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The AVALON HILL

GENERAL

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STALINGRAD - 25th ANNIVERSARY
Re-Played by 6988th Security Squadron

FULL YEAR \$4.98

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

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COVER STORY:

Stalingrad - Refought 25 Years Later

Twenty-five years ago this month the eastern front campaign, which began in early summer of 1941, entered its first bitter winter of fighting. More than any other major campaign in history, weather played a most deciding factor... as is the case in Stalingrad games being refought by the 6988th Security Squadron Wargames Team.

Members of the 6988th shown on our cover are airmen Gene Smethers, Scott Berschig and Christopher R. Wagner, all stationed somewhere in the far east. This scene typifies what Avalon Hill has come to suspect... that Stalingrad is the "sleeper" among the battle game line and that it is probably the most often played of all the games. Proof positive is in the fact that this office receives many more articles concerning Stalingrad than for any other game. The reason for this is not altogether clear but we suspect that interest is high because of the tremendous challenge the game poses for the German side.

While many wargamers are gaming it up over a Stalingrad contest, the 6988th is unique in that they have more than one game going simultaneously... 4 to be exact, all against the Indiana University "Irregulars." S/Sgt. Wagner's team is also unique in the fact that they have received official sanction as an air force wargames team and is the only group sponsored by a military organization.

S/Sgt. Wagner states that, "the group was formed specifically to engage college and military teams in multiple

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The Avalon Hill Philosophy - Part 1

As a game fanatic once stated, "If you don't have time for girls, Avalon Hill games supply that imaginative and creative diversional substitute for those who are above that sort of thing anyway." The truth is, Avalon Hill games take up so many of your free moments that you don't have time for girls.

Whichever way you put it, the fact remains that there is a group of hardcore game fanatics across the country who feel the need for literate upgrading in their pursuit of challenging recreation. Once fragmentary, these groups of game fanatics now feel a common bond. The "General" is the embodiment of that bond as any fool can see. President Smith saw this right away... and when he finally got around to reading an issue of the "General" he noticed that most of the articles were written by the subscribers themselves.

"Ho boy," he chortled, "this means you didn't have to hire too many writers and editors for our magazine enterprise."

"Why should we?," we responded. "After all we only design 'em - it's the fellows out in game land that really play them to the nth degree. So why not provide them with a literary market place where they can exchange their ideas and views. And what's more, we've been able to foster new friendships, new clubs, new wargame organizations through the opponents' wanted section which, here again, the subscribers write themselves... kind-of-like a lonely hearts publication, eh boss?"

"Sounds great," replied the president, "You ought to be making a mint on this magazine."

"Well, uh... not exactly, chief. Getting it off the ground has been somewhat costly. It needs some sort of hero-figure to juice it up a bit. Say, how's about letting us put your picture on next month's cover?"

"I'd rather not," Smith stated modestly. "I feel it incumbent upon my position as guiding force behind the destiny of war gaming to remain as insignificantly humble as possible - you know, the Abe Lincoln bit. Of course, if you want to snap a few shots of me at the game table on board my yacht..."

"AW come on now, prezz, you don't even have a yacht."

"Actually, gentlemen, I don't even have a game table - not since Earl Sparling destroyed it in wrath after rolling 5 consecutive 6's at 2 to 1 odds," mused Smith.

"That's alright, sir, we have several game tables set up down at our plant and you're welcome to drop in anytime

you feel you have something, however inane, to contribute to the enhancement of the art of wargaming," we answered as we ended the conversation on this facetious note. (We're lucky it didn't end our employment.)

In general, president Smith agreed with our philosophy urging that we carry it a bit further. He suggested that we reward subscribers who send in articles of an outstandingly creative and articulate nature. Taking this lead, we have decided to incorporate an award system.

You'll Actually Get Paid

Well, not exactly. But we will offer free full-year subscriptions to authors whose articles receive "best-in-their-class" votes at the end of 1967. All subscribers are eligible. There are no entry blanks to submit - you automatically enter every time you submit an article. Articles should not exceed 700 words, preferably around 500 words. They should be typewritten and double-spaced on white paper. Diagrams that accompany such articles are welcome but they must be drawn in black ink ready for reproduction in offset printing. Acknowledgments of acceptance or rejection cannot be made.

Articles that appear in the March through December issues will be voted upon by both our editorial staff and you the subscriber. Awards will be made for "best-in-their-class" for each Avalon Hill game and for articles of a general nature. Your chances of winning are greater if you submit articles dealing with topics not previously discussed, or on games about which relatively little has been written previously. You'll be wise to submit articles dealing with new ideas and innovations. Play-by-mail systems of a unique nature, simultaneous play, hidden movement, are just some of the topics you might want to concentrate your inventive talents on. Many award categories will be developed, depending on how magnanimous we might feel by award time next year.

Take pen in hand fellows and send all material to: The Avalon Hill General, 4517 Harford Road, Baltimore, Maryland 21214.

The True Worth of Stalingrad

By J. K. Norris

Since the first issue of the General appeared, I think it is fair to say that Stalingrad has had more than its share of space. This is no doubt due to the

fact that although bigger and more complicated games have appeared, Stalingrad is still the best, combining as it does, both the qualities necessary for 'beginners' with the Strategic and Tactical problems for the 'expert'. It is only those 'in-between' who regret its so called lack of play-balance. Articles appearing in the General can be divided into two types. First, those that give you the perfect Soviet dispositions for defense, or the perfect German plan for 'Barbarossa'. Second, those that try to introduce a change in the game rules. Dealing with the former, it is enough to say that it just can't be done. As for the latter, it is worth bearing in mind that Avalon Hill has made official changes less frequently than in any other game. No doubt we all have our own ideas on the game, but if you are one of the lucky ones who are just beginning to appreciate the true worth of this particular game, the following thoughts may be of interest.

1. Space and time are the Russian Allies, while railways are the Allies of the Germans.

2. Every German unit killed is a Russian Victory, but neither side can risk an 'exchange', except when it means your opponent is losing twice as much as you are.

3. The Russians should never counter-attack if their victorious units are subsequently in exposed positions.

4. Never - but never - leave an exposed unit, or units, within two squares of a city you are trying to hold.

5. If the Russians have six 5-7-4 units holding a six square river line, adding a 4-6-4 unit might increase the number of defense factors, but it weakens, not strengthens the line.

6. The German Commander might remember that after the fourth move, those annoying little Russian Armoured units cannot keep appearing from all over the place if the Germans don't keep killing them.

7. In June 1941, the immediate objective of the German Army Group Centre was not Moscow, it was Smolensk. Of course, Hitler didn't know how to play War Games - but still-----J. K. Norris.

Stalingrad - Refought

(Continued from Page 2)

commander or multiple game tournament play and cannot accept challenges from individuals. Progress of the games is displayed in the operations area for the information of the squadron members at large."

Of course, the 6988th play other games as members of another organiza-

tion, the rapidly growing Avalon Hill Intercontinental Kriegspiel Society, sponsored by Henry Bodenstedt, P.O. Box 116, Adelphia, New Jersey. As such, they engage Duke and other groups in other games involving Blitzkrieg.

Their immediate interest centers on Stalingrad, however, so much so they have expanded the Avalon Hill version to include over 1800 counters representing all army and air force units to appear on the eastern front through November 1944. Units are of brigade and division size. Air power, amphibious invasions, engineer units (for converting, repairing, or building rail lines and fortifications), and miscellaneous Italians, Hungarians, Rumanians, Slovaks, Finns, and Croats are included. They even have the Finnish Air Force. This game is played by at least six people on a 4 x 5 foot mapboard.

However, the 6988th always return to the regular game and the great challenge imposed by the weather elements that restricts German advance to the point where it is actually the deciding force between combatants of equal ability.

The consensus of opinion has always been that the Russian player has it made. This is more true in play-by-mail games where players may take as much time as they want to reflect over a move. Mistakes by the Russians can prove more costly than those made by the Germans. Thus in face-to-face games, especially in those where time limits are placed, the German player need only to detect one small hole in a Russian line to completely reverse the tide of battle. In the P-B-M games, these "small holes" are less likely to be made.

Members of our research team found this to be true in a test game played against Ken Norris, Caithness, Scotland, where Avalon Hill is attempting to test the ramifications of the "automatic victory" rule. At first thought it was felt that the German player would breeze to victory. However, clever placement of Russian troops in defensive alignment by the astute Mr. Norris absolutely precluded any particular advantage in the use of the automatic victory rule. This rule, found in most later-published games, provides the benefit of allowing the attacker to move clear on through the zone of control of Units that are already under attack. But in the case of the test game, the Russian Units were so placed that attacking General Units could not advance any further than they would have under normal circumstances.

While a one-game test is not conclusive, and we might add that there have been flaws in the play of Avalon Hill, we conclude that the automatic victory rule would aid the German player only when the Russians are some-

what short-handed in Units and pushed back beyond the Dnepre where they must defend on a much broader line. Unfortunately, it takes at least one winter of fighting to reach this point and by this time it is usually too late.

After an objective appraisal of this test game, we find that the employment of the automatic victory rule certainly will help the German player as it will provide additional things for the Russian player to worry about. But it will not hurt him to the extent where balance of play is thrown in favor of the German player. The problem still harkens back to that nasty old Russian winter of 1942. Now if we could inject a rule that would eliminate weather...

Oh well, Hitler couldn't eliminate it. That's why he lost.

Blitzkg - Nuclear Attacks

by Fred Kruger

At the present time there has been little written on the employment of nuclear weapons.

In Blitzkrieg the main use of the bombing is the destruction of troops. The secondary purpose is the cutting of communications: replacements and supplies. Often, both objectives can be achieved simultaneously. For instance, Blue is bringing up reinforcements through Yellow. Red bombs a mixed Arty., Inf. group, in all probability paralyzing units on that square and blocking the units behind them, forcing them on a three BTA detour.

Sometimes one must bomb a square that does not have any units on it. This is done two turns in a row on the same square with the purpose of interdicting supplies. (69% prob. of no units being able to go through the square for two turns) to use a specific example, consider this situation. Red has concentrated his offensive in Green, west of Lake Pinsky. He has taken cities BB31, and EE34. He has a defensive line stretched across the cities in Black Blue's major effort has been through Brown, penetrating to city UU37. Red is in grave danger of being entirely out-flanked, and can only get a few units in-between her homeland and Blue. (Red had not reduced White). The key to the whole situation is to get Blue back behind the Zocchi. How? Simple; cut her supplies. Nuclear bomb city EE25 two turns in a row. Following the first bombing Blue must withdraw all but 36 factors west of north-south column OO. A SAC attack could drop this even lower. A nuclear attack is particularly adapted to reduction of cities for it does not require a soak off, and therefore destroys troops, aircraft, and supply simultaneously. Fred Kruger, 342 Canterbury Dr., Pittsburgh, Pa. 15238.

An Amazing Stalingrad Tactic

by Richard A. Shagrin

Seven attacks at one to three sounds like an invitation to disaster to most A-Hwargamers, but I would like to show you a situation on the second turn where they will break the Bug and Dnestr river lines and surround four Russian units to boot. The situation: German half of the second turn, Russian placement as follows:

R18	24 inf	DD15	8, 9 inf
S18	28 inf	GG12	4 cav
S20	27, 35 inf	HH12	10 inf
V19	36, 37 inf	JJ12	2, 11 inf
X17	2 arm	JJ15	12, 13 inf
AA15	3 inf	LL15	16 inf
BB15	4, 5 inf	LL17	14 inf

Finland: all others except 7, 15 arm & 42, 64 inf which were killed on turn one.

German Attack:

- 2 armor at 7 to 1
- 3 inf at 3 to 1
- 4, 5 inf at 1 to 6
- 8 inf at one to three
(R2&11 inf from EE15)
- 9 inf at one to three (2 inf from EE15)
- 4 cav at one to three
(R3 and 1 inf from FF13)
- 2 inf at one to three
(R4 and R5 inf from JJ13)
- 11 inf at one to three (4 inf from JJ13)
- 12 inf at one to three
(R11 and 30 inf from JJ14)
- 13 inf at one to three (26 inf from JJ14)
- 16 inf at 6 to 1

IMPORTANT: Place three units on the following squares: DD13, EE12, LL12, LL13. Also place at least one strong unit on KK13 and EE13. Now roll your one to threes! Four times out of six (or seven out of ten if you are playing by mail) your units must retreat. But where? BEHIND THE RUSSIAN LINE! You have committed 34 factors to the 3 to 1 gambit. Your mathematical expectation is that you will lose 2/6ths or 11.3 factors. That you will expect to have 5 of these 7 attacks work on the average means that you will have about 22 factors beyond the Prut, Bug and Dnestr Rivers in a continuous line! The 4 cav, 10 inf, 2 inf, and 11 inf are surrounded, cut off from supply, and will have to be very lucky to fight their way back to the main line. There is one chance in 2,187 that all seven attacks will fail. I like those odds. This set up is slightly modified from a play-by-mail game between Tom Eller and myself--But this is his actual defense and

a very strong one if it is for any other type of attack.

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

A Strategic Defense

by Edwin Mohrmann

The General has had many articles on defense, but few contributors bother with what is perhaps the best compromise between static and fluid defense ever developed. It is simple and the strategy of it is easily understood yet offers a good many chances for variegated tactics to be employed as needed to deal with the ever changing situations and strategies of one's opponents.

The difference in this and other defenses is that the Defender does not need to deploy his units statically to wait weeks and weeks for eventual attack, nor does he need deploy them close to enemy units and sources of reinforcement to seek a decisive engagement in terrain perhaps unfavorable to him. Also, the continual withdrawal of Defender's units from one good defensive line to another forces the attacker to keep shifting his units into new assault positions and thus costs him valuable time.

The tactics of successful withdrawal are simple. Since the major objectives are to conserve the greatest amount of material and time possible while losing only such space as is unavoidable, defensive positions, which must be the strongest possible, should be maintained until the last moment. Then, the whole line should be withdrawn to new positions, for if Defender waits, he may be drawn into isolated actions that could lead to a general engagement and probably piecemeal defeat. He should certainly not leave any units for delaying actions or rearguard fights, since this would be contrary to the objective of the whole defense.

Sometimes, a daring commander will order a local withdrawal to lure the enemy into a salient position or to make him commit his reserves to exploit what could be a break-through. Hopefully, the defender then crushes this assault from the flanks. Because this tactic is very dangerous and should be used only when Defender's reserves can adequately close a gap three times the size of the one he creates, it is used very rarely. I mention it here because it is just the sort of thing to use when one needs more than a diversion, but less than a general attack on a wide front.

Further, Defender should always withdraw to good terrain, such as river lines or mountains, but he should try to move in such manner that he does

not penalize himself and allow enemy units to close (by moving units into mountains on the first square of their movement, etc.) Failing that, he should endeavor to retreat into cities, but fortresses are bad, because one is tempted to sit in them and sneer at the attacker, while being isolated and effectively neutralized. Also, Defender should maneuver his units so that no flanks are left exposed. That units in line give mutual support to each other's flanks is of utmost importance. The heavy armor and the infantry units should be withdrawn first, while any mobile light armor available is used as a screen and makes what counter-attacks seem profitable. Defender should by no means attack with these light armor units unless by so doing he gains a very great advantage, or must forestall an otherwise fatal attack.

We shall now assume that Opponent's lines of communication are badly extended and that he is somewhat demoralized by the fact that his attempted attacks have been frustrated by your slipping away. At this point, Defender should start positioning his reserves at the ultimate defense line for counter-attack and must have enough room in his rear to maneuver without bunching his line. Ideally, the withdrawing units should assume a firm defensive posture just before the reserves counter-attack against the advancing enemy. The main force may then either stand firm on its line, or attack whenever the opportunity offers itself at favorable odds and under favorable conditions. By favorable odds we mean at least 3-1 (if one rounds off in favor of Attacker; 2-1 if in favor of Defender), not counting intentional sacrifices, and by favorable conditions we mean attacking in such manner that the terminal position of the attacking units is complimentary to the defense as a whole.

Finally, it is imperative that Defender maintains the reserve force necessary to counter-attack immediately after his main force reaches its final defensive line. It not only gives the main force time to "sort itself out," but, skillfully handled, can bring about the successful conclusion of the campaign. Further, they must endeavor to disrupt the enemy's alignment as much as possible in order to facilitate the eventual attack of the main body.

In conclusion, I might add that I played this defense against a much more experienced player who had lost at D-DAY only once in four years. My Panzer units met him just off the beaches of Normandy, and withdrew all the way back to the Seigfreid line and the mountains just West of Nancy and Metz, hampering his movements all the way and gathering infantry and other units up as it went. It proved so successful

that he surrendered in the thirty-sixth week when I had made but five attacks. The success was entirely the plans, not mine.

Festung Europa

Plan Red Revisited

by Carl F. Knabe II

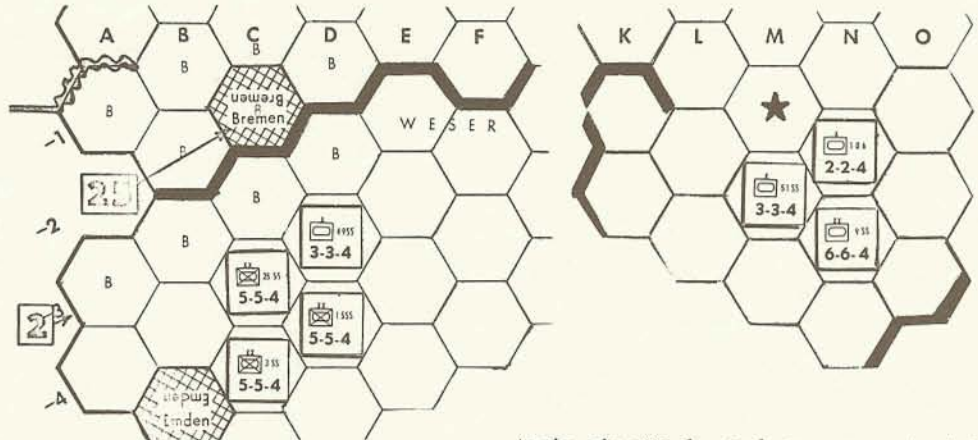
"Festung Europa" begins, with this issue, a 4-part series of articles by our literary-strategist-at-large, Carl F. Knabe II. Mr. Knabe, now a student at Indiana University, is most qualified to issue advice being well-versed on the Avalon Hill principle of wargaming almost since the company's inception.

Inferior force, inferior mobility, few good units, time pressure, and an enemy super weapon - this is your position as German Commander in Avalon Hill's D-DAY! You must prevent ten Allied combat units from crossing the Rhine-Ijssel Line for four consecutive weeks within the fifty week game limit. Since when using the current rules the German player is at a disadvantage in D-DAY, the Wehrmacht player must use thought, skill, and planning in order to successfully defend France within the time limit.

In this four part series an initial defense will be presented in order to visualize the type of thinking the German must use to be victorious. The German is guided in his troop placement according to the following general strategy outline. His initial goal conceives of making the Northeastern Invasion Areas impregnable as possible, thus forcing the Allied Initial Landing on the extreme Western beaches; preferably Bay of Biscay or Brittany. The German then fights a delaying battle, first on the invasion beach and then in central France with his defense line based on the Seine River. Using the Seine Line is necessitated by the need for the German to retain possession of the inland port of Rouen for as long as may be. Without Rouen to bring Allied reinforcements in through, the German may be able to force the Allied player into a Second Invasion; thus, the German units defending the beaches interior to his lines may be moved to the main defensive line after the Allied Second Invasion. In general, the German should try to force (or at least pray for) an early Allied Second Invasion. The German defense should be waged with the maximum conservation of force on the German's part. In a battle of attrition the German player will run out of first rate line units long before the Allied player. Time is on the German's side only if he keeps an effective army in being on the board. Any serious counterattack should

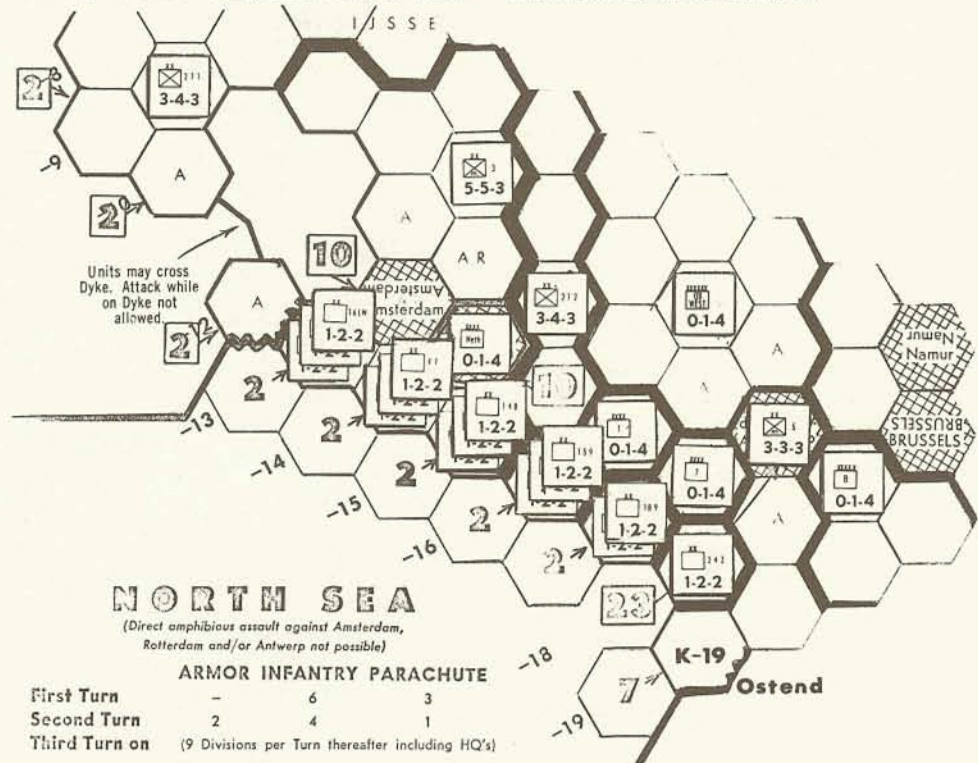
usually be avoided until after the 16th week brings the German hope of sustaining one. Non-replaceable Static Infantry Divisions should not be needlessly sacrificed since the German will certainly need these units to hold his line together later in the game due to the nature of the River complex in D-DAY.

The overall initial defense the German starts with can be pictured as an



The accompanying diagram illustrates the disposition of the German Reserves which must be placed on the red-starred squares inside Germany and the defense of the North Sea Invasion Area. The Panzer and Panzer Grenadier units in reserve are dispersed in order to not present a target for Allied strategic

air attacks and are concentrated on the northern reserve squares in order to support the defense of the North Sea and Pas de Calais Invasion Areas. The 49th SS Panzer Brigade is placed with the three SS Panzer Grenadier Divisions (the 3rd, 15th, & 25th) in order to provide correct "soak-off" in an attack on Allied airborne divisions.



North Sea: this beach is defended with a total of twenty-four German units, fifteen static infantry divisions, two infantry divisions, two German "airborne" divisions, and five German Headquarters.

Only fourteen German static divisions are in direct beach defense, all the remaining German units are playing a para-protection and direct-support role. The 243rd Static Infantry Divi-

sion is placed on a sea square which cannot be attacked directly from the sea in order to free a German Headquarter unit for para-protection from some non-coast square further to the west. Beach Squares F13, G14, H15, and I16 are each defended with three static divisions in order to limit the Allied player to, at best, 1/1 odds in invasion attack with the disadvantages exchange equivalent to denegation of that beach square to the Allied player. Square I16 is the most important of these squares for the German to hang onto with square F13 a close second. Square J17 is only defended with two static divisions as it is the least strategic square of this beach with the exception of square H19 which is undefended altogether by "North Sea" units since due to its being adjacent to the invasion area boundary line that square may be defended by German troops stationed in Ostend for defense of Pas de Calais. The para-protection and direct-support units are placed so that no possible Allied air drop can affect the "on the beach" odds of direct sea invasion.

Next Issue: STRATEGY AND PAS DE CALAIS. Carl F. Knabe II, 219 South Maple Street, Apt. 007, Bloomington, Indiana 47401.

Counterattack or Withdraw

by Stewart Grossman

There are many tricks to be used in AH wargaming, and, to me, the most potent and versatile one is the counterattack or withdraw. The use of the counterattack or withdraw situation can be illustrated very nicely using Stalingrad (mainly the German side) as an example.

Four Uses of Counterattack or Withdraw

1. To break a river defense - attack at the weakest point across the river in such a way as to leave your powerful armored units adjacent to other enemy units across the river. The Russians cannot afford to use and possibly lose units in a counterattack and will have to withdraw from the river.

2. Another way to break a river defense - attack an enemy unit on your side of the river but from a square of the river you are trying to break (attack the same unit from a non-river square also) in such a way as to leave your armored units adjacent to enemy units across the river after the battle. The Russian player again will be forced to withdraw his units.

3. To get a city - when the enemy is piled two or three high, attack the unit in the pile with the lowest defense factor with most or all of your heavy

armor and soak off on the other two units with one or two of your infantry units. Result: you are left adjacent to the city with your armored units and the Russian must now either withdraw from the city or attack you at unfavorable odds (in which case you will probably get the city anyhow).

4. Another way to get a city - if there are other defenders near the city, soak off on the city with infantry and attack one or two of the other defenders near the city in such a way as to leave your armored units adjacent to the city after battle. The results are the same as in 3.

Conclusion

As you can see each of these methods involves losing an infantry unit or two as a soak off. However, do not worry too much about this loss because you will probably win just as well without the few infantry units that you will lose, and you probably would have lost them anyhow in the same positions as 3-1 exchange casualties. These methods are naturally effective in breaking defense positions, etc., etc., in just about all other games as well as Stalingrad.

Send letters of protest and/or threats to: Stewart Grossman, 1100 Academy Terrace, Linden, New Jersey 07036.

Games Survey

by Jared Johnson

"Survey!!! Everyone please send their post cards or letters. List every AH game you own and indicate which side you believe has the advantage by indicating what percentage of games you think each side usually wins on the average. (Ex. - Midway: Japs - 65%; U.S. - 35%.)"

The above was an Ad run in a past issue of the General and due to the number of responses, the survey was a success. Nearly 100 people sent in their opinions, a good sampling of Avalon Hill fanatics, enough to result in a fairly accurate and meaningful survey. My thanks to everyone who participated. Special thanks goes out to those clubs that got each member to send in their opinions, to those people who urged their friends to reply, and also to Myron Brundage who was kind enough to mention my Ad in his July, 1966 article.

For some games such as Afrika Korps, Waterloo, and Bismarck, there was little agreement on which side as the advantage as opinions ranged from 90%-10% favor of one side to the exact opposite with an even spread in between.

Several things which affected the accuracy of the survey to a minor extent were: (1) I neglected to ask people

to indicate what version of some games they were rating; basic, tournament, original, revised, etc., although many people did anyway. (2) Some players undoubtedly rated games that they were not completely familiar with. (3) A few sent in percentages based on their own actual experiences and personal records; thus: (4) One side in a game may have been rated as having the advantage due to the fact that the person giving the rating was a better player than his opponents and always played that particular side, or vice-versa. Robert Beyma in his letter, indicated: "Percentages (are) for games played between two equal and competent players."

The main factor that affects the play-balance of any game is the skill of both players. As Jeff Pulis put it, "All these (percentages) of course, are subject to the skill of both players." With two expert players, the chances for a certain side winning may be different than with two intermediate or beginning players.

One of the most unique remarks on play-balance came from E.A. Mohrmann who said, "In addition, I believe that the Red has the advantage in most AH products, possibly for "Freudian" reasons and possibly because in most recreations of AH, U.S. or Allied side was up the creek."

Several other people added some interesting remarks to explain their percentages. For instance, G. Waldo Miller: "These of course, represent the ideas of a rampantly aggressive general, who can find a loophole in the rules, and turn it into a stunning victory" And, Scott Duncan: "I think that the games are very well balanced. Between equal opponents it's often a die roll. . . . My results above come from considering the "BEST" play on all parts by BOTH sides. Often (i.e. in a game like Guadalcanal), one rule will drastically change the odds (the "hidden movement" of the Japs in Guadalcanal gives a big lift to the Jap player). The reason that the results seem to favor one side when I originally said the games were balanced is because of sheer numbers sometimes. In Waterloo, French numerical superiority combined with desertion rate (a "bomb" of a rule as it's stated now) create the lack of balance--the PLAY is balanced (rules don't favor one side except for that one instance). Red's first move in Tactics II allows him to smash into the center of Blue's territory on the first move and take the capital by force with the two central corps, for example (but the PLAY is balanced)."

Following are some of the results of the survey.

AH games from most balanced to least balanced:

1. Blitzkrieg
2. Tactics II
3. Bismarck
4. Afrika Korps
5. D-Day '61
6. Waterloo
7. Chancellorsville
8. D-Day '65
9. U-Boat
10. Guadalcanal (without Hidden Movement)
11. Bulge
12. Midway
13. Guadalcanal (with Hidden Movement)
14. Dispatcher
15. Civil War
16. Stalingrad

Non-war games, except for Dispatcher not included.

Percentage of people who thought each particular side had the advantage or thought game was even:

<u>Afrika Korps:</u>	<u>Waterloo:</u>	
Germans: 51%	French: 52%	
Allies: 39%	P-A-A: 36%	
Even: 10%	Even: 12%	

<u>Bulge:</u>	<u>Midway:</u>	
Germans: 68%	Japs: 79%	
U.S.: 21%	U.S.: 18%	
Even: 11%	Even: 3%	

<u>Tactics II:</u>	<u>D-Day '61:</u>	
Red: 36%	Germans: 53%	
Blue: 14%	Allies: 42%	
Even: 50%	Even: 5%	

<u>D-Day '65:</u>	<u>Bismarck:</u>	
Germans: 35%	British: 43%	
Allies: 63%	Germans: 43%	
Even: 2%	Even: 14%	

<u>Stalingrad:</u>	<u>U-Boat:</u>	
Germans: 10%	Sub: 82%	
Russians: 88%	Destroyer: 14%	
Even: 2%	Even: 4%	

<u>Blitzkrieg:</u>	
Red: 28%	
Blue: 40%	
Even: 32%	

<u>Guadalcanal (Hidden Movement)</u>	
U.S.: 25%	
Japs: 63%	
Even: 12%	

<u>Game</u>	<u>Mean average of all opinions</u>
Afrika Korps:	52% for Allies
Waterloo:	55% for French
Bismarck:	52% for British
Stalingrad:	76% for Russians
Bulge:	61% for Germans
Midway:	64% for Japs
U-Boat:	58% for Sub
Blitzkrieg:	50% - 50%
Tactics II:	52% for Red
Verdict II:	59% for Prosecutor

D-Day '61:	53% for Germans
D-Day '65:	57% for Allies
Guadalcanal (HM):	59% for Japs
Dispatcher:	69% for West

Comments to: Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia.

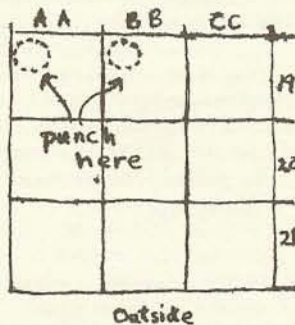
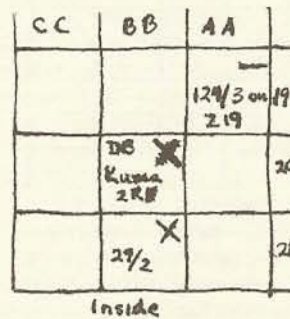
Guadalcanal Hidden Movement - PBM

by Lee Trowbridge

In the Tournament version of Guadalcanal, the decisive factor which gives the Jap player a reasonable chance of victory is the Hidden Movement rule. It would seem that by mail this rule is impossible, and given two equally matched players, the Jap will be at a disadvantage, since he is both outnumbered and must do the attacking. Using Hidden movement, the Jap can gain local superiority temporarily, thus giving him a chance to attack successfully.

As you have no doubt guessed, (and if you haven't, don't play with the Hidden movement -- you're too bad a guesser) a way has been found to do this.

All you need is a hole punch, a stapler (sealing wax if you prefer) and a sheet of paper, preferably graph or lined with the lines on each side coinciding (back to back). Also a very honest American commander, which may be harder to find.



The Japanese player first folds the paper in half. He then writes the letters of the probable area of operations (or where he has units, perhaps listing some location off in the boon-

docks just to fool the U.S. Player) during the next turn. (This will often be AA to RR, so that there is no need to list the whole board). Since he must leave about a half inch column for each letter, there will have to be several groups, such as AA to HH, II to PP, etc. AA to HH are written across the top of side one (the inside) right to left, over one of the folded halves (the other half is just to cover up -- it is not written on), and then on the other side, left to right, so that if a pin were stuck in a particular column, it would come out the same column on the other side. The Jap then writes the number coordinates down the page, leaving at least a half inch for each number. In this case they would be 19 to 30. The Jap should now have a piece of paper folded in half, with both sides of one half filled with squares that match, thru the paper.

The Jap now lists the positions of all Hidden units. He does this on the inside grid in the following manner. First, he put an X in the upper right corner of any "square" he has units in, and then a - (dash) in the squares he has units adjacent to (with a zone of control extending into that square, of course) on which he would like any American unit to stop on and attack. Then, in the rest of the square he lists the exact units. On a separate sheet of paper, he should list any artillery that he would like to pop out of the wilderness if an attack comes in that area. Both should then be stapled shut and sent to the American, along with the rest of the move.

The American now begins his move. For each square he moves to, he punches out the upper left corner of the square he is moving to. If an X appears on the little round thing he just punched out, then back up one. If a dash appears then stop. Once the movement portion of his turn is over, he then punches out the corner of all squares adjacent to his units. For all squares that had an X or a dash, he can either cut them out with a razor blade, or if he feels honest enough not to remember positions he hasn't found, open up the sheet. Either way, he now puts the listed units that he found on the board, along with the ones on the artillery card. The Jap's sheet should now be destroyed, before temptation defeats the U.S. player's honesty.

A few suggestions: The Jap player should write lightly enough that it can't be seen through the paper. If possible the U.S. player should have a friend do the punching, etc.

Comments and questions to Lee Trowbridge, 5092 Bronson Dr., Lewiston, New York 14092.

Gettysburg by Points

by Mark Dumdei

Gettysburg is one game that needs a solution to its "condition of victory" problem. Under the first rules, the South had to eliminate all Union units. In the '61 version, the North had to eliminate all Southern units to win. Presently, the South must eliminate all of the Union units.

In the actual campaign, the South needed a decisive victory over the Union at Gettysburg, but not necessarily to destroy all Union troops. Further, even if the losses were about the same, it would not spell defeat for the Confederate forces or the campaign.

At Gettysburg, the North also realized that had only to gain an appreciable edge in Confederate casualties to end the Confederate campaign.

I propose that a point system be used to solve this problem. The Confederate Army receives 3 points for every Union factor eliminated. The morale of the Union Army in the East was easily damaged by troop losses. The Union Army receives 2 points for every Confederate factor eliminated. The Confederate morale was not damaged as easily, but troops were valuable.

CONDITIONS OF VICTORY

1. Confederate: Eliminates all Union troops. Has 36 more points at the end of the game than has the Union.
2. Union: Eliminates all Confederate troops, regardless of the amount of points the Confederacy may have. Has 16 more points at the end of the game than has the South.
3. Draw: Neither side has obtained the victory condition.

I believe the point system maintains the actual situation. The Union can not win by having a mere cavalry unit remaining at the end of the game, because if the South has an army of any fair size, it is truly a Southern victory.

Address comments to: Mark Dumdei, 2733 S. Irvington, Tulsa, Oklahoma.

Gross Injustice to Submarines

By Richard Gutenkunst

In the early afternoon of June 6th, 1942, the humble Japanese submarine I-168 sank the destroyer Hammann and finished off the heavily damaged but savable Yorktown. Thus the Japanese Navy was saved the humiliation of suffering a complete skunk in the Battle of Midway. Earlier in the battle this same stunt was pulled by the American

submarine Nautilus on the unfortunate Soryu which had just barely survived a dive-bombing attack. By contrast, the B-17's based on Midway did not make one bomb hit on any Japanese ship during the entire battle.

So what optional rule does Avalon Hill use in their game? Why B-17 attack, of course! This is a gross injustice to the Submarine Service!

If the submarines are included in the game, the Americans stand to gain, as the U.S. had 11 submarines on patrol in the area represented by Avalon Hill's mapboard, while the Japanese had only the I-168.

Okay, so how does one put submarines into the game?

The following is the system I use to cut my Nip opponent down to size. He doesn't like it, but I own the game.

First of all, take three blank blue counters from the extras included in the game and number them as follows: SS 1, SS 2, SS 3. These represent Submarine group centers. These are moved like surface ship counters except that they can only move one square per turn. However, on the first turn they can be moved out up to 15 squares.

Due to slowness and small field of view, I require at least 3 submarines to search a search area. Each of the three sub group counters represents at least 3 submarines, and therefore is

allowed to search areas in the same manner as a surface ship counter. These sub group counters can also be found by air or sea search (mainly to keep the American from cheating), but they cannot be attacked by air. Ship v. s. sub engagements will be outlined below.

In addition to the counters, the American adds the following to his Hit Record:



Each box represents one submarine. Note that each group is worth 2 points to the Japanese player if completely wiped out.

If a sub group counter finds itself on the same square as a Japanese ship or ships, the Japanese player must put these ships on the battle board. The American then picks out which ship he wishes to attack, rolls the die, and checks the results on the Submarine Battle Table. Hits on Jap ships are recorded, and if a sub sunk is rolled, one box is checked off on the appropriate sub group. If there are no air attacks or surface combat play then continues as before.

SUBMARINE BATTLE TABLE

DIE	1	2	3	4	5	6	
HITS:	0	0	1	2	3	4	Sub v. s. Warship
SUB IS:		sunk		sunk		sunk	
HITS:	0	0	0	1	1	1	Sub v. s. ATAGO
SUB IS:		sunk		sunk		sunk	
HITS:	1	1	1	1	1	1	Sub v. s. cripple (Ship other than Atago that is sunk if it sustains one more hit.)
SUB IS:				sunk		sunk	

Now then, as the submarine counters represent centers of sub groups covering more than one square, there is a chance for sub battle on squares adjacent to the sub counter - and also that roving screen destroyers will catch a sub and sink it. Consequently, when a Jap ship group is found adjacent to a sub counter, the American player rolls the die and consults the following table. If a sub battle is rolled, the players go through the procedure outlined in the preceding paragraph.

DIE ROLL

- 1 No contact
- 2 Sub sunk
- 3 Sub battle
- 4 Sub battle
- 5 Sub battle
- 6 No contact

The American player is required to

go through the above procedure for every adjacent square with Japanese ships on it. Also he must fight any ships that are on the same square as the sub counter. However, he may not be in more sub battles in one turn than he has submarines. If a Jap ship group is adjacent to two or more sub counters, the American player has his choice of which sub group to use. A Jap ship group on a single square may not be in more than one sub battle per turn. Two or three sub counters in one stack count as a single counter. Since three subs are needed to search an area, the American player may find it profitable to stack his counters when sub losses bring the individual counters below three subs. When a sub group is down to one sub, it loses its ability to do battle on adjacent squares and may only fight ships on its own square.

It makes little difference if you add the Japanese submarine or not (I bet the original Yorktown wishes it could say that!). If you do, give it the same abilities as an American sub group with only one remaining sub. Also, let it move out 15 squares on the first move.

As I mentioned before, I developed the submarine game balancing method because of my dislike of the B-17 method. However, I must warn you that you have to develop a little skill to use it properly. I believe I can guarantee a more interesting game than with the B-17's and if you think the Japs have an unbearable edge with either method, you can combine the two.

This submarine system does not give the American a way to get a sure win. If any of you Japanese players think you have run into such a situation, don't hesitate to write me. There's a way out. Also, I shall be glad to inform anyone of the sub (and Anti-submarine) tactics I have developed. My address is Box 204, Mott, North Dakota.

Blitz - 3 Player Game

A THIRD POWER IN "BLITZKRIEG"
by Tom Hazlett

I have read several articles in the General concerning "Blitzkrieg's" minor countries, but I believe my idea is unique. When there are three players available, my suggestion is to combine all the minor countries into a third super power, GIGANTIC GREEN. Its army is as follows:

AT START:

9 breakthrough units
34 infantry units
14 6-6 armor units
3 8-6 armor units
6 4-6 armor units
2 6-6 desert armor units (see July 1966 issue)
4 ranger units
4 marine units
4 infantry paratroop units
1 armor paratroop unit
6 fighter units
2 SAC bomber units
2 MDM bomber units
2 TAC bomber units

THIRD TURN:

2 6-6 desert armor units
3 infantry units

FOURTH TURN:

2 6-6 armor units

SEVENTH TURN:

1 breakthrough unit
1 infantry paratroop unit
2 4-6 armor units
1 8-6 armor units

Beginning on the fifth turn, GREEN receives five replacement factors per turn. Because of its large standing army, GREEN needs a larger supply capacity than the combined capacity of the minor countries. Therefore, add

the square northwest of JJ46 to that city
the square southwest of UU37 to that city
the squares north and northeast of HH31 to that city
the squares north and northwest of NN33 to that city, which is the capital of GREEN

Because the citizens of GREEN are patriotic, each GREEN city square has a supply capacity of 14. However, if a GREEN city square is occupied by an enemy, its supply capacity is 12.

GREEN STRATEGY. If GREEN plays a defensive game, he will eventually fall before the combined might of RED and BLUE. Therefore, the GREEN commander must attack one of the other powers and overrun it quickly. BLUE is characterized by easily defended mountain ranges, forests and rivers. In a country such as BLUE, the front would extend from sea to sea, and a flank attack would be next to impossible. For this reason, the GREEN commander should usually invade RED. That country has a long border and is almost impossible to defend against a determined attack. GREEN's attack should be divided into two zones, north and south. The northern assault force should consist of about four twelve-high stacks of armor. Hereafter, a twelve-high stack will be called a division. As most of the fighting usually takes place in the south, the southern assault force should contain two break-through divisions and four or five armor divisions. GREEN's main weapon is cutting off supplies. Strategic bombing of cities is very useful in this capacity. GREEN must avoid long and costly battles. He should avoid fights whenever possible and go after cities at all costs. If RED is subdued before BLUE is within striking distance of the GREEN capital, GREEN should win.

BLUE should be held off by a thin line of infantry extending from X27 to U11 with two or three armor divisions in reserve. GREEN should counter-attack whenever possible. The GREEN commander must defend CC15 to the last man. If BLUE moves down the coast road into northern RED, GREEN is in serious trouble. If HH 31 is in danger, GREEN should transfer units from the RED front. If BLUE breaks through the HH31 bottleneck in force, GREEN has practically lost.

RED STRATEGY. RED will probably be invaded by GREEN. Other than

THE GENERAL

BBB54 and the capital, defense of RED cities is difficult. All RED can do is put units in every city and wage a defensive war. RED must hope that BLUE quickly achieves a major breakthrough on the western front.

BLUE STRATEGY. BLUE should push GREEN back quickly early in the game, but he should make sure all of his units are protected. Well-timed counter-attacks can slow BLUE's advance to a crawl. GREEN can't defend all the beaches in his territory, so invasions are a potent BLUE weapon.

The BBB 31 and HHH 31 bottlenecks would be difficult to break, so CC 15 should be the major objective. That city should fall by the eighth turn to a combined land, sea and air attack. If BLUE units are allowed to pour down the coast road in strength, the end is in sight for GREEN, and, eventually, for RED. The capture of HH 31 would achieve the same end but would be much more difficult to accomplish.

I have played this version of "Blitzkrieg" several times and have found it presents many new and interesting situations.

Any questions, remarks or criticisms should be addressed to Tom Hazlett, 6 Echo Point, Wheeling, West Virginia 26003.

Stalingrad—Super Tournament Game

by James J. Stein

You take a smidgen of Bulge, add a pinch of Blitzkrieg, and stir with the ladle of Imagination, and your Stalingrad Basic game is magically transformed into a highly enjoyable Tournament Version. Actually there is really nothing magical or mystical at all in the transformation, but merely the natural reaction when the two catalysts—realism, and play balance—are properly blended. These 10 rule changes/additions will serve to make Stalingrad a war-gaming connoisseur's delight:

1. The Terms of Victory:

The Germans are required to accumulate a minimum of 100 "Victory Points." To do this they must capture and hold for one month any combination of "key" cities/areas which total "Victory Point" value equals or exceeds the minimum 100 needed. The following military and neo-political objectives are:

- The Caucasus Oil Fields—worth 30 V. P. (Victory Points) and consisting of Maikop, Grozny, and Batum.
- Moscow—worth 25 V. P.
- & D. Stalingrad; and Leningrad—worth 20 V. P. each.
- The Northern Ports—worth

15 V.P. and consisting of Arkangelsk, and Murmansk (considered to be square A-40).

F. The Ukraine-Worth 10 V.P. and consisting of Kiev, Kharkov, Odessa, Rostov, Stalino, and Dnepropetrovsk.

G. The Crimea-worth 10 V.P. and consisting of Sevastopol.

H. The EFFECTIVE Destruction of Enemy Ground Forces-worth 100 V.P. and considered a fait accompli whenever a 7 to 1 superiority in basic defense factors is enjoyed. --- Imagination Inspired***

2. The Combat Attrition Table:

Simply use the regular Blitzkrieg, tournament attrition table, merely changing the factors lost to units lost. To determine which unit(s) are to be eliminated, simply employ this method. For all attacks, except 1-1, and 2-1, the low odds player loses his highest defensive value unit(s), while the high odds player loses a unit(s) of his choice. For the 1-1 and 2-1 attacks both players lose their highest value units. During SNOW months, all advances and retreats are cut in half up to advance or retreat 1. --- Blitzkrieg Inspired***

3. The Fortress City Rule:

Units, defending in fortress cities, have the option of remaining in that city, and not having to attack enemy units in its zone of control; and may remain there until they are eliminated by enemy action, or by the isolation rule. Once they (the units in the city) have exercised their option to refrain from attacking out, they lose their zone of control and enemy units may pass adjacent to them without having to stop. --- Bulge Inspired***

4. The Railroad Rules:

Due to the Russian "Scorched Earth" policy and Partisan warfare permit the Germans only 8 bonus railroad squares per unit per turn. Further, allow railroads to be used only when the player wishing to use the rail bonus has control of a junction, or end of track of the railroad he wishes to employ. --- Imagination Inspired***

5. Extra Russian Replacement Cities:

Allow the Russians 1 replacement factor per turn for each of the following cities, beginning September, 1941: Grozny, Astrakhan, and Kuibyshev. The factors from these cities may only be started from the city of their origination. --- Imagination Inspired***

6. Air Transport and Supply:

Both the German, and Russian players have a limited air transport and supply capacity. The German player may, from the beginning of the game, air transport a maximum of 12 infantry factors per month between any two major cities, indisputedly under his control; or he may supply by air a maximum of

24 combat factors (isolated) for one month additional to the two months required for isolated units to be eliminated. If the German player decides to use air supply he is unable to use his air transport capacity for the duration of the isolation. The Russian player may, from March, 1942 on, air transport a maximum of 10 infantry factors per month between any two indisputedly friendly, major (or minor replacement) cities; or he may supply by air a maximum of 17 basic defensive factors (isolated) for one month additional...etc. If the Russian player uses air supply he is unable to use air transport for the duration of the isolation. --- Blitzkrieg Inspired***

7. Tactical Air Power:

There are three Air Power time periods. In the first period, the German player receives 16 air factors per month to the Russian player's 4. In the second period, the ratio is 14 to 8 in the German's favor. The third period sees the Russians take the advantage by 10 to 8. Period 1 is from June, 1941 to November, 1941. Period 2 is from March, 1942 to November, 1942. Period 3 is from March, 1943 to May, 1943. These air factors may only be used to aid ground attacks, and are restricted to only eight factors per month against any one square. Further, air factors may not absorb combat losses. During winter months air operations cease (including air transport and supply). --- Bulge Inspired***

8. Sea Movement and Supply:

--- Blitzkrieg Inspired***
Sea movement and supply is permitted to both sides in the Black Sea, between any two friendly ports (not necessarily indisputedly friendly). The Russian may move a maximum of 12 defensive factors per month, while the German (who must capture his ports) is allowed to move by sea, a maximum of 8 factors per month. The available ports are Odessa, Sevastopol, and Batum. No unit is isolated that can trace a line of supply to a friendly port and out to sea to another friendly port.

9. German Ukraine Replacements:

The Germans receive 1 replacement factor each for the capture of Kharkov, Rostov, and Sevastopol. These cities must be held for at least one month before the factors begin to accrue, and the factors may be brought on the board at any of these cities. --- Imagination Inspired***

10. Russian Factor Change:

Due to the introduction of the Russian's fine T-34 heavy tanks in 1942; and due to the increasing use of American made vehicles, the Russian mobile forces improved greatly. To incorporate this improvement into Stalingrad, allow the Russian armor and cavalry units to use their defense factors as

attack factors too, beginning with the Russians' May, 1942 turn. --- Imagination Inspired***

Please send all comments to James J. Stein, 311 W. 104th Place, Chicago, Illinois 60628.

D-Day - Chicago Style

by Robert Olson

1. Units are placed rigidly according to the set-up provided which combines the actual German set-up as we see it with a few modifications to conform with A-H board and rules. (Actual unit placement for real Nuts!)

2. Blitzkrieg results table is used.

3. There is no German replacement factor, but additional reinforcements are included. (These must be made or an extra set purchased.)

4. Allied player may stack units (3) high except on sea squares where he may only stack (2) high.

5. Parachute Units:

a. Allied player has twelve para drops with no limit as to how many are performed by one para division. A para unit may be flown back to England from France, and this does not count as a drop.

b. German 1-1-3's have unlimited para drops anywhere on the board.

c. Other German para units may each be moved from anywhere behind German lines to anywhere behind German lines once per unit. Such units must be able to trace a land route to Germany in order to so move.

6. No unit in a fortress is ever isolated for supply purposes, no matter how long.

7. When a stack of units is on a non-doubled plain square, the entire stack must be attacked as one unit defensively. (As in Bulge.) When units are doubled or tripled in a stack, the individual units in the stack may be attacked and the remainder soaked off at 1-6 or less.

8. One of the all important changes is that regarding Supply for the Allied player:

a. In order for a coastal supply area to be included it is necessary that the area be physically occupied by an Allied unit (including H.Q.) and further, in order for any Allied unit to be supplied it is required that such unit be five (5) squares or less from another Allied unit which in turn is no less than five squares from a coastal or inland-port supply area. Of course, any number of units may lead back to the supply area, but none of them may be more than five squares apart.

b. If at the end of the German player's turn he calls for a "count"

and finds that the number of Allied units including H.Q. (or supply units really) exceeds the number of beach or inland port areas actually occupied supply-wise, the Allied player must remove the excess units from the board immediately. Other units which are not within the five square supply lone allowance are similarly eliminated. Thus if a unit can be eliminated which supplies further units, those units are also eliminated. This rule which conforms to reality is the main off-setting German advantage due to the number of combat units tied down by supply line guarding.

9. Allied para units not in contact with German units may be flown back to England to bring supply into balance, however, any other type unit is elim if exceeding supply requirements. Thus Para units may land in excess of 5 squares temporarily if flown back at the end of the German turn.

a. However, para units may still be landed only within 5 square range of other combat units, but may then move outside of the 5 square perimeter.

10. Game ends on 40th turn. Allied player wins if he can move 20 combat factors off the eastern edge of the board between squares A and W. The German player wins otherwise.

Initial German set-up is as follows:

Static Divs.

	709	- R/34
347	- F/13	319 - R/35
16LW	- G/14	243 - Q/34
719	- H/15	716 - S/32
165	- J/17	711 - T/31
712	- K/19	343 - U/42
48	- L/20	266 - V/38
18LW	- L/21	265 - X/42
47	- M/22	158 - DD/41
326	- M/23	708 - HH/42
182	- N/22	157 - LL/27
49	- N/24	159 - LL/43
344	- O/25	242 - TT/29
245	- P/26	244 - TT/31
358	- Q/27	338 - SS/32
17LW	- Q/28	148 - SS/27
346	- R/30	189 - SS/46

Inf. Divs.

	Inf. Divs.	Panzer/Pz Gr.
85	- P/25	(2-2-4)
84	- R/28	(N) 190 - J/15
352	- S/33	ISSO - L/17
91	- S/35	2 0 - Q/25
77	- V/36	12SSO - U/30
353	- U/40	210 - U/32
331	- M/21	1160 - T/27
275	- Y/41	LEHR 0 - X/31
276	- NN/46	17SSX - CC/36
272	- UU/39	11 0 - 11/41
277	- SS/36	2SS 0 - QQ/41
271	- SS/34	9 0 - QQ/32

Parachute

5	- X/38
6/2	- T/34 (3-3-3)
3	- W/41 (N)2 - V/43

Headquarters	G	- OO/39
	1stA	- LL/40
OBW	- X/21	7thA - W/35
NETH	- H/13	15thA - N/20
B	- V/27	19thA - OO/29

Reinforcements

1st Turn	- First
9SS	- D/5
(6-6-4)	
(N)10SS	- D/5
(N)H.Q. SS	- D/5
(N)14 (1-1-3 - N/9	
3ss, 15ss, 25ss	- U/11
49ss, 51ss, 1060	- V/12

*9th Turn - Ninth

First Para. Army
(N)5-5-3, 3-3-3, 1-1-3
(N)1-1-2, (five divs.)

*16th Turn

Fifth Panzer Army
(N)5-4, 3-34, 3-34
(N)3-4-3* (3 divs.)

*24th Turn

Sixth SS Panzer
*Army - 24th Turn
(N)7-7-4 (2 divs.)
(N)6-6-4 (2 divs.)
(N)4-4-3* (3 divs.)

*Anywhere on starred squares.

Comments to: Robert Olson, 175 W. Jackson Boulevard, Chicago, Illinois.

Option for Concealment

by Boyd H. Benson

The problem with all Avalon Hill land warfare games was well stated by Capt. Mike Fankwics in his Nov.-Dec. article. Simply stated, it is "lack of concealment and surprise." Since the location of all opposing units is known, there can be no true surprise attack; therefore, nothing is to be gained by maintaining reserves and contests tend to become pushing actions and battles of attrition.

If we can introduce concealment we will force a change of tactics in the direction of realism. This problem was discussed in PBM correspondence with two of my worthy opponents, Martin Leith of Quesnel, B.C. and Richard Giberson of Richland, Washington, and is now being tested in a game of Bulge between Mr. Giberson (German) and myself (Good Guys). So far we have encountered no insurmountable difficulties.

Our premise is that the location of enemy units is largely derived from prisoners and observations of OPs, patrols, commo, supply and other service personnel on, and behind the front lines. Therefore, the only unit locations which we show on the Order of

Battle Sheet are those within four squares of an enemy unit or within four squares of previously controlled enemy territory, (the idea here being that even though no enemy units are present, he would still maintain patrol activity and commo and supply people in the area). Concealed units are then marked with a ✓

In the rare case where movement into enemy territory could lead to bumping into a concealed enemy unit or units, we indicate the destination square as usual, but in addition state whether the unit should stop short of combat if engagement can occur. This happens so rarely that it is worth the trouble.

Now we have a relatively realistic situation. As the aggressor you can now mass your reserve in total secrecy for an attack on any point. The threat of a true surprise attack will give the defender much to ponder. No longer will the defender be able to move his units in unison with the offense; he will have to commit himself to a defensive plan and then wait for the blow to fall. In all probability the defense will have to maintain a reserve because he will no longer be able to shift line units quickly enough.

Air observation could be incorporated ala Midway. In our game of Bulge, all concealed German units will be visible when the weather clears - if I last that long.

This is the essence of our concealment option. It can certainly be expanded to be more comprehensive, and can easily be adapted to face to face competition. It should apply equally well to D-Day and Stalingrad but might prove difficult to apply to "meeting engagements" such as Afrika Korps and Gettysburg where there is much uncontrolled territory to start with.

I believe this option adds greatly to realism, has the virtue of simplicity, and requires only one known factor -- an honest opponent. So find one, give it a try and good luck! Boyd H. Benson, 831 Grand Ave., Everett, Wash. 98201.

Plan "M"

by Chris Rohrs

This plan should allow the Blue player to quickly invade northern Big Red, disrupt Red supply and shatter his timing. But, it depends on fast footwork and has a large element of risk.

The Blue commander should place his three Marine units, five inf. and a TAC wing in Sea Zone A. Eight infantry should be held around V-33, along with the Rangers. Twelve armoured factors should be placed so that they can be drawn out of the fight-

ing with little or no disruption of your plans. Try to conserve your airborne forces.

On the first move invade the beach at RR-24 with your three Marine forces and attack VV-25 in conjunction with a TAC strike from Sea Zone A. The five infantry should invade around city CC-15 and attack it. The eight infantry and Rangers around V-33 should be moved into Sea Zone C. Land the TAC wing in Sea Zone C in VV-25.

On the second move, move the infantry and Rangers in C to D. Fly twelve armoured factors into city VV-25 and transfer a FTR wing and the remaining TAC wing into VV-25. The twelve armoured factors in VV-25 should be used to attack city BBB-33 along with a TAC strike. Move the five infantry around CC-15 eastward to link up with forces in VV-25. Use your Marines to defend VV-25. If taking BBB-33 is practical, use your airborne forces to seize the bridge at BBB-36 and III-37. If you find you can't take BBB-33, switch over and take city WW-25.

Further moves-these of course depend on Red's response, but you already have a clear advantage. Your move against VV-25 puts a large potential threat on Red's flank and threatens both his northern sector and his supply lines. Every effort should be made to drive south and east-to seize the cities in northern Red and capture city YY-43, a major supply junction. The seaborne force in Sea Zone D is also a potential threat to Red's southern and eastern coastal cities. You should be able to eventually stop Red's invasion, capture his coastline and trap his armies west of his borders by seizing cities YY-43 and NN-48. At least you will have thrown his timing off.

Any comment should be sent to: Chris Rohrs, c/o Midwestern College, Denison, Iowa 51442.

Midway - Play-by-Mail

by Richard C. Giberson

MIDWAY can easily be adopted to play by mail. The following technique I have found works well.

1. American player (AP) writes 4 search areas.

2. Japanese player (JP) writes telling zone and number of ships if American guessed area, also submits 3 search areas.

3. AP replies to JP search and submits new search pattern or: Launches an attack, stating number and type of planes and where they are flying to.

4. JP list position of ships on Battle Board and list if he is launching an attack at AP on the same turn.

5. AP writes position of Planes and what ships they are firing at and also from what square they came and where they will return. AP also writes position of own ships in case he was simultaneously attacked by the JP.

6. JP writes screening of ships, odds for each attack, "stock" choice and stock date for resolving battle. Also, if applicable position of planes in attack on AP.

7. AP resolves battle results, sends new Search Areas (JP would have moved on the search board after writing last letter).

For the Battle Results Tables I recommend the following: For sales-in-hundreds from 1 through 6 use the Tables "die-roll" 1 through 6; for 7 use 1, for 8 use 2, for 9 use 5 and for 0 use 6. I use a sheet of graph paper, ruled off to represent the Search Board to keep track of ship movement. Tournament Rules can also be played -- however, the Fighter rule presents some unique problems. I would like to hear someones suggestions concerning using them.

MIDWAY, Bismarck Style, by Peter Harlem in the Mar. 66 GENERAL concerning surface combat is very good and should be adopted to the PBM. The same technique for the Battle Results Table could be used. I think his procedure should be amplified somewhat. As it is stated a Broadside firing would only occur when opposing ships arrived on the same row (ie letter as A6 and A8). To incorporate true "Bismarck" like movement make the following designations: Row A-North, Row G-South, Column 17-East (needed for PBM.) Ships start on Rows A and G as currently but can only start on even column numbers. Players move ships one square in any direction and then give the Bow facing, N, S, E or W. They then fire at any ship within range. Opponent moves, turns and fires. It will be noted that ships with Bows pointing E or W cover three numbered squares. This is the main reason for allowing movement only on the even numbered squares. In order to fire at a ship facing E or W you must be in range of the even numbered square the ship is lying across. Movement of ships in the N-S direction is thus one lettered row at a time, movement in the E-W direction is two numbered (ie to the next even number) squares at a time.

Comments, criticisms and suggestions welcomed. Send to Richard C. Giberson, 1422 Agnes, Richland, Wash.

Between Covers

Raymond Garthoff, Soviet Military Doctrine, Chicago: The Rand Corporation.... book on Soviet organizations,

doctrines, but the best part is the 2nd part which reviews the recent history, organization, and tactics of the various arms and services.

Beat Blue by Bombing

by Brad Hallwig

The following plan I have found to be the best for getting the most out of Red's air force. Further, most of the armor is on the front line, where it can be best used for blitzing.

First turn:

UNITS	START	STOP
2/6-6	YY43	OO34
2/4-4 para	III37	MM32
1/4-4 & 1/6-6 para	GGG45	NN30
2/8-20 SACS	GGG45 & HHH37	OO30
3/8-4-4	OO50	JJ45
3/4-4	NN48	JJ39
1/8-6, 1/4-6	NN49	KK39
1/6-4 MAR	OO49	NN48
2/4-4	RR46	OO39
2/6-6	SS45	PP40
3/4-4	WW45	VV43
2/4-8 TACs	ZZ48	VV42
2/6-4 MAR	ZZ41	VV38
2/6-10 MDM	YY43	UU37
2/4-4	AAA36	WW33
1/8-4-4, 1/6-6	BBB33	XX32
2/6-6	FFF30	WW25
1/8-6, 1/4-4	CC29	WW26
1/4-4	RRR54	RRR54
1/6-4 MAR	BBB54	BBB54
3/4-12 FTR	BBB54	BBB54
1/4-4	ZZ48	ZZ48
1/4-4	YY44	YY43
1/4-4	GGG46	GGG46
1/4-4	RRR39	RRR39
1/4-4	HHH37	HHH37
4/1-4 RNGRS	SEA B	SEA B
1/4-12 FTR	SEA C	SEA C

Second turn: Move planes to the listed cities. **DO NOT USE AIRPLANES** for combat unless they can get to the following places as the entire plan is to get them to:

3-FTRS at NN33, 1 FTR at SEA C
2-TACS at OO30 for desert fighting
2-MDMS at JJ38 to attack the neck
1-SAC at OO40, 1-SAC at UU37; they can get anywhere.

With Red's planes and armor located centrally he should direct his attack either through the neck or through the central country. Red should find it easy to mass his armor in one or the other of these areas. On the third turn, try to get your marines out to sea as they are your best invasion force and should be used to distract BLUE.

Comments and cuts? Brad Hallwig, 8305 Cool Spring La., Adelphi, Md.

Contest #16 Winners

Contestants for Contest #16 were a wiser group than those participating in previous contests. Over 20 perfect entries were received. Results of the Stock Exchange found the U.S. Unit to be at 0011, U.S. Steel 613, and the Peiper Unit at PP10, Glidden 12. Winners, on an "earliest postmarked entry basis" were:

1. Ben Turk, 340 Sanford, Richland, Washington.
2. William Gray, 351A Oak Court, Glasgow A. F. B., Montana.
3. Stefan Kwiatkowski, 5203 S. Kildare, Chicago, Illinois.
4. Guy E. Henneycy, P.O. Box 746, W. Palm Beach, Florida.
5. Craig Allen, 5 Dell Place, Rome, Georgia.
6. Charles Hill, 639 E. 8th Ave., Vancouver, B. C., Canada.
7. Capt. R. B. Lindquist, Fort Bragg, N. Carolina.
8. James Secan, Rt. #4, Box 854, Tucson, Arizona.
9. Scott Univer, 7955 Rugby Street, Philadelphia, Penna.
10. Chris Weiser, 4020 N. 75th St., Boulder, Colorado.

A free Avalon Hill game of their choice has been sent to the above winners.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

25¢ **25¢**

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JAN - FEB 1967

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

1	2	3	4	5	6	7
8	9	10	11	12	13	14
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22	23	24	25	26	27	28
29	30	31	32	33	34	35 words

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 17

January 1967 marks the 25th year since the bitter fighting occurred in STALINGRAD during the first winter of that campaign. The map shows what the Russian defensive setup might have been at that time. Your job as German Commander is to attack and eliminate one of these Corps...and you only have 42 attack factors, at the most, to do it with (over and above whatever soak-off factors you would need.)

You have been told by Intelligence that one of these 7 Russian Corps is asleep at the switch and not expecting a German attack at this time. If you are able to determine which of these Units it is, your odds against it increases by 1. For instance, the best possible odds possible against the 3rd infantry (7-10-4) is 2-1. But if this Unit happens to be asleep, odds become 3-1 thus increasing your chance of eliminating it.

On the BATTLE PLAN place a circle around the Russian Unit you wish to attack, and specify normal battle odds in the space provided. Object of this contest is to eliminate one Russian Unit - ties broken in favor of contestants eliminating the strongest Russian Unit. Up to 42 attack factors may be allocated toward the attack - assume that soak-off factors are taken care of arbitrarily. Normal stacking and multiple battle limitations apply. Contest results will be determined by the closing N. Y. Stock Exchange transactions of February 13, 1967 (consult morning paper of February 14.) The last digit of the sales-in-hundreds column will be consulted: U.S. Steel to determine the Russian Unit that's asleep; Goodyear for results of combat.

Entries must be postmarked no later than February 12, 1967. Print your name and address clearly and make sure you list the Avalon Hill game you wish as prize. Ten winners will be named. Entrants may submit copies or photostats - one to a subscriber, only.

BATTLE PLAN

ODDS HERE

BATTLE RESULTS

Digit	3-1	4-1	5-1	6-1
1	E	-	E	-
2	-	E	-	E
3	-	-	E	E
4	-	E	-	E
5	E	-	E	E
6	-	E	E	E
7	-	-	E	E
8	E	E	-	E
9	-	-	E	E
0	-	E	E	E

Name _____

Address _____

City _____ State _____

Prize _____

The Principles of War

By Capt. Mike Frankwicz
Myron Brundage, Editor

Use the least possible forces everywhere to accomplish your objectives, and you are practicing Economy of Force. In this way, you can aid yourself in providing for the Principle of Mass at the points of your main efforts. Clausewitz wrote, "The...rule is to concentrate our power where the chief blows are to be delivered (Mass), and to incur disadvantages (upon ourselves) elsewhere, (Economy of Force), so that our chances of success may increase at the decisive point..."

Thus we might say that economy of force is the means by which the mass to be employed in a main effort is obtained. The time and place of the main effort having been determined, counters and stacks are conserved by reducing their commitment in other directions to the minimum consistent with security.

If you play this principle skillfully, you may be able to launch more main efforts than would otherwise be thought possible through skillful use of forces. Furthermore, through clever play you may be able to prevent your opponent from his using this principle to best advantage through subtlety. (This can scuttle his application of the other principles of war as well because they are so interrelated and interdependent upon one another.)

If you can manage to put pressure on him everywhere, (while you execute your designs at the same time), he may become rattled and make a wrong move. You accomplish this by the physical location of your units, or by implied threat, the combination of which would cause a serious situation for him nearly anywhere. If he fails to see the situation, so much the better, you go ahead and strike when the time is right. If he does see the situation, you may be able to get him to commit forces too heavily in places not so easily gotten out of. Thus he becomes all tied up for a few moves without enough forces to hurt you where it counts. Or, you may get him so security conscious that he commits an unreasonable number of forces to that purpose. Thus for poor economy of force he is unable to achieve proper mass in his key operations. If you can accomplish these things, you are hoodwinking him out of favorable Time-Distance factors, and you may be setting him up for defeat in detail.

Now what are some considerations for your own application of the Economy of Force principle? Well, when we discussed other Principles of War, we talked about many things that relate to each other and to economy of force.

Where Avalon Hill Games Are Available

The following names of dealers supplement lists found in previous issues. These lists represent dealers who have stocked Avalon Hill games recently. If

your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next issue.

Jolly Roger Game Center 3073 N. Campbell Ave. Tucson, Arizona	Darken's 107 E. Main St. Barrington, Illinois	Howard & Saratoga Baltimore, Md.	35 Engel Street Hicksville, New York	Joseph Horne Co. 501 Penn Avenue Pittsburgh, Penna.
Walrod's Plumbing & Hdwe. 1616 Jenny Lind Fort Smith, Arkansas	W. B. Read & Company 109 N. Main Street Bloomington, Illinois	Kiddie - Town 1727 E. Joppa Rd. Baltimore, Md.	Blumberg & Saron 95-35 Sutphin Blvd. Jamaica, New York	Kaufmann's 400 Fifth Ave. Pittsburgh, Penn.
Sportsmen's Exchange 3871 Culver Center Culver City, Calif.	Marshall Field & Co. 111 N. State Street Chicago 90, Illinois	Pop's Discount 520 E. Belvedere Ave. Baltimore, Md.	Bloomington Brothers Lexington Ave. - 60th St. New York, New York	Navy Exchange U. S. Naval Service Newport, Rhode Island
The Waverly Shop 4909 Genesta Ave. Etno, Calif.	Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois	Jordan Marsh Co. Boston, Mass.	Brentano's 586 - 5th Ave. New York, New York	Merry-Go-Round 242 Thayer Street Providence, Rhode Island
Bullock's Wilshire 3050 Wilshire Blvd. Los Angeles 5, Calif.	Frank's Games, Toys & Hobbies 111-13 N. Main St. Crystal Lake, Illinois	Harvard Cooperative Society 1400 Massachusetts Ave. Cambridge, Mass.	F.A.O. Schwarz 745 Fifth Ave. New York, New York	Gateway Books Inc. 722 South Gay St. Knoxville, Tenn.
Recreations 710 E. 22nd St., #205 Oakland, Calif.	Ed Schock's Toy & Hobby Shops 6220 Carrollton Ave. Indianapolis 20, Indiana	Lorania's Inc. 541-43 Main St. Hyannis, Mass.	Polk's 314 Fifth Ave. New York, N.Y.	The Univ. Co-operative Soc. P. O. Drawer 7520 Austin, Texas
Buddy Brown Toys 12146 Ventura Blvd. Studio City, Calif.	Follett's & Southworth Rurdas Book Stores, Box 515 West Lafayette, Indiana	Johnson's Bookstore Springfield, Mass.	Scrantons Book & Stationary Co 334 E. Main St. Rochester, New York	Netman - Marcus 2520 N. Haskell Ave. Dallas, Texas
Birdies Toy House 1259 Broadway Walnut Creek, Calif.	Nims of Ames 225 Main Street Ames, Iowa	Martin's Games, Inc. 265 Pierce St. Birmingham, Michigan	The Corner Bookshop Route 25 A Statenue, New York	Felt - Buchorn 445 East on South Temple Salt Lake City, Utah
The T. Eaton Co. Ltd. Main Street St. Laurent, Quebec, Canada	Interstate News Inc. 1401 Harrison St. Davenport, Iowa	R & R Family Gifts 1556 Wealthy St. - S. E. Grand Rapids, Michigan	Benner's Grand Forks, N. Dakota	Casler's 336 N. Wisconsin Ave. Burlington, Vermont
G. Fox & Company Main Street Hartford, Conn.	Orr's, Inc. 2226 Douglas East Wichita, Kansas	St. Paul Book & Stationary Co. 6th & Cedar St. Paul, Minn.	O'Neill's 226 S. Main St. Akron, Ohio	Children's Supermart, Inc. 1230 Leesburg Pike Baileys Cross Roads, Va.
Corr's 813-9th Street Washington 1, D. C.	Children's Supermart, Inc. 277 University Blvd. E. Adelphi, Md.	Brookside Toy & Hobby Inc. 330 West 63rd Kansas City, Missouri	News Depot 207 Market St. Canton, Ohio	The Bon Marche 3rd & Pine Seattle, Washington
Sullivan's Toy Shop 3412 Wisconsin Ave. Washington, D. C.	Children's Supermart, Inc. 1540 Rockville Pike Rockville, Md.	Bamberger's 131 Market St. Newark 1, New Jersey	Strous - Hirschberg's Youngstown, Ohio	Bob Hal's Hobby Shop 1611 Westlake Seattle, Washington
Paulin's 4415 Gov. Printz Blvd. Wilmington, Delaware	Children's Supermart, Inc. 4444 St. Barnabas Road Marlow Heights, Md.	Henry Silverstein 83 Central Ave. Albany, New York	Shenk & Tittle 313 Market Street Harrisburg, Penn.	Midvale Plaza Hobby Shop 521 S. Midvale Blvd. Madison, Wisconsin
House of Games Imported 726 East Las Olas Blvd. Fort Lauderdale, Florida	Hochschild - Kohn Co. Howard & Lexington Sts. Baltimore, Md.	Abraham & Strauss 15 Gallatin Place Brooklyn, New York	Emerison Company 1633 Chestnut St. Philadelphia, Pa.	Moseley's, Inc. 24 East Mifflin Madison, Wisconsin
Burdine's Box 2350 Miami, Florida	Hutsler's Bros.	Ulbrich's 446 Main St. Buffalo, New York	The Campus Store La Salle College Olney Ave. at 20th St. Philadelphia, Penn.	
		Greenman Brothers Inc.		

Let's add some topics.

The terms "committed forces" and "reinforcements" are important ones to professional military men, as well as to us in AH wargames, but in a slightly different context. We might define committed forces as any forces committed to a course of action that cannot be recommitted to another course of action within one or two moves. (The underlined part of the definition is most important.) To achieve the best possible economy of force you must strive to avoid that underlined part wherever you can. For if you can deploy your forces in such a way that within one or two moves they could be recommitted to other possible courses of action, then brother you are getting the most out of your counters and stacks.

Let's replace the real life term "reinforcements" with the term "reserves" for our purposes. AH uses "reinforcements" for Order of Appearance situations so we won't use it here. Reserves are forces waiting to be employed in a course of action. They are carefully located so that Time-Distance will allow their best possible use, preferably a choice of several courses of action. They can perform a number of functions at the same time. The most valuable of these is the implied threat they pose within their Time-Distance limitations.

Another is the security they provide for the rear and possibly the flanks. They are most valuable when they can be massed quickly for any one of several missions. The missions they can perform are many.

Thus by these definitions, the fewer committed forces you have vis-a-vis your opponent, the more courses of action you are able to embark upon regardless of what you are doing now. (You therefore, possess many threats to your opponent at all times for you are getting the maximum possible use and threat out of each of your units. This is Economy of Force in its highest sense.)

To help you accomplish this, you must take advantage of the terrain on the gameboard wherever you can. Instead of a stack of two units, you may be able to double yourself with one unit on more defensible terrain. Instead of normal or restricted movement rates, you may be able to use a line of communications to get the bonus so that you can squeeze out that economy of force.

There is one final point we would like to mention. In your operations avoid "overkill". Try to commit the minimum number of combat factors you can and still get desirable results. For example, don't attack at 44-10 if you can still get the same results and can

do it at 40-10 for a 4-1. Don't defend at 15-20 if you can do it at 11-20. Use the wasted factors elsewhere or in reserve, if possible.

You will find that by playing these points you will be able to pose more threats to your opponents, reduce the threats they can pose to you, and gain more initiative. This could be the difference you need in your game. Myron R. Brundage, 2437 W. Sunnyside, Chicago, Illinois.

The Infiltrator's Report

Quoting from LIFE Magazine, November 25th issue, page 30, "Now comes a game, Shakespeare, that may be in tune with the culture-conscious, affluent and violence haunted '60's. To mix erudition and mayhem, the Avalon Hill Company has gone to that great source of both, William Shakespeare. The Immortal Bard's plays are full of passion, desire, bloodshed and death - everything that makes life worth living. Now we have a Parchessi-like leapfrog of the gentlest, sweetest and lustiest characters in all literature to entertain us." So states Life critic, essayist and game-lover, John Ferris, who is one of those persons who do crossword puzzles in sequence - in ink. This review in toto covered two full columns. We have only quoted a tiny bit here. This review, and many others like it appearing in daily newspaper book review columns has helped spread the Avalon Hill image. And you all laughed when we sat down to publish Shakespeare. Its success means we stay out of bankruptcy court to devote another year to our first love - cranking out more battle games.

Art Direction, the magazine of visual communication, has selected Avalon Hill's Shakespeare game for its "What's Best - Packaging" honors. Credits go to Jean Baer and Tom Shaw for design; Mettee Studios, Baltimore, for photography; and, of course, Avalon Hill for printing.

Dana Homo is quite miffed that The Avalon Hill research and design staff is not interested in designing games of vintages earlier than 1914. It's not that we are not interested, Dana, the problem lies in the fact that it is very difficult to get personalities - still alive - who will authenticate the historical accuracy. Your argument, of course, is the fact that there are many excellent historical sources on early wars, even books dealing with the 30 years war. In rebuttal, we are too embroiled with our own 30 years war (Vietnam) to be concerned with what has gone on in the past. Nevertheless, those of you who

support Mr. Homo's opinions should write us and let us know - or, write to him personally at 1170 Magnolia, Elkhardt, Indiana 46514....

Scott Pritchard, Aurora, Ohio, and his father don't have particularly good memories; especially when it comes to determining how long certain Units in play have been isolated. So what do they do??? Scott places the Baseball Strategy score counters on top of isolated Units and after each turn, replaces the score counters with those of higher numbers....

Chancellor Marshall A. Massey, 423 Manor, Grosse Pointe Farms, Michigan, has informed us that as a result of the September article on "Feudal Wargaming", 35 knights have already pledged fealty to the might empire of Avalon. In turn, the Chancellor has issued a monthly magazine, modest effort of 3 or 4 pages dealing with Feudal Wargaming. Combat has already begun among the nobles of the empire and any others interested in joining this group, whose members take feudal titles and fight each other under the rules of Feudal Warfare, should write to the Chancellor at his Michigan address....

Based on an idea from Sgt. Zocchi, perhaps the following might prove to be an interesting game. General Motors, American Motors, Ford and Chrysler begin by making their first cars and attempt to out-sell each other. Every time they pass the pay window, Standard Oil pays \$200.00 to the manufacturer who produced the biggest Gas Hog of the year. Each company designs an inferior product to assure their spare parts division plenty of replacement parts work which also enables their authorized dealers a chance to gouge customers a second and third time for car servicing. The tricky part of the whole game would be player's ability to fool the public into thinking that their car is better than the one produced by competition. To accomplish this objective, money which would have been allocated for product improvement is spent, instead, on advertising. As soon as we have developed a playable prototype, Sargeant, we will present it to Parker Brothers under an assumed name....

Many of you have obtained new opponents by advertising in the Opponents Wanted Section of this magazine.

Several have gone one step further and advertised right in the games themselves. By slipping a note into the games on the store shelves, they have been able to make acquaintances with potential new purchasers of Avalon Hill games. From an idea first presented by Sgt. Louis Zocchi, Avalon Hill has

printed up announcements that are now available to subscribers for this purpose. The forms simply state that the purchaser of that particular game should call or write such and such a person if he knows of no one else who plays Avalon Hill Games.

These 3" x 5" announcements are free of charge to subscribers... to get a stack simply send us a standard envelope containing your name and address and first class postage. Make sure you specify "Announcements" on your order.

Donald Greenwood, 128 Warren, Sayre, Pa., announces the sponsorship of the third annual POW tournament. This is a closed tournament and not open to individuals - only clubs with membership exceeding 5 members. The tournament is to settle once and for all the perennial question of which of the unlimited clubs in the nation is really the best. It offers these willing factions a chance to put up or shut up - the winner to be given national recognition and a gigantic team trophy. All entries must be composed of at least a 5 man team with either local or distributed headquarters. A \$2.00 entry fee per team, and a stamped self-addressed envelope, should be sent to Mr. Greenwood's Pennsylvania address....

Our infiltrator last month ended up in the wrong camp; he thought he was in G3 instead of Design 3. Our replacement for this pistol-whipped unfortunate finds that the correct addresses are: G3, c/o Ralph Fellows, 613 S. Case, Michigan State U., E. Lansing, Mich., where the amateur wargamer can obtain blank counters and hex sheets at nominal costs; Design 3, c/o John Adams, 10 Juracka Pkwy., Schenectady, N. Y., who provides military research of all kinds for a fee. Sorry 'bout that, "fellows"....

No sooner had we gotten underway with Shakespeare when we became informed that a rumor exists saying that the plays of William Shakespeare were written in reality by Edward de Vere, 17th Earl of Oxford, an Elizabethan courtier who enjoyed some fame as a man of letters. A Thesis written in support of this hypothesis won an award for its writer, Dr. Leonard P. Siger, Ph.D., Washington, D.C., whose brother owns the largest Avalon Hill retail outlet in Baltimore, Pop's Discount, Belvedere near York Roads. We don't care what you say, Pop, we're not changing the name of the game, any more than we would change the name of our Gettysburg game to Eisenhower just because it was fought on the farm of the 17th Dwight of Ike.

