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The AVALON HILL

# GENERAL

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"I was Blown to Bits Right Here..."  
COLONEL DONALD L. DICKSON & FRIENDS

FULL YEAR \$4.98

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The AVALON HILL **GENERAL**

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

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

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## Cover Story...

### "I Was Blown to Bits..."

...by the Japanese right here on Guadalcanal," joshes Colonel Dickson to Avalon Hill personnel: A. Eric Dott, Vice President; Tom Shaw, Marketing Director and Ed Adams, Publicity Director. Colonel Dickson points to the spot where his outfit was often pinned down by constant barrage of Japanese off-shore shelling. "This shelling never really hurt anyone, relatively speaking of course, but it sure didn't help our morale any", stated the Colonel who supplied the Avalon Hill design staff with much historical data during the game's design stages.

Colonel Dickson proved quite an authority on the subject. He landed on opening day, himself, and raised the first American Flag on the Island. After assimilation of his personal observations Avalon Hill came to the conclusion that the Japanese should have won.

"Darn right they should have won," commented Colonel Dickson. "But the Japanese were as ill prepared for jungle combat as we were; we simply adjusted to conditions a lot better", he further stated. "Those little Jap soldiers were real tough to find in the jungle but we overcame this deficiency by not panicking, and more important, by taking advantage of the fact that the Japs simply couldn't organize. They were forever changing their minds in mid-stream. I might add that you fellows at Avalon Hill certainly weren't in mid-stream when it came to producing such a splendid game in Guadalcanal. You have recaptured all the important elements, even the psychological aspects of the

real campaign. You are to be congratulated", added the Colonel.

In all fairness, we feel that it is Colonel Dickson who is to be congratulated. His personal illustrations, photos, action sketches and pictorial history of this Island campaign are reproduced for the first time in Leatherneck's Illustrated, a pamphlet that is included in the game itself.

Colonel Dickson's artistic ability is reflected in the oil painting that provides the background you see in our picture on the front cover. It is a first class job... as is the magazine that he edits and publishes for the Marine Corps.

#### The True Picture In Viet Nam

Leatherneck Magazine, with 100,000 plus circulation, is a monthly magazine of over 90 pages. It provides the only really truthful comments of the Vietnam situation since the articles are written by Marine Corps soldiers themselves who have seen action there first-hand. Naturally the magazine is written for Marine Corps personnel however we feel that it would be of considerable interest to the typical war game nut (like you) who is interested only in getting to the heart and core of realism. Guadalcanal is an official Leatherneck bookstore item and can also be ordered directly from Leatherneck Magazine - probably at a lower cost than when ordered directly from Avalon Hill. We suggest that you write to Colonel Donald L. Dickson, c/o Leatherneck Magazine, P.O. Box 1918, Washington, D. C. 20013, for subscription and individual copy costs.

## Fast Hidden Movement for Guadalcanal

by Robert Dieli and Kenneth Hoffman

One of the greatest stumbling blocks in GUADALCANAL's excellent Hidden Movement rule is its ability to take up a great excess of time. Here are the requirements and procedure for a faster hidden movement game:

- 1) 2 complete GUADALCANAL sets
- 2) two 44 X 14 boards (such as AK or DISPATCHER) or another suitable screen
- 3) 2 Opponents who trust each other (extremely rare)

#### Procedure

The 2 boards are set up opposite each other, each player with a complete OB for both American and Jap troops. With people of average height, the screen will exclude any view of the other player's board. The Jap player

sets up with his and American units as they appear. Movement Procedure:

1) American brings his troops on board, declaring exact units and calling out movement, square-by-square. Jap duplicates this on his board as grid coordinates are called out.

2) All battles are resolved. It's easiest to just let the guy roll and have him tell you the result, but if you don't trust him, roll the die on the floor so both can see.

3) Jap player move without telling American locations of any units except those in open (assuming American has HF). The Jap must tell location of units as they arrive; from what square they originally move.

4) All battles are resolved.

5) Check time box, compute points, repeat

This makes it possible for the Jap to tell at a glance at his board if an American unit has bumped into him. The system also provides for a continuous game without a constant up-and-down action on the American's part. As a suggestion for even more of the limited intelligence: don't have the American tell what units are moving, only for instance, "2 units moving from square a to square b." This provides for the most practical, 2-player limited intelligence game yet devised.

Comments to: Kenneth Hoffman, 266 Carroll St., New Bedford, Mass. 02740.

## Results of AH Survey

Here are the final tabulations of the survey solicited in the May issue. These results will largely determine what future titles Avalon Hill will design and publish.

<u>Title</u>	<u>Percentage of Votes</u>
Guns of August	28%
Jutland	23%
Battle of Britain	19%
Korea	12%
Vietnam	8%
Guerilla Warfare	7%
Basketball Strategy	2%
Shakespeare	1%

## Games Survey

by Donald Greenwood

Due to a lack of such articles in the General previously I have been prompted to submit the following. Below is a list of Avalon Hill's 22 games in the order of their percentage of ownership. To come up with this result I took my personal records of my PBM associates and other sources and came up with exactly 100 gamers. The percentage following the name of the game is the

number of such games found in every 100 wargamers, according to my survey. Although this is not completely accurate it should give a fairly accurate picture of which games the true game fanatics keep dear to their bedside. One must remember that this survey was taken among PBM wargamers so that the non-PBM and recently released titles came up with a poor showing. But all in all the following is a pretty clear picture of what the PBM gamer needs.

1. Stalingrad	58%
2. Afrika Korps	49%
3. D-Day	48%
4. Tactics II	45%
5. Gettysburg	41%
6. Waterloo	39%
7. Battle of the Bulge	33%
8. Bismarck	28%
9. Midway	24%
10. Blitzkrieg	20%
11. U-Boat	19%
12. Chancellorsville	16%
13. Football Strategy	13%
14. Baseball Strategy	13%
15. Guadalcanal	8%
16. LeMans	8%
17. Civil War	7%
18. Dispatcher	3%
19. Verdict II	3%
20. Nieuchess	3%
21. \$quander	1%
22. Word Power	1%

Notice that despite its lack of play balance Stalingrad is at the top of the heap. Comments show that despite the above percentages, Football, Baseball, D-Day and Midway present the most exciting, even games. Any comments should be addressed to Donald Greenwood, 128 Warren St., Sayre, Pa.

AH COMMENT: Thanks a lot, Don. Your survey is accurate enough except for Stalingrad and Blitzkrieg. While proving to be the popular subject of "General" articles, Stalingrad's sales off the counter have never caused our sales manager to do cartwheels and handsprings of joy. We guess that it is popular only by the hard-core, game nut who sees quite a challenge in taking the German side. On the other side, Blitzkrieg has been the most well-received game yet introduced... It even outsells Guadalcanal which is quite unusual in as much as the newest title always sells the best during its introduction year. Of the games that have been on the market 2 years or more, those that have held the best sustaining interest are D-Day, Tactics II and Football Strategy.

## Navies for Blitzkrieg

by John E. Dotson

For those among us who thrive on

complexity, and especially the multi-player gaming groups whose talented admirals are sulking while the generals and air marshalls are cornering all the glory in Blitzkrieg, here is a suggestion for optional rules that provide that missing dimension, the war at sea. It is necessary to add a few extra counters, I suggest adapting counters from Midway and Bismarck, but you can just as easily make your own. The only necessary addition to the board is imaginary -- simply assume that the Zones (A through E) that exist on the present board extend indefinitely out from its edges.

I suggest that a fleet consist of the following vessels, and that both sides have identical fleets: 2 aircraft carriers which have no combat factor other than the aircraft which they carry, the maximum complement for one carrier should be a total of 4 factors of TAC and/or FTR, no MDM or SAC. These are assigned from the regular airpower allotment. They can, of course, still fly regular ground support missions, according to the usual rules, from their carrier bases. The only rule modification required is that when flying missions against naval targets, and naval targets only (i.e. other ships), the TAC is allowed to strike alone without being in support of other units.

Three battleships per side is a fair allowance. These have a normal combat factor of two and a secondary zone (like artillery in Chancellorsville) in which they have a factor of one. There should also be ten or so cruisers with a combat factor of one and no secondary zone. This completes the list of ship types and their capabilities, except for troop transports, which do not exist as separate counters but are represented by regular troop counters which are placed on sea squares in accordance with the regular 40-factor limitation on sea movement.

### Movement

There are two ways to move. One is in the regular manner, from square to square, in which case the movement factor for all types of vessels is 20 squares per turn. This, of course, must supersede the regular rule about sea movement from zone to zone. The second way is to move at the regular rate until the move carries your pieces off the edge of the board. Then you have three options: you can remain in the zone from which you left the board, or you may move to either adjacent zone. Remember the imaginary extensions of the zones! Record the zone you are in on a slip of paper so that you can prove it to your opponent later. In subsequent turns you may proceed to either adjacent zone, movement pro-

ceeding one zone per turn. Fleets may split up, join, etc., so long as a proper record is kept of the zone location of each ship. Ships are brought back when desired to any square on the edge of the board in the zone which they were in on the preceding turn. For example, a ship could leave the board from zone A and proceed to zone B in one turn. The next turn it could return to the board on any square in zone B, or remain off the board and move to either zone A or C or remain off the board in Zone B: When a ship returns to the board it can proceed in that turn at the regular 20 square rate. The only restriction is that amphibious invasions that turn are restricted to the zone to which the ships returned.

### Combat

Any number of naval units may be stacked on one square. Sea battles on the board are fought in the same way as land battles, using the Tournament Attrition Table. The defender in any engagement is, however, allowed to attempt to escape without fighting. To accomplish this he rolls the die, if he rolls 1 or 2 the escape is successful and he moves off the board in the manner described above.

Sea battles may also be fought with units off the board. In this case the attacker also moves his units off the board. To search he calls out the zones in which he has ships. If the defender also has vessels in that area he replies by showing the proper portion of his ship location records. The defender may then attempt to escape if he wishes, but this time the odds for escape are better. 1, 2, 3, or 4 spells success, since chances for escape would naturally be better on the high seas than in coastal waters.

### Special Provisions For Troop Convoys

Troop convoys may not remain at sea in a zone in which the enemy has naval combat factors, including carrier aircraft, totaling more than half the friendly naval combat factors in that zone. If, for example, Blue has a battleship and three cruisers (5 factors) with a troop convoy in Zone C and Red moves three cruisers (3 factors) into that zone, even though Red does not attack, Blue must either: 1) Remove the troops to another zone, or land them, 2) bring a unit of at least one naval factor into the zone or 3) attack Red's fleet and reduce them to half or less of Blue's total. If it is impossible to fulfill these conditions, or if Blue attacks and fails to reduce Red's force, then Blue's land units at sea lose one combat factor for every naval combat factor Red has in the Zone.

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Troop convoys may enter and conduct amphibious operations in sea zones in which they have, and have had, for at least one turn (i.e. since the previous turn) a number of naval combat factors more than half the number of naval factors the opposing side has in the zone.

Land units at sea (Troop convoys) have no zone of control and no combat factor. They are eliminated at the rate of one factor per hostile naval combat factor for each turn in which they are in an unengaged hostile naval units zone of control (or they may be eliminated in the manner mentioned above). For Example if Blue has 12 factors, say the 1 and 2 Marines and four cruisers on one square and Red attacks with a battleship and 3 cruisers, Red could engage Blue's 4 cruisers in his battleship's secondary zone at 1 to 4, normally sacrificial odds, but because of the secondary zone he avoids adverse effects. With his 3 cruisers he can eliminate three factors from the ground forces. Then, if Blue does not remove his troop convoy or reinforce his escort, as described earlier, he will lose a further 5 factors from among his troops.

Replacement Rates

Since it takes a great deal of time to build ships and since they require extensive shipyard facilities, replacement rates should be stringently limited. One possibility is to have no replacement rate at all. This should probably be the basic form. If a replacement capability is desired, however, I suggest allowing 2 naval combat factors every 6 complete turns to be taken at cities of 3 squares which are seaports. The shipyard facilities can be bombed in accordance with the optional rule for strategic bombing of cities.

AH NOTE: Mr. Dotson is unavailable for comment at the moment, now studying in Italy under a halfight on a Fullbright. Formerly a post-grad student at Johns Hopkins, Mr. Dotson's correspondence should be addressed at this time to 212 S. 18th, Frederick, Oklahoma.

**Blitzkrieg:  
the Minor Countries**

by Steven A. List

Several articles on the employment of minor country armies in Blitzkrieg have already appeared in the GENERAL. However, they all seem inadequate in many respects. Below is my own attempt to handle the problem with as much realism as possible.

As the game begins, minor countries may be neutral or allied with a major power. For those willing to use it, I think this table works well for determining status.

6	BLUE	RED	RED	RED	RED
5	neutral	neutral	neutral	neutral	neutral
4	RED	RED	neutral	RED	RED
3	BLUE	BLUE	neutral	BLUE	RED
2	neutral	neutral	neutral	neutral	neutral
1	BLUE	BLUE	BLUE	BLUE	BLUE
	YELLOW	WHITE	BROWN	GREEN	BLACK

The entry under a roll of the die for any given country indicates either neutrality or the major power with which that minor country is allied.

The procedure of prepare-for-play is modified somewhat. The status of the minor countries is determined, and the armies of all neutrals are placed in position. Then the Red player places all units belonging to his allied minor countries, and any of his own units that he wishes. All units which Red wishes to have at sea must be placed at this time. Blue then places all his units on the board, including those of his allies. Red places the rest of his units and play begins.

Rules governing allied minor armies:

Units of any country may be placed in the territory of an ally, subject to supply limitations. (For example, if Brown were allied with Red but the surrounding minor countries were neutral or allied with Blue, then Brown would have no direct land or sea communications with Red, so only a total of 36 combat factors may be supplied on Brown territory by Brown's three cities.) Any allied city may be used as a supply base or a land or sea transport terminus by any allied units.

Starting on the third turn, allied minor countries may bring on replacements, one combat factor per turn, provided at least one of that country's cities is in friendly hands. If all the country's cities are captured, replace-

ments may begin on the second consecutive turn after a city has been recaptured.

An allied country's air transport capability may be used by any ally as long as that country has units on the board or at least one city in friendly hands. This capability cannot be captured, and once it is lost, it cannot be regained for the rest of the game.

Rules concerning neutral minor countries:

Before either player places his units, the neutral armies are placed according to the table at the end of this article. These units may not move, and have no zone of control outside the country's border, until the country is violated. Violation occurs when aircraft or air-transported troops of a belligerent fly over the country or a belligerent's ground troops cross the border. Units forced to retreat across a neutral's borders violate that neutral. They may be so forced only if no other retreat route is open.

When a neutral is violated by one power, it becomes an ally of that power's opponent and is subject to the rules governing minor allies. Its replacements start on the second turn after violation.

An alternative procedure is this. When a neutral is violated, the opponent of the violator moves the neutral's army, but they are not considered to be allied. The minor army may not attack any units outside its own border, and if any of its own units are forced into a country still neutral, they do not violate that country. These units taking "refuge" must leave on the next turn or be interned and removed from the board. If the second neutral is later violated by the same power that violated the first, the interned units are brought into play by the second neutral.

A minor neutral is captured if its army is eliminated or all its cities are occupied simultaneously. If all the cities are captured while there are still that country's units on the board, these units must recapture a city for a supply base on the next turn or be eliminated.

The neutral may bring in replacements starting the second turn after violation. The player who is moving the minor army units may not bring any of his own units into the country. If he does, it constitutes a second invasion.

If a minor country is invaded by the second major power before its army has been eliminated, the army goes underground. The counters are removed from the board and the second power automatically loses two combat factors on that turn. On each succeeding turn up to and including the turn on which all the cities of that country are captured

(the City Capture Table must be used), the major power moving loses two combat factors. As an example, say Blue has captured all the cities, and Red on his turn enters the country. Red loses two factors on that turn, but Blue loses nothing since he already had captured all the cities. All factors lost must of course come from units in the country.

I feel the addition of alliance and neutrality adds much to the game, and makes for a great deal of variety in possible situations.

The Initial Placement Table below puts the bulk of the neutral armies in the important cities, but a large proportion of the forces are also in position on the frontiers and by important roadways to screen the interior.

#### Neutral Country Initial Placement Table

##### Yellow:

M-14 1/2-3; U-11 1/2-3; V-20 3/3-3; X-27 1/2-3; CC-15 1/4-6, 2/2-3; EE-25 4/3-6, TAC, MDM, FTR; P-10 1/2-3; T-17 1/2-3; U-23 1/2-3

##### White:

VV-25 3/2-2, TAC; WW-32 3/3-5, 1/2-6; UU-37 3/2-2; BBB-28 1/2-2; AAA-32 1/2-2; XX-34 1/2-2; RR-36 1/2-2; UU-38 1/2-2

##### Brown:

HH-31 2/3-6; NN-33 2/3-3, FTR, TAC; OO-30 1/3-3; NN 36 1/3-3; QQ-35 1/3-3; JJ-28 1/3-3

##### Green:

EE-34 3/3-4, TAC; BB-31 4/2-4, FTR, MDM; CC-39 1/3-4; AA-42 1/3-4; X-22 1/2-4; BB-29 1/5-6, 2/3-6; CC-28 1/2-4; EE-30 1/3-4; HH-35 1/3-6

##### Black:

JJ-46 1/2-3; JJ-38 2/3-4, MDM, 1 FTR; OO-40 1/5-6, 1/4-6, 1/3-6, TAC, 1 FTR VV-42 3/3-5; FF-42 1/3-4; LL-46 1/6-3-4

Please send all comments and/or recriminations to Steve List, 4 Cranford Road, Plainview, New York 11803.

## Back to the Bulge

by Scott G. Berschig

Despite the advent of BLITZKRIEG, Battle of the Bulge is still queen of the AH battle games. In many wargaming circles these days, there is strong skepticism that the Germans have any chance at victory with all of the revised and optional rules in effect. However, much of this skepticism is expressed by individuals who have been unable to make the transition in German strategy and tactics necessitated by the rules revisions.

Under the original rules, BULGE was heavily weighted in favor of the Germans; some type of revision was obviously necessary, and AH, for once, exhibited excellent judgment in the changes they made. Whereas BULGE used to be merely an exercise of pure force by the Germans, it is now a game requiring tactical finesse, good strategy and a good deal of boldness.

It is now axiomatic for the Germans in BULGE that "INITIATIVE EQUALS FORWARD IMPETUS." As long as the axis of advance is forward and outward, the Americans will be unable to find time to make a firm stand and stop the German advance. It is imperative for the Germans to keep the battle fluid, and never give the Americans an opportunity to stiffen into a solid line of resistance.

The essence of the Blitzkrieg Tactic is: "NO FLANKS! LET THE PANZERS RUN!" The Germans must flow endlessly forward, a river of armor, sweeping weak resistance before them and bypassing strongpoints. If heavy American forces can be "fixed" by panzer forces engaging at 3-1 or 4-1 in one turn, they can be bypassed and left for infantry following the panzer armies to deal with at 2-1, 1-1, or even 1-2 in successive turns. As long as the panzer forces continue to move forward, gaining ground, surrounding and fixing enemy troops, and shattering defensive positions, always heading outwards, the Americans can afford no large-scale operations against the German rear areas. Unless the spearhead can be blunted, the haft cannot be attacked safely.

Using these tactics, it is not unusual for Bastogne to fall by the seventh or eighth turn, with no further resistance feasible. In a typical game, played at Warlords, Inc. HQ here in Japan, Bastogne fell on 19 AM, under the following conditions: twelve American regiments destroyed, eight cut off by masses of German infantry a dozen squares behind the front lines, seven regiments engaged and fixed by armor on the outskirts of Bastogne and along the Outhre River--leaving in all only fifteen American regiments in the entire Ardennes sector free for action. German casualties totalled three Volksgrenadier regiments, one parachute regiment, and one heavy panzer regiment. In successive turns, the American units trapped behind German lines succumbed gradually to the ceaseless 2-1 attacks by German infantry and finally dwindled away. Leaving three divisions of Volksgrenadiers behind in the south, and detailing all reinforcements from 20 AM on as reserves to protect his lines of communication, the German commander regrouped his forces and smashed onwards to the

Meuse, which was successfully breached on 20 PM. In desperation, the Americans committed their 22 AM reinforcements deep on the southern flank of the German salient, but became hopelessly involved with the Volksgrenadiers and Panzergrenadiers left behind as flank guards. The battle ended, a decisive German victory, on 23 PM.

Too many German players seem unable to master the subtle challenge of breakthrough tactics; they become greedy, and divert the heavy panzer units into time-consuming battles of annihilation with isolated American units. Time is of the essence to the Germans, and being sure of a quick "kill" does not justify the tactically improper use of the vitally important panzer troops--for the panzer units are fast, as well as heavy, and therein lies their greatest threat to the Americans. If the panzer forces are used properly, the Americans never get to draw the Germans into those crowded, terribly attritive battles in and around masses of forts and fortifications that so often have proved the downfall of the German offensive.

Please address all comments/questions to: Scott C. Berschig, CMR Box 1878, APO San Francisco 96328.

## Bulge: View from Berlin

by Brian Libby

### General Strategy

The basic German strategy in Bulge is to advance to the Meuse River and capture St. Vith, Bastogne, and Spa. Using the latest rules (all rules except one-way traffic, deleted because it just fouls things up, and the weather variable (generals can't really control weather), this can be very difficult; absorbing this article may well enable the German to hasten his advance.

The current practice of a massive push between Wiltz and Houffalize with all armor is not necessarily the best policy. Using the second SS Panzer Corps (2SS & 12SS divs.) to attack due west of Vielsalm and/or north to Trois Ponts will at least force the Americans to put reinforcements into these areas, and may crack the whole first line if the Amis funnel all the reinforcements south to meet the main thrust, which should indeed be made toward Houffalize with all the other armor except the reserves (see Tactics, below.)

Spa should not be assaulted directly; it will fall "by default" when the Americans pull back to the woods west of Rochefort, Marche, and Werbomont, as they must when La Roche, main object after Houffalize, falls.

Bastogne can usually be taken by a combination frontal and south-west from Houffalize assault.

Sedan, Mezieres, and/or Montherme should be taken to delay American reinforcements coming around through Dinant. However, a main effort in the south-west is not advisable because it is easily cut off.

#### Tactics

The German Feldherr should remember that armor is not made for battering at fortresses (except where it is unavoidable and at the Rochefort, Marche, and Werbomont bottlenecks.) When he comes to a fortified cross-road or city, the modern Fuhrer should not be held up for many moons; he should attack the place at 2-1 odds with infantry while sending the armor around and into the Amis. In the vast majority of cases, the fortress will fall in two or three turns with no loss to the herrenvolk, and the armor can almost always manage to find a supply route seven squares away.

Frequently, the modern Marshal Model puts all his troops into battle; this is incorrect. After 20 A.M., the German player has enough armor to put one or two divisions in reserve in, for instance, Houffalize or Hotton - close enough to be shifted to an area requiring a little extra pressure, but far enough behind the lines so as not to be engaged in battle. When at the Meuse bottlenecks, he can use some armor to batter his way through the fortifications and fortresses, and save other armor to exploit the areas where a hole is first made. When a hole is made, remember to completely surround bypassed fortresses - otherwise an American unit can pop out and cut a supply line.

In the south, the resurrected Rundstedt should build fortifications (not fortresses) just north of Diekirch and Martelange (defending the cities proper leads to encirclement), and protect all important roads leading into his lines. In the north, Spa can be abandoned if necessary, but defend the line Elsenborn-Aywaille-Ourthe. Exact conduct of both flank battles, if they materialize, depends on the weight and direction of Ami thrusts.

#### First Turns

The German should, I think, get a 6-1 against NN-25, a 5-1 against OO-27, a 1-1 against TT-31 (to cut off the 4th div.), and a 1-1 against RR-9; these are key attacks - the others are up to the individual.

Clervaux should be smashed - this is, perhaps, the only time when armor should be delayed - but do it with infantry if possible.

I don't advise attacking the armored cavalry in the fortress.

#### Timetable

Below is a timetable which is a composite of the records of 17 Bulge games. It can serve as a rough chart on German progress. If the Feldherr is very far behind it, he'll no doubt lose:

St. Vith-16PM or 17AM  
Houffalize-18PM  
La Roche-19PM  
Bastogne-19AM

#### Conclusion

The German attack is difficult; the odds are against a German victory. If he wins 50% of his games, the German is good. This article has tried to view and set forth the most advantageous Nazi attack plans. Any comments or constructive criticism would be very greatly appreciated. Brian Libby, 16 William St., Portland, Maine 04103.

## Guadalcanal - Combat Power

by Steve Torkelson

First I would like to say that Guadalcanal is an excellent game for enjoyment and it is very accurate historically. The unique Casualty Table provides the ultimate in tactics and strategy. However the Casualty Table brings about a problem in Guadalcanal. The rules insinuate that a unit, any strength or size, fully occupies 1/3 of a square (three units per square). This rule, I feel, is inaccurate because of the following reasons; (1) Many of the units are originally different in sizes according to manpower and weapons and (2) the Casualty Table may reduce the units to one factor and still they will be treated as one unit.

#### A New Rule

After some research on the subject of Guadalcanal, I have come up with a workable rule for the maximum strength potential allowed in a single square.

1. Both players are allowed to combine units of any kind in a stack totaling up to 180 parts.

- a. One factor of the Marine infantry contains 12 parts.
- b. One factor of normal infantry (U.S. & Jap) contains 15 parts.
- c. One factor of all artillery and specialized units (engineers, pioneers, etc.) contains 20 parts.

You will notice that a more powerful stack of marines can be made than army. In reality, the strength difference is because of the superiority of the marines. Also the two Jap artillery sections no longer use 1/3 of a square. Different than before, one factor of a unit is no longer as important as the

whole unit in evacuation and sea transfer. In these cases one unit can be designated as 60 parts (1/3 square). Steve Torkelson, 619 Leo Drive, Santa Rosa, Calif. 95401.

## Message from the AHIKS

THE AVALON HILL Intercontinental Kriegspiel Society forthrightly states that it is unique! This statement is not made, because we are a Play-by-Mail group, for there are several of these already existing, and some of them are very good. Is it because, as part of our internal competition, we rate the ability of our members? Once again, no.

It is because we are a group of adults banded together with a belief that, as the Preamble to the AHIKS Constitution states, "adults share a community of interests...." Nor is this our only claim to uniqueness. Banished are piles of collected stock market clippings, gone are questions of their authenticity, forgotten is the wait for "that certain date" to resolve a battle, stored away is the die-throwing cup. The Individual Combat Resolution Key (ICRK) - pioneered and developed by AHIKS - is responsible for this. Our members are issued a registered ICRK for each and every set of games they play. And, not to be forgotten is another area of difference: To the best of our knowledge, ours is the only Avalon Hill centered correspondence group to go out of its way to attract players from foreign lands.

These, then, are the reasons why we believe that we are unique. We make no claims to greatness, to having masses of members, nor to all-inclusiveness. We make no secret of it: We are restrictive. Our membership is composed of, and restricted to, those who are adults, those who have a steady job or profession, those who are lastingly serious about their hobby.

#### AHIKS IN THE FAR EAST

S/SGT CHRIS R. WAGNER, Box 6008, APO San Francisco, has been appointed as AHIKS Representative for the Far East. S/SGT. Wagner, a very enthusiastic and well informed Avalon Hill war gamer, will try to recruit new members in Japan.

#### GUADALCANAL DEFENSE FIRE

AHIKS HAS DEVISED a procedure that makes it possible to use the defense fire ruling in a mail game, without having to return the opponent's battle sheet twice. Artillery units must be fired in a pre-determined sequence, starting with the one on the lowest grid square, and results are taken from the selected

column of the defender's Individual Combat Resolution Key.

Furthermore, Mr. J. K. Norris, AHKS Representative in Great Britain, has found a way to apply hidden Japanese movement in correspondence games. This method depends on an honor system, however, and may be used upon mutual consent in official AHKS games.

#### MEMBERSHIP APPLICATIONS

Adult Avalon Hill wargamers, that would like to join the Avalon Hill Intercontinental Kriegspiel Society, are invited to send for an application blank and a copy of the AHKS Constitution to AHKS, P.O. Box 809, Freehold, N. J.

## Principles of War

by Myron Brundage

### KEY CONCEPTS FOR MASS AND MOVEMENT

The two Principles of War, Mass and Movement fit well together in a discussion since we normally achieve mass through movement. Mass in war means combat power which is the sum total of numbers, firepower, fighting ability, etc. Success results from throwing enough mass at the proper place at the right time to accomplish a definite objective. In AH games, mass relates to the total value of the combat power we are able to place at any given point.

The Principle of Movement means the movement of your pieces as advantageously as possible. We use the term movement rather than maneuver for this principle because movement is more all-inclusive, whereas maneuver seems to connote only tactical movement involving combat. This later definition is only a part of the total concept of this principle, although many think the most important. You should also consider that this principle also includes no movement in order to remain in the best place.

The most important basic concept that must be applied to best use of Mass and Movement is the Time-Distance Factor. Defined: the Time-Distance Factor is the number of turns it will take you to move a unit to any desired point on the board. In practice, this involves land, sea and air movement, and all of your units of all types, or All-Arms. No matter how scattered your units become, you must be able to mass a decisive force at the proper place and time. A glance at the gameboard may show your forces relatively scattered and vulnerable. A closer look should reveal however, that most of what looks weak is actually within immediate striking range of decisive forces. Those areas that really are

vulnerable in your disposition should be unimportant; beyond your opponent's range to strike, or at least beyond his immediate capability to do anything decisive about it; or, as an invitation for him to defeat you in detail.

You have to know the various movement rules of the game and realize the importance of anything that makes for or reduces rapid movement on the gameboard. As far as the terrain itself is concerned, lines of communications; cities that are communications centers such as ports, crossroads or airdromes; and terrain barriers such as forests, rivers, swamps, lakes and rough terrain, are important tools. With respect to forces available, you must make best use of combinations of movement factors, such as air and sea movement possibilities. In those games where it is a factor, even the weather becomes a consideration for movement or mass.

To arrive at the Time-Distance Factor, you consider the number of turns (time) it should take you to move any unit or stack to anyplace on the board (distance) that you might be interested in. Here is how you can calculate it:

Distance to desired point in number of squares		Time-Distance Factor or number of turns to get to desired point. (Answer rounded off to next highest full number.)
Average Movement Rate to desired point, (including normal, restricted and bonus)	=	

EXAMPLE: Let's say that before moving a stack you want to make sure that you place it within immediate range of a certain critical area. You check the proposed location and find it is 10 squares from that area. You have 4 squares of woods and 6 squares of normal movement rate territory to cross. How quickly could you get the stack to the critical area from the proposed location? First get the average movement rate for the 10 squares. You have 6 squares normal time 4 (the normal rate in this case), that gives you 24. Then you have 4 squares woods times 2 (the restricted rate), that gives you 8. Add these for 32, divided by 10 (the number of squares) and the average movement rate is 3.2. Now into the main formula:

$$\frac{10}{3.2} = 3.1 \text{ rounded off to } 4 \text{ turns, Time-Distance Factor.}$$

4 turns is a long time so the proposed location probably wouldn't be a good one.

This is an involved procedure but after a little practice using it you will

develop what professional soldiers call the "calibrated eyeball" where you can look at the gameboard and do the whole thing rapidly in your head with acceptable accuracy. But you have to develop the thinking processes properly before you can trust your "calibrated eyeball".

In effect, the Time-Distance Factor properly utilized means that you operate from places where you can maximize your own movement factors to suit the situation and deny this to the enemy. A frequent by-product of this is surprise, even against the most competent of opponents. Napoleon's formula for victory was a remarkably simple mastery of this factor. The ability to move rapidly, unite his forces and strike quickly was his motto. Because he did not do this at Waterloo, he lost.

Since your opponent has only to study the gameboard to determine your dispositions and capabilities, you must play the Time-Distance Factor with an eye toward confusing him. As you can see, a great deal of detail thinking is necessary. You must plan ahead, see all the possibilities and have your objectives thought out. If your opponent is the aggressor, it sometimes happens that he will come where you are weak, even over the more difficult terrain. The more he commits himself to this course of action the more you gain Time-Distance superiority until he breaks out. You may be able to capitalize on this and immobilize him still more.

In connection with this concept, we have heard the terms "interior lines of communications" versus "exterior lines of communications" kicked around. They relate closely to the Time-Distance Factor. When you are operating on interior lines of communications you tend to maximize the T-D Factor and are able to move anything from one place to another on time, which is a favorable situation. On exterior lines of communications however, T-D begins to work against you. Although you still may have a continuous line, you can get so pulled apart that you can't move enough, anywhere on time. This is a situation to avoid against an opponent who has good interior lines, for if you lose control, you may be liable to defeat in detail.

One more rule you might set for yourself, is to keep units with special movement capabilities as free as possible from routine commitment. They should be located close to or in ports or cities, or even at sea where they can put their special movement capabilities to work fast as a part of a decisive action. Try to use them only for decisive action. When they are committed, they should be replaced on line as soon as possible by regular units moved up for that purpose ahead of time. Provide for getting

these units back into ports or cities for immediate re-use. The true value of these special units lies in what they can do in combination with regular forces. They seldom have sufficient strength in themselves to be truly decisive, they are often hard to get out once committed, and they are easy to fritter away. Their mere existence in some strength, in a ready attitude to strike, poses many problems for your opponent.

A good battle disposition then, is one that has good security and maximizes the Time-Distance Factor. Next we will discuss offensive considerations with Mass and Maneuver.

## More Blitzkrieg Optionals

by Chris Harvey

Is Blitzkrieg too simple for you? Try adding some of these rules to it for a more modernized game.

Each side begins with 60 Radar factors. One factor gives a zone of view of one square radius. So a six Radar station can see a circle of twelve squares diameter. Six is the most factors allowed on one square. Any planes not flying through a radar zone are not seen, and so cannot be intercepted. Radar units can move half as quickly as Infantry.

To use Anti Aircraft missiles and ICBM's air movement must be revised. Each turn's move is made in FOUR stages. SAC five per stage, MDM three per stage, ICBM four per stage, Anti-Aircraft four per stage and Transport twenty per stage. The attacker moves his units first and all units move their full distance. Then the defender moves his units to intercept the enemy. Bombers can therefore be attacked before they reach their targets. Fighters can still only fight one battle per FULL move. When a missile intercepts bombers it destroys one bomber factor for each missile factor. Once launched a missile is lost whether or not it reaches a target. The idea then is to outrun a missile by clever positioning.

ICBM's move exactly the same as bombers and can only be destroyed by Anti-missiles. ICBM's can be used against troops (SAC table) cities, Radar, as interdiction or against other ICBM bases (SAC table). Of course you could use them with Nuclear warheads. Missiles can of course be moved on the ground as infantry.

## The Defensive Offense

by Richard A. Shagrin

Are you tired of seeing your gallant cavalry brigades destroyed by 30 to 1 attacks? Do you enjoy leaving the initiative to the French? Do you want an

interesting, stimulating, unsteretyped contest? I have a Prussian-Anglo-Allied defense for Waterloo you should know about.

Previous commentators such as Bernard Bopp in Quandry at Quatre Bras (Sept. '65, p. 7) have stressed delay and the defensive by positioning units where coordinated offensives are impossible and swift reaction to French initiative very difficult. Often what happens is a die throwing contest--will French 3 to 1's work before soak-offs and Prussian 5 to 1's reduce the French to impotence?

With this defense at the very worst you have gained one extra turn and then can fall back to the same old positions. At best--you can surround, cut off and destroy in detail the bulk of the French army. In one game against an ultra-cautious Napoleon, the Pieton River was used as a defense line for several turns and a corps (15 pts) of cavalry was surrounded at 3 to 1. You may have similar results--try it and see. The best defense is a good offense--this defense lets you get there "fastest with the mostest" and prove it!

### SETUP

#### Main Body

FF23	1-6
EE23	8-4, 6-4
EE22	7-4, 6-4
EE21	6-4, 5-4, 4-4
EE20	6-4, 6-4
EE19	6-4, 6-4, 2-4
FF18	1-6

#### Reserves

DD22	2-6, 1-6
DD19	2-6, 2-6, 2-6, 1-6
X27	Anglo-Allied units

#### Flank Force

DD14	4-4, 2-6
DD13	6-4
FF10	4-4, 1-6

## Gettysburg Reversal

by Leonard Greene

The game of Gettysburg '64 seems to be neglected by the General and wargamers for the newer, more complex games, such as Blitzkrieg. These games certainly have their advantages and are enjoyable to play. However, they tend to become too complex at times, as a result of the great number of units and complicated rules found in them. This causes each move to take excessive time, or else mistakes will be made. Gettysburg has fewer units, like Afrika Korps. Gettysburg also has

a playing board which is adaptable to most strategies. Moves are made quickly, fewer mistakes are made, and they are of higher quality because of the lack of confusion. A player's ability is used to its greatest extent under these conditions, which are found in Gettysburg '64.

At first glance, Gettysburg looks heavily weighted in favor of the Union forces. They have a definite advantage in combat factors, besides which they are not required to attack in order to win. Thus you have a situation where the numerically superior force is on the defensive, which is clearly an advantageous position.

The Confederates on the other hand not only have a smaller force, but they have the burden of attack upon them.

However, the South also has certain advantages which, I believe, overcome all its disadvantages, and give him a 50-50% chance of winning (given players of equal ability). First, he can get more factors on a square (six to the Union player's five) than the Union player. Second, his troops are of all around better quality. His units have an average strength greater than that of the Federal force's units, and also his units have a greater average movement rate. These advantages make it possible for the Confederate general to overwhelm any position in the Yankee line if he really puts his mind to it. The only reason why the South should lose is if the time runs out before the mop up of surviving Federal units is finished. This unfortunately happens quite often; even a successful battle will end with only a few hours remaining.

I will now attempt to demonstrate that this is so. The first part of the game, before the North's artillery arrives on the scene, is the most important to the South.

As the game begins, you should drive steadily to the south and southeast, blocking any attempt of Union advance, eliminating any cavalry or other unit that comes too close. His infantry will advance pretty far up Cemetery Ridge, before you reach the scene. However, your infantry is stronger and you should advance south on Cemetery Ridge with some strong units and block any Federal attempt of advance toward Seminary Ridge or around your east flank with the remainder of your force.

When your artillery arrives on the scene, you can do the most to avenge Lee's defeat. For a considerable length of time you will be able to get six factors on a square to the Union's three. At those odds even a fortified square isn't safe. Force him off the ridge to the southeast, attacking any unit that is exposed off the ridge. Be sure to make no attacks that might result in a strong friendly unit being ex-



posed to counterattack.

You should find it best to strike at the flanks of the union line. Split your force in two, one force for each union flank. Forget the middle - it won't need any defense, any Union advance there will work in your favor. Your opponent will extend his line and retreat his flanks to keep out of your reach. Try and get around the flanks before they extend to the end of the mapboard, or else you will find yourself against a line with "no end" for all practical purposes. Even if this does happen, you will have gotten the best side of the deal anyway. His line will be spread out and weaker, and will be rolled back on itself. On a square grid, as in GETTYSBURG, you can easily get an enfilade on units in a diagonal battle line, even in the center of these lines. Soak-offs are inevitable, but it is worth it. Part of the Yankee line should now be in this position, if not all of it. His forces should extend diagonally across the southeast corner of the board.

Continue with this action, and by the time he gets his artillery you will have him backed up close to the Taneytown Road. Against a really poor U.S. general you may have even won. If your opponent is killed, he may be strong enough to mount an offensive. Keep your units out of reach until you have made a strong defensive position. Then hold up there. Make sure the Yank doesn't get onto the hills or you are doomed. By controlling his rate of advance you will be able to get him to form a diagonal or curved line with the center towards you. It will now be impossible for him to prevent you from getting enfilades on his units, even those in the middle of his line.

You should now be able to massacre him. His whole line is probably weakened by 2-2's in assorted locations, his strong units will be scattered. Center your attack on one of these strong units. Get an enfilade on it with a 4-2 and a 2-4 in combination. Bring up assorted units to help out and a cavalry or two for any necessary soak-offs on neighboring units and watch the amazed look on your opponent's face. He will find it hard to believe that his seemingly invincible line, stretching for miles across the mapboard, with a million units in countless rows is actually quite vulnerable. The reason is simple: 3/4 of his units aren't worth anything! When you discount his 2-2's and cavalry, he doesn't have much left. Even his strong infantry-artillery combinations are defenseless before you. Just keep on attacking, until he starts running all over the board in an effort to keep a unit or two alive until noon July 4.

This is where your cavalry becomes important. If you have been saving it

earlier, it will now pay off. You must catch the remains of his army with these fast units before the time runs out. A combination of artillery and cavalry on one square should chase any remaining 3-2's. An enfilade will result in a 3 to 1 battle. Methodically go after and trap the U.S. cavalry and artillery with your cavalry, in a corner. Then go in for the kill. If you are lucky with the dice, you should win the game, and if not, you won't lose by much. That will still embarrass your opponent considerably, which is all you want anyway.

Address all comments, denials, improvements and the like to Leonard Greene, 8307 Cool Spring Lane, Adelphi, Maryland.

## Rommel Rides Again

by Allan Wood

This article is about a small and probably neglected factor in Afrika Korps, the Rommel unit. Many players seldom use it, and those that do often leave it in the rear, shutting fuel. The two-square bonus it offers can sometimes give the German player the vital edge in a battle, and the "edges" in many battles can mean victory.

### Methods of Use

One use is, of course, the speeding up of your supply line. Undeniably this is a very valuable function, but not enough to warrant placing Rommel far in the rear. Careful use of Rommel can give the bonus to many Axis units, thus getting there "firstest with the mostest." Don't run all over the board touching your units, this wastes Rommel's moves. Rather stand still and let the units "pick-up" Rommel, give them the two squares, then let them "drop" him for another stack to use. Obviously this is effective only if the units are going the same direction; don't go four squares out of the way to gain two! It is especially effective on the coast road, as in the first turn when every Axis unit gains the bonus. This is not done illegally by trying to move the entire initial placement stack at once, but rather by using the "pick-up, drop" method outlined above.

### Rommel and Recce Great

Note that a Recce unit can move 14 squares in the desert with Rommel, just as fast as most British units on the coast road! When you get to Tobruk, run Rommel and the Recces around the British; send a fuel with them, if you can spare it, so that you can attack as well as threaten. The British will have to weaken their defenses to defend their home base. The speedy Rommel-Recce combination may even get there first,

if the British doesn't send some units by sea. Be careful with the fuel, though; it and Rommel will fall behind two squares each turn, and thus be unprotected. (Rommel will have to fall behind twelve squares before he can no longer give the Recces a bonus. This will never happen on the length of the board.)

### Revise Rules?

I might mention it clarifies the rules to simply say Rommel is unaffected by enemy units and zones of control, and can even run over them if he likes, as long as he doesn't stop on top of them. This is done with the understanding Rommel cannot capture fuel, fortresses, or homebases, cannot block retreats, and cannot break isolation by running into the stack of isolated units. Realism fanatics should not complain, because in real life Rommel was pretty slippery. The already present Avalon Hill rule about placing Rommel in zones of control could be modified to "if a British piece moves so that it comes to rest on top of Rommel, he is placed with nearest friendly unit."

Comments? Allan Wood, 5969 University Avenue, Indianapolis, Indiana

## Schwerpunkt in Tactics II

by Keith W. Bennett

Recent comment in the General, S. P. Duncan and T. Bosseler indicated a deep seated disgust with the "perfect troop placement" concept, or "the perfect plan" concept. No attacker can move out without some kind of list of key objectives. But why plan to the point of obsession?

Duncan and Bosseler make a good point, and one proven by military history--that a good battlefield commander is one who is prepared to fight a war of movement. He sets up a basic plan that is quite simple and then uses any number of methods of executing that plan.

In Tactics II, it could be as basic as creating an armored schwerpunkt using an armored force built up from the reserves, and each of the four Corps. The initial penetration into enemy territory is made with the limited number of tank divisions available in the first turn, probably two divisions. To hold the flanks and build this small unit up to Corps strength, we designated one infantry division in each of the four Corps as a "mechanized infantry division", corresponding to the German "Panzer-Grenadier" units in having the firepower of an infantry unit, but the movement factor of a tank division.

This puts four divisions into the Schwerpunkt--two tank divisions with

two mechanized infantry divisions in immediate support. The infantry divisions of the second and third Corps follow on the flanks of the schwerpunkt at their best speeds, echeloning out on either flank to widen the point of the breakthrough.

As set up for the beginning of the game, the standard Army Corps in Tactics II correspond to an early World War II pattern. The tank forces are parcelled out among infantry divisions, and used to stiffen the firepower of a standard corps, rather than concentrated into a mobile force of great firepower and great freedom of movement. It is the same organization used by the British, French, and other forces until the effectiveness of concentrated German armor made it clear that a defending force of equal strength had to be created.

The rule requiring a Corps headquarters has to be broken, as the original Corps headquarters would move forward with the original II and III Infantry Corps. The I Corps, and IV Corps move forward in the second turn, throwing their armor forward to join the Schwerpunkt, in the creation of a second armored corps. They have the double job of developing the front outward to the flanks so as to seal off enemy counter attacks, and occupying ports to slow down an enemy sea-landing.

So it would seem here that the simplest and most practical plan would be nothing more than the assignment of an objective in the first and second turns and then throwing the schwerpunkt forward toward that objective as rapidly as possible. The aggressor is simply trying to penetrate so deeply that he cuts the enemy army group in half, into its two component armies; before it is necessary to do any fighting. The burden of attack then actually falls on the defender.

Paratroop divisions, and amphibian divisions would be committed ahead of the schwerpunkt to hold bridge crossings. When the aggressor feels he's penetrated deep enough to cut off communications between the divided halves, or whatever fraction he's split off, of the enemy force, he swings his schwerpunkt to either flank to attack the weaker elements of the enemy, defending, force.

Proof of the fact that one man's plan is another man's Waterloo is that, though the schwerpunkt was used very effectively by the German Wehrmacht in both attack and defense with equal success, other successful commanders have divided their forces deliberately. Caesar, in the Gallic campaigns, repeatedly used a system of three supporting columns. George Washington tried the same thing at Brandywine and for a time, did quite well.

But a concentration of armor--fast moving and hardhitting, and deep into an enemy defensive system--is apt to find an enemy who's already somewhat shaken before any real fighting begins. If nuclear capacity is used, the schwerpunkt seems to still be effective, though it must travel in a more dispersed order. The attacker, in his opening turn, can knock out defending armor that might be moved into the area of his intended attack; so that he still has a strong local superiority of firepower in the first few critical turns.

Such a plan is simple, and it could help win. But war, like Tactics II, is still partly a gamble. No plan can do more than help shift the odds. Keith W. Bennett, 49 Lakeview Place, Lake Zurich, Ill. 60047.

## Success in Stalingrad

by Richard Shalvoy

It is an admitted fact that under the present rules the German side is quite difficult in Stalingrad. I have a plan which can somewhat ease the German player's troubles. Since the German offense depends on the initial Russian placement, I will deal with the three general combat areas and with general combat.

It is the fortunate German who can launch a rapid and successful Finnish offense. Usually the best course of action is to use the delaying defense as described by Carl Knabe when faced by a powerful Russian force. If your opponent is not overly lucky or aggressive, against a force of less than five or six armies (not including the Leningrad defensive force which still must be taken into account), you may be able to hold territory or at least delay his advance by placing a pile of a 2-2-4 and a 3-3-4 or more initially in B-34 and E-33. Unless a protected 3-1 can be obtained, I rarely try an attack in Finland until the Russian has withdrawn a part of his force. Delay is your keynote in Finland and later the remaining units, if your main drives have met with some success, will be able to harass the Russians in and near Leningrad.

In the area north of the Pripyat Marshes, the Nemunas River is the major obstacle and if any chance of success is to be obtained it should be broken as soon as possible, though this can take some time against a competent opponent. The best way to do this is to launch a number of 1-2's concentrated in a small area for the maximum effect. A 3-1 can be achieved on a 4-6 across the river in a stack of two with minimum loss. If all else fails, attack from Z-18 to create basic odds. When the river is cleared, attack north

of and past Minsk unless good odds can be obtained on it. When nearing the Smolensk area, and if you have not already done so, break the Divina! If the Russian is stretched out to an extent, you may get a crack at Leningrad or at least stretch the Russian line more than it can safely be and also will remove a threat to your flanks. The squares R-24 and S-25 are excellent for this purpose.

A retreat to the Luga will open a hole in the lines that the Russian may have trouble in filling. I have no set plan for taking Moscow but try to get as wide a front as you can handle before the final drive. If it is clear that Moscow will not fall to your limited forces in the Army Group Center, you should be able to hook towards the Eastern Volkhov and attempt to surround Leningrad or capture it. The junction of the northern forces and the loss of a city will enable you to lengthen the Moscow Front so that a weak spot will of necessity appear somewhere. Now the final attack must be made and hopefully will succeed.

The Stalingrad attack is perhaps only the secondary objective of the southern force. The first duty of the armies is to draw out the Russian lines and to kill units. If the southern front is only the secondary drive, the main drive should be through the flat Ukraine with attacks on the Dnestre at 2-1. The drive to the Dnepr should be made costly for the Russians unless he wishes to give you the terrain which would be costly to his timetable. Break the river between Kiev and Dnepro Petrovsk. If the Moscow drive is slowing, a force should head for Kursk and north from there to Moscow. This force would also be helpful to cover the flank of a drive to Stalingrad. If the Russian has surrendered Stalingrad, send a small force to occupy the city and re-inforce the Kursk force. In this event Moscow will be your primary objective; you will be able to obtain a rather large front on the city. If he holds the city, approach the city from Rostov and down the Moscow-Stalingrad Railroad. You should have no problems closing to the city from the north, but the Doenets and Don will cause problems on your Western approach. If capture is difficult, cross the Volga and surround the city.

In general, commit your armor equally until you cross the Dnepr or if you intend to have a strong southern offensive in which case drive across the rivers by attacking 5-7's at 2-1 and 4-6's at 3-1. With an effective Ukraine drive the Southern Bug is outflanked. Place two 4-4-6's in Finland. In the drives, pile armor in groups of 8, 7, 6, and in two groups of 8, 6, 4. It enables you to get the proper number of factors in the place you need them. Try to place the 8-7-6 piles where the majority of

5-7's are. With a little luck and proper handling of this general guide to Russia, you can raise your flag in the Kremlin. Comments and whatever can be sent to: Richard Shalvoy, 15 Ludlow Manor, E. Norwalk, Conn. 06855.

## Maintain the Offensive in D-Day

by R. William Smith

If you are given the option to make an assault against a well-fortified beach-defense-network, or to conduct a walk-in, dry landing against little, if any opposition, do you find yourself choosing the latter just to keep losses low? If so, don't deny it. The author agrees that quite a few beach positions are "impregnable," but no one can possibly stop a determined attacker who assumes, then maintains the offensive. Don't misinterpret the point trying to be made. The article is not to induce the reader to make foolish 1:1 or 1:2 "banzai" charges.

A so-called "impregnable" defense position was introduced to the author, and was summarily blasted, bent, then buckled and burst. The game was D-Day, and along the coast of Pas de Calais, the positions were: 3 statics on L 20 & L-21, ea.; 2 statics on M-22, M-23, & N-24 ea.; 3-4-3 Inf. Divs. at M-19, N-21, & O-25 (one per hex.); 4-4-3 Inf. Divs. at O-24 & Q-25 (one per hex.); 5-5-3 at Q-27; and 6-6-4 at P-26. With the permission of the German defender, the author experimented with the set-up and found that in twenty runs, the average price for a beachhead cost the Allies 1.5 Armored Divisions, 5-3 Infantry Divisions, and 2.5 Airborne Divisions. Assault against the fortresses in this beach network was heavily fatal, with only a 29% chance of victory. To the south, there was a 45% chance of getting a connected beachhead (two or more Hexs.) between Dieppe and Boulogne.

While defending this beachhead, the German lost an average of 5.1 Statics, .7 Armored, .6 Airborne, and 2.3 Infantry Divisions (both types) either destroyed or routed.

In the next three turns, Allied troop strength on the continent soared to 5.4 Arm'd Divs, 6.2 Inf'y Divs, and 1.1 Airborne Divs, by the start of July, '44, the beachhead perimeter was from Dieppe to Q-24, the zig-zag back to Dunkirk. With port facilities for 36 Units, 23 more divisions or HQs could be massed inside the lines, and be used for a breakout, again at cost, but don't forget that the German is also suffering losses.

When the assault troops touched down, the German had a few choices in reference to his reaction to the Invasion.

As the situation looked bad for the Allies at first, he might (and often did) leave the "mop-up" to the troops behind the beaches. If this is the only reaction, the Allies can carry the day by making conservative 1:1 or 2:1 attacks towards Switzerland. The deeper the lines go, the farther and longer the German has to go to shift units from the north to the south, and vice versa. If he does throw a heavy attack against the beachhead, he must have to weaken his positions elsewhere. As speed is of the utmost, the German would be foolish to use South France troops to squash the Pas de Calais assault, the best move would probably be to use the anti-paratroop units behind North Sea, Le Harve and possibly Normandy, with the units in Germany coming up fast. These maneuvers will undoubtedly make the other northern beaches considerably weaker, and if the beachhead can hold out to the 6th or 7th week, the German could not possibly get his "impregnable" defense back in order, at best, it would be like a concrete wall on the brink of a precipice. One heavy blow against it, and the Allied units pour thru and drive for the Fatherland.

If the German uses the 'Hoffman' defense, the situation is remarkably more favorable for an Allied landing in Pas de Calais. Once a suitable force has been accumulated, go after the statics and destroy as many of the flank units as possible. As Allied units stream into France, the tempo of Allied advance will quicken, and the Statics' Retreat will turn into a route. Then move slowly against the Siegfried Line, aimed at Verdun. You have the option to attack, and as there are considerably less movement barriers west of the Line, you can shift your attack either towards Aachen or Nancy, while he has but a very small reserve since most of his combat units were exhausted in France, or are tied down on the Line. If the Line is stoutly held, he can't have many anti-para. units, so use a two-pronged attack against his Line, continually hitting the line in several spots. Soon both sides will be badly weakened, but if the allied still has 20 divisions, his speed will get 10 divisions across the line well ahead of the German replacements' arrival. With the other 10 divisions holding open a supply line, German defeat is now a definite reality.

Address those criticisms of yours to R. William Smith, 6N654 Pine Ave., Bensenville, Illinois 60106.

## Feudal Wargaming

by Marshall A. Massey

Common practice among wargamers who enjoy playing by mail is to form teams with appellations of such dubious

quality as FIRE, World Conquest, Inc., and the Confederate Army of Central Appalachia. These teams attack each other, sometimes lose and refuse to admit it openly, disagree on who controls what states, and disintegrate with monotonous regularity. Teams which hate each other particularly handle each other's challenges between fingertips at arm's length, one hand pinching their noses. The resulting chaos is enough to drive the wargamer insane.

I propose Feudalism--a system for the wargamer who enjoys fighting his way to the top, founding his own state within the mighty Empire of Avalon or joining the state of an expert wargamer, and collecting vassals (other wargamers who owe allegiance to him and must fight whom he pleases). Feudalism offers wars between states, personal combat with high rank as the reward and low rank and vassalage as the punishment, friendly tournaments between wargamers of equal rank, and rebellion. What more can the present system offer?

Peerage is the ranking of wargamers. The beginner is a knight, and from there he may rise to baron, viscount, earl, marquis, duke, and at the top, prince. All members are nobles; all but the knights are lords. Respectively, the lords rule a barony, a viscountcy, an earldom, a marquisate, a duchy, and a principality. Changes in rank, as well as the results of games between subjects of the Empire, are registered at the Chancery, 423 Manor, Grosse Pointe Farms, Michigan 48236. (This is also where interested wargamers should write to join, and where, for a self-addressed, stamped envelope, lists of members may be obtained.)

Tournaments between nobles do not change their ranks or status, may be of any length, and are the only games that need not be registered. Personal combat and war combat between two nobles last three games--the winner of two wins the combat. The challenger has choice of sides but the challenged chooses the games. In both war and personal combat two things are at stake: rank and vassalage.

The winner of a personal combat--that is, combat between two nobles whose states are not at war--takes the rank of the loser unless his own is higher. The loser becomes the winner's vassal, and if he originally had the winner's new rank he is demoted a rank. (You may not have a vassal ranking higher or equal to yourself.) The winner gets any of the loser's vassals who now rank higher or equal to their master, to keep as his own.

The winner in a war combat changes rank in the same way, and may take as his own or set free any of the loser's vassals. The loser is demoted below

the winner's new rank, losing all his vassals who now outrank or equal him, as far as the winner likes. (He may even go from prince to knight!)

Lords--barons and up--must have either one vassal one rank below their own or two two ranks below, or they must lose rank. This leads, in war, to a process of chipping away the foundations. If a lord defeats another lord's vassal, the defeated vassal switches allegiance. (He may not be vassal to two at once.) This may lead to shuttling vassals back and forth for awhile.

In the middle of all this, the vassal may renounce his allegiance to his lord, forcing the lord to lick his own vassal or give him up. It is legal, but not sporting, for a vassal to attack his own lord. (Attacking lords in your own state is also O. K.) If in either case, the rebelling vassal loses to his lord, he may be treated as loser in a war combat.

There are other advantages to vassals than prestige and keeping your rank. If a lord, vassal to none, has two vassals one rank below his own, he rises one rank. If a knight, vassal to none, takes another knight vassal, he becomes baron. If, instead, the lord or knight is a vassal to a lord at least two ranks higher, this lord may promote the lord or knight. (Note: If a vassal defeats a noble of higher rank, but the vassal's lord is only one rank above his own, the defeated lord gets demoted below the vassal and the vassal is not promoted.)

If a lord is vassal to none, he rules his own state and may declare war on any other state. Having declared war, or having had war declared on him, he may not only attack any of the enemy he likes in war combat but order his vassals into the fray with him--if they haven't already joined the war. His vassals, if they like, may order in their vassals, etc. A barony may fight a war with a principality. If the lord subjugates all other lords in a city, state, county, or region, he may make it a title, as General Lord Robert E. Lee, Earl of Central Appalachia, or Dr. Lord No, Marquis of Jamaica. If he subjugates all other states everywhere, he becomes the new Emperor of Avalon, ruling not a state, but an Empire of states.

Any volunteers?

## New PBM System

by Tony Leal

The main advantage that this system has over the current one is that the base-6 combat results tables may be used instead of the base-10 ones. That is, it is possible to simulate the roll of the die (without any cheating) and thus eliminate the use of newspapers.

The system is very simple. The 2 players must first agree upon a certain number of days of the month on which all correspondence will be sent. The length of time between the chosen days will, of course, depend upon the amount of time required for mail delivery from one player to the other. On these chosen days, both players send correspondence. One will send attacker information and the other will send defender information.

Suppose that player A wishes to send the movement and battle portions of his turn to player B. He lists the movement, the battles, and the order in which they are to be fought, as usual. He then chooses a list of numbers between 1 and 6. There must be 1 number for each battle fought and it must be clear which number corresponds with which battle. He sends this information on the specified day.

On the exact same day, player B chooses and sends a similar list of numbers from 1 to 6 with some specified order. When the players receive their opponent's lists, the numbers, in order, are added together modulo 6. This produces a "die roll". For those who do not know what it means to add two numbers modulo 6, the following table will suffice:

	ATTACK NUMBER					
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
D						
E	1	2	3	4	5	6
F	2	3	4	5	6	1
E	3	4	5	6	1	2
N	4	5	6	1	2	3
S	5	6	1	2	3	4
E	6	1	2	3	4	5
N	6	1	2	3	4	5
O.						

Player B (defense) must be careful to send enough numbers to take care of all of the battles that player A may wish to fight. If he runs short, a simple convention may be adopted such as starting the list over again from the beginning.

The advantages to my system are many. 1) Base-6 combat results tables may be used instead of the artificial base-10 ones, 2) Players are forced to make their moves on time, 3) There is no possibility of cheating - it makes no difference how the numbers are chosen. 4) although it will cost twice as much in postage, money will be saved from not having to buy newspapers.

I would be interested in hearing comments on the system. Just send a postcard to Tony Leal, 207 W. Iowa, Urbana, Illinois.

## Analytical Analysis of the "Perfect Plan" Controversy

by Doyle Donehoo

As a general rallying his forces, I must amass words and take offensive against certain mal-contents who utterly deny the 'Perfect Plan'.

Several authors blast with opinion without critical analysis or even analytical response. Several plans I have seen have been quite clever and well thought out; others have been quite shallow and narrow minded. But, being narrow minded is no way to eliminate narrow mindedness; and the authors have been guilty of this. They give no credit of analysis or comprehensive thought in their judgement of plans in general.

There have been some good points brought out by the authors: in developing plans, you must have directives, a step by step development which you try to meet. If plans go wrong, you must develop other plans. But the authors' evaluation stops there.

Now, what does a perfect plan need for it to work well? The following is an analytical analysis of the perfect plan:

Definition: Perfect Plans are the best evaluation of strategic possibilities, adapted to the best tactical line-up to bring about the desired results, to enact and achieve strategic aims.

Note: No good commander is defeat-

ed by a first move: at most it increases offensive chances 10%, or the advantage of initiative over the defensive.

Note: The test of the best plan is its ability to work under the stiffest competition and the worst luck, and its ability to be adaptable in changing and adverse situations.

1. The first and strongly stressed rule is never underestimate your opponent. Conversely, don't overestimate your opponent. Play as if your opponent will use every loop-hole and trick in the book. Be thorough!

2. Never be over cautious or you will bog down. Never take chances; take calculated risks. Insure a degree of safety to supply lines, minor fronts, home, immediate rear; and at least a neutralization in the air war. You will have to take calculated risks in some areas; do so, but insure enough protection to keep it from being a tempting target for attack.

3. No plan will work well without the workings of the basic principals of war.

4. Plan for limited objectives. Make no mistake in what is wanted. Plan your work, work your plan!

5. Now, with objectives in mind, work out your perfect plan. Place units

where they are in the best position of farthest reach, and the best tactical line up to "bring about desired results". You must have taken care of everything behind your farthest penetration to further exploit possibilities. The first move is the most important step of the game. It has to be tactically perfect. Even if it is not, you still have your general plan to fall back on. Avoid doing the unbalancing act.

6. You can not make all the right decisions, or be perfectly tactical: only careful study of your game, principles and plans, can give you the fluidness that you want and need in the contest. But, the best start possible to fluidness is complete knowledge of the rules! The worst mistake possible is to misinterpret the rules; major questions will be covered in the rules.

7. Most of the time you will have to play it by ear; let your ear be your directive!

#### POINTS OF CONCLUSION

A. Directives are all important, but included in almost all directives are two important facts: penetration and destruction of enemy units. Both are important in most all games; but usually one will have precedence over the other.

B. Most of the time, not all of the forces available are needed for offensive or defensive. Plan reserves, large reserves, in a central communications area; but remember, don't make it look like reserves. Reserves are offense. Keep the opponent guessing! A sudden mass on a bled front can have disastrous effect on the enemy. Pulling reserves is the hardest thing to bring off of all; the temptation is great when you follow through with the proper reserves.

CONCLUSION: Any plan can be defeated with proper action, thought, and knowledge. You must draw your own conclusions about plans! REMEMBER: an increase in chances of 10% (60% total) initiative is not so great a winning margin. The trick is to keep the initiative! Comments to: Doyle (Baron Blitz) Donehoo, 38372 Moab Drive, Fremont (Niles), California 94536.

## Midway - the First Day

by John Michalski

Most people would advise that Japanese tactics in Midway should be those of waiting for the Atago group and then going forward to Midway like a steamroller; well, they're right! I have seen just one game in which an alternative strategy was used with any degree of success. The Jap sent the Hiryu and Soryu straight to Midway undetected and reduced it fast. Needless to say, Hiryu and Soryu were reduced them-

selves shortly thereafter and the Jap lost anyhow.

The point I wish to make here is that initial Japanese casualties are usually needlessly high. This results, I believe, from three Japanese mistakes. First, the Japanese commander often divides his forces during the first day. Second, he allows himself to be attacked, i.e., to be within range, more than the one unavoidable period the first day; and finally, he uses a poor defense posture. The first two may be ascribed to ignorance, accident, or fatalist experimentation; the last is due only to laziness. Anyone who can doodle a checker design and play around with the air defense factors should be able to come up with a maximum defense-point and ship-placement defense for his carriers. I'm surprised that no one has so far published the result, (to my knowledge it hasn't been) and so I hope here to remedy this situation. Below is the "best" initial placement, hopefully reproduced correctly:

2	2			
1				
3	3	5		
2				
5	3	3	2	
		2	3	

The four threes inside are the carriers. Reading from left to right, top to bottom, I suggest they be Kaga, Hiryu, Soryu, Akagi. Playing your cards right, your ships should be subjected to just one attack. I suggest you leave your fighters overhead and send all others to him. You should be able to get a carrier and the Atlanta; most likely you will lose one carrier, but only at considerable cost of American aircraft. The large number of ships supporting each carrier demand this. If he makes a real attack against two of your carriers, chances of your saving both (all) are at least as great as your losing two.

The above sketch-plan was designed for games allowing all-around attack. How well the defense setup applies to the baby version, I wouldn't know, since I never play so unrealistically.

Before closing, I might toss out this final suggestion. If, as either commander, you desperately wish to find the enemy fleet, try sending out ONE SQUADRON of all but your fighters to every likely sector; you can always abort, saving even the one squadron. If you want to cover a big area without using nine squadrons per square, use five in a cross pattern instead. Send comments to John Michalski, 341 E. Schiller St., Milwaukee, Wis. 53207.

## Contest #14 Winners

July's contest entrants were a sad lot of Destroyer Escort commanders. Over 80% of the entrants had to be disqualified because they violated the DE movement restrictions as established in the U-BOAT game. Of those remaining only three scored direct hits on the U-boat which was located on square E at 200 feet. The remaining winners were those who scored near misses to round out the 10 winners for the month. They are:

1. Richard Locke, 2232 Wesley, Evanston, Illinois.
2. Jeff Bergstrand, 1235 Swansea Ave., Ventura, California.
3. Brian Dorris, 1037 Ewell Road, Virginia Beach, Virginia.
4. Mark Dumdei, 4046 Park Lane, Dallas, Texas.
5. Bill Haggart, 9627 Maryknoll Ave., Whittier, California.
6. Larned E. Runnels, 206 Rock Valley, San Antonio, Texas.
7. Ilmar Paegle, 12 Marie Street, Dorchester, Massachusetts.
8. Chris Thompson, 3302 High Meadows, Abilene, Texas.
9. Brian DeVries, 464 Kenwood, Grand Rapids, Michigan.
10. Arthur Negler, Rt. 2, Willerton, N. Carolina.

## Suggestions with Merit...

From Joel Davis, 4920 E. Willock Rd., Pittsburgh, comes the suggestion that movement onto a square vacated by the loser should be allowed always regardless of whether or not the defender has been doubled (or tripled) in combat. The ability to seize captured positions throws an entirely different strategy into many games.

Henry Bodenstedt, 86 Manalapan Ave., Freehold, New Jersey, suggests that a more realistic approach to Avalon Hill gaming would be in the ruling that forbids players to uncover stacked enemy Units to determine their exact strength. He argues that in real life, a battle commander never knows what the enemy's exact strength is. Involving this rule would also help speed up the play of many games such as Stalingrad, Bulge, D-Day and those which have many Units in play at one time. Attacking under this system would require players to make educated guesses as to exact enemy strength and if one happens to end up with an attack of, say 29-10, then that's the way the cookie crumbles.

Many of our subscribers dislike having to cut out the Opponents Wanted Forms from The General. Okay, fellows, we'll accept photostats or facsimile's.

## Question Box

### GUADALCANAL:

Q: Does a Jap Artillery Unit that is within range of Henderson Field earn points when it does not have any Supply Units of Fire?

A: No.

### STALINGRAD:

Q: Are the 8 German factors allowed to start in Finland over and above Rumanian Units that can be placed there?

A: No...Rumanian Units are considered as "German" in this case.

### Blitzkrieg:

Q: Can paratroops and other airmobile troops leave from a two or three square city even if one of the city squares is in an enemy zone of control?

A: Yes, this applies to units leaving 2 and 3 square ports also.

Q: Can units be substituted for at will?

A: Yes, units may be split up at any-time regardless of whether or not the units are in combat.

Q: Can Paratroops be split before flying and can a 1-4 paratrooper jump alone?

A: Yes

Q: Can occupied cities be bombed to destroy supply capacity?

A: Yes, but the units in the city must be "soaked-off" against.

Q: May a Strategic attack be made on the same square as a nuclear attack in the same turn?

A: Yes, the attacker determines the order he wishes to roll the attacks.

Q: Can planes fly out of a city if they are being strategically attacked?

A: Only FTRS may fly during the enemy's turn.

Q: Can planes fly out of a city which is in an enemy zone of control?

A: Yes, but they may not land in a city in an enemy zone of control.

Q: Are defenders in cities or mountains doubled against strategic air attack?

A: Yes

Q: Does a Nuclear attack destroy the supply capacity of a city?

A: Yes, just the same as if it was totally destroyed by a normal strategic air attack.

## Where Avalon Hill Games Are Available

The following names of dealers supplement lists found in previous issues. These lists represent dealers who have stocked Avalon Hill games recently. If

your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next issue.

Nathan's Merchandise Ltd.  
36 Leveaux Street  
North Melbourne, N.L.  
Australia

Belco Sales Company  
651 N. Fairfax Ave.  
Los Angeles 36, California

South Bay Wholesale Co.  
10201 La Cienega Blvd.  
Los Angeles, California

Southwestern Novelty Co.  
330 South Los Angeles St.  
Los Angeles, California

American Toy Company  
520 Fallon Street  
Oakland, California 94607

Victor's Toys  
7450 Reseda Blvd.  
Reseda, California

Dinamore Book Store  
5770 Freeport Boulevard  
Sacramento, Calif. 95822

California Notion & Toy Co.  
573 Market Street  
San Francisco, California

Dunham, Carrigan & Hayden  
Kansas & Division Streets  
San Francisco, California

Military Service Company  
(Easco Industries, Inc.)  
920 41st Avenue  
Santa Cruz, California

Alberta Book & Novelty Co.  
7140 Fairmount Drive  
Calgary, Alberta, Canada

The T. Eaton Co. Ltd.  
St. Laurent, Quebec, Canada

Michael's  
Four Factory Lane  
Milford, Connecticut

Copp's  
813 - 9th Street  
Washington 1, D. C.

Sullivan's Toy Shop  
3412 Wisconsin Avenue  
Washington, D. C.

Herreds Ltd.  
Knightbridge  
London, S. W. 1, England

Miami Toy Company, Inc.  
3605-25 East 10th Street  
Hialeah, Florida 33012

Sparkling Peels, Inc.  
7090 S. W. 59th Place  
South Miami, Florida

Letzsey Dist., Inc.  
211 DeKalb Industrial Way  
Avalon Estates, Georgia

Ricky Tumlin, Royal Theatre  
214 Main Street  
S. W. Gainesville, Georgia

Pacific Brokerage Co.  
1185 Kona St.  
P.O. Box 1415  
Honolulu, Hawaii

Jean's Company

25 Malunua Avenue  
Kaliua, Oahu, Hawaii

Darleen's  
107 E. Main St.  
Barrington, Illinois

Rogards  
123 W. Park Avenue  
Champaign, Illinois 61823

Marshall Field & Co.  
111 N. State Street  
Chicago 90, Illinois

Marshall Field & Co.  
4111 W. George Street  
Chicago, Illinois

Marshall Field & Co.  
1 Old Orchard  
Skokie, Illinois

Frank's Games  
Toys & Hobbies  
111-13 N. Main Street  
Crystal Lake, Illinois

Central Mercantile  
1042-44 Mt. Prospect Plaza  
Mt. Prospect, Illinois

Carson Pirie Scott & Co.  
124 S. W. Adam Street  
Peoria, Illinois

Follett's & Southworth  
Purdue Book Stores  
Box 515  
West Lafayette, Indiana

Denis Tierney  
75 Woodley Park  
Dublin, Ireland

Orr's, Inc.  
2226 Douglas East  
Wichita, Kansas

W. K. Stewart  
559 South 4th Avenue  
Louisville, Kentucky

Capt. John F. Hargrove  
78th Radar Sq., Sage - ADC  
Snow Mt. A. F. Stat.  
Fort Knox, Kentucky

Riverside Wholesale  
1800 Wooddale Court  
Baton Rouge, Louisiana

Kiddle - Town  
1727 E. Joppa Road  
Baltimore, Maryland

Pop's Discount  
520 E. Belvedere Avenue  
Baltimore, Maryland

Lash Dist., Inc.  
10708 Tucker Street  
Beltsville, Maryland

Winchester Hobby Shop  
555 Main Street  
Winchester, Mass.

Martin's Games, Inc.  
263 Pierce Street  
Birmingham, Michigan

Sidney Robinson Co.  
10547 West Warren Avenue  
Dearborn, Michigan

Hobby Hub  
526 Frandor Avenue  
Lansing, Michigan

B. Dalton  
132 Southdale Center  
Edina, Minnesota 55435

Toy Fair  
156 Southdale  
Edina, Minnesota 55410

St. Paul Book & Stationery Co.  
6th & Cedar  
St. Paul, Minn. 55101

Brookside Toy & Hobby Inc.  
338 West 63rd  
Kansas City, Missouri

Gateway Wholesale Sporting  
Goods Co.  
3177 Mercier  
Kansas City, Missouri 64111

Stanol Sales Company  
316 North 18th Street  
St. Louis, Missouri 63103

Toys for Men  
993 E. Sahara  
Las Vegas, Nevada

Lewis Bros. Inc.  
Lebanon, New Hampshire

Shore Sales Company  
39-11 Ventnor Avenue  
Atlantic City, New Jersey

Imprint Fund Cashier  
Supply Support Services  
Bldg. 435  
Fort Monmouth, N. J.

Felix V. Bass & Co.  
611 Delea Drive  
Westville, New Jersey

Navy Ship's Store Office  
29th St. & 3rd Avenue  
Brooklyn, New York

Sheper Distributors  
2300 Linden Boulevard  
Brooklyn, New York

Uhrich's  
446 Main Street  
Buffalo, New York

L. A. Sales Co., Inc.  
470 Comac Road  
Deer Park, L. I., New York

Greenman Brothers, Inc.  
38 Engel Street  
Hicksville, New York

Bigelow's  
114-122 W. Third Street  
Jamestown, New York

Gates W. Barnett's  
Latham Shopping Center  
Latham, New York

E. J. Korvette #55  
Rockaway Turnpike & Peninsula  
Blvd.  
Lawrence, New York

F. A. O. Schwarz  
745 Fifth Avenue  
New York, New York

Kirby, Block Dist. Corp.

157 West 31st Street  
New York, New York 10001

Polk's  
314 Fifth Avenue  
New York, New York

Scrantom Book & Stationery Co.  
334 E. Main Street  
Rochester, New York

The Carl Company  
430 Stata Street  
Schenectady, New York 12305

Duane Sales Company  
4901 State Street  
Schenectady, New York

Playhouse, Inc.  
4400 E. Independence Blvd.  
Charlotte, North Carolina

Becock-Stroud Company  
501 West 4th Street  
Winston-Salem, N. C.

O'Neill's  
226 S. Main Street  
Akron, Ohio 44308

Forchheimer Company  
503 S. Front Street  
Columbus, Ohio

Fun Fair, Inc.  
1514 S. Detroit  
Toledo, Ohio

George Fahara Company  
439 N. E. Hill  
Oklahoma City, Oklahoma

Toyland  
1335 Lloyd Center  
Portland 12, Oregon

Erle Dry Goods Co.  
718 State Street  
Erie, Pennsylvania

Civil War Times Illustrated  
302 York Street  
Gettysburg, Pennsylvania

Comet Drive-In Theatre  
419 E. King Street  
Lancaster, Pennsylvania

Thos. James Est.  
313 DeKalb Street  
Norristown, Pennsylvania

B. Paul  
413-23 E. Allegheny Avenue  
Philadelphia, Pennsylvania

Emerson Company  
1633 Chestnut Street  
Philadelphia, Pennsylvania

J. Spokane & Company  
1104 - 5th Avenue  
Pittsburgh, Pennsylvania

Joseph Horne Company  
501 Penn Avenue  
Pittsburgh, Pennsylvania

Mike Feinberg Company  
1728 Penn Avenue  
Pittsburgh, Pennsylvania

Merry-Go-Round  
242 Thayer Street  
Providence, Rhode Island

P. Christie & Company  
8th Floor, Pritchard House  
83 Pritchard Street  
Johannesburg, South Africa

Miller Bros. Company  
P.O. Box 1465  
Chattanooga, Tennessee

Campus Book Store  
1709 W. Cumberland  
Knoxville, Tennessee

Orgill Brothers & Company  
36 W. Calhoun Street  
Memphis, Tennessee

Southland Distributors  
7811 Ambassador Row  
Dallas, Texas

Toys by Roy, Inc.  
83 Bassett Center  
El Paso, Texas

Toy's & Novelties  
35 W. San Antonio Avenue  
El Paso, Texas

Texas Whlsc. Mercantile  
1117 Vine  
Houston, Texas

Thermal Supply Company  
11 N. Jackson  
Houston, Texas

Dibble's Arts & Hobbies  
1029 Donaldson Avenue  
San Antonio, Texas 78228

Lachman-Rose Company  
3200 East Houston Street  
San Antonio, Texas

Molitor & Ross  
4012 Bosque Boulevard  
Waco, Texas

Marine Corps, Exchange 2-37  
Hdq. & Ser. Battalion  
Fleet Marine Force, Atlantic  
Norfolk, Virginia 23511

Louis M. Saunders Co., Inc.  
Princess Anne Rd. & Tidewater  
Drive  
Norfolk, Virginia

Nesoon Sales Company, Inc.  
408 East 18th Street  
Norfolk, Virginia 23504

Quality Hobby & Dist., Inc.  
1220 Rosslink Avenue  
Norfolk, Virginia

Cluech-L-Sales  
1426 Broadway  
Seattle, Washington

Navy Exchange  
Navy Exch. Bldg. #9  
U.S. Naval Air Station  
Seattle, Washington 98115

The Bon Marche  
3rd & Pine  
Seattle, Washington

Variety Sales Company, Inc.  
East 124 Sinto Avenue  
Terminal Box 2903  
Spokane, Washington 99220

From Greg Koerper and Peter Eberly comes this poetic commentary on the Play-by-Mail system. We suggest that you gittar pickers sing it to the tune of "Wabash Cannonball."

Today I wait, will mail come  
For Rommel's firm offense  
Or will the Germans overcome  
The Russian Minsk defense?

With nasty insults, my opponent  
Weaves his web of sin.  
His German 12-5 at Bastogne  
Is Samson's next of kin.

Returns: Exchange and D back 2;  
So cheating is his game.  
Another bungle, waste of time,  
He does it just the same.

My record now is 2-1.  
I've p-b-med eight years.  
Impatience blooms to ulcers;  
Delays in postage: tears.

Hurrah! Returns today arrived.  
There almost nine days late.  
Joy fills the room, I turn the sheet.  
There's no transaction date.

Oh, please, AH, please burn those games.  
To play them I'm a fool.  
I'll never taste defeat again;  
I'm back to Life and Clue.

Agreements and/or arguments to  
Greg Koerper, Holbrook Rd., Chagrin  
Falls, Ohio 44022 and/or Peter Eberly,  
Box 49, Chagrin Falls, Ohio 44022.

## Between Covers

Capt. Marvin L. Worley, Jr., *A Digest of New Developments*; Harrisburg, Pa.; Military Service Publishing Company, 1958. Dewey Decimal Number 35582 WR Library of Congress Number 58-6977. Good for description of current weapons and artillery range table pp 19-20; also some comparison of 1955 units with 1948 units.

Col. Lewis B. Ely, *The Red Army Today*; Harrisburg; Military Service Publishing Company, 1949, 1951, 1953. Check the Appendices on pp 239, 249, & 254 for organizations of World War II units. It was a very informative book. PP 249-53 compares US and Russian 1948 organizations.

Edgar O'Ballance, *The Red Army*, London; Faber & Faber, 1964.

Check the World War II section on pp 156-188 and post war developments. He does give the present and 1948 Soviet divisional organizations and strength estimates.

## Subscriber Discount...

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 can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.

**25¢**                      **25¢**

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GOOD TOWARD THE PURCHASE  
OF ALL AVALON HILL  
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**SEPT. 1966**

## Opponents Wanted Form

Because subscriptions to this magazine have quadrupled in the past year there has been a flood of opponents

wanted ads. We now find it necessary to limit them in order to get them all published. Beginning with the September issue, therefore no ad will be inserted unless written on the following

## OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

## CONTEST NO. 15

You, as Corporation President in Management, are faced with a strangling inventory problem. The fate of your company hinges on your exact "prediction" of what next month's Market Values will be.

The Raw Material and Finished Inventory Market Values for next month will be determined by the closing New York Stock Exchange transactions of October 10, 1966. The last digit of the sales-in-hundreds column will be consulted: Goodyear for Raw Material Market Value; I. B. M. for Finished Inventory Market Value.

The object is two-fold: (1) to predict as close as possible what the Raw Material Market Value will be without bidding under the value...an underbid means disqualification; (2) to predict as close as possible what the Finished Inventory Market Value will be without bidding over the value...an overbid means disqualification. All predictions should be made using only those dollar values shown on the Market Value Chart.

Entries must be postmarked no later than October 9, 1966. Print your name and address clearly and make sure you list the Avalon Hill game as prize. Photostats or copies will be accepted - one to a subscriber, only.

### Market Value Chart

Last Digit	Goodyear	I. B. M.
	Raw Material	Finished Inventory
1	\$300	\$4,000
2	300	4,500
3	300	5,000
4	400	5,500
5	400	5,500
6	500	6,000
7	500	6,000
8	650	6,500
9	800	6,500
0	950	6,500

## Market Prediction Sheet

Raw Material	Finished Inventory
\$	\$

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Prize \_\_\_\_\_

