98. Parts include Instruction Folder, Battle Manual, Troop Counters, Order of Battle Card, Time Record Card, Combat Results Table and 1 Die.

D-Day Used in Medical Research

By Capt. Charles Wickstrom

D-DAY has been used in the Medical Laboratories at Edgewood Arsenal, Maryland, in psychological studies, some involving the use of drugs, by the psychopharmacology group there. Between March and August of last year, 59 D-DAY games with 81 invasions were conducted under controlled conditions, involving subjects from various parts of the United States with an average age of just over 24 years. During the games both method and manner of play were carefully observed.

Games Recorded on Tape

Full video tape and sound coverage (3 TV cameras & 2 sound tracks) enables complete replay of entire D-DAY games whenever desirable for study of the players' moves and reactions to game situations, die rolls, and other events. An overhead camera zoomed in for close-ups of soak-off attacks and other combat details.

In the most commonly used version, there were two Allied players and two Germans in each game. The games were conducted duplicate fashion like a team-of-four bridge match. That is, an identical starting situation is set up on two boards in different rooms (actually, the "starting" situation could be middle or end game). One half of a team is the Allies in one room, while the other half of the same team is the Germans in the other room. The winning team is then determined by comparing the situations on the two boards at some later time. If you have three friends who also play D-DAY you might find this an interesting way to conduct your own match, with one Allied player and one German on each team (rather than two of each as here).

Game outcomes, when games were not carried to completion, were adjudicated on a "10 pt must" system. A game that goes to completion under this

(Continued on Page 2)

★ ★ ★ ★ ★
The AVALON HILL GENERAL

... a bi-monthly magazine mailed pretty close to the first day of January, March, May, July, September and November.

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(Continued from Page 1.)

scoring system is scored 10 to 0. Analysis of 47 games with 69 invasions in which drugs were not administered to any of the participants reveals that scores averaged slightly over 2 to 1 in favor of the Allies (totals 316-154). That is, simply being on the Allied side gives a player, on the average, twice as good a chance of winning as a player on the German side. Of course, the game balance may change somewhat with the skill level of the players.

Results indicate that (1) a group of men who have never seen the game D-DAY before can learn to play D-DAY capably within the time period allotted, and (2) that the drugs used affected the way the men approached the game at least as much as in the actual moves they made. They became easily distracted, unconcerned, and in some cases euphoric, and forgetful, for example forgetting to move some units while moving others twice. Their overall strategy appeared to be the same, but they became lax in some details.

Games in which drugs were administered to one side hurt the Allies more when a tough invasion was required (e.g. Pas de Calais or North Sea), but hurt the Germans more when they had a lot of regrouping to do following a southern area Allied landing. The results would thus seem to indicate that the difficulty in concentrating caused by the drug affected play mainly in cases where elaborate planning was required. We would expect a larger dose of drug to cause breakdown of simpler planning procedures, such as conduct of an isolated attack or an unobstructed advance toward the objective.

The game of chess is also being used in similar studies. Other Avalon Hill games purchased in connection with this research program include Afrika Corps and Tactics II.

AH Comment: Captain Wickstrom has been a long-time aficionado of Avalon Hill games; having visited the test-rooms on many occasions. Now, the good captain is on his way to Viet-Nam where he will undoubtedly clean up the

mess in that area...or at least convince them of the advantages in giving vent to their basic destructive complexes over a D-DAY game board instead of flat on their back in a steaming jungle.

Midway—Solitaire

by Robert Olson

1. Jap always moves first, then U. S.
2. Jap always strikes first, submits full battle plan, then U. S.:
 - a) Except Jap may hold back fighters on ship and after U. S. player submits attack plan, if any, may order covering fighters in air only above square in which carrier is in, from which fighters came.
 - b) Obviously U. S. player submits full attack and defense plan at once since he has nothing to gain by reserves.
3. As outlined in General, (I thought of this too) U. S. player and Jap player need not bring their units on the board ever, at all, if they wish, but once on the board, may not be taken off the board.
 - a) U. S. player may enter ships onto the board. G, H, (1 + 7) (and optionally F-7) and (1) 1 thru 7.
 - b) The Jap player must always enter the board from the western squares.
 - c) At 0500 AM each player has an option. All ships which have not as yet entered the board (who are allowed to by the timetable) may move six squares, the first four by night to any square so long as the oncoming units do not pass thru any area which was occupied by an enemy ship during the night, plus two squares for the 0500 turn. Of course ships may move normally and visibly onto the board at night. (Presuming it is necessary to do so)
4. The Jap attack radius for planes is eight squares, the U. S. player seven. Not only is this in line with fact as the Jap plane radius was longer, but it is a necessary balancing factor here, though not applicable to the two player "secret" game.
5. At 1700, June 5th, Midway receives a flight of 5T, 5D, 5F which are ready for action at 0500 June 6th if Midway is still in action. (Where they came from I don't know, perhaps remains of carrier forces or Pearl which they could have if the battle was desperate.) These planes may of course be subsequently

flown to carriers. (All planes anywhere are always "ready" but still require one turn to do it.)

6. Planes on Midway are destroyed by attackers (Midway Reduction Table) only after the defense factor has been reduced to O, thereafter factor applies to planes on Midway. If at first glance there would seem to never be any planes on Midway. I would point out the ready rule which might ground them. When the reduction factor is O, the odds are computed on the basis of the number of attacking planes as defending fighters, after a fighter battle die roll, if any.
7. B-17 attack table reads 4 = 1 hit, 5 = 3, 6 = 5. The hits received are apportioned among all the ships in the square attacked by the Jap player as he sees fit.
 - a) The B-17 attack and "ready" rules are based on the number of squares from Midway to the attacked square. For every (3) squares traveled on a mission, the B-17's are grounded for one turn. Thus a maximum mission of 21 squares would cost 7 turns while within 2 squares of Midway the B-17's may attack every turn. ($3 \cdot 1 - 2 = 0$).
8. Surface Combat: is had anytime ships are in same squares. Since Jap moves first U. S. player can always move away but (my) rules provide no ship may move thru an enemy occupied square without combat, thus U. S. ships could be boxed in by nine Jap ships in an area, (including one in U. S. ship zone after Jap move,) which forces trapped ships to fight the ship in its zone or one of surrounding ships at its option.

However, for each four moves on surface action board, ships not involved in the action may move two squares and one turn is marked off the time sheet, and on each turn (four battle moves) only, the trapped player may try to roll out. If the trapped ships succeeds in sinking its pursuers on the battle board, normal movement resumes. (A single Jap ship seldom will stay afloat four turns in a match with several U. S. cruisers,) except a BB.
9. I still think the Zuiho and Hosho are short planes and optionally give the Zuiho 1 D and 1 F and the Hosho 2 F extra in line with my references. It doesn't matter much. Going back to Surface Combat for a moment, obviously the player may use any remaining air power he has to destroy ships in his square before he must fight them, but this air strike must come from a ship which is not

in the same square as an enemy ship, thus can't come from a surface trapped carrier (which would not have armed planes on deck in an eminent surface action).

Tactically the Japs will try to back the U. S. fleet or ship against an edge zone which reduces the squares needed to trap to six. Theoretically the U. S. could do the same to a lone Jap ship. As an "optional" rule, the U. S. has to move first at night which brings Jap night surface superiority into play - Remember Savo?

All in all this makes a good game of solitaire. Try it sometime.

AREA NEWS...

East

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Another Look at D-Day

by Laurence Plumb

It has been my experience after several years of D-Day playing and after countless arguments with opponents that the endlessly shifting D-Day rules definitely require clarification. In this article I have chosen to discuss those which I have found to occur frequently enough to warrant inspection.

I. Rivers. In D-Day, at present, rivers function as in the other Avalon Hill games. Previously, any unit attacked from a combination of river and non-river squares fought at basic odds with the units attacking across the river being halved; also defending units one square back from a river were doubled. With the present board and the present ruling it is unfair and unrealistic. In the other games (such as Stalingrad) the rivers pass thru squares and the defending units zone of control. The attacker, in order to cross, must enter the defenders zone of control permitting counterattack. In D-Day the attacker is allowed to attack without crossing the river (hardly realistic) and is thus safe from counterattack. I favor retention of the old rules since the defending units were doubled one square behind a river thereby forcing the attacker to cross the river and subject himself to

counterattack. Also I do not think that a single airborne (A/B) division could effectively divert an entire German Corps from defending the obviously main objective of the Allied attack, i. e. breaching the river; it is sufficient for the airborne division to attack the Corps with its own basic factor.

II. Leapfrogging. Currently the Allied player may leapfrog paratroopers deep into German held territory. By leapfrogging I mean dropping an A/B unit five squares from another A/B unit already behind German lines. With four A/B units the Allied player can place a unit thirty-two squares into German territory. (An invasion in Normandy could gain additional supply by leapfrogging into Bremen!) The principal reason (I believe) for the five square limit is that the Allies lacked the necessary air superiority deep in German territory to protect the vulnerable transports.

III. Supply and Entry. Currently the Allied player may bring in divisions at a beach-head subject only to beach-head reinforcement table. The rules which I currently possess (as found in local stores June 10) clearly state (Allied Reinforcement Sec 1c) "...total number of Units on land plus those chosen to be brought in must not exceed supply capacity." It seems, however, that the AH research staff is unaware of this since a letter to them gave me the answer which I presented at the beginning of the paragraph. This permits the Allies to have ashore twelve unsupplied divisions at Pas de Calais by rotating them with fresh divisions from Britain. If there was enough war material to supply five divisions it is clearly impossible for six divisions to fight on this materiel otherwise the supply capacity of the square would state six. If a division can not expect to eat, fight, or move would it be brought ashore to starve?

While supply is not possible from a disputed square it is at present possible to bring ashore reinforcements on the square. I think that this is too liberal since bringing in troops under fire (from the sea into a German zone of control) is equivalent to another invasion. A solution might be to restrict entry to disputed squares which are adjacent to undisputed squares.

Other important rules are as follows:

1. Allied units do not have to attack doubled German units during the invasion. I suggest that this be limited to doubled units on the coast only (excluding such cities as Nantes and Amsterdam).

2. The stack rule in which all units on a square act as a single unit on defense in cities is obsolete but may be retained for play balance.

3. Headquarters other than O. B. West and SHAEF are not allowed except in some PBM and multiple commander games. They may be used as a play balance factor. The German need for small units for paratroop proofing and delay may also be satisfied by allowing the subdividing of divisions into equivalent brigades. (i. e. the 91st Inf., a 4-4-3, might become two 2-2-3s).

4. The second invasion may come anytime after the eighth week. This is unrealistic and unfair and a cutoff date such as the 17th week should be instituted.

5. First wave troops are not allowed to move inland event if unopposed, (second and later weeks troops may be moved inland immediately).

6. Paratroops may not land adjacent to German units regardless of terrain. (Rules: Parachute Movement 1b).

7. Use of the new 8 1/2 x 11 odds table is mandatory for all Avalon Hill battle games except Bulge (i. e. odds round off in favor of the defender).

For the PBM enthusiasts I have been requested to say this: CTD (Closing transactions date) is the date on which sales are made, i. e. a CTD of 1 July would appear in an evening paper of 1 July or a morning paper of 2 July.

My thanks to Stephen Geisinger, Ralph Fellows, John Wladis, Stanley Hoffman, Jim Kobylecky and Gordon Sorensen. On the 30th of June I report to the United States Naval Academy and may therefore be a while in answering your letters--but don't let that stop you from making your troubles and opinions known!

AH Note: Elsewhere in this issue, readers will find notice of D-DAY '65 which is a great step forward in the clarification of many of the original ambiguous rules.

Southeast

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Help the Poor Americans

by Marc Nicholson

In my own experience and in opinions expressed by people who have written

to me, The Battle of the Bulge appears to be one of the least play-balanced of all of the AH games. The complaints that I have received read very much like those against Afrika Korps last year. The Americans (Allies) have too few units at the start; the reinforcements arrive just in time to be eliminated; etc. The American situation has been described as "highly frustrating," "hopeless," and "impossible." In my experience, the Americans have won only one out of eleven games. My correspondence shows an equal percentage of American loss. I have put together a few ideas that might put some hope back into the American Situation.

First of all, forget the Basic Game (the only way the German player could lose would be to die in the middle of the game and even then it would be close). Second, use all of the Tournament rules as well as all of the Optional rules, with a few exceptions. (I hate play-balance. It always ruins historical accuracy. All of the following are not new rules, but are merely adaptations of existing rules.)

Eliminate Forts

To begin with, the Germans have no use for Fortresses or Fortifications--throw them out. Next, raise the number of American Tactical Air factors; an extra eight or ten aids the American a lot and is still accurate. Now, decrease the isolation period required for elimination of German units from six to four turns. Finally, include uncertain order of appearance only for German units (I have this idea. Actually, the arrival of German units was far more predictable than that of the Americans.)

Germans Must Control Elsenborn Ridge

If the above ideas do not help the Americans enough, you might like to add one or both of my optional rules. I invented these remembering the actual campaign. The reason the Americans actually won the Battle of the Bulge can be attributed to three main things that are presently unaccounted for in the AH game. First was the stubborn defense of Elsenborn Ridge, which was vital to the German attack plan. Second was the defense of St. Vith, which slowed down German movement in the Northern Ardennes. Third and most important was the delay caused to the German units by company and battalion sized American units in the rear areas such as Werbomont. My new rules try to account for the above situations.

Starting with the simple, I make total control of Elsenborn Ridge a condition for German victory. This idea should not cost the Americans any units that they would not lose anyway, and it slows

down the Germans considerably. Elsenborn Ridge extends from Northeast of Monschau to the square directly Northwest of Stavelot.

There can be no change in the St. Vith area that makes any sense whatsoever.

Great American "Delaying" Units

The last and best idea tries to account for the small American units in the rear areas. Each American regiment can create one "delaying unit" which has no combat factor but which does have a zone of control. In other words, these units are automatically eliminated but the Germans must stop when they enter their zone of control (sort of like outposts in Gettysburg). These delaying units are subject to several restrictions. First, they have no movement factor; they must remain on the square on which they were created until they are eliminated or removed voluntarily by the American player.

Second, they can be built only on squares through which their parent regiment (or brigade) has moved and only on the same turn that their parent unit moved through that particular square. Their construction impairs no penalty

of any kind to the parent regiment. Third, these delaying units can be built only on certain types of squares. These "special" squares are cities, road junctions, river crossings and rough-terrain road squares. Also, squares where a road enters dense woods, only on entrance squares. In short, any square in which a road crosses or enters anything besides a plain square. Fourth, delaying units cannot be built within four squares of a German unit unless there is an intervening American unit. Fifth, if an American unit ends its turn adjacent to a delaying unit, the delaying unit is removed. Thus, a delaying unit cannot exist next to another American combat unit. The logic behind this is that the delaying units, as small units, would be absorbed by any nearby large units. Sixth, delaying units cannot be used to block retreat routes after combat; in this situation the German unit disregards the presence of the delaying unit. Finally, I use spare counters from other AH games as delaying units. I put the regiment number on the unit to prevent any regiment from having more than one delaying unit on the board at the same time.

Next issue, tactics in The Bulge.

Midwest

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How to Lose at Bulge

by Myron R. Brundage

Read LIFE's Waterloo Article

Before I begin, I have something of interest for you Waterloo fans. As you probably know last month marked the 150th Anniversary of that bloody battle. LIFE magazine has in its June 11th issue an excellent article complete with colored strategical maps showing each day's spear heads. There are sketches and paintings depicting famous scenes from the battle and a two page gallery of the uniforms worn by the various units involved. In fact, it's a must for reading by any AH wargamer.

The following article is dedicated solely to those persons who are continually losing to the men with the fabulous averages and fool proof systems.

Mistakes Lead to Defeat

The greatest reason for one's defeat is not as one would think. It is not always the skill of an opponent nor is it the luck of the die, but rather it is more often than not the tactical errors that lead one down the road to defeat. Tactical errors of many proportions and of varying degrees are produced by both sides. Below are but a few of them that add to the reasons why one loses.

An error made and followed up immediately by an opponent can be disastrous. For example, in Bulge if the U.S. player fails to fill the gap on the Our River between 00-18 and Clervaux in the first move the German onslaught will pour thru it on the next and down the roads to Bastogne.

Often the effect of errors goes unnoticed for several rounds before they begin to show. For example, the German player has a beautiful opportunity on the very first round of killing four U.S. units and of tying down the flanks with "Engages" at one to one odds. Leaving the U.S. player without a prayer for adequately closing up the gap in the center of the defensive line and unable to take up better defensive positions.

But, alas, the mistake is often made in which the German player only seeks to stack three high and kill the four units while completely forgetting to hamper the U.S. retreat to better ground.

Thus, in the succeeding three rounds the U.S. player can hold back the Germans in rough terrain where their defense factors are automatically doubled. The German player has cost himself time by this mistake while giving his opponent ample opportunity to fortify Bastogne and Spa and their outlying towns. Making them as the AH term says, "A tough NUT to crack!" If the German player hadn't made the mistake, control of Bastogne could be his in a matter of three turns with very little effort or materials involved.

Other major tactical errors that the German player makes while being so engrossed in beating back the U.S. player are forgetting to protect the rear and flanks from U.S. units that come on the board after the 20th a.m. They threaten supply lines on both north and south and the recapture of Spa and Bastogne if either is held by the Germans at the time.

The U.S. player frequently makes the mistake of putting his ALL into the battle. Instead of maintaining adequate Reserves on board to reinforce the weak spots in the front line and secondary defense lines in case of breakthroughs. Also, a good portion of the time the U.S. player fails to retreat in an orderly manner.

Both sides add to their errors by not using the built-in Tactical tools which come with the game. For example, the German player who does not seek to "Engage" the U.S. Forces early in the game with his weaker units while his heavier units vanguard across the Our River, will not be able to capture Bastogne by the third turn. And the U.S. player who does not seek to get as many "Engages" as possible will not hold the Germans back or kill time till his reinforcements come.

Both sides should not forget the strategic position they hold and the recourse that must be followed. The U.S. is on the defense and its job is to check the German onslaught along a defensive line for as long as it can with a minimum of units, until such time that it can bring up enough units to turn to the offensive and drive the Germans back. The German's position meanwhile is to crack thru the barriers in his way to the objectives by concentrating his heavy units towards those areas while occupying the U.S. Forces along the line with his lesser units.

One final error for the U.S. player to avoid is if all is going bad elsewhere on the board and the German player is pushing towards the Meuse don't wait till the last minute to fortify behind it. Especially at the Northwest corner where the Sambre and Meuse Rivers combine to form a natural stronghold, which if the German player ever manages to get his 20 units (regular) or 50

factors Panzer (Tournament) over will leave the U.S. player completely unable to get at them.

West

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Waterloo— A Defensive Strategy

by Stan Wolcott

With the publication in the last issue of the General of Marc Nicholson's article, entitled "Waterloo Defense", I was prompted to voice my own thoughts on the subject.

A Critique

Commenting upon the plan put forward by Mr. Nicholson, I will say that although I applaud its originality, I find it hard to see its efficacy. In attacking, the only thing the Prussians will accomplish, will be to annihilate themselves; none else is certain. True, the French timetable for attack may be upset for several moves, but what after that? The P-A-A commander will probably find himself having to stave off a major French onslaught with only his light Anglo-Allied units. Thus, I feel that the P-A-A player is actually defeating himself by following such a course of action.

The Problem

In order to find an alternate solution which might be preferable, let us re-examine the situation carefully. As the P-A-A commander you are confronted with the dilemma of having to face a numerically superior army. For reasons of morale and politics you are prohibited from making any large scale retrograde movements. Also any offensive on your part is precluded by the fact of your insufficiency of force. You do however, have several redeeming advantages, which if used properly, may garner victory: (1) You are in possession of strong defensive positions; (2) You are fighting along interior lines with a good network of roads to expedite movement; (3) Within a short period, reinforcements will bring parity and eventually superiority over your oppo-

nent; and (4) Time is on your side. The enemy must accomplish his designs quickly if he is to succeed. With these thoughts than in mind, we can now plan our campaign strategy.

The Solution

Our solution is logical and immediate and so obvious as to be overlooked - delay. As you will remember, delaying tactics were embodied in Nicholson's plan, but as such were more of an end result than a method. Here, the reverse will be true. In actual play the delaying tactics take the form of placing the numerous P-A-A cavalry units in such a way as to impede the French advance. For example, in the starting move the P-A-A commander would be wise to place the Blucher HQ unit on the Charleroi-Brussels Road in order to stop the advance of the French upon the heights south of Quatre Bras. After observing the French 7:00 AM move, he would then position other cavalry units in accordance with what he estimates to be the intentions of the French player. This procedure is continued until either the delaying units are exhausted or the enemy comes into contact with the main elements of the army.

The Virtues of the System

In the main then, that is it. By such a doctrine of defense you will accomplish two important things. First, you will seriously delay the progress of the French attack and second, you will gain reinforcements which will more than offset the units sacrificed in gaining time. I cannot reiterate too highly the importance of properly estimating the enemy's intentions, for this is integral to the wise placement of not only the delaying units but the main body of the army itself. Close attention must be placed to wide enveloping movements, as these constitute the greatest trial for this method of defense. They involve the use of many units to cover a large expanse of terrain and so must be done carefully to avoid waste and gain maximum effect.

One Man's Opinion

In closing, I would like to say that this is only one man's opinion on the subject and should be taken only as such. I would enjoy hearing any comments on it and also ideas which you have yourself.

In regard to my last column, I'm pleased to report that I've received a large and favorable response from wargamers throughout the country. I want to take this opportunity to thank those of you who wrote in and to apologize to those who I was not able to reply personally.

Southwest

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Theory of Defense

By Tom Bosseler

This issue's article will be mainly concerned with defense and its application to the Bulge.

Contrary to popular opinion, there are four different types of defenses. The first of these can be termed the "cordon". This is merely a mass of units on one line. The advantages are twofold: first, the attacker is forced to attack a very heavily defended area and second, many times he will find himself on the losing side of the casualty list. The disadvantages are also twofold: if the attacker makes a breakthrough there are no reserves to stop his drive and often, by holding attacks, the defense will have to hold the line to the last man. This would cripple maneuverability.

The next defense is the "reserve". The reserve defense constitutes a weak line with powerful reserves. Whenever the enemy makes a breakthrough the reserve could be thrown in, to stop it. If, however, the attacker merely "nibbles" at the defender's line, the defender will soon find himself with a hairy reserve and no front line (according to Liddell-Hart this would be a precarious position.)

One of my other "visions" has taught me that one of the most effective defenses is the "position". This is nothing but holding a line (by vigorous counter-attacks) until the enemy succumbs to your superior intellect and stamina. The main disadvantage is that in most games the defender doesn't have the "gray matter", guts, or the units to stage such a marvelous operation.

The last major defense I will cover is the "checkered-line" (B.H. Liddell-Hart's Strategy). This is a bunch of units arranged in checker-board fashion with reserves appearing in the center. As you can see, all sides are defended instead of just the front as in conventional defenses.

Strategy on the Defensive

So that he may not become the "vanquished" the defender will often have

to think a little and plan ahead. Just as most people are born young, most war gamers' first thoughts on strategy won't be very profound. The first trite thoughts that will cross his skull will be on how to best use that new rule he found. Soon, he will find this inadequate and turn to the all-knowing and prolific editors.

The two strategic gems I have decided to share with you are as follows:

Spreading: In your line purposely make weak spots. This will make the greedy attacker split his mass in order to take advantage of the weak spots. The time gained in maneuvering will more than make up for the units lost.

Mass: If you are low on units, form weak areas in all squares of one line. This will make the enemy mass and you will be able to meet this attack in one area rather than in many.

Due to the scores of people who have asked me, I will now give my opinion on how to defend in the Bulge.

Strategically: Form up in the south and attack toward the Our. This will force the German to waste a considerable part of his strength in defending the Clervaux-Diekirch area. After he has shifted his strength shift yours (thru Wiltz) to the center of his line. The loss of the southern part will not be disastrous.

Grand Tactically: Shift your hill positions often. This will force the slower German to run around looking for an opening.

Tactically: Keep your units in compact form. Always attack lone units, even raid rear areas. Amen.

Concise Guide to Military Miniatures

An illustrated booklet, listing a wealth of sources for thousands of military miniatures, has just been released. Titled "Concise Guide", this booklet provides a directory to the best designers, dealers and manufacturers of model soldiers and related accessories of various scales that can be used in conjunction with board games. Complete information can be obtained by writing: Jack Scruby, 2044 South Linwood, Visalia, California.

Reading List...

Soldier, by Gen. Matthew B. Ridgway and Harold H. Martin, 1956.

Strategy For The West, by Air Marshal John C. Slessor, 1954.

American Defense And National Security, by Timothy W. Stanley, 1956.

New Developments In Army Weapons, Tactics, Organization And Equipment, by Capt. Marvin L. Worley, Jr., 1958.

Club News...

A Club in the San Francisco Bay Area has no fees collected. Meetings are every three weeks at members houses. All who have attended a meeting have stayed on because they have so much fun. Simple organization. We do need some workers for nonphysical jobs.

Also, David May, 7370 Cabrillo, La Jolla, Calif. 92037, is forming a club in San Diego, Terry Griner, Route one, Greenacres, Washington 99016, is forming one in Spokane, and in Portland. I think, W. Gerald White, 4004 S.E. Pine St., Portland, Oregon 97214 is forming one.

Furthermore, all states west of the Mississippi, including Wisconsin and Michigan, are now part of a PBM league that has Multi-Commander games with The East, especially Spectre. No dues, tell what games you own and your ability. Big Commands, not six or eight divisions.

It is at least worth a try. 670 Darrell Rd., Hillsborough, Calif. 94010, Jack Greene, Jr.

Spectre

The Pennsylvania branch of Spectre now wishes to announce the presentation of its first annual tournament for Avalon Hill gamers.

Play will be resolved by a point basis for the following four tournament games:

Afrika Korps	- 2 points
Stalingrad	- 2 points
Tactics II	- 1 point
Gettysburg	- 1 point

Gettysburg and Stalingrad will be played with no optional rules. Afrika Korps will use the supply rule & the British 4-4-7 start at Mechili rule. Tactics II will use only the isolation and supply rules.

Entries are limited to those living east of Mississippi. Also, all entries must own at least 2 of the 4 tournament games.

As soon as a player loses one game he drops out of play and is eliminated. The player with the most accumulated points by Sept. 1, 1966 will win the tournament. A trophy will be forwarded to the winner.

All those interested shall send a 25¢ entry fee (to cover the price of the trophy), a stamped self-addressed envelope, and their preference of games and sides. All entries must be post-marked by July 19. Contact Third Army of Penna., c/o Donald Greenwood, 128 Warren Street, Sayre, Penna.

AH Games Get Playboy Magazine Endorsement

Do you have your (snort, pant) June Playboy yet? Then turn to page 153 and check the colorful display of Avalon Hill games. They appear there as suggested gift items of sophistication. Appearance in this section was strictly unsolicited. It cost us nothing. It certainly is rewarding to know that Avalon Hill games are thought of in such high regard by a magazine that exerts a great deal of influence on an above-average generation.

So do us a favor, huh. And write to Playboy to tell them that you quite agree with their taste in games (board games, that is). Your efforts might lead to a feature article that can broaden the public's awareness of the existence of Avalon Hill games. Address your letters to: Playboy Magazine, 232 E. Ohio Street, Chicago, Illinois 60611, Attn: Gifts for Dads & Grads.

LeMans Chance Table

One of the least talked about of the Avalon Hill games is the racing game, Le Mans. Although the military games of Avalon Hill rank over their non-military games, there is a great deal of enjoyment derived from these. Le Mans offers true racing - that of letting the driver truly make the decisions - while most racing games are all throw the dice and move.

The CHANCE TABLE for taking a corner a gear higher is quite lopsided. The chances are the same that a penalty will be inflicted on both a "wet" Sharp Corner, and a "wet" Hairpin. This is the new Chance Table that I have devised that I feel is much more in keeping with the approximate risks taken:

DIE	SHARP		HAIRPIN	
1	Spin	Spin	Spin	Spin
2	s	Pit	Pit	Pit
3	s	s	Sp+Pit	Sp+Pit
4	s	s	s	Crack Up
5	s	s	s	s
6	s	s	s	s

The more lethal the turn, the higher the risks. On a wet Hairpin, you have a mere 20% chance of coming out unscathed.

Almost invariably everybody will take almost all of the corners a gear higher. This table will cut down on that tremendously.

Any comments will most gladly be received at my home address: Ken Hoffman, 266 Carroll St., New Bedford, Mass.

Diplomacy— Published in Boston

Information regarding the World War I based cold-hot war game titled Diplomacy can be obtained from: Games Research, 48 Wareham Street, Boston, Massachusetts. Many Avalon Hill players have this game in their possession and claim that it is quite enjoyable. The only drawback, its critics state, is the fact that it is no fun as a two-player game. It should be played by six or seven players

All Sports Digest for Sports Fanatics

Working hand-in-hand with several sports game companies is the ALL Sports Digest, a newspaper tabloid published mainly for the enrichment of the sports game aficionado. This tabloid is currently running an interesting series of articles on gaming philosophy.

Inquiries should be made directly to ALL Sports Digest, 2309 East First St., Duluth 12, Minnesota.

CONTEST #8

HOW YOU WIN

Ten winners will be named. Winning entries will be those who get through all of the corners safely. In the event that no one reaches the finish line, winners will be those who come closest before spinning out. In case of ties, earliest postmarks decide. Winners will be awarded FREE Avalon Hill games of their choice.

This contest is free to all subscribers. Simply fill in the RACING PLAN and mail to: The Avalon Hill Magazine, 210 W. 28th Street, Baltimore, Md., 21211. Entries must be postmarked no later than Sunday, August 8, 1965. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a subscriber allowed.

RACING PLAN

Corner	Stock	Result (AH use only)
2 km.		
3 km.		
Mulsanne		
Arnage		
11 km.		
12 km.		

Name _____

Address _____

City _____

State _____

Prize _____

Corner Table

1 Safely Cornered	6 Spin Out
2 Spin Out	7 Safely Cornered
3 Safely Cornered	8 Spin Out
4 Spin Out	9 Safely Cornered
5 Safely Cornered	0 Safely Cornered

Stocks:

Ampex	G. E.	Motorola
Chrysler	Goodyear	Sears
Ford	I. B. M.	White Motor
		Zenith

Racing Hints for LeMans

by Jared Johnson

In Le Mans some cars are better suited for one course than the other, thus it is best to decide which course to race on first and then choose cars. Personally I prefer the Monte Carlo course. There are more curves on this course and as a result the cars tend to stay closer together than they do on the Le Mans course. (At least it looks that way.) This keeps players from becoming discouraged too easily, when they get way behind. I have played several games on the Le Mans course where the two players in last place decided to ruin the game by slowing down to first gear and moving one square per turn. (Technically there is nothing illegal about this.) When the rest of the cars came around, the track was blocked up and nobody could get by. This was especially annoying to the person in first place as he saw everyone else catching up to him. Sometimes they would just let a couple of people through and block up the rest. By the time the ensuing argument was over, none felt like playing anymore.

On the Le Mans course, the Jaguar, the Ferrari, the Lotus, and the M. G.

are the best cars (in that order); the first two, because of their high top gear, and the other two because of their combination of both high safe and high chance movement rates.

On the Monte Carlo course, the same cars are among the best, but two more must be added to the list. First the Triumph, because of its "10" when chancing sharp corners. (There are three more sharp corners on the Monte Carlo course than on the Le Mans. I do not count the two "split-up" corners.) Second is the Cooper. If this car gets into the lead it is almost impossible to catch. (It takes hairpins safely at seven.) However, it has a weakness in its slow start, which often results in taking as many as three turns to crawl out of a corner in first gear after a spin out.

The worst cars on either course are the Austin Healey and the Mercedes. However, it is still fun to race with one of these cars once in a while, because it is such a challenge to win with such a miserable car.

Some Tips on Playing

Discount Offer

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

Coupons are valid only when ordering games by mail directly from The Avalon Hill Company. Coupons can not be redeemed at any retail outlet.



(1) (Mirabeau, Station, and Gasometer corners - hairpins). I notice that on these corners, most players who could have moved one square into the corner on the outside by taking a chance, instead stop on the "two" and go through at a chance on the next turn. It doesn't seem to make any difference since it is one square longer around the outside anyway, and it's natural to put things off. But suppose you spin out. If you take the chance at the first opportunity, instead of waiting a turn, and spin out, you are one turn ahead.

(2) In a close race (unless it is the last lap) it is even more important to risk Mirabeau corner in order to beat the other racers through Station. By moving into the one-car wide section first, you present the cars behind you with a tough decision. They can either slow down (sometimes clear to first gear) or go ahead and chance Station also. In the latter case, all you have to do is slow down to first, move one square, and let the other cars pile into you. (They won't be able to shift down in the corner.) This will result in pit stops for them but not for you.

(3) If someone is slipstreaming your car through a corner, you can speed up and automatically spin out. This results in an automatic smash-up for the car behind you.

(4) Wait until the last lap to use up all of your hard brakings. Then you won't have to make a pit stop.

Incidentally, I would like to hear from other Le Mans fans. Write and tell me which cars or which course you like best... Jared Johnson, 3923 Perry Street, Denver, Colorado.

Contest #7 Ends in 12-Way Tie

The following players came up with the optimum solution for "Bonaparte's Bungle", last issue's contest situation. And for you losers - welcome to the "Napoleonic error". The winners are:

Paul Mitchell, Natick, Mass.
 Bob Collman, Rt. #3, Box 255E, Enunclaw, Washington.
 Robert S. Liebl, 70 Pinetree Lane, Willingboro, N. Jersey
 1st/Lt. W. L. MacMuroy, Jr., HQ, 2nd MI Bn (ARS), APO New York, Europe.
 Kenneth Bunker, 4105 N. 54th St., Omaha, Nebraska
 Art Schneider, 6720 - 23rd Ave., Kenosha, Wisconsin
 Henry H. Bodenstedt, 86 Manalapan Avenue, Freehold, New Jersey
 Bruce Baird, 2505 N. 84th Street, Wauwatosa, Wisconsin
 Victor Madeja, 287 Bedford Avenue, Brooklyn, New York
 Ronald Papandrea, 30315 Austin Dr., Warren, Michigan
 Ralph Fellows, Tremont Street, Duxbury, Massachusetts
 Larry Little, 332 Homestead Road, Wayne, Penna.

Grid—Coordinates for PBM

A special "Grid-Coordinate" sheet is now available to subscribers free of charge. This sheet outlines grid-coordinates for all seven AH games that can be played by mail. It also includes the brand new Play-by-Mail chance tables for Afrika Korps (Supply Table), Stalingrad (Weather Table), and Tactics II (Weather Table). For your copy, please send a self-addressed envelope with a 5¢ stamp stuck firmly to it. Send no money. But if you don't send a return envelope, you're in trouble. Our normally pleasant staff can understandably be out of sorts early in the morning when opening the mail. Their mood worsens when your correspondence contains no money; and when they don't even find a return envelope a macabre atmosphere pervades. So keep us cheerful - send a return envelope to Avalon Hill at our 210 W. 28th Street, Baltimore, Maryland address. Attention: "PBM Sheet."

Tactics & Strategy—Part 2

by David B. Whiskeyman

This is the second in a series of articles dealing with offensive and defensive maneuvers. The maneuver presently concerned with is...

Turning movements--This movement is a close cousin to envelopment; however, its identity is determined by its objective. Whereas the envelopment seeks the enemy's destruction in position, the turning movement threatens his lines of supply and communication, usually forcing the opposing force to abandon the otherwise advantageous position. The value of this maneuver cannot be stressed too strongly, for it can take (or regain) large areas without actually engaging the enemy. With the use of a turning movement, smaller forces can "urge" a strongly situated foe from his position by threatening his lines of supply and/or communication.

As an example of what problems this movement can present to an enemy, this situation is set up: Rommel, having reached Tobruch too late to make an easy capture, made one assault against the fortress before his supply problems reached the point where he could do no more than keep the desert port under siege. In the meanwhile, with the British 7th in Tobruch and the Australian 7th keeping Rommel's reconnaissance busy in the Msus area, the remaining portion of the Eighth Army retired to the Libyan border. Therefore, on his 2nd July turn Rommel decides to close the distance between his army and his foes. Now, in late July, the British make their move.

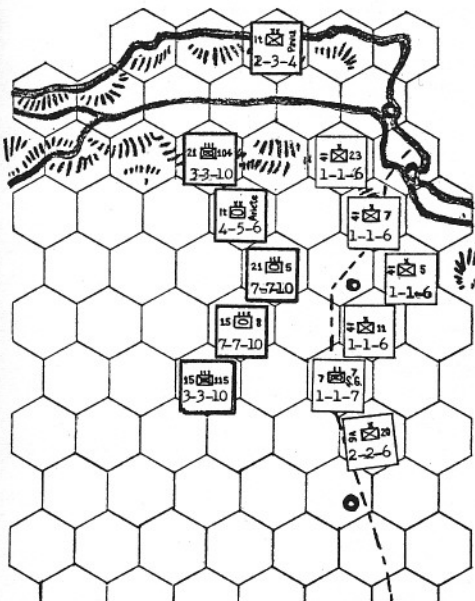


Diagram A: the situation after Rommel's 2nd July movement.

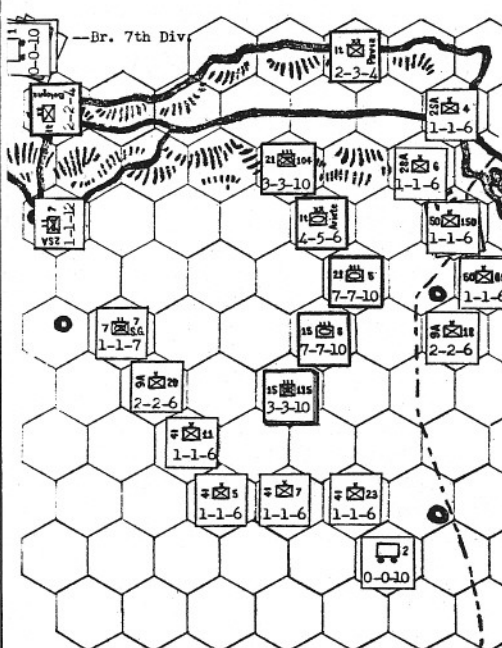


Diagram B: the situation after the British 2nd July (turning) movement.

In diagram B, the underlying motives of how the advance was carried out are thus: with the July reinforcements due to arrive, the 4th Indian (along with two flank units) can move to and around the German flank while the 18th infantry and two divisions, the 50th and the 2nd South Africans, fill in the gap. However, the key to this particular movement is the 7th battalion of the 2nd South African. If it were not holding El Adem, the German-Italian force could escape to form a new line immediately to the west (this time with mountains on both flanks). As is, the suddenly beleaguered force can escape, but in all probability would not be able to reform on a North-South defensive until they had been pushed back to Mechili. (This assumes the Germans fail to receive supply for at least two more turns and that the British press their advantage.)

Although this maneuver seems very similar to an envelopment remember its objective makes the distinction.

The final point to be made here is the fact that a turning movement need not penetrate the enemy's rear so far as this one; the advance might have moved further west before cutting north, if at all. The necessary depth of penetration is relative to the situation.

Frontal Attacks--Perhaps the poorest type of assault, the frontal attack seldom stands a chance of breaking the enemy ranks. It is in fact the quickest way to defeat one's own army (if that course of action is pursued). They have a history of high casualty rates; a tradition which seldom fails to hold credence. The actual reason behind this is that a true frontal attack is made with available strength disposed equally along the front.

The frontal assault is generally used in either of two instances: as the secondary (or holding) attack, or in a desperate last lunge at the enemy center when all else has failed to break his ranks.

In few AH war games are frontal attacks suitable as even secondary, or diversionary assaults. However, the Bulge offers this opportunity. Diagram C shows a frontal attack as made in The Battle of the Bulge. In this diagram it is the U.S. 2nd A.M. turn, and it is a holding attack (under the supposition that the main attack is on the far flank) with the intention of holding the heavy German forces in position.

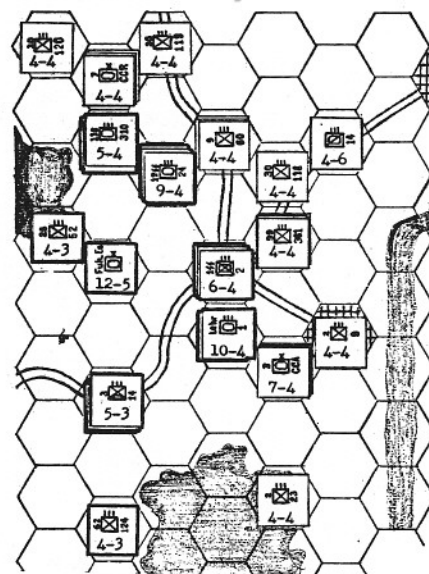


Diagram C: a U.S. holding attack in the Battle of the Bulge.

In this attack the U.S. forces were equally disposed along the line, although it makes no difference whether the troops had attacked from different sectors (squares) or from all sectors, nor if more units had been thrown into the line; the disposition and number of troops in the assault was dependent upon the tactical situation the American commander wished to instigate... David B. Whiskeyman, 112 S. Broad Street, Lititz, Pennsylvania 17543.

Tactics on Afrika Korps

by John Finch

Below you will find a detailed description of "Quick Opener" which is a plan for the early capture of Tobruch by the Afrika Korps.

April-First German Turn

Rommel - W-8 (Giving all Axis units a two move bonus)-- Then to W-3 (Covering the Home Base)

21/3

L-13

Bologna - K-3

21/5	-	<u>L-13</u>	Brescia	-	<u>J-3</u>
21/104	-	<u>L-13</u>	Pavia	-	<u>J-3</u>
Ariete	-	<u>H-3</u>	Savona	-	<u>K-3</u>
Supply #1	-	<u>Msus</u>	Trenta	-	<u>J-3</u>

By use of the Rommel unit, coast road and by skirting west of Agedabia along the coast, the Italians are able to seal off Bengasi.

April-First Allied Turn

7A/1	-	By sea to	9A/20	-	<u>H-18</u>
		<u>Tobruch</u>			
7A/2	-	Same	22 GDS	-	<u>G-18</u>
4I/5	-	Same	2/2SG	-	<u>Bengasi</u>
4I/7	-	Same	2/3	-	<u>K-18</u>
4I/11	-	Same	7/31 Motor	-	<u>H-18</u>
POL	-	<u>J-62</u>	Supply #1-		<u>Tobruch</u>

Except for the sea transfer, the Allies respond normally. However, the 22 GDS unit is overextended to protect the coast road at Tmimi.

April-Second German Turn

Rommel - W-5 (Giving Supply #2 a two move bonus) -- Then to W-3 (Covering the Home Base)

21/3	-	<u>F-17</u>	Bologna	-	<u>H-3</u>
21/5	-	<u>F-17</u>	Brescia	-	<u>C-10</u>
21/104	-	<u>F-17</u>	Pavia	-	<u>C-10</u>
Ariete	-	<u>F-14</u>	Savona	-	<u>I-2</u>
Supply #1	-	<u>Mechili</u>	Trenta	-	<u>C-10</u>
Supply #2	-	<u>G-2</u>			

The 22 GDS unit is eliminated while the Ariete unit prevents the encirclement of the 21st Division. The 21st advances to G-18, which was "vacated" by the 22 GDS. Meanwhile the Italians advance, leaving two divisions at Bengasi.

April-Second Allied Turn

7A/1	-	<u>K-35</u>	Supply #1 & 2	-	<u>Tobruch</u>
7A/2	-	<u>K-35</u>	9A/20	-	<u>Tobruch</u>
4I/5	-	<u>J-33</u>	2/3	-	<u>Tobruch</u>
4I/7	-	<u>J-33</u>	7/31 Motor	-	<u>Tobruch</u>
4I/11	-	<u>J-33</u>	2/2SG	-	auto. elim.
POL	-	<u>J-62</u>			

No resistance can be offered at the Mechili Pass; the 9A/20 led units must attack or retreat, while the 2/3 unit is useless without northern support. These units therefore retreat to Tobruch since only poor resistance is possible on the surrounding escarpment. Because of the large concentration of Axis troops nearby the other Allied forces are obliged to protect the Salum Pass.

At the beginning of May, the German 15th Division and possibly more supplies will arrive. It will be a full month before Allied reinforcements arrive, therefore the attack on Tobruch should be completed by this time.

Any comments may be addressed to: John Finch, 37 Greenway North, Albany New York.

Operation Churchill

by Richard L. Dalton

I have named this strategy in honor of the late, great Winston Churchill who was the Admiralty's champion for the pursuit of the Bismarck. I, like he, believe that the Bismarck must be found immediately and then, at the soonest favorable moment, be brought to action.

Mathew Buynoski's Tactics and Strategy (January '65 issue) is a fine basic plan but the part of "First Move" is uncertain and could prove a failure. It is a sometimes thing, left to chance. This is where 'Operation Churchill' comes in. It may be split into two moves;

first is the diffusion phase

Rodney E-5, D	Pr. of Wales C-6, C
Victorious D-6, C	Dorsetshire D-5, D
Aurora C-7, C	Kenya C-8, C
Manchester A-6, C	Hermione E-5, C
Arethusa B-6, B	Galatea D-8, A
Birmingham B-7, C	Kg. Geo. V D-6, C
Suffolk B-5, B	Repulse D-7, A
Norfolk A-5, D	Ramillies G-3, D
Edinburgh F-6, C	Force H H-5, D
Hood C-5, C	

only unexplored areas;

A-7--A-8--B-8--E-6--E-8

second is the regroup phase;

Galatea E-8, B	Ramillies G-4, A
Repulse D-7, A	Edinburgh F-6, C
Aurora D-8, A	Rodney F-5, B
	Hood D-5, C
Birmingham A-8, C	Kg. Geo. V E-6, C
Kenya C-8, C	Victorious E-5, C
Pr. of Wales C-7, C	Hermione E-5, C
Arethusa B-7, D	Dorsetshire D-6, C
Suffolk B-6, C	
Norfolk A-6, C	
Manchester A-7, C	Force H H-5, D

if still lost, Bismarck is in B-8, A or C

Thus the Bismarck is found in two turns at the most and the time element is on the side of the British. He does not need to fight at night and can use this time as a breather period for regrouping his forces for his daylight attacks. Using the '9-area defense' the Bismarck can be dealt with very easily.

League Going Strong

The Huntington PBM League, now six months old, has gathered interested members from all over the nation. The league's main function is to act as a coordinating center for players who wish to meet competition on the same level with their own ability. Write to: Avalon Hill PBM League, Box 572, Huntington, Indiana 46750.

Do-it-Yourselfers Design Own Battle Games

Since the inception of The General, we have received quite a number of letters from subscribers who have designed their own battle games. And from the number of blank Unit Counter sheets and hexagon sheets that are ordered from us, we'd say that this seems to be a favorite pastime for many of you.

We couldn't possible describe all of the games in The General, however, we feel we would be doing you subscribers an injustice if we did not, at least, make you aware of these games. We are therefore listing the names of those who we know have designed competent games in their own right.

A major World War game between England and Japan, played on a huge 44" x 90" map of 1/4" squares, has been designed by Lawrence Wolfe, 12 Archwood Drive, Little Rock, Arkansas.

Hilary Smith, 7805 Maple Ridge Road, Bethesda 14, Maryland has come up with a 3' x 5' map of Europe. His 10-member club has been working on this game for over a year and the game provides for Russian, German, French, British and Italian commanders.

Salamis & Thermopylae, a game depicting the actual battles fought by the ancient Greeks and Persians, has been designed by William C. Weiss, R. D. #1, Box 52, Hershey, Pa. The playing pieces of this game include Triremes (ships having three banks of oars), Cavalry, Chariots, Lancers and Archers.

David Nelson, 3914 Ashville, Garland, Texas has thought up a World War II game that begins play in 1939.

A Bismarck type game has been designed by Robert Bickel and James Maxeiner, 22 Woodcrest Drive, Ladue, Missouri. And another naval game, patterned after Midway, is the brainchild of Michael R. Meylan.

And to all the others who are looking for opponents to test out your own games with, simply drop us a line and we'll be glad to include mention of it in future issues.

Best Stalingrad Defense Ever

by Ron Bullis

I have devised the following Stalingrad initial placement which is one of the best there is--better than any that have appeared in the "General" anyhow. I have used compass bearings instead of a grid-coordinate because of

possibilities to counter the German's first attack. You will note that there are two 3-1 attacks possible--against the 6-9-6 and against the 7-10-4 in the south. Careful observations will show that both attacks would be too risky for the German to try. 1) Against the 6-9-6, a victory here will not gain too much territory, and the German must soak off a 7-7-6 to attack at 3-1. 2) In the south, the German must also sacrifice too many men, and also only gain the Prut river line, and then can be bottled up within the Dnestr. Many Russian units have been placed in the south for the following reasons: 1) To prevent the German from attacking there. 2) To protect the Bug line on the following move. The units at Brest Litovsk can easily be moved either to the south or to the north, depending on where the German commander attacks. The 2-3-6 at Minsk should be moved northeast of Brest Litovsk on the following move to delay the Krauts. The units in Finland are placed so as to prevent the enemy of taking positions 2 NW Leningrad and blocking Russian maneuverability. Note: On the second move depending on the German attacks, the 6-9-6 should be moved to 1 W Vilnius with the needed units to prevent a 3-1 attack.

Any criticisms? No, I don't think there would be. Ron Bullis, 1215 E. Main, Osage, Iowa.

"Midway's" Hidden American Power

by S/Sgt. Louis Zocchi

The Japs have 38 T to the Americans 17. The Japs have 28 D to Americans 42 and both sides have 32 Fighters. At first glance, the 66 ship destroying aircraft of the Japanese air fleet seem more powerful than the 59 attack squadrons the Americans have. The Basic deciding factor is time. IF The Japs could get all their force on the board at the same time, they would easily walk over the American fleet. But, the time interval between arriving forces permits the Japs to be attacked before they accrue overwhelming power. A tally of the First Jap Strike force reveals that they have a total of 59 Attack planes and 28 Fighters. A total of the American aircraft reveals 59 attack planes and 32 fighters, if you count the Midway Force. The problem is to bring the Midway force into an action that will be fought far beyond their 14 square range. The answer is on the Enterprise.

Arm everything on the first turn. On the second turn transfer 8 F from The Enterprise to Midway and the 2T

and 6D from Midway to the Enterprise. If you keep all your ships in the same square, you have a little bit of an edge on the Japs. Here is how you play it. When the time comes to strike, the Japs have 3 options if he has spotted you. 1. He can attack you with everything he has. 2. He can keep half his fighters home and send half with his attack force. 3. He can keep all his fighters home and send out his attack without escort or keep his attack force on the deck and sweat it out in the hopes that he will be able to strike back next turn. Your course of action is almost always the same. All D & T attack Jap fleets and all 32 F cap your fleet. A.H. has advised me that Fighters on cap have a range of 14 squares. Therefore it is legal to send most of your 18 CAPing Fighters to land on Midway at the end of the turn. The 14 Squadrons that took off from Midway must land on the Carriers. This bit of chicanery enables you to have 32 F to the 28 Jap fighter force. I admit that 4 F isn't much of an edge but it's the best you can expect if the Japs use option #1. If the Japs play #1 against you, match him 1-1 on the Fighters because you are going to need all the help you can get to beat off his attack on your carriers. Don't worry about adverse results on the fighter battle because your attack against his fleet should sink at least one of his carriers and possibly more. This means that he has lost a minimum of 21 parking places and somebody will have to go into the drink.

If he elects option #2, you can leave 15 Fighters against his 14 forcing him to fight 1-2 on F Vs F and plunge your remaining 17 Fighters into his attack. You should go ahead with your attack against his fleet because his 14 fighters can't possibly do as much damage to your attack force as your 17 fighters will do to his. If he calls his attack off you should still proceed with yours. It seems heartless to order sure death for some of your squadrons but you still have a good chance to sink one of his carriers.

If he elects option #3 you must go ahead with your attack even if he calls his off. If you call off your attack, you have allowed the Jap to buy time, and if he can buy enough of it, the entries of the Zuiho will mean the end of your Fighter superiority.

I played my strategy against Mark Fluche of San Antonio, Texas. He kept all his Fighters home every time I attacked. He shot down 20 of my Attack squadrons before I finally nailed one of his carriers, but I still made a profit of 1 Aircraft. Even though I had miserable die rolls and had to come back and attack him 2 or 3 times, I eventually gained air superiority and

maintained it until Mark slipped up on me with the Yamato, Nagato and Mutsu and sank my entire force in a ship to ship engagement. Naturally, being a Gentleman of the First Water, I didn't call this uncooth, sly, snide, underhanded, disrespectful breach of etiquette to Mark's attention. I just rose slowly from the table with a good natured smile on my face, and belted him in the Chops!

If your attack comes in the 1700 hr. move and he hasn't spotted you, send your 18 F from the Carriers along with your attack force and CAP with 3 Fighters from Midway. You will probably lose 3 or more squadrons in the attack and your Midway fighters will enable you to keep more fighters on the Carriers. Never move your fleet further from Midway than the Middle Zones B, E, & H of the C areas. This puts you beyond 14 squares from Midway. As your D & T's are lost you can keep more and more Fighters on board so you need not always send all of the CAP that took off from the Carriers to Midway. The only thing you must do is land the planes that came in from Midway on Carriers because they can't return to Midway. I'm sure you have all heard of the Rambling Wreck from Georgia Tech. After reading this article, you should realize how I came to be known as "the total loss from Holy Cross"...S/Sgt. Louis Zocchi, 139 Belvedere Circle, Biloxi, Mississippi.

Question Box

AFRIKA KORPS

Q: A German 7-7-10 Unit is attacked at 3-1 and forced to retreat. But the only retreat route is into a zone of control of a 1-1-6 Unit. Does this retreat establish an automatic victory? Since a 7-7-10 Unit against a 1-1-6 effects an automatic victory wouldn't the 1-1-6 Unit's zone of control be nullified and the 7-7-10 Unit be allowed to remain on board?

A: No - the 7-7-10 is eliminated because the 7-7-10 Unit, as a loser on defense, does not have control of the situation, thus would not be in the proper organizational frame of mind as it would be while attacking.

BULGE

Q: Are troops in fortresses (in the Tournament Game) required to withdraw or counter-attack when an "Engaged" or "Contact" has been drawn?

A: No - because of the fact that no zones of control exist outside of fortresses, Units inside are not required to attack or withdraw even though adjacent to the enemy. Of course, the reverse situation also applies.