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MAY 1, 1964

THEY'RE FIGHTING IT ALL OVER AGAIN!

Baltimore, Maryland. Just about the time you are receiving this first newsletter, thousands of military buffs will be fighting the World War II desert campaign all over again. We're already besieged by letters from Rommels and Montgomerys popping up all over the country. This sudden pre-occupation for Afrika Korps will no doubt be a boon to the Marshalls Baton business.

As most of you loyal subscribers know Afrika Korps is the latest in a continuing series of famous battle games Avalon Hill has been publishing since 1958. But few know the background of Avalon Hill, itself.

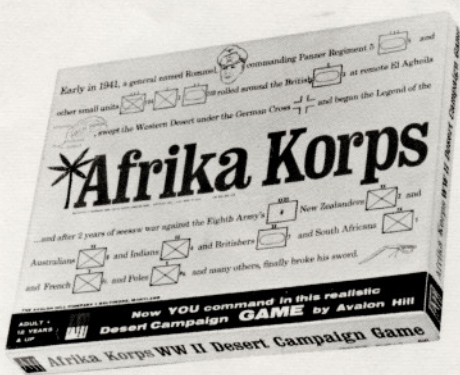
Incorporated in 1958 Avalon Hill's first games were Gettysburg, Tactics II and Dispatcher (chronological appearance on the market for each game is indicated by the code number printed on the box; Gettysburg - 501, Tactics II - 502, etc.).

Preceding these, of course, was original Tactics published back in the days prior to incorporation. Tactics II was simply a refinement of the original game.

But it was Gettysburg that really caught on. National magazines and news services spread the word demanding national distribution for the game. Quite naturally, other games followed in order to satisfy the appetite of battle game enthusiasts that seemed to crop up from everywhere.

As a result Avalon Hill has enjoyed overnight success...and in just 6 short years has been forced to seek newer quarters four times since leaving the original Gun Road address.

There is no Mr. Avalon, nor is there a Mr. Hill...the very first games were published in a Baltimore suburb, Avalon, high up on a hill literally overlooking the genteel plantation land of picturesque south Baltimore. It was there that Gettysburg was conceived...labor of love in which the famous civil war battle was rehashed time and time again by admitted Confederate sympathizers (in the "border" state of Maryland southern loyalty ran high.) One of the



very first correspondents was an elderly Alabama gentleman who was having the time of his life "slaughtering those damyankees."

Today, the battle game group numbers 8 titles not including Chancelorsville which is no longer in the life.

Because of the enthusiastic reception to realistic games in the battle area, Avalon Hill embarked on a policy of designing realistic games for subjects of all walks of life. In fact, the original Verdict was quickly followed up by Verdict II, an indication of the tremendously increasing interest in the law profession.

And because of fanatical sports enthusiasm, the Avalon Hill "formula" was carried over into the sports field. As a matter of fact, Football Strategy portrayed realism to such an extent that the leading national illustrated sports magazine said... "the best football game ever invented is Football Strategy," in their December 11, 1961 edition.

Management, which was introduced in 1960, has found considerable favor with professional administrators. We have learned that this game has been used in various management courses around the land as a guide to designing the more complex decision-making games that are machine solved.

Avalon Hill has also applied the authenticity kick to sports car racing. Le Mans which is very, very popular with the sporty set (especially those whose driving licenses have been revoked). As a matter of fact, recently

a sharp upsurge in sales of Le Mans caught us short handed and, much to our embarrassment, some of you had to wait 2 months for your copy.

We hope to continue to publish games based on real life adventures. And if reading this article has interrupted you from finishing your current game of Afrika Korps, then by all means go back to game board...for this very minute, historians are fighting it all over again.

Can the British Really Win in Afrika Korps?

Our Consumer Panel test members feel that the British have a tough time of it in this game.

We have learned that in the first several games between new opponents unfamiliar with the game, odds are in favor of the British player winning. However, as the German player becomes more familiar with the nuances of strategy open to him, the play-balance leans toward his side. Actually, this tends to be the case for many of our battle games...and I'm sure had Robert E. Lee been able to fight Gettysburg over again, he would no doubt have won all the marbles.

Lower the German Supply Capacity

For those of you wishing to balance Afrika Korps once you have played it several times, we suggest that you reduce the German Supply maximum from 3 Supply Wagons to just 2 maximum. So the key to the British strategy becomes even more apparent: hold Tobruk at all costs even if the German player decides to push on toward Alamein without fighting for this Fortress. In effect, the German Supply capacity is reduced 50% which means that he will not be able to attack on every Turn. He will have to pick and choose his battles carefully so as not to run out of supply wagons when he needs them the most. As a matter of fact, this was the case in the real campaign during which Rommel was not able to launch any major attack from early Summer to late Fall of 1941.

"The Avalon Hill General"

a bi-monthly newsletter mailed on the 1st day of January, March, May, July, September and November.

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EDITORS WANTED

There are still some areas for which we have not appointed editorships. If you are interested in writing a column for this newsletter simply send us a personal resume. If appointed, you will prepare your own column much in the manner shown elsewhere in this newsletter. You will also receive a free lifetime subscription to The Avalon Hill General. The following areas are still open for editorships:

NEW ENGLAND covering Maine, Vermont, New Hampshire, Massachusetts, Connecticut and Rhode Island.

MIDDLE ATLANTIC covering New York, New Jersey, Pennsylvania and Europe.

CENTRAL covering North Dakota, South Dakota, Minnesota, Nebraska, Iowa, Kansas and Missouri.

NORTHWEST covering Idaho, Montana, Wyoming, Nevada, Utah and Colorado.

Please address your correspondence to: Editor, The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211.

Have Sword - Will Command

Annandale-on-Hudson, N.Y. We have just received late word covering the existence of a "Model Generals Club." We are grateful to Mr. G. DeGree, Sec. -Gen. in sending along a membership card announcing the admittance of our President, Earl Sparling, as honorary Corresponding Member. We have no further information at this time regarding this club and therefore urge those of you who might be interested to write to Mr. G. DeGree, Model General Club, Annandale-on-Hudson, New York. Meanwhile, we'll see that Mr. Sparling shines up the sword he swung so savagely during Pickett's Charge.

Hilary Smith appointed South Atlantic Editor



Hilary Smith
7805 Maple Ridge Road
Bethesda 14, Maryland

EDITOR -- South Atlantic covering Maryland, D. C., West Virginia, Virginia, Kentucky, North Carolina, South Carolina, Georgia, Alabama, Mississippi and Florida.

We are happy to announce the appointment of a long time Avalon Hill fan to the post of South Atlantic Editor. Mr. Smith is 17 years old and grew up in Silver Spring, Maryland, a hot-bed of Avalon Hill activity. He is currently a Junior at Bethesda-Chevy Chase High School. His interests include the Science Club and the Finance Club plus out of school sports. He would welcome correspondence from those of you living in his area.

They're Really Designing They're Own in Bethesda, Maryland

by Hilary Smith

To start off this column I would like to tell you about my club. I formed a club in Bethesda consisting of ten members which is about the maximum our club can handle. Soon after forming we decided to make a big game of our own so that more club members could play at a time. We wrote Avalon Hill and asked them if they could supply us with a list of reference books, a supply of blank counters, and white sheets with hexagons printed on them. This they did. As soon as we received our materials we plunged into the construction and finally turned up a war map of Europe (3'x5') of doubtful quality as to the accuracy and art work. Little inaccuracies like a huge nonexistent mountain range on both sides of the Rhine, certain islands missing, cities in the wrong place, and borders some times as much as 200 miles off. We did however enjoy playing it. After 20 or so games we realized that this battle map just had to go because the art work was terrible (I was one of the artists, natch).

We ordered new boards and counters and enlarged the area of Europe our game covered. We now included more of Russia, almost all of North Africa, some of the Middle East, all of middle Europe plus Turkey, and some of Scandinavia. The art work was near professional (none of it by me, mind you) and the accuracy was close. For units we included air forces, flak units, armored, infantry and combinations of both, engineers, navies, trains, mines

and mine sweepers, destruction squares (red clear plastic circles used to denote a bridge blown, harbor bombed, a railway, destroyed or a city blasted). The major problem of this game is the rules which are very confusing, tangled, even though we have made several attempts to write them all down but gave up after ten double space pages and only a quarter of the job done.

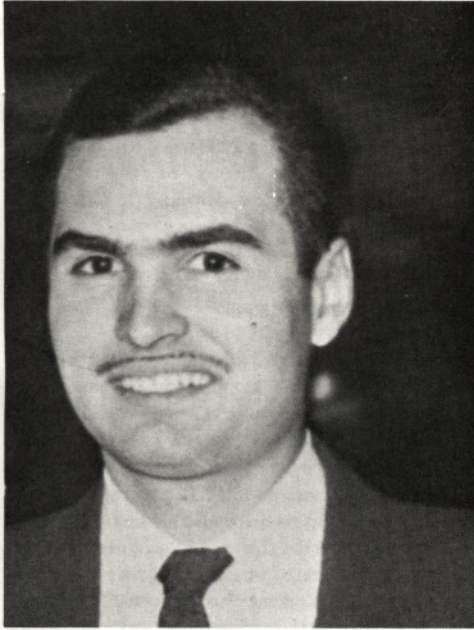
The game begins in 1939 and ends in 1945. There are six major commanders, Russia, Germany, France, Britain, Italy, and all of the other countries under one commander. A complete turn takes about 1 hour but have lasted for more than three hours. It is not uncommon to play a single game six or seven weeks.

Tips on designing your own

After reading my story about my game it might make you want to build one for your club or yourself. So I might as well pass on some hints for making your own game... To my knowledge white sheets with hexagons printed on them are still available from Avalon Hill but the blank counters are not. Counters may be made by ordering a replacement sheet for 60¢ from the company for a game such as Waterloo. The choice of this game is because of the large number of counters in the sheet.

With glue and paper it is possible to cover up the present face of the counter

Southwest Editor's Post to Air Man-Sgt. Louis Zocchi



Louis Zocchi, S/Sgt. U.S.A. F.
1305 Porto Rico
Alamogordo, New Mexico

EDITOR - Southwest covering Arizona, New Mexico, Texas, Oklahoma, Arkansas and Louisiana.

"The Sage Sarge Sez" column is being written by a 29 year old Air Force sergeant named Lou Zocchi. Lou hails from Chicago, Illinois and has 10 years of military service behind him. He is

an amateur magician, teaches guitar and electric bass, plays in a dance band, and beats his wife for amusement.

Sarge has just returned from a 4-year tour in Japan where he used Avalon Hill's "Word Power" game to teach English to Japanese citizens. Sgt. Zocchi's magic show for a Japanese General was so impressive that the general ordered Zocchi decorated. He was tarred and feathered on the spot.

Lou is working in the Holloman Air Force Base control tower which accounts for the air traffic snarl over the base. He also teaches Avalon Hill games in the base Service Club. When we agreed to allow Zocchi to name his column "Sage Sarge Sez", it was with the understanding that the word sage would describe the ludicrous patch of fungus under his nose rather than his lack of intelligence. The word sarge is applicable because that is his rank. Anyone that meets him knows just how rank he is.

Lou's father is the man who engraved the Lord's Prayer on the head of a pin. Whenever people discuss pinheads, Zocchi's name naturally comes up.

The articulate defender of democracy asks that you all out there in the southwest area get in touch with him. He's eager for news from the outside world.

a little heavier, put on cities, rivers, etc., and color it and your in business.

My next column will include tips on coloring. (Both counters and the board), equipment, optional rules, nature of the armed forces represented on the board, and any other hints I can think of.

Many people that I have talked to have expressed exasperation in playing the different games. The gripes mainly are about the dice system. They say they have been defeated before by a less skilled opponent just because they have not been skilled in dice throwing. I have no solution for this problem yet, but if any of you do please drop me a line so that I may pass it on to the readers.

I have an idea for a new game, possibly. It is based on World War III (that's right, WWIII). My ideas are not completely formulated so it will have to wait till my next column in the next issue.

Sage Sarge Sez: How to Win Without Really Playing

To the unscrupulous Avalon Hill fans, I offer 12 tips on how to win more frequently. To the scrupulous, I offer my sympathy. Here are the tips.

1. Pick a high, comfortable chair for yourself and give your opponent the low, uncomfortable, backless stool. Your opponent must look up to you when engaging in conversation. Looking up makes him feel slightly inferior. You can increase this feeling by pointing out his blunders only after he is too late to correct them.

2. Smoke heavily. A pipe is excellent for making gurgling sounds when there is a slug in the stem. These sounds should be emitted only while your opponent is trying to unsnarl your last move. Don't become overly enthusiastic when gurgling or you will suck the slug into your mouth. Not only do slugs of tobacco juice taste bad but your opponent will probably rejoice at your misfortune, and you will have nullified all your efforts to create tension. Before your snorkle gets to the juicy slug stage you can exhale gently through the stem and blow soot on the board. Naturally a foul smelling tobacco is preferred. Rubbing garlic into the bowl before stoking up will cause even the most indifferent opponents to recoil every time you exhale. Blow smoke in your opponents eyes when he is in range. When he isn't, blow smoke on the side of the board he is intently studying. When you finish the pipe routine bum a cigarette from him. If it's his last one take it and mention to him that he's running low. Talk about smoking and how good this particular butt is. This will make him want the cigarette you are smoking. If he looks longingly at your fag, blow smoke in his eyes. Sometimes it's better to put out the cigarette after you've had only one or two puffs. This enables you to bum more cigarettes from him in less time and he will resent your wastefulness.

3. If you're playing in his house never flick the ashes off your cigarette. Let them hang. He will become a nervous wreck while waiting for the ash to fall. Lean across the table as though you were interested in something on his side of the board when the ash is ripe. With any luck at all you should be able to drop it into his lap. I have done this in my own home while my wife stood nearby. You'd be surprised how many men are too shy to brush

(Continued on Page 11, column 1)

and have white blank face. This is now suitable for coloring or writing on. This method still has bugs in it so I would experiment to find the best method before doing on a large scale.

In drawing a map on your boards the best method I have found is to:

- 1) Find a map you want to copy (check your library)
- 2) Buy some film and take flash photos of the map
- 3) Make slides out of the film
- 4) Using the hex boards as a screen project the slide of the map on to the screen
- 5) By moving the projector back and forth you can project any part of the map on the slide on to the hex board screen
- 6) Take a pencil and trace all you want of the map on your hex boards.
- 7) Now simply darken the boundaries

From the HILL Top

by Jon Perica

I should like first to thank Avalon Hill for the great honor they have given me. I realize that this job will carry many responsibilities with it and I will do my best to complete all that is asked of me. (Editor's Note: Mr. Perica visited us with his family last year while vacationing east...and we are quite sure that he will do a fine column.)

As soon as I received your Consumer Brochure I immediately passed it around to my friends. Beside most of the Club Members, four or five others who have Avalon Hill games said they would buy Afrika Korps as soon as possible. One of the things they were especially impressed with was the vivid and exciting introduction you gave for the beginning of your advertisement.

Bug your Dealer

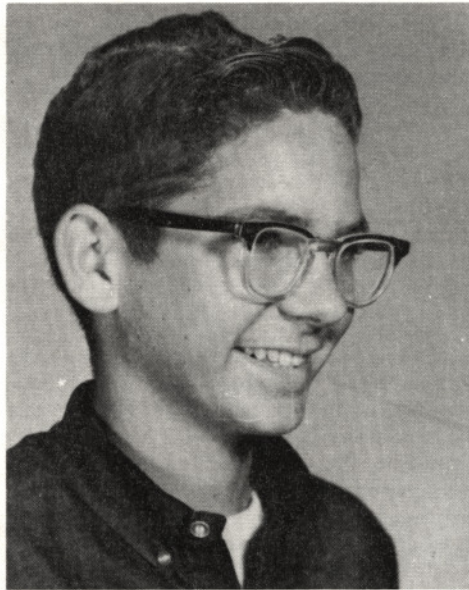
Now that Afrika Korps is being produced, many of you will be interested in buying it. But if you are like me, you run into difficulties when you try to purchase the games at most stores. With the exception of the Christmas season, I have never seen a store that carried more than two or three of the Avalon Hill games regularly. One way to help remedy this is to keep asking for the games at a particular store. If you and your friends ask often enough they will order just to get you out of their hair.

But why don't most stores carry even part of the games? The answer to this is two-fold. The first reason is that the Avalon Hill games are the "Cadillac" models of the game world, and as in anything else, you have to pay for quality. This limits the number of sales, unfortunately. And yet the very nature of the games; the time spent to insure authenticity and the great number of pieces, requires a price higher than most other games. They are still lower priced than the few comparable games available.

AH and Chess Players the Same?

The second reason is the very nature of the people the games are meant to appeal to. To really enjoy Avalon Hill games you must be willing to sit down for four or five hours at a time to work out the tactical maneuvers needed. Then you experience that special surge of power that comes when you know you've just wiped out your opponent in a big battle. Because of these requirements the games tend to appeal to the more intellectual person. One thing I've noticed is that people who like AH war

Pacific Coast Editorship to Basketballer--Jon Perica



Jon Perica
5663 Ramara Avenue
Woodland Hills, California 91364

EDITOR - Pacific Coast covering Alaska, Hawaii, California, Oregon, Washington and Far East.

"Though only a Junior in High School,

I like to think of myself as the only sixteen year old Field Marshal in the world. Although I play basketball on the Junior Varsity team and collect stamps, I still find time to play and experiment with most of the Avalon Hill games. I enjoy playing all the different types of war games --- I especially like the newer games such as Bismark, Waterloo and Stalingrad. My favorite is Stalingrad."

"My first introduction to Avalon Hill games came in 1958 when my parents gave me the original Gettysburg game as a Christmas gift. It was difficult to find opponents at first. Later, as I found more Avalon Hill fans, my collection of the games increased until I have, at present, all the war games except Chancellorsville. As I met more people I was surprised at how many of them had Avalon Hill games but lacked anyone to play them with. With this problem in mind, several friends and I formed an informal club that met during the summer for friendly competition. Since then, membership has increased to ten, and with the publication of a player Directory in the "General", we hope to increase our membership even more."

games, frequently play chess also. Whether skill in one area helps in another or not, I'm not sure, but of the ten people in our club who meet regularly to play AH games, seven of them also play chess.

Form Clubs -- Here's How

Playing AH games can be even more fun when you get several friends together in an informal club. To help any of you interested in starting such a club, here are a few suggestions from the club I helped to form.

1. Alternating meetings at each members house prevents any one person from being imposed on.
2. Establish fairly regular meetings - every two or three weeks seems best during school months.
3. Saturday afternoons seem to be the best time to meet. A meeting time of from 1:00 - 4:30 fits nicely between lunch and dinner hours.

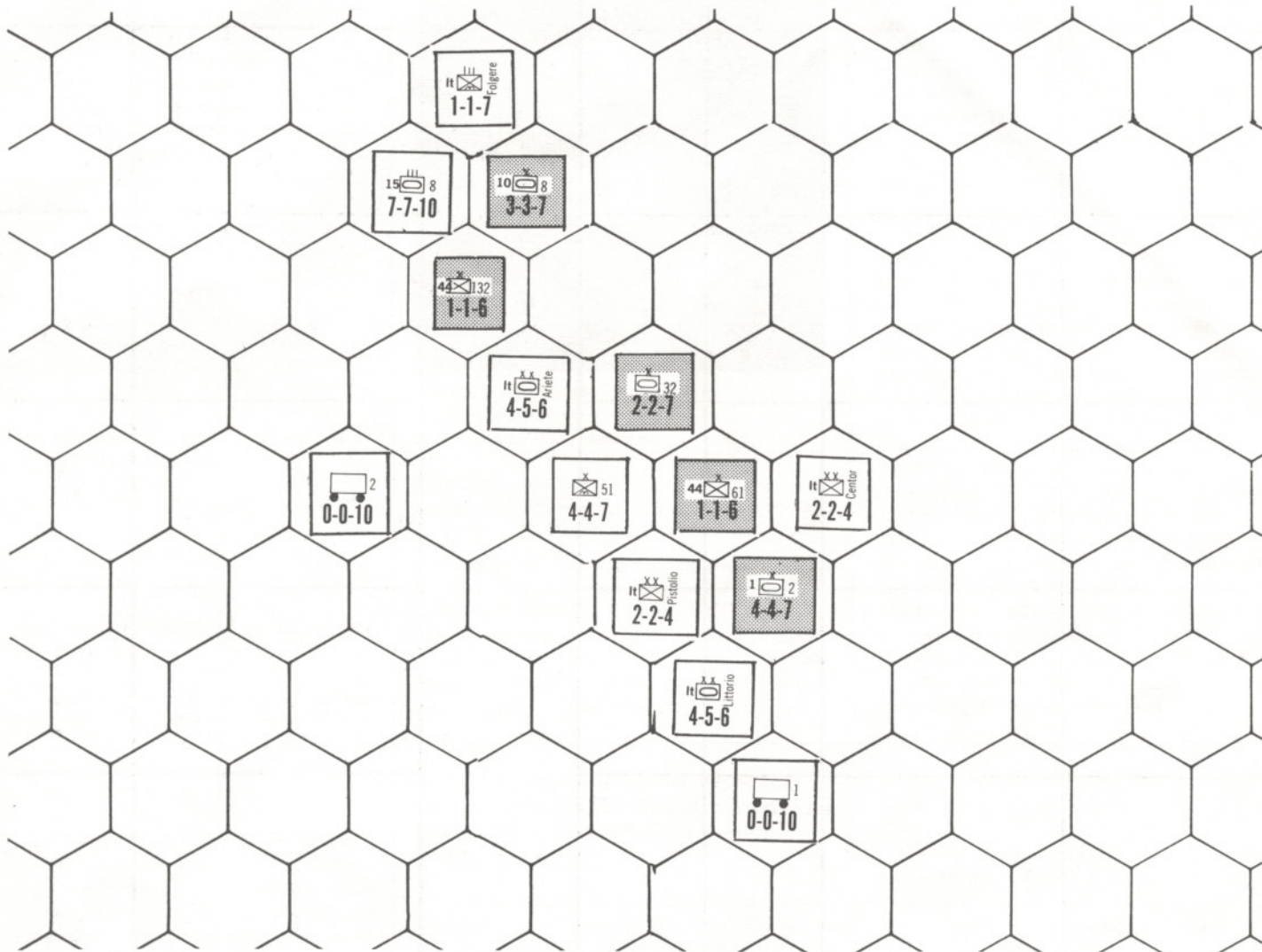
4. Try to set up a regular schedule of games and opponents. A round robin type gives everyone a chance to play every other player in order.
5. Organize victories and losses on a point scale - for instance - complete victory = 3 pts.; technical victory (to be decided by rest of members in event time runs out before game is completed) = 2 pts.; loss - 1 pt.; missing a game = 0 pts. Post results on club chart.
6. When two opponents meet to play, let the person with the fewer points choose the game he wants to play.
7. When arguments arise, as occasionally they do, let the other club members act as referees.
8. When you think you are pretty good, challenge me to a game. But expect no mercy! I'm a pretty ruthless person in my military conquests!

Write: Jon Perica, 5663 Ramara Avenue, Woodland Hills, California, 91364.

CONTEST NO. 1

The first contest involves a multiple battle situation already set up for you. But the actual break down of combat is left up to you. You must divide combat into no more than

5 different battles with the object of eliminating as many British Units as possible while keeping German losses to a minimum. First - study the battle situation below:



Now refer to the Operations Sheet on the Contest Entry blank. Fill in the necessary information in a manner similar to that shown for you in the example below. Filling in columns (a) through (c) are self explanatory. When selecting Stocks for (d) you must choose only from the list printed on the entry blank. You may list these Stocks in any order you wish. You do not fill in columns (e), (g) and (h). We have pre-selected the Closing Transactions Date (e) and will complete columns (g) and (h) ourselves when marking your entry. Finally - include your name and address where indicated. Also, state the Avalon Hill game you wish as your prize in the event you become a winner.

HOW COMBAT IS RESOLVED

Combat will be resolved exactly as in the Afrika Korps Play-by-Mail kit. We will obtain the result of combat by consulting the New York Stock Exchange report for closing transactions of Monday, June 1, 1964. The result of each battle will be determined by the last digit of the Sales-in-Hundreds column for each Stock you have listed on the Operations Sheet. The special Play-by-Mail Combat Re-

sults Table will be used in matching up the results of combat.

HOW YOU WIN

10 winners will be named. Winning entries will be those whose attacks come closest to eliminating all British Units while suffering fewest German losses. In case of ties earliest postmarked entries will decide (allowances will be made for distant participants.) Winners will be awarded a FREE Avalon Hill game of their choice.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the entry blank and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211. Contest Department. Entries must be postmarked on or before Saturday, May 30, 1964. Print your name and address clearly. And make sure you mention the game you wish as winning prize.

ENTRY BLANK

OPERATIONS FOR GERMAN ARMY

ENTRY BLANK

FILL IN COLUMNS (a), (b), (c) and (d) only... WE WILL COMPLETE (g) and (h) WHEN MARKING YOUR ENTRY.

(a) Attacking Units	vs	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(e) Closing Transactions Date	(g) Stock/Sales-In-Hundreds	(h) Results of Battle
1					Monday, June 1, 1964		
2							
3							
4							
5							

SELECT STOCKS FROM THIS GROUP

American Tobacco Ampex Eastern Air Lines Sears Roebuck IBM Ford Motor Goodyear
 Crown Cork & Seal Food Fair Korvette Coca Cola Motorola Goodrich Chrysler

(In the event one of the above Stocks is listed more than once, we will use the Stock with highest Sales-in-Hundreds)

NAME _____

ADDRESS _____

PRIZE _____ (Avalon Hill game)

Plan Red--from Purdue U.

by Carl F. Knabe II

West Lafayette, Indiana: In answer to many queries regarding optimum German defensive set ups for D-DAY, we are presenting Plan Red. Grid-coordinates have been arbitrarily established in order that you may have a reference point for the exact placement of German Units. The row of squares that run E-W are numbered; squares that run NW-ES are lettered. For examples: Essen is ii9, Reims-W19, Marseilles - N45, Brussels - AA13, Lyon - Q34, Dieppe - R16 and Nantes - E27, etc. The rest you can figure out for yourself. Note that this set up does not include HQ Units.

Once the game gets underway, follow the Secondary Defense Line for Plan Red.

Theatre Headquarters OB West, German
Initial German Placement
Plan Red

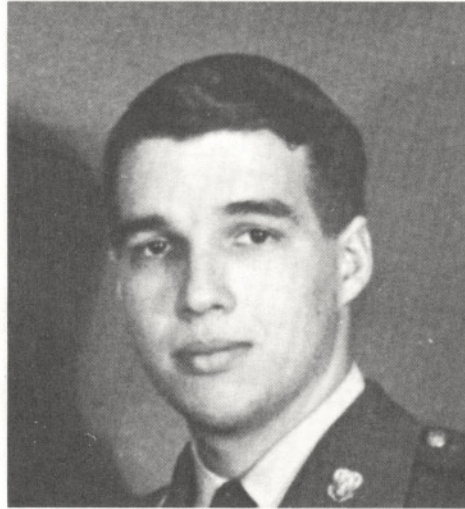
Using the following changes in the original D-DAY rules:

1. Odds are rounded off to favor the defender.
2. Soak-off at more than 1 to 6 is not allowed.
3. Units are not doubled behind rivers unless attacked directly across them.
4. Units being attacked from across rivers and from plain, city, mountain, fortress, or fortified zone squares not across the river are engaged at basic odds by all units attacking.
5. Allied Airborne units may not land adjacent to any German unit whether that German unit zone of control lies over that square or not.
6. Fortresses are tripled only if attacked from the sea. Otherwise they are doubled.
7. Headquarters units are not used.

GERMAN COURSE OF ACTION, Plan Red:

The German will make his initial placement of men in such a manner as to make the invasion areas of North Sea; Pas De Calais; Le Havre; and, to an extent, Normandy impossible to invade successfully. Any invasion in these areas will be crushed on the beach at all costs with the exception of Normandy

Cadet Captain, Carl F. Knabe II, Midwest Editor



Carl F. Knabe II
1244 State Street Courts
West Lafayette, Indiana

EDITOR - Midwest covering Wisconsin, Michigan, Illinois, Indiana and Ohio.

Being of German descent, I was given a German name: Carl Frederick Knabe II (Knabe means little boy in Deutsch) when I was born in Washington, D. C. in 1943. I lived there three years while my father served in Italy with the Army. After the war my father went

which is a German option depending on the success of the Allied invasion of this area. (SEE Initial German Placement. Plan Red.)

Any invasion in the invasion areas of South France; Bay of Biscay; Brittany; or, at German Option, Normandy will be met by an immediate German withdrawal to the Meuse-Antwerp line (SEE Secondary Defense Line, Plan Red.) The key to this withdrawal is the immediate movement of the six static divisions on squares BB-9 and CC-8 into position from behind the Meuse. All units will be in position no later than the 7th week, with the minimum loss of strength; the Allies will then be in a very difficult position. Two exceptions to this: (1) If Allies invade at South France it will be necessary to sacrifice two light units of Southern Reserve Force (SEE squares EE-23 and EE-22 of Initial German Placement, Plan Red.) To gain one turn, this will be compensated for by poor Allied reinforcement capabilities in South France; and (2) If the Allied drops paratroops behind German retreat the Germans must crush them with minimum loss and not be trapped by overland troops, the loss is made up for by the units freed from

to work for the General Electric Company and my family lived successively for one year in Schenectady, New York; six years in Baltimore, Maryland; and eight years in Schenectady, New York before we moved to Fort Wayne, Indiana where I took my Senior year in South Side High School there. I am now a Junior at Purdue University majoring in Physics and a Cadet Captain in Air Force ROTC.

I saw my first Avalon Hill battle game in Fort Wayne - TACTICS II. Since then the games have become a rather serious hobby with me and I have played all the battle games and a good portion of the non-battle Avalon Hill games. I find that I enjoy WATERLOO, D-DAY, STALINGRAD, and AFRIKA KORPS most of all the battle games. Personally, I find that I dislike old GETTYSBURG because it was imprecise, new GETTYSBURG and CHANCELLORSVILLE because luck on the die roll of the battles played too predominate a part (I am basically unlucky), and CIVIL WAR because if he plays his cards right the North can always win. The two navel games - BISMARCK and U-BOAT are also interesting, although I would like to see a navel battle game involving more variables.

airborne protection (SEE Secondary Defense Line, Plan Red.)

If the German has been able to withdraw to this line successfully experience has shown that he will normally win. The concentration of heavy units on the Southern flank is necessary because the Belfort-Epinal section of the line is the most key section and must be defended most fanatically; the concentration can also be used later in the game for a possible German flank envelopment counter-attack against the Allied line.

Any constructive defense short of the Meuse-Antwerp line is not possible due to the longer section of beach to be defended and the lack of good positions to fall back upon once the defense is breached giving the Allied maneuverability a chance to fell a telling blow. The Meuse-Antwerp line not only forces the Allies to fight a set-battle (German lack of movement is not so much of a handicaphere) at "bad" odds, but forces him to soak-off in inordinant amounts also.

(Continued Page 8, column 1)

Plan Red-Face--from Holloman Air Base

Alamogordo, New Mexico: The following is another starting defensive line-up for D-DAY. Plan Red-Face, so named because it failed, nevertheless has merit. As a matter of fact, it was the exact set-up used in a recently completed D-DAY Play-by-Mail game between S/Sgt. Louis Zocchi and your peerless management here at the game making place. Pvt. Zocchi's own comments follow.

STATIC INFANTRY:

16LW	<u>FF-5</u>	242	<u>O-17</u>
17LW	<u>EE-6</u>	243	<u>M-18</u>
18LW	<u>DD-7</u>	244	<u>L-18</u>
47	<u>CC-8</u>	245	<u>I-21</u>
48	<u>BB-9</u>	265	<u>G-21</u>
49	<u>Z-10</u>	266	<u>C-23</u>
148	<u>X-11</u>	319	<u>D-26</u>
157	<u>W-12</u>	326	<u>D-26</u>
158	<u>V-12</u>	338	<u>D-31</u>
159	<u>U-13</u>	343	<u>M-44</u>
165	<u>T-14</u>	344	<u>N-44</u>
182	<u>S-15</u>	346	<u>N-45</u>
189	<u>R-16</u>	347	<u>N-45</u>

348	<u>O-45</u>	712	<u>Q-45</u>
708	<u>O-45</u>	716	<u>Q-45</u>
709	<u>P-45</u>	719	<u>R-44</u>
711	<u>P-45</u>		

INFANTRY:

271	<u>FF-5</u>	1SS	<u>Q-16</u>
272	<u>EE-6</u>	2SS	<u>Q-16</u>
275	<u>DD-7</u>	9SS	<u>JJ-13</u>
276	<u>CC-8</u>	12SS	<u>P-17</u>
277	<u>BB-9</u>	49SS	<u>EE-23</u>
331	<u>Z-10</u>	Lehr	<u>P-17</u>
77	<u>X-11</u>	51SS	<u>EE-23</u>
84	<u>T-14</u>	2	<u>Q-16</u>
85	<u>S-15</u>	9	<u>M-18</u>
91	<u>D-31</u>	11	<u>L-18</u>
352	<u>E-27</u>	21	<u>N-44</u>
353	<u>A-37</u>	106	<u>O-02</u>
		116	<u>M-44</u>

ARMORED INFANTRY:

319	<u>BB-9</u>	243	<u>X-11</u>
347	<u>DD-7</u>	326	<u>BB-9</u>
716	<u>FF-5</u>	348	<u>DD-7</u>
48	<u>S-15</u>	719	<u>FF-5</u>
165	<u>W-12</u>	49	<u>T-14</u>
245	<u>Y-11</u>	182	<u>W-12</u>
343	<u>CC-8</u>	265	<u>Y-11</u>
709	<u>EE-6</u>	344	<u>CC-8</u>
18LW	<u>S-15</u>	711	<u>EE-6</u>
158	<u>V-12</u>		

(Continued Page 9, column 1)

3SS	<u>JJ-13</u>	HEADQUARTERS:
15SS	<u>JJ-13</u>	OB WEST <u>FF-6</u>
17SS	<u>P-17</u>	HQB <u>EE7</u>
25SS	<u>EE-23</u>	HQ #19 <u>CC-9</u>
AIRBORNE:	HQ #15	<u>BB-10</u>
2	<u>R-16</u>	NETH <u>AA-10</u>
3	<u>D-31</u>	HQ #7 <u>Z-11</u>
5	<u>Y-11</u>	HQ #1 <u>X-12</u>

Quoting from the official surrender dispatch: "...commands to the Allied Armies were inspirationally conceived, flawlessly planned and brilliantly executed. Outside of that, I can't think of anything you (Avalon Hill) did right."

Our southwest correspondent further comments on his own strategy: "...contributing to the Allied War effort was my masterful handling of Zocchi's Rout; my flawless execution of Zocchi's Disaster; and my peerless indecision during Zocchi's Blunder."

In a more serious nature, the good Sgt. passes this critique along to you for what it is worth: "...I think my initial error was in placing 2 Static Divisions too many in the South of France. I usually have 3 Statics in Avranches... had I done so in this game, I might have had better luck in sealing off Brittany until more help arrived. I think my second error was when I fought you in the open plains of France. If I had offered only token resistance until I reached a position where I could turn the terrain to my advantage I might have done better. This was the first time an opponent moved inland so fast. I usually manage to fight a slow withdrawal and arrive at the O line(?) about the 9th week. My third tactical error was failing to place stronger Units south of 20. Had I done so my South of France force would probably have arrived at the Loire in time to make you fight your way across. I am wondering if leaving all that force on the beaches until after the 9th week was an error. I never had such great need for them before. I probably made many more errors but the 3 I mentioned seem to me to be the most critical. I would appreciate a critique on what you considered to be the key errors in my strategy."

Well, now its quite possible that your key error was in purchasing the game in the first place.

Plan Red--from Purdue U. The Unstoppable German Defense

(Continued from Page 7)

Heavier North Sea defense may be obtained for the initial invasion by placing the Hitler Corps in the Northern replacement area instead of the Center One (SEE Initial German Placement, Plan Red.)

Initial German Placement - Plan Red

STATIC INFANTRY:

16LW	<u>D-26</u>	159	<u>V-12</u>
148	<u>T-14</u>	244	<u>Y-11</u>
189	<u>X-11</u>	338	<u>CC-8</u>
266	<u>BB-9</u>	708	<u>EE-6</u>
346	<u>DD-7</u>	17LW	<u>Q-16</u>
712	<u>FF-5</u>	157	<u>T-14</u>
47	<u>S-15</u>	242	<u>X-11</u>

Plan Red- The Unstoppable German Defense --D-Day "Germans Can't Lose in D-Day"

(Continued from Page 8)

INFANTRY:

271	<u>P-17</u>	277	<u>DD-10</u>
77	<u>T-16</u>	352	<u>Y-13</u>
276	<u>U-13</u>	275	<u>P-17</u>
91	<u>X-13</u>	85	<u>V-15</u>
272	<u>P-17</u>	331	<u>JJ-3</u>
84	<u>V-15</u>	353	<u>BB-11</u>

ARMORED:

1SS	<u>K-18</u>	12SS	<u>R-16</u>
9	<u>G-25</u>	49SS	<u>EE-23</u>
106	<u>FF-22</u>	2SS	<u>K-21</u>
9SS	<u>EE-23</u>	21	<u>O-17</u>
116	<u>Q-18</u>	Lehr	<u>M-18</u>
2	<u>L-18</u>	51SS	<u>EE-23</u>
11	<u>N-20</u>		

ARMORED INFANTRY:

17SS	<u>I-21</u>	AIRBORNE:	
Hitler Corps	JJ-13	3	<u>HH-6</u>
	3SS	5	<u>FF-6</u>
Hitler Corps	15SS		
	25SS	2	<u>P-20</u>

Question Corner

ON AFRIKA KORPS:

Q: "Can the British prevent isolation of Units at Bengasi if he is unwilling to put a Supply Unit there by rotating 2 Units back and forth between his home base and Bengasi, saying the men are supplied at alternate intervals?"...

A: Yes.

ON GETTYSBURG:

Q: "In regards to Gettysburg (original version) how long does it take to construct Hasty Entrenchments and Reverse Slope & Valley Defenses?"

A: Hasty Entrenchments and slope and valley defenses require no lapse of time. They are constructed on the same turn of arrival.

Plan Red - Secondary Defense Line

	SQUARE	EMPLACED by type.
Belfort	<u>AA-26</u>	<u>6-6-4, 6-6-4</u>
	<u>AA-25</u>	<u>5-5-4, 5-5-4</u>
Epinal	<u>AA-24</u>	<u>4-4-3, 4-4-3</u>
	<u>Y-24</u>	<u>7-7-4, 7-7-4,</u> <u>6-6-4</u>
	<u>Z-23</u>	<u>1-2-2, 1-2-2</u>
	<u>Z-22</u>	<u>3-4-3</u>
	<u>AA-21</u>	<u>1-2-2, 1-2-2</u>
	<u>AA-20</u>	<u>3-4-3</u>
	<u>AA-19</u>	<u>1-2-2, 1-2-2</u>
	<u>AA-18</u>	<u>4-4-3</u>
	<u>AA-17</u>	<u>1-2-2, 1-2-2</u>
Sedan	<u>AA-16</u>	<u>3-4-3, 3-4-3</u>
	<u>BB-15</u>	<u>1-2-2, 1-2-2</u>
	<u>BB-14</u>	<u>1-2-2, 1-2-2</u>
Namur	<u>BB-13</u>	<u>4-4-3, 4-4-3</u>
Brussels	<u>AA-13</u>	<u>5-5-4, 5-5-4,</u> <u>5-5-4</u>
	<u>BB-12</u>	<u>1-2-2, 1-2-2,</u> <u>1-2-2</u>
Antwerp	<u>BB-11</u>	<u>3-4-3, 3-4-3</u>
	<u>BB-10</u>	<u>1-2-2, 1-2-2</u>
	<u>AA-10</u>	<u>5-5-3, 3-3-3,</u> <u>1-2-2</u>
	<u>CC-8</u>	<u>1-2-2, 1-2-2,</u> <u>1-2-2</u>
	<u>DD-7</u>	<u>1-2-2, 1-2-2,</u> <u>1-2-2</u>
	<u>EE-6</u>	<u>1-2-2,</u> <u>1-2-2, 1-2-2,</u> <u>1-2-2</u>
	<u>FF-5</u>	<u>1-2-2</u>

AIRBORNE PROTECTION

	<u>DD-25</u>	<u>2-2-4</u>
	<u>CC-23</u>	<u>3-3-4</u>
Nancy	<u>BB-21</u>	<u>4-4-3</u>
Metz	<u>CC-19</u>	<u>3-3-4</u>
Luxembourg	<u>CC-17</u>	<u>1-2-2</u>
	<u>EE-13</u>	<u>1-1-3</u>
Liege	<u>DD-12</u>	<u>1-2-2</u>
	<u>DD-10</u>	<u>1-2-2</u>
Rotterdam	<u>EE-7</u>	<u>4-4-4</u>
	<u>HH-6</u>	<u>4-4-4</u>
	<u>JJ-3</u>	<u>1-2-2</u>

(Continued Page 10, column 2)

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D-DAY--Chicago Style

Chicago, Illinois: Here is a third German set-up used to great advantage by Robert Olson, in Chicago. If you are playing with the HQ Units, we recommend you try this set-up at least once.

STATIC INFANTRY:

16LW	<u>CC-8</u>	182	<u>X-11</u>	343	<u>Q-16</u>
17LW	<u>CC-8</u>	189	<u>X-11</u>	344	<u>P-17</u>
18LW	<u>CC-8</u>	242	<u>W-12</u>	346	<u>P-17</u>
47	<u>BB-9</u>	243	<u>V-12</u>	347	<u>O-17</u>
48	<u>BB-9</u>	244	<u>U-13</u>	348	<u>G-21</u>
49	<u>AA-10</u>	245	<u>T-14</u>	708	<u>C-23</u>
148	<u>Z-10</u>	265	<u>T-14</u>	709	<u>I-44</u>
157	<u>Z-10</u>	266	<u>T-14</u>	711	<u>D-26</u>
158	<u>Y-11</u>	319	<u>R-16</u>	712	<u>M-44</u>
159	<u>Y-11</u>	326	<u>R-16</u>	716	<u>N-44</u>
165	<u>X-11</u>	338	<u>Q-16</u>	719	<u>O-45</u>

INFANTRY:

271	<u>M-44</u>	277	<u>N-44</u>	85	<u>F-21</u>
272	<u>P-45</u>	331	<u>FF-7</u>	91	<u>C-30</u>
275	<u>O-45</u>	77	<u>T-15</u>	352	<u>CC-9</u>
276	<u>N-45</u>	84	<u>D-28</u>	353	<u>Z-11</u>

ARMORED:

1SS	<u>E-21</u>	12SS	<u>M-18</u>
2SS	<u>S-15</u>	49SS	<u>NN-2</u>
9SS	<u>NN-2</u>	Lehr	<u>D-31</u>

51SS	<u>NN-2</u>	11	<u>Q-17</u>
2	<u>I-21</u>	21	<u>F-21</u>
9	<u>K-19</u>	106	<u>NN-3</u>
ARMORED INFANTRY:		116	<u>A-37</u>
3SS	<u>JJ-13</u>	17SS	<u>L-18</u>
15SS	<u>JJ-13</u>	25SS	<u>EE-23</u>
AIRBORNE:			
2	<u>GG-6</u>	3	<u>FF-6</u>
		5	<u>EE-7</u>
HEADQUARTERS:			
OB WEST	<u>X-12</u>	1	<u>U-14</u>
7	<u>G-23</u>	19	<u>L-42</u>
WETH	<u>II-3</u>	B	<u>S-16</u>
15	<u>P-18</u>	G	<u>Q-43</u>

Plan Red--from Purdue U.

(Continued from Page 9)

Plan Red has an apparent weakness in its complete lack of an immediate South France defense. This is a somewhat subtle gambit, however. Upon closer inspection it develops that Vesoul (Y-26), at the southern end of the Secondary Defense Line, is 19 squares from the closest square (N-45) in South France which is only one move of the typical Allied unit closer than Bay of Biscay whose closest approach St. Nazaire (D-26), is 22 squares from Vesoul. With proper sacrifice of a 3-3-4 and the 2-2-4 from the German southern reserve around the 30th grid line it can be made physically impossible for any Allied ground unit to reach the Secondary Defense Line before it clicks into place; with proper screening by the Hitler Corps and 4-4-3's moving into position it can be made impossible for the Allied player to land airborne troops anywhere to hinder development of German defense. As has been said before, the sacrifice of these units by the German is made up for by the poor Allied supply and reinforcement capabilities in South France, forcing the Allies to reinstate the 16th week in order to bring his 16th week units into play effectively; this second invasion destroys the second invasion option of the Allies freeing the German defense of North Sea to strengthen the southern part of the Secondary Defense Line. The Allied will also have to send at least three 4-4-4's to hunt down the 16LW Static Div., which should be moved to Rennes (G-23), in order to receive his 28th week French units.

"Germans Can't Lose in D-Day"

The German should at all times seek to play a game emphasizing his strengths rather than his weaknesses. He should avoid a game of maneuver, of isolated strong points, of combat in plain squares, and of weak or no airborne attack protection. He should look for continuous lines (giving the Allied units' maneuverability no advantage), he should attempt to place his men so that their defense factor is doubled, and should provide sufficient airborne protection.

1. Place weak units behind river lines so that if Allied units are adjacent to them after combat the weak units are not required to attack.

2. On exposed strong points (i.e. points not behind river lines so that Allied men adjacent to them after combat force withdrawal or counterattack) place strong armor and infantry forcing the Allied player to take bad odds.

3. Since the German is not weak on defense but he is on offense, he should avoid counter-attacking unless he must maintain the position or he can cause the Allied player to take larger loss than himself.

4. The German should always fight his battles with the idea of his next withdrawal in mind and conduct his move so as to not deny himself good later defensive positions.

Protect Rear With HQ Units

Although the German side is a very difficult one to play in D-DAY, even with the new rules, it has been my personal experience that the German side has a very definite advantage. That is: the good German player stands a much greater chance of winning than the good Allied player. According to the new rules HQ units are not used. However, if two players feel they need HQ's as a play balancer, I feel they should be used according to these three principles:

1. For the Initial German Placement to prohibit airborne attack.

2. During the German retreat back to his Secondary Defense Line to slow up Allied advance through sacrifice, and prevent airborne attack.

3. Behind German Secondary Defense Line to prohibit airborne attack, freeing the men slated for AIRBORNE PROTECTION into the defense line.



AVALON HILL
ADULT GAMES

Sage Sarge Sez: How to Win Without Really Playing

(Continued from Page 3)

ashes from their laps when women are present. They make a big show of outer calm while trying to unobtrusively wiggle the ash off before it's too late. If you miss his lap, but hit the board, blow as hard as you can in his direction so the ashes and pieces will bury him. Then remark about how sloppy he looks.

4. Make left handed compliments on his tactics whenever possible. Try to sound sincere as you compliment him on his last move in general terms, then pick it apart in detail. For example; "Gotrocks, that last move was ingenious! I never dreamed you could get past my defenses that way. (Then the crusher). It's too bad you're going to loose those units because you bungled your defense against a flank attack here and here. Only a complete idiot could pull a stupid stunt like that." Ask his advice about your coming move, then do just the opposite.

5. Just before poor haggard Gotrocks throws that bone, call the number that will be most advantageous to you. If you can get the number you need 2 or 3 times in a row it heightens the illusion that you have a mysterious control over the dice. Poor Gotrocks will be so rattled he'll probably continue to throw your numbers 5 out of 6 times. Praise him when he rolls what you want; say nothing when he doesn't.

6. Never take his word for anything. Make him describe in detail every attack and soak off at least twice. This is exasperating to him especially when you pretend you don't understand what he's trying to explain. If he tries to make you explain your attacks comply with his wishes but make a great show of forced patience. With skillful application this technique will make him feel like some kind of an idiot. Talk down to him at every opportunity. Try to get him into an argument over rule interpretation. Make him dig out proof that he is right. Naturally in the heat of the moment he probably won't be able to find what he is looking for. When you have toyed with him enough inform him in your haughtiest manner that you think that it's a stupid rule and you still don't see why it has to be like that.

7. Keep him moving. Always ask for an ash tray, pheasant under glass, caviar, or champagne after he has moved 25% of his force. If he gets it for you before he finishes his turn he will probably loose his trend of thought and boo-boo on the board. Be sure to

chide him about it after he throws the die.

8. Throw the die into his men when resolving combat. It scatters his men and shatters his patience when he tries to place everything as it was. Bicker about the replaced set up until he gives in to your wishes. Then reverse your position and demand that they be set up as he had originally planned. Throw the die to the floor on his side of the board so that he has to get down on his hands and knees to retrieve it. If he tries to do the same thing to you kick the die back to him so he still has to get down on the floor. Take off your shoes and be sure to wear socks with holes in them. He will be sure to see them when he's on the floor and he'll probably feel embarrassed.

9. If you have false teeth you can clack them together, or suck air noisily through them. Dropping them on the board just as he finishes his move can jar the pieces so badly that he will have to make his entire move over again.

10. Drum your fingers on the table while you whistle a tuneless off key piece of nonsense during his turn. It tends to make him hasty and careless.

11. Attempt conversation on any subject that requires numbers for answers when he is trying to compute battle odds.

12. When you see that you are hopelessly lost shout with great excitement, "AHA! I knew you would fall for that trap. Now you are lost!" Jump up and jar the table so the pieces go flying. Look disappointed and say "Darn it all, and just when I had you too. Boy are you lucky."

You can believe me when I say that the dirty dozen work. Of course I haven't tried them lately because nobody wants to play with me anymore. I wonder why?

In the next issue I will describe what I think are the best opening moves for both sides in Tactics II. If you have a Tactics II set, you'll be able to plot every unit as it moves into position to execute "OPERATION CAN CAN". One whole corps gets wiped out in 2 moves. All the gory details will be disclosed in my next article entitled "TACTICS FOR TWO". If you folks have any ideas, I'd be glad to hear from you. My address is Lou Zocchi, 1305 Portorico, Alamogordo, New Mexico.

Afrika Korps - Sea Movement

One of the rules not made altogether clear in Afrika Korps pertains to movement in and out of Fortresses by Sea. To move voluntarily from Tobruk to your Home Base, you transfer your Units from Tobruk to the Home Base square in the same Turn. But you may not move such Units off the Home Base square until the following Turn. To transfer from land to Tobruk via Sea, Units must first be moved to the Home Base square. Then on the next Turn, they may be placed in Tobruk and moved inland if desired. Or, if you prefer, you may simply move Units completely off the board and keep them at "Sea" as long as you wish. Transfer in and out of Bengasi is accomplished in the same manner although supply movement in and out of Bengasi is not allowed.

Question Corner

Q: "The rules in D-DAY state that Allied Paratroops are not allowed to drop into squares adjacent to German Troops. Does this rule apply if the square, while being adjacent, is not in the German Unit's zone of control such as a Fortress or across the river?"

A: The rule applies regardless of whether German zones of control extend to the adjacent square or not.

Q: "The rules state that the Allies must make their second invasion on the 9th week. Does this mean anytime after the 9th week?"

A: No - a second invasion must be launched exactly on the 9th week. However, you may invade the same area as on the 1st week, or you may not invade at all at your option.

Q: "When you have three battles, for instance say they are 1-1, 3-1 and 1-5, do you pick the battle and then roll... or do you roll and then choose the battle for which you would get the best overall results?" Chuck Barker, Kaiserlauten, Germany.

A: No - you must pick the battle first, then roll the die for that specific battle.

OPPONENTS WANTED

Experienced German Field-Marshal desires to engage capable British General in a game of Afrika Korps.

Write: Carl Frederick Knabe II, 1244 State Street Courts, Purdue University, West Lafayette, Indiana 47906.

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