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The AVALON HILL

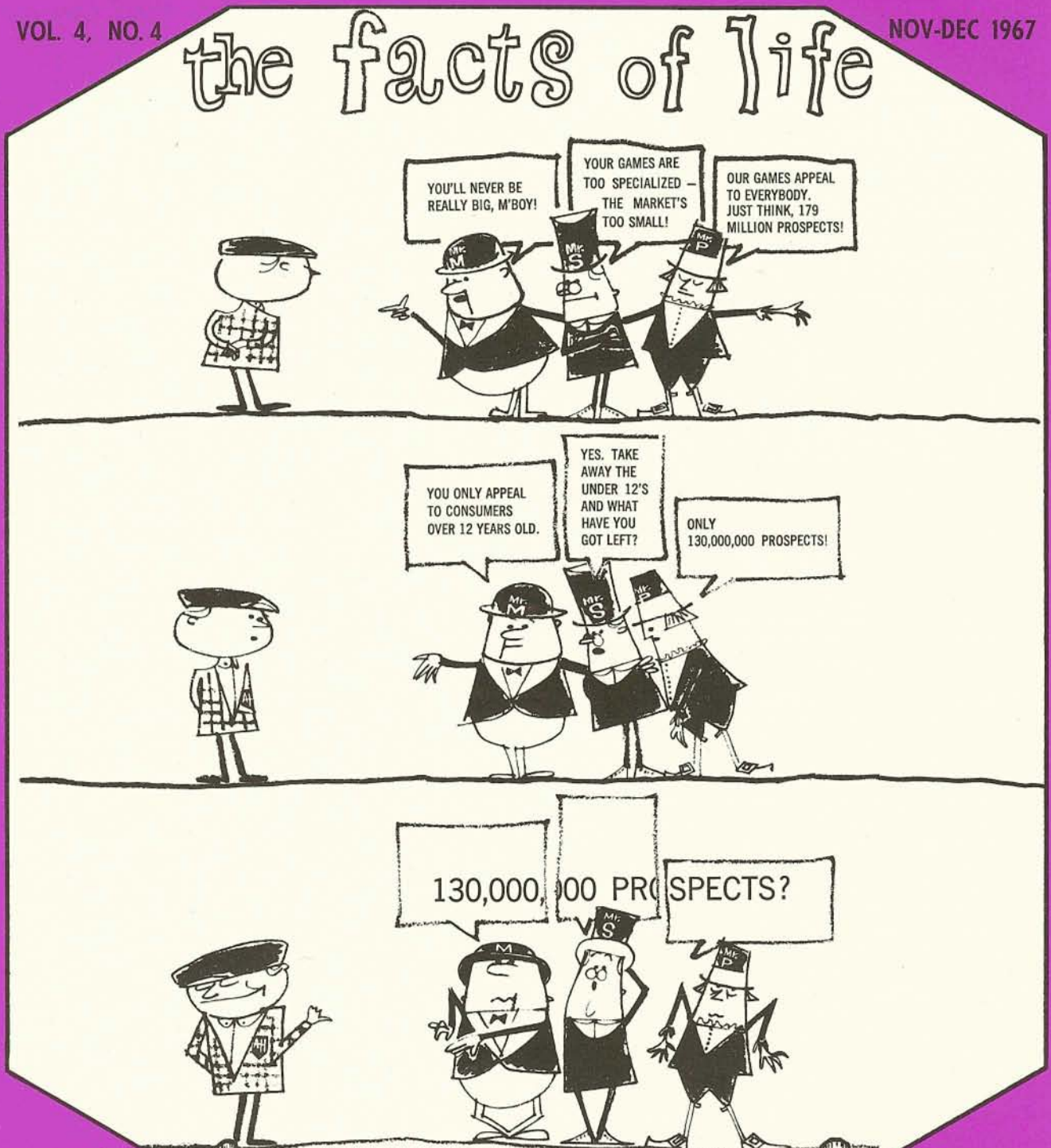
GENERAL

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# the facts of life



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*The facts of ~~Life~~-Parade*

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The AVALON HILL **GENERAL**

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

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

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

All back issues, except Vol. I, Nos. 1 & 4, which are out of stock, are available at \$1.00 per issue. Full-year subscriptions @ \$4.98.

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## The Avalon Hill Philosophy - Part 6

Up until now, Avalon Hill's philosophy has been quite simple - "sell games." And in the ten years that make up its brief history, their marketing department has been able to keep up with the demand for new games by producing quality products of an imaginative and creative nature.

Their selection of subjects around which to build new games has been left mostly up to the hard-core fanatics themselves... by their registration card comments... their unsolicited requests... and by surveys run in various editions of this magazine. For example; Blitzkrieg, Guadalcanal and Jutland were produced because these were the titles most requested by subscribers to The General. In a sense, then, we can report that readers of this magazine have exercised a great influence over the choice of products offered the general public.

### The Also Rans

But what about the near-misses... those subjects which don't rate top interest yet receive better than fair share of requests? Unfortunately, such potential games have to be relegated to obscurity, or to await their niche in the popularity parade. These are the games that, for one reason or another, do not have consumer-appeal broad enough to warrant publication. As James R. Becker, Lakeside Toys, once put it, "the single most important factor in a game is its name. If you have a great game with a bad name, forget it. If you have a great name and a poor game, you have a better chance for success."

Naturally, Avalon Hill likes to think of themselves as producing great games with great names. But what about those great games with bad names? Is it

agement, Dispatcher, LeMans, \$quander and the sports games for.

#### Reprints Available

We would like to have reprinted the entire editorial here in the pages of this magazine - but because of space limitations are offering the next best thing. We will send you, FREE, an exact reprint of the entire article. Simply send us a self-addressed envelope containing first class or airmail postage, and we will rush the complete article out to you. You may have been among those mentioned along side of the "The Fourth Reich..." "The Fifth Column..." and "The Praetorian Guard."

fair to relegate them to obscurity just because there doesn't happen to be much glamour to their titles? We don't know the answer to this -- but it's high time someone finds out.

### So, Lets Find Out A'ready

It isn't often that a good new game comes along. The rarity is when three good games come along. Nevertheless three good games have come along and Avalon Hill has selected them in a test-case to settle the above hypothesis once and for all. In fact, The General is devoting this column to promoting the sale of these titles even though it will constitute a dollar drain from current AH titles. Under the assumption that it may be in the best interests of adult-gaming per se, we offer the following games for your consideration:

### Nuclear War

As the title indicates, this game isn't exactly hop-sotch. It is, in fact, a delightfully amusing game of satire - yet ironically engrossing as players can walk away from a 20 minute game deluded into the feeling that this world cannot possibly stand long. Maybe this is why it only takes about 1/2 hour to complete a game. Besides its satirical value, we have chosen this game because it invokes the perfect balance of luck, skill and strategic thinking that could be the panacea for all game-players. If we had to select a "pick-hit" of the year, Nuclear War would be it. At first glance, it appears to be a relatively simple card game. Not so. The object is "world domination" by eliminating all other players who represent major powers. Actually, the object is to persuade opposing countries, thru a show of might, to join your superior form of government. But this isn't too much fun. So, your real aim is total population-destruction thru the use of propaganda and, of course, nuclear weapons. But, since you really don't want it known that you are basically destructive at heart, the game's built-in subtleties of design allows you to accomplish the former by deviously peaceful means, rather than as a clod who triggers nuclear war through careless strategy. The ultimate winner is the one who has at least 1 million of his own population remaining. In some cases, then, all players may be losers. Yes sir - a great game for family fun. Great as a Xmas Gift for Auntie's stocking, too.

## COVER STORY:

# The facts of ~~Life~~ Parade

...Parade Magazine, that is. If you don't already know about it, recent editions of Parade Magazine features an article on... "a movement that seems to be commanding the attention of growing numbers of teenagers, college students, and others." They were, of course, writing about Avalon Hill in an editorial entitled, "The Boom in War Games - Armchair Generals," by Herbert Kupferberg, associate editor.

This beautiful bit of publicity was seen in all 77 newspapers that syndicate Parade Magazine as a Sunday supplement. Inquiries as a result of this article have been phenomenal. The avalanche of requests for information flooded our offices to the extent where we simply couldn't handle all the requests immediately. Our apologies to those of you whose inquiries and orders were correspondingly delayed.

#### 130,000,000 Wargamers?

Tastefully written, this particular editorial reported the whole wargame scene exactly as it is... no overblown statistics... no pie-in-the-sky rationalizations to account for the "boom," but straight-forward, human-interest copy on the why's and wherefore's of the whole wargame schmeer. And we'll be honest; there aren't 130,000,000 wargame prospects. Maybe only half that number. As for the other half; well, that's who we have Shakespeare, Man-

## Viet Nam

A sore subject to say the least. Nevertheless, it is a current subject for debate. From an informative and educational value alone, Viet Nam is well worth the price. While it's still difficult to tell the good guys from the bad guys, you will hold a great appreciation of America's roll in this real-life struggle after playing just one contest. Our hats are off to the designer(s) of this one. Simultaneous movement, military factors, guerilla warfare, political tactics -- all built into one amazing game. We like the quality, too. Over 150, plastic playing pieces adorn the 27" x 21" battle ground. The complete game contains rules and two distinct game versions -- all you need for an evening's enjoyment with an entirely new kind of problem in wargaming. And with Viet Nam, the problem can be solved. McNamara should be so lucky.

## Confrontation

Confrontation makes Blitzkrieg seem like a coffee break. It is the most complex game ever designed. It is all-encompassing in scope, a fictional game based on the world diplomatic situation circa 1940. At least it starts out that way. A period of cold-war maneuvering whereby economic and political pressures totter the balance of world power, is usually followed by good, old-fashioned hot war aggression.

A Political-Science major would have difficulty keeping all the balloons in the air in this one. No important economic detail is overlooked. Even weapon development and technological research are built into the design. There's provision for espionage, too. Even if your right hand knows what the left hand is doing you'll need six hands to meet the challenge of this truly comprehensive game. Those who have, declare that Confrontation leaves nothing more to live for. We can't go this far. We will concede, however, that no wargamer should leave this world without attempting to meet the challenge of at least that of a subordinate commander in this game designed for 2 to 8 persons. The hugeness of its scope is matched only by the size of its vinyl-type map-board that measures 60" x 28". Think big.

## Available from Avalon Hill

Although the subject matter for all three seem similar, we hasten to add that there is no overlap of design concepts whatever. These are three distinctly different games - each a design-breakthrough in itself. Reasonably

priced, all three may be purchased directly through the offices of The General. All orders must be accompanied by a check or money-order in the full amount plus postage (if required) made out to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Md. 21214.

Nuclear War - \$3.25 (no postage necessary)

Viet Nam - \$5.00 plus 50¢ postage

Confrontation - \$6.00 plus 50¢ postage

As Xmas gifts, any of the three would be highly complimentary to the recipient. All orders will be processed promptly as long as the limited supply for each lasts. Make sure all currency is made out to The Avalon Hill Company, c/o "The General."

The editors and staff of this magazine hope that this new philosophy (an effort to supply the growing consumer-demand for new games) meets with subscriber approval. If not, we're sure we'll hear from you.

## Strategy & Tactics

We think it also in the best interests of wargaming to single out the one wargaming journal we feel best separates fact from fiction in the jungle of war-

## Principles of War—Security

by M. J. Frankwicz  
M. B. Brundage, editor

ED. NOTE: Credit for this article also must go to Capt. W. L. MacMurdy, U. S. Army Intelligence Officer whose notes on this subject proved most invaluable to the editor.

### Security Defined

"The proper and effective safeguard of a command and its personnel against conceivable enemy action."--Dept. of the Army Pamphlet NR. 380-1, 26 March, '62 or more simply said, "Being prepared for any Eventuality."

### Security for Both

Security is probably the most important principle; for without it, the keys to success are lost. It applies not only to the defense, but the offense as well; to the strategic situation, as well as the tactical; to the General, as well as to the Private walking guard duty.

### Keys to Security

We've defined it, now let us look deeper into its use and preparation.

game literature. Strategy & Tactics, hardly a year old, has reached the level of mass-distribution and can be purchased in many hobby outlets. Along with Kommandeur and Kampf, two publications of a specialized nature, Strategy & Tactics was singled out in the recent Parade Magazine feature. Its contents run the gamut from board gaming to warfare with miniatures, stopping in between to report on the latest in diplomacy, play-by-mail variations, historical analysis, etal. Truly the complete wargame journal.

Its rise in popularity can be due in most part to a staff of writers, both free-lance and part-time, who know what wargaming is all about. Copy is rather briskly written, a far-cry from the puerile ramblings found in lesser publications. Well illustrated, S & T is our recommendation as the wargame journal no complete battle-game aficionado should be without. (Oops, there go a couple of subscriptions to The General).

We feel this publication more than warrants the time it would take to send them a request for subscription information. Write: Strategy & Tactics, Box 11-187, Dept. G, Loudonville, New York 12211.

Security lies in being able to devise a workable military disposition out of five basic capabilities. 1) Attack, 2) Defend, 3) Delay, 4) Reinforce, & 5) Withdrawal. It, also, includes the good use of (a) Terrain, (b) Intelligence, and the all important (c) Time-Distance factor.

Let us take an example where all these factors would apply.

As a defender you may have been confronted with the choice of making a Strategic Withdrawal. You needed time to accomplish your objective. You needed good security to prevent your enemy from isolating you and defeating you in detail. You then withdrew (5) from a poor defensive plain to an escarpment and behind a river (a) where you were doubled on defense (2) leaving also several small units as delaying (3) pieces along the main route of escape, giving time (c) for the units to set-up a proper defense in another sector where you could bring up reinforcements (4) so that by the time the enemy arrived to attack your main defense you were prepared to attack (1).

In this example you noted the use of all five of the keys to security plus the use of two other elements of achieving good Security. It would appear that we

left out the use of Intelligence (b) as a factor of Security. But let us, however, look at the use of Intelligence as it applies to the situation under discussion.

#### Intelligence Factor

If you were sharp you would know what your enemies capabilities are. You would know your enemy's Order of Appearance by heart. You would know his strengths, weaknesses, transportation capabilities, supply capacities and, most of all, have a good understanding of what objectives he's trying to reach. You would also keep tabs on the weather, and his replacement rate and centers if they are a factor.

Without this knowledge you would not be able to predetermine where you would be able to be prepared to meet him on better than equal terms. For as we discussed in previous articles the defender must eventually turn to the offensive to defeat his enemy in detail; and before that can be accomplished the enemy's offensive javelin must be broken and his security left lacking. This must be done by cold calculating analysis of the enemy's situation.

#### Tools & Practices for Good Security

With the keys to security now laid down let us analyze their use more closely.

It is true that the defender is pre-occupied more with Security than is the offender, because the defender must protect against the thrusts of his enemy at every conceivable place on his defense perimeter. The offense should not overlook security or his enemy will find good opportunity to turn the tide of battle. The enemy could, for example, find a weakly secured flank, roll it up and snatch victory right out from under the offense. The offense should never grab more than can be secured. One should take into account what the enemy can do. Do not overextend. Prepare sound defenses of your flanks after every thrust. In other words, do not get carried away with your forward progress that you overlook your security. Take them step by step; thrust, secure, thrust. In this way you'll prevent your enemy from getting at you where you least expect it. The downfall of many a good offense is the overlooking of Security.

The defender as we had said has the greater share of the Security pie. He must be secure everywhere and be prepared to plug any hole in his line that might occur. One good tool for Security of the Defense is the use of a Strategic Mobile Reserve. Give full consideration of air, land, and sea capabilities of your enemy before placing of this Reserve in a Strategic location, so

## *Jutland: 2nd Time Around – Part II*

by James F. Dunnigan  
Research & Design Director

Our new approach to game design has, quite rightly, inspired more people to ask questions concerning the historical background of the games. We would like to say a few words here concerning the use of historical sources with a game such as Jutland. First of all, don't believe everything you read. Up until Jutland this applied, as many gamers have pointed out, to AH games also. Until recently AH, like most of its customers, took the word of sundry historians when designing a game. This may come as a shock to some but there are simply no historians who do not, intentionally or unintentionally, make errors in their work. But we feel that the rigorous format of the AH game precludes many of the errors most historians are prone to fall into.

#### Logic and Reasoning

One important element built into the game was the mentality of the commanders and, in a more general sense, the navies themselves. This brings us to such items as the British inability to utilize the "Battle turn away" (Gefechtskehrtwendung) and smokescreens. The British had a "battle turnaway" in their tactical manuals (known as "Blue Pendant, 16 flag) but Jellicoe felt, quite rightly as it turned out, that his lower commanders were not capable of pulling it off successfully. The better trained Germans had no such problems. The same applied with smokescreens. The

that when it's needed it can get there quickly.

The good use of Terrain, natural & man-made, such as, mountains, river lines, passes, fortification & city-towns, wherever possible will be of great aid in defense, especially where you haven't sufficient forces. The depth of lines & interlocking zones of control in sectors of enemy attack will prevent the enemy from making deep penetration, & encirclements. Flanks should be placed on mountains, forests, the sea, & otherwise refused areas for better security wherever possible. Airdrop screens of weaker units should be placed behind front lines to prevent vertical envelopment by Airbourne or Airmobile units as in (D-Day or Blitzkrieg). Main avenues to the front should be occupied at key junctions to insure protection of supplies as in (Bulge) and additional tactical reserves should be maintained close at hand to prevent exploit of breakthroughs. Good use of these tools and practices will help insure Security.

British knew that the Germans used them but felt that they were of little tactical use. They changed their minds after Jutland.

The Wind Direction rule is most important. It was this phenomena which blinded the German fleet at a critical moment during the original battle. Wind blows TOWARDS the direction indicated. Smokescreens are, for the sake of simplification of a rule to reflect the position of the sun in early morning and late afternoon and its effect on gunnery. The rule we developed for this in the prototype game was far too complicated.

The conditions of victory will still cause problems simply because Jutland is SO realistic that, in re-creating the originally amorphous situation, there are still numerous opportunities for the ruthless player to exploit conditions which can never really be made "air-tight" with regard to a clear cut victory. That's the way Jutland was, it's the way life, as most of you know, still is.

*Refer to optional victory conditions outlined at end of this discussion.*

The Gunnery Results Table was based on two premises: first; that a certain percentage of "Firepower factors" (composites of shell size, rate of fire and shell effectiveness) would hit a target at a given range for a certain number of factors fired. Our second premise was that the ideal gunnery duel was between two single ships. Using more than one ship on either side made fire control progressively difficult. Shells with dye markers had not been developed yet and it was therefore impossible to tell which shells belonged to which ship. Thus the more ships you had firing on a target the lower would be your percentage of possible hits. The critical hit option was a difficult rule to develop, we feel that the revision will reflect this aspect as accurately as possible.

One overriding factor affecting operations in the North Sea was the low fuel capacity of the destroyers. The doctrine of both fleets stressed the constant need for destroyers to screen capital ships. Thus, in effect, a time limit was placed on operations. This time limit was equal to the endurance of the fleet's destroyers. British destroyers could stay at sea for 60 hours. German destroyers could remain at sea for 54 hours. The endurance of the destroyers is based on the amount of fuel they carried. The German boats were generally smaller and thus could steam for a shorter time. The time allotted to them also included fuel expenditures for high speed steaming (such as in combat) when far greater amounts

of fuel were consumed. Our estimates matched almost exactly with those of the British and German. (Endurance for capital ships was 150 hours, for light cruisers 100 hours.)

#### Final Bibliography for JUTLAND

A complete bibliography for the Battle of Jutland would include hundreds of volumes. Thousands of additional volumes would have to be added if we also wished to cover all of the technical and secondary aspects. Therefore the bibliography listed below is highly selective.

The game was designed using the "Operations Research" principle in which each "operational" aspect of the historical event was analyzed to discover its "functional" elements and their relationship with each other. An example of this would be found in our investigation of the problems surrounding the question, "What critical elements were involved in terminal ballistics of large caliber naval shells?". We found that the critical elements were: shape of shell, composition of shell, type of fuse, type of ignitor, type of burster, angle of fall, terminal velocity, rate of spin, angle of yaw and a host of other more minor factors. For the British there was an additional critical factor and that was their inefficient method of proof testing shells. In the final analysis all of the above factors had to substantiate any and all occurrences at the original battle. The same exacting method was used in evaluating all other aspects of the campaign, physical and technical as well as human. The bibliography below reflects most of the source material we utilized.

- Bacon, R H S - Dover Patrol  
The Jutland Scandal  
The Life of Earl Jellicoe of Scapa  
Modern Naval Strategy (with F E  
McMurtrie)
- Barnett, C - The Swordbearers
- Brassey's Naval Annual 1904-1943
- Chalmers, W S - Life and Letters of  
David, Earl Beatty
- Corbett, J - Naval Operations, Vol 3  
(with volume of maps)
- Cranz, C & Becker, K - Handbook of  
Ballistics, Vol 1 (Exterior Bal-  
listics)
- Dewar, A C & Dewar, K G B - The Nar-  
rative of Jutland
- Dewar, K G B - The Navy from Within
- Dorling, H T - Swept Channels
- Fawcett, H W & Hooper, G W W - The  
Fighting at Jutland
- Frost, H H - The Battle of Jutland
- Gibson, et al - The Riddle of Jutland
- Groner, E - Die Deutschen Kriegs-  
schiffe 1815-1945

Gross, O - Der Krieg Zur See, Der  
Krieg in Der Nordsee B and 5  
(with volume of naps)

Harper, J E T - The Harper Documents:  
This is not an actual publication  
but a series of works prepared  
by J E T Harper shortly after  
the war. They became the center  
of much subsequent controversy  
in England as to just who "won"  
the Battle of Jutland.

Hase, G von - Keil and Jutland

Jellicoe, J - Crisis of the Naval War  
- The Grand Fleet

Jane's Fighting Ships, 1905-1921

Le Flemming, H E - Warships of World  
War One

Marder, A J - From the Dreadnought  
to Scapa Flow, Vols 1-3

- Fear God and Dreadnought:

The Correspondence of Lord  
Fisher

Parks, O - British Battleships

- British Destroyers

Proceedings of the U S Naval Institute  
- Rigid Airships (G Fultin, p  
1565, 1921)

- The Effects of Meteorological  
Conditions on Tactical Opera-  
tions at Jutland (A E True, p 9,  
1940)

- A number of other articles  
were used to a much lesser ex-  
tent than the above two.

Scheer, R - Germany's High Seas Fleet  
in the World War

Siney, M C - The Allied Blockade of  
Germany

Transactions of the Institute of Naval  
Architects and Marine Engineers - A  
number of articles were used from  
among those published between 1908  
and 1943.

Tripitz, O von - My Memoirs

Waldeyer - Hartz, H von - Admiral Von  
Hipper

Wilson, H W - Battleships in Action

Wollard, C L A - With the Harwich  
Naval Forces

Young, F - With Beatty in the North Sea

#### Notes On Sources

Most of the above books are out of  
print. The Barnett book is still avail-  
able in paperback and provides the best  
short account of the battle. Naturally,  
not all of the sources mentioned above  
are of equal value in designing a game.  
A game requires, above all, very  
technical information. The most valu-  
able sources of technical information  
were BRASSEY's, which contained  
numerous technical articles as well as,  
to a lesser extent, the graphical ship  
data found in JANE's. Both BRASSEY's  
and JANE's were British publications  
and while they were able to provide  
reasonably good data on British ships  
they were incapable of doing the same

thing for the German ships. Thus the  
most valuable German source is DIE  
DEUTSCHEN KRIEGSSCHIFFE, which  
went into even greater technical detail  
than JANE's. Much additional, and in-  
valuable, technical information came  
from the TRANSACTIONS and the PRO-  
CEEDINGS. KRIEG ZUR SEE provided  
us with a wealth of tabulated data, par-  
ticularly a record of German signal  
transmissions to complement the British  
ones (also included there in German)  
found only in a much more rare pub-  
lication. The Marder books provide a  
valuable, up to date and comprehensive  
analysis of British naval policy and  
operational procedures. The Jellicoe  
books also go far to complement  
Marder's works. For the German side  
one must turn to the Scheer, Tripitz,  
Waldeyer and Hase books. In a class  
by themselves are the Parks books  
which, despite their lack of thorough-  
ness in the German manner, are quite  
complete.

The bulk of the research was done  
at the Columbia University Libraries,  
the Main Research Library (42nd St)  
of the New York City Public Library,  
and the Library of Congress.

*In conclusion we have outlined an optional  
set of victory conditions designed specifically to  
enhance the enjoyment of play for the hard-core  
naval game fanatics. While they are far too  
lengthy to be added to the official game rules,  
they do reflect the true historical situation for  
the battle of Jutland.*

## *Optional Victory Conditions*

There are two types of victory;  
MILITARY, in which one side achieves  
a decisive, far reaching success over  
the other, and PROPAGANDA, in  
which one side achieves an indecisive,  
yet tangible, success over the other.

THE BRITISH WIN if they get their  
unsunk (through enemy action) DD's  
back to a BASE (A17, D13, K9, V5,  
CC2 or DD1) within their 69 hour  
timelimit AND fulfill one of the fol-  
lowing conditions:

MILITARY VICTORY-Obtain a 3  
to 1 ratio in capital ships (BB &  
BC) over the Germans.

PROPAGANDA VICTORY: A -  
They have forced all German capital  
ships back to port (BB 16) without  
losing more capital ships than lost  
by the Germans. This must be  
done within 30 hours of the Ger-  
mans being "spotted". German-  
ships are considered forced back  
to port when they return with the  
British in pursuit and capable of  
putting at least one division of BB's  
or BC's in either AA15, Z16 or

Z17 for one hour. (BB16 includes entire German minefield area) -OR- B-They are able to maintain at least one division of BB's or BC's in either AA15, Z16 or Z17 for six consecutive hours after having been drawn out of their bases by the appearance of the Germans off the coast. THIS CONDITION DOES NOT APPLY WHEN USING THE BRITISH SWEEP.

THE GERMANS WIN if they get their unsunk (through enemy action) DD's back to base (BB16) within the 54 hour timelimit and fulfill one of the following conditions.

**MILITARY VICTORY:** They obtain a 1 to 1 ratio in capital ships (BB & BC) with the British.

**PROPAGANDA VICTORY:** A-The British fail to force all German capital ships (which were at sea when the Germans were spotted) back to BB16 within 30 hours of the German's appearance. -OR-B-AA 15, Z16 and Z17 are cleared of British capital ships before they have been able to remain there for six continuous hours. (British must have been there two continuous hours to begin with.)

**NOTE:** IF both sides should fulfill a condition of victory, the winner is the side which sinks the larger number of capital ships (BB & BC).

A DRAW occurs when;

A-One side has achieved a victory while the other has sunk more capital ships. B-Neither side fulfills a victory condition.

**SEARCH ESCAPE-**Ships going into the Skagerrak are only escaping temporarily. In order to conform to any of the above conditions they must eventually return to the above named bases.



"When does one stop being a wargame 'buff' and become a wargame 'nut'?"

# Inventor's Nightmare

by S/Sgt Louis Zocchi

*AH Note: There is more to designing a game than simply purchasing box sheets from Avalon Hill. Considerable thought must also be given to marketing philosophy and, most important, a title for the game. The following recounts the problems in the life of a typical game designer who could be your next door neighbor-- we take you now to a small, ineffectual rural area of a typical American city...*

Many years ago, I designed and sold a game called "M". Each player received a small printing press and plates. The plates enabled each player to print up some play money and the object of the game was to print up more money than any of the other players. The game was selling fairly well when the Treasury Department happened to notice that their money bore a remarkable similarity to mine. They took the very narrow minded view that I had copied their design. Actually, I believe the reverse was true. Anyway, I complied with their request that I stop selling "M".

I still had a large number of printing presses left and decided that I could redesign "M" to the point where it would no longer be recognizable, while still using some of the left over components. That is how I came to design "M.O." The object of this game was the same as "M" but now each player was printing Money Orders. I wanted to keep the game as realistic as possible, so my money order plates closely resembled those used by the Post Office Department. Instead of being flattered by my efforts to emulate their product, they considered me a menace to their monetary ventures and threatened to put me in Jail unless I stopped at once.

I decided to redesign the game and use up the remaining printing presses for a new game which I called "M.O.N." This game dealt with the stock market. Each player Manufactured Official Negotiables. Unfortunately, before I had a chance to get rid of all the games I had made, the Securities Exchange Commission got wind of my efforts. This batch of wild eyed bigots took the same hard line as the Postal and Treasury officials and forced me to stop production.

That is when I invented "MONO". Mono was designed to be played by only one person hence the name, mono, meaning one. Unfortunately mono is also the number of copies I managed to sell. When I realized that the game wasn't doing too well, I re-designed it so that it could be played by one or two players and changed the name to "MON-OP" which tried to tell the buyer by its

name that it could be played solitaire or with an opponent. Evidently, the buying public never understood the title because few games were sold.

My next invention was a Mobile Nocturnal Pouch game which I called "MONO-PO". Each pouch contained tools sturdy enough to permit the player to open even the strongest safe in total darkness regardless of the inaccessibility of the safe. This time the local law enforcement agencies forced me to discontinue the sale of my game. Too bad, too, it was my best seller. My next game was called "MONO P.O.L." because it dealt with the Monopolistic Procurement Of Land. You'll find this hard to believe, but just before I went into production, another game company came out with a real estate game which was almost identical to mine. (They called it Monopoly); I decided to wait and see how well their game sold before I offered mine for market. For the past 30 years they have done very well. If they continue to do as well in the next 30 years, I'll take a chance and bring mine out, so watch for it.

## Ad Campaign Winners

The "Do-it-Yourself" ad campaign, kicked off in the July-August issue of this magazine, met with a flood of subscriber entries. The entries were judged in three areas: 1) imagination, 2) layout, and 3) product-sell copy. The award committee was disappointed in that no entry met the high-standards for all three categories. It was significant that many subscribers chose to emulate the approach of Avalon Hill's current advertising. In itself, this was an endorsement of our advertising approach and tantamount to a pat on the old advertising back.

Nonetheless, many entries qualified for at least one of the three. Outstanding entrants included:

**Imagination:** Mark Dumdei, Tulsa, Oklahoma; Kenneth L. Benton, Spokane, Washington; Richard Gutenkunst, Mott, N. Dakota.

**Layout:** Joel S. Davis, Pittsburgh, Penna; Mark Dumdel; Bill Stone, Fredericksburg, Virginia.

**Product-Sell:** Jay Rockstroh, Baltimore, Md; Richard Mooney, Austin, Texas; Michael Barnhart, Hanover, Penna.; Kenneth L. Benton.

Our thanks also to the many near-winners whose participation in the contest helped spark a new, imaginative approach into upcoming ad plans for the promotion of adult games to the public. And to the above winners - appropriate gift certificates have been sent along with a grateful, "job-well-done." See you in our next contest...

# Graphic Aids for Blitzkrieg

by Theodore Pittman

"Blitzkrieg is too complicated for two players." "Blitz by mail would take too long." I've heard these statements many times, but neither of them are necessarily true. I've developed a system which assists a player in being much aware of all the Blitz variables whether playing in person or by mail.

The most important point is to have a thorough understanding of all the latest AH rules. It is beneficial to have all related rules together. To accomplish this, type each topic of the rules on a separate sheet then add the appendix rules and the questions & answers from the General to the appropriate pages.

The next step is to have all the charts and playing pieces readily available. A 'charts board' solves the problem of flipping pages each time a different chart is needed. The board is made by photo-copying pages 6, 8, 10, 11, and 12. Next clip out the charts and place

all of them on one 8 1/2 x 11 inch sheet which is then photo-copied.

The playing pieces are stored in two plastic boxes. The boxes should have 18 compartments each. Label the compartments as in figure 1.

To assist in computations of combat factors (CF) vs supply factors prepare a supply chart on an 8 1/2 x 11 inch sheet. (See fig. 2) The supply chart indicates the maximum available CF and their supply requirements. To get exact figures subtract the eliminated units CF from the totals for that turn. Note: FTR units are not added to the offensive totals, but are included in supply. BRKTH units are computed at their defense factor for supply purposes. Reinforcements are assumed to be air force units. They are not added to the offensive total because they might be FTRs.

All mathematical data can be expressed as covering three areas. These are: combat factors, strategic location,

and supply. An operations chart can be made covering these and other areas of importance. (See fig. 3). The chart is mounted on masonite and covered with plexiglass. Size 8 1/2 x 14 1/2 inches.

Section I indicates comparative attack factors for all units and the total factors on the board. (BRKTH are included in the Armored column. FTRS are not included in the total due to their non-offensive nature.)

Section II indicates CF in strategic locations. This is highly important due to the extensive time-distance factor in Blitzkrieg.

Section III indicates available supply factors. The total needed is computed in the following manner:

$$S = (A - B) - (C - D)$$

or

$$S = (A - C) - (B - D)$$

S = total supply factors needed

A = total attack factors on board (less FTRs)

TURN #							
BLUE	1	2	3	4	6	8	TOTAL
INF	106	12	12	16	12	12	170
AR	68	12	6	6	14	6	112
BRKTH	32	8	8	8	•	•	56
PARA	14	•	4	•	•	•	18
BOMBERS	36	•	•	•	•	•	36
*FTRS	16	•	•	•	•	•	16
REINF	•	•	•	•	8*	8*	16*
SUB TOTAL	272	32	30	30	34	26	424
ATTACK	256	288	318	348	374	392	•
SUPPLY	204	232	258	284	310	328	•

FIGURE 2A

TURN #								
RED	1	2	3	4	5	6	8	TOTAL
INF	96	12	•	16	12	16	16	168
AR	62	12	28	•	12	•	•	114
BRKTH	32	8	•	•	8	•	•	48
PARA	18	•	•	•	•	•	•	18
BOMBERS	36	•	•	•	•	•	•	36
*FTRS	16	•	•	•	•	•	•	16
REINF	•	•	•	•	4*	4*	8*	16
SUB TOTAL	260	32	28	16	36	20	24	416
ATTACK	244	276	304	320	352	368	384	
SUPPLY	192	220	248	264	292	308	324	

FIGURE 2B

COMBAT FACTORS								OPERATIONS CHART				TURN _____		
	INF	AR	PARA	SAC	MDM	TAC	FTRS	TOTAL						
BLUE														
RED														
STRATEGIC LOCATION				SUPPLY										
	AT SEA	RESERVE	IN DESERT	TOTAL	HOME	OTHERS	TOTAL	NEEDED						
BLUE														
RED														
CHECK LIST										SECURITY				
REPL.	WEATHER	REINF	TERRAIN	TARGET RANGE	NAVY	NUCLEAR	AUTOS.	SUPPLY	AIR	BEACH				

FIGURE 3

REINF.	TURN	FIRST TURN	FIRST TURN
BRKTH	4-2-4	2-1-4	SAC
ARMOR	1-6	2-20	SAC
ARMOR	2-6	AIR ASSAULT	MDM
INF	1-4	1-12	MDM
INF	2-4	2-12	TAC

FIGURE 1

- B = Aircraft factors on board (FTRs included)
- C = attack factors in desert
- D = total defense factors of BRKTH on board

Once these simple equations are understood their use will become almost automatic.

Section IV is a check list to avoid a catastrophe due to your overlooking some detail. Each box must be considered for your opponent's army as well as your own. I recommend filling in all data at the end of your opponent's turn. Any changes occurring during your turn or your opponent's next turn are entered in small digits in the corner of the appropriate box.

Even though it is assumed that the tactical potential of each army is obvious to both players, I use Neuchess pawns to mark areas to be attacked or defended, and nuclear squares. These pawns are placed and removed during my turn.

When playing by mail we find that AH has prepared a 'charts board' and that we have an opportunity to use Neuchess pawns, map flags, and wax pencils for noting important positions. After several modifications my system finally looks like this.

The Blitz board has a plexiglass sheet over it. Both the board and the

plastic cover are mounted on a light wood base. All play is as usual. However, the special markers can be used for: location and range of aircraft, areas to be attacked, location of strategic defense units, turn-by-turn movement of specific units or groups, maximum range of specific units, invaded beaches, etc.

The particular choice of marker for any specific notation is up to you. I use the pawns for noting enemy aircraft location and defense units of both armies. The map-flags are used for enemy reinforcement units, my BRKTH units, and my attack groups. The wax pencils indicate the movement and strength (CF) of enemy groups, the projected advances of my army, and beaches invaded by each player.

Remember that all the materials mentioned are only 'aids' for your command decisions. Don't make the mistake of allowing them to dictate a decision. The system described herein has always been used to supplement a written operational plan. I've won every game of Blitz-by-mail in which I've used the system. It would be challenging to play an individual or club which also utilized this or a similar system.

For more details or comments please write: Ted Pittman, 2-10 27th Ave., Astoria, New York 11102.

# Vary Your Play

By M. W. Leach

In past issues, the General has published many "perfect plans." These are usually given for the defense in D-Day or Stalingrad, but there is scarcely one side in any A.H. game for which a "best strategy" has not been claimed. Such plans, however, further a rigid style of play that can only have unfortunate results, and ignore entirely variables due to individual opponents. This is particularly important because most wargamers meet on at least a semi-regular basis: the play-by-mail contest with a total stranger is the exception rather than the rule.

For example, I have one friend who is a religious devotee of the German General Staff. In every game of Stalingrad, he uses a plan like "Moscow at 3 to 1" (July '66 General). If the area north of the Pripet Marshes is heavily defended, his attitude is "so much the better," i.e., more Russian units can be eliminated early. After he loses (he always does, even though we use automatic victory rule), he is too concerned over finding the tactical turning points to realize that his failure was not in execution but in design. With the knowledge that he will strike for Moscow, I can leave my South and Southwestern Fronts weaker than an ordinary "perfect plan" would dictate, and mass my main force on the Neumas.

Being alert to certain eccentricities of an opponent can be most advantageous. As the German in D-Day, you may recall that an Allied player favors a particular invasion area. If so, you can rearrange a few units in your defense, leaving that beach looking fairly weak, but having enough armor within 1 turn to offer excellent prospects of crushing the invasion in the first week.

Likewise, you can turn a computerized opponent's "perfect" placement into a disaster for him. Every defense has its weaker points, and a period of study and experimentation the day before a game should locate them. If you are also acquainted, from past experience, with his plans for withdrawal after the first turn, you have greatly increased your chances of winning. The study of your opponent's methods and the adjustment of your own offense or defense accordingly can be a decisive factor.

WARNING: Do not go overboard by, for instance, leaving the Prutt River line with a skeleton force to oppose the General Staff advocate mentioned above. There is a first time for everything, and if he decides to attack there, the

## What Next?

### Destroyers at Midway

by Steve Marston

In the Jan. '67 issue, Richard Gutenkunst's article on "Gross Injustice to Submarines", told of a way to put submarines in Midway. I have found a way to add destroyers to the game.

First, take a mess of blank counters from the box. Then select three blue counters from the pieces you have next to you, and label them DesDiv 1, 2 and 6. (DesDiv stands for Destroyer Division). The factors (surface and screening) are determined by the amount of hits needed to destroy the entire division. Example: DesDiv 1 requires 4 hits to sink it, so it has defense factors of 4-4.

DesDiv 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3
DesDiv 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4
DesDiv 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4

Now, take 8 red counters and label them DesDiv 2, 4, 8, 10, 11, 9, 17 and 19.

On the hit record pad, credit DesDiv 2 with four hits, 4 with four hits, 8 with two hits, 9 with three hits, 10 with three hits, 11 with four, 17 with

four, and 19 with four hits. Every Jap destroyer division, when destroyed, is worth three victory points.

All American destroyers are present at start, but on the Jap side, only divisions 4, 10 and 17 appear at start. DesDiv 8 comes in with Mogami, Suzuya, Kumano, and Mikuma.

The next batch of Jap destroyers comes in with the Kongo-Hiei-Zuiho group. These are the 2nd and 9th divisions. The last group of destroyers appears with the main body, the Yamato-Mutsu-Nagato group. These last "cans" are the 11th and 19th divisions.

Naturally, there must be a different way to record battle damage. Each little square in the destroyers hit record section represents 1 destroyer. Hence, if one hit is registered, one destroyer is sunk. Since a destroyer is sunk, naturally firepower is decreased, so, say if DesDiv 2 of blue sustained one hit, it has three destroyers left, so it now has defense factors of 3-3.

Comments should be sent to: Steve Marston, 1256 Lisa Ann Dr., Akron, Ohio 44313.



results could be very unpleasant. If this does happen, you must revise your analysis of this man's play (to say nothing of your defense) very rapidly.

Analyzing your opponent need not stop at the strategic level. In Stalingrad again, if you are facing a German who you have never known to attack at 2 to 1, you may decide to leave Lennin-grad with fewer units, and employ the reserves in a counterattack at Moscow. In another instance you, as the German in Bulge, may be opposing an American who likes to counterattack at every possible opportunity. Knowing this, you can lure him into a trap which hopefully will leave the enemy with far fewer troops left to defend vital areas.

While observing the eccentricities of prospective opponents, it would be wise to improve your own game by eliminating your bad habits. Everyone will, and should, develop a style of play, but that style should never become rigid. Even if you do not like 2 to 1 attacks, try one when an A\* Eliminated cannot do too much damage. If you keep your opponents guessing, you will benefit later

## PBM Hidden Movement via Cryptogram

By Albert J. Macek

Both Capt. Mike Frankwics and Boyd Benson in their articles in recent issues have pointed out that introducing hidden movement into more Avalon Hill games, especially games by mail, would enhance the realism and enjoyability of these games. In the January-February issue of THE GENERAL Boyd Benson and Lee Trowbridge in separate articles described methods for handling hidden movement in a PBM game. Both writers emphasized that the chief drawback of their systems was the requirement for honest opponents.

The best PBM system for hidden movement would be one that could be used between enemies in a grudge match for high stakes. Such a system would have to meet two requirements.

1. The player sending a move commits himself irrevocably to a given move.

2. The player receiving the move cannot find out what the move is until his opponent tells him.

In the January-February issue, Lee Trowbridge's method met the first criterion but failed to meet the second; Boyd Benson's technique met the second standard, but not the first.

This series of articles describes a method of hidden moves which meets both of the conditions stated above.

in the game, and in further games; but if you refuse to ever make such attacks, a competent enemy will soon realize and take advantage of the fact. Likewise, an occasional raid or counter-attack in A.K., D-Day, Bulge, or Stalingrad, will force the attacker to devote more troops to his own defense and security forces.

Finally, vary your general plan from game to game. Do not use the same "perfect plan" defense all the time. Try a sneak attack with the Japanese on Midway at the end of the first day, or sortie with most of the French Army down the road towards Tilly, or, as German in Jutland, try an attack on the main British Fleet for a start instead of on the Battle cruiser force. Most of the time, of course, you should not do these things, but to increase your chances for success in the long run, you must study your opponents' methods and vary your own style enough to keep them from anticipating your plans. Michael W. Leach, 9941 Harnew Road West, Oak Lawn, Illinois.

### THE BASIC IDEA: CRYPTOGRAM

The heart of the procedure is a simple cryptogram. A player will send the location of his hidden units in cipher. For example, his opponent receives the news that the location of the first infantry unit is "LABI". Later the receiver would also get the information that the key word for the first infantry's movements has been "blacksmith". "Blacksmith" is a ten letter word with no repeats. The following display illustrates the use of a key word.

B	L	A	C	K	S	M	I	T	H
1	2	3	4	5	6	7	8	9	0

By performing the substitution implied above, the recipient can convert LABI to 2318. Now if the game in question uses numerical coordinates, as does TACTICS II, then the interpretation is that the first infantry is on square 23, 18. If the game uses alphabetical and numerical coordinates, as does GUADALCANAL, the interpretation is that the first infantry is on space W-18. The conversion from "23" to "W" is a straightforward conversion from number to corresponding letter in alphabetical order.

### LEADING ZEROS

The first thing to consider in applying this idea to Avalon Hill games is

## Burn Those Bridges

By Richard C. Giberson

An aspect of war that has not yet been incorporated in AH's land battle games is the destruction of bridges (i. e., those squares where roads cross rivers). While it is true that the delays caused by bridge destruction in modern warfare are relatively slight--it was not always so. In fact as recently as the Battle of the Bulge we find the German timetable quite concerned with getting across certain bridges. The following rules are proposed with Bulge primarily in mind; however, extension to other games is obvious.

1. Any unit may destroy a bridge by passing over the bridge in question. Limitations: No bridges can be destroyed that are within two squares of an enemy unit.

2. A destroyed bridge square is treated as a normal river square until the bridge is rebuilt. Thus the road in question cannot be used for supply.

3. A bridge is rebuilt by occupying the bridge square for three (3) turns. Only armor reserve (American) and panzer grenadier (German) can be used to rebuild bridges.

4. Bridge squares, that are also city squares, cannot be destroyed.

This should give the German Bulge player a little challenge if the American remembers to "burn his bridges behind him."

Com(ments) (plaints) to Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

the question of format. On the assumption that no game has more than 99 spaces in one direction, the largest number required to describe a space would be four digits long (for example, 9999). The first rule we would make for writing locations is that the smallest number should also take a total of four digits. This prevents the number of digits from being a clue to a unit's location. Thus the coordinate 1, 1 would be thought of as 01, 01. If the first two digits are always understood to refer to one direction and the second two are always understood to refer to the second direction, there is no need for a comma in the format.

### ALPHABETICAL COORDINATES

Most Avalon Hill games use letters and numbers as coordinates. This can be accommodated, as seen before, by converting letters to numbers. A is 1, B is 2, Z is 26, AA is 27, BB is 28; ZZ is 52, and AAA is 53. The first two numbers will be understood to refer to

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the alphabetical portion of a space's designation.

### EXAMPLES

The following table shows the three steps involved in arriving at the cryptogram location for a unit. It is a good idea to arrive at the designation for the encoded location in two distinct steps as illustrated.

LOCATION	CIPHER FORMAT	ENCODED LOCATION
31,45	3145	ABCK
6,30	0630	HSAH
L22	1222	BLLL
AA16	2716	LMBS
D8	0408	HCHI
BBB29	5429	KCLT

All of the above locations are coded with the key word "blacksmith."

This explanation of the mechanics of the cryptogram system will conclude with an example of decoding. A player who receives the word that his opponent's first infantry is on TSHB and the second infantry on CSKL may guess that the key word is "blacksmith." On a subsequent move he may find out that his opponent's first infantry is on THTE and the second infantry is on CRKD. This will not only make him realize that "blacksmith" cannot be the key word for either unit, but that there are very likely two key words involved, since the ten letters accounted for, in the two moves include only one vowel. The moves are given for the two units for a series of four hidden moves. After finding out that the key word for the first infantry is "thumbscrew" and the word for the second infantry is "rock island," the receiver of the moves can decode them as illustrated.

UNIT	FIRST MOVE	SECOND MOVE
1st	TSHB	THTE
2nd	CSKL	CRKD
1st	1625	1219
2nd	3647	3140
1st	P25	K19
2nd	JJ45	EE40
THIRD MOVE	FOURTH MOVE	
WCTU	WCTR	
OIDN	OARK	
0713	0718	
2509	2814	
G13	G18	
Y9	BB14	

In going through the processes of encoding and decoding, the best thing to do is be neat and mechanical. If you are going to convert between alphabet and numeral, as you must in most

games, use a written out display of the full alphabet on out to DDDD if necessary. Write the corresponding number clearly alongside of each letter.

In the next section of this article, there will be a discussion of the ways in which hard-working, dishonest players might keep this cryptogram method from meeting the two conditions given

# How to Capture Antwerp Without Really Trying

by John Edward Lindros

Many authors have successfully isolated the essence of German tactics with relation to wargaming. Schwerpunkt, aufrollen, all have become common terms in recent articles. However, all these articles have one flaw in common. The fact is that every German offensive used these tactics only after a meticulously planned opening operation designed to accentuate enemy weaknesses and exaggerate German strengths. Battle of the Bulge, with all tournament and optional rules except one way traffic and weather, provides the best opportunity of all the game for putting a high level of planning into the opening.

In planning the offense terrain, disposition of enemy troops, and movement-after-combat rules must be considered. On terrain, it is obvious that four axes of advance exist; the St. Vith to Vielsalm road, the St. Vith to Houffalize road, the Clervaux-Wiltz to Bastogne roads and the Diekirch to Martelange road. All must be exploited to the maximum. Considering enemy dispositions, two American weaknesses are apparent: there is only one unsurroundable Ami unit between Elsenborn and Clervaux, the 106/424. Second, lateral movement can be prevented by attacking and blocking units on the flanks, and by interdicting the transverse roads. Concerning movement-after-combat rules, proper German dispositions and moderate luck allow the Elsenborn to St. Vith road and the Clervaux to Bastogne road to be interdicted and/or occupied. Finally, the rules limit us to ten attacks.

The German opening move is as follows:

167/Div--VV30	3/AB.Div--0026
2 Pz/17--Vianden	150/Bgd.--0022
340/Div--PP26	79/154--TT15
2Pz/7,8--0022	26/Div--UU11
79/153--SS15	9SS/18,19--SS8
18/36--UU11	560/915--SS8
62/124--TT9	216/Div--TT30
352/Div--UU30	
116 PZ/406--Vianden	

at the beginning of the article. Ways to forestall this cheating will be explained and incorporated into a proposed set of rules for this method of hidden movement in PBM.

Please withhold your comments until both installments have been published. Many of the weaknesses that now appear to be in the proposed system will be covered next time.

12/24--Vianden	LEHR/Div.--PP27
12/23--PP24	116Pz/310--0023
116Pz/312--PP19	277/Div--SS15
326/Div--TT15	18/35--UU13
9SS/10--TT11	62/123--TT11
1SS/Div--SS7	
560/916--SS6	
5/AB.Div.--RR28	

The battles should be rolled as follows; attack 4/12 and 4/16 at 1-2, and attack 4/8 at 2-1. 9/CCR is attacked at 8-1. 28/109 is hit at 6-1. Here the advance is most important. If the results are "attacker advance "4" or "3", retreat the 28/109 into Clervaux, and advance the Lehr Division to L127 or MM27. This is legal, since Clervaux has no zone of control, and can be advanced next to. The 150th Brigade column is in excellent position for a good advance on the second turn. The 116 Pz./312 cuts the lateral road, and can surround St. Vith on the second turn. Attack the 106/422 at 3-1, and don't advance if you win. NEXT, attack the 14th Arm. Cav. with the 9SS Panzer Grenadiers at 1-2. If you are retreated, point out to your trembling opponent that he must retreat you to the nearest road square, SS11, and head to Elsenborn at the RR12 junction. Note how the fact that a fortress doesn't have a zone of control is again a great help. If you have destroyed the unit, don't exactly cry over it. NOW attack the 106/423 at 2-1. The 62/123 prevents it from escaping no matter what happens. Finally, attack the 99/393 and the 99/395 at 1-2, the 99/361 at 5-1, and the 2/38 and the 2/23 at 1-3. Retreat the 99/361 toward Monschau, and occupy its position with the 1st SS Panzer Division. Now look at the situation.

Part, perhaps all of the 4th Div. is engaged, and the road probably cut. 9/CCR has an excellent chance of elimination. You have a 1/3 chance to be behind the Ami lines at Clervaux, with pressure on the St. Vith-Houffalize and Vielsalm roads. The 106th Div. is effectively 2/3rds eliminated. The 14th Arm. Cav. is isolated or destroyed.

Part, perhaps all of the 99th Div., and all of the 2nd Division are trapped. You will find that the American will often be unable to spare a unit to build a fortress in Bastogne, and capture by the 4th turn will not be uncommon. Now you can begin your aufrollen and deep flanking maneuver, and with a little luck, can Present the Fuehrer with his Christmas Present. All comments should be sent to me at 37 Ford Ave., Fords, N.J. 08863.

## Speedy Stalingrad

By Michael Whinihan and Larry Hunt

We are going to introduce here a concept, a technique for analyzing battles, which we call 'armored factors'. We are going to apply this concept strictly to Stalingrad in this article, but the method can be applied equally well in other Avalon Hill war games, for example Bulge.

As we all well know, the basis of the German army is the infantry, the 4-4-4's. Besides these, he has several lighter units, the Finns, Roumanians, etc., and eighteen heavier units. These heavier units are the eight 5-5-4's, and the ten heavy armor units, the four 6-6-6's, the two 7-7-6's and the four 8-8-6's. It is these heavier units that do most of the work in attacks, and which we will be concerned with in this article.

We have noticed in in-person games that the beginner, and even the experienced player, takes much too long to analyze his German moves. This is mainly caused by his inability to swiftly calculate the division of his armor in his attacks. We attempt here to show a method by which any German can quickly analyze his attacks by using the concept we have labeled 'armored factors'.

We assign to each unit a certain number of armored factors, according to its attack strength, just as it has assigned to it an attack factor. This number is determined by subtracting four from the attack factor of the unit. Thus a 5-5-4 has one armored factor, a 6-6-6 has two, etc. How does this help us? You ask.

Well, by using the following procedure we can analyze a battle much more quickly. First we calculate how many factors are needed to form the attack. Then we determine the number of extra factors which would be needed if we were to form the attack entirely with 4's. This number of extra factors is the number of armored factors needed to form the attack,

and all we need do is add units in the attack whose combined armored factors totals the number previously arrived at.

Let us examine a simple battle analyzed by means of armored factors. Assume that your opponent has been foolish enough to leave two 5-7-4's in S-18. Since we have three squares from which to attack this combination, we are able to use nine units. But one of these units must sacrifice to one of the sevens. So we can use only eight units to attack the other seven. To get a three-to-one against it, we need 42 factors. (It is doubled across the river). If we were to use only 4's in the attack, that would be only 32 factors. So we need an additional 10 factors; that is, we need units totaling 10 armored factors. So in place of all fours, we use,

perhaps, two 8-8-6's and a 6-6-6', which together total 10 armored factors. Then to finish out the battle, we fill in the other six units by 4's. (These ten armored factors could just as easily have been a 7-7-6 and seven 5-5-4's or any other combination of units totaling 10 armored factors as long as the remaining space was filled with 4's).

If the above method is learned and applied to a few attacks, it soon becomes obvious that time is saved and the difficulty of analyzing an attack is much lessened when armored factors are used. At the outset it may seem an unnecessary complication, but a little practice in the use of this technique, shows just how worthwhile the initial difficulty is. Send comments to Mike Whinihan and Larry Hunt, Winthrop H31, Cambridge, Mass. 02138.

## Blitzkrieg For the Really Depraved

by Eric Shimer

Among the optional rules in BLITZ-KRIEG is provision for nuclear war, but, surprisingly, there is no mention of the other two elements of contemporary total war, chemical and bacteriological warfare. If a country will use atomic weapons, considered the ultimate in destruction, will it hesitate to use CW or BW? I doubt it. So, for the more depraved AH players, or those who just disregard the Geneva Convention, I offer the following rules to bring CW and BW into play.

### Chemical Warfare

1. Each side may attack one space per turn with poison gas. CW attacks may not be accumulated.
2. The attack may be made by any one factor of either BRKTH, TAC or MDM.
3. During an effective gas attack (roll 1-3 on CW chart) any defending units lose 2 BTAs from their movement factors for one complete turn.
4. Replacements and reinforcements may not be brought into play in cities suffering from the effects of gas attack.
5. Gas attacks may be made strategically. Retreats through an effectively attacked space cost one factor from each retreated unit.
6. Strategic attack also applies to cities and troops in cities. Ungarrisoned cities under gas attack suffer damage according to the CW city attack chart. The roll for troop attrition also applies to garrisoned-city supply reduction.

Roll	Effect on Troops
1	Defender loses 1/2 of factors; remaining units lose 2 BTA for 1 turn.
2	Defender loses 1/4 of factors; remaining units lose 2 BTA for 1 turn.
3	Defender loses 2 of factors; remaining units lose 1 BTA for 1 turn.
4	Defender loses 1.
5-6	No effect.

Roll	Effect on Cities
1	Supply capacity reduced by 4 for 4 turns.
2	Supply capacity reduced by 3 for 3 turns.
3	Supply capacity reduced by 2 for 3 turns.
4	Supply capacity reduced by 2 for 2 turns.
5-6	No effect.

### Bacteriological Warfare

1. Each army may make one BW attack per turn. BW attacks may not be accumulated.
2. Any one factor of TAC, MDM, or SAC may deliver a BW attack.
3. Units passing through contaminated units or coming into contact with contaminated units roll the die for the BW table to determine their fate. The effects of contagion last for 2 complete turns.

## THE GENERAL

4. Units in spaces adjacent to the unit(s) attacked by BW, at the time of the strike roll the die on the BW table to determine their status only if they first roll a 1-3. If the preliminary roll is 4-6, the adjacent units may move out of danger during their turns.

5. BW attack on cities and/or garrisons is similar to that for CW.

Roll	Effect on Troops
1*	Def. loses 3/4 factors; remainder immobile & cannot attack until contagion gone.
2*	Def. loses 1/2 factors; remainder immobile & cannot attack until contagion gone.
3*	Def. loses 2 factors; remainder reduced 1/2 BTAs for 2 turns & can attack.
4*	Def. loses 1 factor; remainder reduced 1/2 BTAs for 2 turns & can attack.
5	Def. loses 1 factor; no contagion.
6	No effect.

Roll	Effect on Cities
1**	Supply capacity reduced to 0 for 4 turns.
2**	Supply capacity reduced to 2 for 4 turns.
3**	Supply capacity reduced to 4 for 3 turns.
4**	Supply capacity reduced to 4 for 2 turns.
5	Supply capacity reduced to 6 for 2 turns.
6	No effect.

\*Contagious disease; effects last 2 turns.

\*\*Effect of contagion lasts until supply capacity fully restored.

CW and BW attacks may be made concurrently with either strategic or nuclear bombing. In this case the attacker secretly records which units are making which kind of attack; the defender intercepts, and surviving attackers close for their attacks.

### Union Organization:

#### First Corps:

##### Wadsworth's Division:

Meredith-19 Ind; 24 Mich; 2, 6, 7 Wis  
Cutler-7 Ind; 76, 84, 95, 147 NY, 56 Pa

##### Robinson's Division:

Paul-16 Me; 13 Mass; 94, 104 NY; 107 Pa

Baxter-12 Mass; 83, 97 NY; 11, 88, 90 Pa

##### Doubleday's Division:

Biddle-80 NY; 121, 142, 151 Pa

Stone-143, 149, 150 Pa

Stannard-12, 13, 14, 15, 16 Vt

#### Second Corps:

##### Caldwell's Division:

Cross-5NH; 61 NY; 81, 148 Pa

Kelly-28 Mass; 63, 69, 88 NY; 116 Pa

Zook-52, 57, 66 NY; 140 Pa

Brooke-27 Conn; 2 Del; 64 NY; 53, 145 Pa

##### Gibbon's Division:

Harrow-19 Me; 15 Mass; 1 Minn; 82 NY

Webb-69, 71, 72, 106 Pa

Hall-19, 20 Mass; 7 Mich; 42, 59 NY

##### Hays' Division:

Carroll-14 Ind; 4, 8 Ohio; 7 WV

Smyth-14 Conn; 1 Del; 12 NJ; 10, 108 NY

Willard-11, 39, 125, 126 NY

#### Third Corps:

##### Birney's Division:

Graham-57, 63, 68, 105, 114, 141 Pa

Ward-20 Ind; 3, 4 Me; 86, 124 NY; 99 Pa; 1, 2 US SS

de Trobriand-17 Me; 3, 5 Mich; 40 NY; 110 Pa

##### Humphreys' Division:

Carr-1, 11, 16 Mass; 12 NH; 11 NJ; 26, 84 Pa

Brewster-70, 71, 72, 73, 74, 120 NY

Burling-2 NH; 5, 6, 7 NJ; 115 Pa

#### Fifth Corps:

##### Barnes' Division:

Tilton-18, 22 Mass; 1 Mich; 118 Pa

Sweitzer-9, 32 Mass; 4 Mich 62 Pa

Vincent-20 Me; 16 Mich; 44 NY; 83 Pa

##### Ayres' Division:

Day-3, 4, 6, 12, 14 US

Burbank-2, 7, 10, 11, 17 US

Weed-140, 146 NY; 91, 155 Pa

##### Crawford's Division:

McCandless-1, 2, 6, 13 Pa Res

Fisher-5, 9, 10, 11, 12 Pa Res

#### Sixth Corps:

##### Wright's Division:

Torbert-1, 2, 3, 15 NJ

Bartlett-5 Me; 121 NY; 95, 96 Pa

Russell-6 Me; 49, 119 Pa; 5 Wis

##### Howe's Division:

Grant-2, 3, 4, 5, 6 Vt

Neill-7 Me; 33, 43, 49, 77 NY; 61 Pa

##### Newton's Division:

Shaler-65, 67, 122 NY; 23, 82 Pa

Eustis-7, 10, 37 Mass; 2 RI

Wheaton-62 NY; 93, 98, 102, 139 Pa

(Continued on Page 14)

# Gettysburg Expanded

by Geoff Burkman

People have complained about Gettysburg, "Too simple", they say. "Not enough units", they yell, "and we want more complexity." The easiest way is to break down the various divisions and brigades even further... all the way to companies! Here is the Confederate organization:

#### First Corps:

##### McLaw's Div.

Kershaw: 2, 3, 7, 8, 15 SC; 3 SC Bn

Semmes: 10, 50, 51, 53 Ga

Barksdale: 13, 17, 18, 21 Miss

Wofford: 16, 18, 24 Ga; Cobb's Legion; Phillip's Leg.

##### Pickett's Div.

Garnett: 8, 18, 19, 28, 56 Va

Armistead: 9, 14, 38, 53, 57 Va

Kemper: 1, 3, 7, 11, 24 Va

##### Hood's Div.

Law: 4, 15, 44, 47, 48 Ala

Anderson: 7, 8, 9, 11, 59 Ga

Robertson: 3 Ark; 1, 4, 5 Tex

Benning: 2, 15, 17, 20 Ga

#### Second Corps:

##### Early's Div.

Hays: 5, 6, 7, 8, 9 La

Hoke: 6, 21, 57 NC

W. Smith: 31, 49, 52 Va

Gordon: 13, 26, 31, 38, 60, 61 Ga

##### Johnson's Div.

Steuart: 1 Md Bn; 1, 3 NC; 10, 23, 37 Va

Nicholls: 1, 2, 10, 14, 15 La

Stonewall: 2, 4, 5, 27, 33 Va

Jones: 21, 25, 42, 44, 48, 50 Va

##### Rode's Div.

Daniel: 32, 43, 45, 53 Va; 2 NC Bn

Iverson: 5, 12, 20, 23 NC

Doles: 4, 12, 21, 44 Ga

Ramseur: 2, 4, 14, 30 NC

O'Neal: 3, 5, 6, 12, 26 Ala

##### Third Corps:

##### Anderson's Div.

Wilcox: 8, 9, 10, 11, 14 Ala

Mahone: 6, 12, 16, 41, 61 Va

Wright: 3, 22, 48 Ga; 2 Ga Bn

Perry: 2, 5, 8 Fla

Posey: 12, 16, 19, 48 Miss

##### Heth's Div.

Pettigrew: 11, 26, 47, 52 NC

Brockenbrough: 40, 47, 55, 22 Bn Va

Archer: 13 Ala; 5 Ala Bn; 1, 7, 14 Tenn

J.R. Davis: 2, 11, 42 Miss; 55 NC

##### Pender's Div.

Perrin: 1 SC; 1 SC Rifles; 12, 13, 14 SC

Lane: 7, 8, 28, 33, 37 NC

Thomas: 14, 35, 45, 49 Ga

Scales: 13, 16, 22, 34, 38 NC

##### Cavalry

Fitz Lee: 1 Md Bn; 1, 2, 3, 4, 5 Va

Hampton: 1 NC; 1, 2 SC; Cobb's Legion, Jeff Davis Leg., Phillip's Leg.

W.H.F. Lee: 2 NC; 9, 10, 13 Va

Jenkins: 14, 16, 17 Va; 34, 36 Va Bn

Robertson: 4, 5 NC

Jones: 6, 7, 11 Va; 35 Va Bn

Imboden's Command: 18 Va Cav; 62 Va Mtd Rifles; Va Partisan Rangers

Key: Bn-battalion, Md-Maryland, Mtd-mounted, Leg.-legion.



**Eleventh Corps:**

**Barlow's Division:**

von Gilsa-41, 54, 68 NY; 153 Pa  
Ames-17 Conn; 25, 75, 107 Ohio

**von Steinwehr's Division:**

Coster-134, 153 NY; 27, 73 Pa  
Smith-33 Mass; 136 NY; 55, 73 Ohio

**Schurz' Division:**

Schimmelfenning-82 Ill; 45, 157 NY;  
61 Ohio; 74 Pa  
Krzyzanowski-58, 119 NY; 82 Ohio,  
75 Pa, 26 Wis

**Twelfth Corps:**

**Williams' Division:**

McDougall-5, 20 Conn; 3 Md; 123,  
145 NY; 46 Pa  
Lockwood-1 Md Potomac Home Brig;  
1 Md East Shore; 150 NY  
Ruger-27 Ind; 2 Mass; 13 NJ; 107 NY;  
3 Wis

**Geary's Division:**

Candy-29, 57, 66 Ohio; 28, 147 Pa  
Cobham-29, 109, 111 Pa  
Greene-60, 78, 102, 137, 149 NY

**Cavalry Corps:**

**Buford's Division:**

Gamble-8, 12, 111, 8 NY  
Devin-6, 9 NY; 17 Pa; 3 WV;  
Reserve Brigade-6 Pa; 1, 2, 5, 6 US

**Gregg's Division:**

McIntosh-1 Md; Purnell Leg; 1 Mass;  
1 NJ; 1, 3 Pa  
Huey-2, 4 NY; 6 Ohio; 8 Pa  
J. Gregg-1 Me; 10 NY; 4, 16 Pa

**Kilpatrick's Division:**

Farnsworth-5 NY; 18 Pa; 1 Vt;  
1 WV  
Custer-1, 5, 6, 7 Mich

Of course, with all these additional  
Units a complete re-assessment of com-  
bat factors is necessary. But that's up  
to you. I suggest you assign a value of  
"1" to the smallest unit (company) and  
work up from there. Geoff Burkman,  
715 Myrtle Ave., Terrace Park, Ohio

# Where Avalon Hill Games Are Available

The following names of dealers sup-  
plement 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.

Walrod's Plumbing & Hdwe. 1616 Jenny Lind Fort Smith, Arkansas	Chicago, Illinois 60628	1727 E. Joppa Road Baltimore, Maryland	Steinbach Company Asbury Park, New Jersey	Household Discount Co. 568 Adelaide S. E. Warren, Ohio 44483
R. Rich & Company 715 Mission Street San Francisco, Calif. 94103	Kroch's & Brentano's Inc. 29 South Wabash Avenue Chicago, Illinois	Lucas Brothers 219-23 E. Baltimore Street Baltimore, Maryland	Bamberger's 131 Market Street Newark 1, New Jersey	Hess' Allentown, Penna.
Buddy Brown Toys 12156 Ventura Blvd. Studio City, Calif.	Marshall Field & Co. 57th Street & Lake Michigan Chicago, Illinois 60690	Pop's Discount 520 E. Belvidere Avenue Baltimore, Maryland	Abram & Strauss 15 Gallatin Place Brooklyn, New York	Shenk & Tittle 313 Market Street Harrisburg, Penna.
Birdies Toy House 1259 Broadway Walnut Creek, Calif.	Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois	Children's Supermarkets (Lash Distributors) 2 27 University Blvd. E. Adelphi, Maryland	Sta-Toy Corporation c/o Sample, Inc. 1661 Hertel Avenue Buffalo 16, New York	Emerson Company 1633 Chestnut Street Philadelphia, Penna.
Hatch's Book Store Crossroads Shopping Center Boulder, Colorado 80302	Kroch & Brentano's 1723 Sherman Evanston, Illinois	Children's Supermarkets (Lash Distributors) 4444 St. Barnabas Road Marlow Heights, Maryland	Hilrich's 446 Main Street Buffalo, New York	Strawbridge & Clothier 801 Market Street Philadelphia, Penna. 19105
The Printed Page 2035 Broadway Boulder, Colorado 80302	Marshall Field & Co. 1700 Sherman Evanston, Illinois	Children's Supermarkets (Lash Distributors) 1540 Rockville Pike Rockville, Maryland	Corner Book Store 109 N. Tioga Street Ithaca, New York	Harrison J. Hays 6206-08 Penna. Avenue Pittsburgh 6, Penna.
The Printed Page 2035 Broadway Boulder, Colorado 80302	Hobby Models 401 Davis Evanston, Illinois	Lash Distributors, Inc. 19700 Tucker Street Beltsville, Maryland	Brentano's Inc. 584 - 5th Avenue New York, New York	Kaufmann's 400 Fifth Avenue Pittsburgh, Penna. 15219
Levine's 123 E. Pike's Peak Colorado Springs, Colo.	Chandler's Book & Stat. Store 630 Davis Evanston, Illinois	Jordan Marsh Company Boston, Massachusetts	F. A. O. Schwarz 745 Fifth Avenue New York, New York	Merry-Go-Round 242 Thayer Street Providence, Rhode Island
C. Fox & Company Main Street Hartford, Conn.	Glen Eilyn Toy & Card Shop 474-78 Main Street Glen Eilyn, Illinois 60137	Harvard Cooperative Society 1400 Massachusetts Avenue Cambridge, Mass. 02138	Gimbel's - New York 13rd St. & Broadway New York, New York	Wayland Toy Shop 7 S. Angell Street Providence, Rhode Island
The Edw. Malley Co. 2 Church Street New Haven, Conn.	Hocoy's Toys 36 E. Hinsdale Ave. Hinsdale, Illinois	Hobby Caterers 40 Enon Street, Route 1A North Beverly, Mass.	Lord & Taylor 16 West 39th Street New York, New York	The Hobby Shop 505 Clifton Avenue S. W. Knoxville, Tenn. 37902
Yale Co-Operative Corp. 77 Broadway New Haven, Conn.	La Grange Hobby Center 11 W. Calendar Avenue La Grange, Illinois	Johnson's Bookstore Springfield, Massachusetts	Folk's 314 Fifth Avenue New York, New York	Dixie Toy Company P. O. Box 4203, Crosstown Sta. Memphis, Tennessee 38104
Sullivan's Toy Shop 3412 Wisconsin Avenue Washington, D. C.	Jim Reed's Allsports Inc. 115 W. Broadway Monmouth, Illinois	Follett's Mitch. Book Store 322 S. State Street Ann Arbor, Michigan	Sibley, Lindsay & Churr Co. Rochester, New York	Lockland AFB Exchange Bldg. 1410 Kelly AFB, Texas
The General Trading Co. (Mayfair) Ltd. 144 Sloane Street London SW1, England	Carson Pirie Scott & Co. 121 S. W. Adam Street Peoria, Illinois	Martin's Games, Inc. 263 Pierce Street Birmingham, Michigan	Ed Guth Hobbs 123 S. Salina Street Syracuse, New York	Netman-Marcus 2620 N. Haskell Avenue Dallas, Texas
Hansley Bros Ltd. 200/02 Regent Street London W1, England	L. S. Ayres & Company 2222 Hillside Avenue Indianapolis, Indiana	R & R Family Gifts 1558 Wealthy St., S. E. Grand Rapids, Michigan	Plyhouse, Inc. 4400 E. Independence Blvd. Charlotte, North Carolina	Foley's P. O. Box 1466 Houston, Texas
Liberty House P. O. Box 2690 Honolulu, Hawaii 96803	Fort Leavenworth PX Bldg. 198 Leavenworth, Kansas 66027	Hobby Hub 526 Frandor Avenue Lansing, Michigan	Banner's Grand Forks, N. Dakota	Children's Supermarkets (Lash Distributors) 1230 Leesburg Pike Bailey's Crossroads, Va.
W. B. Read & Company 109 N. Main Street Bloomington, Illinois	Orr's, Inc. 2226 Douglas East Wichita, Kansas	Kreiman's 321 W. Superior Street Duluth 2, Minnesota	O'Neill's 226 S. Main Street Akron, Ohio 44308	Nottingham Pharmacy 1216 Richmond Road Williamsburg, Virginia
T. N. T. Sales 12955 S. Western Avenue Blue Island, Illinois 60406	W. K. Stewart 550 South 4th Avenue Louisville, Kentucky	St. Paul Book & Stationery Co. 6th & Cedar St. Paul, Minn. 55101	The Higbee Company 100 Public Square Cleveland, Ohio 44113	Moseley's, Inc. 24 East Mifflin Madison, Wisconsin
Rogards 123 W. Park Avenue Champaign, Illinois 61823	Hochschild - Kohn Co. Howard & Lexington Sts. Baltimore, Maryland	Brookside Toy & Hobby, Inc. 330 West 63rd Kansas City, Missouri	Fields Book Store of Severance Inc. Severance Ctr. 3572 Mayfield Road Cleveland Heights, 18, Ohio	Big Top Toy Shop 2308 Far Hills Avenue Dayton 19, Ohio
Shu Dejong & Son 34 East 112th Place	Hutzler's Bros. Howard & Saratoga Sts. Baltimore, Maryland	Stix-Baer Fuller 403 Washington St. Louis, Missouri		Cimbel Brothers, Inc. D. Milwaukee, Wisconsin
	Kiddle-Town			

## Club Registration

All clubs are urged to register with  
Avalon Hill. A complete roster will be  
published in the next issue with supple-  
mental listings added in each subse-  
quent 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 \_\_\_\_\_

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  
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)

# Morale in Waterloo

by Jim Arnold

French troops are retreating across  
a river in central Europe, hard pressed  
by Russian cavalry. They are conduct-  
ing an orderly retreat. Suddenly firing  
breaks out on the left flank; a detach-  
ment of grenadiers flees before the  
officer of the guard assigned the des-  
truction of the bridge. He panics and  
blows the bridge, while it was still  
loaded with French cavalry, infantry  
and guns. The line of retreat is sever-  
ed and the retreat becomes a riot.

The above is an example of how mo-  
rale can affect the outcome of a battle.  
In the rules and tables below an attempt  
has been made to recreate this factor.

If an attacking force is repulsed or  
a defender is forced back, that unit

must roll to see if its morale is impaired and if it can rally.

Inf. vs Inf.	to rally	4, 5, 6
Art. vs Inf.	to rally	3, 4, 5, 6
Art. vs Art., Cav.	to rally	4, 5, 6
Inf. vs others	to rally	4, 5, 6
Cav. vs others	to rally	5, 6

Cavalry attacks relied heavily upon shock value in the Napoleonic wars; this is reflected in the table. Horses, when panicked, are of course very difficult to rally. The table includes soak off attacks.

If the units fails to rally, it continues to retreat two squares per turn toward the rear. (Unless this would mean that units elimination, in which case it retreats to an opening.)

In attacks by combined arms use table most difficult to rally with.

#### Optional Rules If Desired

1) to reflect gds. higher morale add one to their die roll.

2) HQs also add one to roll if move along with unit.

3) After troop is rallied it must remain stationary for one turn.

4) Since exchanges usually result in a blood bath, a special table is used for all remaining troops involved.

First Roll 1 or 2 - shaken 3-6 - no effect if shaken again.

Second Roll 1 or 2 - retreat two sqs.  
3 or 4 - retreat one sq.  
5 or 6 - unit remains steady

5) If a panicked unit retreats through or next to another unit, the other unit must also roll for morale (using above table).

This table allows such new and realistic situations as cavalry cutting down fleeing infantry, a seemingly iron defense broken down by spreading panic and hopefully it has recreated that unpredictable thing called morale.

Any questions, comments or criticisms, please direct to: Jim Arnold, 113 Chemin De Ruth, Cologny, Geneva, Switzerland.

## The Infiltrator's Report

Goodbye & Hello Department: We bid farewell to "The Panzer," Doug Amis' wargame publication which will be terminated at the close of the year due to the press of college commitments. Just a little over a year old, "The Panzer" made significant contributions to the whole wargame crusade. We welcome "The Herald," a bi-monthly publication by The Herald Publishing & Advertising Company, P.O. Box 295, Kailua, Hawaii 96734. Subject matter of this revitalized edition of the former pub of the same name under the ANZ banner covers a wide variety of subjects. Here, you can read up on "Psychology of Wargaming," an extensive editorial on "The Hippie Movement," and even get weather reports (weather reports?). So send them 30¢ for a sample copy; how badly can you get burned?

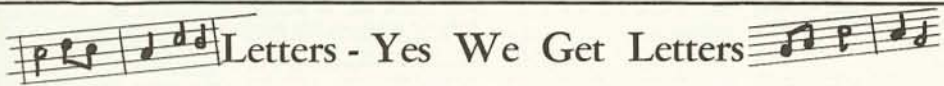
A recent Inter Service Wargaming competition has just come to its conclusion. The 6988th Security Squadron Wargamers went down in defeat to the Navy's USS SHANGRI-LA team led by Petty Officer Third Class James Long. Long is a member of the Staff, Commander in Chief U.S. Atlantic Fleet in Norfolk, Virginia.

DATELINE: Columbus Day, October 12th - The Pentagon... "Hello, this is the Vice-President of Avalon Hill calling Colonel M. A. Huet in the Pentagon." "Sorry," came a voice at the other end, "today is a holiday and the Pentagon is closed."

"Good Lord," replied AH, "whose watching my country?"...

Once again, "Principles of War," was voted most popular article for which author Myron Brundage has been sent a \$5.00 gift certificate. Other authors of articles appearing in the July-August issue who were singled out by subscribers for individual merit were: Mark Saviet for "Midway-Unstereotyped," James J. Stein for "Son of General von-Blunder," Joseph Pollock for "Key to German Victory in Bulge," Terry Thomas for "Red's Megaton Masetery," and Hans Kruger for "Normandy - the Way it Really Happened." Gift certificates have also been sent to these lads; in addition, their articles become eligible for the year-end grand awards.

A complete listing of "official" AH clubs will be made in the January-February edition of this magazine... an early printing deadline precluded its appearance in this issue as previously promised. Clubs who have delayed registering are urged to do so - now - to be sure of inclusion in this upcoming issue.



#### "STOP GLORIFYING THE NAZIS"

Dear Sir;

After reading Mr. Mark Weitz's article in the September - October issue of the "General", I have come to the conclusion that he thinks all wargamers are like Hans Kruger. Just because Mr. Kruger glorifies the Nazis in his fairy-tale, this doesn't mean all wargamers worship the Nazis.

I think most wargaming clubs with German titles have these names for the simple reason that they are far more colorful. For instance, if you were forming a club, wouldn't you rather call it the Waffen SS than the Green Berets? The same goes for magazines. The "Panzer" sounds much better than the "Tank". Mr. Weitz says the Germans could never cope with the resistance movements. The United States isn't finding this type of fighting so simple over in Vietnam, either.

To put it bluntly, Mark Weitz is all mixed up. Ron Salcedo, 78 Charles Street, New Rochelle, New York 10801.

Dear Sirs:

Due to the trash disguised as articles that has recently appeared in your mistake (The General), I do not intend to renew my subscription. Specifically I

refer to Hans Kruger's article in the July-August issue...since it is good manners to end on a kind note, I think that Jutland is an excellent game.

Ed Turner, Raleigh, N. C.

EDITOR'S NOTE: Would you believe...that Hans Kruger designed Jutland???

Gentlemen:

...how's about sending me a list of wargamers living in my area.

Darren French, Milwaukee, Wisc.

EDITOR'S NOTE: Sorry, Darren...our files are maintained alphabetically by name, not by geographical location. However, we suggest you scan the opponents wanted section of this issue.

Dear Sir:

We have a group here in Lima, Peru, that is quickly wearing out over twenty individual Avalon Hill war games. I felt compelled to write you and tell you that your games have a strong and loyal following here in this South American city... James B. Stedman, Peru.

AH NOTE: If we ever decide to publish "Insurrecion," we'll contact you for first-hand historical data.

