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The AVALON HILL

GENERAL

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1st Annual Wargamers Convention

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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!)

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COVER STORY:

"Nothing beats playing battle games face-to-face," an axiom agreed upon 100% by those in attendance at the 1st Annual convention of the International Federation of Wargaming (IFW), July 15, 1967.

At last, through the hard-working efforts of William Speer and cohorts, Scott Duncan, Gary Gyax, George Petronis and Clark Wilson, the General Wayne Junior High School in Malvern, Pennsylvania, played host in this first successful attempt at uniting game fanatics from distant states to discuss the problems, ecstasies and the comraderies of this rapidly-growing pastime.

It's about time, too. Our counterparts in England have been sponsoring personal get-togethers for many years. And now that the IFW has succeeded in a similar undertaking, we predict many such conventions will spring up to enhance the enjoyment of meeting new opponents, and to play those with whom correspondence by mail has been the only personal link.

Some of those in attendance are shown on the cover - avid devotee William Speer, shaking hands with Colonel Edgar Owen, is flanked by Father George P. Schneider, Lt. Col. CAP (see AH Philosophy), and Scott Duncan.

Above left, Henry H. Bodenstedt is shown explaining Remagen Bridge to a small bevy, some of whom travelled from as far away as Mississippi, California, Connecticut, Maine, Massachusetts, Illinois and Indiana.

Flanking a pix of miniatures that are used both in the table-top sand-box games and AH versions, is Larry Cohn and Brian Libby discussing Agressor

The Avalon Hill Philosophy - Part 5

Wargaming, as played by hundreds of "clubs," reached a sorry state indeed when many of the so-called "big" organizations failed to send representatives to the IFW convention (see cover story).

Many of you have already become aware of the childish bickering that goes on between Club Play-by-Mail contestants. Leaders of these clubs for the most part have "dropped the ball" and either refuse, or have been too lazy, to take the responsibility of eliminating animosities created largely through petty egocentrism of the individual members. The disgrace of losing is too much to bear, we surmise. This is why there are many PBM games that are never finished. No wonder everyone has a fantastic won-loss record - as soon as the tide of battle seems to go the other way the individual or club, on the short end simply discontinues the game - thus never really losing. There are rather simple remedies for this - a time limit for turns, for instance - however, no one has really come forth to put these down into a set of bylaws to be agreed upon by every AH club seeking PBM contests.

We have even discovered "opponents wanted" ads being submitted by "clubs" that don't even exist; and by others that aren't really functional as clubs, more like a loosely knit group of "buddies" who apparently derive more enjoyment out of capitalizing on loopholes in the rules that are not clarified by both parties before the contests begin. Some

Homeland's use of these miniatures on AH game boards on their display table.

Spring & Fall Conventions Already Planned

While lack of support from many wargame clubs curtailed some of the expected face-to-face play, the 1st annual convention was so successful that plans are already underway to hold larger conventions in Pennsylvania and Chicago. The IFW, considered the largest functional body delegated to this purpose, is now accepting reservations for these coming events. Those clubs, organizations and individuals sincerely interested in being "ground floor tenants" in the science of wargaming should write for details to: IFW, c/o William Speer, Commander, 103 Spring Road, Malvern, Penna.

Here's Avalon Hill's 5-star salute to Commander Speer, and company, for being the first to successfully launch a series of full-scale wargaming conventions here in the states.

of this, of course, is Avalon Hill's fault.

But most of it can be blamed on the general lack of unity within clubs themselves which we are now taking steps to rectify with the official registration of all bonafide wargame clubs (see page 14).

This lack of unity and solidarity was never made more apparent than at the IFW convention. It was one great convention - for those who showed up. Unfortunately, many so called "clubs" failed to appear even though promised to do so. What is appalling is the fact that responsible persons representing these clubs did not even bother to notify the IFW reservations committee of their cancellations. Nevertheless, many organizations did attend and their contributions to the success of the convention are best outlined in Wing Chaplain, George P. Schneider's letter to William Speer which reads:

SUBJECT: Word of commendation,
1st Annual Convention.

TO: William Speer, Cmdr. IFW

1. Congratulations are in order for the Commander and his staff for a job well done in arranging and carrying out the 1st Annual Convention of the International Federation of Wargaming.

2. It is clear that Wargaming is an adult game that broadens the imagination, prods the ingenuity and taxes the intellect, and as such, is a most commendable hobby, and one that should be encouraged.

3. In view of the image of the so-called typical teenager, as projected by the news media, note is here-by made by the undersigned of the existence of a strong segment of our American youth of whom all can be proud, not only because of their intellectual pursuits, but most of all, because of their true appreciation of their country and the "liberty, freedom and independence which it permits to all people." (Souvenir Menu)

4. Best wishes are extended to the International Federation of Wargaming in its effort to assist the many Wargamers around the country in enjoying and furthering their hobby.

5. The undersigned wishes to express his appreciation to the IFW for the kind invitation to attend the 1st Annual Convention banquet and meet with the members.

GEORGE P. SCHNEIDER
Lt. Col., CAP
Wing Chaplain

The work, time and effort that went into this convention has signified to Avalon Hill how fanatically serious people can be concerning the art of wargaming. It has literally opened our eyes to what is going on - inaugurating the first step (see page 14) on AH's part to help foster a closer relationship among wargamers of all types.

Our future philosophy, then, will be to act as a literary market place for the unification of wargame clubs... with the ultimate desire to be co-sponsors of many such conventions patterned after that sponsored by the IFW.

Among those organizations deserving particular praise in getting such conventions off to a flying start are: Strategy & Tactics Magazine, The Avalon Hill International Kriegspiel Society (AHKS), Gamescience Corporation, Aggressor Homeland, the Model Figurine Collectors of America (MFCA), and to many individuals such as Roger Cormier, Henry H. Bodenstedt, Brian Libby, Mike Ferguson, Richard Holcombe, and others whose indefatigable enthusiasm helped accomplish a great deal.

Our earnest plea is that the thousands of other equally enthusiastic organizations will settle their internal squabbles and join the above pioneers in making the science of wargaming the great art it was meant to be.

Why Not Collegiate Wargaming?

By Walter Guerry Green III

In the past there have been any number of attempts to obtain some sort of peace and quiet in the jungle of conflicting claims which beset wargaming today. Dana Lombardy's article in the last issue of The General reflects the fate of such efforts. With the increase in wargamers comes an increase in warring clubs, each of which is convinced that it is the best and that the solution to the whole problem is that everyone should join it.

Unfortunately, this is also true in college circles as any reader of the "opponents wanted" column for the last several years can testify. The real waste of this effort comes not in the vain boasts or counter-claims, but in the fact that the climate in the United States today is favorable to the establishment of an organized system of intercollegiate wargaming competition. There is no really valid reason why intercollegiate wargaming cannot become a standard form of competition between various schools such as Chess and debating are.

It is certain that college administrations will charter wargames clubs. All

that is necessary is that one be able to show that there is an organized group (often with a sponsor - try the ROTC or History departments) with a relatively good chance of surviving for more than one year and with a list of opponents. And, surprisingly enough, student reaction is usually mildly favorable. The Duke University Company of Wargamers has for two years been openly soliciting members at Freshman Activity Open House with good results (including four girls last year).

The only thing really lacking at the present time is the determination of college wargamers to stop squabbling and start acting together for the betterment of the hobby. There is even a mechanism in the form of the United States Collegiate Wargaming Conference, which is the US representative in the International Intercollegiate Wargamers Federation. The Conference has a scheduling service for arranging matches between college teams and for keeping permanent records of wins and losses and standings. There is a judge's commission for licensing officials, a club organizational service for assisting new clubs in being formed, and a freshman advisory service to help incoming freshmen to locate clubs at their own or other schools.

For details on obtaining membership in USCWC or for comments, praises or insults write Walter Green, Box 5847, Duke Station, Durham, North Carolina.

Navy & Airforce in Guadalcanal - Part II

By Richard C. Giberson

AH NOTE: "Part II" is an extension of Mr. Giberson's original article published in the May-June issue.

Judging by the number of comments I've received (actually one, from my wife "They publish anything, don't they") many are anxiously awaiting this information.

SURFACE COMBAT

There are two ways to have surface combat -- ala Bismarck and ala Midway, or three -- ala Jutland?? Confining ourselves to the presently available ocean; i. e., GUADALCANAL mapboard the Midway method is used.

Both sides fire on each "surface combat turn" (see May-June GENERAL). A ship can only fire at a single ship on a given turn. The combat factors of two or more ships can of course be added together against a single ship provided the range is right. Odds are determined in the conventional manner and the results rolled on the following Table.

SURFACE COMBAT RESULTS TABLE

Die	1-3	1-2	1-1	2-1	3-1	4-1
1	x	x	x	1	1	2
2	x	x	1	1	2	2
3	x	x	1	1	2	3
4	x	1	1	2	2	3
5	x	1	2	2	3	3
6	1	1	2	2	3	4

AIR POWER

The AP, providing that he controls Henderson Field is allowed Bomber Squadrons as follows: Aug 28- 8 Sqds, Oct 16- 3 Sqds and Nov 13- 10 Sqds. Each Sqds. is equivalent to one ship combat factor. Planes may be used, during daylight hours as additional fire power with friendly ships, or alone against ships. The results in each case are rolled on the Surface Combat Results Table.

Planes are only destroyed by attacks on Henderson Field. These attacks can be land based, normal artillery or ship to shore shelling. 1. Land Attacks--if the JP occupies Henderson Field all AP planes are considered destroyed. 2. Artillery Fire--if all supporting troops have been bombed off of the Airfield then for each additional artillery shot rolled as a six one plane is lost. 3. Ship to Shore Shelling--Navy ships can fire at any land target within range (range is increased by one square when firing at land based targets). The results are determined on the normal artillery fire Table. The shelling is done during the surface combat portion of the turn and would preclude firing at enemy ships on that turn.

LOGISTICS

Troops and artillery fire units must be carried in by ships. A transport has a 48 unit capacity. 1 combat factor equals 4 units, 1 artillery fire equals 1 unit. Destroyers, which the Japanese used extensively for supply at Guadalcanal, carry 16 units. The AP in addition must supply gasoline in order to fly his planes. One gas factor equals 1 unit and is used up each time a plane flies. The artillery fire supply table can still be used but delivery of the available units must be by ship.

STRATEGY AND TACTICS

The AP may now guard more of the beaches against possible enemy landings by using troops and ships. Of course the "Order of App." gives only the earliest arrival. Thus one Admiral may try to outfake the other into committing his ships too soon.

The JP on the other hand can try to get a major naval victory to boost his score over the AP. Also don't forget the possibilities implied in "shelling the beaches."

CONCLUSION

The incorporation of these rules

Jutland: 2nd Time Around — Part I

by James F. Dunnigan
Research & Design Director

It seems to be almost habitual with Avalon Hill games that, within six months of publication, the rules will undergo considerable modifications. Many players have complained about this and AH has not been deaf to their pleas for more precision in the first edition games. There have been other complaints, however, which strike more to the heart of the games' design. Clearly heard above the cacophony of player complaints was the demand for greater historical accuracy. This demand also implied that the greater attention to historical "fact" should not be achieved at the expense of AH's usual high standards of playability. Thus, out of the three main player demands, we found first edition clarity at the bottom of the pile.

What were the main problems with the first edition of Jutland? The main ones were concerned with misinterpretation of the rules, most particularly with regard to Victory Conditions and Search Procedure. Oddly enough, few people have noticed the inconsistencies in the Battle Procedure which we were sure would present major problems. On the other hand not everyone agreed that the above mentioned problem areas were the chief defects in the game. In fact, most found no problems there at all.

Another major problem was the lack of more graphic illustrations to aid in comprehending some of the more difficult mechanical features of the game. Jutland, with its radically new format, caught us with our guard down. Many problems in this area stemmed from ambiguities in the text of the rules. Again, not everyone felt that the illustrated examples of play were inadequate.

Cause and Effects

Why should these problems of player comprehension arise in the first place? The primary reason lay in the diverse nature of the players themselves. AH has been able to stay in business mainly because they have been able to accurately forecast what their customers would most like to see in a game. In doing this they had to take careful note of the fact that their market ("public", if you wish) is quite diverse and that people play their games for God knows how many different reasons and intentions. Thus their objective has always been to try and keep as many people as possible happy within the confines of a single game. This entailed the placing of considerable pressures on myself in

order to see that the all important market considerations were not ignored in my single minded search for the "perfect" game. Perhaps here we should quote a rather trite old phrase, "...one man's meat is another man's poison." AH stays in business by keeping the "poison" (causes for player complaints) down to a nonlethal minimum.

Our second problem was equally complex. It involved the development of a new game "formula" which would include provisions for the use of historical realism to a greater degree. We were searching for the "perfect" game which would combine historical accuracy with playability.

At this point it should be remembered that game playability depends a great deal on mechanical concepts derived from a careful analysis of player reaction to a given situation. This is why AH has for so long adhered to one "formula". Historical situations, however, are not so rigid and each one demands a "logic" of its own. Defining the historical situation is difficult enough, but combining this with a game formula requires a lengthy period of debugging. People are not, by and large, very logical. The basic idea behind a game is to reduce an essentially complex situation to a simplified yet historically valid format. The rules for the first edition of Jutland looked good on paper. The people who devised them and tested them were kept informed of the rationale behind them and thus were lulled into believing that all others would feel the same. In this respect we made two errors. First, we were unable to make those subtle modifications in the rules which would cover those areas which would, invariably, be seen differently (or not at all) by some people. It's the same old story, not everyone sees things the same way.

Our second error was somewhat more involved. I had wished to include more extensive data on the historical underpinnings of our rules and the game as a whole. AH overruled me on this, feeling that they were taking enough of a chance as it was. We also had troubles with some last minute modifications in the rules in the name of playability thus upsetting the careful logic behind our original theory... which was constructed to deal with what you will surely agree was a unique situation.

Our biggest mechanical problem was playtesting. But the problem goes deeper than that. The problem is, essentially, that there is more than one way to "skin the cat" with regard to rules dealing with various aspects of the historical event in question. Again, the only ready way I could see to solve

should cause a greater amount of the land area to be used by the land troops and also a greater degree of realism in the area of reinforcement and supply. I have received some letters, mostly critical of my Order of Appearance. I did not presume to include all of the ships involved because of the artificial restriction imposed by using the current GUADALCANAL board. This was the main purpose of the effort. Certainly on a different board, with more ocean, the full power of the respective Navies might be unleashed. Thus it is suggested that Avalon Hill move next to providing us with the all inclusive Land - Sea - Air game. BLITZKRIEG was a step in this direction but not enough Navy. A real complete GUADALCANAL, would historically do very nicely.

For the "full" O. of A. you may contact me: Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

Wargame Publications

For the convenience of subscribers we are listing all Wargame magazines, periodicals, and newsletters that have been made known to us within the last few months. We urge patronage of these publications dedicated to the fostering of wargaming from coast to coast. Those we do not list should contact this office so that we may include them in subsequent issues.

Avalon Herald, 423 Manor, Grosse Point Farms, Michigan.

Kampf, 8512 Fifth Avenue, Brooklyn, New York.

Kommandeur, Box 65, Adelphia, New Jersey.

The Panzer, 194 Kottenger Avenue, Pleasonton, California.

Panzerfaust, Box 280, RD#2, Sayre, Pennsylvania 18840.

The Spartan, 103 Spring Road, Malvern, Penna.

The Stormtrooper, 38 Sanger Avenue, Waterville, Maine 04901.

Strategy & Tactics, Box 11-187, Loudonville, New York 12211.

The Tank, MIT Strategic Games Society, Room 401, Student Center, 84 Massachusetts Ave., Cambridge, Mass.

Wargamer's Newsletter, 69 Hill Lane, Southampton, England.

We have also been informed of a brand new publication, *Victory*, supposedly scheduled for publication last July. We have not been able to secure an issue, but have learned that the publishers plan to produce a nationwide "Wargamer's Index" which will list names and addresses of wargamers seeking opponents in their own geographic area. Info of this sort should be rushed for Fall printing to: Gary Charbonneau, 34 Gibson Road, Silver Bay, Minnesota

this problem would be to include in the game a large booklet describing in detail the documentary background of our various rules. Unless AH relents and goes along with this the only alternative is an extensive post-publication play-test program which will, one hopes, develop rules which will cover the vagaries of imagination in as many people as possible.

Solutions to the Problems

What have we done about the problems arising from the first edition of *Jutland*? We first determined, from the questions sent in by players themselves, exactly which sections of the rules were the greatest trouble spots. A complete re-write of the Advanced and Tournament rules were then sent to consumer test panel members for additional play-testing.

At this writing the post-publication testing is still in progress. Nevertheless, we have received enough early comments, criticisms and suggestions to warrant your consideration of the following rule clarifications we submit here and now:

During the search procedure we found that it was necessary for both sides to call out all their units so that two enemy units would not find themselves in the same square. It also enabled a fight of some sort to take place rather quickly. From an historical point of view this rule was not damaging to the game. The important change is the rule stating that players do not reveal the makeup of their task force unless the enemy also happens to have a task force in the same square thus making "contact." If contact is made but play does not go to battle procedure, only the number of ship counters need be revealed.

Battle Procedure really required simultaneous movement of both fleets. This was incorporated in an additional optional rule. By the way, ships can make turns of any degree, not just 30°, 45° or 90°.

Certain problems developed with the battle procedure when it came time to include some of the optional rules. For example, many players didn't realize that only those ships which are visible to the enemy under the current visibility conditions need be placed in the battle area.

We only mentioned once (on the Basic Gunnery Results Table) that the British lose half of their firepower at night. Some players neglected to pick this up.

Regarding critical and flotation hits, for EVERY six rolled, no matter what the circumstances (such as rolling for torpedo hits after a transverse bulkhead has been hit) you must again roll

for the appropriate specialized hit.

Many people couldn't believe that a ship could fire for no more than six battle turns. This is actually quite reasonable. A large caliber gun could be loaded within 15-30 seconds, at best. Another few seconds might be added to this total to account for delays in transmitting fire control data to the turrets. Indeed, a shell would not be fired unless fire control had a reasonably accurate amount of information on the target. If a ship could fire for the greater part of 10 minutes (one battle turn) it would consume, on the average, some 15 rounds of ammunition. Each ship carried, on the average, some 90 rounds per gun. Not all of it was armor piercing shell and it might be almost impossible at times to transfer the ammunition of a disabled gun to one that was still functioning. Therefore, on the average, each capital ship had sufficient ammunition for 6 ten minute periods of sustained fire. These periods might be spread over a number of hours, as actually happened in the original battle.

The 1916 torpedo was a very crude instrument, thus there is not more chance of a "hit" on the torpedo results table. You may direct the torpedoes of many flotillas at a single ship. If you attack a ship with torpedoes from two sides the ship attacked cannot, obviously, turn away.

Ships out of fuel and with no hope of being towed back to port are considered sunk.

A rather elaborate set of victory conditions are being tested at this very moment. But for now, we suggest making the following correction to the Section, "How To Win," for the Advanced Game: "Germans win: 2) if the British fail to drive all capital ships still in play back to port within 30 hours of being spotted by the British." The phrase still in play corrects the loophole that allowed the German player to send his ships thru the Skageraak for 30 hours thus "out of play." German ships that do slip into the Skageraak can be considered forced back to port if their re-entry is blocked by British ships. In order to preclude this victory condition, the German ships would have to be able to escape thru the blockade and back on board - merely engaging the British in battle on squares of blockade is not enough.

In the next issue - Part 2 - we will feature further discussion on the logic and reasoning behind many of the Advanced and Tournament Game rules.

Replacement Parts

We are listing items involved in rule changes and revisions effected since their original run. It should be noted here that there have been no major printed rule changes made to any game within the past 12 months and all subscribers who have ordered materials directly from Avalon Hill during that time will have received the most up-to-date parts.

However, those who have made their purchases from retail outlets may very well have sets not containing the latest data.

AFRIKA KORPS:

- a. Instruction Folder - latest version contains a die-roll Supply Table for German player..... .20
- b. Battle Manual - latest version replaced the 210 W. 28th Street, address with current address on back cover..... .50
- c. Situation-March 1941 Card - shows British 4-4-7 Unit starting at Mechili, not Msus15

BATTLE OF BULGE:

- a. Mapboard - several changes recognizable by the addition of a road at VV-31 and VV-32 3.00
- b. Battle Manual - several minor corrections recognizable by the addition of a Fortress to be placed on TT-10 at start of Tournament game as indicated in sentence #9, page 450

BLITZKRIEG:

- a. Battle Manual - several minor corrections highlighted by addition of an Appendix on back cover50

D-DAY

- a. Instruction Folder -. copyright 196520
- b. Battle Manual - only one printing, replaced Reference Folder50
- c. Troop Counters - includes 50th British Infantry Division left out in original 1960 printing..... .60
- d. Order of Battle Card - replaces Unit Symbols and Combat Factors Cards of original 1961 printing..... .15

FOOTBALL STRATEGY:

- a. Playing Board - minor adjustments in Offense Chart and Time section, recognizable by words "Power Up Middle" for Play #1 1.75

GETTYSBURG:

- a. Battle Manual - copyrighted 1964. This 1964 version updated the original 1958 square-grid version. Those who wish to update this original version need not purchase a new board. You will, however, need the Battle Manual50

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- b. Troop Counters - blue and grey rectangular counters adjusted in size to fit the squares60
 c. Time Record Card15
 d. Order of Appearance Cards30

GUADALCANAL:

- a. Basic Game Instruction Folder - clarification of "How to Win" section identifiable by the words, "...2nd printing - June 1966" on first page15
 b. Battle Manual - Minor corrections identifiable by the words, "...2nd printing - June 1966" on page 2..... .50

LE MANS:

- a. Instruction Folder - No changes since 1962. However, latest version shows three lane tracks, instead of two lane tracks, in instruction diagrams20

MANAGEMENT:

- a. Instruction Folder - minor changes plus the combining of both basic game and tournament game rules into one, 8 x 10, 4-page instruction folder..... .20
 b. Running Record Pad - No changes since 1962. However, latest version corrects the imbalance in the Balance Sheet example printed in the original 1959 version..... .75

SHAKESPEARE:

- a. Instruction Folder - minor clarifications identifiable by the words, "2nd printing - April 1967" on back cover15

NOTE: All above prices are identical to those quoted on current replacement parts list. Subscribers may order these same items through the General at 25% discount. Simply compute the total cost of your entire parts order and deduct 25%. Mark your order THE GENERAL - PARTS DISCOUNT, and mail to the 4517 Harford Rd. office. Minimum order - \$1.00.

Stop Glorifying the Nazis

By Mark Weitz

I have become somewhat disturbed over what seems to be a mushrooming trend among AH wargamers: glorification of and identification with the German military machine of World War II. I feel that it has gone beyond the bounds of decency. Furthermore, it is based on an ignorance of German military performance in the war.

I find this glorification of the German army indecent, because to me, the German war machine was the instrument of the most hideous, inhuman barbarity the world has ever seen.

I am not, however, anti-German.

I understand the attraction of playing the Nazi commander in AH games. In most World War II games, the German player is at a disadvantage and it is difficult for him to win. Thus, taking the German side offers a strong challenge, and gives one the opportunity to engage in the ultimate fantasy --- the changing of history. I too have commanded the Nazi armies in D-Day, AK, Stalin, Bulge, and I have commanded them with vigor and with every desire to win.

But, I think the situation has gotten out of hand. Many of the PBM clubs have adopted German military titles and regimental groupings; war game magazines often have German names; the great majority of articles in the General deal with strategies for the German player; several "factual" articles attempt to show how close Germany came to winning the war (or a specific campaign). All this I could put up with, but the straw that broke this writer's back was the article by Hans Kruger: Normandy - the Way it Really Happened, in the July, 1967 issue.

I will not give his articles a respect it does not deserve by attempting to refute his absurd thesis. I would like to draw your attention to a sentence on page 12, lines 50-51: "They were all supermen, the kind that the Fuhrer had so often spoken of." Here is Hitler's biggest lie, a lie that caused more suffering and destruction than anything in the history of the world, and it is repeated in all seriousness in America in 1967.

Mr. Kruger also states that the Ardennes counteroffensive "almost" succeeded. This is a perfect example of the glorification of the Nazis that is grounded in ignorance. To have succeeded, the Germans would have had to drive the allies off the continent; this was not within the realm of possibility. On a lower level of success, the Germans would have had to seize a city like Antwerp to disrupt allied supplies and communication. This too, as Mr. Kruger should know, was not even "almost" done.

The wargamers who identify with the Nazis and glorify them seem to have a very naive idea of German accomplishments in the war. Let me ask this question: who did Germany defeat? The only major power that Germany ever defeated was France; and those of us who study some history besides the history of battles know that France was defeated by her internal condition and her morale. There were many defeatists in her officer corps and political elite; men who wished to see a German victory so that France could take her place in Hitler's "New Order" and resolve her social antagonisms by force.

At any rate, France was the only

major power Germany defeated. The Nazis were beaten on the sands of Africa, in the skies of Britain, in the hills of Greece and Yugoslavia, and on the varied terrain of Russia. I think that most wargamers view the war as four years of Nazi victory, and the final year in which American preponderance of men and material finally salvaged a victory.

Nothing could be farther from the truth. Not counting the Polish campaign, Germany was victorious for all of a little more than a year, dating from the invasion of France. After that she suffered an almost constant series of reversals. How many of you know that the RAF began bombing Berlin in November, 1940. By late 1941 the RAF was bombing German cities with horrifying consistency. I need hardly mention El Alamein and Stalingrad, but how many of us forget about the battle of Leningrad. And what about the resistance movements in Yugoslavia, Greece, Poland, France, Norway; the Nazis never could deal with these.

In short, Nazi military might has been grossly overrated. This glorification of the German army, combined with a strong wargamer identification with the Nazis, I find reprehensible, because of what the German army's real accomplishments were, and what the German army stood for. Mark Weitz, 54-40 Little Neck Parkway, Little Neck, N. Y. 11362.

The General Staff

by Richard C. Hill

Both of the world wars of the century have evolved around Germany. This is not because Germans are warlike fanatics, but because they had the only general staff capable of waging modern warfare. I purpose that any national, regional or even local game clubs that want to get ahead of its opponents form a general staff. Each member of this staff, with the exception of the Commander-in-Chief, should be a specialist in his own field. Each job could have its own staff. An example of this is to have John Doe of Cleveland or Tom Citizen of Boston both as Commanders'-in-Chief of their own local chapters of a large club. This club would therefore, have several Commanders'-in-Chief, who would be classified as the Commanders'-in-Chief Staff of the Wargamers Club General Staff, for instance. This way the club would have a continuous source of commanders to supply their local or larger ambitions. This would, of course, only apply to a state, regional, or national club. A General Staff should consist of at least four or as many as ten players. The four basic

staff positions and their descriptions are as follows: Commander-in-Chief, your best player who would have to make all decisions regarding changes in your basic plan, which I will discuss later; Army Commander, controls all land forces and is responsible for the use of these troops to accomplish his objective; Naval and Amphibious Assault Commander, who specializes in naval warfare and deployment of troops in an amphibious assault; Air Force Commander, who, except in certain games where he actually command aircraft, would be an adviser on airborne or air assault operations. The ten man expanded staff and descriptions are as follows: Commander-in-Chief, same as above; Armored and Breakthrough Forces Commander, commands all armored, mechanized, and other forces being used in a major assault (Primarily an offensive commander); Infantry Commander, commands all infantry forces not committed to other commanders (Primarily a defensive commander); Special Units Commander, operates all specialized units (i.e. airborne, ranger, or mountain troops); Internal Security Commander, who is responsible for anti-paratroop defenses and securing rear areas against amphibious assault or counterattack; Naval and Amphibious Assault Commander, same as above; Air Force Commander, same as above; Sub Commanders or Advisers, two people who can take over small groups of units or advise a regular commander; Legal or Rules Adviser, keeps records of all rules for all games and records all purposed and adopted changes to those rules no matter what the source. Although the last member is optional, he is, in my opinion, a very important member. He would be able to tell you what rules you could use to your advantage and what rules your opponent could use to his advantage. He could meet with the Legal Adviser of the opposing club and come to an agreement as to what the rules for the upcoming game would be (regular, tournament, optional or any combination thereof). He would inform you as to any violation of the agreed upon rules by either side. The General Staff should meet before each game and formulate a basic plan with timetables, objectives and reinforcements quotas. This plan should be recorded and kept for reasons I will mention later. Any deviations from this plan or revisions of the same should be made on the judgement of the Commander-in-Chief. An adviser can record the changes in the plan or the whole game. The former is essential, the latter is not.

Now I will tell you why I wanted the plan recorded. The Commanders-in-Chief Staff of the club should keep in contact with one another. They should

send a copy of the plan and/or revisions to anyone requesting them. In this way each local chapter will have the experience of all the others. Other staff members can contact their opposites in other local chapters, although this is not necessary. It is possible to have three or less commanders, with one of them dominating in certain games. Examples of these would be a) Midway-dominated by the Naval and Amphibious Assault Commander b) Afrika Korps-dominated by the Armored and Breakthrough Forces Commander. Elections could be held to elect state, regional, or national General Staff members for a year's term. They would keep records of games played in their jurisdiction and give any information, advice or assistance required. It is good policy to let various commanders serve as advisers or spectators to games when usually one player dominates to give them a little understanding of the other commander's job so he can cooperate with him better when they play together. This system may take a lot of work getting set up. I think, however, that this system will raise the standard of clubs from petty confusion to organized enjoyment. Richard C. Hill, 559 West 172 Street, New York, N. Y. 10032.

Blitzkrieg for "Beginners"

by Paul Hunt

This article is intended for the new general who has just started to play the tournament game of Blitzkrieg.

One of the biggest problems facing a new tournament Blitzkrieg player is how to deal with the minor countries without losing his whole army. In order to save you brain-strainage, here is a plan on how to be a "Panzer Leader" which you can use until you formulate a better one of your own.

I shall deal with Blue first. The first column of the list below contains the location for units to be used. The units are listed in the second column and the target city in the third.

Q-16	2/6-6's	EE-25
P-16	2/6-6's	EE-25
S-25	3/4-4's	X-27
V-33	3/4-4's	X-27
Q-16	2/4-8's(TAC)	V-20
P-15	3/4-4's	V-20
P-15	2/6-10's (MDM)	U-11
G-4	2/6-6's	U-11
I-12	3/8-4-4's	M-14

Now you may say, "But what about CC-15?" Well, you merely send in the 6/4-4's you happened to have put in Sea Zone "A" through the Koufax Desert Invasion Area and take CC-15. (This also prevents a Red invasion to help take VV-25!) Then, after you have

taken the whole country, in the first turn, you say to your opponent in your most nasal voice, "This is the end of my territorial demands in Europe."

Suppose you are Red. Here again is a list, in the same order as before, of locations, units, and objectives:

FFF-30	2/4-4's	UU-25
NNN-35	2/6-6's	UU-25
BBB-33	2/6-6's	UU-37
YY-43	2/4-4's	UU-37
HHH-37	1/4-4 & 1/8-4-4	WW-32
BBB-33	2/4-8's (TAC)	WW-32
ZZ-48	3/4-4's	VV-42
FFF-45	3/4-4's	VV-42
NN-49	2/6-6's	OO-40
YY-43	2/6-10's (MDM)	OO-40
NN-48	3/8-4-4's	JJ-38

Finally, to capture JJ-46, you bring in the 4/6-4's you put in Sea Zone "D" through the friendly port of NN-48 and you're done. (If you'd like something to say, too, you might paraphrase Capt. Isaac Hull and say "By heaven, that country is ours!")

After deploying forces as I stated, you will find a number of units I left out to deploy as you wish. Many of these might be interchanged with units I used and have the set-up work equally well.

In conclusion, you will note two countries in the middle, as yet unviolated. The small center one is easy to take, though it might be better, as a beginner, to mass your forces and let your opponent worry about them -- especially the long one bordered by Lake Pinsky, the South Lawrence, and Sea Zone "C".

Comments, criticisms, and the reason why Big Red's border is heavy black where the Baer, Little Kobell, and Witz Rivers meet may be sent to Paul Hunt, 8295 Whitewood Drive, Brecksville, Ohio 44141.

Blitzkrieg Naval Transports

by Gary Charbonneau

Are you a frustrated admiral, disappointed at the lack of naval maneuvers possible in Blitzkrieg? Well, I can't offer any exciting ship-to-ship action - it would require redesigning the whole board. However, I have figured out a way to make this otherwise terrific game more interesting from a naval standpoint. How? By adding Naval transport counters, that's how.

If you have enough blank counters, use those; if not you can always cut up an old shoe box. Make forty naval transport counters. Each will have an anti-aircraft screening value of 1. You will have two types of transports - destroyer-transports and ordinary transports. In

addition, make four aircraft carriers (factors). Each transport factor can carry one ground troop factor, and each carrier can accommodate one TAC or fighter factor. Since forty transport factors loaded to the hatch covers with land troops will undoubtedly lead to toppling juggernauts, it might be a good idea to make extra counters to represent large groups of transports. These can be broken down at will.

When moving, forget entirely about sea zones. Assign destroyer-transport and carriers a movement rate of 48 squares per turn, and give the remaining transports 24. Naval units may not move onto any square containing land, except at port city squares, defined as being only those city squares directly on the coast. To help get around peninsulas, consider all sea squares containing grid coordinate numbers or letters as ordinary sea squares. B-33 must be considered a sea square, for obvious reasons.

At the beginning of the game, place your transports and carriers in home-country port city squares, but no more than 8 factors per square. At no time during the game may more than 8 ship factors be in any one port city square. Land units may load only at friendly port city squares. Loading takes 8 from the BTA of destroyer-transport and 4 from ordinary transports. Deduct 1 from the BTA of any land unit for loading. Thus, if a land unit moves one square onto a port city square and boards a destroyer-transport, and the movement rate of the land unit is 4, the transport may only move 24 during that turn. For every few squares moved by a transport, deduct an equal proportion from the land unit it carries. If an ordinary transport carrying a load of infantry moves 6 during a turn, deduct one BTA from the movement rate of the land unit if it invades or leaves through a friendly port. Round off any fractions in favor of the mover.

Unloading and invading incur no loss of BTA. To unload, merely place units in a friendly port and move off land units, deducting for the movement made by the transport to get to the port. Invasions are conducted in much the same way. Place land-unit-carrying units alongside the beaches you wish to invade and move in. If you have to fight land units to get ashore, ignore the transports. Invasions may be conducted in the same turn that units are brought to sea.

Naval units may be attacked from the air. Use the strategic bombing table, and ignore any land units the transports may be carrying in determining the odds. If any ships are sunk, don't forget to eliminate the troops they were carrying.

Adding naval units would tend to

make your supply situation a little precarious at times, so I suggest that each friendly port city square be able to supply 5 naval factors. This extra supply capability may be used to supply the navy only.

Naval units may pass right by enemy units on land without having to fight them, and opposing naval units may even occupy the same sea square. To conduct operations from carriers, just follow the Battle Manual rules, but carriers, too, may be attacked from the air. To put air units on carriers, just fly them out to any square which the carriers have passed on that turn.

One more thing. If you bring units on in port city squares, they must still suffer a BTA loss before being considered aboard ship.

As long as I am on the subject of Blitzkrieg, I suggest that the rule that aircraft may not fly to a target any farther away than the range printed on the counter, no matter how close the city to which they are returning is, be eliminated, since it eliminates shuttle-bombing techniques such as those used by our Air Force in World War II. Kamikazes should even be allowed. Also, why not shake on the weather at the end of every half-turn? As it stands now, Blue knows what the weather will be for Red's operations and can plan accordingly, while Red does not have this advantage.

Address any questions or comments to: Gary Charbonneau, 34 Gibson Road; Silver Bay, Minn. 55614.

The Best Invasion Area — D-Day

Gary Zintgraff

Contrary to all the D-Day '65 articles in The General, an unopposed landing in South France will usually lead to a rapid collapse of the entire German defense and in many cases, complete victory for the Allies in twelve to fifteen weeks. Accordingly, the Allied air-attack capacity should be reduced to four attacks per game to bring D-Day '65 back into play balance since some troops from the Channel areas must be used in the South France area. Air attacks should not be allowed adjacent to Allied units.

The four principal advantages to the South France invasion are:

- 1) The very definite threat of complete victory within twelve to twenty weeks;
- 2) The generation of a "third" invasion.
- 3) The opportunity for stunning surprise maneuvers which can roll up the Seine River defense line before the ninth week and possibly "pocket" a

large portion of the German army.

4) Negligible loss of Allied troops until the German begins his desperate counterattacks.

You say, "He can't possibly mean the game with the 17-square supply line, self-sufficient fortresses, etc." But I do!

THE THREAT

Let's analyze the first point. Place two infantry units on each of the following squares (AA-18, AA-19, BB-19, BB-20). These units are supplied from South France. Now place eight armor units behind the infantry. Then move the infantry behind the Rhine to (X-14, Y-15, Z-15, AA-16) and move the armor to the positions previously occupied by the infantry. Now the infantry and armor may simply swap positions for four turns. Any given unit is only isolated behind the Rhine for one turn at a time. But you correctly point out "the victory condition requires ten divisions behind the Rhine and you only have eight." So, turn your attention to Saarbrucken. Four divisions may operate in and out of this fortress and take turns behind the Rhine since the new rules allow a unit to be supplied while inside a fortress. This then gives the required ten divisions. Allied units may reach Metz and Saarbrucken in two turns from Vesoul, the limit of the South France supply line. Other units may operate out of Metz and Trier along the Moselle to protect the flank of this operation. Note: this "threat" has won for me immediately the twenty or so times I used it on unwary opponents. After the first cheap victory, it was usually necessary to resort to the remainder of the plan outlined below. However, the overall plan has met with sufficient success to warrant this article.

STRATEGIC PINCHER-ATTACK

The effects of a third invasion may be generated by capturing the inland port of Nantes by airborne troops. This may be accomplished by the third turn. On the invasion turn, para 1 moves to KK-29. On turn two, para 2 reaches EE-35 and is isolated. On turn three, para 1 and para 3 capture Nantes. Air attack may be necessary on turns 2 and/or 3 to insure capture of Nantes and the critical squares around it. If the German defends this area with a reasonable force, it will be necessary to capture Bordeaux first, then use an overland operation from Bordeaux to Nantes. The earliest Nantes will fall now is the fifth week instead of the third.

You now have sixteen to twenty divisions marching out of South France.

The German has rushed to meet them. Then on the fourth turn, eight armored divisions land in Nantes and march on Normandy and Rouen. A pincer-attack is developing not to mention the demoralizing effects on your opponent. (You may use eight divisions since the inland port "landing capacity" is now governed by the South France invasion table. It is quite possible to trap some statics in Normandy. Now you will actually get to see the mobile battle situation the battle manual describes as the German frantically regroup. Actually it is sometimes wise to delay the capture of Nantes until the fifth or sixth week to allow the German mobile forces to become inextricably involved in the Vesoul area. Timed correctly, Rouen falls easily.

COMBINED OPERATIONS

Should the German (from bitter experience) stop "the threat" in the Vesoul-Saarbrücken area and safely form "the line" at the Seine, simply divert the sixteen to twenty divisions marching out of South France toward the weak flank of the Seine River line--the Chaumont-Troyes area. The units from Nantes hold the front from the sea to Paris. Supply lines now run from Normandy so when Chaumont collapses you can race for St. Dieier, Chalons, and Verdun. The river line rolls up quickly; your supply lines then extend deeper around the end of the Seine line so that you may drive for Brussels with the distinct hope of pocketing a very large portion of the German army. It is now the ten to eleven week phase, and the threat of the second invasion at Pas de Calais or the North Sea really gives the German problems.

Up to this time you will have lost virtually nothing. Your four air-attacks should have been saved until now if possible. The German will now have to counter-attack your forty to fifty divisions to break for the homeland. When he receives A-Back-2 with strong forces, it is often possible to retreat them to squares with other strong units to provide an inviting air-attack on your forthcoming turn. Depending on the situation you may wish to withdraw four to six divisions through Nantes to later invade at the North Sea and at least break up his withdrawal.

INVITATION TO ANALYSIS

See if you can determine the minimum number of units and their positions necessary to delay the South France invasion plan.

Note: After using this attack plan for over a year, I found the following interesting quote in Hart's "The German Generals Talk." "After the fall of Tu-

nis in May," Blumentritt said, "Hitler became increasingly anxious about the possibility of a landing in the south of France. . . . He was particularly concerned about the possibility of a pincer-type invasion, with simultaneous landings in the south of France and the Bay of Biscay." Comments to: Gary Zintgraff, 3007 M. A. S. #6, Houston, Texas 77021.

Analysis of the Combat Results Table

By Dave Hammons

If any of you have ever tried to analyze the standard combat results table, the one used in Stalingrad, AK, D-Day, Waterloo, etc., you'll know you can dig up some surprising facts. This article will try to point out some of these.

Soak-off Attacks

1-3 and 1-4 : 8-9
1-3 and 1-5 : 5-6
1-3 and 1-6 : 4-5

The above table is a comparison of factors lost between the four soak-off attacks. What it means is this: If you launched a large number of 1-3 and 1-4 attacks, on the average there would be 9 of your factors destroyed in your 1-4's to every 8 lost in your 1-3's. Thus, you would lose fewer units in the long run at 1-3 than 1-4, even though if you did happen to roll an A- Elim at 1-3 you would lose more factors in that one attack. The difference is even greater between 1-3 and 1-5 and 1-3 and 1-6.

How can this help me, you ask? Well, here's an example using the Germans in Stalingrad. Suppose the Russian player has stacked three 4-6-4's in the city of Kiev. You attack one of them at 3-1 and wish to soak-off against the other 24 factors. Should you use 4, 5, 6, or 8 factor for a 1-6, 1-5, 1-4, or a 1-3 attack respectively? According to the above information, you should use 8 factors for a 1-3. In the long run, you'll lose fewer units, and those few corps you save could mean the difference between victory and defeat. Thus, all of your soak-off attacks should be made at 1-3 if this is possible.

Regular Attacks

A. Against Units Not Doubled

(1) Defender not surrounded

Odds	Attacker Loses	Defender Loses
1-2	1 1/2	1
1-1	3	2
2-1	4	3
3-1	2	4
4-1	1	4
5-1	0	4
6-1	0	5

(2) Defender surrounded

1-2	1 1/2	2
1-1	3	3
2-1	4	4
3-1	2	6
4-1	1	6
5-1	0	6

B. Against Units Doubled

(1) Not surrounded

1-2	3	1
1-1	6	2
2-1	8	3
3-1	4	4
4-1	2	4
5-1	0	4
6-1	0	5

(2) Surrounded

1-2	1 1/2	1
1-1	6	3
2-1	8	4
3-1	4	6
4-1	2	6
5-1	0	6

These tables again are ratios between factors of the attacker lost and factors of the defender lost.

Once again, some surprising facts are turned up. For example, if you'll look at table B (1) you'll see that a 3-1 against a defender who is doubled and not surrounded gives the same number of factor for both attacker and defender. Thus, unless you are taking an important piece of terrain, this attack is not a particularly advantageous one.

Also, if you'll look at the difference between the 3-1 and 4-1 attacks in all four cases you'll see that the latter is twice as good. Thus, the addition of one third of the troops already in the attack will give results twice as good in the long run.

Another interesting fact is the 1-2 attack against a surrounded and undoubled enemy. The results on the average are actually better than at 1-1 or 2-1.

As a closing remark, I'd like those who urge the use of 2-1 attacks to table B (1). At 2-1 the attacker loses on the average almost 3 times as many factor as the defender. Thus, unless you have a very important piece of terrain to take, and don't mind losing enormous numbers of troops in the process, my advice is to forget it.

Comments to Dave Hammons, P. O. Box 608, Big Bear City, Calif. 92314.

Tournament Bismarck

by James Misch

The addition of cruisers and carriers to the battle board and convoys to the search board completely changes naval strategy in the Bismarck game.

With the addition of convoy counters the element of luck is eliminated from the search-chance table and the cruiser

and carrier provisions eliminates all but escape from the battle board chance table.

Convoy information is supplied below:

Convoy	Starting Positions	Destinations	Must leave Search Board	Speed	Pts.
OB323	B3-c	Western edge of search board above (North of) 55*	2nd day 24th	1	2
OB324	D5-a	"	1st night 25th	1	2
OB325	E6-b	"	3d day 25th	1	2
OB326	E7-a	"	4th day 25th	1	2
SC31	C3-c	E7-a	2nd night 24th	1	3
SL74	H3-a	E7-a	2nd night 24th	1	3
HX126	C4-a	E7-a	3d day 24th	1	3
HX128	D1-a	E7-a	3d day 25th	1	3
DS4	C5-c	E7-a	1st night 23d	2	4
WS8B	E6-a	South edge of search board between H4--H6 rows inclusive	2nd night 24th	1	6
<u>Brittanic*</u>	D6-c	West or South edge of search board	3d day 24th	2	3

*Represents both the merchant cruiser itself and convoy it is escorting.

CRUISER HIT RECORD

				Torpedo Tubes	
				PORT	STB
Prinz Eugen (CA)	5 bow	5 stern	3 midships	6-6	6-6
Kenya (CA)	5 bow	5 stern	2 midships	3-3	3-3
Norfolk (CA)	4 bow	4 stern	2 midships	4-4	4-4
Suffolk (CA)	4 bow	4 stern	2 midships	none	none
Dorsetshire (CA)	4 bow	4 stern	2 midships	4-4	4-4
Exeter (CA)	4 bow	2 stern	2 midships	4-4	4-4
Birmingham (CA)	4 bow	4 stern	2 midships	3-3	3-3
Edinburgh (CA)	4 bow	4 stern	2 midships	3-3	3-3
Sheffield (CA)	4 bow	4 stern	2 midships	3-3	3-3
Manchester (CA)	4 bow	4 stern	2 midships	3-3	3-3
Aurora (CL)	3 bow	1 stern	1 midship	3-3	3-3
Arethusa (CL)	3 bow	1 stern	1 midship	3-3	3-3
Galatea (CL)	3 bow	1 stern	1 midship	3-3	3-3
Hermoine (CLAA)	3 bow	2 stern	2 midships	3-3	3-3
Cario (CLAA)	1 bow	2 stern	1 midship	none	none
Brittanic (AMC)	2 bow	2 stern	2 midships	none	none
Ark Royal (CV)	2 bow	2 stern	5 midships	none	none
Victorious (CV)	2 bow	2 stern	5 midships	none	none

BATTLESHIP ADDITIONS

Bismarck	_____	_____	_____	3-3	3-3
Rodney	_____	_____	_____	1-1-1	1-1-1
Revenge (speed: 1)	5 bow	5 stern	3 midship	1-1-1	1-1-1
		2 secondary at P & STB			

Searchboard procedure: Cario and Exeter start E6-a as WS8B escorts; Revenge starts West edge of board above 55* 3d day 25th; Force H appears H5-d 1st night 25th. Convoys cannot call search but escorts on same square as convoy (except the AMC Brittanic) can call search. British air reconnaissance not possible in rows 7 & 8 except for D7, E7 & F7 where it is possible, in addition to the rest of the board. Successful search is die roll of 2, 3, 4 & 5. British rolls twice when using air recce: the first roll is always for Bismarck, the second for Prinz Eugen. German need reveal only those of his ships which are found even if both are in the same square (which makes for

interesting, nasty surprises of historical validity). If Bismarck or Eugen find an unescorted convoy, German is awarded respective points and that convoy is removed from the search board. If Bismarck and/or Eugen find an escorted convoy via German search, escort is placed in middle Battle Board square, Bis. and/or Eugen entering BtlBd from direction they moved onto search board square containing convoy & escort (i.e. entering on East square(s) if moving from D5-a to D4-b). If convoy escort finds Bis. and/or Eugen but German does not call search, presence of convoy remains concealed. If Bismarck and/or Eugen also call search,

revert to paragraph above. Exception: When British battleforce happens to be on same square as convoy and German, it may elect to defend the convoy (as above) or attack (see below). In either case presence of convoy is made known only if German calls search. If escort(s) is sunk, German is awarded the respective convoy points in addition to the escort's points. Ignore all BtlBd chance table results except escape (1&2). If escape rolled by British, both convoy & escort escape.

British must remove convoys from board before specified times by sailing off the required edge of the search board or onto E7-a; for every convoy failing to do this award the German 1 point (upsetting port schedule). German cannot sail onto E7-a. Convoys may move 1 every three battle turns (except those under attack, obviously) like other ships.

General Battle Board Procedure: The "hunter" always enters BtlBd from compass direction determined by movement on the search board (e.g. above), the "hunted" is always placed in the middle of the BtlBd. "Hunter" indicates side calling successful search. In the event both sides call successful search, the German is regarded as the "hunted" except when British wish to defend a convoy (see above). Ignore all BtlBd chance table results except escape (1&2).

Battleship must engage battleship on BtlBd when on same search square; cruiser may engage battleship at cruiser's option; cruiser may engage cruiser at either side's option. Carriers follow cruiser rules. All above pertains to getting on the BtlBd from the searchboard. Once ships are on the BtlBd and "hunter" "hunted" decided, no options but fight exist. I.E. battleship vs battleship has no option but to go from search board to BtlBd, cruisers and carriers do but once on the BtlBd there are no options left but fight and/or escape.

Gunfire: Battleship gunfire remains the same re: rules. Cruisers and Carriers fight all ships at A range using B range results.

Torpedo Tubes: Dual numbers under Port and Starboard indicate number of torpedos in battery and number of reloads (e.g. 3-3 for maximum of 6 torpedos). (3-3 Port & 3-3 Starboard give maximum of 12 torpedos.) Torpedos are launched only at A range, die roll of 1 = midships hit. Roll die for each torpedo. A battery cannot fire two battle turns in a row, and can fire no more than battery number and reload number for Port and Starboard respectively throughout the game. Record must be kept of torpedos expended, always allow one turn for reload of TT (of course a ship may fire its Port tor-

pedos one battle turn, its Starboard the second and its Port reloads again the third turn). Torpedos can be fired from broadside only (alas, the bane of a successful torpedo attack is to turn yourself broadside to the enemy!)

Air Strike: Air strike is launched from any carrier(s) within 4 search board squares (e.g. F4-b to F2-b) of target. Air strike can be launched any day-light turn the German is located and carrier(s) are within 4 squares of target--the German need not be on BtlBd for air strike launch. Each carrier begins with a 6T strike capability. Reduce 1T for each strike launched, same carrier cannot launch two strikes in a row. Roll die for each torpedo, 1 = midships. After 3 strikes from same carrier, T factor = 3T, etc.

Use Midway counters for CA's and CV's and make hit boxes similar to BB's. If your opponent is the dishonest type, require turn-by-turn written record of his movements that you can check after the game. CA's = 2, CV's = 3 pts. each for German when he sinks them; Eugen = 4 pts. for Brit. when sunk.

Strategy & Tactics: Getting points for a victory is much harder under my system and British strategy is going to depend alot on adequate protection of the convoys. Tactically the game is changed by making the "hunter" enter the battle-board from the compass direction determined by search-board movement. German strategy is changed by addition of Eugen and the raised value of the convoys--of course, German has to find them first! Torpedos are the most potent weapon the ships possess, but firing them is rather hazardous as getting into "A" range requires taking a good deal of punishment. Carriers have increased midships to make up for lack of hit absorption on the weak guns." James Misch, 2043 Pleasant Hill Road, Pleasant Hill, California 94523.

The Indirect Approach

by James C. Eschweiler

All strategy can be described as falling into two general types: That of the direct approach against an enemy's line of expectation, in the hopes of drawing him into, and destroying him, in that decisive action so ardently desired by disciples of Clausewitz; or the more fruitful indirect approach utilized by all the great captains of history.

The indirect approach, so highly eulogized by Liddell Hart, is a highly nebulous matter, employing all the weapons, both moral and physical in a commanders repertoire. It can take the form of rumor, a technique aptly illustrated by Thermistocles at Salamis,

in which the Persians were led to believe that the Greek fleet was on the point of defecting. A superior Persian fleet was enticed to initiate action in a confining narrows, where their numbers could not be brought to bear, and their flank exposed to the decisive counter-stroke of an inferior Greek fleet.

An indirect approach can be one of diversion, in which a strong force moves along a line of possible alternate objectives, putting the defender as Sherman stated "on the horns of dilemma", and which he effectively illustrated in his march through Georgia. The defender in such a situation, must so disperse his holding forces, that no one area is then secure from the concentration of forces, that can be brought against it. A good plan like a tree must have branches - if it is to bear fruit. The plan with a single aim is apt to prove a barren pole.

The technique of indirect approach then is not a fixed course of action, but one that varies as the time and circumstance of the engagement demands. Quoting from Liddell Hart's book "Strategy", Frederick A. Praegue, N. Y., 1957, upon which the majority of this discourse is based, "the maxims of strategy are eight, of which six are positive and two negative. They are:

1.) Adjust your end to your means. Don't bite off more than you can chew. If yours is an inferior army, then allow your opponent to break his sword on your elastic defense, before delivering a decisive stroke.

2.) Keep your object always in mind.

3.) Choose the line (or course) of least expectation.

4.) Exploit the line of least resistance - so long as it can lead to an objective, which contributes to your underlying object.

5.) Take a line of operation which offers alternate objectives.

6.) Insure that both plan and dispositions are flexible and adaptable to circumstance.

7.) Do not throw your weight into a stroke whilst your opponent is on guard.

8.) Do not renew an attack along the same line (or in the same form) after it has once failed."

The essential truth underlying these maxims is that for success, two major problems must be solved - dislocation and exploitation. These maxims are not infallible, for luck can never be divorced from war, since war is part of life. Thus the unexpected can not guarantee success, but it does guarantee the best chance of success.

The above is a portion of a rather lengthy discourse submitted to us by James C. Eschweiler, 1105 Berchmans Lane, Florissant, Missouri. Space limitations precluded its publication in full. However, we suggest that those

interested in his thoughts on Midway and Blitzkrieg by-mail games should contact him for his very excellent and thorough analysis of both.

Mastery of Midway

by Jared Johnson

In this article I would like to discuss four of my favorite strategies for Midway. The first two are for the Japanese player and the second two are for the U.S. player.

I. Japanese Search Pattern. This plan should be used primarily by the cautious Japanese player who has no intentions of venturing toward Midway with any of his carriers on the first day. If you use this search pattern, and keep your ships together in the suggested area, the U.S. player cannot possibly strike first on the first day.

0500 - No Search

0700 - F-5,6,7

0900 - F-3,4,5

1100 - E-1,2,3

Naturally, you must move out far enough to be able to search the F row, after which you should move back to the a, d, g squares of the A row. If the U.S. ships are not found by 1100, it means that they have not moved the maximum number of squares allowed each turn. Thus, he will not be able to attack the Japanese fleet before nightfall without sending suicide planes, if the Jap player keeps his ships back in the row mentioned above. If you do find him by 1100 you can always search the three areas he can reach each turn by moving to the left. If you should fail to spot him on any one turn, it means that he has stayed back at least one square. Hightail it back to the a, d, g - A row and you will be safe; it will be impossible for the U.S. player to get within attacking range (seven squares, in this case) before nightfall. If he keeps up a steady advance, you will know where he is every turn. This pattern can be varied by starting at the top instead of at the bottom of the F row, and by mixing up the calls.

II. The "Invisible Screen". This is a search pattern designed to be used by the Japanese player when he wishes to lure the U.S. player within attacking range on the first day. He will always be able to attack at the same time that he is being attacked and the major air battles will be over before the Atago enters on the second day. By staying in the horizontal d, e, f - 7 row at the bottom of the board or the a thru f - 1 row at the top, and by moving approximately as indicated, the Japanese player will always be able to search the only three areas the U.S. ships could be in and still be within attacking range.

Example:	Time	Move	Search
	0500	A-3,f	None
	0700	B-2,h	F-5,6,7
	0900	C-2,a	F-3,4,5
	1100	C-1,d	E-1,2,3
	1300	B-1,e	D-1,2,3
	1500	B-1,d	D-1,2,3
	1700	A-1,e	C-1,2,3

Caution: Do not move past the vertical a,d,g - C row! Notice that the U.S. ships cannot get past the "invisible screen" set up by the Japanese search calls; that is, into attacking range without being spotted.

III. Attack Midway in Waves. This results in Midway's fortification being reduced quicker. However, this tactic should only be used when you, as the Japanese player, have the U.S. player outnumbered in fighters, because he can apply his fighter strength against each wave. As the Japanese player, you must write down during operations, how many fighters you are sending with each wave. Example: Three waves of twenty squadrons each; 15 fighters with 1st wave, none with 2nd, and 10 with 3rd. After learning the number of U.S. fighters up over Midway, you may call off any or all of the waves. If the U.S. had sent up 10 fighters in the above example, you might call off the second wave. The reason for attacking in waves is that the average number that Midway's fortification will be reduced by is increased. An analysis shows that one 2-1 attack gives a 33% probability of reducing Midway all the way while two 1-1 attacks give a 61% probability.

IV. Escaping the Japanese Battleships. Often, toward the end of the game neither player has more than a few squadrons left, sometimes just fighters, and the Japanese player must rely on forcing a surface battle in order to win. He will try to surround the U.S. ships and then force them to move into a zone containing a Japanese battleship, much in the way that the British do in attempting to trap the Bismarck. Therefore, the U.S. player should split up his Navy and send each ship off in a different direction. The Japanese player has enough trouble forcing a surface battle when the U.S. ships are together. When they are split up, he has neither the time nor enough ships to trap them all. Also, the Jap must place his ships on the battle board first. If only one U.S. ship is caught by a Japanese battleship, the Jap will place his ship in the 9 row, and the U.S. ship will go in one of the two corners, giving him a 70% chance of withdrawing before the battleship can get within firing range. When the entire U.S. Navy is on the battle board at one time, there isn't enough room to run. If the Japanese player places more than one of his ships in a zone on the search board, in order to be able to trap a lone U.S. ship on the

battle board, he will decrease his chances of forcing a surface battle in the first place.

There you have four tips for mastering Midway. I would appreciate any comments or ideas for elaboration on my strategies. Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005.

Between Covers

Bernard B. Fall, Street Without Joy, Harrisburg: The Stackpole Company, 1964. Also 1961. Dewey Decimal #759.7 Fall vol 6559 Library of Congress Catalogue #64-23038. P144 French Units in Operation Camargue, such as Commandos, Groupments Mobile, Groupments Amphibious, etc. P 185 End of a Task Force describes the organization and operations of Groupment Mobile 100, the model for 7th Motorized Division in Appendix G. Fall's book is a classic study of guerilla warfare in Vietnam and the French failure there.

Bulge: Isolation & Supply

by Mike Carr

Have you, as German commander, seen your perfectly devised and executed battle plan fall through because your American opponent cut off your supplies? Here's a plan to prevent that from happening.

The Initial Breakthrough

After the early breakthrough a good supply line is essential in order to press the attack. If your units are isolated their normal movement is reduced by two and your offensive bogs down considerably.

It is now, after the initial break, that the Germans can make good use of the geographical barriers to protect their penetration. Available infantry units should be placed in strategic positions in order to protect the line. Use dense woods and rough terrain to your best advantage. It is also advisable to have other units within reach to crush any American attempts to cut off supplies.

If the German neglects to protect his flanks during his rush to the Meuse the results are possibly fatal and even if he does re-open his supply line too much valuable time has been wasted. Therefore it is of great importance to establish a well protected line of supply during the advance to the Meuse. As good protection such as rough terrain become absent it is increasingly necessary to spread your units in order to protect your line. Occupy towns where possible and make good use of

fortifications. Check to be sure there are no flaws where enemy units could slip through and cut the line. Take into consideration enemy reinforcements that are coming in on that turn. When you cross the Meuse with your required number of factors use any additional units to reinforce your supply protection.

Conclusion

Some general rules to follow are: 1. Occupy key cities 2. Use geographical barriers to your advantage 3. Use fortifications where they are needed. 4. Don't neglect the protection of the supply line during the advance on the Meuse 5. When placing your units for protection take into consideration U.S. reinforcements coming in on that turn.

Remember - in BATTLE OF THE BULGE the American's last chance of victory lies in cutting off the German supplies. With a good, well protected supply line you can deny him that last chance.

Address all comments to: Mike Carr, 945 W. Hoyt Ave., St. Paul, Minnesota

Guadalcanal PBM Artillery System

by Steve Torkelson

This system allows both defensive and offensive artillery fire within one letter.

A. The attacker send to the defender his attack plan with his artillery objectives. Artillery objectives are quoted as the square which is to be the target and the number of shots fired into the square. Any number of squares can be targets in one turn.

B. The attacker then designates one stock for each shot he is firing (first stock, first shot; second stock, second shot; etc.). All stocks listed must normally sell over 10 in sales-in-hundreds. It is also the attacker's responsibility to be sure that the closing transactions date is at least two days after his letter arrives at his opponent's residence.

C. Upon the receipt of the attacker's battle plan, the defender must decide what his artillery objectives are going to be, and then lists his artillery fire on a postcard. The closing transactions date for his artillery results is the same as quoted by the attacker. The defender then sends the postcard to his opponent soon enough so that the postmark will be sooner than the closing transactions date.

D. Then the process starts all over again with the attacker on the receiving end.

Steve Torkelson, 619 Leo Drive, Santa Rosa, Calif. 95401.

Winners — Contest 20

The following subscribers came closest to predicting on which squares Admiral Jellicoe's three task forces were located when contact (at 2:30 P. M.) with the enemy occurred at Jutland.

1. Frank A. Hollo, Oakdale, Conn.
2. Tim Cooper, St. Charles, Missouri
3. Theodore Buyniski, Jr., Sutton, Mass.
4. William H. Gray, Glasgow AFB, Montana
5. Kenneth T. Hoffman, New Bedford, Mass.
6. Tim Fuchs, Toledo, Ohio
7. Kevin Kelly, Kansas City, Missouri
8. David Stadfeld, Kansas City, Missouri
9. Lansing Wong, San Francisco, Cal.
10. Sidney J. Jolly, LaMesa, Calif.

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

Don't forget to vote on what are the three best articles of this issue... record your votes where provided on the Contest Entry blank.

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.



OPPONENTS WANTED ADVERTISEMENT

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

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 words

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

CONTEST NO. 21

Vote for Best 3 Articles

Now YOU are the legendary middle linebacker, Sam Ruff, calling defensive signals as your team in FOOTBALL STRATEGY has its back to its own endzone. The opposing team trails by five but has the ball on your 7 yard line with time running out. From past experience you know just about which plays premier quarterback, Johnny Delights calls in this situation. Thus you must make an educated guess as to exactly which plays will be run in each of the three downs remaining.

All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results, but entries not containing this information will be voided.

GAME PLAN

Last Digit	Goodyear 1st Down	I. B. M. 2nd Down	U. S. Steel 3rd Down
1	Run (1)	Run (2)	Run (3)
2	Run (1)	Run (2)	Run (3)
3	Run (1)	Run (2)	Run (3)
4	Pass (11)	Run (2)	Option (10)
5	Pass (11)	Reverse (5)	Option (10)
6	Pass (11)	Reverse (5)	Option (10)
7	Pass (11)	Reverse (5)	Trap (8)
8	Run (4)	Pass (12)	Trap (8)
9	Run (4)	Pass (12)	Trap (8)
0	Run (4)	Pass (12)	Trap (8)

NOTE: The number following the play refers to the number of that play in the FOOTBALL STRATEGY Game.

Headlines of 3 Best Articles:

Ten Winners to be Named

The first ten contestants to submit perfect, or near perfect GAME PLANS will be awarded free Avalon Hill games of their choice. Entries must be post-marked no later than October 15, 1967. Entrants may submit copies or photo-stats - one to a contestant only.

Name _____

Address _____

City _____

State _____

Prize _____

Club Registration

1967, the year of the wargame club has seen such great growth in club activity that it is incumbent upon Avalon Hill to offer more than just token administrative help.

All clubs are urged to register with Avalon Hill. A complete roster will be published in the next issue with supplemental listings added in each subsequent edition. Prerequisite in the registration of bonafide clubs is the information requested below. There is no registration deadline. However, it will be to each club's advantage to register as early as possible. The only absolute requirement is the listing of names and addresses of three club officers and the affidavit that there are at least 6 persons with membership in the said club.

Club Name _____

Mailing Address _____

Officer's Names _____

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.

Navy Exchange Naval Air Station Alameda, California	Marshall Field & Company 1 Old Orchard Skokie, Illinois	[Lash Distributors] 1210 Leesburg Pike Baileys Crossroads, Virginia	6 West 39th Street New York, New York	501 Penn Avenue Pittsburgh, Pennsylvania
Toy Circus Naval Air Station San Anselmo, California	Museum of Science & Industry 57th St. & Lake Michigan Chicago, Illinois	Lash Distributors, Inc. 10700 Tucker Street Beltsville, Maryland	Pulk's 314 Fifth Avenue New York, New York	Kaufmann's 400 Fifth Avenue Pittsburgh, Pennsylvania 15219
Navy Exchange US Naval Sta., Bldg. 24 San Diego, California	Kroch & Brentano's 1721 Sherman Evanston, Illinois	Brentano's Inc. Wheaton Plaza Shopping Ctr. Wheaton, Maryland	Scrantom's Book & Stationery Co. 334 E. Main Street Rochester, New York	Cheltenham Book Shop Paperback Den Cedarbrook Mall Wyncote, Pennsylvania 19095
Alberta Book & Novelty Ltd. 7140 Fairmount Drive Calgary, Alberta, Canada	Hoey's Toys 36 E. Hinsdale Avenue Hinsdale, Illinois	Jordan Marsh Company Boston, Massachusetts	Navy Exchange OSNH St. Albans, New York 11425	Merry-Go-Round 242 Thayer Street Providence, Rhode Island
Levine's 123 E. Pikes Peak Colorado Springs, Colorado	Follett's & Southworth Purdue Book Stores, Box 515 West Lafayette, Indiana 47906	Harvard Cooperative Society 1400 Massachusetts Avenue Cambridge, Massachusetts	Ed Guth Hobbys 323 S. Salina Street Syracuse, New York	Boston Baby Route #9 Natick, Massachusetts
The Denver Dry Goods Co. P. O. Box 1560 Denver, Colorado 80201	Goldsmith's, Inc. 116-18 South Topoka Wichita, Kansas 67202	Kaufman Brothers 125 Pecke Road Pittsfield, Massachusetts	Bonack-Stroud Company 501 West 4th Street Winston-Salem, N. Carolina	P. Christie & Company 8th Floor, Pritchard House 83 Pritchard Street Johannesburg, South Africa
Hatch's - No. 13 3100 S. Sheridan Boulevard Denver, Colorado	Ory's, Inc. 2226 Douglas East Wichita, Kansas	Johnson's Bookstore Springfield, Massachusetts	O'Neill's 226 S. Main Street Akron, Ohio 44308	The Hobby Shop 505 Clinch Avenue, S.W. Knoxville, Tennessee 37902
Yale Co-Operative Corp. 77 Broadway New Haven, Conn.	Kentucky Model Shop, Inc. 3805 Wilington Avenue Louisville, Kentucky	Follett's Michigan Book Store 322 S. State Street Ann Arbor, Michigan	Burrows Bros. Guardian Co. 419 Euclid Avenue Cleveland 14, Ohio	Neiman - Marcus 2620 N. Haskell Avenue Dallas, Texas
Kiddytown, Inc. 62 Wall Street Norwalk, Connecticut	Hochschild - Kohn Company Howard & Lexington Streets Baltimore, Maryland	Hobby Hub 526 Frander Avenue Lansing, Michigan	Pierce's Sport Shop 117 West Liberty Street Wooster, Ohio	Foley's P.O. Box 1466 Houston, Texas
Sullivan's Toy Shop 3412 Wisconsin Avenue Washington, D. C.	Hutler's Brothers Howard & Saratoga Streets Baltimore, Maryland	St. Paul Book & Stationery Co. 6th & Cedar St. Paul, Minnesota 55101	Meier & Frank Company, Inc. 621 S. W. Fifth Avenue Portland, Oregon 97204	Cassler's 136 N. Winoski Avenue Burlington, Vermont 05401
The General Trading Co. (Mayfair) Ltd. 144 Sloane Street London, SW1, England	Kiddie-Town 1727 E. Joppa Road Baltimore, Maryland	Brookside Toy & Hobby Inc. 330 West 63rd Kansas City, Missouri	Toyland 1105 Lloyd Center Portland 12, Oregon	Norwich University Tactics Club Norwich University Northfield, Vermont
Hamley Brothers, Ltd. 200/02 Regent Street London W1, England	Lucas Brothers 219-23 E. Baltimore Street Baltimore, Maryland	Continental Hobby Supplies P.O. Box 116 Adelphi, New Jersey	Hess' Allentown, Pennsylvania	Navy Exchange Naval Station, Bldg. L-25 Norfolk, Virginia
Navy Exchange Naval Air Station Jacksonville, Florida 32212	Pop's Discount 520 E. Belvedere Avenue Baltimore, Maryland	Ulbrich's 4446 Main Street Buffalo, New York	Kraus Department Store 810-14 Parade Street Erie, Pennsylvania	Frederick & Nelson 5th & Pine Seattle, Washington 98111
Navy Exchange Naval Air Station Pensacola, Florida 32508	Children's Supermarkets (Lash Distributors) 2227 University Boulevard E. Adelphi, Maryland	Corner Book Store 109 N. Tioga Street Ithaca, New York	Emerson Company 1633 Chestnut Street Philadelphia, Pennsylvania	Bob Hal's Hobby Shop 1611 Westlake Seattle, Washington 98101
Kroch's & Brentano's, Inc. 29 South Wabash Avenue Chicago, Illinois	Children's Supermarkets (Lash Distributors) 1540 Rockville Pike Rockville, Maryland	Brentano's Inc. 586 - 5th Avenue New York, New York	John Wanamaker 1347 & Market Streets Philadelphia, Pennsylvania	Brown's Book Shop, Inc. State at Lake Madison, Wisconsin 53703
Marshall Field & Company 111 N. State Street Chicago, Illinois 60690	Children's Supermarkets (Lash Distributors) 4444 St. Barnabas Road Marlow Heights, Maryland	F.A.O. Schwarz 745 Fifth Avenue New York, New York	A. B. Charles & Son 3213 W. Liberty Avenue Pittsburgh, Pennsylvania 15216	Midvale Plaza Hobby Shop 521 S. Midvale Boulevard Madison, Wisconsin
Marshall Field & Company 4111 W. George Street Chicago, Illinois	Children's Supermarkets	Gimbel's - New York 33rd Street & Broadway New York, New York	Harrison J. Hays 6206-08 Pennsylvania Avenue Pittsburgh 6, Pennsylvania	Moxley's, Inc. 24 East Mifflin Madison, Wisconsin
		Lord & Taylor	Joseph Horne Company	

- We play: face-to-face, only PBM, only Both
- Membership dues (if any) are: _____ 3. Age Limitations: _____
- We: are are not accepting new members.
- We: conduct do not conduct tournaments between other clubs.
- We publish a newsletter/magazine entitled _____, for \$ _____ published every _____.
- We: would would not be interested in traveling to attend a yearly gaming conference.
- We feel that our club offers the benefits of: _____

(50 words or less)

AFFIDAVIT: Current membership is now _____ persons.

(An officer's signature)

Magazine Subscribers take note: you are encouraged to submit articles for publication. Articles that appear in future issues will be voted upon by our editorial staff to receive special year-end awards. Five-dollar gift certificates are awarded on a bi-monthly basis for articles selected as outstanding by subscribers, themselves. Articles should be approximately 500 to 700 words in length. Diagrams that accompany articles should be drawn in black ink. Acknowledgements of acceptance or rejections cannot be made. The most popular article appearing in the May-June issue, as selected by you subscribers, was: "AH Psychoanalysis," by Jared Johnson. Other outstanding articles were: "Navy & Airforce in Guadalcanal," by Richard C. Giberson; "The Red Army," by Victor J. Gervol, Jr.; "Escalation," by John Michalski; and "Simultaneous Movement," by Frederick R. Guest. A \$5.00 gift certificate has been awarded to the above authors, qualifying them for the year-end grand prize voting. Congratulations.

The Infiltrator's Report

Franchises in the ISSL Football League are still available for the coming season. A twenty year league franchise can be had for the sum of \$1.00 - but if you're not used to handing out this kind of money at random, we suggest you first write to league HQ c/o Bob Jamelli, 516 E. Diamond Ave., Hazleton, Penna. 18201.

Michael Barnhart, 321 Penn, Hanover, Penna. 17331, has forwarded an offer to act as "middle man" in all club territorial disputes. Here is another attempt at organization and we think his ideas have merit. They were too lengthy and arrived to late to be reproduced in this issue. We suggest, then, that interested parties correspond with him directly at the above address.

From Lloyd J. Sandman, APO New York, comes the following: Guadalcanal - To move the Japs quicker under the Hidden Movement rule, I suggest that ridge tops be numbered. Then the unit is marked from the nearest ridge top rather than the PBM grid. If a unit is on the ridge, mark down the ridge number; if it is not on a ridge, mark down the distance along a straight line of hexagons to a ridge top, e.g., 4⁷220. The arrow marks the direction from the Jap player's view.

The Team of brothers Dave and Paul Baluski have narrowly won the 1966-67 P.O.W. Doubles Tournament with a score of 26 points. To accomplish this the brothers' team had to win 4 games of Stalingrad without a defeat, and two of them as the German. Three teams tied for 2nd with a showing of 22 points. Netted evenly were the teams of Thomas-Seale, Suwak-Barnhart, and St. Peter-Suwak. The team of St.-Peter-Suwak finished 1-3 in our first tournament. An all around good showing by these competitors. Other finishers were: 5th Childs-Linn: 17 pts., 6th Piche-Williams: 13 pts., 7th Villeneuve-Weaver: 12 pts., and 6 teams tied for 8th with 9 points.

Another new wargaming magazine, the "Guardman", the official magazine of the PG, will be available to outsiders. It will contain articles on existing games, and starting the second issue it will include board, pieces, and rules for a game currently being developed on the Marianas Campaign. It will include inexpensive advertising space, and up-to-date club news, given cooperation of leaders of several clubs (the magazine itself will be free from bias). Richard Rubin, 8580 N. Point Drive, Milwaukee, Wis. 53217.

What's with this Chancellorsville bit, anyhow? Don't you all know that, as a game, it was a bomb. Actually, the game wasn't as bad as the manner in which it was presented - the mapboard looks more like a study in psychotherapy, with all those pretty little colored hexagons, than a realistic mapboard of the battle terrain. So, AH quietly let the supply run out without printing a re-run. Now they're all gone.

Calling all espionage agents: has anyone heard of a game called G.H.Q.? A wargame produced around 1939, it consisted of a map of Western Europe with Units shaped in circles, for infantry, squares for Motorized divisions, and triangles for Armored. In this particular game, Germany held the initiative as the allies could not enter Switzerland, Belgium or Holland until they had been invaded. Any info should be directed to our overseas inquirer: J. L. Poole, 84 Grosvenor Avenue, Rhyll, North Wales, Great Britain.

And from Berlin, Germany, we have secured top secret info regarding the W.A.R.B.I.E.R.'s - so top secret that we don't even know what the initials stand for. At any rate, they claim to be the only wargaming club in existence behind the Iron Curtain. Contact with this group can be made through SP4 Don Bloom, Information Division, HQ, U.S. Army, Berlin, APO New York 09742. In the meantime, we suggest they register with the Avalon Hill Intercontinental Kriegspiel Society (AHKS), Box 65, Adelphia, New Jersey 07710.

Our informed sources in the P.O.W. (whatever that stands for) state that the grand prize winner in their 3rd annual Club tournament went to the 4th Reich under Captain Ted Harpham. Han Kruger's Spartan Wargamers captured 2nd prize followed by 3rd, 4th and 5th prize winners Ed Hughes' led 8th Corps III Army; Mark St. Peter's F.I.R.E.; and the 4th SS led by Ray Piche. Details regarding their next tourney available from Donald Greenwood, Box 280, RD#2, Sayre, Penna. 18840.

Our man in charge of the "President Johnson Wargame consultant division of airforce non-comms", S/Sgt Louis Zocchi, has just forwarded the details on their latest patriotic venture... "designed to support the president's war on poverty." Sgt. Zocchi has designed a game called \$qualor which shows people really how to fight poverty by "getting a job." The game is hand-crafted and designed to sell for \$50,000. "Since it is impossible to amass that kind of money from relief checks if you want a copy of the game you'll simply have to get a job. And when you do

you'll be fighting poverty as well as unemployment." Our advice, game fans, is to hold off sending Zocchi's outfit the \$50,000...ask for his brochure, first.

Now it can be told department: Why has Avalon Hill not considered Vietnam as the subject for a battle game? The answer lies simply in the fact that the war, which has been raging for six years, is not being fought with all the military might and weapons at our command. We're not referring to nuclear weapons...nor to increased use of actual manpower available...but to the use of guided missiles (or should we say, lack of use.)

The U.S. military arsenal is filled with a great variety of guided missiles that can be outfitted with warheads of 500 lb. bombs on up. Instead, government policy dictates the use of "old fashioned" artillery, aerial bombing, and more recently, off-shore shelling by re-activated battleships. Attacks of this nature naturally costs lives...over 600 pilots alone have been shot down to date.

The question arises: why don't we use guided missiles for these purposes? Good question. It's rather common knowledge in Washington that the U.S. has all types of missiles that can hit a 1929 dime dead-center from just about any launching site in the world. Your correspondent, here, saw these missiles in action while stationed at White Sands Proving Grounds, way back in 1952-53 - long before we had made such advances in the moon-shot programs. It's logical, then, that the guided missile program has come a long way since that time, too.

Back in 1952-53, we saw Nike missiles, Honest John missiles, Terrier Missiles, LaCrosse missiles, Corporal missiles, and a whole host of land-to-land, plus many with homing devices, being perfected. Good grief, it's 15 years later - and you want us to believe that they don't have missiles that could travel over continents to deliver the same type of payloads our pilots are required to deliver? Balderdash - this whole Vietnam thing could be cleared up with very little loss of life if it wasn't for the political necessity of practicing "tokenism", a rather nice way of saying to the world that we'll keep throwing you the human sacrifices if you'll stop being mad at us.

So you see; if Avalon Hill was to design a historically realistic Vietnam game, it would have to incorporate this missile factor. Obviously, the game would be too unbalanced to be enjoyably playable. Uh - wait a sec - election time is rolling around and maybe the gum'nt has this thing in their bag of tricks...but until then, nothing doing on a Vietnam game by Avalon Hill.

