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The AVALON HILL

# GENERAL

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How Much is that Wargame in the Window?

FULL YEAR \$4.98

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The AVALON HILL GENERAL

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

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

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

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## COVER STORY:

## How Much is that Wargame in the Window?

How does one introduce Avalon Hill Wargaming to innocent, unspoiled and unexpecting individuals? There are many ways, of course. To name a few: advertisements, word of mouth, attractive boxes and displays, etc. Undoubtedly the best method, however, is a personal demonstration.

Realizing this, Henry H. Bodenstedt, General Manager of Continental Hobbies, Inc., and founder of the now famous Avalon Hill Intercontinental Kriegspiel Society (ahiks), had a unique idea. Rather than showing or demonstrating the Avalon Hill games to one prospective buyer at a time, Henry decided to play a "Wargame in the Window" of his new retail store at 25 Broad Street in Freehold, New Jersey.

An official tournament game of STALINGRAD was requested and granted by the ahiks' ICRK — Meister to Dick Holcombe of Oakland, California and Henry Bodenstedt. A STALINGRAD map board was prepared and placed in the store window in view of hundreds of passer-bys. Way back on April 12th, 1968, the Grand Opening of the store, Operation Barbarossa began. (If Adolf would have started that early he would probably have won). The game moved along swiftly, since it is Dick's and Henry's policy to make all postal moves by return mail. Soon the game attracted the attention of throngs of wargame enthusiasts who were eagerly awaiting the mailman whenever a reply move was due to be delivered. "Official" commentaries of PRAVDA and VOELKISCHER BEOBACHTER, cleverly worded by the Propaganda Ministers of both game participants, added spice to the demonstration and helped to boost the morale of the fighting men.

## The Avalon Hill Philosophy—Part 14

### The Nut Mail

Avalon Hill has always prided itself in maintaining excellent customer-service-relationships, but a recent flood of letters from customers stating otherwise had distressed us to the point where we've gone to where the "action's at" to find out what's happened.

Since the editorial offices of The General are located in the Guilford Annex, 1601 Guilford Avenue — downtown, your erstwhile editor went to where the "action's at," the main office, and unabashedly put it to 'em. Here's how it went:

**US:** Look, we've received enough "letters to the Editor" complaints on your service, or lack of it, to fill the entire next issue of The General.

**THEM:** Hold it, Argus. If you'll take the time to read these complaint letters thoroughly you'll find that most of them deal with questions to game problems; not to the sale of goods. In fact, here's a hand full of letters thanking us for our quick delivery and mailing service.

**US:** But what *about* those questions. How come you are 6 weeks behind?

**THEM:** It's true, there's no denying that we have suddenly fallen considerably behind in this area of consumer service. Actually, it is an indication of how this game-business has expanded. The volume of mail has simply gotten to the point where our present staff was not able to keep up with it.

**US:** How do you plan on resolving this problem?

**THEM:** First, we've got to segment the incoming mail into the proper departments. You see, much of the problem lies with the consumer himself. Many will send us a game order, a parts order, an order for *your* rag, and ask questions all in the same letter. Well, sir, by the time it goes through all of the different order departments and finally gets back to us for answering of the questions, several weeks have elapsed. And then there's no guarantee that the questions will be answered the day it finally gets back from the various shipping departments. So add another week to that and you've got a minimum of three weeks in answering this kind of correspondence.

Nevertheless, in spite of the ahiks play balance adjustment, Goebbels soon ran out of breath, the German attack lost its elan, and, finally, in June the Germans had had it. They went down fighting to the last breath.

Henry who was commanding the Germans blames this catastrophe on the many spying eyes which were constantly observing the battle field and the hinterland, and, last but not least, on the numerous back seat strategists. They were always on hand with well meant but ill received advise, which Henry could not afford to neglect, because: who is to argue with a would-be Field Marshal who had just bought an armful of Avalon Hill Games in the store?

*A Final Note:* At this writing, a new "window-game" is planned for 1969. All Kriegspiel aficionados are heartily invited to drop in at Continental Hobbies when in the East. Their advice is always welcome, providing...

**US:** The problem, then, is that you are too departmentalized. What's the solution?

**THEM:** In part, the solution is for the customer to break down his correspondence so that all of his requests can be acted upon simultaneously, rather than consecutively. What I mean by this, is that a customer's order for the magazine should be on a separate piece of paper from his order for a game which should be on a separate piece from his request for answers to game problems. In this manner, everything gets done at once.

**US:** Well, that will help... but is not the panacea. You're still 6 weeks behind answering the, pardon the expression, "nut mail."

**THEM:** Part of that problem was inconsistency. Heretofore, with periodic turnover in company personnel assigned to answering game questions, we would have different interpretations from different employees. For example; let's say that 6 months ago someone sent in a letter asking us if retreating units can retreat thru blocking terrain. Well, the particular individual answering that question on that particular day might respond, "yes." But 3 months later, when the same question is written in, a different employee may get it to answer and he might answer, "no."

Now, let's project what might be the consequences of this ambiguity: it's possible that the two respondents above are playing against each, maybe even a play-by-mail game. With one saying that AH said you *could* retreat and the other claiming that AH said you *couldn't* retreat, then naturally this conflict raises the question of credibility not to mention a couple of more letters questioning our answers. This situation could snow-ball, and when it happens hundreds of times instead of just once, as outlined above, you've got a problem. And that's mainly why we got behind in the first place.

**US:** Suppose, instead, that you simply didn't answer all of the nut mail. What would happen?

**THEM:** Well, that's certainly the easy way out... but not at all consistent with our philosophy of answering each and every letter that comes in... eventually...

**US:** Oh! You mean you *do* answer *all* correspondence? Then how do you account for these people who claim that you never answer them at all?

**THEM:** I'd say that 99% haven't received answers for several reasons: they forget to put their return address on their letters, or they have recently moved and have not forwarded their new address to us. In the latter case, while the postal people are supposed to forward all first class mail to new addresses; we know that they often don't bother to do this — and is one of the reasons for the coming shakeup about to occur in the entire postal system.

**US:** Well, this accounts for many of the undeliverable Generals.

**THEM:** Of course, Remember, that The General is mailed under a special bulk rate which means that undeliverables are automatically destroyed instead of being forwarded.

**THEM:** What about that other 1%?

**US:** Probably *our* fault . . . no one's perfect, you know.

**THEM:** Let's get back to the problem of answering questions: what do you intend doing to correct the inconsistencies?

**US:** As I said before, since the inconsistencies were due to too many hands in the pie, so to speak, the logical solution is to place this function into the hands of people who we know are going to be doing the job — consistently — over the long haul. To this end, we have been in the process of negotiating with an outside research firm for the express purpose of sub-contracting this particular end of the Avalon Hill correspondence. Once we have the guarantee that questions will be answered by the same people, then we know that a closer rapport will be established between consumer and manufacturer. Further, this should eliminate duplication of effort which will be effected once a consistent set of answers and guidelines to solving problems is established.

**US:** Just out of curiosity, how much does it cost you to answer a typical letter of questions?

**THEM:** About 19 cents. First, the employee's time must be considered, not to mention the actual cost of the paper, envelope, and stamps. Man, we get some of the same people writing us every week . . . multiply this by 19 cents and one person can really eat into your profit picture.

**US:** Why don't you attempt to discourage this?

**THEM:** To some extent we *do* when we ask that they enclose a self-addressed envelope containing first class postage. Still, many of these prolific correspondees are our most faithful customers and who knows how many other people they have sold on Avalon Hill products through their zeal. That's why we don't out and out say "to heck with it and throw everything into the waste basket."

**US:** I got news for you: many other companies do just that.



*There seems to be a difference of opinion between company artist Aaron Lee and rules-interpreter Lefty Gardner. When even company personnel can't agree over rule-interpretations then it's time for new, consistent guidelines to be drawn. Looking on (L to R) are salesman John Martelle, with a 5-spot bet on Lee; artist Jean Baer, with a 5-spot bet against Lee; Lee himself; Gardner; and production coordinator Jack Sellman, with a 5-spot bet that Martelle won't pay Jean Baer if he wins under the premise that the rules are so ambiguous that no one will know when they've won anyhow.*

**THEM:** We *know* that. In fact, we know that Avalon Hill is the only game company that does answer each and every bit of nut mail. I think it's one of the reasons we have maintained that image of commederaderie we now enjoy. Further, I'll say that it is the chief reason we are in business today.

**US:** I don't fully understand how this service, which apparently costs so much to maintain, is so

important. Why couldn't you at least answer only that mail which comes in with stamped, self-addressed envelopes?

**THEM:** Let me put it to you this way. That sham of yours loses money on the face of it, right? But we keep publishing it because it is the one organ that helps tie the whole gaming-syndrome together. Look at all the wargame conventions cropping up — when two years ago none existed; in fact, there weren't even very many wargame clubs then. So by fostering this syndrome, more people get interested in wargaming which produces more game sales . . . which will eventually produce more subscriptions to *The General* . . . one feeds the other. So it is with the nut mail. Regardless of how much it costs to maintain, we know it contributes toward the expansion of the wargame industry.

**US:** Of course we are aware that this service you provide is important; we just feel that you are doing yourself more harm than good by getting so far behind in answering it.

**THEM:** There you've got us dead to rights. But rest assured, we are working diligently toward alleviating this problem. We'll need the cooperation of the subscribers, though. If they would include a return envelope, they'll get their answers much sooner. Secondly, if they'll break down their multiple requests it will help us process their entire order that much more quickly and efficiently.

With nothing further to add, or subtract, we retired to our editorial offices satisfied that Avalon Hill is both aware of these shortcomings and actively doing something about it. We will continue to police their efforts, however, and welcome additional correspondence from subscribers if such service fails to improve.

We'll just take our business elsewhere, that's what . . .

## Crack the German Supply Line

by John Rowland

*When you cross a lion with a talking Myna bird, you might not know what you get — but you better listen.*

*When John Rowland — weight-lifting, football and baseball playing member of Central High in Chicago's Varsity Lettermen's Club — showed up with his article, we figured we better print it.*

Most American players of Bulge will tell you that once the German's cross the Ourthe River the game is lost unless you can crack the German supply lines.

The German timetable calls for him to breach the Ourthe between 21 A.M. and no later than 23 A.M. If he crosses by 21 A.M. the German has 19 long moves to get to the Meuse.

Contrary to the opinion of most, the terrain from the Ourthe to the Meuse isn't all that good for the Panzers. The terrain is full of forests and rivers that must be breached.

If the Americans can stall for one move, building fortifications and getting into several key positions

the German advance will slow to a crawl for about seven moves. Those moves won't run the time out but it will give you a chance to attack the German flank and get to his supplies. That is the key to victory.

The several key spots on the board are as follows; ("f" stands for a fortification to be built on that spot).

Neufchateau	R-35	P-29 f
U-42 f	Rochefort	N-40
Libramont	O-34 f	N-41
R-41 f	N-34 f	V-18 f
St. Hubert	Marche	I-21 f
S-35	P-28 f	

Due to the amount of rough terrain East of Anwaille there shouldn't be too many units that far north. So 2 or 3 units with forts should be sufficient to hold the Germans. In the South, the units in U-42 and V-42 should detain the Germans, send more (1 or 2) units there if you have them tho! The units at Libramont and R-41 should be safe from encirclement because of the forests. Those units cut the Libramont-Rochefort via the Lesse River.

Now comes the crucial point, the center. Your 2 mountain squares are most valuable because they cut the St. Hubert-Dinant Road. The units at Rochefort and P-34 and O-34 are protected by a river and forests. The unit you put in Marche will probably be encircled so don't put a 7-4 or 8-4 there, save it for P-28 or 29.

The units at N-41 and 40 are there for reinforcements and to cut the Rochefort-Sedan road in case the Germans capture the junction at Q-35.

Due to the fact that by now the German will be low on infantry (due to soak offs and protecting the flanks) the forest squares are great for protecting a flank.

With the large reinforcements after 22 A.M., air power, slower German movement and forests, you should get a crack at the German supplies. That 1 key move could snatch victory from the jaws of defeat. The best strategy tho is not to let the German get to the Ourth. Even a good American player could fall prey to a successful German advance. I hope you don't have to use this defense.

Comments?  
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## Club of the Month

Another in a series of showcase articles giving recognition to stalwarts among wargame organizations, this one on Pennsylvania's Organized Wargamers proves that it's possible to promote wargaming without succumbing to the manifestations of the power and prestige syndrome so prevalent in wargaming today.

P.O.W. (Pennsylvania's Organized Wargamers) has been around for a long time in terms of A.H. clubs. The organization originated in the spring of 1964 for the sole purpose of conducting neutral national pbm tournaments. At that time it was a part of Spectre and operating only as a tournament organization. However, long before the demise of SPECTRE, P.O.W. decided that its interests could best be served through a neutral, separate organization with no affiliation to any other warring clubs. Therefore P.O.W. broke from SPECTRE a full year before that organization's collapse. The 1st P.O.W. tournament, in actuality, started under the SPECTRE name but the winners were announced a year later as winners of the P.O.W. tournament. Since then there have been absolutely no club affiliations involved in the P.O.W. tournaments, guaranteeing absolute honesty and fairness to all.

P.O.W. is composed of an anonymous group of wargamers who have banded together loosely to form a group that gives services, not requires

them. In fact, wargaming's only self-sacrificing group. In the beginning tournament expenses were paid out of the pockets of the various members. Since then however, with the national recognition of P.O.W. as the national tournament organization, tournaments have been able to pay for themselves more or less. The tournaments are now financed through the payment of entry fees and the donations of various sponsors. Of late, the availability of sponsors has enabled P.O.W. to provide staggering prize lists. Any wargaming concern may become a sponsor of a P.O.W. tournament by contacting the organization and stating its desire to donate a prize. In return the sponsor receives recognition for his generosity and quite a bit of publicity.

P.O.W.'s first tournament was a singles affair won by Mark St. Peter of Detroit, Michigan. This was followed by a doubles tournament won by the Bakulski brothers of Connecticut. P.O.W.'s 3rd tournament took place at the same time in the form of an invitation — only club tournament. This has been the only tournament not open to the public and was won by Ted Harpham and his 4th Reich organization. P.O.W.'s 4th Annual PBM tournament was won by co-winners Mark Rudolph and Richard Rubin. P.O.W.'s 5th Annual tournament is currently under way using a three divisional form in which there will be three winners. P.O.W. No. 6 which will begin this

coming July has been under preparation for the past 6 months. It will be a doubles tournament.

Throughout its history, P.O.W. has been led by an elected chairman who serves a three year term. This chairman, now serving his second term, is Donald Greenwood. His Box 280, RD No. 2, Sayre, Penna. 18840 address is the focal point for all P.O.W. mail.

In addition to its tournaments P.O.W. has initiated a wargaming magazine called *Panzerfaust* now in its third year. This 26 page monthly deals with all facets of wargaming and is available to anyone for \$3 per yr. A newer product of P.O.W., is its own wargamer *Company Commanders* which sells for \$2. All of this is just a part of P.O.W.'s many activities to promote wargaming.

Recently P.O.W. has incorporated the Bakersfield Tournament Organization into P.O.W. The Bakersfield Organization has conducted three tournaments in its history, all under the direction of Dan Evans of Bakersfield, Calif. The Bakersfield organization will now handle strictly Diplomacy tournaments under the name of the P.O.W., and all such tournaments will be officially recognized P.O.W. tournaments. A Diplomacy tournament is scheduled for late '69 or early '70 and will be announced at that time as P.O.W. No. 7.

In summary, P.O.W. believes that the main thing lacking in wargaming today is an ultimate goal. We believe that we provide this goal in the form of our national tournaments which name a new champion every year. Not only do the winners (prize lists include some 20 odd places) receive valuable wargame merchandise and trophies but they are publicized as the national champions in every wargame magazine in the country.

## Husbands and Wives

by James M. & Roslyn Crawford

Of all the opponents I have encountered in my wargaming experiences, the most fascinating has to be my wife, a surprisingly worthy opponent considering she had never played any wargames prior to our marriage six months ago. The philosophically pacifist English literature major now engages me in battles of *1914*, *Tactics II*, *Jutland*, *Bismarck*, *Midway* and *U-Boat*. Since wargaming is becoming quite a hobby with us, we want to pass on certain advantages and special problems that those thinking of husband-wife wargaming should consider.

To me, a very avid wargamer, one major advantage is the constant availability of a good opponent. Wargamers are sometimes hard to come by so living with one is a definite convenience. Another advantage is the ability to continue a game or leave it set up as long as necessary. This is oftentimes impossible when playing opponents not as proximate as a wife happens to be. An additional advantage is that husband-wife wargaming provides a good common interest and hobby and interesting diversion for a couple's free time. Thus, it actually adds a new dimension to one's marriage.

There are, however, certain special problems involved in husband-wife wargaming that must also be considered. The most obvious is the threat of

escalation — from counters on the battle board to pots and pans in the kitchen. In our case, this usually is only a threat when my wife is first learning a game and feels constantly abused and taken undue advantage of when I have to call her attention to a rule she forgot that ruins her entire line of action. If this problem becomes extensive, I suggest giving up wargaming with your spouse.

The most shocking problem is the embarrassment of literally humiliating your opponent to tears. This first arose in a close game of *Midway* in which my wife — heading the Japanese fleet — had executed a very carefully planned and nearly flawless strategy against the Americans. When she caught my fleet, her main objective was to sink one certain carrier holding the majority of my planes, readyed and waiting. Due to an unlucky roll, she failed in her objective and imagine my shock and embarrassment to see the heretofore logical, calculating head of the Japanese fleet turn suddenly feminine and nearly sink my carrier in tears! The best way to cope with this is a word of assurance or, in extreme cases, an offer to dry the dishes before launching your next attack.

Your wife will discover new facets of games previously unconsidered. Once while playing *Jutland*, my wife got part of her fleet caught alone at

such odds that left only one reasonable course of action — retreat. She stayed and took heavy losses instead. When I questioned her on this after the game, she replied, "To retreat would have meant sailing under the couch and I didn't want to."

There is also the problem at the end of the game — when the husband wins or when the wife does. My wife's major complaint is that I cannot merely be content to win. I must give her a dissertation on why I won and show her the error of her ways for the rest of the day and part of the night. For me, this is as much fun as the game. For my wife, however, it is an irritating experience.

When my wife wins, there is no denying it — the male ego suffers. There is an urge to strike back but she won't consent to an immediate rematch. (If your wife is an English lit major, you can retaliate by beating her at a tournament game of *Shakespeare* but this is risky and not totally satisfying.)

Although the problems of husband-wife wargaming are varied and often unpredictable, the rewards definitely outweigh these disadvantages. My wife and I while away many interesting hours together at the battle board. To those of you interested in the ultimate challenge and risk in wargaming — the possibility of your wife humiliating you in your own field — and if your wife has what it takes, I heartily recommend indulging in the sport of husband-wife wargaming.

James M. and Roslyn Crawford  
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# Realism, Playability - Take Your Pick

by Jared Johnson

*Long-time subscribers are familiar with Jared Johnson's articles, he being a subscriber-favorite. He's about ready to graduate from Oglethorpe College (Atlanta) with plans for graduate study in "either Psychology or Philosophy." He is currently the center of controversy in the realism vs historical accuracy battle currently waging between wargame fanatics. A 21 year old general gamer, Johnson approaches games from the philosophical standpoint of symbolic logic... quite a departure from the typical wargame fanatic.*

This article was written in response to the AH Philosophy - Part II ("Realism Vs. Abstraction") and the historical accuracy "craze" which seems to have possessed Avalon Hill and a minority (in my opinion) of AH wargamers. The whole matter seems to be getting out of hand. AH games are not meant to be table-top wargames. (Jutland begins to edge over into this category, despite the fact that you have to play it on the floor.) It becomes even more apparent when I hear talk of sacrificing playability in favor of historical accuracy. The latter is obviously useless without the former. These are games, and are not meant to be historical textbooks in disguise. (Battle "simulations" AH calls them.)

I believe that these historical accuracy advocates

After reading Dr. Pournelle's article in Vol. 5, No. 5 of *The General*, I tried applying the moral factor to *Midway*, the game I always experiment with. In a game such as *Midway* one side, the Japanese, holds a strong advantage; and when a game such as this is produced, accurate forces transform the unequal weights into unequal, although sometimes close and interesting games.

Why then, did the Americans win the encounter? Because *Midway* exhibited the human factor, among other things, that so often interferes with the logic in a battle situation!

Through some extensive examination I have come to the conclusion that five factors must be recreated for an historical simulation game of *Midway*. They are: (1) Faults and the lack of communication, (2) Japanese Arrogance and confidence, (3) American intelligence, (4) Faulty Intelligence, and (5) Japanese Lack of Technology. COMMUNICATION

The Japanese player must draw out the exact routes for all his ships before the game begins on a piece of graph paper. He must move according to this plan throughout the game unless an American Carrier is found. If this happens, all forces are free to maneuver. If American Cruisers alone are found, forces may be diverted to attack, but they must accomplish their assignments on time, or lose 1 point to the Americans for each turn 1 fleet is overdue.

are in the minority. The only reason there seems to be so many of them is that they make a bigger noise. One check on the trend toward historical accuracy is the fact that Avalon Hill's games must appeal to more people than a minority of General subscribers.

Many wargamers have been doing research to revise AH games to their own liking and preferred degree of realism and historical accuracy. I see one disadvantage to the end result of this research in modifying AH games. It is analogous to the old saying that you can't see the forest for the trees. One should not equate a multitude of complex rules with complex strategy. It seems that one could get so bogged down in a sea of minute details added for the sake of historical accuracy that he would completely lose sight of the real essence and strategy of the game. Many of these games made more complex than the original version seem to be just a mass of details. One would be spending all his time and energy looking through the rules to see what moves how far, what such and such a piece is worth, and how such and such a battle should be fought. And, while fiddling around with these details, the over-all strategic elements of the game would be lost. A game should be won because a person is more skillful in the application of strategy, not simply because he is more familiar with a multitude of rules.

I make a distinction between skill and strategy.

## Five Fickle Factors

by Doug Hallet

### ARROGANCE

On the premeditated battle plan the following fleets must be maintained and not combined with the basic component ships of any other of the mentioned fleets.

- Atago, Chokai, Zuiho, Yura
- Akagi, Kaga, Hiryu, Soryu, Nagara
- Yamato, 2 other battleships, Sendai

Other ships may be added to these taskforces, but may change at will. Ships may come on at any time before June 5, 0500, but not all on the same turn.

### AMERICAN INTELLIGENCE

The Japanese must tell the American how many fleets he will ultimately have, and the number and types in two of them.

Skill (tactics) is the more mechanical element of a game. Skill includes making specific decisions, manipulating, and remembering. Strategy is the more abstract element of a game. The addition of numerous rules can reduce a game to a mechanical level, rather than elevating it to a higher strategic level.

Chess is a good contrast. Although I prefer most AH games to Chess, it serves as a good example. Here is a game where the rules are few and simple. One can learn the rules in a few minutes and remember them without referring back to the rule booklet. From then on, one can devote his entire energy to strategy without having to make a conscious effort to remember how many squares such and such a man moves, and how this attack is fought, etc.

I can see where designing such a complex game would be fun for a history fanatic, but cannot see where playing such a game would be much fun for most wargamers who aren't that interested in history. I prefer AH games such as Afrika Korps, Stalingrad, and Bulge, despite what inaccuracies they may contain. Besides, how many wargamers, as soon as they get a new game, run out to the nearest Library of Congress and start looking up information on Orders of Battle, etc., to see if they can find some minor inaccuracy in the game?

There are two ways AH can please both historical accuracy nuts and all other players: (1) Have rules, as in the past, for basic, optional, and tournament versions. (2) Construct the game equipment so that historical accuracy advocates will easily be able to use the pieces when they revise the game to their own specifications.

The main point I want to make is that playability should not be sacrificed for historical accuracy. Playability comes first. And, there is certainly nothing wrong with revising a game so as to give each side an equal chance with equal players, despite what it does to historical accuracy.

Admittedly, I have exaggerated a number of statements in this article, but I hope I have made my point. Anyway, I would like to see AH's genius channeled in some new directions.

Jared Johnson  
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### FAULTY SEARCHING

On the event a player finds his opponent's fleet in air-search, his opponent may report his fleet composition incorrectly. Looking at his hit record sheet, he may add or subtract 3 Victory Points from any ship, or add them separately, and then report that ship as another ship whose value equals that of the latter ship plus its 3 extra points. Thus, a fleet composed only of Haruna could appear as 1 battleship, 1 battleship and 1 cruiser, 1 cruiser, or 1 carrier. To make this interesting one could add ships of another fleet that was nearby, that is somewhere in the Pacific, but didn't appear in the actual battle (there were such fleets on both sides).

### LACK OF TECHNOLOGY

Because of American radar, if the Japanese attacks any U.S. target, the American may launch any redied planes *after* exchanging operation sheets. He may not, however, send them to attack any target more than 2 squares away.

Using these rules, which are even better in conjunction with the Submarine, Destroyer, and PBV Catalina rules set forth in previous issues, should give both players an interesting if not historically accurate game.

Douglas J. Hallet  
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# The German Offense

## Part 2

*Part II, by David Kimberly, gets down to the nitty-gritty of the battle plan which makes the offense he outlined in the last issue really go. It must work since, as readers of his first article know, he is on the honor role at the Hopkins Country School in New Haven, Connecticut.*

In the first half of this two-part series I outlined some opening German positions in Battle of the Bulge. I would make only one small revision, and that would be to place 352/703 at SS29 instead of SS28.

This half of the series will explain and define the general strategic situation, and I will also give an interpretation of how I myself usually try to conduct the offense.

When a beginner first starts playing Bulge, the first thing he should do is analyze the general strategic and tactical situation. One of the most outstanding things that makes itself evident if not upon observation then in the first few games is the tremendous importance of the eastern half of the board. The eastern part of the board contains 60% of the total cities, 50% of the forests, 51% of the rivers, 56% of the roads, and 94% of the mountains. Once you drive the Americans from this area, the US commander has nothing to fall back on except extended river lines and poor defensive terrain. It would not be too far from the truth to say that what happens in the east will determine the chances of victory for the Germans. I will deal primarily, then, with this half of the board and how it might be approached.

From the German's point of view, there are four initial pathways west. The first is the Martelange road, which from a tactical and strategic perspective is just about the best on the board to advance on. The second is the "middle front," which consists of the Wiltz-Bastogne road, the Clervaux-Bastogne and St. Vith-Bastogne roads, and the St. Vith-Houffalize road. This front too is very important, if for the only reason that it represents the shortest distance between the Our River and Bastogne. The third area is the Vielsalm sector. Even though limited in space, it offers good opportunities in outflanking such key cities as

Houffalize and Malmedy. And finally, there is the Spa front, which is characterized by many mountains and cities. The Spa front can be a sticky one to clear out, but a clever German commander can exploit this fact to his own advantage.

Before I explain the workings of this particular offense, it might be wise to establish a few general thoughts that are universal to all German plans. Basically there seem to be three elements to this that can be put under the following headings: losses, placement of armor, and fluency of your line.

As for the first, it merely refers to the fact that whenever possible the Germans should be able to absorb casualties with infantry units. Of course, if the German suffers too many losses before 21AM he will be hard pressed anyway. But the armor is too precious to be allowed to be eliminated in exchanges, and this fact should always be kept in mind, especially when the American's defense factor is doubled.

Bulge is a haven for the fanatical tactician, and this is most prominent in the placement of the German armor. In many of my games the placement of armor in specific battles played an incredibly important role, for its ability to withdraw from engaged battles gives it unlimited potentials. You can engage units on one turn to keep them there, and the next you can bring up other units to continue the fighting while you either surround the units with your well-placed armor, or capture secondary defense positions such as road junctions, cities, and rivers. The mere fact that the American knows that your armor can do that forces him to prepare for any stunts that you might pull, which means he has to place units to compensate for the potential danger, which means that you are controlling his actions, and not he yours.

This leads us to the last key element. If there is one golden rule it is this: maintain the fluidity of your own line, and destroy his. This means that you must control the American line with your attacks. You must always know where you want the American to be, and you must know how to get him to that point — and away from another. If instead the American controls you, you have a slim

chance of winning the game.

Getting back to this offense itself, there are several vital elements which must be followed. The first, of tactical nature, is an attempted penetration of the US line around 0018. With perfect combat results in 16AM, the American will have one unit to cover the area between rows 13 and 22, which is impossible. If 0018 is at all open, send armor through there to disrupt the security of the American line.

Another factor is the premise that the capture of Bastogne is vital to the German cause. Bastogne is a major road junction, and it is necessary for defensive and supply reasons. Keeping this in mind, this offense is designed for *major pushes* up the Martelange and Houffalize roads. Terrain is on your side, you achieve a double pincer on Bastogne, if you do not attack the mountains west of Clervaux you create a small salient for the American to sweat over, and you not only have limitless opportunities for outflanking the more northern fronts, but you can also set up a satisfactory southern defense.

I cannot stress too heavily the importance of the southern road offense. The capture of Martelange is easy, so as a result the US must put sufficient men on that front, and that means away from the middle. A mini-drive toward Y39 will give the American commander severe headaches about his non-existent flank. If there is one element to the game that should be declared standard stuff, it is the drive toward Martelange.

Once you achieve row AA or so, start cutting north along the Houffalize-Manhay-Aywaille road. The Elsenborn armor should have been totally withdrawn from the mountains at about 18AM or PM, with the remaining infantry continuing the attacks. This means the US must maintain units in the Spa sector to keep the city, and a cut northward in combination with heavy pressure on the Vielsalm road should send the US reeling. With luck, you can cut off the units in the Spa area, eliminate them, and set up defensive positions against US reinforcements. The Ourthe river can now be crossed near Werbomon, and then the Meuse near Huy.

This is a very general battle plan, and few are the games when it goes by the predicted pattern. It demands skillful manipulation of not only the American line but also your armor forces as well. But usually if you can conduct this offense wisely in the first six days of action, you should have no difficulty in achieving ultimate victory for the Germans.

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## Fun With "Tech-talk"

by Gary Gyag

Do you ever get tired of your erudite opponents burying you with their technical analyses of your gaming? Here is the answer! The next time you are corresponding with one of these chaps pick any three-digit number, consult the chart below, and insert the result into *your* critique of

the game, defense, battle or whatever. For example, 502 gives you STATIC SUPPORT PROBES: Didn't Rommel use them against General Alexander in North Africa? . . . See if your victim will admit he doesn't know what the devil you are talking about — only make certain he hasn't read this article too!

1. Tactical	1. Demoralization	1. Reconnaissance
2. Parallel	2. Command	2. Probe
3. Strategic	3. Attrition	3. Logistics
4. Offensive	4. Interdiction	4. Axes
5. Static	5. Organizational	5. Mobility
6. Reserve	6. Security	6. Communications
7. Synchronized	7. Material	7. Terrain
8. Defensive	8. Brigaded	8. Envelopments
9. Retaliatory	9. Monitored	9. Diversion
0. Divisional	0. Support	0. Concentration

### ALTERNATES:

Retrograde	Vectored	Ordinance
Armored	Reinforced	Penetration
Dual	Infiltrated	Dispersion
Total	Concentric	Objectives

# The Road to Alexandria

by Daniel Lee

*Among our youngest of contributors is Daniel Lee, age 16. But Daniel is a Canadian which, naturally, allows him to take a more objectively erudite approach to American wargames. He is managing editor of the Loyola High News, president of his school's debating team, and "plays" with the IBM 1620 in his spare time. He cites Mellinthin's "Panzer Battles - 1939-45," Guderian's "Panzer Leader," and Ballantyne's new WWII series as his main sources of knowledge.*

What does the Western Desert battlefield look

like after a game of Afrika Korps? The perimeter of Tobrukh is littered with blackened hulls of Panzer Mark III's and IV's; Alam Halfa is surrounded by Mark III Specials, still smoldering. This scene would make any true "panzer leader" shudder. The old strategies in Afrika Korps have been used too often. They are impotent. This new strategy, I hope, will be more effective within the recognized set of rules for this game.

The key to this strategy will be the preservation of the Afrika Korps. Without Rommel's tanks, the German commander has no hope of winning. This

is not new advice, but many players do not practice what they preach. Another important aspect of this strategy is the attempt to capture Alexandria before Tobrukh falls, sometime before November, 1941. The Allied Home Base is worth 2 replacement factors to the Allies, whereas Tobrukh is only worth 1. The capture of the Allied Home Base creates an identical replacement capacity for each side, 1 factor each. The capture of Tobrukh by the German before Alexandria falls also creates an identical replacement capacity for each side, 2 factors each. However, it is to the German's advantage to take the British Home Base first because the Allies will not be able to build their army up as fast as they could if they still held their home base. Since the German does not expect to suffer many casualties, this decreased replacement capacity will not hurt him that much. Furthermore, the siege of Tobrukh is costly and it is better to avoid attacking the fortress until Alexandria has fallen.

The first phase of the German advance is getting to Tobrukh. This should be done with the greatest conservation of men and supply units possible. Attack only at high odds, 5 to 1 if possible, surround Allied units if possible like at Benghazi, and outflank the Allies on their exposed desert flank. Do not let any weak Allied units slip into your rear areas in the desert, either. Marauders like these can be a very effective Allied weapon. Also, do not waste an Italian unit garrisoning Benghazi.

The second phase of the advance is the siege of Tobrukh and the "raid" into Egypt. Leave two or three Italian 2-3-4's guarding Tobrukh. Then, with the rest of the force, capture the vital positions at the Halfaya Pass. Again, and throughout the campaign, conserve your supply units, attack at only high odds, outflank the enemy, and do not let any of his units slip into your rear areas. I would mention here that this strategy applies only if the Allies hold Tobrukh with their strong armoured brigades. If they do not, try to capture the fortress. However, most Allied commanders will defend Tobrukh with their strongest units. If so, only weak units will be guarding Alexandria. The German advance depends on supplies, however, and between July and November the German will have a hard time getting them. If he does have a sound supply line, he should take Alexandria, if possible. However, this should not be an all-or-nothing effort. If Alexandria does fall, return to Tobrukh and try to capture it. Be careful not to lose any of your 7-7-10's in exchanges. However, due to the bad supply conditions, the German will usually not be able to take Alexandria. In this event, he should form a line at Mersa Matruh.

The third phase is either the capture of Tobrukh or Alexandria. With his November reinforcements, the German will have to decide which he should capture first. The capture of Alexandria first has its good points, as I have already pointed out. Whatever his choice, one of them must fall before March, 1942. I realize that this is easier said than done. However, it must be done. To make the game more interesting, and to confuse your opponents, alternate your objectives each time you play Afrika Korps. Even if you lose with this strategy, which will probably happen many times, you can usually walk away knowing that it was the Supply Table that beat you, that you tried your best, and that the glorious Afrika Korps is still intact to fight in Tunisia, and maybe this time the attack at the Kasserine Pass will be a success. After all, one of the greatest tank commanders of all times didn't win this campaign either.

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## Brains vs Brawn

or  
EXCEDRIN HEADACHE No. I-I-6  
by TM1 William B. Searight

Battling across the Lybian and Egyptian sands, Rommels Afrika Korps may lose a few weak units, but the British dead litter the sands from Bengasi to Matruh.

You'll notice that by Aug. 4 there are quite a few dead British units lying on the boards edge testifying to this fact.

Early in the conflict, German effective fire power superiority is about 1.5 to 1 in April. In May it jumps to 2.25, then tapers off to 2.0 in June. This is because of Tobrukh being besieged by 3 Italian units. July is 1.25 and 1.1 in Aug. with only .8 in Nov. 41. On paper it would seem the German advantage diminishes with rapidity after June, but in actuality you'll notice that the converse is more often true. Why? The reason is obvious.

In the game, as during the actual campaign, Rommels fast moving units manage to cut up the British forces in a piece meal fashion. Reinforcements arriving are greeted in the same manner. This is accomplished by having short supply lines with more chance for supplies.

The basic objective for the British is to delay the German advance as much as feasible while at the same time causing large German supply expenditures with as little loss as possible. You, as the British player, must rely on your brains.

British opening move is standard, but with below noted exceptions.

(1) 2-2-6 at Mechili moves to E-7 to hold the Italians.

(2) All 6 British units at Matruh and El Alamein go to sea.

(That extra I-I-6 is useful)

On British second turn, units will land in Tobrukh. Send one I-I-6 to C 10 and pull the 2-2-6 back to Timimi. Move your other units as necessary. Supply No. 2 moves from Tobrukh to H.B. for garrison duty. The longer you delay the Italians the better, since the 21st. Panzer Div. will not attack on its own.

Of course for each move the strategy changes, but here are a few useful situations you may have the opportunity to use.

**Situation:** German superiority assures him of an automatic victory at Timimi Pass (F-17) by a frontal attack.

**Problem:** How to slow the Axis with as little loss as possible.

**Solution:** One I-I-6 at F 18 and F 19. Unit at F 18 will be eliminated, but unit at F 19 cannot be attacked. (See Automatic Victory rules)

**Situation:** British are forced to retreat to Tobrukh on his May 2cd. turn.

**Problem:** How to prevent 9 German units from assaulting Tobrukh successfully before arrival of British June reinforcements.

**Solution:** Depending on the British strength in Tobrukh, leave one or two I-I-6's outside but adjacent. This leaves limited attacking area for the Germans to use.

**Situation:** Germans have sufficient striking power to mangle the British still more at Halfaya Pass.

**Problem:** How not to become more mangled.

**Solution:** Leave one 1-1-6 at K-35. Retreat British eastward to a defensive position that will be out of attacking range of any German supply unit.

If you don't worry about giving up territory, you cause the German to extend himself far beyond his supply lines. By this time his supply system becomes erratic with a 50% chance of supplies not arriving and with a long trip to the front. Also his force was reduced by the necessity of besieging Tobrukh.

Another point to remember is British units before Rommel is sometimes not as effective as having a few 1-1-6's behind his lines. For if they can disrupt his supply lines, the German threat is greatly diminished.

Yes, there's no denying that those little old 1-1-6's can give Rommel quite an Excedrin headache.

William B. Searight TM 1 (SS)  
U.S. Naval Torpedo Station  
Keyport, Wash. 98345

# Leige in a Week - Antwerp, Maybe Never

by Bob Frost and Bob Koos

Probably the youngest person ever to become hooked on Avalon Hill wargaming is Bob Frost. Now a 19-year old Math major at Illinois State, Bob has been one of us since, as he states, "Avalon Hill's inception" eleven years ago. A career in investments is his plan. Meanwhile, he wastes away "spare" time relaxing with "football, ice hockey, golf, wine, women, his guitar, and of course plodding thru his favorite game, 1914.

Past issues of the "General" have contained plans for the "Wacht am Rhein" offensive which have been witless, incompetent, and quite often illegal. These would be "final solutions" so often ignore the reality of the German situation. Thus, to execute said plans is often to embark the German Army on such a hopeless adventure that it will be of some wonder if the German player gets so much as a single unit across the Ourthe, much less the Meuse. However, believing that enlightenment is best accomplished by good example, I will present for your consideration an offensive which I feel will avoid most, though probably not all, of the disasters inherent in a "perfect plan."

The German Army when attacking through the Ardennes must of necessity be subject to certain restrictions enforced on him by the terrain. Because of these terrain difficulties the German advance to the Ourthe must be made north of Bastogne and south of the Ambleve. It is of paramount importance that the German gain quick possession of the Houffalize-Aywaille axis and maintain a firm grasp on this vital artery. From this position he can effectively threaten the Meuse north of Dinant. In the final stages of the advance he should block the area at the northern edge of the board between the Ourthe and the Meuse to prevent an American counter-attack along the line Huy-Werboman.

Now, for all you die-hard Hitler Jugend who think that the quickest way to Antwerp lies southwest through Bastogne, I recommend that you buy yourself a Rand McNally. Although Bastogne is vital to the American defense, it is by no means a necessary objective for the German. An offensive can proceed quite well without it. But if you're one of those poor, misguided souls who feels that he must point his tanks at Bastogne and shout "Kill!", then I would advise against this plan because your attack frontage would be too wide, always an invitation to disaster.

With these points in mind it becomes clear that the main German attacks must fall between Elsenborn and Clervaux.

## ORDER OF BATTLE

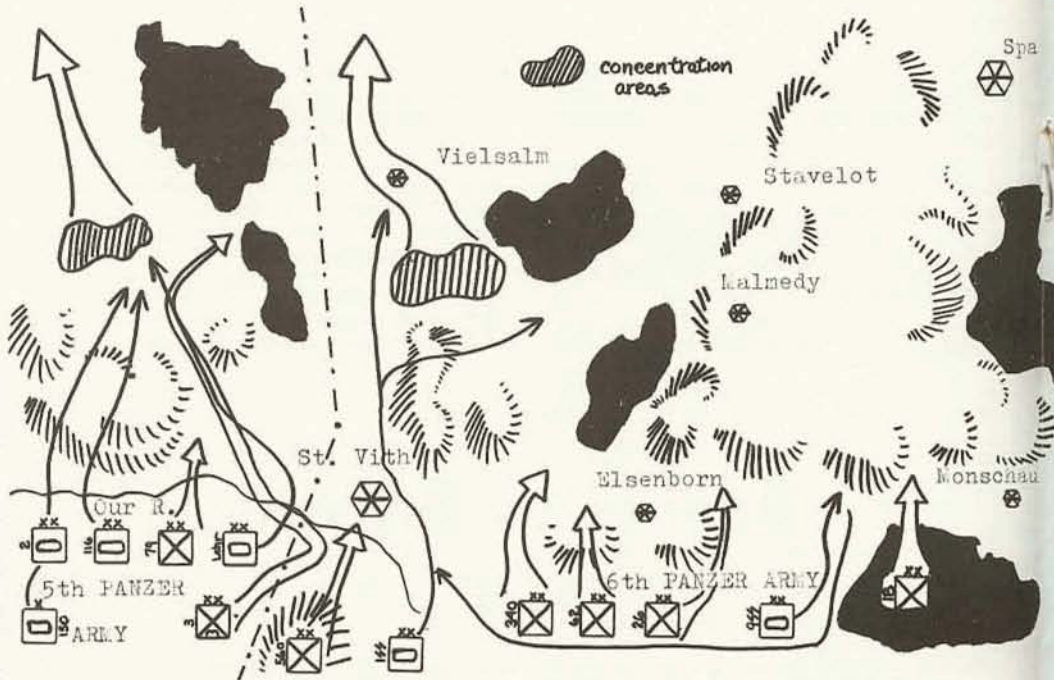
(positions after initial move)

### 6th Panzer Army

1SS	TT11
9SS	SS7
18VG	SS6
26VG	SS8
62/124	TT9
340 VG & 62/123	SS9
560/915	UU11
560/916	UU13

### Objective

Will carry brunt of attack. Advance in Manhay-



Werboman direction. All reserves allotted to this front.

5th Panzer Army	
Pz. Lehr	SS15
2 Pz./17	UU14
2 Pz./7,8 &	
150 Pz. B.	OO22
116 Pz./312,406	QQ17
116 Pz./310 &	
79 VG	PP19
3 Par.	TT15
12 VG	OO24
277 VG	OO25
326 VG	OO26

### Objective

Drive on Houffalize and threaten Bastogne. Advance in the direction of Marche. Will protect southern flank of 6th Panzer Army.

### 7th Army

5 Par./9	PP26
5 Par./8	PP27
5 Par./7	QQ27
167/334	SS28
352 VG	TT30
276 VG & 167/333	VV30

### Objective

To harass enemy before Bastogne. When enemy lines become thinned, units will infiltrate and establish good defensive positions. Must protect extreme southern flank of the offensive.

### BATTLES

23rd (1-2), 38th (7-1)
361st (1-2), 393rd &
395th (2-1)
422nd (6-1), 423rd (1-1)
109th (2-1), 110th (2-1)
8th (1-1), 12th (1-1)

The flank battles should necessarily be fought first.

## COMMENTARY

The key to victory lies with the German panzers' ability to gain freedom of movement. The rapidity by which the Houffalize-Manhay-Aywaille road network is over-run will determine whether the American will be able to form a semi-coherent line, or whether bad communications will plague his every effort.

The threat presented by the 5th Panzer Army drive should force the enemy's hand at Bastogne. He will have no choice but to cover its northern approaches, thus tying down sorely needed troops. When the American can safely spare forces from this area to bolster others, the 6th Panzer Army should be nearing the Meuse, if not already across. American abandonment of Bastogne makes your task easier.

I must make a point: 5th and 6th Panzer Armies should remain, at all times, on roughly parallel advance routes. In this manner they can support each other by flank and rear movements should either become stalled. Never allow their separate paths to become divergent. It allows the American to deal with them one at a time.

Your southern infantry assault is merely a feint, so do not permit it to burn up precious supplies in useless attacks. Their task is to keep moving, however slowly, in an attempt to encircle Bastogne and gain a cheap victory. But do not engage them when they can bypass American positions just as easily.

In summary: Strike hard and fast with your main objective being paralysis of the American's lateral communications. Keep the attack convergent, and maintain a threat to Bastogne, thereby removing pressure from your spearheads. The SS reinforcements should carry the field for the German.

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# Seven Steps to Waterloo

strategy and tactics on the defensive  
by John M. Strong

A Mdm/4C at Villanova University, Strong is on the NROTC rifle and pistol teams as member of "Whiskey Company." They probably don't shoot very well, but sure have a lot of fun afterwards. "Afterwards" to Strong means perfecting his own amateur wargame "Europe 1940." Welcome to the crowd, John. We hope you will welcome his article.

Somebody once said something to the effect that once you discover your problem you have it half solved. This is an important part of military planning for both the offense and defense. Almost always a combat force can improve its chances by proper preparation. By problems I don't mean obvious ones like the French have too many troops (don't laugh, it's a problem!) or the French win too often. I mean the problems like what is the best defense line and how can the French units best be destroyed. If these problems can be seen and solved before the fighting starts you will find your chances greatly improved. Finding the problem is the first and basic task a wargamer (or general) must face. I have made this point for the benefit of the beginner. Most of you seasoned wargamers already know it so let it serve to get you all bored for the climax (they do it in some novels so it can't be all bad).

The second task is finding a solution to the problems facing you. There are many solutions and most people have their own. However, there are a few basic ones that I feel are important and should be used whenever possible.

1. ESTABLISH A GOOD DEFENSE LINE BEFORE ENGAGING THE ENEMY. This means protecting the flanks of each unit as well as the entire front. Such action can prevent your troops from being cut off and mauled or isolated and defeated in detail or simply overwhelmed by weight of numbers. Sometimes it will be necessary to sacrifice units to delay your enemy so you have time to set up a line.

2. CONFUSE YOUR OPPONENT. Keep him guessing. He can't make plans to counter yours if he can't figure out what you are up to.

3. MAKE USE OF RAIDS. You can sometimes determine the aggressiveness and experience of your opponent by launching raids early in the battle. Also, raids are often a good means of confusing your opponent.

4. DON'T WASTE YOUR UNITS DEFENDING PART OF THE FRONT LINE YOUR OPPONENT CAN NOT HIT. It is better to keep them in reserve where they are available or to use them to reinforce a weak part of the front.

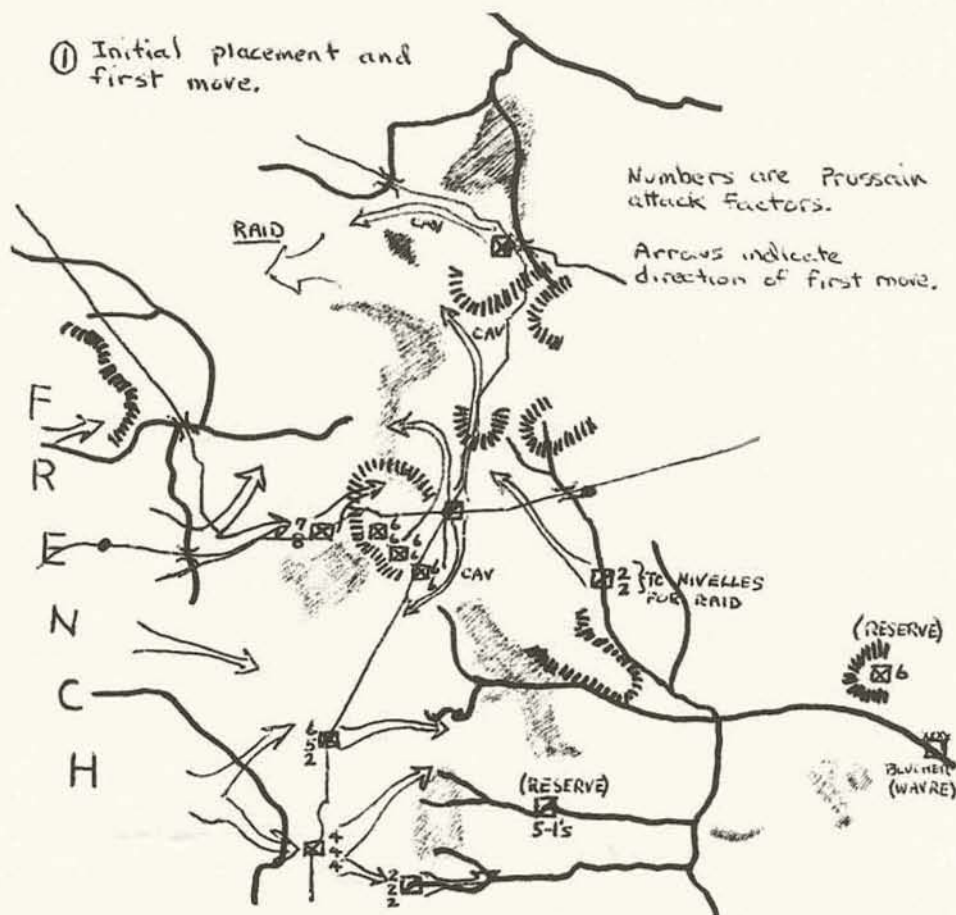
5. COUNTER ATTACK WHENEVER SAFELY POSSIBLE. It is the easiest way to destroy your opponents army. But, be careful not to expose yourself to a deadly enemy counter attack.

6. WATCH FOR A BREAKTHROUGH IN A WEAK PART OF YOUR LINE. Be sure you can seal it up if it breaks. Don't permit your opponent to make a small hole and send his whole army through it. I'll leave it to you to figure out why!

7. MAINTAIN A MOBILE RESERVE. Sometimes a lack of units, a short front, or interior lines, makes a reserve impossible or unnecessary. But, in other cases maintain a reserve to counter attack or close a break in your line. Place your reserves where they can cover the largest part of your line.

The third and most difficult task is the effective application of these solutions (principles is the popular term). I will show you how I usually apply them in Waterloo. Most of you may find the approach a bit radical — but effective.

Refer to the drawings. The first shows the initial set up I like to use although it can vary slightly if the need arises. Its greatest accomplishment is that it will most likely put your opponent into a state of shock (a good way to start). By the way your units are spread "all over the lot" he will think you either have a fantastic plan or you are a blundering idiot.

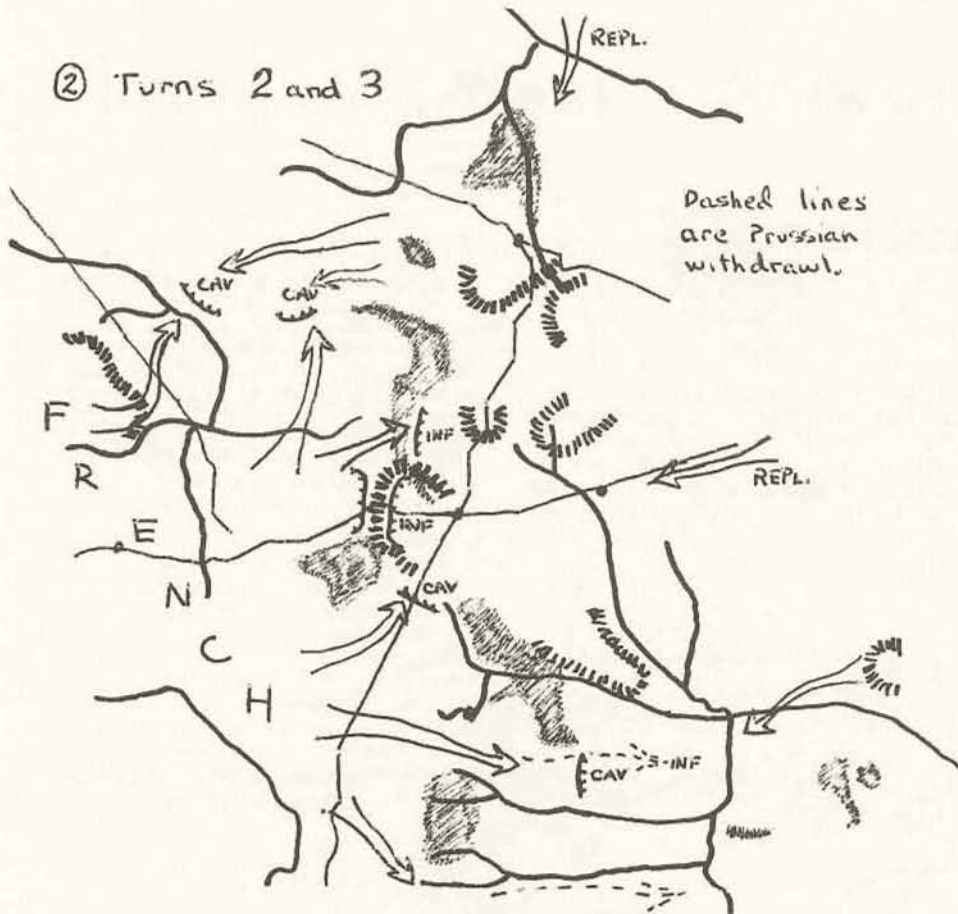


The two infantry divisions on the Gosselies to Quatre Bras road should keep the French cavalry from reaching the hill top in the first turn. In your first turn launch a raid toward Trazegnies with cavalry but do not attempt to engage French infantry! Use cavalry to block the southeast road into Quatre Bras to protect the east flank of this town. The purpose of moving your infantry as shown on the first two maps is NOT to form a front but simply to make the French think you

are forming one. The strong defense of the ridge around Quatre Bras will make a French attack there very risky.

In moves two and three move back keeping just out of reach of the French or so strong that an attack would be unsafe (Quatre Bras ridge). Use cavalry to slow the French if necessary. At the same time use your new troops to form a defense at Nivelles and Genappe.

② Turns 2 and 3



In turn four move your infantry back to form a rigid Nivelles-Genappe River defense line giving up Quatre Bras on the French 3PM turn. Your losses to this point should be very light (like a half dozen attack factors or less).

From here on things will depend on French strategy. If the French attack toward Tilly, use the Prussian reserve cavalry to delay the French advance until you can set up a Genappe River defense. If the French go all out here your line will break but you will have a large force available to defend the short LaLasne river. Again, delay the French with your cavalry. If the French continue this offensive they may be caught in a trap when the Prussian fourth corps arrives. If the French go all out west of Quatre Bras then send all your units from the Tilly area across the Dyle river toward Genappe and use them there.

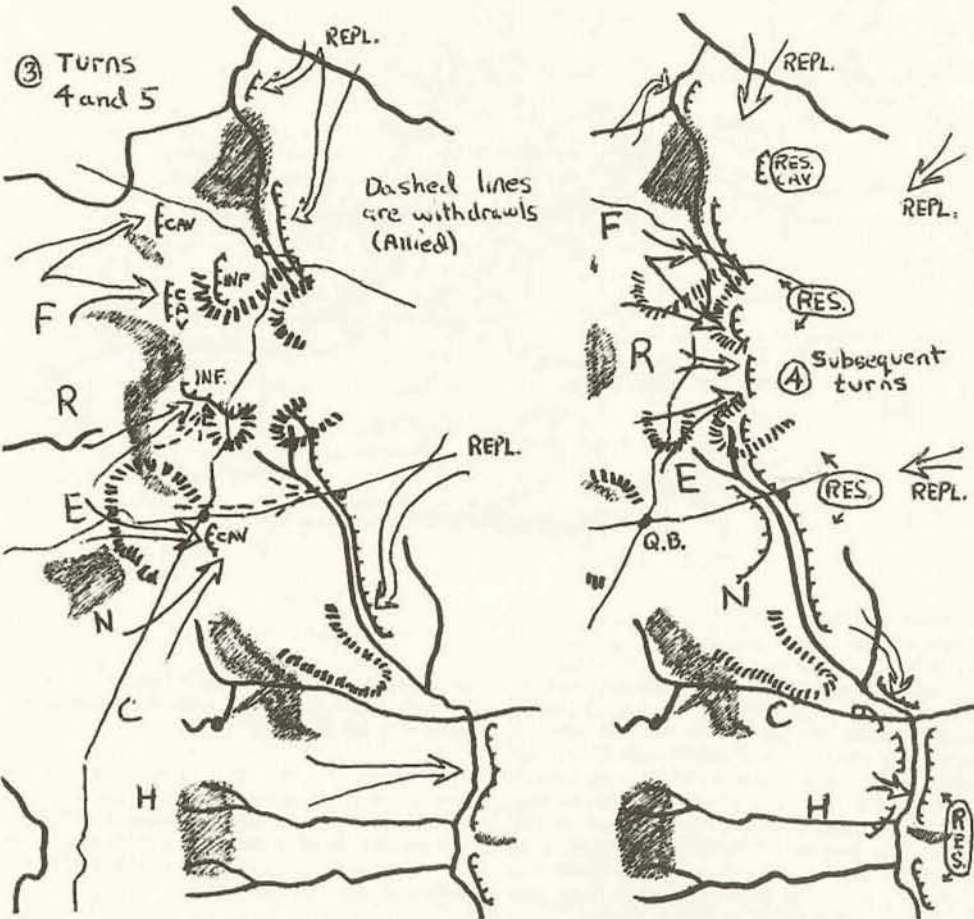
If the French go for Nivelles it will take so long that you should have the reinforcements to fight a running battle. A battle of attrition will be in your favor. And, if things get rough you can use cavalry to slow him so you can set up a defense around Braine La Leude. Finally, the reserve infantry division near Wavre can be sent east or west, wherever it is needed.

A good French player will probably distribute his force in such a way as to keep all fronts busy. His most effective attack will probably come in the area from Genappe to Nivelles because of the gap between the ridges and the lack of a natural secondary defense line. If the French attempted to cross the Genappe river it would be at great risk and it would probably be very costly.

Now that you see how you can approach Waterloo, try Afrika Korps and Bulge. I think I can guarantee that the results will be impressive.

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③ Turns 4 and 5



Book Nook

Keller, Allan

THUNDER AT HARPER'S FERRY.

Englewood Cliffs, N. J., Prentice-Hall, 1958.

Well illustrated account of John Brown's mad attempt to end slavery by a Negro uprising, armed and led by him and his friends. Written by newspaperman accustomed to dramatizing his material. "Factual errors creep in and the style may be termed 'journal-ese.' "

Okinawa, Victory in the Pacific, by Chas. Nichols, Jr. and Henry Shaw, Jr. Published by Chas. E. Tuttle Co., Rutland, Vermont & Tokyo, Japan, 1966. Library of Congress Catalog Card No. 66-11010. Official Marine history of the invasion of Okinawa; has over 40 large maps of the campaign. Appendices include complete Jap order of battle, and complete Marine casualties. 332 pages; hundreds of photos. Store price: \$7.50.

# Bismarck in the Side Pocket

by John Rancourt

*If you couldn't put John's advice of last issue to work (Chicken Bismarck), then as a last resort, try these 11 steps to ultimate victory. Only a yo-yo...*

Of course, we've all played Bismarck by now and know more or less how we do at it. For those of you who can't seem to swing a victory with the Bismarck I have developed a foolproof method to clinch Victory. I call this plan "Bismarck, in the side pocket" or "Ha, ha! Ya blew it".

1. During the first moves ask the British player continually if he wants to surrender. At the end of the game if you won say "we could have saved a lot of time if..." or if you lost, play deaf. This accentuation of the times you win should give him a feeling that you are actually superior to him in ability.

2. As you move about the board prior to the 25th drop into ports and when he finds you say, "just picking up some more 'shells as big as trees'" or "We're running low on champagne." A few of these jokes in succession should make the most hearty player violently ill, or at least cause him to lose his train of thought.

3. Note carefully your course and try to draw a swastika with the lines that you followed. Show him these after the game if you have won. They will make him feel that you are toying with him and this will make you even more superior in his eyes.

4. If you have an opponent who is adept at finding you with four or more battleships and cruisers at the same time, heavy strumming with the fingers at random intervals will alleviate the problem.

5. After the 25th, when you are within range of a port and decide not to go in, toss a coin. This will cause even the most stalwart Britisher to reconsider his placement of battleships.

6. At an advanced stage of the game if you are unwounded and have a few points say, "would you like the Tirpitz to make the sides even?" This often causes your frustrated opponent to leap over the table and strangle you or surrender in abject disgust. Either way you win, I think!

7. In case you are losing you might touch a hidden button which is connected to a horn (which is hooked into a bank of amplifiers), all of which is below his chair. After you get his head out of the plaster calmly inform him that he upset the game so it was a tie.

8. If you are really bad you can give him a pen containing invisible ink when he makes his move and fires at the Bismarck, and when you start to fire regain the pen on some pretext so that he can not use it. This trick alone has flooded the sanatoriums.

9. Generally, if the game is lost and you can't leave the room see if you can stall. Say things like, "Did you say B or D?" or "Are you sure that carrier is in range?". Enough of this and he will never return to play you again which means that you'll be left with people you can beat after you weed out these trouble-makers.

10. If you have no conscience whatever you can dip his pieces in honey or molasses just before the game. This will guarantee that he will move slowly giving you time to think, and that ships he piles will stay piled for the rest of the game.

Lucky 11. The last fine trick to end in a tie is to say, "that's it, now you've done it!" and exhale onto the red separator in your sigh of "relief". That'll flatten his pieces.

A steady diet of this will leave you with a group of patrons who you can beat at any time and who will love and respect you for your skills, like the Mafia!

Comments on this article and whatever other dirty tricks people know that I haven't even thought of, may be addressed to me at 316 Aroostook Hall, University of Maine, Orono, Maine 04473.

## All or Nothing?—Hardly

by Bill Quinn

Throughout the entire North African campaign the German army was plagued by insufficient supplies. This is portrayed in AFRIKA KORPS by having the German player roll for supplies. But how many times in the real campaign did all the supplies get through? Or how many times did no supplies at all arrive? NEVER. Some supplies always made their way through the Mediterranean gauntlet. Sometimes it was only a trickle, sometimes a lot, but it was never everything or nothing.

I have made the following supply table for use in my games of AFRIKA KORPS. It is very similar to the artillery supply table in the GUADALCANAL battle manual.

MONTHS	DIE ROLL					
	1	2	3	4	5	6
April-May '41	10	18	16	12	12	10
June-Sept. '41	8	16	12	12	10	8
Oct.-Nov. '41	6	12	10	10	8	6
Dec.-March '42	8	16	12	10	10	8
April-July '42	6	10	8	8	8	6
August-Oct. '42	4	10	8	6	6	4

The German player rolls at the beginning of each turn. He may bring them in as he would in the regular game. Supply units have a movement factor of 10 and may be broken up into supply columns of two or more factors.

The British player may bring up to 12 supply

factors per turn from April to June, 1941, 16 from July to November 1941, and 20 from December on.

One supply factor is used up for every attacking factor. No supply factors are used up when defending.

If twelve attack factors of combat units are surrounded, then twelve supply factors are needed to keep them un-isolated. If only ten supply factors are available then two attack factors of the surrounded units are removed.

Supply units cannot be "soaked off" against when in fortresses.

I have found out that this system makes AFRIKA KORPS more realistic while not taking away from its simplicity. It is also a good way to balance the game by simply adjusting the supply table.

### OPTIONAL RULES:

Two supply factors may be brought in each turn at Benghazi, Gazala, Salum or Matruh by the side that last controlled that particular port.

Use BLITZKREIG results table and make combat reduction pads for both sides.

Bill Quinn  
1107 Alleghany  
Arlington Heights, Illinois 60004

# Utilizing Economy of Force

by Ken Mills

*As his article points out, Mills is more interested in games from a tactical point of view rather than strategic. "Bulge offers so many tactical situations that it cannot become stereotyped." At age 33, Mills works as a research chemist and is currently working for a M.S. degree in that area. Meanwhile, he exercises his expertise on his wife and one daughter no doubt.*

One of the most frustrating combat results for the defending American in Bulge is a contact. Although not driven back by the attack, the American is usually obliged to retreat because he has insufficient force with which to counterattack. Often this will result in yielding valuable defensive positions which the American has gone to great trouble to prepare. I would like to present an interesting tactic which can be used by the American to counterattack from a contact using a minimum of force.

This tactic can be best illustrated by this example:

X-28 30/118 in a fortification  
 X-29 2 Pz/17, 2 Pz/7  
 Y-28 2 Pz/8, 150 Pz. Brigade  
 Y-27 Fuhr. Escort Brigade

The German units have just attacked the Americans at odds of 5-1 and had a die roll of 6 (contact). It is now up to the American to counterattack or retreat and lose his doubled defensive position. To counterattack at odds of 1-1 against all German units will require at least 40 American factors. However, I propose that three 1-3 attacks by the American has a good likelihood of leaving at least one American unit in the fortification at the end of combat. Placing the 1/16 and 1/18 regiments on the fortification to reinforce the 30/118 requires only 14 factors. The probability of having at least one American unit on the fortification after combat is  $3 \times (1/3) - 3 \times (1/9) + 1/27 = 0.70$ . In comparison the 1-1 attack by 40 American factors has only a probability of 0.67 of leaving a unit in the fortification after combat and requires placing units on undoubled squares. Using the PBM results table the probabilities are even more in favor of the three 1-3 attacks.

In summary, the Americans can often accomplish a great deal with an economy of force by using a number of attacks at what initially appear to be poor odds. The key to the use of this tactic is making at least two and preferably three attacks at these odds. Variations of this tactic can involve 1-2 attacks and various combinations of 1-2 and 1-3 attacks. For those who will point out that in the example given there is a 0.30 probability of failure, I suggest placing one unit on W-28 to back up the fortification and prevent a German advance if all of these attacks fail.

Ken Mills  
 824 Broad Avenue  
 Ridgefield, New Jersey 07657

## Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
Preu Benwachen 8314 Tommy Drive San Diego, California 92119	Oberstleutnant Lucas	4
The Army of Northern Virgin 7724 Harwood Place Springfield, Virginia	Tom Knauss	5
The Warmongers 13321 So. Isis Avenue Hawthorne, California 90250	Galen Workman	5
Oberkommand South 6764 Sunny Brea Dr. San Diego, California 92119	Cliff Wasserman	7
1 FW 4654 N. Spaulding Chicago, Illinois 60625	William Hoyer	
Hellfighters 13209 Nrandon Avenue Chicago, Illinois 60633	Ronald Anderson	5
The Fearsome Twosome R.R. 2 West Branch, Iowa 52358	Randolph J. Seger	2
The Galactic Patrol 210 North Newberry Avenue Newberry, Michigan 49868	Sam Ferris	4
The General Staff 616 Peachtree Grosse Point Woods, Michigan 48236	Stephen Arey	5
Afrika Korps 1605 Fairmount Drive Florissant, Missouri 63033	Jim Schoppman	7
Worldwide Wargaming Association 2 Barrett Road Hanover, New Hampshire	Charles Young	6
The Devil's Brigade Aloe Street Egg Harbor, New Jersey 08225	David Colongelo	8
Tatum Strategic Wargaming Club West Star Route Tatum, New Mexico 88267	Dirk Joner	
Special Air Service 32-25 88Street Jackson Hgts., New York 11369	David Isby	
Hitler's Henchmen 93 N. Franklin Delaware, Ohio	Bob Stephenson	2
North American Tactics Org. (N.A.T.O.) 2714 Cypress Street Norman, Oklahoma 73069	Doug Hallet	7
United Wargamers of America 3804 E. 35th Street Tulsa, Oklahoma	Bill Favorite (M.A.D.)	63
The 69th Marines Box 1307 Villanova University Villanova, Pennsylvania 19085	John M. Strong	4
Pacifist Inc. Box 662 GPO Hobart, Texas	A. G. Watkins	2

# Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name \_\_\_\_\_

Mailing Address \_\_\_\_\_

Name of Newsletter or Mag. (if any) \_\_\_\_\_

Total Membership \_\_\_\_\_

President's Signature \_\_\_\_\_

(Check One):

\_\_\_ This is a first time registration

\_\_\_ This is an address change registration.

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.

25¢

25¢

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**MAR-APRIL 1969**

## 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.30

It's time for you strategists to don the mentor's cap for the solution to this *Baseball Strategy* problem. While it is not necessary for you to be familiar with the game *Baseball Strategy*, this contest points out one of many managerial decisions players have to make in this game that can decide the outcome.

YOU are out on the field. You must make an instantaneous decision from among nine rational alternatives. The Situation: It is the 5th inning of a scoreless tie. Your team is at bat; there are two out and you have a slow runner on at first base; your No. 8 hitter is coming to the plate and is followed by your weak-hitting pitcher. On the mound for the opposition is their right-handed fast-baller.

You have just 10 seconds to make your

decision. Place the number "1" on the correct line of the "My Strategy" Plan to designate what you think is the best possible strategy. Take another 20 seconds and also state what your 2nd and 3rd choices would be.

### 10 Winners

This contest's judges will be made up of the managerial and coaching staff of the Avalon Hill Baseball team, winners two years in a row of the Baltimore Unlimited Amateur Baseball League. The ten contestants who come closest to matching their decisions will be named the winners.

All entrants must name what they feel are the three best articles in this issue. This selection has no bearing on the contest results but entries not bearing this information will be voided. Contest deadline is April 15, 1969

## My Strategy

- a)  Surprise the opposition by ordering a drag bunt.
- b)  Send the slow baserunner down on an attempted steal of 2nd.
- c)  Order the batter to swing away.
- d)  Flash the hit and run.
- e)  Pinch hit for No. 8 batter with a left-handed power-hitter.
- f)  Send in a fast pinch runner for man at first base; order batter to egg for a walk.
- g)  Pinch hit for No. 8 batter with a right-handed power-hitter.
- h)  Send in a fast pinch runner for man at first; flash hit and run.
- i)  Order batter to get hit by a pitch.

In the presence of my conscience I swear that I only took 30 seconds to make all my above strategic decisions.

Headlines of 3 Best Articles: \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

## Letters — Yes, We Get Letters

Gentlemen:

In the recent General, Jan-Feb. 1969, you had printed a letter from a Mark Spencer. The letter concerned a National Coalition League.

What was said in that letter concerning IFW was untrue. To set the facts straight, IFW had told Spencer that IFW was not joining his league. This was a major policy decision. Len Lakofka and Phil Fritchard, our Vice-President and Editor respectively had also told Mr. Spencer that IFW was not going to participate in his league.

William Hoyer  
President  
International Federation  
of Wargaming

Dear Sirs:

Taking into account the great success you have had with Gettysburg, might I suggest that you come out with a game on Bull Run, the Shenandoah Valley campaign, the Peninsula campaign, Shiloh, Vicksburg, the Wilderness, Chattanooga, or Antietam. Although your "Chancellorsville" game was not a complete success, I feel the time is ripe for another Civil War game.

About the realism level of "1914" how do I get the barbed wire out of my living room?

Henry S. Scharpenberg  
112 Brighton Way  
Merrick, New York

Dear Sirs:

I am a married twenty three year old graduate student in anthropology at the University of Oklahoma, and an avid fan of the war games put out by your company.

Of late, however, I have noticed an increasingly high level of complexity being introduced into your games. In the case of either Blitzkrieg or Jutland I feel that this process is justified, but I have some reservations concerning 1914. In my present position, as a student, I can seldom spend more than two consecutive evenings playing a single game, and since my favorite opponent joined the Zambian Army, I am generally forced to depend upon my wife who, being less dedicated to this form of recreation than I am, greatly prefers your less involved games. I therefore have yet to complete a single game of 1914, although I have begun at least six, and this leads me to make several observations and suggestions for any future games at this level which you might develop.

Land battles of the pre-gunpowder era - In this line, I had in mind as possibilities such well known battles as Crecy or Agincourt or perhaps even Marathon, Cannae, or Zama.

Naval battles of the sailing era - Along this line, you could introduce such battles as Trafalgar or the Nile, in which wind (determined by a throw of the die) would be a major factor. In later naval battles you might offer the Russo-Japanese battle of Fushima, and as a follow up to Midway, you might develop another "super" game, along Jutland lines, having to do with the battle of Leyte Gulf,....

Peter G. Hamon  
2028 Delaware Lane  
Norman, Oklahoma 73069

Dear Sir or whatever:

I bought something named the "Battle of the Bulge." (Get the duft of the letter now.) The game is one-sided and to compare it to a superb game as chess is utter mockery. The Germans have little chance and you also make the ridiculous comparison of the game to actual reality. The Germans have a chance of one in a million.

I have an excellent idea for a game that you could really appreciate. The name could be "FIGHTING TRUTH." The object would be to eliminate your opponent. One side would have 1000 American troops against, say one crippled German in a Wheel Chair.

As a history major, favorite area - WW II - how did you get General McAuliffe to endorse this mongoloid item?

The short history in the rear of the pamphlet is too dramatic. What were your source documents? Did you bother to get under the surface of the history of the battle? No - if it sounds good use it is your theory - correct?

Do I sound like a mad customer, TSK TSK. I play chess, RISK and so on but never have played such an idiot's game.

The directions are not precise and quite spread out. People, is there naught you can do right?

James Young  
812 Wallace Avenue  
Colof d'alene, Idaho 83814

Gentlemen:

As I am a naval wargame nut, I was very disappointed in no mention being made of them in your survey. I, myself, and the members of the club I belong to, feel that naval wargames are more realistic than the others. As Fletcher Pratt fanatics we each have formidable navies of from 200 to nearly 500 craft. We rather enjoyed Jutland and want to see more like it.

The combat results table in Blitzkrieg is the best, just as the survey stated. The step system as in 1914 seems to depart from the standard table. The normal table is one which does as it says, gives the result of battles. The Step system begins to give results of tactics not engineered by the players themselves. This I feel is not desired in a game in which we decide the tactics. Maybe this is a good idea on games of division of higher level. There lower level tactics could be taken up by the Combat Results Table.

I am in the process of making a matrix type battle computer. The ten by ten system I am using should prove a good setup. I wish that AH would come out with such a computer. It would really be quite more realistic than dice. Also, it would eliminate arguments that "You did not roll the die enough." My system, using various relays and flip-flop circuits, is costing me quite a sum. I know that AH could make a similar system at much less cost to us hapless wargamers stuck with using dice.

I am still wondering why Strategy & Tactics called the rules to Jutland so poor. We who played it really had no problem - even the beginners we taught caught on fast!

SP/5 Richard Raspenti  
HQ 7/15 Arty.  
APO San Francisco 96368

Gentlemen,

It may surprise you--and then again it may not--to know that out in the tropical rain forest of Eastern Nigeria a number of your games were avidly enjoyed by a group of missionaries. That is, until we rather hurriedly had to leave our counters deployed on the game boards at the time when the Nigerians and Biafrans deployed their units in the most realistic engagements of all: the real thing! (I'm still trying to decide whether we set a bad example in that we were gaming at war, or good example in that we were gaming at war.)

I hope you can find it in your corporate heart to forgive us for not including those game sets in our 44-pound evacuation luggage allowance. But we reasoned that they would be replaceable.

Alas--and that is the reason for this letter--we find that one of our favorites is not replaceable. "Air Empire" seems to have flown the coop. Or has it been hijacked to Havana? But I'm wondering if maybe there isn't a set or two left there, in your main control tower, which you could sell--for one of your typical high-altitude prices, as your prospectus might say.

In the interim, I'll be awaiting your reply by carrier pigeon.

(The Rev.) William Earl Boys  
39 Thirteenth Avenue  
Columbus, Ohio 43201

Sirs:

My term of office as the National President of the United Wargamers of America has now drawn to a close. After almost two years as a leader of a wargamer's club, I can say that wargaming has truly advanced. I know the "advantages" to a militant club as I was the Emperor of one, the Imperial Maximus Legions (IML). After nine months of wars and conflicts (February to November, 1967), my club changed its structure, objective, and name to the United Wargamers of America.

I am, however, very proud of the UWA. The club, like some others, is one that serves the membership. A year ago, when I was in my first elected term of office as the National President, the club was hardpressed to get anyone to enter our tournaments. Our first two tournaments were invitationals and a total of seven paid entrants were received; the cash prizes were accordingly small. Some success was attained. Voting in our elections was moderate as no election was uncontested (two candidates). The second success was in the SNCL where we became the League Champions plus a tournament victory over Aggressor Homeland for Mississippi. Our main trouble was that so many of the members were former members of the IML and were unaccustomed to anything but war. Two chapters resigned in the early months as they couldn't make the adjustment to peace.

From a "warmongers" club, we have become a friendly, democratic, and competitive club. A new department has been created for game designers.

Fortunately, my club is not alone in this endeavour as the International Federation of Wargaming is working to the same end--a club for wargamers who want something out of gaming besides orders and red tape. I salute IFW and all other clubs working to this goal.

Mark Albert Dumdei  
3200 Mc Gavock Pike  
Donelson, Tennessee

Dear Sir:

You have invited comments on the "survey of game elements results" which appeared in the Nov.-Dec. issue of "The General."

I think that most of these elements have their uses and should depend on the game. We don't want every game like 1914 as sometimes it is nice to relax with something less demanding and time consuming, but then at other times when we really want to challenge something, and get stuck into it, then 1914 is appreciated. I would be disappointed if all your future games were of the same complexity. Don't misunderstand me. I like 1914 and can handle it (and even more complications if req.) with ease, but I find for "playability" that Stalingrad is a better level. I would play Stalingrad 4 times as much as 1914 and twice as much as Bulge. Probably because it exerts less pressure and I play wargames to relax and for pleasure.

John Edwards  
483 Chapel Street  
Sch. Yarra 3141  
Vic. Australia

Dear Editor:

The way I look at it, one of the sacred cows of the AH Company is its hallowed philosophy, which extends all the way from game design to acceptance of articles for the General. Now, don't get me wrong, this is not all bad. There is one thing I admire in your company, and that is the courage to stick to your guns, in the face of ridicule and derisive laughter; and even more, your consistency, which has been pretty perfect up until recently.

Now, I don't want to sound like sour grapes or anything, but what AH did to me a few weeks ago really set me off. I wrote an article on S-Grad, which basically was a historically accurate OoB for both sides in the 1941-43 time span of AH's game. It was rejected. Actually, I had expected as much, since the article was quite long. But NO! It was rejected because AH did not like my sources--the S-Grad II OoB from Strategy & Tactics magazine. Their excuse was that they did not trust something that was not suitably documented by trustworthy sources--like the Library of Congress! Perhaps AH is not aware that in most likelihood, every book used by S & T in compiling their OoB is sitting right in the Library of Congress! Perhaps what set me off even more was that in the latest issue of the General, an article on a variant Afrika Korps was printed. I wonder if the staff might not have wondered just a little about the sources used by the author of that article?

This is only one example of AH's present mess-up. One other major mistake of importance was committed recently. In issue 5-4 of the General there was an S-Grad article called "All It Takes is Efficient Planning..." by an Emmet Dowling. I wonder if that article ever struck the editors as familiar. It ought to have, because Dowling copied nearly word for word the whole thing from issue 3-2's "Moscow at 3 to 1" article. How that grab ya, wargame lovers?!

I feel it's time AH wised up and cracked down.

Geoff K. Burkman  
715 Myrtle Avenue  
Terrace Park, Ohio 45174

We're wising up, Geoff... but "Moscow at 3 to 1" was three years ago. Who can remember that far back? Nevertheless, several people have and it's really a left-handed compliment of sorts to know that the pages of this magazine are that well scanned.

## Infiltrators Report

BETTER THAN A SERMON was TIME Magazine's publicity on our two new religious games, *Journeys of St. Paul* and *Year of the Lord*. "BeyondBingo" as the article on page 51, January 31, 1969 issue reads, captures the light-hearted spirit in which the games were intended. "The church goes through the whole life of Christ once a year," *Time* relates . . . "this makes for a swell racetrack for a game, through Advent into Christmas, off again to Epiphany, around the corner to Holy Week and Easter, and finally circle the board to Pentecost." In *Journeys*, in which St. Paul must reach Rome to win, the picture caption reads, "The winner can consider himself beheaded." Well, a spoof is better than no publicity at all, especially when you consider how many millions of persons have been *eliminated* in the name of religion.

HATS OFF to Editor Phil Pritchard, of the I.F.W. monthly, for justifying all type matter in squared up columns flush left and right. What this means is a heckuva lot of extra work typing out every piece of copy to give it that professional appearance. We also noted one of their editorials echoing comments found in our *Philosophy* for this month. Practically devoid of the usual propaganda material, the IFW is a very informative newsletter. An incorporation of *The Spartan* and *The Artisan*, this monthly is actually a pot pourri of news culled from three main geographical areas represented by their Tucson, Philadelphia, and Chicago editorial addresses. We suggest you write to their Editorial offices located at 5756 East 7th Street, Tucson, Arizona 85711 for additional info on this top newsletter.

OUR THANKS to Myron Brundage, Gary Gyax, Bill Hoyer, Lou Zocchi, Terry Stafford, Len Lakofka among others who helped work the Avalon Hill booth during the annual Hobby Show. This convention, held at Chicago's Sherman House in February, acted as the showcase for new products. Here, the trade was introduced to Avalon Hill's latest efforts, the *C&O/B&O* game, and the *Anzio* game, both set for official



Eaton's Department Store — Toronto, Canada, featured Avalon Games during the winter season (which is August to July in Canada) with this magnificent display in the stationary department. Thanks be to our new Canadian distributors, Canadian Merchandisers, 3077 Bathurst St., Toronto 19, Canada, for engineering this display.

release very shortly. Subscribers, of course, will be among the first to be told of the exact availability dates.

IT'S NEVER TOO EARLY to promote a good deal. Keep these dates in mind — August 23 and 24, 1969 — that's when the Chicago "chapter" of the IFW will re-visit Lake Geneva, Wisconsin, for their 2nd annual wargame convention. Set your plans now; complete info forthcoming when final arrangements for Montgomery's visit are complete.

NEW SUBSCRIBERS who thirst for additional news on the subject of gaming should take note of the following: *St. John's U. Military Strategy Club Newsletter*, Grand Central and Utopia Pkwy's, Jamaica, N.Y. 11432 — free to club members, 50 cents to non-members; *Spartan Gladiator*, 5820 John Avenue, N. Long Beach, Cal. 90805; *Panzerfaust*, Box 280, RD No. 2, Sayre, Pa. 18840; 50 cents per copy; *Wargamer's Newsletter*, 69 Hill Lane, Southampton, Hampshire, England, S01, 5AD, \$5/yr.; *The Kommandeur*, R. E. Johnson — Editor, 20-U, Howard Drive, Bergenfield, N.J. 07621, free to AHIKS members; *The Galaxian*, same as IFW address above. We are sorry to announce that *Tactics & Variants* has folded.

IN PANZERFAUST recently, an article by Rodney Scott described his visit to the executive offices of Avalon Hill. Basically a fine, concise article, there is one Scott statement it behooves us to defend. Scott attacked Avalon Hill's policy of "discouraging" visitors to our offices and plant. The problem lies in lack of personnel. There isn't the demand for full-time employment of guides. It is not fair to the other employees — the artists, admen, production men — to expect them to break away from their duties to give guided tours to visitors dropping in unannounced. Instead, this duty falls under the baliwick of the marketing director. And since he is often away, it is folly to advertise a policy of open-house. Instead, this man gears his weekly work-load around making himself available on the one day (Tuesdays) that doors are swung open for visitors.

CONVENTION TIME for the western offshoot of the IFW will be held July 5-6 in the Junior Ballroom of the University of Arizona Student Union in Tucson, Arizona. Luncheon and Dinner attendees for the Saturday and Sunday dates should so indicate when registering with Convention Chairman, Phil Pritchard, 5756 E. 7th St., Tucson, Arizona 85711. A luncheon and dinner fee of only \$2.00 and \$2.50 respectively must be charged ahead of time. If you kicked yourself for missing out on the IFW's last convention, at Lake Geneva, here's your chance to avoid bungling it again. Register now. At least write for complete details.

PAUL CATHEY, 8200 MacArthur Rd., Phila., Pa. 19118, sent an interesting way-out article entitled "Naming Those Nameless Cities (Blitzkrieg)." While our editorial staff was not overly fond of publishing it in toto, may we pass along a couple of amusing tid-bits from same. First —

Cathey, you dingaling — Big Red really stands for Germany, not USSR. The term Red probably confused you on this matter. In the words of our articulate president, Richard Nixon, "let me make one thing very clear," the terms blue and red always refer to the winner and the loser, respectively, in military talk. (*Violation of this precept in Stalingrad has always been a source of embarrassment down in our designers' den.*) In Blitzkrieg, therefore, Great Blue is Great Britain, Big Red is Germany. Cathey names the desert country *Tibia* with cities named Riboflavin, Ben Nazzara, El Evator among others. Cities in his Balkan country are Gripesip, Brackwurst and Perhapsburg. Need we say more . . .

CONTEST NO. 29 WINNERS were Wayne E. Balsiger, Portland, Oregon; Edward Vomacka, Valley Stream, N.Y.; Arthur Lasky, Flushing, N.Y.; Joseph P. Neas, Saxonville, Mass.; John Phillips, Houston, Texas; Tom Henthorn, Rockford, Illinois; Ray Moseley, Albuquerque, N. Mex.; Paul Hutchins, Needham, Mass.; Steven, Clesskill, N.Y.; and David Parrott, St. Louis, Mo. For you losers, the U-Boat was found to be in square 04 at 200'. You winners — congratulations; you're all getting gift certificates.

KUDOS to Robert W. Olson, Atlanta, Ga., for run-away honors with the *best* article of the issue, *The Real Afrika Korps*. Other authors of merit included John Rancourt, Orono, Maine for *Chicken Bismarck*, Prof. J. E. Pournelle, Studio City, Cal., for *The Morale Factor*, Naomi Goldwasser, New York City, for *The Goldwasser Test — Stalingrad*, and Chris Meagher, Rochester, N.Y. for *Surprise at Midway*. Gift certificates are on their way, gentlemen.



KNOXVILLE GIRL in the "Tennessee" song of the same name is the story of a woman who advertised her wares and came to a dastardly end because of it. Not so with Sara C. Sackron. She's advertised her wares right smack in the front window of her store, The Hobby Shop (above), and is living happily ever after. Why not? The Hobby Shop, 505 Clinch Avenue S.W., Knoxville, Tenn. 37902, is rapidly becoming Knoxville's center of Avalon Hill activity. Give her a call at 522-3414 and reserve your copy of *C&O/B&O* and *ANZIO* ra't now.

FROM THE W.C.L. comes news of a PBM doubles tournament, set to begin May 1, 1969 and run a full 2 years. A \$1 entry fee entitles you to team matches in games of your choice — match ups to be made by the sponsoring organization. Further details are available from W.C.L., 879 Sunview St., Eugene, Oregon 97402 . . . deadline: April 15, 1969.

