

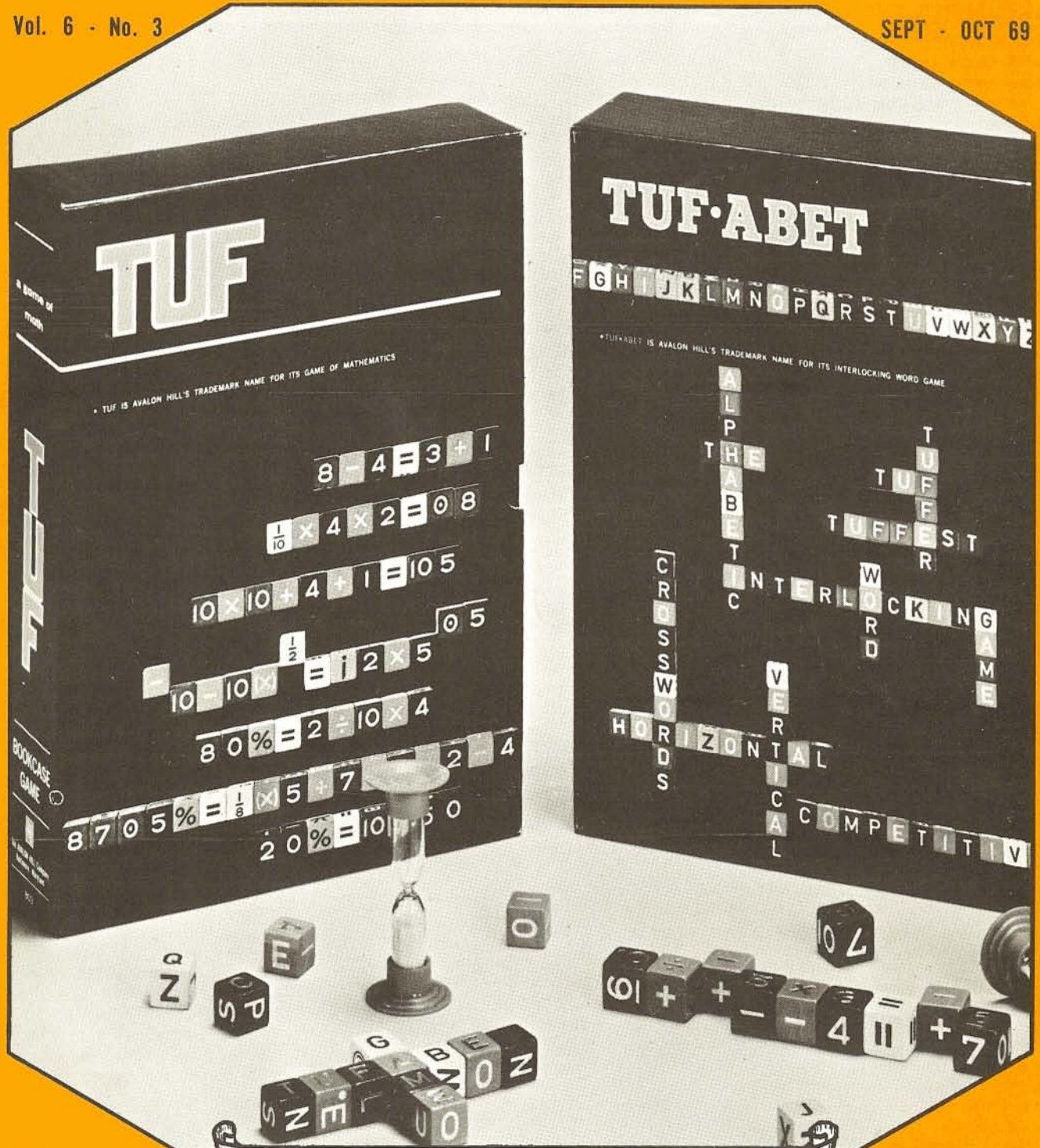
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The AVALON HILL

GENERAL

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New - TUF & TUF'abet

FULL YEAR \$4.98

★ ★ ★ ★ ★ **GENERAL**

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 the serious game aficionado. It also helps sell our merchandise, too.

Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.

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The Avalon Hill Philosophy— Part 17

Last issue our Philosophy was prompted from studies prepared by James F. Dunnigan, Research Director-at-Large. Here, we follow up in kind by reprinting comments from Design Director-at-Large, S/Sgt Lou Zocchi. Dunnigan and Zocchi pooled their talents several years ago to design Battle of Britian. This game was published in

1968 by Gamescience Corporation and met with a great deal of enthusiasm among the hard-core battle game fanatics. With Gamescience no longer Gamescience, but an arm of a different name under the Renwall banner, Battle of Britian games are now rather hard to come by. Put Battle of Britian down as a collector's item.

the same time. Each participant plays from his own group of cubes.

Quite simply here is how both TUF and TUF'abet are played. Since most battle game fanatics are pseudo-mathematicians (they would have to be, what with all those battle odds to compute) we'll start with the TUF game's description first. To start, each player gets 11 cubes containing numbers. On signal, each player "rolls his cubes." Only the upper face of the cubes can be used to form the equations. Now — everyone playing on their own cubes simultaneously — attempt to be the first to build an equation however simple (we're kind of partial to the $1 + 1 = 2$ equation for speed.)

The first person to form an equation leaps up out of his chair and yells, "TUF." After declaring his equation TUF starts the 3 minute Timer (specially imported from West Germany for this purpose) and sits back, peering in disdain at the remaining players who attempt to form an equation longer than TUF's while he, himself, mentally thinks up a longer one during this 3-minute interval. During this interval, any player who has formed an equation longer than TUF's, leaps up out of his chair and yells, "TUFFER."

A 2-minute Timer is set so that players have an opportunity to build an even longer equation, the player so doing yells "TUFFEST." At this point, the 1-minute Timer is set and all players have a final round in which to improve upon their equations to see who can end the round with the longest equation. Sounds simple, what?

Not on your life. It is surprising how difficult the play of TUF can get when you add that exciting element of time — or the lack of it — to a game that already claims a high degree of interplayer competition.

Game Variations are Unlimited

TUF'abet is quite similar to TUF except that in TUF'abet, letter cubes instead of number cubes are included. Further — TUF'abet can be played in most foreign languages providing competitors with an interesting and diverting way to reinforce vocabulary and improve spelling ability.

Variations in TUF — the superlative mathematics game — run the gamut from simply arithmetic equations to those found in the most complex of higher mathematical subjects. Thus, TUF can be played on any sophisticated level desired — and regardless of which level everyone plays at once competing against each other and the clock.

Game masterpieces in the truest sense, TUF and TUF'abet are Avalon Hill's gift to the egghead market. Packaged in bookcase format both games are available — now — for \$7.98 each wherever adult games are sold.

In the meantime Zocchi has graced these pages with many interesting pieces from the literary side of his creative talents. One of them is the following which we never got around to publishing until now because it posed questions we didn't exactly know how to answer.

In a manner borrowed from Philosophy — Part 16 (which elicited encore after encore from the audience) we are reprinting Zocchi's text in bold face — our comments will be interspersed in italics.

If you've been reading every inch of the General faithfully, and who among us doesn't, you might have noticed that the last few contests were a bit peculiar. Contest No. 25 wasn't really a contest in the strictest sense of the word, but more like a survey. The survey seemed to be oriented towards discovering more about what the typical fanatic does, where he lives, how many games he owns and which games should be produced in the future. Contest No. 27, like No. 25, solicited our opinions about how a particular war game should be designed. Has it crossed your minds yet that there might be plans afoot to design the next game along the lines indicated by the surveys? If they can design a wargame with the best features of all of their best games, they should have their best seller yet!

I hope you noticed that I said IF. It might not be possible to design a game which can encompass all of the features which we think are desirable. I feel that it takes at least a year to design an excellent game. The ideas which you thought would work out don't always come off right on the playing board once the battle starts. A lot of revising is necessary to bring any game to the point of playability.

If you have tried to invent your own games you know that each venture requires a tremendous amount of work. You might create 4 or 5 games before you get one which seems to work like you envisioned it. Then you might be disappointed to discover that you are the only one who likes what you've created.

Zocchi quotes from experience here as the many and various numbers of BB prototypes indicated. BB was originally scheduled to appear in Fall 1967 — but because last minute 2nd thoughts necessitated production alterations, it didn't get on the market until the Spring of 1968.

Avalon Hill has been trail blazing the Adult game market with many unique ventures. I believe that they were first with a sensible means of resolving combat, first to recognize the value of terrain, first to explore the mass-movement of pieces concept and first with many other innovations which we now take for granted.

COVER STORY

To the complete surprise — and astonishment — of the adult game industry, Avalon Hill recently introduced two new all-skill games designed to revolutionize the industry.

No Waiting for Turns

The great hue and cry against sophisticated games has been their slowness of play. Scrabble, for instance, is a classic game and could conceivably have been the all-time great game if it wasn't for the fact that one person plays while the other person waits — and waits — and sometimes falls asleep. Not TUF'abet. Like Scrabble, the object is to form words or word sentences . . . the big difference being that there is virtue in playing fast. Here's why. In both TUF and TUF'abet there is no waiting for turns. All players play at

What is important to remember, is the fact that these innovations were not introduced just because they were something new. They were designed into the game because they seemed to be the best way to represent the specific tactical situation which the game was trying to simulate. If Waterloo is played according to the rules for Guadalcanal, the French can't lose because they have such a preponderance of artillery. Yet Waterloo remains a very enjoyable game because the rules which govern it are designed to compensate for the factors which were present. The game has a high degree of playability which could be destroyed by rule tampering.

Each game has its own time element which is directly related to movement factors, combat values, combat results tables and area portrayed on the map. Each of these facets must complement the other. This area of delicate balance produces games where skill counts for more than luck. Avalon Hill has produced at least 15 excellent wargames which have managed to retain that elusive feature. However, you might be surprised to learn that there is more to this story than one brilliant successful breakthrough after another. In an effort to bring you better games, new trails had to be explored. Many of these trails led to the designing triumphs which were published and are now available. Other trails were not so fruitful and led no where. Yet, to progress, each had to be explored to the fullest. A determination had to be made as to whether to continue with the old project or to try an entirely new project. Contest No. 25 offered 26 new titles from which you could choose. Did it ever cross your minds that A.H. has already experimented with the game for which you've been waiting? We sit back and yammer about how slow A.H. is in coming up with a new title, but few of us realize how long it takes to develop a game which can meet the demanding specifications of Avalon Hill. It could be that the battle you want was tried and found to be impractical. A.H. has attempted many experiments in an effort to satisfy their customers. All of them have been brilliant successes.

Well, almost all of them... we are still somewhat at a loss as to why Guadalcanal bombed out. The package design (box) was so attractive that it won an art award in 1967 from The Baltimore Art Director's Club. The playing board was simple, concise, easy to read. The O/B authentication was the best yet - instructions were on par with all other wargames up to that time - the Battle Manual contained a considerable number of design innovations that made Guadalcanal different from all the others.

With so much going for it, why did Guadalcanal strike out?

Now - three years later we have found out why. Chalk it up to generation gap. Our generation - one that was deeply involved in all aspects of World War II - found the Pacific Theatre as strategically important as the European Theatre. We, of the middle age genre, considered the subject of Guadalcanal most fascinating. Of all Pacific areas, Guadalcanal rang the loudest bell. Guadalcanal was to the WWII Pacific Campaign what Gettysburg was to the Civil War. Add that special mystique engendered by the mere mention of the word "Marines" and who but the most insufferable pessimist would be against a game that had such a great title appeal?

Today's young adults - that's who. To them, Guadalcanal meant nothing - no glamour, no hero figures, no title appeal. And since it is the young adults who purchase these games in great numbers, add "no sales" to the above list.

I'd like A.H. to tell us about the games which were tried, but not produced because they couldn't meet the usual A.H. requirements for quality, playability and accuracy.

I have tested at least two of their games which never saw production. In one case, the game did not appeal to me personally and I felt that it was probably wise of the company to forget it. In another case, I thought the game had outstanding merit and was deeply puzzled when it was not published. The second game I'm speaking about is Gettysburg III. In my opinion, it is superior to any of the versions which were produced and I'd like to see it put out for general consumption. However, what is even more interesting to me is the stories I've heard about the new games which are salted away in the Dank Vaults at A.H. and which will never be published. I can't help wondering if there is another game like Gettysburg III which should have been published but wasn't.

How about it Mr. Avalon and Mr. Hill? Would you care to discuss and describe your less successful experiments?

Thank for putting us on the spot Lou. First - there are no such people as Mr. Avalon and Mr. Hill. The name "Avalon Hill" was adopted from a Baltimore County area of the same name along which traversed the original main line of the Baltimore & Ohio Railroad, the oldest rail line in the United States. Secondly - the game which held no appeal to S/Sgt. Zocchi was published anyway and dealt with that same rail line. Here - the title appeal was so strong that we could hardly miss. For the record, the battle game fanatics couldn't care less about C&O/B&O. With the rail buffs, it's been a different, most gratifying story.

The reason that S/Sgt. Zocchi was impressed with Gettysburg III was in the innovative use of large hexagons. As stated, "it was superior to any of the other versions." Write in "no guts" under the heading "Avalon Hill Management."

Another title never to see the light of day was Bull Run. Here is a game that literally came within inches of getting published. At the height of the Civil War fervor two versions of this title were cranked out; sort of a "2 games in 1" package in which both Bull Run conflicts could have been refought. Suddenly, Civil War merchandise died on the consumer shelves and with it came the demise of Avalon Hill's abstract game thoughtfully titled "Civil War." By the month of January 1962, Avalon Hill had shipped to wholesalers a total of 47,583 Civil War games - a shipping record yet untouched. By January 1963 all but 43,000 found their way into consumer homes. Avalon Hill's brain-trust introspectively decided to withdraw the planned release of Bull Run for March 1963. Scattering all components to the proverbial four winds, nothing remains in our Dank Vaults except several hand-made prototypes for posterity of what might have been a great game.

Lacrosse - a hockey-soccer type sport predominantly east coast in vintage - was another game that had been thoroughly play-tested before

being discarded. The rejection was based on the rather obvious conclusion that the sport was too regional in consumer interest.

Also in the sports area, golf games had been discussed as possibilities many times. Many outside designs had been looked into as well as considering one of our own. But with the trade already surfeited with too many golf games not selling; put Golf Strategy with the others in the dank vaults.

Also in the dank vault, but on a higher shelf, are three Basketball Strategy games: two of them still in consumer testing phase. However, since these prototypes have been in this same stage for four years, it is difficult to tell when the time will be "right" for publication of this title.

Wall Street - currently in Prototype VI stage - has been considered for publication since 1961. Because of an over-abundance of stock market games in stores, adding another to the shelves has been a subject of long-standing debate. The final decision to go ahead with publication of such a game was delivered after it had been ascertained that Avalon Hill's stock market game would be totally different from any other on the market. This was not the easiest edict to follow.

To comply with such a request has taken over 6 years. Fortunately, we've hit upon the right formula and fully expect to startle the game world with this revolutionary new game concept within the year. Believe it or not; the game not only states that "anyone can make a million in the stock market" but goes on to show how.

Then there's Tactics III - an extension of Tactics II which was a progression of original Tactics. But Tactics II has lain dormant for several years and it is scheduled for publication only after the fervor over Blitzkrieg dies down. Actually, Blitzkrieg could have been called Tactics II½.

Titles projected for the future and only in various stages of research are: Victory at Sea, American Revolution, Korea, Leyte Gulf, Armada, Coral Sea, Alexander, plus others on subject matters for which promotable titles have not as yet been assigned.

Naturally it is not possible for AH. to publish all titles on which research and design is being conducted. Some subjects just don't make for good enjoyable games. Other titles don't have the lasting consumer appeal. In this vein, we now direct your attention to the survey which we hope will tell us which should be our next wargame. From the following titles; select one only - and either send the name to us on a postcard, or write it in on the line provided in Contest 33. We encourage all to partake in this survey - its results will determine your next wargame.

Select only one title from among the following.

American Revolution
Armada
Coral Sea
France 1940
Korea
Leyte Gulf
Victory at Sea

In summation we hope that the answers have provided suitable explanation of the rationale behind our game-designing decisions. We welcome your further comments in this direction...

Economic 'Krieg

by Leonard Kanterman

All warfare is merely the extension of the political will of a general government; a way of accomplishing its ambitions, a means to reach a desired economic result. All the generals and battles assume relative unimportance when compared to the economic results of the wars. The Punic Wars left Rome an empire; medieval wars were most always over land, as were those of monarchs in the 1600's and 1700's. Napoleon's wars led to the French Empire; the Franco-Prussian war is best remembered for the foundation of the German Empire and the seizure of Alsace-Lorraine.

In games of battle scale (Gettysburg, Waterloo) economic factors are unemployable. In campaign level games, they are hard to incorporate realistically. Yet *Blitzkrieg* is very applicable to economic factors. After all, all that that game is is the carrying out of the directives of two aggressive governments over territory, for its supposed economic value.

At first, the mythical world is at peace. They each have a standing army of regulation size — 12 infantry(4-4), 6 armor (6-6), 2 para(4-4), 2 marine(6-4) divisions. Each country also has, by the accumulation of its peacetime economy employed by the government, 50 economic points.

These economic points may be spent before the war begins, with as many turns wished for countering your opponent's economic moves. Points may be spent pre-war for building forts anywhere within your home country (which double the defense and have zones of control) for 2 economic points per square.

An army may mobilize at any time. This is done in the following expenditure of points per division; subject, of course, to the actual full-strength units in the game. Infantry is mobilized at 2 pts. per division; armor(6-6), para(4-4), artillery, and marines at 3 pts.; armor(8-6) and air assault(6-6) at 4 pts.

Once an army is mobilized, it must invade a minor country, or the other major country.

Instead of using the arbitrary figure for minor country armies and city capture, dispense with those rules. There are now 2 minor power blocs — The Orange Bloc(3 nations adjacent to Big Red) and Grand Yellow(single country adjacent to Great Blue). Employ all 2-4 infantry of the opposite side, to be deployed in the adjacent minor country in any way by the opponent before invasion, as the minor country armies. City Capture Table is now applicable only to cities captured by your opponent or his home cities.

For sake of convenience, the opponent may move the minor country army. This allows him time to see what your style is — time to plan his reaction when homeland troops clash; of course, you also find out his style.

Once a minor power bloc's army (and not each country's army) is eliminated, the great power has that country's points to use. Each of the Orange bloc nations has a capacity of 10 pts., a total of 30; Grand Yellow also has a total of 30.

The neutral, middle country has a capacity of 20 pts. This may be taken, of course, by the other side when they capture from you that minor country.

Industrial points may be used during the war either to re-build an army, build forts at 4 pts. per square, or equip an air force (note that neither side has any to begin with — if this is too much against player's wishes, they can start out with 2 TAC and 2 FTRS each) at 6 pts. per division, subject to number of air units in the game.

Anzionic Invasions

by Don Wolff

A good part of Game II, in Anzio, and a larger part of Game III are the invasions. The allied player has a choice of 15 different invasion sites, three east and twelve west. So, the natural question is where to invade?

For the remainder of this article I will continually refer to the board in sections. To enlighten all others, I've divided the board into four sections, one for each panel, with No. 1 being the most southerly and No. 4 being the most northern panel.

First glances can be deceiving. In Anzio this statement is definitely true. Considering the initial lift (IL), capability (CAP), and build-up (BU) of each individual invasion site, the best site to invade, in order, are:

Panel

- No. 1 G. Salerno; Str. Messina; Taranto
- No. 2 Terracina; Mondragone; G. Napoli
- No. 3 Civitavecchia; Grosseto; Rimini
- No. 4 Cecina; Genova; Livorno

The overall top invasion sites are:

- (1) G. Salerno, (2) Terracina, (3) Mondragone, (4) G. Napoli, (5) Vesto. For a better overall view of the board, each panel's total IL, CAP, and BU is taken, with these results:

Panel	CAP	IL	BU
No. 1	64	32	24
No. 2	110	100	30
No. 3	40	42	12
No. 4	36	44	12

Panel No. 2 is easily seen as the best invasion area in total IL, CAP, and BU. Panel one has the next best CAP and BU, but lags behind both panels three and four in IL.

However, the Italian cities offer great additions to one's BU and CAP. Adding the CAP and BU of the cities in each panel to each panel's invasion sites CAP and BU alters some of those first quick glances. The new CAP and BU ratings are as follows:

Capture of any fatherland city provides 4 factors each turn it is not in enemy zones, with the capital yielding 6 per turn. There is no economic gain for holding the capital of the home country, although each city provides 1 extra economic factor per turn.

As can be easily seen, success in the early part of the game, especially over-running of minor countries for their economic point value, is very important for over-all success. A player's tactical skill and judgement plays a more important role than in the normal version of *Blitz* — it takes a bit more to plan what units are necessary at a time for operations than it is to pick units off a card, and to fight through minor armies rather than roll a die to capture cities.

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Panel	CAP	BU
No. 1	104	36
No. 2	470	106
No. 3	190	34
No. 4	196	40

This new numerical comparison changes a couple of previous thoughts. Now, both panels three and four have higher CAP than panel one, with panel four having a higher BU also. Although, panel one has a higher BU rate than panel three, panel three's CAP off-sets this slight advantage.

By taking the cities within reasonable* distance of the invasion in account along with the invasion sites, things change somewhat. With new CAP and BU ratings, the top invasion sites are, in order: (1) Mondragone, (2) G. Napoli, (3) Roma, (4) Livorno, (5) Cecina, (6) Pescara G. Salerno is now number ten, Terracina number seven, and Vesto number eight.

The top three sites for each panel are:

Panel

- No. 1 G. Salerno, Str. Messina, Taranto
- No. 2 Mondragone, G. Napoli, Roma
- No. 3 Civitavecchia, Rimini, Grosseto
- No. 4 Livorno, Cecina, Genova

The preceding exercise was determined through plain math. I can say that the best sites listed are only the best *numerically* determined sites. A good German defense may nullify any invasion site or any additional city's usefulness. Also, players, of Game III, should remember that the Germans get a column higher attack when the allies invade initially North of the bottom fold without friendly airfields at either Naples, Foggia, or Rome.

As you can now see, a quick glance is deceiving.

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* I define "reasonable" here as those cities which will either fall to the invasion forces on the first turn or which will fall very shortly afterwards.

Return to Armageddon

by James & Roslyn Crawford

My wife and I have long had a wish to be able to re-fight all of WWII with historic accuracy and see if one of us could change history not only in one major battle, but also that battle's effect on other major battles and on the final outcome of WWII. What would it take to make the entire war a strategic victory for the Axis? With the advent of Anzio, the missing link of the Italian campaign has been filled in.

Following in this article are hypothetical situation tables allowing for how an Axis victory in one major battle would effect the outcome of the following battles. No one really knows what a German victory in one or several areas would have meant but our tables represent logical alternatives based on a year's research consisting of over twenty primary and secondary sources on WWII.

Following is a list of the games needed and the order based on chronology in which these games must be played. The tournament or most advanced level of play is, of course, used. Victory of WWII is based on a strategic point system giving weight to each battle also based on our research.

Point Value	Game	Date
2	Battle of Britain	Fall 1940
3	Afrika Korps	April 1941
1	Bismarck	May 1941
5	Stalingrad	June 1941
10	Midway	June 1942
10	Guadalcanal	August 1942
0	U-Boat	May 1943
4	Anzio	September 1943
5	D-Day	June 1944

We have made a table to accompany this article that gives three things concerning each game where necessary: (1) what to do if the Axis wins 2) why this is done rather than something else and 3) the major source for that particular game. The winner of WWII is the player amassing the most strategic points. For a more extensive bibliography concerning our set-up, please write.

1. Battle of Britain

A. German rolls the die. 1,2,3 – No Allied air superiority in D-Day or Anzio. 4,5,6 – Half Allied air superiority.

B. The German Air Force could not neutralize the British Navy or RAF bomber command which destroyed the German invasion fleet accumulated in France and Hitler was planning a necessary invasion of Russia so no invasion of England is possible. Germany tried to destroy Britain's fighter and aircraft industry so the table limits itself to air superiority.

C. *The Rise and Fall of the German Air Force Operation Sea Lion*
Hitler Moves East

2. Afrika Korps

A. British lose 2 armored divisions and 2 infantry divisions and US loses 2 armored divisions and 1 infantry division from either

Anzio or D-Day.

B. The Allies would still eventually evict the Germans but it would take additional troops to do it.

C. *American Heritage History of WWII*

3. Bismarck

A. Every convoy sunk equals one British or US division taken from Anzio or D-Day.

B. Convoys held vital supplies, equipment or men.

C. *Hitler and His Admirals*

4. Stalingrad

A. For every German corps surviving, 5 replacement points are added to German points in D-Day from the first week OR the equivalent of one divisions replacement points are available for Anzio.

B. *Hitler Moves East*

5. Midway

A. US artillery supplies cut by one-quarter and troops reduced by one-quarter in Guadalcanal. Japanese player can call Naval bombardment of Henderson Field three times more than the chance table.

B. Guadalcanal would be harder to supply with stronger Jap Navy and weaker US Navy.

Troops would be needed to garrison the Alutians and Hawaii.

C. *The Two Ocean War*

6. U-Boat

A. Starting May 1943, German rolls die once a month. If 1 or 6 is rolled, he had successfully maneuvered U-Boat into position against a convoy with only DE support. A game of U-Boat is THEN played. For every U-Boat in a convoy zone, Allies withdraw one division from D-Day or Anzio.

B. Reflects Allied superiority in Atlantic

C. *Battle for the Atlantic*
Hitler and His Admirals

7. Anzio

A. If Germans drive Allies off Continent all surviving units may be converted to replacement points in D-Day at the rate of 5 per division.

B. Both sides may elect NOT to comply with scheduled troop withdrawals of units that appear in D-Day. Instead, these units do NOT appear in D-Day.

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On a Tactical Level

By Lawrence Valencourt

With a future aimed toward specializing in either Nuclear or Oceanographic Engineering, Lawrence R. Valencourt is at present a Chemical Engineering student at the University of Delaware. Considering the fact that he is 24 years old, and married, one could assume that Valencourt is one of those professional college students. Not really – he took time out to play Staff Sergeant spending three years attached to SHAPE in Fountainebleau, France, "I saw much of Europe in my travels; thus when I play Bulge I can say I was here at X37....."

For those nuts of you among us, here is an idea that will increase your game times, their realism, and maybe your enjoyment of them. Any battle game can be used in this "individual soldier warfare" method.

First you set up an enlarged hexagon composed of many smaller ones. I find that although it is uneven (there are not a complete set of little hexes in the big one) a quarter of AH's hexagon sheet is just ideal. You can draw your big hex in around the little hexes in a magic marker.

Now for the real "nitty-gritty". As an example I've used Battle of the Bulge, but the system should work for all battle games. Each unit of the regular game is able to be divided into smaller tactical units;

In Bulge: regiments become battalions and companies.

In Sgrad: corps become divisions and regiments. These smaller units are then usable on the large hex described above. The defender of a particular square in the regular games gets to set up his increased number of smaller unit troops in the big hex as he desires. Here is where the task of field deployment falls upon the heads of the commanders. In this case it is not a matter of just being in the square, but deploying your troops in the square to the best positions possible to defend it.

The attacker then moves into the large hex from the same side he's attacking from, in the game. Combat proceeds as normal with movement and fire-power modifications used as necessary to maintain realism. In this case the two opposing

generals will have to work out the details before they start to play.

Time is also scaled down as in Jutland. Perhaps in games like Bulge six (6) small turns are equivalent to a normal one, while in Sgrad 10 or 15 would be better. Thus after six turns (I'm back in my example of Bulge.) one normal turn is checked off, players move their other units, and return to the smaller individual battles that remain on the big hex(s).

When all of the defending units have been eliminated that square is considered to be captured by the attackers; on the big board that square is taken over by the victors. In cases of mutual agreement the two commanders can decide on whether they want complete elimination of the defenders or whether decimation of them will suffice. Disengagement from combat is easily accomplished by having the attacker move out of the big hex by the same route which he entered. Then on the next turn he can re-enter and fight again or he can be attacked in his square.

For further realism, and confusion, each regiment so broken down can be supplied with so many land mines to be placed as the defender sees fit. Also of use would be machine-gun pieces with a certain fire power that varies according to range and type gun. Or perhaps artillery pieces and armor pieces that can fire at the enemy while they are still out of mg range.

To remain in the realm of realism each type of square on the big board would require a big hex and other rule modifications. Troops in forest squares could be allowed to throw up road blocks, to build bunkers (if they had remained in that square a certain length of time.), but they would have reduced fields of fire due to the trees. Squares on the game board with roads would have to have these roads represented on the big hex. These roads are then able to be subjected to land mine placement, blockage, and even destruction in the big hex, with such events' results being indicated on the game board.

L. R. Valencourt

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Jutland - 1914?

by Michael La Torra, Jr.

It is early on the morning of October 30th, 1914. The damp, gray, autumn mist of the North Sea is just giving way to an amber dawn in the German port city of Cuxhaven. In the harbor, massive iron Dreadnoughts, flotillas of Light Cruisers and Destroyers are putting out to sea in one huge armada. With this fleet rests all hope of a German victory. The situation on the Western front has already stabilized; the trenches have been dug. The German navy must break the economic stranglehold that the British have on the Fatherland. The English fleet must be eliminated, and the naval blockade along with it.

Sound familiar? Right situation, wrong time? Maybe not. Most wargamers agree that *1914* and *Jutland* are two of Avalon Hill's most realistic games. Recently, a thought occurred to me? Why not combine these two World War I games into one 'supergame'? A little research showed me that this was historically possible. Both the British and German fleets were substantially the same in 1914 as they were in 1916. The British blockade had been in effect since the start of the

war. For ordinary playing purposes, no revisions in the respective navies are needed.

The incorporation of these two wargames into one is very simple. To begin, play a regular game of *1914*. I suggest that you play the Advanced, or Historical Simulation game. On October 30th, 1914 (move 39), the *Jutland* phase can begin. To start, both players tally up their Victory Points as they would in a normal game of *1914*. If the German player has the five to one Victory Point ratio necessary for a Decisive Victory, he may relinquish the right to a naval engagement. In this event, the game is over, and the German player is declared the winner. However, under any other victory (or defeat) conditions, the German must use his fleet. This is accomplished by playing a complete game of *Jutland*, again, preferably the Advanced or Tournament game. At the end of the game, the players count up their points according to the *Jutland Victory Point* table which I have compiled.

Jutland Victory Point Table

	Germans	British
MARGINAL VICTORY	Remaining German Navy is at least equal to the remaining British fleet, but not more than four Capital ships greater than that fleet. 10 VICTORY POINTS	Remaining British fleet is up to, but not more than, five Capital ships greater than the German Navy. 10 VICTORY POINTS
VICTORY	Remaining German Navy is at least five, but not more than nine Capital ships greater than the British fleet. 25 VICTORY POINTS	Remaining British fleet is at least six, but not more than fifteen Capital ships greater than the German Navy. 15 VICTORY POINTS
DECISIVE VICTORY	Remaining German Navy is at least ten Capital ships greater than the British fleet.* 50 VICTORY POINTS	Remaining British fleet is at least sixteen Capital ships greater than the German Navy.* 30 VICTORY POINTS

*(Should total elimination of Capital ships occur on either side, add 20 victory points to the winner.)

The Victory Points acquired through this *Jutland* table are simply added to the points obtained in the land struggle of *1914*. This new figure then determines the outcome of the war on the 1914 Victory Chart.

The number of points which each situation is worth was determined by the approximate value of a victory for either side. If the German navy had destroyed the British fleet, it could have continued overseas trade, and thus prolonged the war. That might have meant an eventual German victory.

If the British had eliminated the German navy,

they could have forced their way through Skagerrak, opening a supply route to the desperate Russians. This would have put more pressure on the Eastern front, thereby shortening the war.

Although this new game takes a rather long time to complete, I believe it enhances the playing of both its component games. In a sense, the player can fight the entire first World War.

Who knows? Perhaps the Kaiser would enjoy a weekend at Versailles.

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Quality vs. Quantity

by TMI William B. Searight

First of all, there is no such thing as a perfect defense for the Russians in Stalingrad. Agreed, there have been many good initial defense setups written in the General, but that's only what they are; *initial* defenses.

After the first German turn the Russian must re-deploy his units to cover more territory. Ergo, no more so called perfect defense. Consequently during the ensuing months the Russian begins retreating due to thinning of his ranks and the inability to make the necessary counter attacks.

To alleviate this problem in order to build a stronger (Poland-Rumanian) defense and to increase your counter attack ability, why not try placing your three heaviest units on the Finnish border. (I can hear your protests already) the reason I say this is that the Russian needs units of quality for his aggressive Finnish campaign while a quantity of units is needed for defense along the Western Front.

The following facts and figures are to show the advantage of the revised placement along the Finnish Border. The exact placement and how you conduct your campaign is according to your own ability.

Initial Russian units (10)

5 5-7's 5 4-6's

Revised Russian units (6) both

7-10-4's 6-9-6 4-6-6 5-7-6 2-3-6

10 units att. 45 def. 65

6 units att. 31 def. 45

4 14 20

The above looks like simple subtraction on paper, but in this case it does not work because you have saved; say 2 5-7's and 2 4-6's. Their added factors would be - att. 18 def. 26. A slight discrepancy? Looking further on you can see that with the new revision, you are using 4 new units to replace 8 of the 10 original ones. Below is a comparison of their abilities at the Western Front.

In a line defense one unit controls its own square and one square on each side of it for a total control of three squares. Therefore the 3 heavy and one light unit previously mentioned could cover a max. total of 12 squares with a doubled defense of 64 factors. Compare it with the 8 units now available for the western defense and you can see that these 8 units will control double the terrain (24 squares) at 104 defense factors.

If you experiment with the above ideas the results can be startling, especially to the German when he sees his previous 1-2 attackers thrown back across the river.

Back on the Finland Front after the 2nd months turn, you will be able to pull out the 2 heaviest units and the last of the heavy units after your 3rd month. Remaining units fight until the German is sealed in Helsinki, (generally a 6-6-6). Leave a 5-7-6 and 2-3-6 to lay siege. With now potential reinforcements from Leningrad, the German will not try to break out.

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Barbarossa

by Thomas Fowler

The conflict between wargamers preferring realism and those preferring playability has been batted about for some time now in *The General*. It seems that the fans are divided and you can pick your own side to join. The facts are, however, that A-H has designed and is selling wargames according to their expertise in this field; one buys their game and is satisfied with the rules, or buys their game and modifies it to achieve some lesser degree of historical imperfection. Probably the only way to get a perfect simulation is to hire your own armies and let them fight it out.

The one wargame which has raised the most controversy is *STALINGRAD*. The best articles on it have concentrated on the fact that the Russians seem to have the advantage according to the basic rules. These articles suggest rule modifications designed to achieve play-balance between reasonably good wargamers. With such modifications, the winner will then be the player who best applies the principles of war, allowing no advantage through carelessness.

The best way to achieve realism is for an experienced wargamer to take the German side against an inexperienced wargamer taking the Russian side. This would be the best way to simulate the situation in that fateful summer of 1941 when, according to the historical records, the Russians were unprepared and inefficiently led. The Russians expected the main German attack in the south, and also wanted to exert an influence upon the Balkan countries, and so concentrated their armor there. On the central front, the German attack came as a complete surprise; a large part of the troops were in garrisons, many crucial bridges over the Bug, Nemunas, San, Prut and Divina Rivers were captured before the surprised Russian frontier units could destroy them. The Red Army, in addition, was in the middle of a complete changeover in equipment and a reorganization.

The least apparent flaw in the Russian defense, however, was probably the purge of the officer corps in 1937 from which the Red Army had not yet recovered. These trials secured the political stability of the army by executing 13 out of 15 army commanders, 57 out of 85 corps commanders, 110 out of 195 divisional commanders, and 220 out of 406 brigade commanders. So little wonder that the Russian tactics, training and leadership were no match for the Germans.

As for the A-H game itself, there are plenty of opportunities for a good Russian defender to stall the Germans completely. An "efficient" German plan can be written on paper, but I have not yet seen the advocate of a German victory give a complete appreciation of what strategies the Russians might take and how these strategies would be overcome. Stealing some good ideas from various opponents, I think the Russian strategy for defense should follow these guidelines:

1. The German advance in the first month can be stalled by initially placing two Russian 2-3-6's at U-18 and X-15. Thus, enough Russian strength can be concentrated on the Bug and a

short length of the Nemunas Rivers to prevent any German crossing.

2. The defense of Brest-Litovsk and the Bug River are valuable only as a delaying action. The Germans are on interior lines and can switch their striking forces between north and south whether or not the Russian holds Brest. Granted, Brest should be held as long as possible, but it is not worth any significant casualties.

3. The defense lines which should be held as long as possible are the Nemunas River, the diagonal line of hex's from CC-16 to GG-12, the mountain square JJ12, and a combination along the Prut and Siretul Rivers. The Russian can get the maximum effectiveness from his forces if he can man these positions with sufficient strength. German frontal attacks will be costly, and out-flanking moves can be significantly delayed if the Russian possesses good reserves.

4. The Central Front (i.e., Gulf of Riga-Pripyat Marshes) is the strategic centre in which German advances must be kept to a minimum.

One Ship Invasion Fleet?

by Charles B. Pelto

On the morning of 3 June 1942, a lonely PBY, one of many such aircraft combing the waters off Midway, broke through the sullen cloud cover to find a Japanese fleet stretched out below it. Frantically dodging the intense fire coming up from the ships, he radioed his base that he had discovered the expected invasion fleet. Unfortunately he had only stumbled upon the convoy that was carrying men to storm the island defenses. Nagumo's carrier force, the group that the pilot was looking for, was still outside of the search area and over 700 miles to the north of the encounter.

For the simplification of the game AH had designated the Japanese cruiser ATAGO as the transport convoy. But it was miles to the rear of the actual invasion group and does not appear on the board until June fourth. Players of the game who desire realism and historical accuracy may not have liked the idea of 5000 troops crammed onboard one little cruiser along with the assortment of paraphernalia needed to overrun the Midway garrison of 2000.

The group was comprised of twelve transports. These were escorted by three patrol boats, also carrying troops, three destroyer divisions, and a light cruiser, the JINTSU. Onboard the transports were troops of the 2nd Combined Special Naval Landing Force augmented by the Army's Ichiki Detachment.

The entire group enters play at 0900 on June third. To take Midway the Japanese player must move at least nine of the troop carrying ships to the island's square and remain there for four consecutive turns.

The northern flank is the key to this area and should always be as firmly anchored as possible. If the German is allowed to get loose here, he can cause great harm since the Russian flank is naturally exposed. The German advance is hindered the most if squeezed towards the marshes and Minsk strongpoint.

Using the above guidelines, the Russian has the possibility of keeping the Germans from getting far past Minsk by winter. If the Russian forces and terrain have been used to their maximum effectiveness, the German infantry can be in poor shape because of soak-offs and 2-1 attacks, and Russian reinforcements will be arriving in strength. The German will never be able to launch more than two 3-1 attacks per month thereafter if the Russian line is still intact since there will not be sufficient room to maneuver.

What is the conclusion of all this? If you want historical accuracy, or the perfection of a timetable plan, play a novice as your Russian opponent; if you want playability, agree on some simple play-balance modification and with patient and thoughtful moves, pit your skill in the application of strategy against your opponent's skill.

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Each transport has a screening factor of one. It has no surface factor. The patrol boats have a 1-1 surface-screening factor. The flagship JINTSU has a 2-3 factor. As for the DesDiv, I use the rules from the article "What Next? Destroyers at Midway," (Vol. 4, No. 4). The 15th DesDiv has two ships; the 16th, four ships; and the 18th, four also.

To sink the JINTSU requires three hits. The CL is worth three victory points. All the troop carrying ships are sunk after two hits and are worth two points each. The DesDiv's are worth three points each. But only after the last captain has gone down in the last ship of each division can the US player collect the points.

Those Japanese who like the ATAGO method, with its ability to hide under the smoke from the BB's and CA's guns, may not jump at what I'm proposing. But by splitting the Imperial Fleet into two or three stacks instead of one the US player will be more interested in the whereabouts of the carrier group than in a handful of transports of low value. Besides the one big stack kept falling over on the search board. By keeping the transport group to the rear until US air power is reduced or the Yamoto group with its super BB's appears the Japanese player can then sail to Midway with little worry about screening.

Together with the rules provided by other articles, such as "Midway-Unstereotyped" and "Midway-Equilibrated," this variant could result in some of the most complicated battles ever conceived. Maybe even as complex as the actual encounter.

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Battle at Gettysburg

Is Gettysburg on "the way back?" Judging from a recent spurt in sales for AH's Gettysburg, it looks like we're going to fight the Civil War all over again. And since the sale of this title has surpassed many of our more recent introductions, including Guadalcanal, it behooves us to get cracking on including some articles on the subject matter. So here goes...

by Steve Grimmett

Realism and playability are not always at odds, as is proved by some work I recently did, seeking to improve the realism of GETTYSBURG. I did two things, both borrowed from other AH games.

First, from GUADALCANAL and BLITZKRIEG, I got the idea of partial elimination of units. I found this particularly suited to GETTYSBURG, because of the relatively small number of units involved. To use this, simply make a chart similar to the one in GUADALCANAL and use the Tournament Game Combat Results Table from that game.

The second change is a bit more complex, and requires a few optional rules, but adds a tremendous amount of realism to the game. It involves a provision for artillery fire, based upon the actual artillery used in the battle.

Basically, the artillery at Gettysburg was of three types: 1) 10-pounder Parrott guns; 2) 12-pounder brass cannon (Napoleons); and 3) 6- and 12-pounder smooth-bore cannon. The Parrotts had an effective range of 2350 yds. but was most effective inside 1000 yds., the Napoleon was useful up to 1800 yds., with optimum effect inside 1000 yds. and the smooth-bores had a maximum range of 1000 yds.

Based upon the above facts and the fact that the Confederates, while they used all three types, relied on the Napoleons, and that the Union forces mainly used the Parrott guns, the following tables were drawn:

ARTILLERY RANGE — 6 squares

no. of squares fired	Combat factor of firing unit(s)	
	Union	Confederate
1	normal	normal
2	normal	normal
3	normal	normal
4	½ normal	½ normal
5	¼ normal	¼ normal
6	¼ normal	¼ normal

Artillery battles are resolved on the combat results table as usual, with two differences. First, all artillery battles are resolved first, and second, the defender *may fire his guns also*. If he chooses

to fire, the defender fires first. Any adverse effects artillery (attacker) are ignored and attack factors double, triple, etc., as usual. Also when an artillery unit is attacked in this manner, its defense factor doubles, etc., as usual, and if any of the attacker's artillery is eliminated in the defender's firing, they may fire that turn, anyway.

Finally, as an option to the above option, I have made provision for ammunition supplies, which had a great effect upon the actual battle. When using this option:

- 1) Each time an artillery unit fires, it uses one AMMUNITION UNIT (AU) for each factor fired.
- 2) Each artillery unit carries 10 AU with it when it comes on the board. In addition, each side carries reserve ammunition as follows:

Confederate

Infantry Corps HQ (I, II, III) — each, 50 AU

Lee HQ — 75 AU

Union

Artillery Supply Unit (use a spare) — 200 AU

Meade HQ — 50 AU

When a unit uses up its AU, or runs low, they can be replenished by moving a supply unit to within four squares of the unit. On the following turn, the unit's AU are restored (and the same number removed from the supply unit).

An artillery unit may attack as infantry at ½ its present strength.

In an attempt to clear up a few questions which may arise, let me say a bit more about the artillery. First, if an unsupported artillery unit is attacked by Infantry or Cavalry, it may not fire at any other unit in that turn. The battle is resolved in the regular combat portion of the turn, and the artillery may either defend by firing (uses AU), or by fighting at ½ strength as infantry (does not use AU). Supported, i.e. protected, artillery on a square under attack *may* fire at another square in the firing portion of the turn, *and* then fight as infantry (½ strength) in the regular combat. It may not fire in the regular combat portion of the turn if supported.

As a final option, artillery and supply units may be captured by infantry or cavalry, and used by the capturing side. To capture a supply unit, it must simply be placed in an enemy zone of control. It may be moved by the captor immediately. To capture an artillery unit, it must be engaged by infantry or cavalry and completely eliminated in the combat, at which time it is considered captured at the strength it had after the artillery firing portion of the turn of its capture.

Although all of this may seem very complex, if you leave out the two final options at first, then add them later, I think that you will be able to get used to them very quickly. I also think that you will find that these two rules will add much to your game without making it appreciably harder.

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Smash the & Keep

by Gary

Avalon Hill games have a critical lack — the chance to really conduct a blitzkrieg! This failing has been the subject of much discussion, both among wargamers and in articles. Still, nothing much has been done to solve this problem. Lightening warfare demands the possibility of *breaking through* the enemy line, zig-zagging around behind them, taking his positions in the flank or rear, and generally disrupting things — leaving in doubt just where you will strike next. Is it possible to even partially duplicate this mode of fighting?

Steps have been taken by AH in this direction through the introduction of automatic elimination in their earlier games and, better still, with successive combats in *Anzio*. Let us consider these two rules:

Automatic elimination such as found in *Afrika Korps* is highly unrealistic. With the employment of this rule units that have moved their full movement factor can be used to annihilate the defender while a unit only one square away from the battle at the start of the turn rolls over the devastated defense and on to glory. The *actual* time sequence in this case allows the latter unit to calmly move through an enemy position about a week prior to the time the second unit arrives to wipe it out. How can a defense be overwhelmed before it is attacked...

Anzio's rule allowing successive combats is something else again. By permitting A) movement to attack and combat, B) advance after combat, and C) second combat, with steps B) and C) possible to repeat (at least theoretically) many times, the blitzkrieg is more realistically represented. However, a note of fantasy again creeps into play. In the game "strategic movement" (moving twice the stated movement factor) is allowed if a unit doesn't begin its move in an enemy zone of control and is not used to attack. Yet by successive combats a unit could still be allowed to go many more squares than its basic movement factor with long advances after combat. This is particularly true when playing with the Step Reduction Table and the Automatic Victory (AV II) variation.

The AV II rule, simply stated, allows the attacker to advance two squares for every reduction step called for as a combat result by the SRT that the defending unit(s) lacks. At odds of 9-1 a defending unit with only one step to lose would allow the attacker an advance after combat of as many as 18 squares — a potent threat indeed!

Something is wrong here. What must be done is to analyze the problem, isolate its components, and then solve the difficulties by amending the rules to get a realistic blitz into the krieg:

The Enemy Rolling

by Gary

The main problem is movement. In AH games movement is two dimensional, a function of time and space. Sure, as Tom Shaw says, the movement capability of units are not maximums but the *average* distance the *average* unit could travel in a given period of time. OK, but what about *extraordinary* circumstances? Just about any breakthrough sees units performing far above the usual. The performance potential of attacking units is far too extraordinary in *Anzio*, however. So for those games that measure time in periods of a week or more (this is usually where movement is most understated) we add the following:

Anytime two or more units attack at odds of 6 or better to 1 the attacker may use a portion of the units engaged in the combat (armor when possible) to move on before the battle portion of the turn is resolved, moving just as if the enemy was not there. Sufficient units to maintain odds of at least 3-1 must be left behind to "mop-up" while the balance of the assaulting force may continue the blitzkrieg, and make second and third attacks. A record of the odds of all such attacks must be kept to avoid confusion.

Here only those units actually involved in the battle can be coordinated to take advantage of the breakthrough and exploit the breach. And, because under this rule only these units can move on, and then only to the maximum of their stated movement factor, it is important to utilize adjacent forces to attack rather than bringing them from half way across the board. So one of the components of the problem is solved. By allowing a unit to move on after being reconed in an attack actually gives a movement bonus representing extraordinary performance in battle and pictures what would happen when the defense is overwhelmed much more realistically than present AH rules do. Additionally, the attacker must consider logistics when planning his attacks and in a more realistic way.

What about the reaction of the defense to such a situation? This also is a part of lightning warfare. Remember, the term comes from both the speed of the attack and the *pattern of confusing movement behind enemy lines* taken by the breakthrough forces to make it difficult for the enemy to locate them and concentrate. That means that some form of reaction must be allowed the defender.

Simultaneous movement in a two player game involving a large number of units is just too impractical; yet some reasonable solution allowing movement by the defense prior to breakthrough movement by the attacker taking place is necessary. Therefore, the defender is permitted to react to attacks by moving any unit not actually

in the front line (in a position where it could have been attacked had the opponent so desired) to a position not nearer than one square away from the overwhelmed unit. Such reaction is only allowed to units within a single turns normal movement of the attack, and units so moved must subtract such movement from their factor on their portion of the turn. For example, if an infantry unit with a basic movement of 4 factors was brought up 3 squares to support a position it could only be moved one additional square next turn when it would normally be moved. Advancing enemy units are allowed to move into the zone of control of the defender's second line units, and the attacker may choose whether or not he wished to fight again.

Attacking units are *always* allowed to advance if they are victorious and the defender's square has been vacated, for attack on a square subsumes an attempt at moving into it. This is true even though such movement allows the unit to go one square beyond its normal capacity. However, in such event it could not proceed beyond one

square regardless of the length of advance called for by the combat results.

Now we have a situation involving move and counter-move, and if a defender is greatly outnumbered locally or neglects reserves, one where a realistic blitzkrieg can be conducted. When a game is played in person the odds of each battle can be concealed from your opponent in order to have him react in a "fog of war" situation, but even without this added refinement you will find this change in the rules of AH games making them more realistic and exciting. While it will work well with games like *Stalingrad*, *D-Day*, *Afrika Korps*, *Anzio*, and the like; the best games to apply it to are *Blitzkrieg* (what else!) and *S&T's Stalingrad II*. The latter game is particularly good as the units have basic movement factors which vary widely, but where armored and motorized units have a high movement possibility. Have fun!

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First Observation on Anzio

by Norman Beveridge, Jr.

Obviously, ANZIO is one of the best games Avalon Hill has ever produced. For people who love short, desperate games, the mini-games are ideal. For complexity nuts, the Game III with variations can not be surpassed. And all the other possibilities in between these extremes are covered by the other tournament and optional rules. And the very nature of warfare in this theater demands a very balanced game, even when everything is authentically reproduced. This game can not help but satisfy everyone.

Even after playing only a few games, some basic principals present themselves. At first, the Allies must land near Naples, or be doomed to a pocket-sized army. And because of the Optional First Invasion Rule, Salerno is really the only practical sight. Do not fail to exercise the South End Options, however, or the invasion can be easily bottled.

Naples must be the first target, but Foggia could be an alternate. Opening this air base would allow the allies to move north of the fold in the board, and attack Naples from the east without fear of a Nazi counterattack with air support.

Naples is not so important, however that the allies should grab it at any opportunity. Defense of the city from the north is difficult unless the river line and all the surrounding hill are secured. Any German foothold against an undoubled position will allow second and third combat right into the port. Be careful!

Allied tactics are necessarily slow and deliberate. Care must be taken that attacking units do not present an option for second combat back into the rear areas.

If and when a second invasion comes, either Rome or Pescara are good sights. The Rome position is difficult to defend, but cuts many crossroads. Pescara has a road leading north, and with a little luck, enough hills can be taken to make the German first winter line untenable. Never conduct a second invasion until the Panzer withdrawal around December 1943.

The Germans are in a ticklish spot. Enough troops must be sent to the front to halt or at least slow to a crawl the invasion. But the allies can invade again, so the beaches must be defended. Only elite troops should be sent forward. Limited movement on the invasion move will allow most of the infantry to leave their positions and assume good defensive positions around the invasion. Never allow a second invasion to exist, however, without counterattacking in the first turns.

The Germans should not attack unless plenty of replacement units are available. Weak units are extremely vulnerable. Do not defend a port to the death unless the allies are taking more casualties. Always defend from doubled spots and place forts in tripled squares of great importance. The actual location of the first winter line should be ideal. Do not waste forts on an undoubled square.

These are lessons learned the hard way. Take them or leave them. Send all comments and criticisms to:

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Home Before the Leaves Fall

By Scotty Bowden

As co-captain of Arlington High's basketball team, and Squadron Commander of the 1565 AFJROTC Scotty Bowden is a natural for AH wargaming. Being in his "sixth year of wargaming," Bowden's interest in the historical side of wargaming led him to comment that, "history provides most capital strategic and tactical answers to many wargaming questions."

As history relates to us, from September fifth through ninth, the expended German First, Second, and Third Armies were checked at the river Marne, which afterwards withdrew to the Aisne.

By December, 1914, General von Moltke, Chief of the German General Staff, was asking a question that confronts many wargamers today, that being: "How can the Germans achieve decisive victory in 1914?"

With his exhausted troops peering out of their trenches at the Western Allies, the once seemingly seven invincible German armies were definitely strained on a 400 mile front, extending from the North Sea to the Swiss border. Along with the consolidation of the Western Front, went every Central Power hope for a decisive victory until the Russian horde could be whipped to her knees.

Another question remains today. Why were the Germans denied annihilating victory on the Western Front? The two preceding questions provide a stumbling block to many, yet the answers to this puzzle are found in the pages of history, dating from 1891.

Count Alfred von Schlieffen, Chief of the German General Staff, (1891-1906) was, like all Prussian officers, schooled in Clausewitz's Axiom, "The heart of France lies between Brussels and Paris." This, indeed, must have been a dispiriting precept because the French heart and the German fist was blocked by Belgium neutrality, which Germany had guaranteed infinitely. Nevertheless, Belgium neutrality, Schlieffen decided, was not to stand in the way of Germany's destiny. Thus, the coin had been tossed, and when it came down, both sides came up with the head of King Albert.

But, who was the person that inspired Schlieffen to undertake and master this invasion of Western Europe?

Clausewitz, the idol of German military thought, had always achieved quick victory by applying the first object of an offensive war; decisive battle. He feared that the protracted war of attrition would, inevitable, lead to an uncertain outcome. History was to prove his foresight.

THE RIGHT WING

Gaining knowledge from Clausewitz' *Von Kriege* and *Principles of War*, Schlieffen decided to crush France by modifying a strategem used by Hannibal at the Battle of Cannae. Two thousand years ago, Hannibal swallowed the Romans in a classic double envelopment. Schlieffen wrote: . . . the principles of strategy remain unchanged. The enemy's front is

not the objective. The essential thing is to crush the enemy's flanks and complete the extermination by attack upon his rear."

However, Schlieffen did not have enough men for a double envelopment of France coupe de Cannae. He did, however, come up with a heavily lopsided right wing, that would storm onto the Belgium plain and then crushingly fall upon the French left flank in a classic battle of annihilation.

From this strategy, one can give a cold, hard, evaluation to Schlieffen's plan. Firstly, since the German lacks enough units for a French Cannae, and the French right is heavily fortified, both natural and man-made, Schlieffen's plan for a single envelopment bears the most fruits for victory. By attacking "the heart of France", the Germans have the opportunity of the following:

1. Access to perfect terrain for mobility and battles of attrition.
2. Pathway to important economic and coastal squares that are difficult to defend because of the terrain.
3. The difficulty that confronts the Allied player on holding "the heart of France's" perfect terrain.

With a massive right wing, the German should include all of his cavalry and artillery batteries and at least 20 "A" corps, accompanied with "R" corps.

The initial phase of the right wing offensive is to cross the Meuse, capturing Namur and Liege, after which the German storms onto the Belgium plain, perhaps meeting the massed Allies. Time laps for this phase is approximately eight to twelve turns.

The second, and most important phase, comes approximately between the eighth and twenty-fifth turns. This is usually when the game's outcome is decided. During this phase, the German should strive to advance as far as the Paris-Rheims-Sedan line, which will positively end in certain disaster for the Allies. However, should the German be definitely halted, without achieving major territorial gains, the German army can be marked off as finished.

The third phase of the offensive, approximately the twenty-fifth through thirty-ninth turns, will only bear fruit if the second phase is a success.

Advancing from the Paris-Rheims-Sedan line, the German Armies will sweep across France like a huge invincible syth, totally eliminating the Allies as effective fighting armies.

THE CENTRAL PIVOT

The Central Front, or pivot, is considered from Longwy to Givet, or perhaps Maubeuge. The purposes of the Central front troops are to press attacks along the specified line, tying down as many precious French corps as possible. The Central Pivot must always be a potential striking force as well as stout defensive group.

THE LEFT WING

As drawn up in 1905, the German left wing, the protector of Alsace-Lorraine, was to have fifteen per cent strength of that of the right wing, thus luring the French into their lost territory of the Franco-Prussian War, therefore, moving away from the decisive arena of battle.

With this in mind, the German should be content to just keep Allied player from breaking through between Strassburg and Metz. Also, Metz will be in danger most of the game. In some instances, it may fall, and in others, it will be a French grave. If the former results, the German shouldn't have any worries about taking it by the thirty-ninth turn. Remember, more positions are taken by fear than the enemy's gunfire.

THE EASTERN FRONT

The huge Motherland to the east presented another problem for the Chief of Staff. Writing on this, Schlieffen said, ". . . the whole of Germany must throw itself upon ONE enemy, the strongest, most powerful, most dangerous enemy, and that can only be France."

Leaving East Prussia to be guarded by nine divisions was a risk, but again digging back in time, Schlieffen read Frederick the Great's words: "It is better to lose a province than split the forces with which one seeks victory."

Therefore, Germany could only finish off France quickly by smothering the Western fire with the utmost water. Large numbers and the Belgium pathway were, in Schlieffen's opinion, the only way to bring France to defeat. This reasoning, as it stood in 1906, was from the military point of view, magnificent.

THE ACTUAL EXECUTION

General von Moltke, Schlieffen's successor, was not so extroverted as his predecessor. His fear of the weak left quickly wing hung Germany. He borrowed strength from the right wing until the left wing was brought up to forty-two per cent of the right.

This is how Moltke buried the Schlieffen Plan. Undoubtedly, by September 5, Moltke wished for those corps which he borrowed from the right to give to the left wing. Schlieffen's plan had left a temptation which Moltke took, and when he bit into the apple, he found it deadly poisonous.

RETROSPECT

The bloodbath of 1914-1918 has been one of the darkest stains on man's history. No matter how successful the 1914 German venture could have been, it probably would not have saved Germany from inevitable defeat. Moltke's blunders may have simply hastened Germany's surrender.

Remember, the German pursuit must destroy the Allied troops as effective fighting units by the twenty-fifth turn. Otherwise, a slugging match may result, evolving into a severe German setback during the initial year of conflict.

Above all, don't forget Schlieffen's last words: "It must come to a fight. Only make the right wing strong."

If you follow his general line of strategy, then the Kaiser's farewell words to his troops: "You will be home before the leaves have fallen from the trees," may not be a fantastic dream afterall.

Scotty Bowden
1106 Greenbriar Lane
Arlington, Texas 76010

German Defense of Normandy

by Alan Augenbraun

After 18½ years of textbooks, tests, and teachers, Alan Augenbraun culminated his education by graduating Cum Laude from Brooklyn College with a B.A. degree in English Literature in January, 1969. At present, he is pursuing post-graduate work in rabbinics, and expects to be ordained within two or three years.

The world of strategy and tactics intrigued him so much that he enrolled in a college course on the history of military strategy. It was for this course that he wrote "The German Defense of Normandy," an outgrowth of which begins here in a 4-part series.

Festung Europa

By the end of 1943, the war had turned against German. Allied bombers were pounding the Reich, Russia's massive armies had launched their Ukraine offensive, and Allied troops were mere miles from Rome. Germany could not successfully cope with a third front in Northwest Europe, which, since 1941, had become an increasingly dangerous weak point. Hitler knew that if the Allies succeeded in penetrating the German defenses on a wide front, consequences of immense proportions would follow. Hence, the fate of the Fatherland rested with the defense of Northwest Europe.

Despite the overwhelming difficulty of fortifying 3,000 miles of coastline, Hitler conceived of and became obsessed with making Europe impregnable with a string of concrete defenses supported by troop and armored units. He believed that this "Atlantic Wall" would be invulnerable to bombardment and would deter, or at least hamper, any invasion. The Dieppe raid in 1942 convinced Hitler that the wall must be completed with "fanatical" haste.

Serious work on the defenses did not begin until late-1943, at which time Field Marshal Erwin Rommel was appointed to inspect the Atlantic Wall and plan the defense of Northwest Europe, responsible only to the Armed Forces High Command (OKW). Recognizing time as his worst enemy, Rommel rushed work on the defenses, utilizing all available men and material and constantly asking for more of both.

Rommel ordered the erection of crude obstacles — some of them stripped from the Maginot Line — below high- and low-tide marks wherever seaborne landings were feasible. Millions of mines were strewed along the beaches, and Rommel intended to plant millions more. Thus, if the Allies invaded at high-tide, their landing craft would be impaled or sunk by the submerged obstacles; if the landings came at low-tide, Allied troops would have to cross the wide, mined beaches under concentrated machine gun and artillery and mortar fire.

Behind the beaches were the concrete pill-boxes, bunkers, and trenches, all surrounded with barbed wire. From these fortified positions, every available piece of artillery covered the beaches. Farther back, the low-lying areas were flooded in anticipation of an airborne attack. Every open field within eight miles of the coast was to be transformed into a lethal forest of mined stakes and barbed wire as a defense against a glider-borne assault, although this latter project was not completed by D-Day.

In order to man the northwestern defenses, Hitler, lacking a central strategic reserve and pressed for seasoned troops by the Russian and Italian campaigns, formed static divisions to fill the gaps left by the few veteran infantry and Panzer units in Northwest Europe. While poorly armed and lacking cohesion, these static troops achieved superior familiarity with their assigned areas.

Unlike the three-regiment Regular Infantry division, static units were comprised of only two regiments. The troops were mostly older men and young boys, remnants of decimated divisions from other fronts, "volunteers" from occupied countries, and even Russian and Polish prisoners of war. A large proportion of the troops' armament was made up of captured weapons of many types, making supply difficult at best. The three artillery batteries totalled 36 guns in all, all of which were horse-drawn. It was this type of unit which made up the bulk of Hitler's "human wall."

Thus, Field Marshal von Rundstedt, Commander-in-Chief of the Western Theater (OB West), had about 60 divisions with which to defend the entire coast, allowing for only one division per 50 miles, a military impossibility. But the Germans assumed that the invasion would occur north of the Seine River. This belief was fostered by the Allies' need of adequate harbor facilities, the proximity of Calais to England which offered the Allies the shortest route to Europe and Germany, the heavy nightly bombing of Calais and LeHavre by the Allied Air Force, and Allied troop concentrations in Southwest England. Accordingly, the main German strength was deployed to cover the port areas above the Seine, while Normandy and Brittany received lighter troop concentrations. OB West's ten armored divisions, its most potent means of counterattack, were hopelessly spread from Belgium to South France.

When Luftwaffe reconnaissance flights revealed increased concentrations of shipping in western English ports but not in those directly across from Calais, Hitler decided to strengthen the Normandy forces, intuitively fearing an invasion there. This move boosted the number of divisions in the Normandy area from eight to eleven, and placed the 21st Panzer Division near Caen, the

91st Infantry in the Cherbourg Peninsula, and the crack 352nd Infantry on that part of the coast which was soon to be known to the world as Omaha Beach.

Despite this increase, Rommel asked for yet another 15 divisions to be held near Paris as an operational reserve, and two more Panzer divisions and various support units for deployment along the Normandy coast. None of these requests was granted, however.

Ironically, the small western force available to the Germans necessitated coordinated defensive planning and action, but with the chaotic confusion in the command set-up, this was almost impossible. OB West was plagued by disunity and inter-service rivalry, partly fostered by the lack of centralized command in the higher echelons where Army High Command (OKH), the theoretical subordinate of Armed Forces High Command (OKW), independently and solely directed operations on the eastern front. Further, OB West had no jurisdiction over naval and air forces in the west. Each service was responsible to OKW in Berlin, and, as a result, felt itself superior to the other branches of the Wehrmacht, striving to gain more power than was necessary. Air Marshal Goering, for example, maintained a ground crew-to-airman ratio of 100 to 1, a flagrant waste of manpower for the sake of the Luftwaffe's grandeur.

The German lack of coordination was most apparent when the 26th Fighter Wing, the last near the coast, was pulled back out of range of the beaches just before D-Day. The confused and overlapping command organization was best exemplified by the 116th, 21st, and 2nd Panzer Divisions' being under Rommel's Army Group B for tactical deployment subject to OKW and OB West approval, and under Panzer Group West for administration and training. By June, these three divisions were also partly under the XLVII Panzer Corps.

Von Rundstedt's rivalry of the younger Rommel also contributed to the decentralization of western forces. Jealous of Rommel, who was in effect solely responsible for the defense of France, Rundstedt, to offset Rommel's power, created two subordinate commands under OB West — Army Groups G and B — and gave Rommel command of the latter. In so doing, von Rundstedt significantly impeded a unified, coordinated defense.

This then was the state of *Festung Europa*, Hitler's dream of an impregnable Fortress Europe. And, thus undermanned, undergunned, and uncoordinated, the Wehrmacht waited for the Allied assault.

Alan Augenbraun
909 Eastern Parkway
Brooklyn, N.Y. 11213

In the next issue — PART II — tells about the "Eve of Liberation" during which the German High Command was unable to agree on overall strategy — AH.

Question Box

ANZIO:

Q: Can't the game be shortened by making it unnecessary to use exact units?

A: Yes. Enter and withdraw units by factor and type alone. This will change the withdrawal rules however, and the substitute rule as well. Thus, when exact units aren't used, withdrawals will be by type and factor, too.

Q: On the first turn surprise table, if a three is rolled, in a 1-2 attack, how can the attacker advance since the defender doesn't retreat?

A: There is an error on the table — there should be an R in the defender's triangle.

Q: What kind of Ersatz counters can be used to build back up panzergrenadiers?

A: Any kind.

Q: What happens at odds of less than 1-2, or more than 3-1, when the first turn surprise chart is used?

A: At less than 1-2, use the regular table. At more than 3-1, you have a choice of the regular table or the 3-1 on the surprise table.

Q: Can partisans destroy forts?

A: No, nor can partisans end their turn on a fort.

Q: The German OA Card and the Battle Manual (page 9) seem to be in conflict over when certain panzer units should be withdrawn. Which is correct?

A: The battle manual: Jan I, 1944

Q: A German unit in a fort — can it attack through a High Apennine hex side without suffering a penalty? (i.e., attack at half factor)

A: Yes — the fort allows the attack to be made without the penalty.

Q: What happens if the SS Bde RFSS is lost before the 16SS Div enters the game?

A: Using the UET, two attack factors must be lost before the Division is brought on. Using the SRT, two steps must be lost if the brigade has been destroyed.

BULGE

Q: May fractions of moves be carried over from one road to another?

A: Yes. For example, a unit may move four on a road, three squares across country to another road, and then move one more square on that road (same road or different road).

Q: If attacking armor become "engaged," may they on the next turn move away and have other, new, units take their place in the engagement?

A: Yes, but at least one of the originally engaged units must remain on each square that new units are brought into.

Q: If a river and a road are on the same square, can units cross the river there without delay?

A: ONLY if the road CROSSES the river on that square. Bastogne cannot be taken on the first move.

D-DAY

Q: What are the corps counters for?

A: Originally they were meant for substitute counters. The substitution did not save time; so the idea was dropped.

Q: May units stop on the dyke?

A: Yes.

Q: May paratroops land on the dyke?

A: No.

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
The Alabama Confederation 265 Woodlands Ave. Mobile, Alabama 36607	Harold S. Mitchell	4
The Legion 925 N. Tyndall Ave. Tucson, Arizona 85719	Bruce A. Macchaverna	6
The Master Race 4537 E. Talmadge Dr. San Diego, California 92116	Joseph Mitchell	5
Kriegspiel Expeditionary Force 5321 Carley Avenue Whittier, California 90601	Doug Kent	20
Liebstandarte A. Hitler 5730 Elm Street Lisle, Illinois 60532	Greg Plese	11
Realm of the Ring Lords 801 N. Cherry Ottawa, Kansas 66067	Ronald Jacob	4
The Berkshire Expeditionary Force, RFD West Road Lee, Massachusetts 01238	Jon Jeffrey Kegler	4
Logic & Skill 204 Princeton Avenue Jersey City, N.J. 07805	Rich Palluzi	7
Third Reich (E.P.B.) 114 Pierce Street Buffalo, N.Y. 14206	Carl Pawlak	25
British Expeditionary Force 433 Parkside Avenue Buffalo, N.Y. 14216	Russell A. Tulp	8
The Dennis Hart Memorial Fireman's Brigade 2700 W. Genesee Solvay, N.Y. 13209	Dennis Hart	7
Freikorps 945 Fifth Avenue New York City 10021	Jeffrey Gillin	11
Waldorf Organized Wargamers 19 Royal Road Rockville Center, N.Y. 11570	Richard A. Golden	15
IRGUN 2115 Valentines Road Westbury, N.Y. 11590	Richard A. Cooper	19
1st Nordwestlich Panzer Spatung 3328 S.E. Crystal Springs Blvd. Portland, Oregon	Der Fueher	9
Feldherrn 405 Fireline Road Bowmanstown, Pa. 18030	Tyrone Bomba	4
Aggressor Homeland Naval Command 224 Lincoln Avenue Lancaster, Pennsylvania 17603	Raymond K. Witmer	47
The Playmate Club Box 1118 Vilanova U, Pennsylvania 19085	Dan Carman	18
Battle Group 6802 Woodlawn Ave. Seattle, Washington 98115	Dwane A. Aldrich	4

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name _____

Mailing Address _____

Name of Newsletter or Mag. (if any) _____

Total Membership _____

President's Signature _____

(Check One):

This is a first time registration

This is an address change registration.

This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue... record your selections where provided on the Contest Entry Blank below.

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The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill merchandise; including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid your order must be accompanied by a minimum of 4 coupons (\$1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please...

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SEPT - OCT 69

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

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22	23	24	25	26	27	28
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Contest No. 33

HIT RECORD

	BOW TURRETS	SECONDARY ARMAMENT	STERN TURRETS	MID-SHIPS
BISMARCK	XXXXXX	XX X	XXXXXXXX	XXXXXXXXXXXXXX
KING GEORGE V	□□□□□□	□ □	□□□□□	□□□□
PRINCE OF WALES	XXXXXX	XX XX	XXXXXX	□□□□

The Hit Record sheet shows the damage that has been inflicted on all ships engaging the Bismarck on the 3rd May 27th turn. The Bismarck has just been sunk but has five shots coming to it. It is directing its five shots against the damaged Prince of Wales. If all five hit home, the Prince of Wales hits bottom and the German player can win the game.

On the BROADSIDE EXCHANGE PLAN, write in a stock selected from the accompanying list to act as the die roll for each of the five broadside shots coming to the Bismarck.

The New York Stock Exchange results of Wednesday, October 15, 1969 will be consulted. The last digit of the sales-in-hundreds column for each stock selected will determine whether or not the shots have hit home.

Sales-in-hundreds last digit numbers of 0, 1, 2, and 3 will be midships hits; all other numbers will be misses.

Ten contestants sinking, or coming closest to sinking the Prince of Wales will be named as winners. Entries must be postmarked no later than October 14, 1969.

Your suggestion for Next Game

Be sure to list the title of the next game you would like to see published — consult *Philosophy Part 17* for titles. Also, make sure you write in the headlines of what you consider are the three best articles in this issue.

Select Stocks from:

Ampex	General Electric	Goodrich
Ford	Korvette	Martin Mar
Chrysler	Motorola	Sears
Goodyear	Polaroid	Zenith
I.B.M.	White Motor	Food Fair

BROADSIDE EXCHANGE PLAN

Shot	Stock
1	
2	
3	
4	
5	

I would like to see _____ as Avalon Hill's next battle game.

Headlines of 3 Best Articles:

_____ Name _____

_____ Address _____

_____ City _____ State _____

Letters — Yes, We Get Letters

Dear Sir:

I as a staunch supporter of Avalon Hill was very surprised when I read your last General. I was surprised because of the letter after letter of criticism of your products. I think all wargamers should remember that Avalon Hill was the very FIRST company that published wargames for the vast majority of the public.

I think the worst letter was the one by Mr. Geoff Burkman who in his own way tried to criticize every single article in the May-June General. As I look over his letter it seems to me that he disliked every article. He also seems to be trying to tell you how to run your business.

Tim Fox
58 Culler
Grand Rapids, Michigan 49507

Dear Sir:

First, I hope you will allow me the opportunity to thank all of the people who have sent me letters regarding my articles in The General, and to apologize to them for my failure to answer them. I still have most of the letters, and, hopefully, one of these days I'll be able to get off replies; but what with classes, publishers' deadlines, and consulting work as well as the more pleasant duties I owe my family, it may be a long time. I wish it could be otherwise.

Secondly, with regard to Dr. Deavours' comment in General 6:2, I must disagree. I do not know that former Secretary MacNamara never advocated any such system, and, as a matter of fact, I was once required to participate in an "analysis" just about as infantile as the example I gave in my article. Of course I did not employ the "sophistication" of modern cost/effectiveness analysis in my example, both for reasons of security, and for clarity of presentation; but the technique of assigning "values" for the aircraft performance in each of several missions and accumulating them to get a "net effectiveness" to compute a cost/effectiveness ratio is very much with us, and was, I am afraid, actually employed in evaluating the TFX. There is nothing so very wrong with this procedure, provided that this is not the only analysis used in decision making; but those who apply it are quite often rather ignorant of the principles of war as opposed to general management, and although their planning may result in the scientifically most elegant system, it may not be the proper system for combat. I recall the example of the Spitfire, which was designed to optimize one and only one parameter: rate of climb. It was grossly inferior to the Messerschmidt in most other applicable aerodynamic aspects, and to the aeronautical engineer the ME-109 was certainly the more "elegant" and superior airplane. But the Spits were employed in an operational environment and according to a strategy which made maximum use of its advantages and minimized the disadvantages: the result was the disaster to the Luftwaffe which we call the Battle of Britain.

What we need is not "systems analysis" or "cost/effectiveness" but strategic analysis which takes into account the fact that military equipment is useful only in combat, and that there is no prize for second place. For a further explanation of these views, see the forthcoming book by J. E. Pournelle and Stefan T. Possony, *A Strategy of Technology: Winning the Decisive War*.

With regard to the comments on game design, I can only say that I have found the use of specialized units based on the "scissors-paper-rock" principle to result in very playable games whose realism is not all that badly impaired; and may I add that had the French Army concentrated its armor into divisions and not dispersed those splendid tanks out among the infantry in chunks, the Fall of France might — just might — have had a different ending. And I do seem to

recall that Rommel kept his anti-tank units separate from his armor, that in World War Two we had "Cannon Company" and "Tank Destroyer" units, and that in Korea there seemed to be a difference between artillery and infantry units. It depends on what level of organization you are talking about as to whether or not the units are deployed by function; and, of course, on the time period of the game. Napoleonic warfare always kept cavalry, artillery, and infantry separate — and in fact one of the major defects of Waterloo is that the artillery is just a kind of "fast infantry", with no provision for concentrating it into a knockout punch at the enemy's weakest point. The game improves greatly if one simply changes the stacking rules, limiting the size of stacks to, say, 12 combat factors, but allowing artillery to stack without limit.

Finally, with respect to morale factors: I talk about them because they are important. Less so, surely, if the time scale is a month or a week to each move, but, of course, not all A-H games have such time scales. Waterloo, Bulge, Gettysburg, to name a few off hand, do not, and morale was certainly important in all those battles. I admit I have no magic formula for incorporating morale into the games, although "surprise" in the form of "matchbox" hidden moves does work on the will of the opposing player. I believe morale and the headquarters pieces can work together, with a random element determining the combat effectiveness of units which have been cut off or nearly surrounded, the odds being changed according to the headquarters pieces with them; but this does complicate the game. Yet, in our search for realism, there is nothing which would add more than the uncertainty of not knowing whether a unit ordered to "hold to the death" would in fact do so, or might, perhaps, surrender, or bolt through the only hole left in the encirclement. In PBM this is not easy to work, but in face-to-face games it only requires a new table and some simple rules as to when a unit is faced with morale problems because it has been threatened with being cut off. We have used the rule that if an enemy could, on the next move, cut off a unit, then a die roll determines whether the unit will obey orders or not. This makes interesting games. J. E. Pournelle, Ph. D.
12051 Laurel Terrace
Studio City, California 91604

Gentlemen:

I'd like to comment on Geoff Burkman's article on "... Anzio Without Really Trying." His German defense is fairly good although I have a better one. He is right to give a minimum of units to the allied rampage on the first turn but his stack on G-46 could be surrounded and wiped out if it is attacked at even a mere 1-2 after a big allied advance on the 7-1 on his unit at E-46. I suggest putting a sizable unit on D-46 to prevent such a disaster or else not putting too much on G-46. Counterattacks by the Germans can be very self-destructive and are generally ill-advised early in the game. I don't think it's very legal to eliminate a whole stack when a half-elim. is called for as he suggests. I think your rules call for an elim. of units just barely enough to cover the called for ½ elim. His advice to the allies to attack at 1-2 is good advice in Game II or III but disaster in Game I because a ½ elim. with the losses taken in defense factors and with replacements returning in attack factors usually is a worthless result for the attacker! The allies must keep this in mind and look for odds with "1's" in them.

Robert Reuschlein
2225 Keyes Avenue
Madison, Wisconsin 53711

Dear Mr. Grossbaum:

In your letter in the May-June issue of the General, you want wargamers to choose non-Nazi oriented names for their clubs. Well, the idiotic names you suggest are unsuitable for two reasons: they are irrelevant and they are unglamorous. Who ever heard of an AH game which involves the S.D.S. or the C.I.A.? And who wants to identify themselves with the S.D.S. or the Mafia? Perhaps only the members of the real organizations.

Now, most persons realize why wargamers name their clubs after Waffen SS formations; it's because there is something exciting and deadly in those black uniforms and Death's Head insignia. I went through a period, some months ago, when I highly identified with the Waffen SS, and I feel that others have, and are experiencing the same thing. As for your cry about how Jews will feel, you seem to make the same error that so many ignorant bigots make. You fail to realize that there existed two distinct SS organizations. The one you and all of us have reason to condemn is the Allgemeine SS some of whose members worked in atrocity camps. The other branch was the Waffen SS, which fought along with the Wehrmacht in land campaigns, and they are the truppen whom we admire.

I hope I've enlightened you.
Craig Ashby
19465 Vintage Street
Northridge, California 91324

Dear Sirs:

The July-August issue was quite well written with just enough articles on games with Mr. Johnson's "Psychoanalysis-Part II" offsetting the serious with humor.

Lawrence Valencourt's theory of air reconnaissance was a nice variation on a good game, but it had two flaws. One, that each squadron should have only one turn in which to recon. Since each turn represents two days, I feel that each Squadron should be allowed two flights a turn. Also, where the heck does he get the idea of fighter squadrons in 1914? Roland Garros did not develop his suicidal steel-plated propeller until the spring of 1915. Until then the only effective and dependable way of gounding the enemy was by bombing or sabotage. And besides, the Red Baron was still anonymously hidden in the ranks of a cavalry division in Belgium.
Ronald Jacob
801 N. Cherry
Ottawa, Kansas 66067

Dear Sirs:

I am prompted to write you concerning Lawrence Valencourt's article "Air Power In 1914" of Vol. 6, No. 2.

Personally, I don't play too much 1914 myself. However, for the benefit of those who do, I would like to set the record straight and clear up some misconceptions that appeared in Mr. Valencourt's article.

The use of aircraft in the first months of World War I was pretty much touch and go, with only crude attempts at aerial bombing and aerial reconnaissance, neither of which was terribly effective. Mr. Valencourt makes this fairly clear; but when he starts discussing fighter squadrons and aerial dogfights he has gone too far.

The last two paragraphs of his article are simply pure nonsense. In 1914 there existed no "fighter squadrons" of any sort, and the air

combat at that time consisted mainly of air-to-air rifle duels, with only rare success. Not until 1915 did the air war escalate to include single-seat fighter aircraft. So, the exciting aerial dogfights that Valencourt describes cannot be included in 1914 as a realistic addition.

For the sake of the readers of the General, I hope we no longer have to resort to the "Valencourt storehouse of realism" for any more realistic additions to our Avalon Hill games.

Michael L. Carr
945 W. Hoyt Avenue
Saint Paul, Minnesota 55117

As a respected "Aero Historian" and inventor of a popular aerial battle game entitled, "Fight in the Skies" Carr's comments certainly bear credence. Its Round-2 Mr. Valencourt... AH.

Dear Sir:

As a purchaser of Avalon Hill products since 1958, and as a subscriber to the General, I have noticed the increasing interest in military miniatures. This is evidenced by the number of other subscribers' questions as to where they might obtain further information on the subject. Perhaps the following two companies would be of interest to them: ALNAVCO, Box 3, Westfield, New Jersey 07091, tel. 201 — 232-3816; and, G.H.Q., 18 Hillside Avenue, West Haverstraw, New York 10993.

ALNAVCO specializes in World War II miniatures, including American, British, and German troops, tanks and artillery. For the naval buff, there is a separate Naval Division dealing in miniature ship models.

G.H.Q., unlike ALNAVCO, does not specialize in any one period of military miniatures. Instead their offerings range from Assyrian archers, to Napoleonic artillery, to Civil War cavalry.

I am in no way connected with these companies except as a source for my own collection, and offer their names only as an aid to other would-be collectors.
John B. Crowther
Route 1, Box 46
DeLand, Florida 32720

We might point out that ALNAVCO is also a supplier of AH games on a direct mail basis. They may be able to supply them to subscribers quicker'n we can even — AH.

Dear General:

As many people have spoken out against the SNCL in anger I wish to put a few facts before the readers of the General.

Many clubs claim we are a bunch of nuts. Well sometimes I agree. But if being nuts is wanting to see Wargaming professionalized and on the order of Masters Chess then *We Are Nuts*. If holding tournaments for cash prizes (many of which are free) is wrong or crazy then we are. If the Board of Directors (The SNCL is now a part of Russell Powell Inc.) are to be called dictatorial because they exercise control over where and when their money will be spent then so be it.

In short it should be sufficient to say our members still decide a great portion of SNCL Policy. The board merely controls the areas that run into money that must come from our Bank account. Surely what is done with the money should be up to the board.

Now to the more abusive charges.

1. The SNCL has no blacklist.
2. It has no Gestapo organizations.
3. There are no officers in our club ordering members around.

4. Our organization has drastically changed its scope in the last year. You could say we've matured to what we should have been long ago.
5. We no longer delve in club politics in anyway.

6. The Cardinal Rules, League rules, Protocol rules no longer exist.
7. The SAC agreement has completely changed.

In summary let me say that I would like to see an end to people saying that we are something we're not. I request all the skeptics to write us for up-to-date information before making false charges and wild accusations.

Russell Powell
President, Russell Powell Inc.
5820 John Avenue
Long Beach, California 90805

Infiltrators Report

MINI-SURVEY: Here's what members of the 200-strong IFW prefer in the way of adult games... Favorite AH game is split fairly evenly among Bulge, Stalingrad, D-Day, Anzio and Afrika Korps with Stalingrad out in front of the pack. This survey was taken among members who averaged 5.46 years experience with AH games with a combined record of 275 wins, 116 losses, and 3 draws. Spokesman Bill Hoyer, organization President, claims that 8 of his people have designed wargames on their own. Their interests do, however, span the entire spectrum of miniatures to Chess to Space Warfare.

WARGAMING SOCIETIES too numerous to mention here are well publicized in the IFW Monthly magazine. Publicity man Len Lakofka reports on this service provided by the IFW. Every month they present a series of short reports on the activities of the many societies that appeal to special interest groups interested in concentrating on one particular game. The IFW Napoleonic Wars Society, in particular, produces a high quality mimeo magazine, TRICOLOR, which delves not only into the AH game Waterloo but also miniatures and OB's from the entire period. Sample copies are 40 cents from Bill McDuffie, 20 Gail Drive, Nyack, N.Y. 10960. Three other IFW Societies, Bulge, Anzio, and D-Day, will produce a regular magazine dealing with the western fronts in WWII. Jim Hahnenberg is the man to contact on this; 413 Adams Drive, Midland, Michigan 48690. All told, the IFW has 20 such special interest societies — with best info available from Gary Bley, 2729 Myrtle Avenue, Madison, Wisconsin 53704.

THE WARGAME CLUB OF THE MONTH is conspicuous by its absence in this issue — we just didn't see any club around, other than those previously reviewed, that are worthy of the title. However, let us substitute Panzerfaust Magazine's Wargamer of the Month, Chris Johnson, who has designed several games ranging from Singapore to Crete to the Franco-Prussian War. Johnson is also a member of the staff of Panzerfaust which suggests why he received their accolade. Well, who's going to argue with a 6' 1", 210 lb. aggressive military tactician. Rated as one of the finest wargame magazines around, Panzerfaust can be ordered for 50 cents from Box 280, RD No. 2, Sayre, Penna. 18840.

POSSESSING THAT RARE QUALITY of objectivity in reporting, Panzerfaust's editor Donald Greenwood, gives Russell Powell, Inc., a well-deserved pat on the back, pointing out the many sacrifices and contributions Russell has made in the interests of fostering wargaming. Powell's SNCL Monthly Magazine is the thickest around and, depending upon what your literary interests are, the best value for your money — 50 cents for the 30 pages — plus house organ; 5820 John Avenue, Long Beach, California 90805. As an

example of what this organization is doing for wargaming, the first money tournament of its kind is being sponsored in honor of its 3rd anniversary. The "Paul Heiser Invitational Tournament" as it is called, is open to all and lists a first place prize of \$75.00, plus trophy, 2nd place prize of \$25.00, on down the line to 4th place money of \$10.00. Entry fee is \$3.00 — players will play 3 PBM games assigned by the tourney officers following entrants' choices from among five favorites. Registration deadline is November 1, 1969. All entries and fees must be written out to: Russell Powell, Inc. and mailed to their Long Beach address shown above.

IF YOU WERE THINKING OF VACATIONING IN Washington, D.C. to find out what this "Modified Sentinel" system is all about — don't. Instead, send for Vol. 1, No. 8 of "D-ELIM" which contains all the info and diagrams (courtesy U.S. Defense Department) you need to know on the subject. We'd like to tell you how much this issue costs but we couldn't locate that info — take a chance and send 50 cents. Actually 50 cents is cheap because, in our opinion, D-ELIM is a very interesting, informative, and well written magazine. As a matter of fact, the staff of this magazine, published by the St. Johns University Military Strategy Club, 34 Park Row, Room 510, New York 10038, are being considered for the contract to take up publishing of S&T.

READERS especially interested in World War II memorabilia would do well to send for the WWII Historical Association membership application blank. Available from 212 West Main St., Bennington, Vt. 05201, membership entitles one to "World War II," the association's house organ which contains photos, bibliographies, etc. of pertinent nature.

OUTSIDE THE CONTINENTAL U.S. there is the ever popular "Wargamer's Newsletter," edited and published by Donald Featherstone, eminent historian, from his 69 Hill Lane, Southampton, Hampshire, England SO1 5AD publishing location. We note the high percentage of U.S. contributors to this newsletter; all of whom write in a very knowledgeable literate style. One of the best around.

EVERYTIME WE GO TO THE POSTOFFICE there's another new newsletter awaiting from the IFW. This one is called "The Messenger" and is a journal of membership opinion, a meaningful forum of current thought within the IFW. If you've got something on your mind, join the IFW and get it off your chest thru this magazine. The Vol. 1, No. 4 issue was of particular interest because it contained a blow by blow debate between many of its members regarding the pros and cons of taking over S&T Magazine. This forum idea has tremendous merit; we feel that it

was handled magnificently in the named issue. Thru this facet alone, the feeling here is that the IFW has come of age — now if they can only stop not-picking over the dues situation...

AT THE OTHER END OF THE OBJECTIVITY scale is "The Gamesletter," the official organ of the NFFF Games Bureau, which simply reports the news; does very little opinionizing other than candid comments on all the other magazines flouting around the realm. Interesting vignettes of "Who's Who" in wargaming earmark their latest issue, Vol. 4, No. 17, available from publisher Don Miller, 12315 Judson Road, Wheaton, Md. 20906 — only 15 cents to "non-members."

WEST POINTER Cadet John Bonin, Co F-4, USCC, West Point, N.Y. 10996 reports that their computer center is considering programming Avalon Hill games into a GE/225. Needless to say Cadet Bonin thrashed his superior officer in a game of Afrika Korps which may affect the development of such a project at the Point. As Bonin awaits his demerits for "gross lack of judgment," we await the outcome of the first contest between Cadets and the computer.

WEST COASTERS who can't wait for their copies of The General may, instead, rush on over to the Westgate Bike & Hobby Shop, 4025 W. Charleston Blvd., Las Vegas, Nevada 89102, who will be handling over-the-counter sales of The General on a perpetual basis. And while you're there, don't forget to pick up the new AH games — they've got a fresh stock.

HAZEL PARK, MICHIGAN devotees will be interested to note that The General will also be on sale at The Squadron Shop, 23500 John Road in Hazel Park.

CONTEST 32 WINNERS were so numerous that we had to select the final 10 thru a random draw. First — we marked the entrees and were delighted to find that approximately 22% of the contestants knew their rules 100%. These 22% were thrown into a large ten-gallon hat. First name drawn was John B. Stetson. Discarding it because of lack of address the following ten were drawn in this order: Richard H. Stokes, Forest Hills, N.Y.; Michael Lebowitz, Bethesda, Md.; David Thornley, Minneapolis, Minn.; Stephen Marsland, Greene, N.Y.; Chuck Taylor, Centerville, Ohio; Alfred M. Pitts, Houston, Texas; Clinton Anderson, Arlington, Va.; Dr. Paul Bushman, Baltimore, Md.; Rick Elfbrandt, Lake Oswego, Oregon, and Bob Morss, Worthington, Ohio.

CONGRATULATIONS ALSO TO 1st Lt. Peter I. Menconi, U.S. Army, for "The Professional Blitzkrieg," Jared Johnson, Chamblee, Ga., for "Psychoanalysis — Part II," Naomi Goldwasser, New York City, for "Waterloo Rivers," Geoff K. Burkman, Terrace Park, Ohio, for "Anzio Without Really Trying," and William J.M. Gilbert, New York City, for "Mathematics of the CRT" which were selected by subscribers as the best 5 articles appearing in the last issue.

THE PLAYMATE CLUB listed under the Avalon Hill Club section (page 12) lists 18 members; 1 male and 17 female. We don't believe they're even 17 females in the entire United States playing our games. Still, you first 16 males, what can you lose by writing...

