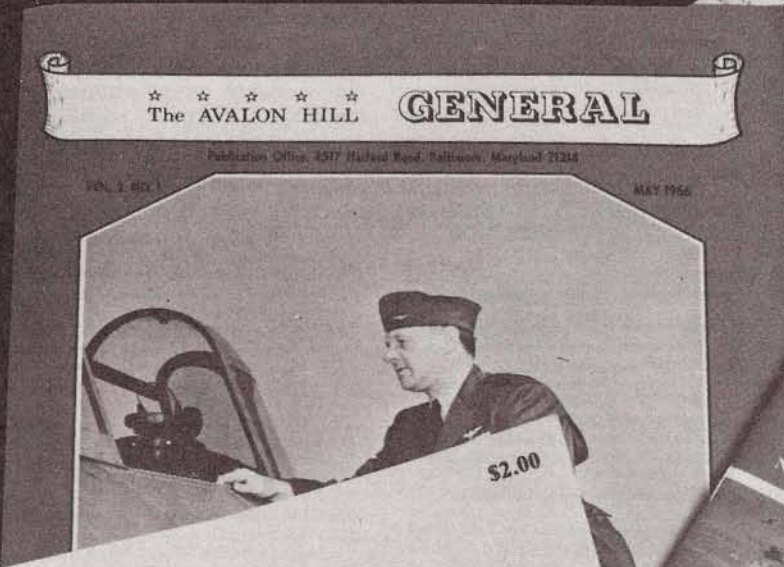
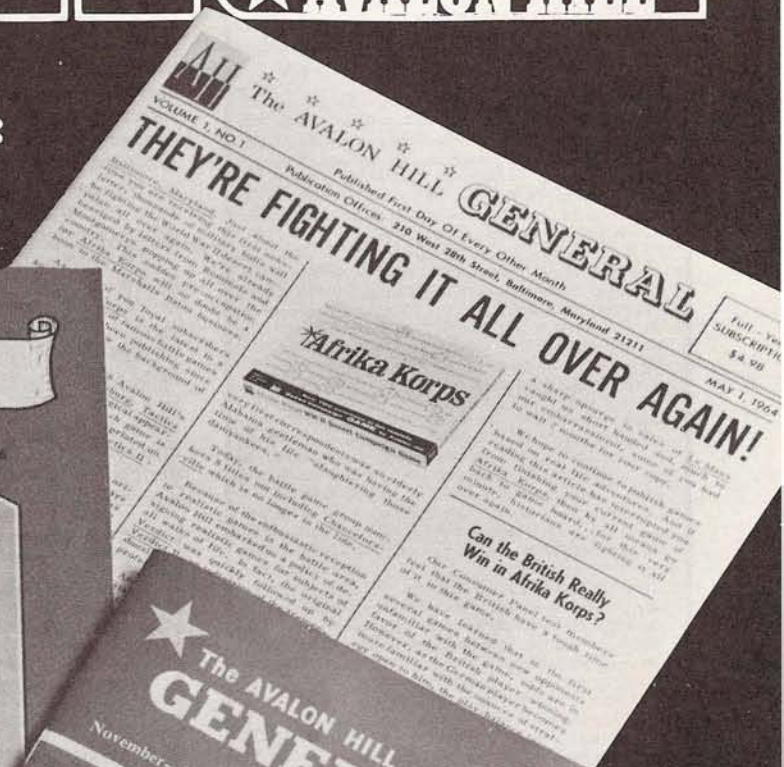


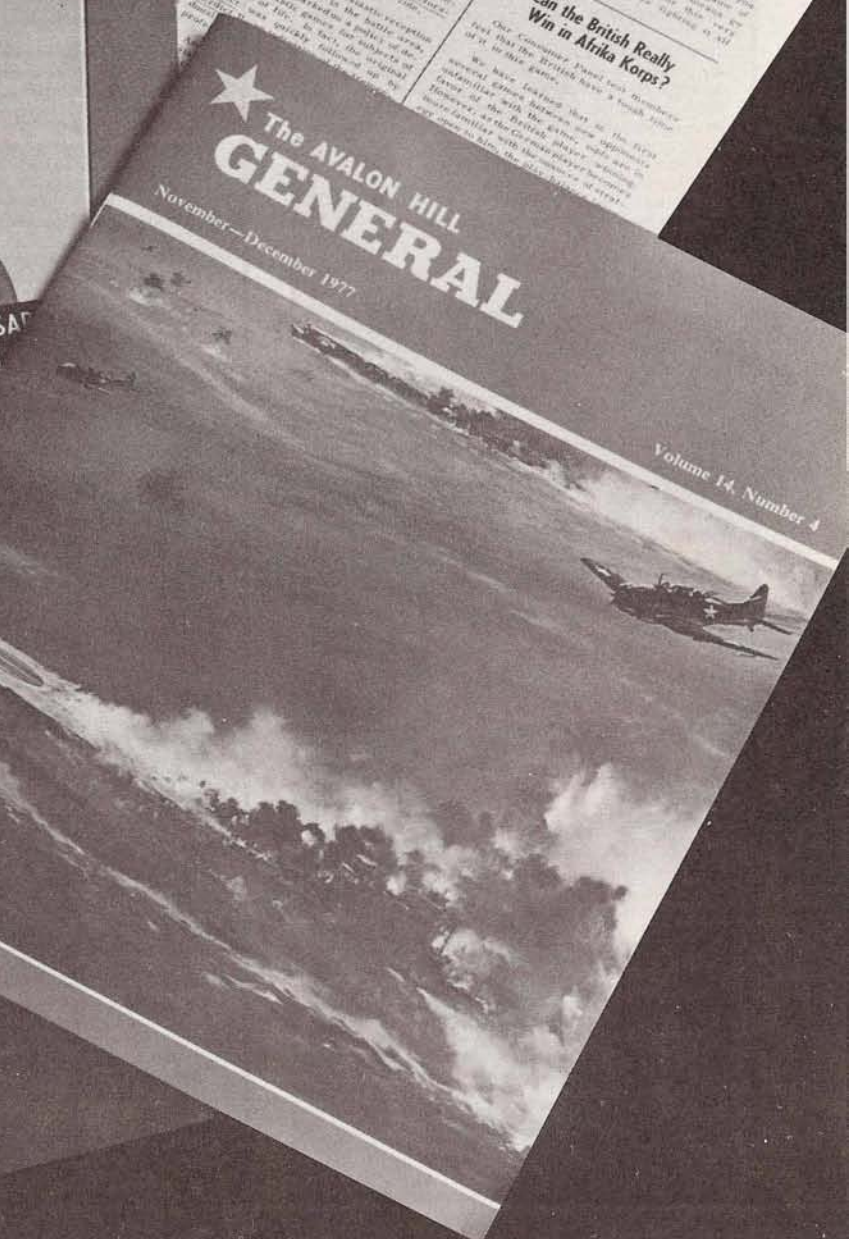
GENERAL

★ AVALON HILL

INDEX 1964-1984
Volume 1 - Volume 20



Cross of Iron





The AVALON HILL GENERAL

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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The Avalon Hill Philosophy

Sorting through almost 120 issues of any magazine is no easy task. Attempting to list, in some organized fashion, every article, author, letter, contest and column found in those millions of words takes either a great love for the magazine—or an added mind. Those of us who contributed to this index must confess to both. Building upon the efforts of Bruce Degi and Don Eisan, who together were responsible for the first index (published in 1980), the current editors have corrected, expanded, cut and pasted to bring the current version up to date. Hopefully, every five years the task can be undertaken again.

For any magazine—let alone one which caters to such a specialized and critical audience—to reach the twentieth anniversary is a notable accomplishment. But then, wargamers hardly look upon THE GENERAL as “any magazine”. Most have grown in the hobby even as THE GENERAL grew, from the first stumbling but enthusiastic efforts in the early Sixties to the professionalism and competitiveness displayed today. And many of these gamers have, at one point or another, eagerly awaited the latest bi-monthly issue.

For the collectors among the hobby, as well as those interested in specific games, this index was intended. Among the pages of the magazine are many unique, informative and entertaining pieces on our favorite games—games which have brought us so many, many hours of unsullied and undiluted enjoyment. We believe the index will prove a useful tool (or an unexpected treasure trove) for collector, author, historian and researcher as well as to those for whom THE GENERAL is produced with such effort—the Avalon Hill wargamers.

To begin our index of twenty years of print, where better to turn than The Avalon Hill Philosophy? The Philosophy appeared for the first time in Vol. 3, No. 5 and has been a regular feature ever since. In reality, the AH Philosophy merely replaced the function of the “cover story” on the old newsletter format; whether by design or mischance, it has slowly evolved into the editor's perch from which he could wax prolific on the ills of this company and the hobby in general. (Three installments were subsequently misnumbered and thus carry the same number as their predecessor. These are marked with an *.)

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The strength of The *GENERAL* has always been in the many well-written, insightful and entertaining articles produced by the enthusiasts of the hobby. Unlike most publishing ventures, the magazine relies heavily upon the readership itself to produce a professional periodical. Literally thousands of submissions are received by the editors each year, ranging from simple scenarios to in-depth strategic analyses. From these, the best and the unique are chosen. After twenty years of continuous publication, the article collection of The *GENERAL* is surely the most comprehensive and wide-ranging paean to the challenging hobby of wargaming available.

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BUYER'S GUIDE

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The Readers Buyer's Guide made its first appearance in Vol. 9, No. 4 of *The GENERAL* and has been a regular feature ever since. Originally conceived as an objective review mechanism by which the readership could make their own rankings of our newest games without doubting the credibility of a magazine which reviewed its own company's products, the Readers Buyer's Guide has gained considerable acceptance over the past decade as a unique game rating system. With recent re-evaluation of the rankings, it strives to provide the most objective ranking for potential buyers that can be had in the industry. Regular updates of the rankings by the readership every five years should maintain this objectivity and usefulness. Note that the RBG was absent from the pages of *The GENERAL* in Vol. 19, No. 6 and Vol. 20, No. 1 during revision.

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Without a doubt, it is the efforts of the many readers and gamers who annually submit articles that gives *The GENERAL* life. A quick perusal of the index will reveal some interesting, even astonishing, names. Virtually every noted designer, developer and hobby figure has seen his name in print in these pages. Al Nofi, a veteran game designer for a number of companies, authored no less than four articles—the first of which appeared as early as Vol. 1, No. 6. The E. Gary Gygax byline which appears five times in this index is that of the cobbler turned multi-millionaire who made his fortune with *DUNGEONS & DRAGONS*. His erstwhile partner, Dave Arneson, also authored a piece on the original *BATTLE OF THE BULGE* back in Vol. 2, No. 3. And, there's James Dunnigan, still undisputed leader of wargame designers in terms of simple numbers of games published. The reader can find in our pages articles by such notables as Chris Wagner, Richard Berg, Edi Birsan, Scotty Bowden, Dana Lombardy. This author's index reads like a veritable *Who's Who* of wargaming. All grew and flexed their creative wit with *The GENERAL*, just as the next generation of gamers continues to do. The readers should note that the authors of neither *Series Replays* nor *Design Analyses* are included.

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AF — Air Force, AIW — Arab-Israeli Wars, AK — Afrika Korps, AL — Alexander, AOC — Air Assault on Crete, AW — Amoeba Wars, AZ — Anzio, BB — Battle of the Bulge, BIS — Bismarck, BL — Blitzkrieg, BR — Bull Run, CAE — Caesar Alesia, CH — Chancellorsville, CIV — Civilization, CL — Caesar's Legions, CM — Circus Maximus, COD — Crescendo of Doom, COI — Cross of Iron, CON — Conquistador, DD — D-Day, DIP — Diplomacy, DL — Dauntless, DWTG — Down With the King, FE — Fortress Europa, FITG — Freedom in the Galaxy, FITW — Fury in the West, FR — France 1940, FRED — Frederick the Great, FT — Flat Top, GE — Gettysburg, GI — G.I. Anvil of Victory, GL — Gladiator, GOA — Guns of August, GSL — Gunslinger, GUAD — Guadalcanal, JU — Jutland, KM — Kingmaker, KS — Kriegspiel, LM — LeMans, LRH — Legend of Robin Hood, LRT — Little Round Top, LW — Luftwaffe, MD — Midway, MR — Magic Realm, NAV — Naval War, NP — Napoleon, OR — Origins of WW2, OS — Outdoor Survival, OWR — Oh-Wah-Ree, PB — Panzerblitz, PL — Panzer Leader, RB — Rail Baron, RW — Richthofen's War, SL — Squad Leader, SOA — Storm Over Arnhem, SON — Struggle of Nations, SOTN — Source of the Nile, SST — Starship Troopers, STAL — Stalingrad, SUB — Submarine, TAC — Tactics/Tactics II, TB — Tobruk, TLD — The Longest Day, TR — Trirreme, TRC — The Russian Campaign, TT — Titan, UB — U-Boat, VITP — Victory in the Pacific, W&P — War and Peace, WAS — War at Sea, WAT — Waterloo, WQ — Wizard's Quest, WSIM — Wooden Ships & Iron Men, 3R — Third Reich.

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LETTERS TO THE EDITOR

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The "Letters page" in *The GENERAL* has rarely resembled the self-serving hype that many periodicals publish and, as such, is worthy of inclusion in this index. The letters printed give the current reader an insight into how the readership of the period reacted to *The GENERAL* and our wargames as these evolved. It also serves to show how little things have changed, as is evidenced by the complaints regarding delay of the magazine which made their first appearance in Vol. 1, No. 4! Oftentimes the reader reaction to certain articles as portrayed via the letters page proved more interesting than the articles themselves. Indeed, in some cases, the letters become necessary reading to keep up with errata for the articles printed in previous issues. Finally, the letters page has become an exchange of ideas, a spot for the many who do not or cannot submit articles to place their views and variants before their peers.

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2. Keith Bennett (meaning of the colors Red & Blue?) 6:1 (14).
3. Stan Kaplan (reply to Pelto, "The Pessimist's Blitzkrieg" 6:6) 7:2 (14).
4. Mark McCandless (reply to Griffin, "Strategic Bombing The Key" 7:2) 7:3 (14).
5. Mark McCandless (reply to Anon., "Blitzkrieg—Troops for the Minor Countries" 2:6) 7:4 (14).
6. Lewis Pulsipher (variant rules) 11:1 (29).
7. Alan Skinner (reply to Greenwood, "Surface Raiders" 12:2) 12:4 (29).
8. James Stahler (variant, Hidden Movement) 12:4 (29).

9. Glenn Roberts (variant Fortress) 12:5 (33).
10. Editor (variant rules, "Fortifications") 13:1 (33).
11. Stephen Herchak (reply to Thomas, "Blitzkrieg Propaganda" 16:5) 17:1 (45).
12. Thomas Butcher (reply to Harmon, "New Look at an Old Friend" 20:4) 20:6 (45).

CAESAR'S LEGIONS

1. Gerard Verzaal (reply to Greenwood, "The Best Alternative to Play Balance" 13:5) 13:6 (33).

CHANCELLORSVILLE

1. Don Holshuh (reply to Reed, "Design Analysis" 12:3) 12:5 (33).

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1. Greg Evans (praise) 19:4 (45).

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1. Andrew Sperandeo (praise; better than Dispatcher) 6:2 (11).
2. Robert Olimsk (why phase out this great game?) 8:6 (14).

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1. Will Provost (reply to Allen, "COI Series Replay" 17:3) 18:1 (45).

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1. Wayne Rice (American counters) 17:1 (45).
2. Chris Dawson (PIAT rules) 17:2 (45).

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1. Larry Willey (comments on para-drop rules) 1:4 (3,12).
2. Tyrona Bomba (Add & Corr, "Plan of the Month" 7:1) 7:2 (14).
3. Robert Burge (reply to Searight, "Gamble or Play it Safe?" 7:5) 8:1 (13).
4. Keith Lewis (variant, Patton's 3rd Army) 9:5 (13).
5. Mark Matuschak (reply to Gygax, "D-Day Defended" 10:1) 10:3 (21).
6. Robert Burge (reply to Gygax, "D-Day Defended" 10:1) 10:5 (21).
7. Gary Gygax (reply to Burge*) 10:5 (21).
8. Tim Latanishen (praise) 11:2 (29).
9. Robert Beyma (reply to Greenwood-Roberts, "Beach by Beach" 11:1) 11:4 (29).
10. David Roberts (reply to Beyma*) 11:6 (29).
11. Mark Saha (comments on "updated" game) 14:5 (33).

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1. Harry Bee (Dune variant) 17:4 (45).

FOOTBALL STRATEGY

1. Don Greenwood (praise, but game is too simple) 6:1 (14).
2. Jim Reilly (OOPS League info.) 10:6 (21).

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1. Jim Eliason (Add & Corr, "On to Berlin" 18:4) 18:6 (45).
2. Jim Stahler (reply to Owens, "Historian's Guide to AH Wargames" 19:6) 20:3 (45).

FRANCE, 1940

1. Allen Kerns (praise) 9:1 (13).
2. Phillip Costaggini (suggestions for new Order of Battle) 9:6 (13).
3. Peter Hsu (reply to Costaggini*) 10:2 (21).
4. Dan Richardson (reply to Wessels, "Is Defense Really Necessary?" 9:6) 10:5 (21).
5. Larry Wessels (reply to Richardson*) 11:1 (29).
6. Phil Kosnett (Add & Corr, "More French Alternatives" 13:3) 13:5 (33).

FURY IN THE WEST

1. Robert Harmon (Add & Corr, "FITW: A Commander's Notebook" 18:1) 18:3 (45).

GETTYSBURG

1. Doug Kewley (reply to Files, "Togetherness for Confederates" 5:2).
2. Thomas Wilbur (reply to Augenbraun, "Gettysburg—What Price Victory?" 8:1) 8:3 (13).
3. Anon (reply to Boslet, "A Realistic Solution" 10:6) 11:3 (29).

G.I.: ANVIL OF VICTORY

1. Thomas Norton (complaints on GI delay) 18:6 (45).
2. Chester Morrison (reply to Norton) 19:2 (45).
3. JTT (abbreviations) 19:3 (45).
4. Scott Tomasic (abbreviations) 19:3 (45).
5. Robert Kaliski (reply to Norton) 19:4 (45).
6. Robert Miller (errata and point values) 19:4 (45).
7. Fred Oerther (criticism) 19:5 (45).
8. John Ockelmann (reply to Oerther) 20:3 (45).
9. Alan Lipka (reply to Collier, "Glass Anvil" 20:1) 20:4 (45).
10. James Collier (Add & Corr, "Glass Anvil" 20:1) 20:4 (45).

11. Ray Andrews (solution to Contest 113 errs) 20:4 (45).

GLADIATOR

1. Thomas Springsteen (Add & Corr, "Gladiator" 18:4) 18:6 (45).

GUADALCANAL

1. John Kato (problems) 6:4 (11).
2. Gordon Neufeld (praise) 6:6 (14).
3. Joseph Seliga (praise) 6:6 (14).
4. John Kato (variant, Hidden movement suggestions) 6:6 (14).
5. Mark Saha (praise, suggestions) 9:6 (13).
6. Mark Saha (reply to Davis, "Guadalcanal: The Island, the Campaign, the Game" 10:6) 11:3 (29).

GUNS OF AUGUST

1. Tim Williams (criticism and variants) 18:4 (45).
2. Claude Drong (solution to Contest 103 errs) 18:6 (45).

JUTLAND

1. Stuart Gilbert (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
2. Robert Thorne (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
3. Stephen Lewis (reply to Gilbert* & Throne*) 7:1 (14).
4. Anthony Bernier (variant, rubberband firing!) 8:2 (13).
5. J. Northgraves (variant, 3rd player) 9:1 (13).
6. Dean Miller (Add & Corr, "Probable Possibilities" 12:3) 12:5 (33).
7. David Wilson (a "playable variant") 15:3 (33).

KINGMAKER

1. Bill Mauzey (praise for the advance announcement) 12:5 (33).

KRIEGSPIEL

1. Charles Debaugh (praise) 7:2 (14).
2. Craig Ashby (will not buy game) 7:3 (14).
3. Chris Hilburn (praise) 7:3 (14).
4. Dana Brussel (reply to Ashby*) 11:4 (29).

LONGEST DAY

1. Steve Beard (praise) 19:1 (45).

LUFTWAFFE

1. J. E. Pournelle (long letter on his historical position) 9:4 (13).
2. Karl Skadowski (variant, victory conditions) 9:5 (13).
3. Mark Saha (reply to Duncan, "Luftwaffe Analysis" 10:2) 10:6 (21).
4. Robert Harmon (Add & Corr, "Breaking Par" 10:5) 10:6 (21).
5. Robert Harmon (historical comments) 11:1 (29).
6. Robert Duncan (reply to Hazlett, "A Fast America Win" 11:2) 11:4 (29).
7. Norman Kluksdahl (beef-up the P-38) 13:3 (33).
8. Dave Sandberg (reply to Harmon, "Calibrated Luftwaffe" 13:1) 14:1 (33).
9. David Goodwin (variant, balance) 14:4 (33).
10. Kenneth Erby (Add & Corr, "Tactical Level Luftwaffe" 18:4) 18:6 (45).

MAGIC REALM

1. John Duchon (criticism of development) 16:6 (45).

MANAGEMENT

1. E. Brodie (used at Bell Telephone) 6:1 (14).

MIDWAY

1. Kenneth McGurn (variant, rule changes) 13:3 (33).
2. Craig Kurumada (don't use the word "Jap") 13:5 (33).
3. Melvin Safstrom (problems with rules & history) 14:5 (33).
4. Editor (Add & Corr, "Pacific Theatre via Midway" 15:5) 15:6 (33).

1914

1. Anon. (criticism) 6:2 (11).
2. Ronald Jacob (reply to Valencourt, "Air Power in 1914" 6:2) 6:3 (14).
3. Thomas Wilbur (reply to Valencourt, "Holland 1914" 7:4) 7:5 (13).
4. Michael Carr (reply to Valencourt, "Air Power in 1914", 6:2) 6:3 (14).
5. Joe Dunaney (reply to Augenbraun, "1914 Strategy and Tactics" 7:6) 8:1 (13).
6. A Velez-Diaz (a Phd and an MA can't figure out how to play) 9:1 (13).
7. Seth Fine (reply to Crow, "German 1914 Assault Tactics" 8:6) 9:1 (13).
8. Paul Purman (criticism of game length) 15:5 (33).
9. Mark Lowenthal (Add & Corr, "The Schlieffen Plan and 1914" 6:4) 6:5 (14).
10. Patrick Regan (criticism) 6:5 (14).

OUTDOOR SURVIVAL

1. Tim Weege (praise) 10:3 (21).

CONTESTS

Index Key: Contest Number—Subject—Volume:Number

Contests have been a tradition with *The GENERAL* since the very first issue, despite efforts by more than one editor to do away with the time-consuming feature. Twice, contests were omitted in an attempt to judge how the readership would react to such a move. As the reader can plainly see, the response was such that they were immediately reinstated, much to the chagrin of the editors. Devising new and challenging puzzles which are more than just "luck of the draw" exercises is a considerable undertaking which often consumes more time and space than the number of replies to each would suggest to perfect a puzzle which is challenging and *legitimate* (correct and answerable in only one way). However, many readers indicate that, while they do not frequently enter the contests, they often "play along at home" and try to solve the puzzle in their head without going to the trouble of getting out board, pieces and rules. For this reason, and because the contest is often tied to the feature presentation of each issue in its current format, the contests are probably with us to stay for a long time to come.

The contests were not always tests of skill, however. In the early years of *The GENERAL* they often resembled random chance drawings simply because this was simpler for the harried editor (who had neither the time nor expertise to design a contest on a specific title). Fortunately, with our expanding in-house design staff, each contest can now be constructed by the designer or developer of the game on which it is based and therefore usually offers a fine test of wits for the enthusiast. Traditionally, the answer to each contest has been printed in the immediately following issue—at first as a separate article. Later, more often than not, the solution was incorporated into the regular "Infiltrator's Report". In the "Report" also, the winners of each contest are announced.

Non-specific contests are indicated by brackets around the "subject" of that contest.

1. Afrika Korps (1:1)
2. Baseball Strategy (1:2)
3. Stalingrad (1:3)
4. Football Strategy (1:4)
5. Midway (1:5)
6. [Select the Most Popular Game of 1964] (1:6)
7. Waterloo (2:1)
8. LeMans (2:2)
9. Battle of the Bulge (2:3)
10. [Identify the game by certain facts] (2:4)
11. Blitzkrieg (2:5)
12. Baseball Strategy (2:6)
13. Guadalcanal (3:1)
14. U-Boat (3:2)
15. Management (3:3)
16. Battle of the Bulge (3:4)
17. Stalingrad (3:5)
18. Baseball Strategy (3:6)
19. Gettysburg '64 Edition (4:1)
20. Jutland (4:2)
21. Football Strategy (4:3)
22. [Identify Counters] (4:4)
23. [Figure Battle Odds] (4:5)
24. [End the Vietnam War] (4:6)
25. [Playtest Registration] (5:1)
26. Gettysburg '64 Edition (5:2)
27. [Reader's Survey] (5:3)
28. Bismarck (5:4)
29. U-Boat (5:5)
30. Baseball Strategy (5:6)
31. Blitzkrieg (6:1)
32. [Rules Quotations] (6:2)
33. Bismarck (6:3)
34. LeMans (6:4)
35. [Select New Game Titles] (6:5)
36. [Who and What in Wargaming] (6:6)
37. U-Boat (7:1)
38. Kriegspiel (7:2)
39. Football Strategy (7:3)
40. Battle of the Bulge (7:4)
41. Stalingrad (7:5)
42. PanzerBlitz (7:6)
43. Waterloo (8:1)
44. Afrika Korps (8:2)
45. Blitzkrieg (8:3)
46. D-Day (8:4)
47. [Market Survey] (8:5)
48. [Identify Games by Attack Examples] (8:6)
49. France, 1940 (9:1)
50. [Readers Survey] (9:2)
51. [Design AH Advertisement] (9:3)
52. Midway (9:4)
53. Afrika Korps (9:5)
54. Battle of the Bulge (9:6)
55. Luftwaffe (10:1)
56. Richthofen's War (10:2)
57. Stalingrad (10:3)
58. Blitzkrieg (10:4)
59. Afrika Korps (10:5)
60. D-Day (11:1)
61. PanzerBlitz (11:2)
62. Afrika Korps (11:3)
63. panzerBlitz (11:4)
64. Stalingrad (11:5)
65. Third Reich (11:6)
66. Anzio (12:1)
67. [Cryptogram] (12:2)
68. Battle of the Bulge (12:3)
69. Third Reich (12:4)
70. 1776 (12:5)
71. Chancellorsville (12:6)
72. Wooden Ships and Iron Men (13:2)
73. Russian Campaign (13:3)
74. Alexander (13:4)
75. War at Sea (13:5)
76. Starship Troopers (13:6)
77. Afrika Korps (14:1)
78. Kingmaker (14:2)
79. Arab-Israeli Wars (14:3)
80. Victory in the Pacific (14:4)
81. Squad Leader (14:5)
82. D-Day (14:6)
83. Gettysburg '77 (15:1)
84. Panzer Leader (15:2)
85. Air Assault on Crete (15:3)
86. Submarine (15:4)
87. Midway (15:5)
88. Cross of Iron (15:6)
89. Anzio (16:1)
90. Bismarck (16:2)
91. The Russian Campaign (16:3)
92. Magic Realm (16:4)
93. The Russian Campaign (16:5)
94. Dune (16:6)
95. War & Peace (17:1)
96. Crescendo of Doom (17:2)
97. Afrika Korps (17:3)
98. [Asylum Murder Mystery] (17:4)
99. Circus Maximus (17:5)
100. Stalingrad (17:6)
101. [Identify Games by Rules] (18:1)
102. Air Force (18:2)
103. Guns of August (18:3)
104. Gladiator (18:4)
105. Third Reich (18:5)
106. Crescendo of Doom (18:6)
107. Storm Over Arnhem (19:1)
108. Battle of the Bulge '81 (19:2)
109. Gunslinger (19:3)
110. Oh-Wah-See (19:4)
111. Struggle of Nations (19:5)
112. Victory in the Pacific (19:6)
113. G.I.: Anvil of Victory (20:1)
114. Titan (20:2)
115. Frederick the Great (20:3)
116. Starship Troopers (20:4)
117. Bull Run (20:5)
118. Air Force (20:6)

SERIES REPLAYS

Index Key: Order of Appearance—Game
(Players and Commentator) Volume:Number

Since Don Greenwood introduced the first Series Replay a decade ago, the masterful play illustrated by the experts has proved a boon to many readers. Even the less-than-clever actions by the not-so-expert among these players served for the neutral commentators (themselves master players) to highlight points on proper and improper tactics and strategies. Many current readers learned competency in the various games below by playing along vicariously. Many innovations and ploys were first illustrated in these replays. More than any other regular feature in the magazine, the colorful art and commentary of the Series Replay has yet to be duplicated elsewhere in the hobby press. Despite the immense effort even a simple replay represents, these will continue to be stock-in-trade for *The GENERAL*.

The name of the Neutral Commentator has been italicized. Thus far, only one Series Replay has appeared that did not have a Neutral Commentator to guide the readers through the action.

1. Midway (Barr, Greenwood, *Totten*) Vol. 10, #2
2. Stalingrad (Evans, Oleson, *Phillies*) Vol. 10, #4
3. Afrika Korps (Garbisch, Hoyes, *Greenwood*) Vol. 10, #5
4. Battle of the Bulge (Reed, Lowry, *Roberts*) Vol. 10, #6
5. Panzerblitz, Situation 6 (Plock, Livermore, *Easton*) Vol. 11, #1
6. Waterloo (Sinigaglio, Beyma, *Anton*) Vol. 11, #2
7. Midway (Uhl, Greenwood, *Totten*) Vol. 11, #3
8. Origins of World War II (Barents, Drakert, Hendry, Caton, Birsan, *Pulsipher*) Vol. 11, #4
9. Stalingrad (Greenwood, Reed, *Phillies*) Vol. 11, #5
10. Third Reich (Nofi, Glynn, Euler, *Greenwood*) Vol. 11, #6
11. Anzio (Oleson, Saha, *Davis*) Vol. 12, #1
12. Panzerblitz, Situation 4 (Livermore, Plock, *Easton*) Vol. 12, #2
13. Waterloo (Roberts, Libby, *Anton*) Vol. 12, #3
14. Afrika Korps (Hazlett, Libby, *Burdick*) Vol. 12, #4
15. Anzio (Oleson, Saha, *Menconi*) Vol. 12, #5
16. Wooden Ships & Iron Men (Uhl, Greene, *Hamblen*) Vol. 12, #6
17. Panzer Leader, Situation 15 (Plock, Livermore, *Reed*) Vol. 13, #1
18. Diplomacy (Naus, McCallum, Birsan, Prosnitz, Beyerlein, Plog, Lakofka, *Buchanan*) Vol. 13, #2
19. Midway (Uhl, Greenwood, *Hilton*) Vol. 13, #3
20. War at Sea (Hamblen, Uhl, *Greenwood*) Vol. 13, #4
21. Afrika Korps (Beyma, *Burdick*, *Hazlett*) Vol. 13, #5
22. Panzerblitz, Situation 4 (Chiang, Bolar, *Phillies*) Vol. 13, #6
23. Alexander (Plock, Livermore, *Hamblen*) Vol. 14, #2
24. Stalingrad (Baruth, Angiolillo, *Balkulski*) Vol. 14, #3 and Vol. 14, #4
25. Victory in the Pacific (Carus, Barr, *Greenwood*) Vol. 14, #6
26. Squad Leader, Scenario 1 (Blumberg, Wetzelberger, *Greenwood*) Vol. 15, #1
27. Caesar's Legions (Poulter, Hind, *Greenwood*) Vol. 15, #4
28. Panzerblitz, Situation 10 (Plock, Livermore, *Chiang*) Vol. 16, #1 and Vol. 16, #2
29. Cross of Iron, Scenario 102 (Suchar, Mishcon, *Greenwood*) Vol. 16, #3
30. Russian Campaign (Jarvinen, Beyma, *Hamblen*) Vol. 16, #4
31. Anzio, Four Player Variant (Barrera, Diez, Duerr, Duerr, *Oleson*) Vol. 16, #6
32. War at Sea (Moon, Hamblen, *Greenwood*) Vol. 17, #1
33. Victory in the Pacific (Wright, Roehl, *Hendrix*, *Greenwood*) Vol. 17, #2
34. Cross of Iron, Scenario E (Anderson, Spoulos, *Allen*) Vol. 17, #3 and Vol. 17, #4
35. Third Reich (Watney, Palmer, Nicholas, Wein) Vol. 17, #5 and Vol. 17, #6
36. Wooden Ships & Iron Men (Carpenter, Burt, *Uhl*) Vol. 18, #3
37. Storm Over Arnhem (Moon, Greenwood, *Allen*) Vol. 19, #1 and Vol. 19, #2
38. Gunslinger (Murphy, Ifert, Martin, Ransom, Fratelli, *Hamblen*) Vol. 19, #3
39. Victory in the Pacific (Sinay, Resman, *Lutz*) Vol. 19, #6 and Vol. 20, #1
40. Bull Run (Martin, O'Neil, *Hamblen*) Vol. 20, #5 and Vol. 20, #6