

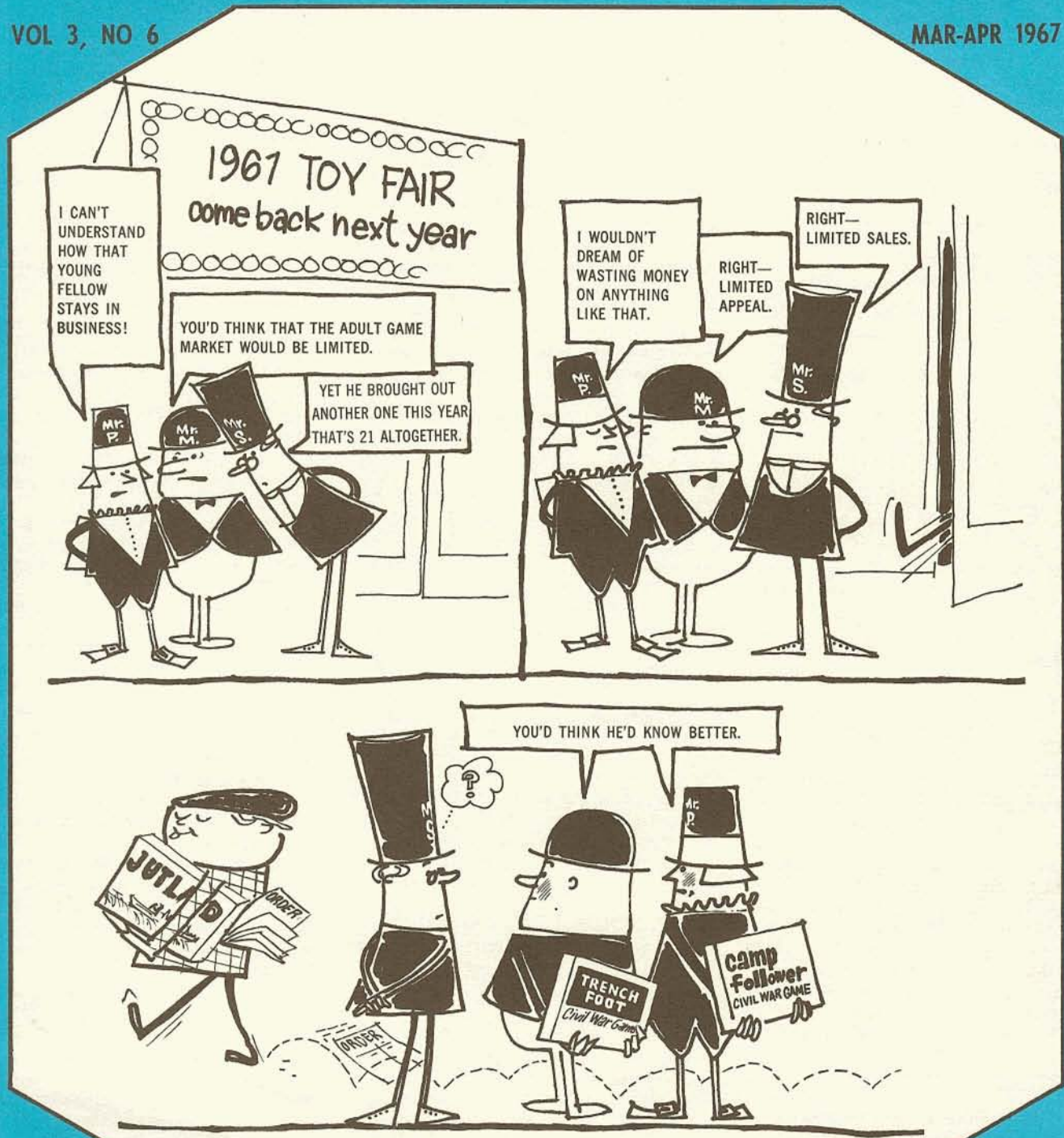
★ ★ ★ ★ ★  
The AVALON HILL

# GENERAL

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

VOL 3, NO 6

MAR-APR 1967



\$1.00 PER ISSUE

JUTLAND

FULL YEAR \$4.98

☆ ☆ ☆ ☆ ☆  
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.

All back issues, except Vol. 1, Nos. 1 & 4, which are out of stock, are available at \$1.00 per issue. Full-year subscriptions @ \$4.98.

©1967 The Avalon Hill Company, Baltimore, Maryland. printed in U.S.A.

## The Avalon Hill Philosophy - Part 2

The Search for Historical Accuracy - is our subject. For enlightenment on this topic, we went to the Research and Development Department (The Men's Room) for random discussion with Kenneth Johnson, Sales Manager, Thomas Shaw, Marketing Director, and Lindsley J. Schutz, Research & Design Director. Mr. Johnson, was brought into the discussion because of the emphasis on historical accuracy as a selling tool in this highly competitive game industry. Mr. Johnson's background includes 31 years as distant nephew to President Smith - (very distant in light of poor sales recently).

Coming to AH with agency experience in advertising, Mr. Shaw is quite familiar with the linkage between the design and promotional aspects of game publishing. Absent from the discussion was Mr. Schutz, currently on a sabbatical at Iowa University. Joining Avalon Hill in 1961, Mr. Schutz contributed greatly in the research and design of earlier games vintage Waterloo, Stalingrad, Bismarck and Afrika Korps, and Midway. The Discussion:

THE GENERAL: If one were to design a battle game right from scratch, where would you begin?

JOHNSON: You determine the sales potential of the title first. Many fine games come to us for publication, but because their titles don't have a saleable ring, we reject them - even though they may be excellent games.

SHAW: Actually, Ken, I think he is referring to the steps after a title has already been determined. In this event, the answer is not a simple one. For instance in researching Gettysburg, one of our first games, sources were easily obtainable through our public library. Stackpole publications, in Harrisburg, Penna. supplied excellent and accurate data including the location of every hill and gully over the battleground. We even visited the area ourselves to get a proper perspective, especially to determine what were actually hills and ridges.

THE GENERAL: Then historical research was easy for Gettysburg... but I bet you didn't do that for Stalingrad.

JOHNSON: This was a tough one... and it always strikes me funny when Lindsley would receive so-called accurate orders-of-battle sent in to us on this from game nuts. Why, Lindsley's research boys had to go down to the Library of Congress to get accurate data. German info was easy... but because Russian statistics were practically non-existence this game was a tough baby to design.

THE GENERAL: C'mon, now... look at all the books published on Oper-

ation Barbarossa.

JOHNSON: Who says they're accurate. Listen, I'm out in the field and I know from experience that historical authors take a lot of liberties just so they can be the first to get their accounts in print. Believe me, the race for commercialism is creating an amoral society when it comes to writing.

SHAW: All this Kennedy and Warren Commission business is an excellent case in point, right Ken?

JOHNSON: Exactly... facts become distorted and often the true picture becomes clouded to prove an author's point, especially since most of them have a biased opinion on the subject which is usually the reason they are writing in the first place.

THE GENERAL: So what's this got to do with Stalingrad?

JOHNSON: Just this... accurate data on the Russian front just wasn't available. And, I don't care which historian you are going to quote from. The only truly accurate data was taken off of German Maps that we were allowed to photograph in the Library of Congress. Of course, everything was printed in German...

THE GENERAL: With a name like Schutz, that was a problem!

JOHNSON: The problem was marketing. As far as accuracy goes, the Germans have always been noted for careful attention to detail. That's why we feel that Stalingrad is the most accurate of all AH games. Incidentally, to point up this German preoccupation with detail, as the Bismarck was heading towards its watery grave, its captain received a wireless from the German High Command to "save the log book."

THE GENERAL: Interesting. But, going back to your statement on Stalingrad's accuracy; this implies that Avalon Hill games are not completely accurate. Won't this disturb many of your fans?

SHAW: Disturb, Shmisturb... let's be realistic. We have found no two accounts of any battle to be identical. So who do you believe? You simply follow the consensus of the majority. If, say, 4 out of five history books places the 1st Division at Tobruk and the 5th book places it at Knightsbridge, then you go by the majority.

THE GENERAL: What do you say when someone writes you saying that such Units should be at Knightsbridge?

SHAW: Obviously, that person has consulted just one book... and since we really aren't sure who's right and wrong, we will cross-reference such information if enough similar letters are received. For the record, we get fewest letters on Stalingrad disputing

## COVER STORY:

JUTLAND - so unusual that its design has been a year in preparation. In fact, it still isn't complete at this writing. However, release date is scheduled for April 10th.

JUTLAND has been long in development for several reasons. In the main, it's design is a real departure from the normal battle game type. We had to cut costs somewhere so something had to go. Yes, you guessed it. We've eliminated the battle board.

Obviously, your first thoughts are, "Where do you play it, in the North Sea?" The answer is, "Yes and no." The North Sea is the location of this World War I epic between the British Grand Fleet and the German High Seas Fleet. And because the game includes over 100 Counters representing capital ships alone, it cannot be played within the confines of a printed mapboard. Thus, JUTLAND can literally be played anywhere - on the kitchen floor, on a pool table, even in the middle of the town plaza.

The object of Jutland is destruction (hah, what else?) of enemy fleets. Hits are recorded in as accurate a fashion as possible. JUTLAND is three games in one, starting with a basic version and graduating on up to the optional tournament game. It's Avalon Hill's first ship-to-ship combat game... complete with everything except life rafts.

### Available first in Stores

Avalon Hill's fair trade practice precludes the mail-order sale of this game until all shipments have been made to stores. Our regular mailing list people will not be advised of this game until later... you know about it now. Check your dealer in April

the historical data than for any other game.

THE GENERAL: For what game do you get the most?

SHAW: It's a toss-up between Bulge and D-Day. With D-Day, you have a game of monumental proportions. And because it was designed back in the early days of Avalon Hill, we were guilty of the innocent sin of naivety. We simply regarded one book as the ultimate source and didn't bother to cross-reference its material with any others. I won't say which book that was because we still regard it as fine reference material, now convinced that no reference material is 100% accurate.

THE GENERAL: Then how could you leave a game on the market you knew to be lacking?

JOHNSON: We didn't. All along I had insisted that the game be up-dated, especially after one of my best dealers informed me that the British 50th Division, a most important Unit, had been left out of the Troop Counter Sheet. So, we came up with D-Day '64 which added Air Power, it made a few corrections to the Netherlands area on the mapboard, and generally corrected a few design blunders. Of course, we still get letters stating that specific Units have been left out.

SHAW: Let's face it, Ken, we could re-design these games forever and still never satisfy everyone. And, you talk about a flood of letters, Bulge is the game that has evoked wide disparities among our fanatics. Here is a game that we knew was going to be the most difficult to research. We decided to sub-contract the research to a three-man team, actually they were college students, headed by Lawrence Pinsky of Carnegie Tech. He spent days at both the library of Congress and OCMH (Office of the Chief of Military History). More cross-references were made than for any other battle game. And, by the time Pinsky's group had come up with a final order-of-battle, we were convinced that Bulge would be the most accurate game of all.

THE GENERAL: Unfortunately, it isn't...

SHAW: Who says? Here again, you're going by the amount of letters we get on the subject. And here again, we have made a letter-to-letter comparison to find that no two people have sent us an identical order-of-battle. Therefore, none of them are completely accurate, either. Further, what most players don't know is that there was much switching and re-naming of Regiments going on at precisely this time of the war. We have to take the word of OCMH, not that of commercial historians. We admit to this, however. Our interpretation of data received from OCMH is in error in several in-

stances...

JOHNSON: Not to interrupt, Tom, but haven't you received a more accurate order-of-battle from "Kampf"?

SHAW: "Kampf's" material is also based on OCMH. However, Schutz, who has had a brief opportunity to digest some of "Kampf's" earlier material, feels that they are most thorough. They go into great depth to re-check their historical material, even taking the trouble to question themselves in print whenever they have uncovered new sources. You know, of course, that we have sub-contracted research on future games to this organization.

THE GENERAL: Off on another subject, now, what got you fellows into digging up these war heroes such as McClusky, McAuliffe and Dickson?

JOHNSON: Believe it or not, that's up my alley. Eric Dott, our behind the scenes vice-president of a department entitled, "How to sell games by wheeling and dealing in personalities" came up with the gimmick of using heroes for testimonials...

SHAW: (chuckle) This actually makes Eric president of vice...

JOHNSON: I should have his vice-like grip on the successful-promotion corner. At any rate, he had a friend who knew that Rear Admiral C. Wade McClusky was somewhat the hero of the battle of Midway. "Wouldn't it be great if the admiral would endorse Midway?", he mused. "Great idea, Eric, I replied." He'll be flattered out of his mind for the chance to be associated with a sophisticated outfit such as Avalon Hill. "Who the heck is Avalon Hill," answered the admiral over the phone.

THE GENERAL: You really had a selling job to do then...

SHAW: Wasn't hard at all, really. As a matter of fact, Eric, Lindsley and I convinced him that we did have an unusual product here... so much so that he not only approved of the whole thing, but lent his knowledge to authenticate the whole thing. He even allowed us to publish his own personal eye-witness account that he had typed out only days after the actual event. This was quite a wind-fall for us and opened our eyes to expanding on the use of military figures to authenticate other games. We spend many fine hours with McClusky, re-living the actual episode and listening to his observations which proved many historical accounts to be in error...one such account placed him on several bombing raids after his initial raid when in fact he had been so shot up during the first raid that he was actually in sick bay during the times historians place him in the air.

THE GENERAL: General McAuliffe was a tough one to crack though, wasn't he?

JOHNSON: I'll say. He didn't want to have anything to do with us at first. But he became so enamored with the educational aspects that he thoroughly checked much of the Bulge material. He made one change that no historian has taken account of, and that involved the transfer of glider regiments between the 101st and 82nd airborne divisions.

SHAW: The most helpful of all was Colonel Donald Dickson. Not only was he involved personally in the Guadalcanal campaign, his artistic leanings re-captured much of the personal flavor in addition to the historical data of the real campaign. His "Leatherneck's Illustrated" booklet, assembled with Guadalcanal, is the finest of its kind anywhere.

JOHNSON: ...and a great sales promotional tool, too.

THE GENERAL: So how come the game's a bomb?

JOHNSON: Beats me. But it isn't because it isn't accurate.

SHAW: Say, Ken, remember that nut who said the 3rd Pitchfork battalion was left out... do you think he was kidding?

THE GENERAL: Kidding or not we'll end this interview at this point, fully convinced that Avalon Hill is dead-ly serious about their historical research. If there is a better way to go about it, let's hear from you.

We especially want to hear from you regarding the questions: 1) How did you first become interested in Avalon Hill, 2) What the battle games mean to you, 3) What improvements you feel are necessary design-wise, 4) What convinces you to obtain one battle game over another.

Keep your answers brief, within 25 words for each question if possible, and address them to: Avalon Hill Philosophy, in care of this magazine. Letters chosen at random will be the subject matter for an up-coming article in this series.

## Wargame Magazines Coming on Strong

One year ago one had to look far and wide to read anything concerning the growing cult of war games. Suddenly, today, we find a good dozen or so periodicals designed "to bring the reader all aspects of wargaming so as to further the hobby and the industry and produce the highest quality of skill at our art."

This last quote is the editorial philosophy of "Strategy & Tactics", a brand new 12 page publication edited by Christopher Wagner, an Air Force Sergeant stationed in Japan. Their main

goal is the development of the general wargamer, and is not limited to publishing news on commercial wargames, rather, it's articles deal with all types of wargames; commercial, amateur, sandbox, and otherwise. Our review of their very first issue found a delightful pot pourri of articles ranging from warfare with miniatures to discussions of sandbox warfare to a description of a home brew game entitled "Remagen Bridgehead," designed by their associate editor Henry H. Bodenstedt, himself the editor and publisher of another "magazine" entitled Kommandeur.

Because of its editorial broadness, we think that "Strategy and Tactics" deserves Avalon Hill's 5 star applaud. Your comments should be directed to their stateside publishing house, Box 65, Adelphia, New Jersey 07710...subscriptions are available for \$5.00 per year - back issues priced at \$.60.

"Kommandeur," also available at this Adelphia, New Jersey address, deals in great depth with the historical background of many real battles. Bodenstedt, himself the proprietor of the Continental Hobby Supply House, is greatly interested in military miniatures. His magazine, which actually is more of a newsletter, will hold great interest for fanciers of the table top wargame. For historical accounts, and articles of interest you would not find elsewhere, "Kommandeur" is an excellent publication.

Probably the most outstanding of all of the new magazines dealing with historical backgrounds of great battle is "Kampf", edited by James Dunnigan, 8512 Fifth Avenue, Brooklyn, New York. Kampf is "a series of lucid, concise and inexpensive military histories - treating its subject matter with the analytical precision of a G-2 presentation." It contains orders-of-battles, troop strengths, characteristics of weapons, tactics and an incisive narrative of the battle campaigns themselves. Numerous maps, charts, diagrams and illustrations also enhance this publication's value. From personal relationship we find that Mr. Dunnigan delves quite deeply for correctness in historical data. A fiver sent to his Brooklyn, New York address (above) will entitle you to a six issue subscription.

The above three periodicals are quality printed publications. While there is naturally some overlap of information, and despite the fact that they are somewhat competitive to "The General", we nevertheless recommend all of them to the true battle game fanatic.

We also receive information regarding smaller, but interesting publications, ranging from simple newsletters to mimeographed sheets.

"The Panzer", \$.15 per copy from Panzer Publications, 194 Kottenger Avenue, Pleasanton, California, deals mostly with facts relating to battles and wars now published as Avalon Hill games or which might in the future be added to the line. Their editor is Douglas Amis.

"The Avalon Herald", \$.20 per copy from 423 Manor, Grosse Pointe Farms, Michigan, is unique in that it delves strictly with feudal wargaming. Marshall Massey, their editor, seems to have a real fun thing going for him. "The Tank", dealing with great battle campaigns, is available from the MIT Strategic Games Society, Room 401 - Student Center - 84 Massachusetts Ave., Cambridge, Massachusetts 02139.

Space limitations preclude us from reviewing all periodicals that exist. However, future issues will carry reviews and critiques for your interest. While such publications in essence are competitive to The General we feel in the best interests of wargaming per se to advise you of their existence. Of course, anyone caught cancelling his subscription to The General in preference of one of the above, may expect to be visited by our heavy in Chicago, Myron Mafiani.

## Buyers' Guide

by Donald Greenwood

After reverently wishing someone had done this before me several times in the past, I am submitting my version of a buyer's guide for A.H. games. As a player of the games for the last 5 years, an owner of all 15 A.H. sports and battle games, a subscriber to the General since its start, and a gamer with some 500 battles under his belt, I feel justly qualified to render such an offering to the General's readers. This article will be devoted to the relatively new wargamer who is not quite sure which one of A.H.'s fine products to invest in next. I am sure it is a recognized fact that different games are suited to different personalities. So, without further explanation let's get into the mechanics of the chart. Following is a list of abbreviations which will enable you to understand the chart more thoroughly: PT; playing time, PB; play balance, E; enjoyment generated by an exciting finish, HA; historical accuracy, C; complexity of game, B; whether game is good for a beginner, PBM; ability of game to be played by mail, S; suggestions.

The games are listed in order of my personal preference, so:

1. Football Strat. - PT; 45 min., PB; Even, E; Excellent, HA; none, C; easily understood yet challenging, B;

very good, PBM; poor but possible, S; organizing of leagues and keeping of statistics enrich this game even more.

2. Midway - PT; too long - takes almost as long to set up as it does to play, PB; big edge to Jap, but can be evened up, E; excellent, HA; very good, C; detailed yet not complicated, B; so-so, PBM; impossible, S; even up with B-17 and Gutenkunsts sub rules.

3. D-Day - PT; dependent on success of allied invasion 1-4 hr., PB; slight edge to German, E; excellent, C; easy mechanics, B; good, BMB; good, HA; excellent.

4. Bismarck - PT; 1/2 hr., PB; slight edge to German, E; excellent, HA; Good, C; Avg., PBM; impossible.

5. Tactics II - PT; 2 hr., PB; big edge to red, E; very good, HA; none, C; Avg., B; excellent, PBM; very good.

6. Stalingrad - PT; 2 hr., PB; big edge to German, E; avg., HA; good, C; Avg., B; good, PBM; excellent, S; 4-5-6 replacements.

7. Baseball Strategy - PT; 1 hr., PB; even, E; very good, HA; none, C; avg., B; good, PBM; poor but possible, S; organization of leagues, keeping of stats, and use of A.H. world series counters.

8. Afrika Korps - PT; 2-4 hrs., PB; edge to allies, E; poor, HA; good, C; fair, B; poor, PBM; good, S; use supply table and A.H.'s other equalizer rules.

9. Waterloo - PT; 2-3 hrs., PB; edge to French, E; fair, HA; good, C; fair, B; poor, PBM; fair.

10. Blitzkrieg - PT; 4-6 hrs., PB; even, E; good, HA; none, C; very, very complex, B; very, very poor, PBM; fair.

11. Guadalcanal - PT; 2-4 hrs., PB; even, E; fair, HA; excellent, C; very complex, B; very poor, PBM; poor, S; use of optionals.

12. Gettysburg '64 - PT; 2 hrs., PB; big edge to Union, HA; very good, C; fair, B; poor, PBM; poor.

13. Battle of Bulge - PT; 2-4 hrs., PB; dependent on optionals used, E; avg., HA; poor, C; a little too much, B; poor, PBM; fair.

14. U-Boat - PT; 10-30 min., PB; favors U-Boat, E; very good, HA; fair, C; a little confusing, B; sub-par, PBM; impossible.

15. Lemans - PT; dependent on laps run, too long, PB; good between the right cars, E; fair, C; easy but boring, B; mediocre, PBM; impossible, S; could be improved by modernizing cars, adding third lane to track, and not limiting number or kind of cars, this game requires many players; the more the merrier. Happy Shopping.

AH is grateful for this compact buyers' Guide. Comments should be directed to the author, Donald Greenwood, 128 Warren St., Sayre, Penna.

# Avalon Hill at Hobby Show

Avalon Hill, recently elected to membership in the Hobby Industry Association of America (HIAA), exhibited its products for the first time at the annual week-long Chicago Trade Show.

Participating with over 450 hobby manufacturers, the traveling sales staff of AH was able to tell its unique story to 4500 dealers who had come from every state in the union to see "what's new" at this 30th annual convention. The blizzard, arriving in Chicago this same week, did not deter the crowds determined to get a preview of new and exciting hobby merchandise. Actually, the exciting part was getting there in the first place...and having chosen rail travel as the mode, playing Dispatcher all the way, The Avalon Hill sales team was among the first to set up its exhibit.

Ray Johnson, James J. Stein, and Myron Brundage manned the 8' x 8' booth as shills. Actually what they did was to block the aisle with games in progress during the entire length of the show. This gambit evoked interest among the curiosity seekers who lingered just long enough for our seductive secretary to close the sale.



AH Secretary Christy Shaw gives hobby show pitch to James J. Stein during convention in Chicago's Sherman House. Showing apparent interest in the games, nearly 4500 dealers lingered at booth upwards of 5 minutes each (which is the time it took to disengage the bear trap from their ankles.

The object of such an exhibit was to increase the availability of adult games in stores, making it easier for you to purchase them in your area, rather than having to go through the time-consuming project of ordering by mail direct from the factory. We urge you to buy from a dealer whenever possible.

# Major Battles & Campaigns: Libya & Egypt, 1940-42

By James Tribolet

## The O'Connor Campaign (Dec. 1940- Feb. 1941)

### 1. Disposition of Allied and Italian Forces.

On June 10, 1940, the date of the declaration of war by Italy, she had in Libya 15 divisions; in Tripolitania, 6 regular and 2 militia divisions, in Cyrenaica 2 regular and 2 militia divisions, and at the frontier, units equivalent to 3 divisions. These divisions amounted to 215,000 troops, first under Marshal Balbo and later under Marshal Graziani. The British had the 7th Armored Division, two-thirds of the 4th Indian Division, one-third of the New Zealand Division, 14 British battalions, and 2 artillery regiments, which amounted to about 50,000 men. At first the British guarded the frontier with the 7th and 11th Hussars, 2 motor battalions of the 60th Rifle Brigade and 2 artillery regiments. In August these forces were replaced by the 3rd Coldstream Guards, the 60th and 2nd Rifle Brigades and 2 mechanised batteries. By October the British had received, in addition to the other forces, the 19th Australian Brigade and the Polish Brigade plus the remainder of the 4th Indian Division. This together totaled 56,000 men and

212 guns. These forces were commanded by Maj. General O'Connor in the field and Gen. Wavell in Cairo.

### 2. The Battle of Sidi Barrani (Dec. 9th-12th)

In the autumn of 1940, the Italian 10th Army with 10 divisions advanced

to Sidi Barrani. It halted there and built several strongpoints. There were only skirmishes until December. On December 9th, the 7th Armored and the 4th Indian and the British 16th Brigade, altogether containing 25,000 men, attacked the camps of the Italian south of Sidi Barrani. While the two divisions cut through a gap in the 10th Army's defenses, the 16th Brigade advanced down the coast road. The number of prisoners was tremendous. The Coldstream Guards actually reported capturing "5 acres of officers and 200 acres of other ranks." On December 11th, 4th Indian was replaced by the 6th Australian Division. Over 38,000 Italians were captured, while the British had only 528 casualties.

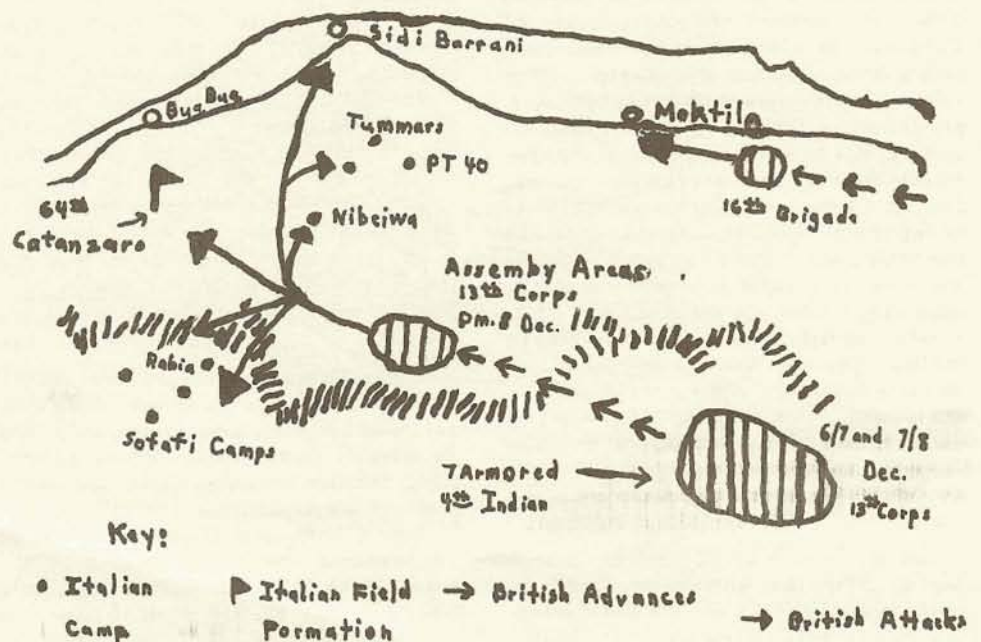
### 3. The capture of Bardia (Jan. 3rd-5th, 1941)

After advancing to the Libyan border, the British prepared to attack Bardia. Bardia contained parts of 4 Italian divisions, within a 14 mile perimeter with wire and blockhouses. The 7th Armored Division blocked the north and northwest sides. The 6th Australian, the 16th Brigade, and the 7th Battalion RTR with 23 "I" tanks, one machine gun battalion, and the 2 artillery regiments attacked the western perimeter. The attack made swift progress. When the fortress surrendered on January 5th, 45,000 men, 462 guns, 115 light and 20 medium tanks, and 750 trucks had been captured.

### 4. The capture of Tobruk (Jan. 21st-22nd)

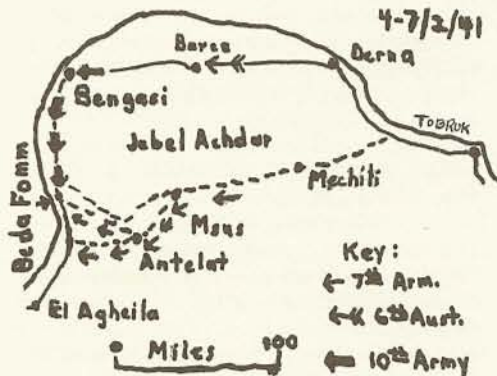
On January 6th, the 7th Armored isolated Tobruk, which contained a division plus a mass of unorganized soldiers. It had a 27 mile perimeter like that of Bardia. The 6th Australian,

THE BATTLE OF SIDI BARRANI



the 16th Brigade, and the 7th Battalion with 12 "I" tanks assaulted for fortress on 21st January. Immediately, an Australian brigade breached the southwest perimeter of the fortress. The 3 other brigades swerved off into the fortress. By the next day, 32,000 men, 236 guns, 45 light and 25 medium tanks, and 200 trucks had gone into captivity. The British now had a port that was one of the best in North Africa.

5. The Battle of Beda Fomm (Feb. 4th-7th)



After the capture of Tobruk, the remaining Italians in Cyrenaica began to retreat down the coast road. They were followed by the 6th Australian. Meanwhile, the 7th Armored was cutting across the bulge of Cyrenaica via Mechili, Msus, and Antelat. When the 7th reached Beda Fomm, they cut off over 15,000 men. The Italians tried to break out with the aid of tanks, but all to no avail. This fourth victory deprived the 10th Army of almost 15,000 men and numerous tanks and guns.

The entire campaign altogether netted 130,000 prisoners, 400 tanks, 1,290 guns, and immense quantities of supplies, all at a cost of 500 killed, 1,375 wounded, and 55 missing on the British side. The British had captured all of Cyrenaica in about 2 months. O'Connor had a plan which probably would have succeeded in capturing Tripolitania, if he had been able to use the available units in the Near East. However, Hitler might have given Mussolini several Panzer Corps, which if under the command of Rommel, might have captured the Suez Canal, and even gone on to the oilfields of Arabia. In this case the Axis might have won the war. Any comments? Write: James Tribolet, 5441 E. 9th St., Tucson, Arizona 85711.

## The Phyrric Victory - The Doubled Exchange

by James J. Stein

Click! goes the dice. Hey, Hey! An exchange! Take off one Russian infantry unit as well as two German Panzer

units. Seconds later in an accompanying soak-off battle a German infantry corps is obliterated. The Russian loss amounts to approximately 20,000 men, while the Germans lose over 60,000, as well as hundreds of invaluable tanks. Who has won? The German, that's who! His remaining units can jump across the river which the Russian unit was defending and thereby break an important defensive line. At least that's how the Avalon Hill game of Stalingrad is played. Let us now take a look at how such a hypothetical situation would be dealt with in real life.

The Situation: Somewhere in Russia, German General Ludwig von Blunder attacks the 4th Russian infantry Army (Corps) with his powerful First Panzer Army. The Russians are dug in in well defended positions on the opposite bank of the wide Bloodbath River. The battle rages for thirteen grueling days of bitter fighting and when the acrid cordite smoke of combat clears, the Russian unit is annihilated to a man (the only man to escape is the political commissar, Yevgeny Gufow). Von Blunder has lost the cream of his Panzer Army, two full corps in all. In addition he has lost a crack infantry corps, slaughtered outright, in a supporting attack. General von Blunder has, however, accomplished his mission of forcing a bridgehead across the mighty Bloodbath. Is he to be rewarded with the oak leaf cluster on his Knight's Cross? Will he be promoted to Colonel General? Will he be personally congratulated by the Fuhrer? You better believe he won't! Within minutes of the battle, news of the disaster will trickle forth to Army Group headquarters where the stern, scholarly, Field Marshall Gerd von Bluster will drop his monocle and have a coronary. His ardent Nazi Chief of Staff, General Heinrich Schkweeler will immediately radio the word to OKW headquarters at Rastenburg. At Rastenburg, after decoding the message, SS Adjutant, Colonel Wilhelm Meddler, will awaken the Fuhrer at one o'clock in the morning to inform him of the news. Ten minutes later, after carefully scraped the Fuhrer off the ceiling of the bunker, all present will be subjected to a two hour tirade on the incompetency of the General Staff, the Officer Korps, and particularly our friend General von Blunder.

Two days later, the hapless von Blunder has been relieved of his command, stripped of all rank, decorations and privileges, and imprisoned in Landsburg Prison, awaiting trial by court martial for dereliction of duty and High Treason. At the subsequent execution proceedings, von Blunder (an avid devotee of Avalon Hill wargaming), with bewilderment in his eyes, gasps out his final halting words, "But I won the

battle. It was an exchange." Incidentally, for those of you who want to give the German a chance in Stalingrad, compel the attacker in double defense situations to only remove in exchanges the value which the defending unit(s) is worth at basic odds. Also you might try using the Basic Game Blitzkrieg combat results table. Comments may be directed to James J. Stein, 311 W. 104th Place, Chicago, Illinois 60628.

AH COMMENT: But Comrade Stein, the Russians did lose 20,000 men, and that's enough losses to send the remnants of any Army reeling in retreat. But don't worry about General von Blunder's court-marshal. After losing 60,000 men, he and the rest of his army will surely be wiped out first in a counter-attack at attractive odds that even Marshall Boobwitz would not pass up. In essence, breaking the river line ends up as a con-job enabling the Russian player to administer monumental casualties in exchange for a little bit of territory... certainly within the realm of realism of any battle campaign. Your article only carries the subject half-way... and our comments are meant to be a warning to German generals to be more cautious in their selection of attacks across river lines. Always reflect first on how tenuous your position will be when it becomes the Russian player's turn.

### THE PRINCIPLES OF WAR

## Mass & Movement: Defense & Retrograde

By Capt. Mike Frankwicz  
Myron Brundage, Editor

"Get thar fustest with the mostest..." the philosophy of the great Confederate General, Mathan Bedford Forrest. Today, we talk about Time-Distance, which is another way of saying the same thing. As you may recall from a previous article of this series, Time-Distance equals the distance (number of squares) divided by the movement rate in number of squares per turn. This tells you where to place your forces so that you can do it Forrest's way.

Forrest's statement and many similar ones like it put the sounds of the attacker in our ears. So why bring it up in an article on defense? Actually, the armies Forrest served were on the strategic defense, though they did launch tactical offensives quite frequently. He actually phrased his method of operations from a basically defensive situation.

### DEFENSE

We assume the defense to gain time, to assist offensive actions elsewhere,

or to utilize the advantages of terrain to compensate for weaknesses in our forces. If you are in the habit of rotating your play among all sides of all AH games, then defensive play should be no stranger to you. Sharp defensive play lends greatly to your offensive play, because you can greatly weaken your opponent while on the defense, which will make your subsequent offensive thrusts easier. One virtue that you must carry with you into the defense however, is patience. You must have the patience to let your opponent batter away, let him lose a unit here and there, and gradually let the balance of power swing into your favor. There are two basic forms of defense: the area of defense and the mobile defense. The basic differences between these is in the disposition of your forces, and the size and intended use of your reserves.

Area Defense

In the area defense, you are primarily interested in the holding of specific terrain. In this type defense forward positions are strongly held, emphasis is upon stopping your opponent forward of your main position and maintaining continuity of it. The bulk of your combat power is committed in the forward defense area. If your opponent penetrates the area, you either eliminate or eject him by counterattack to regain control of the area. Lacking the strength to do this, you should allow yourself to be pushed back to maintain the control and continuity of your defense, which is more important to you than the terrain.

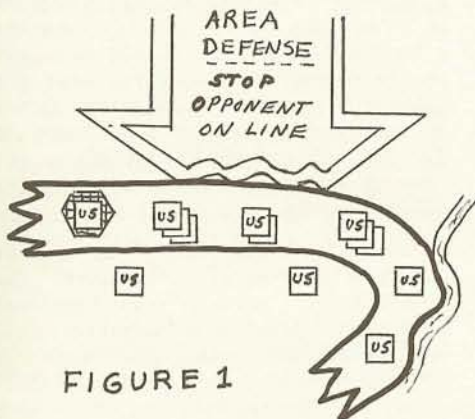


FIGURE 1

Mobile Defense

For those who prefer more fluid action with opportunities for choice counterattacks, there is the mobile defense. It is based primarily upon skillful use of mass, movement, and proper timing to destroy your opponent. To achieve mobile defense, you employ a minimum number of units on the best terrain you can get in the forward defense area. You try to use these forces

to canalize your opponent into less favorable terrain by your holding of this selected critical terrain. You also harass, impede and disorganize him all you can with your forward forces. In the meantime, you retain the bulk of

your combat power in strong mobile reserves, positioned for offensive action to destroy your opponent at the right moment within or forward of the forward defense area.

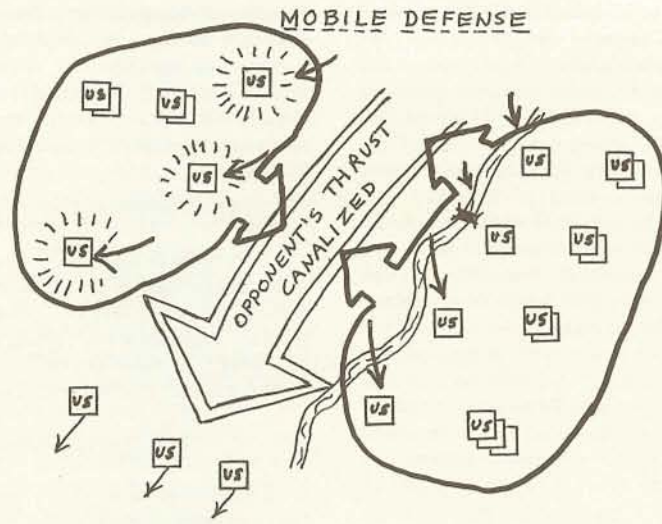


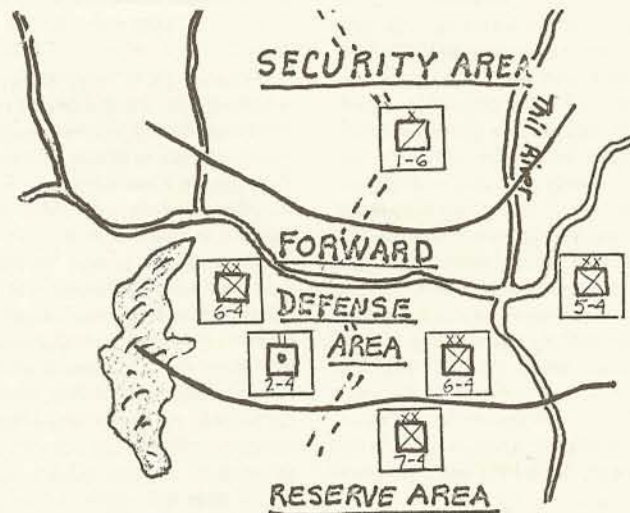
FIGURE 2

In Figure 2, your units marked "US," have just given way on a preplanned basis to your opponent. The small arrows show the direction you came from. As you were falling back you should have hit him for as many losses as possible. You should have given him every impression that he was beating you out of an area defense, and because you are stubborn and maybe not so smart, you are slow to reorganize. Note however, that you keep his thrust under control by dropping back behind more defensible terrain and canalizing him. The three units in front offer him the path of least resistance, indeed a carrot on a stick,

offering him the scent of victory if he keeps driving. If you work it right and he does, at the moment when he overextends himself somewhere, hopefully in his flanks or rear, you counterattack as shown. CAUTION! YOU HAD BETTER BE SURE THAT YOU WILL HAVE ENOUGH STRENGTH TO COUNTERATTACK BEFORE YOU LAUNCH INTO THIS TYPE OF PLAN!

Echelons of Defense

On the gameboard, defense consists of three echelons: the security area, the forward defense area, and the reserve area.



The Three Echelons of Defense

It should be intended that the Forward Defense Area will be the main battle area. This can be seen from the deployment of the above units.

FIGURE 3

The security area is located from the forward edge of the zones of control of your forward defense units outward. It is held by small, usually highly mobile forces that occupy critical terrain features. These might be rough terrain dominating a road, bridges, cities, or the like. Each level of command usually deploys its own forward security units. A division, for example, usually puts out its cavalry squadron as a minimum. The net result of all these command echelons putting out security is that the enemy has successive layers of forward security forces to contend with before he can reach your main force. As he overcomes each line, your security forces involved generally fall back through the line to the rear to become a part of the reserve. What you are hoping to do is to cause the enemy to deploy for the attack as fully as possible at each successive security echelon, thus committing himself. This is done either by fooling him into thinking he has reached your main battle positions, or by skillful deployment of your security forces which forces him to deal with them. In real life this causes all manner of disorganization and control problems for the aggressor that only a well equipped and controlled force can cope with. In AH land warfare games, because your opponent can easily see your disposition on the board, and because of the large size units most counters represent, you're often restricted in your use of a security area. Still, certain games offer some possibilities. Small counters in BLITZKRIEG, AFRIKA KORPS and WATERLOO provide you with some real delay, screening and disorganizing capabilities, if you are willing to sacrifice them. Screening forces in real life take a beating, but they usually can be pulled out in time to be reused. In AH games they are usually lost because of the way the games are designed. However, one of the most successful uses we have seen of screening forces in a security area took place in a WATERLOO game we had the pleasure of playing some months ago. The French player was unable to progress effectively against the Quatre-Bras area. So he left respectable forces there to maintain pressure and proceeded to attempt a turning movement by thrusting down the Tilly-Wavre road. PAA forces covering that area were weak. To escape was difficult, to hold was sure promise of being eliminated, and headlong flight would give the French player his turning movement. Thus the PAA forces faced disorganization, loss of control and loss of too much ground too soon. He had however, a number of 1-6 and 2-6 cavalry units available for the threatened area. He used these to effectively screen the French from

his main battle force in the area while it reinforced and raced behind the more defensible river lines to the North and West. The Frenchman was so delayed and even somewhat disorganized, that between his outraged oaths he bogged down and lost. The same thing was effectively done in the Nivelles area in another game. A surprising number of screening units were saved each time. Use a security area wherever you can. You'll be surprised at how it will increase the effectiveness of your overall defense.

#### The Forward Defense Area

The forward defense area is actually your main battle position where you attempt to stop, slow, canalize, disorganize and destroy your opponent decisively. It consists of your main battle counters and their zones of control.

#### The Reserve Area

The reserve area is where reserve forces are stationed. They may be used to block, or to reinforce threatened areas, to organize new lines of defense in advance, or to counterattack to eliminate or eject the enemy. They are also used to secure the rear, or perhaps an otherwise exposed flank. Skillful use of the Time-Distance factor in their employment is of vital importance. Well placed reserves can actually perform many functions at the same time, and thus serve many principles of war. They can be placed just behind forward defense forces, far to the rear, in ports, airdromes or at sea. One of the greatest advantages of these forces is the threat that they pose anywhere within their range, because they are relatively uncommitted.

#### THE RETROGRADE

There is a big, fancy term used in military circles for moving away from the enemy or retreating. The term is "retrograde action." We'll use it here to stay in line with the pros. The only explanation we can offer for such a term is that the word "retreat" is considered such a nasty sound in military circles and causes so many unfavorable emotions, that they chose the term "retrograde actions." This way when forced to discuss it, the brass causes the lesser of two evils, confusion rather than panic, when they say, "Let's retrograde the h... out of here." Besides it sounds better to the womenfolk back home and disturbs fewer egos.

There are three basic types of retrograde action which we can employ: the delaying action, the withdrawal, and the retirement.

In a delaying action, you trade space for time, and try to inflict as many los-

ses on your opponent as you can without becoming decisively engaged. We saw earlier that this is a logical mission for forces in the security area.

On the other hand, in a withdrawal your main battle force disengages from your opponent away from his zones of control. You are under enemy pressure in this situation and are usually being pushed back.

But in a retirement you are not under direct enemy pressure or in contact, and you move away from your opponent freely, according to your own plan. You may for example, want to shift forces not being threatened to a more dangerous sector. Or you may want to move back to a better position.

Retrograde movements, according to U.S. Army doctrine, are made for these reasons:

1. To harass, exhaust, resist, delay and inflict punishment on the enemy.
2. To permit the use of elements of your forces elsewhere.
3. To draw the enemy into an unfavorable situation.
4. To avoid combat under undesirable conditions, "it's gettin to hot."
5. To gain time without fighting a decisive engagement.
6. To disengage from combat.
7. To place your forces involved into a more favorable position in relation to other friendly forces.

There is little doubt that certain situations in AH games definitely require skill on your part in bringing off retrograde actions. It is often wise to retrograde in any game until you gain the balance of power. Of course as the French in WATERLOO, the Germans in STALINGRAD and BULGE and the Allies in D-DAY, you should be spared the retrograde because you have the balance of power to begin with. In our opinion, we favor the retrograde in TACTICS II and BLITZKRIEG in the opening moves for the seven reasons outlined above.

There are essentially three ways that you have to achieve mass. The first is by gaining reinforcements through the order of appearance rules, etc. where they exist. The second is by holding your own losses to a minimum. And finally, by reducing the size of your opponent's forces by attrition.

#### Conclusion

The defense and retrograde actions are only of value when they lead us to the point where we can win. In some games this means sticking it out until the time factor beats our opponent. In others it means one must ultimately take the offensive to win. Comments should be directed to Mr. Brundage, 2437 W. Sunnyside, Chicago, Illinois.



## Alas Realism...

by Lou Zocchi

Today I received a letter from Brian Libby, who is a Lieutenant General in the Aggressor Army and in command of Aggressor Army Group Northeast. Enclosed in his letter were a complete set of unit counters for Battle of the Bulge. I like to receive new games, especially when I didn't even know they were coming. I was impressed by their production technique and appearance. In his letter, Brian told me that his club, Aggressor Army, produces these counters for sale to interested parties for 60¢ per set. His letter then proceeded with a low key pitch to get me to join his organization. I appreciate the compliment but have decided to put off making a decision until I can determine whether they think they will win more often because of my help, or in spite of it. It has occurred to me that I might be classified as an undesirable element because I usually seem to be concerned with dirty tactics. For all I know, I might be the innocent pawn in the gigantic power struggle that now rages back and forth across the Worlds Wargames boards. I shudder to think that somewhere a secret conference took place which was attended by the highest representatives of all the Wargames Clubs. The real loser at this conference will be the club which is forced to use me on their side. This is some sort of a handicap which enables the others to play on a more equal basis.

It seems to me that lately I have run into a number of articles which condemn Avalon Hill Issue pieces or time tables because they are inaccurate. As a matter of fact, I have been a party to this offense myself. And, I suddenly had an eye opening revelation! If Avalon Hill hadn't made those games in the first place, my off duty hours would be pretty dull. Avalon Hill has been a trail-blazer in the field of Adult War Games. Think back to your first Avalon Hill engagement. Didn't you marvel at the forethought and ingenious methods by which they managed to simulate battlefield conditions? When I play one of these games, I become oblivious to my surroundings and become thoroughly immersed in the tactical considerations. On occasion, I seem to hear in the distance, the muffled rumble of Artillery punctured by a stacato burst of machine gun fire. Little hunks of red or blue cardboard become marching men and clanking Tanks as the battle reaches its height. What men among you hasn't experienced the exhilarating thrill of victory? And when the game is over do we quietly put the pieces away and say no more? Of course not. Now comes the critique where you have the chance

to find out what your opponent would have done if you had chosen the alternate course of action. Now you can learn why your attempts to create a diversion failed or succeeded. And when its over, who among you hasn't wondered what he could have done in the real campaign if given the opportunity? Evidently many of you are no longer content to accept the games as they are. Revisions take place that reflect more realistic performance. Research is done to discover the true balance of power. And, ultimately, disillusionment with packaged games arrives. Critical letters are sent to the factory. Discussions among friends reveals that you are not alone in your crusade for more realism. More letters are sent out and still you feel that you are not being heard. Eventually, minor additions are made to the standing armies to bring them into line with historical facts. Perhaps you've even been as successful as the Aggressor Army and been able to standardize your departure from the issued product.

But before we get carried away, let's go back and examine this game from the producers standpoint. He has invested a terrific amount of manpower for research, design, and testing. Then he gambles that the game will sell and stops production on an item that is already doing well. He ties up presses, special tools, and advertising money on an unknown. And just what is this unknown? It's a game designed to be sold to the general public. If the game is too historically accurate, we might find that one side always wins. Would we Gripe? You bet we would! That wouldn't be a fair test of our skill. So the manufacturer can't afford to put out a game that isn't balanced because few of us really want what we cry loudest for. Do our letters have any effect upon Avalon Hill? Let's investigate this question further. Did you ever hear of a game called Tactics or Tactics I? Most of you are familiar with Tactics II but how many owners of a Tactics II game can show you Round HQ units? Did you know that there were at least 4 versions of Gettysburg? Why did they bring out a new version of D-Day which included Air Power? Is artillery used the same way in Guadalcanal as in all of the other war games? Think about these questions for a minute and you'll see what I'm getting at. The original tactics game was improved so much that they changed the title to Tactics II. The original Gettysburg was selling well, but they thought they could improve it by changing the squares to Hexes. The game didn't do too well in this form because they forgot to increase the movement of the pieces in direct proportion to the increased number of squares on the board. But they

did color code all of the squares so it was easy to tell what was a hill and what wasn't. This is a feature I wish they would have kept. They could have gone back to the original version, but they tried something new instead. They made up a test copy with larger hexes and faster movement rate which worked very well. I don't know why it wasn't produced, but a 4th version made its appearance. Now they want to show you the importance of position. The enfilade position gives more value for the attacker. My personal opinion of this game as it stands now is that a good southern commander can be easily defeated by a mediocre union commander. Realism? If letters could prompt them to change the game 4 times, why not a 5th? When Carl Knabe published his fantastic "Plan Red" did Avalon Hill notice that the game was now definitely in favor of the Germans? They must have, because they introduced Air Power to the allied side in order to bring back the balance of play. The way Artillery is used in Guadalcanal makes it seem more like artillery. Yet you will find this feature in no other game. Compare the combat results tables of Blitzkrieg to Bulge and you find an improvement. No longer can an entire unit be wiped out unless its surrounded. Compare the Bulge results table with the Gettysburg table and you will find another improvement. If you have an old Gettysburg game, you'll find the attacker has a 50-50 chance of winning with no exchanges possible. I have no idea what is going on at Avalon Hill or what their intentions are, but by looking at what they have accomplished, I am amazed. I'm sure that a good many of the NEW ideas used by A.H. in their latest games have come from people like you and I. We look at a situation and say, "It seems to me that the easiest way to simulate this situation would be such and such, I wonder if A.H. thought of that?" Tell them what you think. Without letters like ours, I doubt that they would have attempted something as complex as Blitzkrieg. We are in a very forceful position. We can encourage A.H. to meet our needs and show them that there is an available market. If we tire of the game as its designed, we can encourage Kampf to do an article on it from which we can get the basic data to make a more realistic wargame. Those Tigers among us who thrive on adversity can always be counted upon to try to win a lost cause. If the opponents wanted column of the General can be believed, there are at least 2,000 players in this country who have never been defeated; Pick any one of them.

As far as I know, almost every war-game produced by Avalon Hill has two sets of rules. They have the basic

rules and the tournament level rules. Why should they go to all of this trouble? The answer is obvious. We hard core warmongers wouldn't be satisfied with a simple balanced game, and the A.H. designers realize that they must make greater efforts to simulate the actual situations.

## How to Change a Dull Jap Victory into a Heartless American Win

by Richard A. Shagrin

Assumption: You want to win, and you don't much care what happens to "realism" or how many men your strategy would really kill.

OK, now that we have established that you are cruel and heartless, you are ready to learn how to put on the American Banzai.

The Background--Midway is a point accumulation game. It is not possible to hold Midway Island if your Opponent (the Jap) is competent. This means that the Japs will get approximately 15 points for Midway, and your problem is counterbalancing those points by sinking Jap ships. This is the only way to win--let none of you be deceived--Midway can not be held! The competent Japs among you have discovered this fact, and to avoid early losses, cowardly cringe along the eastern edge of the board, always careful to keep more than 7 squares away from the American Fleet, which charges heroically across the board at flank speed. It manages to get in one attack in the last daylight turn of the first day, but only after four Jap cruisers have added their screening power to the main battle fleet. One Jap and one American strike is made, and each side generally loses one carrier or so. Then the next day, once the Atago comes in, the Jap grand fleet steams nonchallantly to Midway, beating off futile air-attacks, launching counter-attacks that often sink up to 80% of the American fleet, and capturing Midway to boot. Tokyo Rose gloats the next day. If this doesn't describe how your battles go, you haven't been playing the best possible strategy.

Now this is pretty depressing I have to admit, and if you scratch your head a little you can see that the way to stop this horrible result is to sink those initial Jap carriers on the first day, preferable before they have all those cruisers and battleships to screen them. It would also be nice to avoid the usual Jap counterstrike by making the attack from an unknown position. This is obvious; unfortunately it is also hard to do. If this was all I had to offer, I doubt that anyone would care to listen. I can tell you the way to survive in battle is not to get killed, but that doesn't

tell you the how-to-do-it.

Now analyze the situation as presented above, and think what implicit assumption it makes. Look at it again and think like a cruel and heartless (if slightly unrealistic) winner. The Jap is "careful to keep more than 7 squares away from the American Fleet." But the range of your planes is 14 squares! "So what," you might ask, "I have to get my planes back to my carriers, don't I?" Not if you sink everybody worth sinking in the first attack--who needs them?

You transfer all attack planes to your carriers to the second turn. You can choose to charge across the board at top speed, or to move slower and try to escape the Jap search. You should catch the Jap with readied planes on his deck, in the first game at least, since he will not expect an attack that will lose the Americans all planes committed to the attack. Three or all four carriers will be sunk, and the cruisers and Battleships too, if an all out attempt is made to save one carrier (5 D on both Battleships will sink them, if they do not apply something more than the 1 point additional, a ship which has applied its screening force is left with). Since the Japs had no fighters up, you kept all yours at home (partly on Midway). With those fighters the greatly reduced Japanese attack plane force can not seriously threaten; even if you are still staggering drunk after celebrating your magnificent victory, they can not get more than one 10 point carrier. Since you took some 40 points down with your attack planes, you can give the Japs Midway and a carrier--even two, if you're feeling generous, and still win.

Later, when this attack is well known, the Japs will try some kind of continuous carrier air patrol, using the Hiryu and Soryu alternately so only one carrier has readied planes on it. Then you will have to send some fighters with your one-way attack. But, no matter what, you can take most of the sting out of the Japanese punch while sinking enough of his ships to make up for the loss of Midway. Since it is unlikely he can sink ANY of your ships, and almost certain he can't sink enough to take all of your lead away, even with Midway added in, you have won. Congratulations! Bismarck, anyone?

Comments, complaints, and kudos to: Richard A. Shagrin, Room 356 Haggett Hall, University of Washington, Seattle, Washington 98105.

## Realism for Waterloo

by Michael Lazarin

In several articles I have read on Waterloo statements like 'Then Napoleon

committed the fearsome Imperial Guard' often appears. This implies that the Imperial Guard was a unit of some value. In the AH game the Imperial Guard is quite to the contrary of this. In fact the 8-4 is a cumbersome misfit. To bring it up to 15 strength you have to waste valuable cavalry. Usually it ends up as a 12 or it skirts around the PAA flank to pounce on English artillery units and then run for Brussels. This doesn't seem to be a worthy end for the finest French unit. Another problem is the frequency of battles. You're lucky to get twenty in during a game. The French never attack at less than 3-1 for fear of losing 30 factors. The last difficulty is the absence of balance. Napoleon had to defeat four armies, each equal to his own (Prussian, English, Austrian, Hungarian). The Prussians and the first several corps of English should have been able to put up a fair fight, but in the game they are lucky if they last two hours in a fight. THREE RULES: The first is to even up the game by putting more units on the field. The 15 rule is thrown out and the following substituted: Units may be stacked a maximum of three high, two of which must be cavalry or they may be two high--both may be infantry. Artillery are treated as infantry, and horse-artillery are treated as cavalry.

This rule limits 15's to one per side. It lowers the rest of the units to 12's for the French and 9-10's for the PAA. It also creates a surprising amount of 7-8's. The results are twice as many battles, an increased importance of the individual unit, and a decrease in the importance of single battles.

The second rule is the automatic victory rule (odds of 7-1 eliminates defenders zone of control). This speeds up the play and creates a possibility of a fastbreak, pincer, and 'schwerpunkt'.

The third rule is the use of all HQ's. When an HQ is eliminated its units defect. If Napoleon is captured he surrenders; D'Erlon loses the first corps of French. The problem of Ney should be settled according to player ability.

TACTICS: French - First forget Nivelles except for fakes. Advance for Quatre Bras, Gennappe, and then Brussels. The Prussian will probably run out to meet you, overcome by the excess of troops. Move your troops in a bulk on the first turn--with a line in front and the Guard and Cavalry reserves in back. If he attacks first launch yourself at one part of his line trying for a 7-1. Send your Guard and Cavalry through the hole. If you attack first hit his entire line using the Guard on the weakest point and try for the hole. If you maneuver your troops right and end up in a better position, form a schwerpunkt or pincer on the second turn and go for 'QB' or his officers. If by the end of the third turn

you are still trying--give up--he's outmaneuvered you and will soon be after Napoleon. If he didn't come at you attack the slopes, you can attack two times instead of once.

**PAA** - If you are better than the Frenchman read the French Tactics and do to him what he is trying to do to you. If you are equal stay back just in front of the slopes and Tilly so he will approach cautiously and then retreat back to your lines. Keep pulling back slowly and when your English troops give you sufficient power and courage mop up Napoleon. By retreat I don't mean run but drop back at max. 2 squares after you lose a battle.

**Final Hint** - Keep at least one factor under each HQ and keep them with the troops. It only takes one Cavalry unit to get Napoleon when he is alone at Marchienne au Pont but it takes at least 15 points when he is on the Imperial Guard. Comments to Michael Lazarin, 75 Outlook Lane, Levittown, Pa. 19055.

## D-Day: The Real Thing

by Michael Obolensky

The deployment of the German forces in D-DAY as set forth in the May '66 issue, although it claims to be historically accurate, is in my opinion not altogether correct. My own scheme is taken from Chester Wilmot's The Struggle for Europe, and this is how it goes:

**STATIC DIVISIONS:** As far as I can see, all the statics that are supposed to be there, are there. You can do what you want with the 319th (garrisoning the Channel Islands), either throw it away or put it on Q-35 or R-35 (that's as close as you'll get to the Channel Islands). Here's how the others are placed:

347	E-12	711	S-32
16LW	G-14	716	S-33
719	G-15	709	R-34
165	J-17	243	Q-34
712	K-19	266	V-38
448	L-20	343	V-43
18LW	L-21	265	X-42
47	M-22	244	AA-41
182	M-20	158	DD-42
326	M-23	708	FF-41
344	N-24	159	HH-42
49	O-25	189	MM-43
245	R-26	157	LL-27
348	Q-27	338	TT-30
17LW	Q-28	242	TT-28
346	R-30	148	RR-26

**INFANTRY:** It's not necessary to place units off the board because the units supplied in the game fit very nicely on it:

331	N-22	353	V-40
85	O-24	276	II-42

84	R-28	272	SS-36
352	S-34	271	SS-32
91	T-35	277	SS-31
77	V-36	275	TT-31

**PARACHUTE, ARMOR & HQ'S:** The same as in the May article but with the 6/2 regiment on or about W-37.

This arrangement is somewhat saner as far as the North Sea is concerned. For you Germans who still want to try out the Wehrmacht's positions as they really were, we now have five divisions instead of three. At least that will give you time to get some Panzer units to the invasion area. A tip: place the bulk of your Panzer reserve in the replacement center near Hamburg to be ready for a North Sea invasion. Now you will be able to last in the game more than six weeks, and you can rest assured that Von Rundstedt did not lock the front door (Calais) only to leave the window next to it open... Michael Obolensky, 356 Ashland Rd., Summit, N.J.

## A New Look at Blitzkrieg

By Thomas E. White

Many articles have been written stressing the importance of an aggressive strategy in the game, Blitzkrieg. While some of these articles appear to be well thought out, some can easily be recognized as hastily thrown together strategies, unadaptable to a successful plan. Bold openings and daring exposures of valuable units may lead to a decisive victory over an inexperienced player, but they may just as easily lead to a quick defeat if ample fighter protection is not available to the farthest advanced units. Oftentimes a conservative opening, followed by sweeping attacks on unfriendly forces which have just completed the reduction of a minor country, will prove to be the initial victory which is vastly important in any effort to seize the initiative.

In direct contrast to what has been said in other articles on this subject, I believe that the minor countries may be made to serve a purpose greater than that of a graveyard for many infantry factors lost in over-extended attempts to seize strategic cities. The army that attacks the fewer minor countries has a definite advantage over the opposing forces. Not only does a rapid expansion incur many casualties, but there is also great difficulty in holding the positions which have been captured at such a high toll. A minor country left inviolate in the path of an early victor will surely slow his advance to a crawl and weaken his forces, leaving them clumped around the cities of the minor country and exposed to an immediate counter-attack.

Of course there may be extremism in a conservative strategy just as in an overambitious strategy. The individual player should decide for himself when discretion should be "the better part of valor." As others have asserted before me, Blitzkrieg is a game of offensive tactics, for there are so many different offensive techniques which may be employed. A skilled wargamer must always be ready to face facts, however, and react to any given situation with either an offensive or a defensive strategy.

Although the offensive is the favored and normally the most rewarding position, the defensive is far from an impossible stance. Several techniques exist for making the life of an attacker very troublesome. Airpower is the key to a potent defense. Fighters are helpful, but strategic bombing of cities that have been evacuated renders them unusable to the enemy. By reducing certain key cities behind an opponent's front line, an army on the defensive gains control of the air space directly in front of its main line of resistance. When such a position has been made possible by the use of strategic bombing, counter-attacks against an enemy spearhead which does not have any air cover are often very effective.

In my above mentioned plan, there are two items which I have failed to discuss. One is the problem of supply which is encountered if a conservative opening is used. However, most players will be able to cope with this problem by a rapid seizure of the minor country (or countries) adjacent to their home country. The second is the trickier of the two to overcome. If both players use my suggested strategy, the game may well become a stalemate until a decision in the air is reached. In this case, I recommend that one player try desert operations. These operations may be quickly abandoned if unsuccessful or if the opposing commander has shifted a large force to counter these thrusts, thereby leaving weakened forces protecting other important sectors. Desert operations are most often miserable failures as major offensives, but they can be used as effective feints.

Comments and/or criticisms may be sent to Thomas E. White, 3836 Millsaps Drive, Laurel, Mississippi.

## Operation Sea Dragon

by Hans Kruger

Many articles are written about such old stand-bys as Stalingrad, D-Day, and now there are even a lot concerning various and sundrie "perfect plans". However, very little has been said concerning Guadalcanal. After a great

## THE GENERAL

deal of time, I have come up with what I think is a pretty fair plan for the U. S. Army. The following plan isn't meant to be a strict hard-and-fast "rule", but a general order of operations.

Because this is a general plan, a few assumptions must be made. The first of these overall assumptions is that the Jap/Labor and the Jap/DB are eliminated by the 14th. of August. This can usually be accomplished with the use of artillery and the fast American units (those with a movement factor of 12 or 14). Then, by the 14th. of August, the U. S. player should be in the following positions:

1/1 - KK21	1/SW - FF25
3/DB - KK22	1/3 - MM24
11/2 - II24	11/3 - KK26
1(-) - GG24	E/1 - HH23
1/2 - MM22	LVT/1 - NN27
11/5 - KK24	5/1 - JJ21
P/1 - HH21	5/3 - GG21

Although this defense appears to be a loose type, a second look will reveal it to be a good strong one. Since artillery is the key to victory, as much as possible is kept out of Jap range. The only thing that he can hit is the SW, which are short ranged guns anyway. Since 1/1 and 5/1 are doubled (they can only be attacked from the coast), a Jap landing here is almost impossible. And upon close examination, one can see that every American unit is doubled!

It should be noted that this type of plan may often tend to be called "chicken" by Jap opponents - it is based on the fact that the U. S. player gets points for just holding on to Henderson Field! And since the Jap receives more points for each U. S. unit-strength wiped out than the U. S. player receives for a Jap unit-strength. However, at no time should you allow the Jap to re-occupy Henderson Field. This is of the utmost importance. If this happens, you will be forced to counter-attack - perhaps at adverse odds with the Jap doubled. This can turn the tide of the game!

I would also like to take this time to explain why I call this "Operation Sea Dragon". It is like a sea dragon in that it attacks from the sea and against the pitifully small Jap occupation forces. Secondly, once on land, the Americans coil up like some sort of serpent. Well, there it is - take it or leave it.

Now, to keep from dragging this out to extremes, let us make another assumption. This one has actually happened several times - and that is, the Jap doesn't invade and merely gathers his force until 11 September (when his largest group of troops arrives). This will enable you to fall into an even better defensive position:

1/1 - KK21	1/3 - HH21
------------	------------

2/2 - MM23	5/1 - HH23
5/3 - GG21	E/1 - NN27
1(-) - HH24	1 Abrn - GG24
11/2 - II24	11/5 - KK26
1/2 - JJ21	2/1 - MM22
2/3 - MM25	5/2 - FF24
LVT/1 - MM28	P/1 - HH22
1 Rdr - FF25	1/SW - GG26
11/3 - KK24	3/DB - KK22

The defense is now complete and you are ready for the Jap. There are, however, some things that you should realize about your troops. The first thing is that they are as safe as possible from enemy artillery attack. Next, your armor and pioneers can be pulled out and moved anywhere without endangering the defense of the whole army. And last of all that your artillery can throw a protective screen of fire over any unit in your line. It can then be moved to any portion of the line you desire for attack purposes.

Concerning the move itself, you will probably notice two things. One - the E/1 went out to sea at HH21 and landed at NN23, where it then got the help of LVT/1 to its position. And two - the fast units on or near Mt. Austin allow you to quickly surround any Japs landing in this area.

In closing, I would simply like to say a few words concerning further strategy of the game. The units with five attack factors apiece should be kept off the board. Bringing them on only gives the Jap better targets for his artillery (1-3 instead 1-6); and it removes the threat that units off the board impose. This causes him to waste units behind his front line or risk the chance that he will be out-flanked. However, the fours should be landed as soon as they can be to strengthen the line or be kept behind the lines to perhaps force the Jap to lengthen his line later on. And as for artillery - landing it or not is up to you. But remember, you can't use it for defensive fire until you land it. I hope this will help some of you new-comers to the game. Please address comments to Hans Kruger, 3551 Lynwood Road, Lynwood, Calif. 90262.

## Between Covers

Jones, John Beauchamp  
A REBEL WAR CLERK'S DIARY;  
 edited by Earl Schenck Miers.  
 New York, Sagamore Press, 1958.

John B. Jones was a burning devotee of the Cause and expressed the deepest feelings of Southern patriots. His diaries furnish a vivid picture of the Confederacy right up to the devastating news of disaster. Readers may be interested in the 1866 edition which is in the U. S. Military Academy Library.

## Want Your Game Published?

by Marshall A. Massey

Have you ever gotten that irritated feeling that the Avalon Hill Company, fantastic though it is, is neglecting some fantastic games? Have you ever invented such a game, intriguing, fascinating, and beautifully balanced, and had A. H. reject it because they themselves didn't make it up? Have you ever wondered what might happen if they changed their policies very slightly?

Now, at last, your chance has come to find out. As part of a drive to buy a much-needed mimeograph machine for the impoverished Empire of Avalon, The Chancery will publish a set of forty-page booklets, each 8 1/2" by 11", containing a number of games that the A. H. Company should have published. Two of these are already in the works: Manifest Destinies, which will include games of grand strategies on the level of Risk, Summit, Diplomacy, and Blitzkrieg; and The Overcast Die, a booklet of battle games based on battles which A. H. won't touch. The entire set, which will be mimeographed in mid-July after extensive editing, will be in black and white, and will include the rules, boards, and pieces.

Those who wish to submit games for publishing should type the rules, double-spacing and using margins of at least one inch. The board and pieces should be neatly drawn in black on white paper. Games should be mailed to The Chancery by April 1. Since the booklets are to be copyrighted, I must insist that the creator send a signed statement, saying that his game is original and that no copies of the game in its present form have yet been sold.

The cost of each booklet is \$4.00, which will probably average out to between \$1.00 & \$1.50 per game. Since quite a bit of money must be raised to buy the mimeograph on which the booklets will be printed (The Empire of Avalon, for which The Chancery is the headquarters, has no mimeograph of its own), we must receive at least \$400 in orders by May 1. If less than that arrives, purchasers' money will be refunded; if more comes in, all purchasers will receive copies as soon as they are mimeographed, and those inventive souls whose games are printed will be paid out of the extra profits. Moreover, if the Avalon Hill people decide the games are worthwhile, the inventors will be given the option to sell them to A. H.

Send your money, insults, and games to The Chancery, 423 Manor, Groose Pointe Farms, Michigan 48236. Make checks and money orders payable to Marshall A. Massey. And hurry!

# CONTEST in 160 Way Tie

# OPPONENTS WANTED ADVERTISEMENT

The stock Goodyear, with its sales digit of 9, failed to produce an elimination. As done in the previous contest, alternate stocks were consulted until Getty Oil, at 42, producing a kill. Winners were those attacking the 28th Unit at 4-1. Because such entrants were so numerous, a random drawing produced the following 10 "lucky" winners:

1. Mark Ciccarello, 147 Luquer Rd. Port Washington, N. Y.
2. Paul Mitchell, 113 North Avenue, Natick, Mass.
3. John Casey, 8229 S. Sacramento, Chicago, Ill.
4. Richard Rubin, 8580 N. Point Dr. Milwaukee, Wisc.
5. Harold D. Ross, 227 S. Armenia, Apt. 8, Tampa, Fla.
6. Mark Saviet, 9 Reynolds Drive, Long Beach, N. Y.
7. Robert Rueschlein, 2225 Keyes Ave., Madison, Wisc.
8. Lem McCoy, 1117 Leavitt Ave., Flossmoor, Ill.
9. Eric Erickson, Box 8, Lancaster, Cal.
10. Randy Bytwerk, 1034 Barber Ter. N. W., Grand Rapids, Mich.

A free Avalon Hill game has been sent to each of the winners.

## 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 games, parts, play-by-mail equipment and the General.

### 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.



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. 18

You, as rookie pitcher in Spring training, realize that you must make a good impression in your first appearance with Baseball Strategy. In contest #18, all you have to do is to get by the first three hitters shown below in the LINEUP SHEET. Simply encircle one pitch under each of the three hitters. These are your "money pitches" you feel will retire each of the three hitters.

Your pitching accuracy will be determined by the closing New York Stock Exchange transactions of April 10, 1967 (consult morning paper of April 11.) The last digit of the sales-in-hundreds column will be consulted for each of the three respective stocks. The hitters are out each time the stock results reflect the pitches you have encircled... the greater your accuracy, the better your chance of winning. Accuracy to the exact sales digit become strikeouts, further increasing your chances.

### Vote for best 3 articles

Entries must be postmarked no later than April 9, 1967. Print your name, address, Avalon Hill game you wish as winning prize, and state which of the three articles in this (Mar-Apr) issue you think are the most outstanding. Entries not containing this information will be voided.

Ten winners will be named.

Subscriber Entrants may submit copies or photostats - one to a subscriber, only.

## LINEUP SHEET

Last Digit	Goodyear, First Batter	I. B. M., Second Batter	U. S. Steel, Third Batter
1	High Inside	High Inside	High Inside
2	High Inside	High Inside	High Inside
3	High Outside	High Inside	High Inside
4	High Outside	High Outside	High Inside
5	High Outside	High Outside	High Outside
6	Low Inside	High Outside	High Outside
7	Low Inside	Low Inside	High Outside
8	Low Inside	Low Inside	Low Inside
9	Low Outside	Low Inside	Low Inside
0	Low Outside	Low Outside	Low Outside

Headlines of 3 Best Articles:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Prize \_\_\_\_\_

# The German Offense

by Bill Sapp

The offensive tactics developed by the Wehrmacht in WW II can easily be adapted for use in A-H war games. When used correctly, they provide a player with the superior offensive doctrine needed to defeat a worthy opponent.

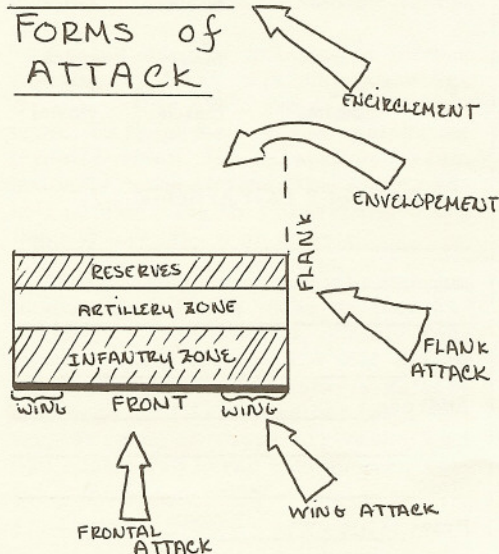
The fundamental principle of the German doctrine is to encircle and destroy the enemy. The element of surprise, as well as superiority in force and fire power and the employment of armored forces, plays an important part in the offense. Because superior forces can not be brought to bear all along the line, a point of main effort (Schwerpunkt) is selected and narrow sectors of attack (Gefechtsstreifen) are allotted to the troops committed in that area. Shock, coordination, and mobility help make the job of victory easier. Once the attack has started there is no turning back, although plans for shifting the point of effort should be made in case great success is found at another area. To be sure of final victory, a large group of ready reserves should also be on hand.

## The Five Basic German Attacks

a. Flank Attack. Considered the most effective form of attack, it gives the enemy no time for countermeasures. To obtain the necessary surprise, the attack group is formed at a distance while diversionary attacks are made elsewhere.

b. Envelopment. This is a combined frontal-and-flank attack especially favored by the Germans. The frontal attack fixes the enemy forces as the flank attack drives deep into the enemy reserves to force his retirement.

c. Encirclement. The encirclement is the most difficult to execute but is



# 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.

Sann Sales Company 703 N. 21st Avenue Phoenix, Arizona	Kroch's & Brentano's Inc. 29 South Wabash Ave. Chicago, Illinois	2227 University Blvd. E. Adelphi, Maryland	Tetley's Inc. 17 Broad Street Red Bank, New Jersey	Burrows Bros. Guardian Co. 419 Euclid Avenue Cleveland 14, Ohio
Dick's Toy & Hobby Centers 1324 West Prince Road Tucson, Arizona	Marshall Field & Co. 111 N. State Street Chicago 90, Illinois	Children's Supermarkets 1540 Rockville Pike Rockville, Maryland	George & Company 615 Main Street Buffalo 3, New York	Big Top Toy Shop 2308 Far Hills Avenue Dayton 19, Ohio
Jolly Roger Game Center 3073 N. Campbell Ave. Tucson, Arizona 85719	Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois	Children's Supermarkets 4444 St. Barnabas Road Marlow Heights, Md.	Ulbricht's 446 Main Street Buffalo, New York	Meier & Frank Co., Inc. 621 S. W. Fifth Avenue Portland, Oregon 97204
Navy Exchange, Bldg. #7 U.S. Naval Station Long Beach, Calif.	C. Foster Toys, Inc. 36 E. Hinsdale Avenue Hinsdale, Illinois	Jordan Marsh Company Boston, Massachusetts	George's Bicycle & Toy Mart 271 Nassau Boulevard Garden City South, New York	Kaufmann's 400 Fifth Avenue Pittsburgh, Penna. 15219
Sather Gate Book 2335 Telegraph Ave. Berkeley, Calif.	Foster's Toys & Hobbies Village Market Shpg. Ctr. 403 N. LaGrange Road LaGrange Park, Illinois	Harvard Cooperative Society 1400 Massachusetts Avenue Cambridge, Mass. 02138	Greenman Brothers, Inc. 35 Engel Street Hicksville, New York	Campus Stores Bob Jones University Greenville, South Carolina
Recreations 710 E. 22nd Street #205 Oakland, Calif. 94606	Foster's Save More 25 W. 781 Ogden Avenue Naperville, Illinois	Johnson's Bookstore Springfield, Massachusetts	Blumberg & Saron 95-35 Sutphin Boulevard Jamaica, New York	The Hobby Shop 505 Clinch Avenue, S.W. Knoxville, Tenn. 37902
Western Service Center A&AFES, P.O. Box 3553 San Francisco, Calif. 94119	Central Mercantile 1042-44 Mt. Prospect Plaza Mt. Prospect, Illinois	Jack's Radio & TV 109 S. Michigan Avenue Big Rapids, Michigan 49307	Brentano's, Inc. 586 - 5th Avenue New York, New York	Foley's P.O. Box 1466 Houston, Texas
The T. Eaton Company, Ltd. Edmonton, Alberta, Canada	Ed Schock's Toy & Hobby Shops 6220 Carrollton Avenue Indianapolis 28, Indiana	Martin's Games, Inc. 263 Pierce Street Birmingham, Michigan	F. A. O. Schwars 745 Fifth Avenue New York, New York	Felt - Buchorn 445 East on South Temple Salt Lake City, Utah
The T. Eaton Co., Ltd. St. Laurent, Quebec, Canada	Follett's & Southworth Purdue Book Stores, Box 515 West Lafayette, Indiana 47906	R & R Family Gifts 1558 Wealthy St., S.E. Grand Rapids, Michigan	Polk's 314 Fifth Avenue New York, New York	Pembroke's 24 E. Broadway Salt Lake City, Utah 84111
Levine's 123 E. Pikes Peak Colorado Springs, Colo.	Nims of Ames 225 Main Street Ames, Iowa 50010	Hobby Hub 526 Frandor Avenue Lansing, Michigan	Scrantons Book & Stationery Co. 334 E. Main Street Rochester, New York	Children's Supermarkets 1230 Leesburg Pike Baileys Crossroads, Va.
G. Fox & Company Main Street Hartford, Conn.	W. K. Stewart 550 South 4th Avenue Louisville, Kentucky	St. Paul Book & Stationery Co. 6th & Cedar St. Paul, Minn. 55101	Ed Gucht Hobbits 323 S. Salina Street Syracuse, New York	Bell, Book & Candle 820 - 102nd St. E. Bellevue, Washington
Yale Co-Operative Corp. 77 Broadway New Haven, Conn.	Hochschild - Kohn Co. Howard & Lexington Streets Baltimore, Maryland	Toys for Men 953 E. Sahara Las Vegas, Nevada	Continental Hobby Supplies P.O. Box 116 Adelphi, New Jersey	Bocock-Stroud Company 810-12 Quarrier St. Charleston, W. Va.
The General Trading Co. (Mayfair) Ltd. 144 Sloane Street London, SW1, England	Pop's Discount 520 E. Belvedere Avenue Baltimore, Maryland 21212	Polk's 346 Bergen Avenue Jersey City, New Jersey	O'Neil's 226 S. Main Street Akron, Ohio 44308	Moseley's, Inc. 24 East Mifflin Madison, Wisc.
Hamley Bros. Ltd. 200/02 Regent Street London W1, England	Children's Supermarkets			

the most decisive form of attack. The enemy front is not attacked and the main attacking body passes entirely around him, with the objective of maneuvering him out of position.

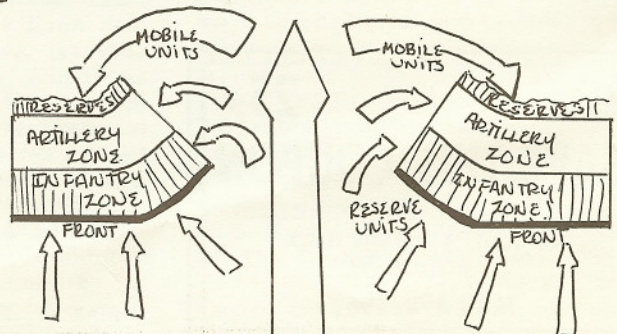
d. Frontal Attack. The attack that acquires one's goals with the least deception and the highest casualties, the frontal attack requires a great superiority in infantry and armor. The main front should be larger than the area selected for the main breakthrough (Schwerpunkt). Adequate reserves must be used to counter the employment of the enemy reserves.

e. Wing Attack. A direct attack on one or both of the enemies wings has a better chance of success than a frontal attack as only part of the enemy fire is faced. Bending back one wing may give an opportunity for a flank attack, or for a single or double envelopment.

The exploitation of any successful attack is described as the penetration (Einbruch) and the breakthrough (Durchbruch). The penetration destroys the continuity of the hostile front. The wider the penetration, the deeper the penetration wedge can be driven. The reserves protect the flank of the penetration against counterattacks. The deeper the penetration, the more effective the envelopment and the harder it is for the enemy to withdraw. The lead units continue to advance as the reserve units roll up the new enemy flanks (Keil und Kessel).

With some practice the A-H war gamer can use these theories as an unstoppable offense unless he is far outnumbered. For comments, address: Bill Sapp III, 16772 Otsego St., Encino, California 91316.

## THE BREAKTHROUGH



## The Infiltrator's Report

Probably the most statistically complete football strategy league in captivity is operated by a Harrisburg, Pennsylvania group headed by Harvey Freedenberg. Recently their four-team league found the Green Bay Packers defeating the Atlanta Falcons in the Championship Game, 18-6. The league's statistician has broken down each game's statistics to include even average gains per play, total offensive and defensive statistics, and just about every type of statistic imaginable -- we venture to say that not even the National Football League keeps a more thorough set of facts and figures. Hats off to a job well done, Harvey, and to those who are interested in conducting their own strategy leagues we certainly suggest that you write to Harvey at 3525 North Second Street, Harrisburg, Pennsylvania. Dan Forman's Green Bay Packers won the league, despite a poor pass completion record of 38.1%. Obviously, his Bart Starr was sick...his rushing yardage outdistanced all other league members. Sam Freedenberg's Atlanta Falcons had an accurate passer whose completion rate was 57.6%, his team losing to the Packers in the playoff. Who finished in the cellar? Who else but Harv himself. Now he wants new teams so we suggest that you write him at the above address.

James J. Stein, imaginative wargamer from Chicago, with the help of inventors Jim McDonnell and Jack Donovan, is offering sheets of enlarged hexagons which eliminate the unpleasant task of unit-stacking. The hexagons are approximately four times normal size and he is offering 8 x 11 sheets to all subscribers at cost. Simply send a stamped-self addressed envelope to: 311 W. 104th Place, Chicago, Illinois 60628. He will send you one sheet from which you can electrostat as many copies as you wish.

"They played an outstanding, very gamesman-like match and outplayed us all the way," is Chris Wagner's concession to the Indiana U Irregulars to whom his 6988th Security Squadron lost their Stalingrad match. A re-match is currently underway this time through AHIKS, using the ICRK results method. Let us tell you about the AHIKS (Avalon Hill Intercontinental Kriegspiel Society).

The AHIKS is quite exclusive...only adults (21 & over) may join and they are immediately matched up with opponents from overseas. Teams as well as individuals are eligible. The ICRK results method eliminates the use of New York Stock exchange results instituting, instead, a cheat-proof random

battle results method that can be used by players living in any country throughout the world. All inquiries should be addressed to AHIKS, P.O. Box 116, Adelphia, New Jersey.

San Francisco, the scene of much anti-Vietnam war protestation, witnessed another protest in the form of a call to ban war toys by democratic assemblyman, John Burton. Burton will introduce legislation banning war toys altogether. Child psychologists say that war toys are bad because, "they help people accept an environment of violence." Avalon Hill's President, James E. Smith, is alarmed at this legislative proposal. He counters that, "War games offer persons the dream of command without the responsibility of accounting for actual human lives. Players can see that war means misery and suffering - before having to experience it on the actual battlefield. In some respects, then, if more protagonists would settle their differences over a wargame, perhaps many actual conflicts might be avoided." By nature, President Smith is a retiring anti-militant man. When asked if he would take any action against Assemblyman Burton if such legislation becomes law Smith philosophically replied, "I'll bash his head in."

To answer many subscriber inquiries regarding the discount coupons; any number may be used at one time with 4 coupons as the minimum.

For a highly interesting booklet (48 pages) on the history of earliest board games, we suggest you write to Parker Brothers, Salem, Mass. Ask for their free booklet entitled, "75 Years of Parker Games." Parker Brothers is responsible for many "household" favorites such as Monopoly, Camelot, Ping Pong, and Key Word, a forerunner of Scrabble, to name a few of over 300 games developed by this pioneer in commercial game publications.

Thanks to Mark Goldberg, Berwyn, Illinois, for telling us that Donald Featherstone's new books, "Air War Games" and "Naval War Games" are available here in the states from: Soccer Associates, P. O. Box 634, New Rochelle, New York.

Victor Gervol's new wargaming club, "Aggressor Homeland", bases its organization and doctrine on U.S. Army Aggressor material recognizing Esperanto as the official language. Membership is selective. Applicants undergo "screening and must carry on various duties of responsibility. In return, members accrue fringe benefits including the right to purchase war material, Aggressor's latest game "Iwo Jima", for example, plus revised Bulge counters, Stalingrad Airpower counters, and "many more items too numerous to

mention." The best feature is that "no dues are charged." Inquiries should be directed to the Minister of Interior, First Secretary Circle Trigon Party, himself, Victor Gervol, 5131 Juniata Street, Duluth, Minnesota 55804.

On December, the 17th, the Grand Rapids wargamers (under the banner of North East American Theater of Operations) sponsored a meet of all Michigan wargamers. The meet was attended by 23 gamers from Grand Rapids, Cadillac, Dearborn, Royal Oak, Plainwell, Flint, Rockford, and Saginaw. One of the main attractions was a game created by Tom Webster of Plainwell. It incorporated 11 22 x 28 mapsheets and had the entire continent of Europe from Tunisia to Northern Norway and the Atlantic to deep in Russia. The campaign commenced as of 1939 with the armies of all of these European countries represented. Germany, contrary to history, kept the bulk of its army on the French and Austrian borders. Meanwhile, Poland attacked Russia (? 1), and the countries of Rumania and France aided Italy in a drive into the Balkans and southern Austria and Germany. Other AH games were also featured with several battles going on simultaneously. This is the 4th of a quarterly series of Kriegspiels. The group plans another meet for mid-March. Contact Brian DeVries, 200 Hubbell St., Houghton, Michigan.

The December 66 issue of King Magazine, Britain's equivalent to our Esquire Mag., published a 6-page feature entitled "The Power Games", by Roger Elliot. Color photos and ratings enhance this article written in typical British syntax. Rated were Twixt, Acquire, and Stocks & Bonds from 3M; Tycoon from Gordon MacKay; Diplomacy from Games Research; and D-Day and Afrika Korps. Acquire appears to be the best of the 3M games, receiving good ratings for emotional entertainment and clarity of rules. We even think it's a good game. Elliot, however, advises that you... "relegate Stocks & Bonds to the bottom of your shopping list... it is simply a game of chance; the result purely fortuitous. Another serious disadvantage is that Stocks & Bonds isn't any fun to play"... quoth King Magazine. D-Day and Afrika Korps were the only games to receive "excellent" in value-for-money rating. Best overall game awards went to Tycoon, a simplified form of programmed business exercises incorporating rent, warehousing facilities, production costs, capital investments, situation cards, Running Record sheets, balance sheets... "my word, Chedley, its Management by a different name."

