

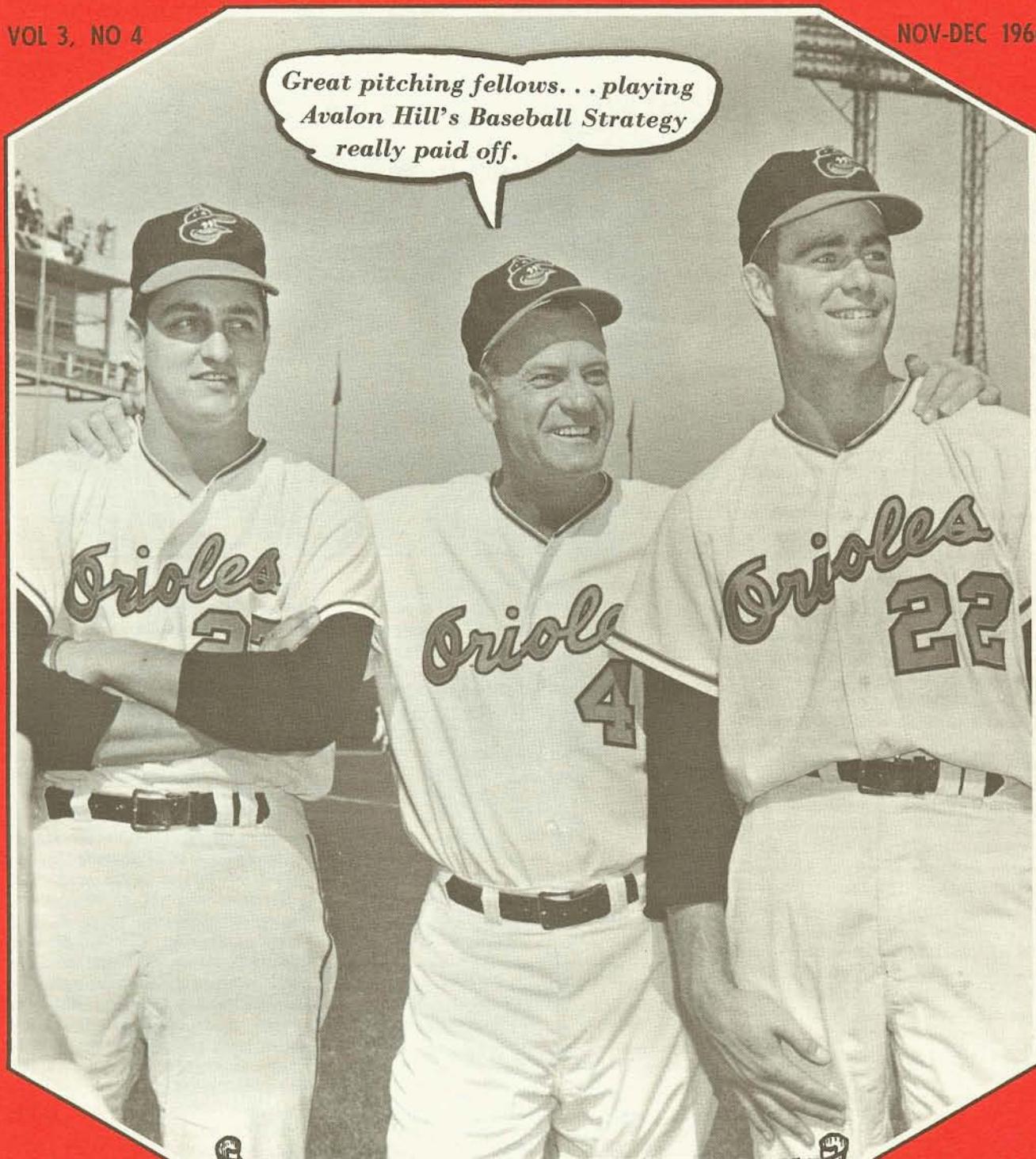
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The AVALON HILL

# GENERAL

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VOL 3, NO 4

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*Great pitching fellows. . . playing  
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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.

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## Cover Story... World Champion Orioles: Miracle or Fluke?

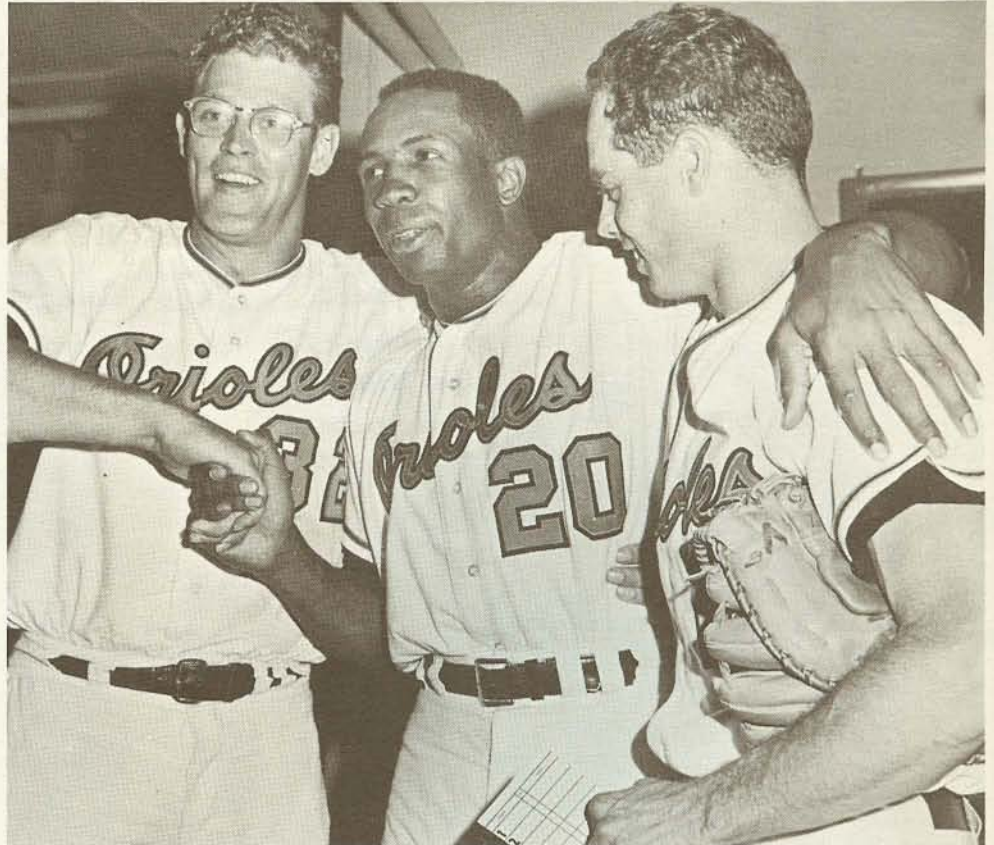
West Coast publicity grist mills deluded the nation into thinking that the Los Angeles Dodgers would have an easy task of humiliating the Orioles. They had even convinced Bobby Bragan, deposed manager of the Atlanta Braves, into believing that "the Orioles wouldn't finish fifth in the National League."

Well, Sir, you can fool all of the sports writers some of the time and some of the sports writers all of the time, but you can't fool the management of the Baltimore Orioles. So confident were they, in fact, that before the Series had even begun in Baltimore, a huge billboard outside of Memorial Stadium read: "Would You Believe Orioles in 4?"

Why then so much confidence especially in face of adverse bookmakers' odds? The reason is quite obvious, at least to insiders who know that Oriole publicity man, Paul Itzoe, had been presented an Avalon Hill Baseball Strategy game several days before the series had begun. Now we don't claim any knowledge of what Mr. Itzoe did with that game, but we do know that Oriole pitching took a sudden about-face . . . that Oriole fielders happened to be in the right defensive positions at all times . . . that Andy Etchebarren, rookie catcher, called such a masterful game that the Dodgers failed to score in 33 consecutive games - a World Series Record.

Consider, too, the fact that Moe Drabowsky, a so-so reliefer, was able to set the Dodgers down on one hit in 6-2/3 innings. Consider also the fact that left-hand swinger Boog Powell,

## Wildly Excited Frank Robinson, After MVP Selection



"Funny thing, I struck this guy out 3 times last night at Baseball Strategy", is what Gene Brabender (32) could be saying to Frank Robinson (20). Robinson, voted MVP, drapes sympathetic arm around utility man Bob Johnson who, dozing off early in the series, woke up to find it all over a'ready.

horribly inept against good left-hand pitching, smashed 3 key hits against left-hand pitching, two of them against Sandy Koufax. Consider the fact that the Dodger slap-hitters, who rarely strike out, fanned 28 times in 4 games - opposed to only 17 for the free-swinging Orioles. Consider the fact that the combined Oriole pitching came up with a record low ERA of 0.50 compared to 2.65 for the Dodger staff. Miracle or fluke? We think neither. Coincidence? Perhaps. In due respect to the excellent scouting job done by Oriole scouts Russo and Kubski, you must remember that the Dodger organization also had their top men scouting Oriole players - and for a longer period of time. Thus all things should have been equal. But they weren't. Not one copy of Baseball Strategy could be found in Dodger possession.

### "ORIOLES WIN IN 6"

The day following the winning of the National Pennant by Los Angeles, Avalon Hill research men decided to play the Series via Baseball Strategy. The player counters were revised to reflect the actual player performances, thanks to statistics provided by the Oriole publicity people. Several designer's

libertys had to be taken to account for the excellence of Dodger pitching. In the first game, Aparacio opened the game with a Home Run to spark a 3 to 0 win over Drysdale. Koufax countered in the second game with a 3 to 0 reversal over the Orioles registering 10 strike-outs, 3 against Frank Robinson. The third game went to Baltimore in an easy 7 to 4 win over Osteen (in reality, Osteen surprised everyone by turning in the best pitching performance of any Dodger pitcher.) The Orioles made it 3 games to 1 by defeating Perranoski in relief of Drysdale, 5 to 3. The fifth game went 15 innings with the Dodgers edging Baltimore 3 to 2, the winner in relief of Koufax was Regan who threw to only 3 batters for the win. The sixth game went to Palmer who came off with an exciting 2 to 1 victory which saw both games score all of the runs in the 9th inning with home runs by Lou Johnson, Frank Robinson and Brooks Robinson. The two 9th inning Oriole home runs so upset the Dodger player that one Baseball Strategy game now has a fist size hole neatly ripped through the middle of its box lid.

### THE REAL THING

This same mal-content had also stood around for 12 hours for Series

tickets, finally obtaining a pair for the 5th game. Oh well, you can't win 'em all. Or can you?

Baltimore proved that you can and it behooves your editorial staff to recap some of the "dramatic turning points". We have put these last 3 words in quotations because professional sports writers often take this cliché in justifying from reversals. Sports Writers often articulate for the singular purpose of providing an interesting bit of prose. Facts are secondary. Sports writers must sit with their backs to the game . . . at least that's the impression one gets after seeing the game in person and then reading an account of it.

In the first game of the Series, Oriole pitcher McNally should have been psychologically "up" since he had a quick 3 to 0 before even pitching a ball. As it turned out, he pitched too many "balls" and was relieved simply because he could not adjust to a mound which was too high for his style of pitching. So in comes Drabowsky, a good move by Manager Bauer. Drabowsky had been pitching to National Leaguers for many years. He had also been pitching at Vancouver recently and didn't want to go back there again. So he combined his knowledge of Dodger hitters with a desire to remain a Major Leaguer into a superb relief performance. Dramatic turning points: Snyder's catch of Roseboro's drive to center with 2 on, and the McNally wild pitch that freakishly glanced off Roseboro's bat for a foul strike. Now the Sports columnists tell us that had these events gone in Dodger favor they would have won the first game, thus the Series. We beg to differ.

The best thing going for the Dodgers in the second game were the fans - for their unparalleled sportsmanlike conduct in defense of Willie Davis. Never have we seen fans applaud a player for the express purpose of drowning out boos. The fans deserved a better fate than having had to sit through such a chaotic game. Poor Willie Davis. But poorer still, Junior Gilliam, who usually plays a superb third base but only within a radius of 14 inches. Two key ground ball "hits" got by Gilliam; a third was muffed but was redeemed when Frank Robinson over-roundered second base on the play. And a strong throw by Fairly from right field got by Gilliam on a play that found Fairly charged with the error. Manager Walt Alston's heart is not particularly strong and Gilliam was to see no further duty for the remainder of the Series. Of course, nowhere in any news coverage was Gilliam mentioned as a contributor to the Dodger debacle. Willie Davis had to shoulder all of the blame. But why not Koufax? After all, being the superstar that he is, it was up to Sandy to

get the strike-out at this point in the game. But he was not up to the task and both Oriole hitters in succession got the ball out of the in-field. Blair's drive to "medium deep center" would have advanced the runner anyhow. Dramatic turning point: Casey Stengel throwing out the first ball.

#### ONE PITCH

Dodger Claude Osteen is a better than average pitcher. This day, the third game, he was superb turning in the most brilliant performance of all. He hit every Oriole bat on the handle; that is, every bat but one. Diminutive Paul Blair, who had only hit 6 home runs all year, won the third game for Baltimore with one swing of the bat. Only 3 other balls got out of the infield in as well played a game as one could expect. Shortstop Maury Wills anticipated extremely well and accounted for 9 of the 24 Oriole outs. No Oriole player went to bat more than 3 times, the pitcher batting only twice. Yet, Baltimore won the game. Dramatic turning point: A ground rule double. With the Baltimore outfielders playing consistently shallow against the mickey-mouse attack, Wes Parker smashed one to dead-center that would have been caught by a center-fielder playing in normal position. In this instance, the ball sailed over Blair's head and landed on the hard surface of the warning track which supplied a high hop . . . high enough to bounce the ball over the 7 foot fence into the hot-dogs of center field bleacherites who had spread picnic blankets on the ground in that vicinity. So the hit was ruled a ground rule double. But had the ball bounded against the fence instead of over it, it would have become a triple. Parker would then have scored on Willie Davis' one-out fly to center field thus giving the Dodgers a 1 to 0 advantage at that point. No mention of this was made by sports writers who "saw" the game.

#### 1 to 0 AGAIN - HO HUM

Would you believe that the 4th game was simply a taped re-play of game 3? Only the stars names had been changed to protect the innocent. Substitute Frank Robinson for Blair and Dave McNally for Bunker. We saw the game as a testimonial to the magnificent defensive play that has made Baltimore the most well-balanced team in baseball - another observation not very well observed by the majority of the sports writers. You all saw the games, no doubt, so we won't dwell on the subject other than to point out another "dramatic turning point" which the working press failed to recall: And that is the play by Brooks Robinson who,

going to his left speared a ground ball that had "single" written all over it. Very few third basemen would have made the play. But Robinson turned it into a double play as there was a base-runner on first base at the time. Had the ball gone through for the base hit, Los Angeles would have had runners at first and third with no one out. Quite a difference in situations, what?

Well that's about it, sports fans. Baltimore is not as good as they looked; and Los Angeles not as bad. In the main, then, baseball is a game of inches . . . the same pitch that gets the strike-out on the outside corner becomes a home run when thrown 2 inches inside . . . a fly ball caught by an out-fielder playing the hitter to pull becomes a double when hit straight away . . . thus this game of baseball becomes more than just a test of power and physical ability; it involves knowledge, thinking, and most of all, strategy . . . baseball strategy. Los Angeles should not feel too badly . . . Baseball Strategy proved they should have lost anyway.

#### RE-PLAY SERIES YOURSELF

But don't take our word for it. Why not play it over yourself? Use all of the same players just as our research people did. We will supply the players tailored to the specifications of the Baseball Strategy game. Just send us 25¢ and a return envelope containing First Class Postage and we will send you several sheets of player counters which you can paste on over the die-cut counters that come with the game. If you need the die-cut counters also, simply send us 75¢ total. Better still, why not order the entire Baseball Strategy game - complete with full color picture of Baltimore Memorial Stadium on the box cover. You get the game plus the Oriole-Dodger counters for \$3.98 postpaid. Add 65¢ for Special Delivery. To get your World Series edition, make sure you mark your order "World Series Edition". Send \$3.98 to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214. Prove to yourself that the 1966 World Series was neither Miracle or Fluke.

## Notice to Subscribers...

Please send us your changes of address. Notifying the post office does not guarantee their forwarding 3rd class mail. As a matter of fact, they are not supposed to forward 3rd class mail, consequently your "General" usually end up being returned to us or placed in file 13.

## The Infiltrator's Report

Avalon Hill market opens up in Ireland, handled by the National School of Motoring, 47 Sweetmount Park, Dublin 14, Ireland.....Herr Leber, former German officer captured in North Africa, wrote of the Afrika Korps game, "as far as the historical background is concerned I should like to mention that the camp of military units, regimental numbers and other details are in fact correct". Herr Leber, after his POW interment, returned to Germany and is now an executive at Ford-Werke Aktiengesellschaft, Koln-Niehl. You can call him at Fernschreiber 0888-1491.

Watch New York Times Book Review Section, running through October-November, for Avalon Hill consumer advertisements..... Don Connelly, Baltimore, recommends, "Makers of Modern Strategy" - Earle - Princeton U. Press, as excellent reading..... Military research service available from "Design 3", c/o 1141 Tremont Street, Duxbury, Massachusetts; "because of the military schooling I've had and the resources at my command, I've much information to bring forth", reports John Adams (a good, old New England name), 10 Juracka Parkway, Schnectady, N. Y. 12306.....the 6988th Security Squadron (USAFSS), Yokota Airforce Base, Japan, currently playing the Indiana U. "irregulars" in four simultaneous games of Stalingrad. Another match with Duke U. is scheduled; all to be reported in an upcoming article in "Stars & Stripes", reports S/Sgt. Christopher R. Wagner, whose wargames team has received official sanction by the USAF to engage university and other military teams. S/Sgt. Zocchi, how about a challenge?..... Brian Libby, 16 William Street, Portland, Maine, has "Desert War", a game of his concoction employing air, sea and artillery power le scale grande. For lack of opponents he is playing it solitaire. Zocchi, if you chicken out against Warner's Warriors, here's another challenge.

"The Tank", a heckuva well-done newsletter, though poorly mimeographed, from the M.I.T. Strategic Games Society, Room 401 - Student Center - 84 Massachusetts Avenue, Cambridge, Mass. 02139, is sponsoring "the greatest campaign wargaming has ever known, Strategy I". A few commandant positions are still open.....kudos to Myron Brundage for his efforts, through self-sponsored AH survey, to obtain constructive criticisms from AH game nuts - a few excerpts: "troop counters should be color coded to differentiate armor, infantry, airborne, etc."..."The General needs

more informative articles of a historical nature...AH should cue us in on how they go about designing a game such as bibliography, principles of gamesmanship, etc."..."not enough contests of skill"..."get rid of the editors".....

Baseball Strategy selling like hotcakes in Baltimore. Why not? Box shows Baltimore's own Memorial Stadium in all its World Series Pageantry, flags, buntings, sell-out crowd, etal. (Actually, pix was taken of all-star game played in Baltimore 7 years ago.) The official "1966 World Series Souvenir Edition" was only game sanctioned for sale at Memorial Stadium, itself. Too bad Baseball Strategy didn't taste like hotcakes; we sure got hungry around the 6th and 7th innings.

From Elaine W. Fowler, The Folger Shakespeare Library; "I have been associated for over a year with a group engaged in drawing up a new curriculum for the teaching of history in secondary schools, specifically with a unit in Elizabethan history. I think your game (Shakespeare) would be a valuable asset both in the study of history of the Shakespeare period and of English literature in the secondary school level".

To eliminate extra PBM correspondence when opponent fails to list a Stock Market closing date, Barry K. Branch suggests that the 2nd date after the postmark date be used in such instances.....Playing games via computers is a new technique of training and research in urban problems. The Ford Foundation has announced two grants, totaling \$230,000.00 to Michigan State and Cornell to help develop the "games." For just \$5.98 we could have saved them the trouble.....

WVAT, Alfred State Tech broadcasting service, has offered free commercial time to advertise Avalon Hill games. How come the free time? Their business manager, Richard J. Paracka, is a long-time battle game nut, that's how come.....According to James F. Dunnigan, "Kampf" contains the most accurate and meaningful historical data of any source for military information. Mr. Dunnigan may be somewhat biased in this comment since he edits and publishes this series of 24-40 page booklets.

He's right, of course. So don't ask questions - just send him the five bucks (slightly higher for foreigners) c/o Kampf, 8512 5th Avenue, Brooklyn, N. Y.....

Chancellorsville games are becoming collector's items. No longer available from AH, this title is being traded and sold at higher than fair trade prices. Wish we had kept a couple around here.....

Shell Oil has selected Football Strategy game, over all other football games,

to be used in conjunction with a sales promotion program introducing a brand new product by their chemical division. Called "the best football game ever invented" by Sports Illustrated, Football Strategy will be featured in Sporting News Gift section, November 19 issue.....Don't forget, you fellows who send us questions: for the sake of expediency, please enclose a self-addressed envelope containing plenty of first-class stamps. Otherwise, your questions will not receive proper consideration. In fact, they might not even get answered.....

"Haply your eye shall light upon some toy you have desire to purchase," quoth Will Shakespeare, King Richard II. "It is the wise man who seeketh Avalon Hill games for Christmas gifts," quoth Irving Shakespeare, Sales Manager.

## The Principles of War

### Mass and Movement: Offensive Maneuver

By Capt. Mike Frankwicz,  
Myron Brundage, Editor

For the offensive, U.S. Army doctrine teaches four basic attack movements with their variations. These are also found in the doctrine of other armies. They are the Envelopment, the Turning Movement, the Penetration, and the Frontal Attack. To accomplish these, certain control measures are used, such as assigning objectives to subordinate units; the use of axes of advance, direction of attack, or zone of attack. The possibilities of the use of these controls for AH games involving several players can be interesting and useful. Still another concept is that of the main attack and the secondary attack.

#### Main and Secondary Attacks

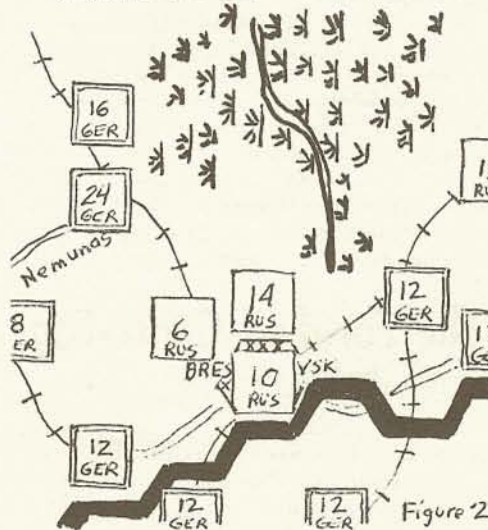
The main attack is designed to accomplish our higher objectives. It is either pre-planned or we develop it as the situation develops. Once we have selected it, this is where we throw our Sunday punch. We should however, strive to maintain a reserve force at all times. Secondary or supporting attacks are designed to deceive and pin down as many enemy forces as possible so as to aid the main attack. Sometimes this can be accomplished by a demonstration in front of the enemy, merely by placing respectable forces close to him without actually attacking. Often secondary attacks prove more successful than the main attack and as a result, we shift our emphasis and this actually becomes our main attack. The U.S. Army prefers for all echelons possible, even down to rifle squad level, to launch

main and secondary attacks. In AH games from one to a few such combinations at a time are usually possible rather than such an all-encompassing approach. We'll discuss developing main and secondary attacks a little later.

The Envelopment

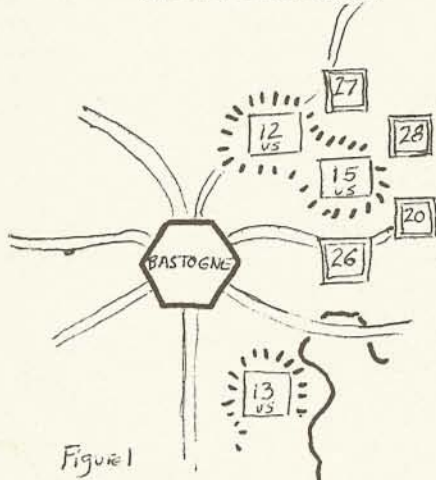
Let's look at our basic attack movements which we use to achieve mass and seize our local or intermediate objectives. In the Envelopment, the main attack passes around or over our opponent's main battle positions to seize a local objective which will enable us to destroy him in position. To conduct a ground envelopment an assailable enemy flank must exist or be created in a previous move. The local objective chosen should dominate the escape routes of our opponent. A variation of this move is the double envelopment which meets like a pincers behind the enemy with the same purpose in mind: destroy him in position.

SPRINGING THE DEEP ENVELOPMENT



In Figure 2 we see a deep envelopment one move away from completion. The Germans have pushed back Soviet units to the North and South of the Red field army holding the Brest-Litovsk area thus creating an assailable flank where the Rus 6 unit is. The Red player failed to get out in his turn and can be virtually destroyed in position in the type of situation all good German field marshals hope for.

THE CLOSE ENVELOPMENT



Envelopments may be close or deep depending upon the distance by which the main and supporting attacks (on the enemy's front) are separated. We visualize as many variations of this in AH games as in real life. In Figure 1 we see the close envelopment. The German intermediate objective is to seize the communications center of Bastogne. (NOTE: Refer to the July 1966 article of this series to review the terminology and the concepts of the Objective.) To contribute to this achievement, the local objective is the seizure of the high ground dominating the Northeast of the town and the destruction of as many U.S. forces as possible. The supporting or secondary attack involves a "soak-off" against the U.S. stack of 12 factors, (worth 24 in this case). The remaining units in the four German stacks have passed around the flanks of the U.S. stack of 15 factors, (worth 30 here) just enough to virtually insure its destruction in position.

A CLOSE DOUBLE ENVELOPMENT BY AMPHIBIOUS AND AIRBORNE ASSAULT

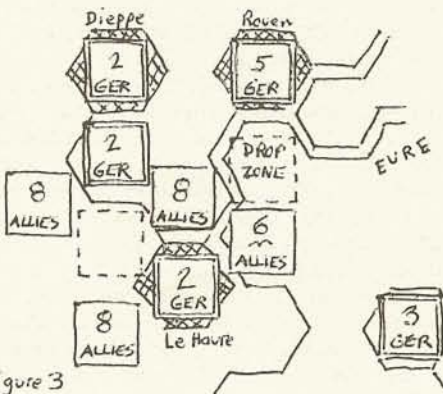


Figure 3

Another variation is possible in games like TACTICS II, D-DAY and BLITZKRIEG where an aerial envelopment (sometimes called vertical envelopment) can take place through the use of airborne or air assault units. In Figure 3 the Allies are storming the beach in the Le Havre area. The German static division in Le Havre is "kaput" in position as a result of an aerial envelopment and an amphibious assault which have completed a close double envelopment.

The Turning Movement

The Turning Movement is similar to

the Envelopment. Here again we roll over or around the enemy main battle positions. However, we seize a deeper objective in order to force our opponent to:

- 1) abandon his main battle position  
or
- 2) to divert major forces ... to fight on terrain chosen by us. The Turning Movement enables us to avoid fighting our opponent in his strong positions and forces him to fight us later when we have the upper hand. Note the difference between this maneuver and the Envelopment where we intended to destroy him in position. By its nature the Turning Movement is usually a larger scale operation than the Envelopment. When contemplating this maneuver there are two basic considerations. First, where, how and with how much are we going to try to get through; and secondly, what are we going to do when we get there?

As with the Envelopment it can be accomplished with land, sea and airborne or by a combination of these type forces. When it interferes with your opponent's communications and supply lines it causes some very interesting results. Improperly executed, it merely gives him some cheap counters to throw back into the box. The Turning Movement should be made with plenty of strength and should be supported by other forces putting pressure on the enemy wherever possible. Then attempt to link up your forces as soon as possible.

WATERLOO, BULGE, AFRIKA KORPS and STALINGRAD are four games that usually offer many opportunities for the use of the Turning Movement. Sometimes the other land games offer an opportunity for its use. For example, watch the rat race that can start if the Allies in D-DAY find a flaw and pull off a Turning Movement through the North Sea beach area. It's happened!

The Penetration

In the Penetration, the main attack forces a rupture in the enemy's line and passes through his main battle position to destroy the continuity of his defense. U.S. Army doctrine states that Penetration includes three phases: 1) rupture of the enemy's forward position, 2) widening the gap, and 3) seizure of objectives which destroy the continuity of the enemy's defense. The Penetration is required when our opponent has no assailable flanks, or there is insufficient time to envelop. We should favor the Penetration, however, when the opponent's front is over-extended and weak. In AH games it is often difficult to accomplish phases 2) and 3), because after a successful rupture in phase 1), the defend-

er can see at once what is happening on the board and react to it in his turn. This tends to result in a pushing type action. This clarity and the controlled timing of AH games do not exist ordinarily in real life combat and maneuvers. The Frontal Attack is the usual variation of the Penetration that we see, which is nothing more than pushing the opponent back with our mass against his main battle position.

Another variation of the Penetration that sometimes has usefulness is Infiltration. This is moving forces through gaps in the opponent's lines to operate temporarily in his rear, in close cooperation with our main forces. The types of missions possible might include raids, feints, seizure of critical terrain, blocking actions or attack. Since small units are normally used for this and most AH counters represent larger units, it is usually too risky to try it. Besides, our opponent can see the gameboard at least as well as we can, so he can usually be well aware of what's going on. Still, AFRIKA KORPS, BLITZKRIEG and occasionally WATERLOO offer opportunities to use this technique.

#### Conclusion

As we mentioned before, when we discuss offensive movement with AH games, we run into the problem of our defensive opponent being able to see the situation as it is on the board and thus being immediately able to react to it. In actual combat or maneuvers, information available to defending commanders is frequently incomplete and the situation lacks clarity. It may be some time before the defender realizes what is happening to him, even if his forces are successful in defeating it. As a result in many AH games, our attempts at Envelopment, Penetration or Turning Movement actually become pushing actions in which our opponent can quickly size up the situation. If he can't restore it, he re-organizes and falls back. When through a mistake or lack of skill your opponent allows you to complete one of these maneuvers, seize the opportunity he has given you to make it a decisive one.

Various games such as BLITZKRIEG, TACTICS II, and to some extent AFRIKA KORPS and D-DAY to mention some, give us some additional tools that we can use to achieve mass and movement. The automatic victory, airborne, air assault, air transport, SAC and TAC, amphibious and nuclear rules are all tools that we can use to employ Envelopments, Penetrations and Turning Movements.

Now that we have covered the basics of using Mass and Movement in the attack, we will try to show you how to

apply these principles to prevent your opponent from beating you. Next issue, Defense and Retrograde. Much print in the GENERAL has been given to offensive operations, and not too much to defense and escape. We think we'll have a good one for you on the basics of this subject.

Comments to Capt. Mike Frankwicz, 2820 Beechwood Lane, Bridgeton, Missouri; Myron Brundage, 2437 W. Sunnyside, Chicago, Illinois.

## The Fortified Goose-Egg

by Barry K. Branch

In the actual Battle of the Bulge, while the 5th Panzer Army poured West and surrounded Bastogne, Sepp Dietrich's 6th SS Panzer Army - which was planned to make the main breakthrough - was badly jammed by stubborn resistance at St. Vith and the Elsenborn Ridge. After St. Vith fell, Sepp's forces were again stopped by the "fortified goose-egg", around Vielsalm and the hills to the East. Though Sepp (whose death and funeral last May were pictured on Huntley-Brinkley) attacked the egg from North, East and South, it continued to stall him until Dec. 23rd, when Montgomery pulled the Americans back "to tidy up his lines". Monty's move is still strongly disputed, since the blockage of Sepp's drive had caused Hitler to divert much of Sepp's panzer strength to the 5th pz army command. (Source: OCMH, Ardennes: Battle of the Bulge, ETO.)

In the A-H version, it is not possible for you, as Allied commander, to hold St. Vith for long, but it is feasible to form the egg, and block the entire area north of the Ourthe tributary for several vital turns. Units at Elsenborn and QQ13 are tactically good, to cut the lateral road, but the positions cannot be held, since they will be attacked surrounded by the German forces which have taken St. Vith. I believe it better to use elements of 99th and 2nd Inf. to form a line at PP11, PP13 and OO16. (This involves shifting the southern American forces northward: 28/109 into Clervaux, and other 28th units to the NN line, while 9th Armored covers the hills behind Clervaux and East of Wiltz, and 4th Inf. holds near Diekirch, depending which units remain.)

Another egg position is at Malmedy, NN15, NN17 and LL19. Your objective is to hold the egg until reinforced by 7th Armored. If the egg holds, 1st Inf. can add its weight; if you are falling back, the Big Red One can stop and fortify the town of Fraiture (FF22) in the woods bottleneck, and Baraque de Fraiture (DD24) - the vital road junction which protects the entire flank and rear of the northern area.

In summary, your German opponent may capture the American Bailey bridge over the Ourthe (BB29), as actually happened, but his supply roads are still controlled by the crucial junctions at Bastogne and Baraque de Fraiture. Though you can build a fortress at B. de F., if you maintain your positions in the fortified goose-egg, you will: (a) slow the infiltration around B. de F. for many turns; (b) protect Spa, Trois Ponts and the northern road net; and (c) threaten St. Vith and the Houffalize road, tying down German divisions needed elsewhere. Though I have yet to see it done, your re-taking St. Vith, with the aid of 9th and 30th Inf., would be a game-shattering coup.

#### Bulge: SIEGE OR ASSAULT?

In a regular tournament game of Bulge, the German commander will probably face a fortress in his path several times. Whether to launch an assault, or to besiege and bypass, is the value judgment he must make. An assault at 3:1 or better, against the triple-defense factors, can mean terrible attrition if "exchange" is drawn, especially under PBM results with a 20% chance of exchange; an excellent opponent of mine recently left 10 CCA & CCB in Bastogne - an exchange at that rate would have meant my instant doom - a total of 42 factors, only 32 of which could have been infantry. On the other hand, bypassing will cost loss of movement unless alternative supply roads are open.

The German commander must decide how badly he needs the fortress: if the road is vital for supply, or to aid movement from one area to another, it may be worth an assault. If he is moving slowly, and has alternative roads, the fortress can be besieged and bypassed. Clervaux is an example of the latter: two inf. regiments can surround the town until the allied unit surrenders, while you supply your German troops from the St. Vith-Bastogne roads. Even Bastogne can be bypassed, if you are being held to a crawl by allied defenses on the Ourthe.

In the event you decide to bypass a fortress, I recommend you leave two units adjacent and on opposite sides, to besiege it: (a) they maintain the isolation, and (b) if the defender tries to break out, he must attack all adjacent units. Even though you bypass, it is often worth a small diversion of forces (strictly in addition to, and not including, the besiegers) for small probing attacks at the fortress. With a 7-4 and 4-4 fortress as an example, the defense has 33 factors; a 3:1 assault would tie down 99 of your attack factors, and would be impractical.

Even at 2:1, you would need 66 attack

factors. Using PBM results, you have a 20% chance of "A back", 30% chance of "engaged", 20% chance of "contact" which has no effect, and a 30% chance of success.

At 1:1, there is a 20% chance of "D back", and you must use 33 factors. At only 1:2, you need use only 17 factors, but still have a 20% chance of success. Thus your chance of victory at 1:2 is only 10% less than at 2:1, and you free considerable forces for work elsewhere.

In summary, and circumstances warranting, I offer the tactic of bypassing the enemy fortress, but leaving a few factors to besiege, and a few factors to attack at 1:2. The units should not all be used to attack, since you may draw "A back 2" and allow a break in isolation.

## Bismarck

### British Battle Board Strategy

by Jared Johnson

Nothing needs to be said about how the British use two ships to trap the Bismarck on the Battle Board. However, there are a few important maneuvers the British player should be familiar with when he is in the position of having to use one good battleship to protect a damaged ship which is ready to go down, against the Bismarck on the Battle Board. This is extremely important if sinking the damaged ship will mean an automatic victory for the Bismarck. The British player will want to keep the Bismarck from firing on the damaged ship as long as possible, and when this fails, at least to keep the damaged ship out of A range. Of course, while he is going through these maneuvers to be explained shortly he must decide whether he wants to play the Chance Table and try for a withdrawal, or risk having his damaged ship sunk while he is firing on the Bismarck with his good ship.

First, we need a grid coordinate. With the South end of the board facing you, number the row at the top (northwest-northeast) from one to seven and the vertical row at the left (northwest-southwest) from A to G starting at the top.

The best a single ship can do to protect one other damaged ship from the Bismarck on the Battle Board is to keep the Bismarck completely out of range on the first turn, and to keep the Bismarck from moving into A range on that ship for the next three turns. By that time the battle will have been resolved one way or the other. (Damaged ship will be sunk, Bismarck will be sunk, or a withdrawal called for, etc.) Following is an example of how this can be done.

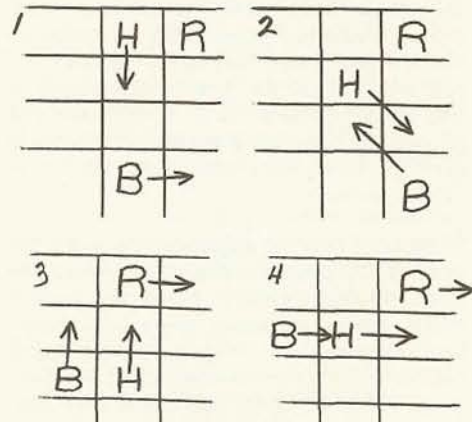
Starting Positions:  
 Bismarck: D-4  
 Hood (guarding ship) A-4  
 Repulse (damaged ship) A-5

1st Move:  
 Hood: B-4 B-4  
 Repulse: A-5 or A-5  
 Bismarck: D-5 D-4

2nd Move:  
 Hood: C-5 C-4  
 Repulse: A-5 or A-4  
 Bismarck: C-4 C-5

3rd Move:  
 Hood: B-5 B-4  
 Repulse: A-6 or A-3  
 Bismarck: C-5 C-4

4th Move:  
 Hood: B-6 B-3  
 Repulse: A-7 or A-2  
 Bismarck: C-6 C-3



One good ship protecting one damaged ship. British moves first:

Remember that the British player moves first each turn. Notice that if the British player starts off both ships in the corner that the Bismarck automatically gets into B range on the first turn and A range on the third turn. Likewise, if the Hood retreats instead of advancing on the second turn in the example above.

For two British ships guarding one damaged ship:

Starting Positions:  
 Bismarck: D-4  
 Hood (guarding ship): A-6  
 Ramilles (guarding ship): B-7  
 Repulse (damaged ship): A-7

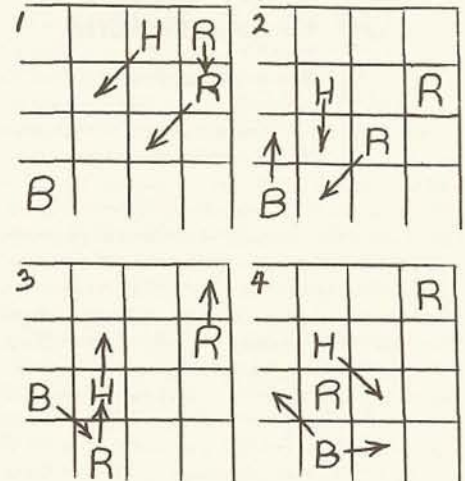
1st Move:  
 Hood: B-5  
 Ramilles: C-6  
 Repulse: B-7  
 Bismarck: D-4

2nd Move:  
 Hood: C-5  
 Ramilles: D-5

Repulse: B-7  
 Bismarck: C-4

3rd Move:  
 Hood: B-5  
 Ramilles: C-5  
 Repulse: A-7  
 Bismarck: D-5

4th Move:  
 Hood: C-6  
 Ramilles: C-5  
 Repulse: A-7  
 Bismarck: D-6



Two good ships protecting one damaged ship. British moves first:

Notice what happens if you make the common mistake of starting all three ships out on the side instead of in the corner, for instance A-3, 4, 5 with the damaged ship in the middle. The Bismarck gets into B range on the damaged ship on the 2nd turn.

Once again, the battle will have been resolved one way or the other by the fourth turn.

Or if you want to protect one ship but still make sure you get a crack at the Bismarck with the other two, use the following plan:

Starting Positions:  
 Bismarck: D-4  
 Hood (guarding ship): D-1  
 Romney (guarding ship): D-7  
 Renown (damaged ship): A-7

1st Move:  
 Hood: D-2  
 Romney: D-6  
 Renown: B-7  
 Bismarck: C-4

2nd Move:  
 Hood: D-3  
 Romney: C-5  
 Renown: C-7  
 Bismarck: D-5

3rd Move:  
 Hood: D-4

Romney:	C-6
Renown:	B-7
Bismarck:	D-6
4th Move:	
Hood:	C-6
Romney:	D-6
Renown:	B-7
Bismarck:	C-4

Any comments on this article should be addressed to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia

## On to St. Helena

by Steve Bachmann

So far, the best strategy I've found for the French is one like the one presented in the July '66 *General* by Tom Eller. If you have an opponent you know that likes to storm Quatre Bras quickly, here is a defense.

This defense calls for virtually no battles at Ligny, or the QB heights. Here is your initial setup: Just behind Tilly (X18-X19) place two stacks of 15, including four 6-4's. Behind them put some extra small cavalry. The rest of your Prussian power put near QB, with two heavy 15's guarding Z24 and Y24, guarding you from a quick flanking movement. The rest put into strong stacks (at least 12 factors) and unite them as soon as possible with the Allies for a line at QB. If you have any small leftovers, prepare to send them in the direction of Nivelles.

Now Napoleon has stormed the heights of QB. Let him have them. Any counterattacks will be sacrificing your main force, and when he breaks through, there won't be much between him and Brussels. Instead, make him assault a heavy line at QB itself. Put some units to prevent him from coming through the woods just to the heights' right. The woods around the heights will hamper any powerful concentrations for a frontal assault. So, your opponent will have to attack the two 15's at Z & Y 24 with his main force from Fleurus. By the time those two stacks are moved, the 16th should be over. Now your left flank is finally exposed. Before I go into the next move, though, I should say that we are assuming that Napoleon in this case is not sending forces to Tilly, (it's a waste of 50 factors) and Nivelles is too far. Those possibilities will be discussed at the end.

Now you're exposed. But before the Frenchman can enjoy the fruits of his labor, send enough troops back behind the Genappe so you can have each square worth about twelve, doubled. Now, with your troops and reinforcements from Nivelles, and any left-overs from the

QB lines, form a line almost perpendicular to the Genappe, anchoring on hill W31, of the same type. Important: on the turn of this major fallback, leave enough small units in the Frenchman's way to keep him from your major line for a turn. With your extra turn you will have an opportunity to make the defense even more complete. At this time, the Prussians from Tilly should have been arriving on the scene to prey on weak rear-guard French pieces. Now your opponent will either have to delay his heavy onslaught to kill off these troublemakers, or let them continue to bite at his heels. Now Napoleon has troops to his front, left, and rear, and the forest Bors de Mez at his right. If you're strong enough, it helps to counterattack with the Nivelles line on his flank, while he assaults the river line.

By the time the Genappe is broken, it should be darn near, if not the 18th. Play a delaying game with weak units, conserving your stronger piles for counterattacks at the right-front. It will probably be a close finish, but you should be able to get the IV Corps in just in time, introducing Napoleon to his Waterloo.

Now: What if Napoleon does go for your Tilly Prussians and/or Nivelles? If 45-60-odd factors come at you at Tilly, play a delaying game with them, keeping your main force just out of their reach; until they threaten to flank your main position. Then you must give battle. If you're chased all the way down the Dyle to Wavre, then it's near time to go to Waterloo, and, if you've delayed well, you may be able to unite with the IV and destroy them. Overall, the longer you're chased, the longer those factors are doing nothing. In fact, there's a good repetition of Grouchy. If Nivelles is threatened, you may have to send more QB Prussians to assist, but keep in mind most of your early reinforcements come from Nivelles. In any case, attacks to either side will draw troops from the center, slowing or possibly halting the main advance.

This defense is designed mainly for those Napoleons who like quick seizure of QB, and aggressive movement down the center. If your opponent has a sudden change of plans, take the heights, and send reinforcements to the main area of attack. The key word in Waterloo is flank. This defense keeps a minimum of flanks, and gives you many opportunities to flank. I hope this will let any of you disheartened PAA players repeat history.

Comments, perhaps? Steve Bachmann, 946 Lilac Lane, Highland Park, Illinois, Zip 60035.

## Submarines at Midway

by Richard Gutenkunst

Fortunately, the Japs have an advantage in the present Midway game. How come I'm so pleased? My personal opinion is that the U.S. player suffers from a dearth of tactical variations that he can successfully use, while, judging from the greater space given to Japanese tactics in the General, the Japanese have a relatively richer repertoire.

Now, if one will trouble to consult Samuel Eliot Morison's massive *History of United States Naval Operations in World War II*, one will notice that the U.S. had eleven submarines in the area represented by Avalon Hill's search board, while the Japs had only the I-168. I add the submarines to the game, with the consequence that each side has another variable to consider and the U.S. player can use some hairy Midway - Carriers - Submarine cooperation plans.

The above hint should allow a lot of you to evolve your own submarine inclusion plan, but I will now outline mine in case you don't feel like taking the trouble.

The U.S. submarines are divided into three groups, represented by three blank blue counters, labeled 1, 2, and 3. Groups 1 and 2 have four submarines each, while group 3 has three. These counters may start on any zone square east of the E column inclusive at the start of the game. Movement is limited to one zone square per turn. The counters can be found by air search, but cannot be attacked by air.

I ignore the presence of the Japanese submarine for reasons that will become obvious.

The presence of one or more of the submarine counters in an area square allows the U.S. player to search it. If at any time the U.S. player finds a Japanese ship on the same or adjacent zone square as one of his submarine counters, he rolls the die. If he rolls an even number, he must attack the Japanese ship of his choice. If he rolls an odd number, no submarine attack takes place. If he does get an attack, he rolls the die again, getting as many hits as the number on the die shows, except if he rolls a five or a six, which are misses. If he rolls an even number, one of the U.S. player's subs is sunk and the value of the counter involved is reduced accordingly. There are two exceptions to the hit results. When attacking the Atago, only one hit maximum is allowed per turn. A cripple, if the U.S. player rolls an attack, is sunk automatically.

The Japanese player gets one point for every two submarines sunk, so one



needs to keep a record of the strength of the sub groups. Besides, once a group is reduced to two submarines it is not allowed to search an area square and is not able to attack enemy ships. However, two or more under strength sub groups may function together as one counter in the same search area so long as they total at least three submarines.

Send your comments, gripes, and bombs, and incidentally any questions on the submarine tactics I use to Richard Gutenkunst, Box 204, Mott, North Dakota.

## Operations Oasis

by Christopher Meagher

### PHASE 1. Capture of Bengasi:

Leaving one 2-2-4 to garrison your home base, surround Bengasi by placing your troops as follows:

21st. Panzer Division to G-2

Ariete Armoured Division to H-3

3 Italian 2-3-4 infantry to I-3

1 Italian 2-2-4 & supply unit(s) to K-3

It should be noted that using a short cut from W-9 to S-9 makes this possible.

### PHASE 2. Capture of Tobruch:

It is now May 1941. Leave a 2-2-4 to garrison Bengasi and the Rommel unit to help ferry supplies into and out of this fortress. Move 15th Panzer Division as fast as possible toward Bengasi. With remaining troops head for Tobruch. If Allies leave delaying forces in Cyrenica mountains eliminate them by combat or isolation depending on their strength. By June 1941 you should be approaching the Tobruch defenses. At best the allies should have two 4-4-7s and one 3-3-7 in Tobruch and one or two 2-2-6s at sea for replacements. Surround Tobruch with 21st. and 15th. panzers and as much Italian units as available. Make sure no Allied units can either capture or cut off your supplies. At the very latest, Tobruch should fall by October 1941.

### PHASE 3. Capture of Home Base:

Using your November reinforcements to hold the line, attack any allies line at it's southern flank with your mobile panzer divisions. When this is no longer possible due to the Quatre Depression make repeated attacks along the Northern Coast to draw any reserves into the area. When this happens shift your strength southward. If all goes well the Germans should be celebrating the New Year in Alexandria.

#### NOTES:

a. This Plan is of a conservative nature and may seem slow moving to most wargamers. However, it was designed mainly for the purpose of securing supply lines for the Axis. With average luck on the supply and combat tables the German commander can keep up with the timetable described above.

b. The German should avoid attacking with only panzer units at odds of less than 5 to 1. An exchange can really hurt. Also prevents the allied player from surrounding your forces without supplies when you are attacking Tobruch.

c. Use the Rommel unit to help get supplies and reinforcements to the front faster. When Tobruch falls move home base and Bengasi garrisons up to the action, unless there are allied troops west of Tobruch.

Address all comments to: Christopher Meagher, 46 Lehigh Ave., Rochester, New York 14619.

## Across the Sands

by Bill Stone

### The Objective and Mission

Seeing as Tobruch is the keystone of the British position, it is necessary for the Axis commander to take that city and deprive the Allies of their best defensive position. Thus, the objective of this plan is the capture of Tobruch. The mission is to force the Allies out of the defensive positions in the escarpments west of Tmimi and south-west of Bir Hacheim.

The plan submitted here envisions the out-flanking of the Allies at the P-28 area and exerting pressure around Tmimi and south of the J-17 pass.

### The Plan

With the prerequisites above kept in mind, here is the Axis first move:

Pavia - W-3	Trenta - S-15
Ariete - H-3	Brescia - S-15
Bologna - J-3	21/3 - T-24
Savona - J-3	21/104 - M-15
Rommel - S-15	21/5 - M-15
1st supply - S-15	

While Pavia covers the home base, Ariete, Bologna, and Savona isolate the British 2/2SG in Bengasi; 21/3 moves south of the escarpment to stretch the Allied lines eastward; the remainder of the 21st division advances past Msus into a position from which it can: move north-east to Tmimi and along the coast road to Tobruch, go through the pass to Gazala and thence to Tobruch, go through the pass toward Knightsbridge, or south-east to an escarpment square; Trenta and Brescia along with the supply unit and Rommel stop several squares south of Msus. As can easily be seen, the Allies are presented with adequate forces.

Here is a typical Allied response:

41/5 - sea	22 Gd - G-18
41/7 - sea	2/3 - H-16
41/11 - sea	9A/20 - K-18

Poles - sea	7/31 Mot - K-18
7A/1 - sea	2/2SG - Bengasi
7A/2 - sea	#1 sup - Tobruch
	#2 sup - J-62

(A better move for the 2/2SG would be to attack Ariete at I-5 hoping to get a retreat that would prolong its lifespan. However, since no one has ever tried that move against me, I'm not using it here.)

For the Axis second turn, we will assume that the supply unit is sunk. Asteriks denote that the units got Rommel's bonus. Here are the positions:

Pavia - W-3	Trenta - M-15*
Ariete - C-14	Brescia - M-15*
Bologna - G-2	21/3 - R-29
Savona - I-2	21/104 - P-22
Rommel - M-15	21/5 - P-22
	1st supply - M-15*

The Axis forces continue to try and stretch the Allied lines so that a weak link can be attacked or a wide flanking maneuver will make the Allied positions untenable.

Here is the second Allied move:

7A/2 - P-32	7/21 Mot - K-18
7A/1 - P-30	Poles - K-18
41/5 - O-26	9A/20 - H-17
41/7 - O-26	22 Gd - G-18
41/11 - O-26	#1 sup - Tobruch
2/3 - N-23	#2 sup - J-62
	2/2SG is eliminated

### Later Moves

The Axis commander is now presented with several different moves that can fairly well promise the capture of Tobruch. The 21/3 can continue flanking the Allies, toward Maddalena and Sidi'Omar or help in an attack on the central portion of the British line. Attacks can be made on the western sector of the Allied line. At any rate, it is supposed that this is the last turn that the defensive line can be held.

The Axis forces can then push to Tobruch and the escarpments around it. The 21/3 can push toward the Allied home base or support the assault on Tobruch. Savona and Bologna should be hurried east from Bengasi and the newly arrived 15th division should race across the hump of Cyrenica.

.....address all comments and criticisms to Bill Stone, Box 547, Fredericksburg, Virginia 22401.

## Formula 1 for Fun

by Sanford Pliskin and Kenneth Hoffman

When was the last time you saw a Ford GT running at Monaco, one of the world's toughest Formula 1 courses? The real event at Monaco never has any of the cars AH used in Le Mans. We

have a set of Formula 1 specification cards (Appendix J, Category C, Group 7, Formula 1 Cars) which you can run realistically on the Monte Carlo course, in your Le Mans set. (As a matter of fact, the real name of the course is Monaco where the F1's race - Monte Carlo is the name of the world-famous rally.) cars AH has are all 2-seater sports cars; the cars here are reflec-

tions of pure racing machines - the one-seater four-wheels-exposed type. Below are the gear speeds and hard brakings for each of the seven cars. You may shift down 2 gears without hard braking; 3 gears with 1 HB; etc. All cars have 5 gears and Top Speed except for the BRM and Cooper-Maserati which have 6 and T.S. (Works team drivers are named.)

Repco-Brabham:	7-10-12-14-16-17	8 HB	Brabham, Hulme
Lotus-BRM:	7-11-12-13-15-18	8 HB	Clark, Arundell
McLaren-Ford:	5-11-12-14-15-16	8 HB	McLaren, Amon
Eagle:	6-11-12-13-16-18	8 HB	Gurney, Grant
Ferrari:	6-10-12-13-15-17	8 HB	Bandini, Scarfiotti
Cooper-Maserati:	7- 9-10-13-15-17-18	10 HB	Ginther, Rindt
BRM:	4- 9-11-12-14-16-19	9 HB	Hill, Stewart

All of the 5-speed cars take corners in 2nd (chance: 3rd). The Cooper-Maserati takes hairpins in 2nd (chance: 3rd); sharp corners in 3rd (chance: 4th). The BRM takes both in 3rd (chance: 4th). Over-revving is the same as in the

standardized game, as is the chance table.

For added realism, run qualifications races before the start: fastest time gets the pole at the start. Don't forget team strategy, either.

## AH Clubs

by Raymond L. Piche

In the September issue of the "GENERAL", there were 56 ads in which Clubs and/or Armies of Clubs were mentioned. There were also a couple of disputes. Some of the Clubs are large (national) while some are small (local). Disputes raged between control of states, to control of areas. Defeats of Armies are claimed, then denied.

I define a CLUB as a group of wargamers banned together under one name. I address this to clubs such as AGGRESSOR, CASCAP, CONTROL, DUSK, PRAETORIAN BATTLE GROUP, ROGUES, SPECTRE, THRUSH, UNCLE, USCAC, WARLORDS, and WORLD CONQUEST, INC., etc.

I propose a league of clubs, to compete on a state, regional, then national level. For a club to have representation in a state, there must be at least 5 members, in that state.

Individuals who are not associated with a club, but desire to compete should contact a club, or contact similar individuals in their state, and form a club (at least 5 members). It is possible that individuals may not be able to contact wargamers in their own state, or a club. Those who find themselves in this situation but still want to compete, write to me, and I shall group all of you together, and these members will represent the first state of their new group, alphabetically.

I shall act as coordinator for this league, and shall settle all disputes passed on to me by the state commanders competing with each other. All CLUB COMMANDERS interested write to me, listing:

- 1) Total membership (nationwide)
- 2) Order of Battle (nationwide)
- 3) Membership on the state level
- 4) Games and side preferences that each state command will play

Enclose a self-addressed, stamped envelope.

Contests will begin as soon as pairings come in. Games selected will always be on a reciprocal basis, unless they can be arranged otherwise, by comparing the side preferences of each opposing club. The odd game will be determined by this comparison method. The Army that wins 51% of the games played will be paired with a similar 51% winner of that state, until a state champion is determined. As soon as two state champions within a region have been determined, then these two will begin the regional eliminations, for that region, until there is a regional champion. Afterwards, regional cham-

## Ultimate German Defense

by Mike Clothier

The following defense is neither impregnable, indomitable nor unconquerable. It is, however, the best defensive stratagem that could possibly be devised. In the German defenses of the past no one even made an attempt to defend all invasion areas; evidently these people read A.H.'s basic German strategy and decided that some of the areas should be well protected and others should be less fortified such as Brittany and Biscay. It was not easy but after making hundreds of changes a defense was devised. South France was left unprotected because of the supply rule. Basically the defense can be defined as a strong coastal defense (in all areas) backed up by a counter-attacking force in case of a successful attack at a coastal position. This force is stronger in those areas which are closer to the precious Rhineland area. The two extremities can be seen by observing Biscay which has almost no secondary force but is securely defended because of the limited number of attack squares and supply. The other extreme being the North Sea area where the coast is defended well and there is also a very strong Beachhead Repulsion Force (BRF). The German forces are not highly concentrated in any one area because of allied air power. The BRF in each invasion area serves 2 purposes to repulse invasions, as you may have guessed, and as a protective screen against paratroop assistance to coastal attacks (this can be seen best in the Brittany area). If the Allied player assaults either the Cherbourg or Brest

areas where he can secure a beach then the neck areas of these invasion sites can be made into defensive strongholds. If he invades at Le Havre he has got to be mentally deranged; this position can easily be made totally invulnerable. If Dwight decides South France is your weakness merely move the center area replacement force to the Besancon-Dijon line fall to the Besancon-Vesoul line and finally to the Belfort-Epinal line.

The Pas De Calias situation is much the same as the North Sea. The BRF in this area can virtually destroy any allied units left on plain coastal squares. I am certain that this defense is not perfect to all people exactly as stated in this article but it should be the basis for any D-Day defense.

Initial Position:

Static Inf.	4-4-3	3-3-3	4-4-4
LL44(2)	U32	I16	X40
HH42	P24		T30
FF41(2)	N21	5-5-4	S28
AA41(2)	M22	V39	Q25
X42 (2)	K17	S33	
V39 (2)	J15	C5	0-1-4
V38 (2)		D5	Z39
V36	3-4-3	N8	X37
S35	N24		V34
S33 (2)	L17	6-6-4	O24
S32 (2)	J16	BB40	M19
R30	I16	L20	K18
R29	I14	N9	K15
Q27 (3)	H14		G11
N24		7-7-4	
M23 (2)	5-5-3	V36	3-3-4
L20 (2)	E12	G13	C4
J17 (3)	1-1-3		M8
I16	N24		2-2-4
			V12

Send all comments to Mike Clothier, 6722 Glen Oaks Dr., Baton Rouge, La.

pions will play-off in national eliminations.

1st REGION: Conn., R.I., Mass., Vt., N.H., Me.

2nd REGION: N.Y., Penna., N.J., Md., Del.

3rd REGION: Wash., D.C., Va., W. Va., N.C., Ky., Tenn.

4th REGION: S.C., Ga., Fla., Ala., Miss.

5th REGION: Ohio, Ind., Ill., Mich., Iowa

6th REGION: Mo., Ark., La., Tex., Okla.

7th REGION: Neb., Kan., S.D., N.D., Minn., Wisc.

8th REGION: Mont., Wyo., Col., N.M., Ariz., Utah, Nev., Idaho

9th REGION: Wash., Ore., Cal.

10th REGION: All Overseas, Alaska, Hawaii and Canada

When I see the volume, states within Regions may be changed slightly. I shall also select a CLUB COMMANDER to settle my disputes, from the list of CLUB COMMANDERS competing.

I shall also consider requests by CLUB COMMANDERS to have competitions involving all members of their CLUB on a national basis against all members of another CLUB. If CLUB COMMANDERS desire this additional set-up state the number and side preferences your entire CLUB is capable of playing. Again, the winner of 51% of all games will be declared the winner.

I sincerely hope that this proposal will be taken in good faith by all war-gamers involved, for what it represents, a league of CLUBS competing against each other, to determine the BEST CLUB.

Address your desire to compete in one or both of the above proposals to Raymond L. Piche, 21 Chapin Place, Hartford, Conn. 06114.

## Russian Front - 1941

by Barry Jackson

For some time now there has been at least one Stalingrad article in each issue of the General. Many of these have focused on such inequities as the various aspects of the present reinforcement rules. I am offering some interesting facts concerning the men and equipment of the Russian army.

By communist theories their army was infallible. They were so offensive minded that they considered a forced retreat to be a limited and temporary measure taken in preparation for an offensive. They thought their political advisors to be the one thing their military men couldn't do without if a clean victory was to be attained.

In the early thirties Russia bought a number of Vickers-Armstrong (Br) and Christie (Am) tanks and, with the only major changes being in armament, they started to put them into mass production as their T and BT series. By 1940 Russia was beginning to produce two new types of tanks (about the world's best tanks). The T-34 had a 76.2mm gun, 30.5 calibres long (Panzer IV tanks had a 75mm gun, 24 calibres long). The KV had a similarly sized gun but had 75 mm thick armor, 30mm thicker than the T-34 and 25mm thicker than Germany's thickest. By the end of the first half of 1941 Russia had about 650 KVs and near 1,250 T-34s. On June 22 there were only 508 KVs and 967 T-34s in all the five Military Districts. At that same time Russia had a total of between 21,000 and 24,000 tanks - about four times as many as the Germans had. Most of these were BT-5s, BT-7s, and T-26s (all fairly obsolete), but by June 15 only 27% were in working order. Much of what was working was placed in support of infantry divisions. Because of these and a few other things Russia lost about 17,000 in 1941 alone.

Similarly, while the Russian air force was quite large, they only had about 2,030 new fighter planes (Mig-3s, Lagg-3s and Yak-1s), 458 Pe-2s (a new type of bomber) and 249 of the new Il-2 stormoviks. Since these fast new airplanes needed longer runways, it so happened that in the summer of 1941 a whole network of new airfields was being built in the frontier zones - thus concentrating Russia's aircraft on a very limited number of airfields.

Many tank men had had only 1 1/2 to 2 hours' experience in tank driving. In the Baltic Military District the pilots of the new aircraft had had only fifteen hours' flying experience by June 22; as little as four hours in the Kiev Military District. Compare this to the 150 hours required by the US air force.

In May 1941 the Soviet Government began to take some precautions - although they still allowed German commando raids in fairly great numbers and they gave strict orders not to shoot down any German reconnaissance planes over Soviet territory (of which there were 152 flights since January 1941). Their precautionary actions included moving troops nearer the front and the subsequent building of defensive preparations. But these defensive obstacles and ditches were unable to reach 25% of the planned number. The troops moved closer to the frontier were neither fully mobilized nor at full strength and they lacked their necessary support vehicles - the railroads being on peacetime schedules. By June 22 the troops in the Special Baltic Military District were scattered to a depth of 190 miles from the frontier; 60 to 190 miles in

the Western Military District: 250 to 380 miles in the Kiev Military District. This sort of situation made for a five to one superiority for the Germans in many areas.

Further facts can be found in my sources:

Russia At War 1941-1945 by Alexander Werth.

Armor: A History of Mechanized Forces by Richard M. Ogorkiewicz.

Please address any comments to the CinC of the ROGUES at 1706 Old Forge Rd., Charlottesville, Va. 22901.

## Blitzkrieg Desert Operations

by Steve Torkelson

The past articles of Blitzkrieg in the General have neglected the desert front. Also, my first experience in Blitzkrieg also left the desert out of the military operations. After about fifteen turns, Blitzkrieg is mostly Sitzkrieg until one player performs a decisive maneuver. One day I witnessed a desert maneuver and within seven turns, practically all of the enemy troops had retreated into his home country. Blue could form operations like this: (1) Put 40 factors in Sea Zone B, (2) Get a slight build-up at city CC-15, (3) Invade beach near VV-25 (leave units behind to protect supply line), (4) After slight combat, capture WW-32 (this puts you on the enemy's flank and dangerously close to his supply line thus forcing the enemy withdrawal of the River Zocchi area.

Red's operations will exclude step 1 and the build-up will be at VV-25. Red units should cross the desert and head toward the mountains. Other units should use the coast road and try to move on desert coastal squares (these are beach squares and thus the supply requirement is not doubled for the units). There will be heavy combat but Red's superiority in numbers on the flank will force Blue to withdraw the N. Lawrence area.

Don't ever be inferior in numbers unless the enemy is in retreat. If you find yourself inferior, retreat immediately. If the enemy makes a successful offensive, your desert force will probably be shot and the enemy will probably force you to withdraw (I've witnessed this also). So, if your tired with Sitzkrieg, start a desert front.

I have located a fault in the Strategic Bombings of Cities rule. Amend it as follows: If 12 bomber factors attack a single city square, that city's supply capacity is reduced to zero for that semi-turn and for the next 7 consecutive semi-turns. In the original rules, Red gets the short end of the stick because

## THE GENERAL

the cities he bombs are destroyed for seven semi-turns while the cities Blue destroys are destroyed for eight semi-turns.

A good way to keep track of the number of units on the board is to keep a record of the "dead" units and subtract those factors from the total combat factors of your entire army. Also, if your battle manual is ragged from the constant looking at charts printed in them, buy a new battle manual and cut out the charts of the old manual and paste them on thin cardboard or thick paper. Comments: Steve Torkelson, 619 Leo Drive, Santa Rosa, California.

## Conditions of Victory

by Craig Clemens

In reference to Mr. Mitchell's article on conditions of victory, I think that the reason for victory in these games is not that the side holding out deserves to win, but that the side holding out would probably win if it held out the appropriate amount of time.

I will start with Afrika Korps. The reason for a German loss at the time limit is that Operation Torch, the American name for their African invasion, would take place.

Thus, the Germans had to send part of their army to hold off the Americans. This would weaken their front enough for the British to counterattack and push them back.

In the Bulge the Germans actually could win, but only under certain conditions. In the actual battle, about four or five British divisions arrived on the 31st of Dec. These divisions would be fairly ineffective if the Americans had lost say, half their forces. I think that if any argument ensues about the Bulge time limit, the Germans should be given until Jan. 5 to win. At the same time (Dec. 31), the Americans should bring on three 4-4s on square A-26; six 4-4s on squares G through T on the North; and three more 4-4s on square A-36 or A-39. These units could be taken out of the American dead pile, and all must be infantry.

In Civil War (if anyone has it besides me), it is likely that the British would have entered the war on the side of the South to help wipe out the U. S. (to their own ends, of course).

In D-Day, the Germans would have won if they had held out for fifty weeks because they would have developed the atomic bomb. Hitler would have quickly bombed the you know what out of the Allies.

In Guadalcanal a tie would be a win for the japs, since they still would have accomplished what they wanted (holding Henderson Field of at least hitting

it constantly with arty. to keep the Americans from using it for effective bomber use).

In Midway the Americans should win in the case of a tie because they have at least hurt the Japs enough to stop their advance.

In Stalingrad the Germans could still win it after the time limit. In the real campaign, all the Russian factors saved were turned into new units, instead of waiting for old units to be wiped out. So to be accurate, you would have to make enough units to use up the saved factors. These units would come on the board from the usual replacement centers not in German hands. These units when wiped out would be replaced with the regular replacement rate.

Note: All of these units must be infantry, and none may be stronger than the original Russian units.

Send comments and/or suggestions to: Craig Clemens, 18361 Donmetz St., Northridge, Calif. 91324.

## Between Covers

"Air War Games" by Donald Featherstone...just released for publication by The Hutchinson Publishing Group, London, England, is this magnificent compilation of battle games dealing with aircraft; a subject that receives considerably little attention among wargamers. Featherstone's book may change all that as it embodies all principles of aerial warfare. Chapter headings include: Pre-1914 -- the balloons and Early Aircraft; Model Aircraft in Land War Games; Fletcher Pratt-Naval and Air War Games Genius; Air War Games by Experts; Helicopters in War Games; A strategic/Tactical Air War Game Without Models, etc. This thorough book is available for 30s in the United Kingdom, only. Send your inquiries to the publisher at 178-202 Gt Portland St, London W1, England. A great deal of research, study and editorial thought has gone into the publication of this book. It's text matter with accompanying photos place it on our highly recommended reading list.

## Battle at Bastogne

by Ted Harpham

In my opinion "Battle of the Bulge" is one of Avalon Hill's best war games. The two reasons for this would be the battle results table and the realism the game is based on.

Many other Bulge fanatics have written in telling about their allied strategy. Some ranged from saying "throw all your reinforcements into the Spa area", while another stated "set up fortresses all around the board".

I have found my own strategy, that I believe to be superior, which centers around one major front, Bastogne. I have experimented with it for many hours and have found out that it works very well when used completely.

First of all, try to set up a fortress at St. Vith on the first turn, but with a fairly good German commander this will not be possible. Also send part of the Ninth Armored to Bastogne so on the second turn you can set up a fortress there. On the first turn a crust defense should be used by the allied commander. The units should be placed so as to stop any major German advance on roads. Unless your luck is really bad this should be easily done.

Although many other writers have stated "fight to the last man in Clervaux", I believe that you should fight there but avoid losing more than one regiment, because all other regiments will be needed later on. Also on the second turn NN-16 should have a fortification built on it.

All major reinforcements should be sent to the Bastogne front with the exception of a few reinforcements sent to the Vielsam, Houffailize and Spa fronts. The Malmedy-Spa front is easy to defend with a minimum of troops because of the rough terrain. Also an allied victory is more easily won by placing fortifications on LL-14 and MM-13.

Later on when the battle closes around Bastogne, fortifications should be built on the squares in front of Bastogne. To prevent the encircling of Vielsam troops a fortress should be built on DD-24 with a fortification on the road junction behind it.

When your reinforcements come in it is recommended to counterattack, at Martelange in the south and Spa in the north. The final objective in the south should be Clervaux and in the north St. Vith.

I used this strategy against a friend. His armies smashed my front. Recovering from the initial shock I set up my crust defenses but Clervaux fell early and soon after St. Vith followed suit. By the 21st, after he made many tactical attacks, and with a lot of luck, he encircled Bastogne. Bastogne held and I soon had decimated his Spa, Vielsam and Neufchateau fronts. The contest was decided at 24 pm, after I had gained greatly in superiority over him and was starting to counterattack his Bastogne front.

To summarize my plan, the allies should remember a few things:

- a) Defend all roads
- b) Never get surrounded
- c) Hold Bastogne to the end
- d) Counterattack

Comments? - Ted Harpham, 207 Rowland Park Blvd., Wilmington, Delaware

## Contest # 15 Winners

Congratulations to the following 10 "economists" who all predicted market values right on the button. Each winner receives a free Avalon Hill game of his choice.

1. Wesley Malaspine, 8057 Thornton Rd., Stockton, Cal.
2. Barre Stadtner, 1171 W. Monterey, Stockton, Cal.
3. Brian Libby, 16 William St., Portland, Maine.
4. Ben Budde, 3832 Crestpark, Dallas, Texas.
5. Howard Jaeger, 82-17 77th Ave., Glendale, N.Y.
6. Steve Larson, 16140 Morrison St., Encino, Cal.
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## CONTEST NO. 16

The month of December commemorates the 22nd anniversary of the Battle of the Bulge. To this day, many historians are still re-fighting this most devastating campaign of World War II. You, as German commander, know that the 1SS Peiper Regiment is the only German Unit in the Malmedy sector at this moment of your Battle of the Bulge game. You also know that the U.S. 2/9 Regiment was last known to be somewhere in that same sector. Overall battle strategy requires that the Peiper Unit engage this elusive U.S. Unit in combat. Thus, your job is to determine exactly where that combat will take place.

On the BATTLE PLAN sheet, designate the squares you think contain the U.S. and German Units. Their exact location will be determined by the closing N.Y. Stock Exchange transactions of December 12, 1966 (consult morning paper of December 13.) The last digit of the sales-in-hundreds column will be consulted: U.S. Steel for the location of U.S. 2/9 Unit; Goodyear for location of Peiper. NOTE: If Goodyear's result fails to place Peiper adjacent to U.S. 2/9, we will consult the following stocks in this order until "combat" is achieved: Gerber, Getty, Giant PC, Gillette, Gimble, Glidden, Goodrich, Grace, Greyhound, Grillier, list of 10 most active stocks.

Entries must be postmarked no later than December 11, 1966. Print your name and address clearly and make

sure you list the Avalon Hill game you wish as prize. Ten winners will be named. Entrants may submit copies or photostats - one to a subscriber, only.

U.S. STEEL		GOODYEAR, etal	
Digit	Square	Digit	Square
1	NN11	1	NN10
2	NN11	2	PP10
3	OO11	3	PP11
4	OO11	4	PP12
5	OO12	5	OO14
6	OO13	6	OO14
7	NN13	7	MM14
8	MM13	8	LL14
9	MM12	9	LL14
0	MM12	0	LL13

## BATTLE PLAN

U.S. 2/9	Peiper
Square:	Square:

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Prize \_\_\_\_\_

## World Series

## Special Offer

The 1966 World Series has long since come and gone. But for Baltimoreans, Oriole fans in particular, the sweet taste of victory lingers on and on. During the past month, and for weeks after the series ended, Avalon Hill presented a special Baltimore Oriole souvenir edition of Baseball Strategy game to retailers and consumers in the Baltimore area, only. Because of a surprising demand for this edition from those outside of Baltimore, Avalon Hill is extending this special offer to subscribers of The General. (What we really mean is, we gotta unload a bunch of games we got hung with when the series ended so quickly.)

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Baseball Strategy is featured by its award-winning cover, showing Baltimore Memorial stadium in all its full-color pagantry, that will in itself be a reminder forever of that unbelievable world series of 1966. No collector of memorabilia will want to be without this souvenir.

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The entire game, plus special souvenir overwrap, plus additional sheets of Dodger-Oriole player counters, is yours at no increase in price. Simply forward a check or money order for the regular \$3.98 price. We'll pay all postage and handling. This special souvenir game will make a beautiful gift, especially to someone who couldn't get to the world series in person. This game will be the next best thing; its possession always a reminder of the thoughtfulness of the sender.

Mark your order "WORLD SERIES EDITION" to insure that you get the extras. Quantity, of course, is limited. Order today to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214. Send only \$3.98.

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## Peace thru Understanding

by Mike Kidwell

Over the past years more and more game clubs have come into being. Undoubtedly the next few years will shower us with many new ones.

These clubs are, for the most part, independent. In this case independence breeds hatred, fear, and various problems of policy. There are also as you all know many arguments between individuals and clubs which need an arbitrator. I have a solution to many, (not all, but many) of the problems facing the present day wargamer.

I propose an organization very similar to the "U.N.". This organization would not be a club. It would not play games or be out to win tournaments or conquer the world. It would, rather stand for peaceful co-existence.

I have a plan that can accomplish these and other goals. It is a very simple plan. It calls for every wargame club in the United States to appoint or elect one member to represent that club and to see that their club has a voice in the affairs of this organization. I propose that the entire group (one member from every club and two independent members) be composed of the following:

1. A General Assembly - this is every member and the President. Most policy decisions and general decisions will be made here.

2. A Security Counsel - composed of ten members, (elected by majority vote), one independent member, (appointed by the President), and the President himself. Complaints registered against any member Club will be evaluated here. Also the Security Council will recommend policy decisions to the General Assembly. This Council has another primary function,

it is the judge in disputes between individuals or member clubs. All decisions will be final and binding.

There will also be the following committees:

A. The Game Committee - It is composed of five able wargamers. The purpose of this committee is to answer any and all questions pertaining to the play of A.H. games. This will be a free service to members and non-members alike. The members of this committee are appointed by the President.

B. The Policy Committee - The five men of this committee are also appointed by the President. Their purpose is to decide all policy matters concerning various clubs. They have the task of drawing up a charter under which this "U.N." can work after it gets going.

The President may also appoint any other committees he feels are needed. The two above are, however the only permanent ones. You may think I am only forming this because I want glory as the President. I am, however, not the President but the co-ordinator of this organization. As soon as it can stand on its own two feet I will relinquish my position and elections will be held for President.

The Presidents' term is one year, as are the terms of the members of committees. After a new President has been elected he may keep the old committees and the Security Council or they may be re-organized.

As to the terms of the members of the General Assembly, the individual Club decides on this.

Elections will be held as soon as is possible. A list of all members will be sent to all members and they will

elect the President and ten members of the Security Council.

Since it would be impractical for all members to come together to meet, business will be handled by mail with the President acting as the co-ordinator.

Because we all know how valuable peace is and what a valuable job this organization would do, I do not feel that \$1.00 membership fee is too much to ask. This money will go for the purchase of office materials used by the President and the committees.

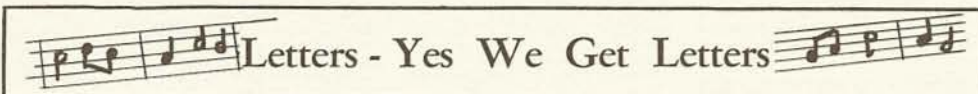
This plan is not a silly dream! It is a reality! Many clubs have already been contacted for membership in this organization. Those of you who haven't, please contact me, for I feel no one should be left out of this undertaking.

If peace is to be had and understanding to be reached we must have this assembly. It is vital to the future of clubs and wargaming itself. Once more I urge you - contact me if you have not already been contacted. You and your club may regret it if you are not represented.

Questions, comments, replies, and/or applications for membership to: Mike Kidwell, 4426 Lealand La., Nashville, Tennessee 37204.

## Players Go-Go with "Go"

Go originated more than 4000 years ago in China, and was introduced into Japan about 1200 years ago, where it has become the national game of that country. This is a game of complex strategy, equal to if not superior to chess. For those interested, additional information can be obtained by writing to the American Go Association, 145 West 57th Street, New York 19.



Dear Sirs:

Could you please send the General on time? . . . Douglas Beyerlein, Seattle, Washington.

AH Comment: What, and spoil a perfect record!

Dear Sir:

I just found an AH goldmine - U-Boat. I was finally coaxed into playing it, after it had collected dust on my shelf for four years. In 2 weeks we played 30+ games. 1 on 1 and multiship games. The U-Boat has a descisive edge but this can be eliminated if a 2 on 1 game is played (2 De vs. 1 UB)! Double and triple thinks concerning placement of running torpedoes and depth charge attacks is commonplace. Besides all these rich abundances of AH goodies; best of all it only takes about 1/2 hour

to play! Robert Stephenson, 119 Juniper Road, Belmont, Mass. 02178.

Dear Mr. Johnson (Sales Manager):

I have never dealt with any organization such as yours. It is rare when you do anything right. Mr. Johnson, if this is the way you run a department, be very happy that you are working for Avalon Hill and not for me. You wouldn't last long in my organization. I will await your explanation concerning your continual mistakes... Alan E. Mandell, Columbus, Ohio

AH COMMENT: Very shortsighted on your part, Mr. Mandell. No one is perfect. However, we apologize for all of Mr. Johnson's mistakes to you, and to other subscribers whose orders President Smith's nephew consistently botches.

