

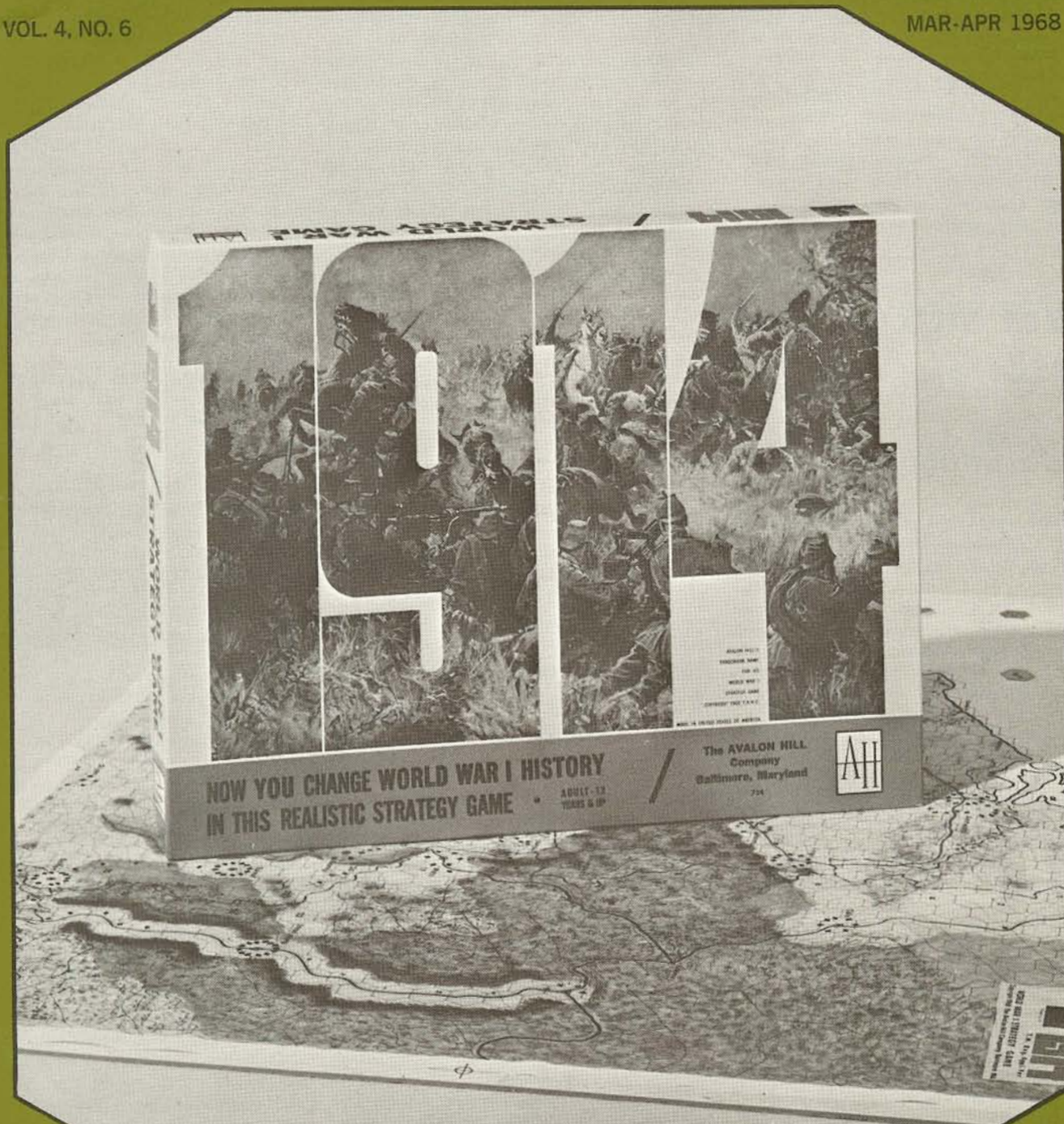
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The AVALON HILL

GENERAL

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The Panacea for All Game Buffs

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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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The Avalon Hill Philosophy - Part 8

Latest Scores:

1. N. Korea 1, U. S. A. 0
2. N. Vietnam 37, U. S. A. 3

Are these football scores? Or, perhaps, results in from the Olympic Games???

Not on your life. Rather - they are statistics that might be posted if one decided to keep a scoreboard on war.

In "game" number 1, you have a little 6th rate country pulling off a caper that the Mafia would be reluctant to attempt. So now they have stolen the Pueblo right from under our noses. Score 1 goal for stout-hearted N. Korea.

"Well, the U. S. A. "players" weren't all first-stringers. Our "A" ballclub is down in Vietnam outfoxing the Vietcong." You say. Okay, so we're behind in that one. But, we're wearing them down and by the last quarter they'll be too tired to defend. That's when our fresh reserves will run all over them and pull off another Johnny Unitas' whirl-wind finish.

At this writing, nothing has yet been resolved in the Pueblo case. And, at the rate we handle things diplomatically it is reasonable to assume that the situation will be status quo at the time you read this article. (Maybe not. We may have arranged to exchange it for the Enterprise.)

7 Games In 1

An Introductory game helps the players into the 3-5 hour Standard game. The Short game, however, may be played on a lunch hour. The Advanced game on 10 lunch hours. The Historical Simulation game allows players to experience the pressures and strains of the real campaign. (Not recommended for high-strung people who hate to lose.) Then there's the Solitaire game for those who hate to lose. Finally, an accessory kit converts "1914" to a Play-by-Mail game.

Available First in Stores

Packaged in full-color, featuring an on-the-spot sketch showing a German machinegun company beating off a probing attack by British cavalry, "1914" will retail for \$6.98.

Do not send us any direct mail-orders. "1914" will be shipped first to all AH outlets where you will be able to obtain it from your favorite store, approximately April 10th. All inquiries will be answered in the Spring brochure to be mailed next month.

The point is, and with the Vietnamese situation, the public (you and I) is no longer informed of the truth. In fact, its getting rather impossible to even guess at the truth. For instance, if the Pueblo was truly 25 miles out in international waters as the initial communiques claimed, then what took the U. S. Navy and Airforce so long in coming to its rescue? Some quarters claimed that all available planes at the time were outfitted with nuclear bombs and would not have had time to change armament. What were they doing with nuclear bombs?.. particularly after Washington has flatly declared that "under no circumstances will we get involved in nuclear warfare."

Perhaps the truth of the matter was that the Pueblo was, indeed, within the 12 mile territorial range of N. Korea, the latter being perfectly within its right to pull off this heist.

"No sir," says Washington. "The Pueblo could not possibly have been in territorial waters." But later, Washington did admit that the Pueblo was only 14 miles out.

So who can we believe and trust? There are three types of news releases that come out of Washington: 1) News "Leaks"... info that appears as if it is inside information when in reality it is press-controlled from within; 2) Actual news leaks... usually by mavericks within the establishment who have various bones to pick within, and 3) Facts... info that, due to chaos within, finds its way past all the press-censorship within the establishment.

The problem occurs when the public is no longer able to distinguish among the three. We're not even sure, now, who are the bad guys and who are the good guys. Even the Pueblo bit smells fishy.

Small wonder, then, that "credibility gap" has become such an oft-used phrase.

So we are over in Vietnam defending the world against the spread of communism. And, if we don't halt it there, it will spread and finally engulf the U. S. A. Bullfeathers! What a hoax the establishment has brandished on the public. We didn't stop the spread of communism in Korea, and we're not stopping it from spreading in Vietnam. At best, we've staved off the inevitable if Washington continues this course of "gradualism."

In the meantime, a heckuva lot of our guys are getting knocked off. You ask, "what do you mean by 'Gradualism'?" Gradualism is a tactic, usually defensive, whereby you leave the escalation to someone else, especially if

COVER STORY:

"1914"- New Game of Battlefield Strategy

We'll admit that the RAND Corporation (a Defense Department backed "think tank") and the U. S. Army developed the concept first. But Avalon Hill can't include a computer in every game -- which the Army requires in playing the RAND type games.

Thus Avalon Hill has done the next best thing. And that's by incorporating all of the actual historical situations and alternatives into the game's design itself. Thorough research and extensive documentation, coupled with Avalon Hill's usual dedication to playability, allow players of "1914" to turn back the pages of history in the truest sense. Now -- players can find out, for example, what would have happened if Germany had invaded Holland; or Russia had had no mutual defense agreement with France; or if Italy had entered the war in 1914 instead of 1915, and on Germany's side; or if the battlecruiser Goeben, instead of fleeing to Turkey, had sunk the transports carrying France's North African Army to the western front.

The game board, employing a terrain evaluation system developed by the U. S. 12th Army Group, itself relates much of the story behind the 1914 campaign in the west. The original battle plan can be used; the German "modified Schlieffen Plan" and the French "Plan 17" are just some of the game's alternatives providing players with countless play variations.

you're worried about world opinion. Hopefully, the other side all eventually wear themselves out being on the offensive all the time. Because it worked in the civil war, proponents of the system have tried to apply it to every manner of warfare since...completely ignoring the fact that it is workable only when your reserves are deeper than the enemy's.

Yes, we're applying gradualism in N. Vietnam. We're gradually wearing out our front line material to the extent where a tax-rise, at the cost of shelving domestic necessities, will be mandatory if only to bring us back to the same line we held two years ago.

Boy - something is rotten somewhere. And, McNamara wasn't all to blame. In fact, it is to his credit that the war has been fought as economically as it has. Truly, McNamara is one of the administrative geniuses of our time. And, we can't blame the boys out of the officer factory on the Hudson. They've been doing what they've been told to do beautifully. So it must boil down to one thing: Washington's fear of what escalation might do politically. Why, this is a terrible premise - try using that one on some mother who has just lost a son... a son who thought that he was over there fighting for liberty and freedom. What the phrase-makers meant by that one is; "mother, we've got to send your young son away to get killed so that we middle-aged influence peddling decision makers can continue rolling in luxury without fear of getting hurt by some commie attack over here."

No doubt the Viet situation will be-

come one of the biggest political footballs of all time. It is obvious that, with 6th rate nations able to push us around without reprisal, Washington will have to change its diplomatic line. Instead of being the world's policeman as was Great Britain, the U.S.A. is losing such prestige that we are rapidly becoming, instead, the world's patsy. The question confronting us all at the moment: "How will LBJ do it? How will he save face for himself and his administration?"

Okay - we're all such hot wargamers, perhaps the solution(s) come easy to you all. At any rate, The General is going to give you the opportunity to show how the war should be concluded. To those who have played most, if not all, of AH's battle titles, your answers are probably clear-cut: in Waterloo, as the P-A-A player, "Gradualism" is indeed your best tactic while Napoleon must play a game of aggressive attrition. In Blitzkrieg, one sees the importance of an air force. Afrika Korps and Stalingrad teach the importance of total commitment. In Midway and Guadalcanal, surprise is an antidote among others. And, in Tactics II, the fear of Nuclear attack has its psychologically devastating effect.

Vietnam is something else again... but not without many of the principles of war employed in AH battle gaming. Now it's your turn to run the war... the Vietnam War. As the subject matter of Contest #24, submit your Plan on how the war may be ended.... Perhaps there is a budding new "Secretary of Defense" sleeping somewhere out there in game land.

commonly known for some specific item associated with it for example: Schweinfurt: ball-bearings, Skoda: munitions, Ploisti: oil, Pilsen: beer, Vichy: puppet government, Metz: a baseball team, etc. etc. Now you are ready to begin your psychological warfare. Whenever you bomb an enemy city the meaning is much deeper than merely V-18 was bombed for the 6th consecutive turn, no, no, it is now: "Coventry was again bombed this month by the Luftwaffe of Greater Blue now waging their fierce war of Aggression against the peaceful people of Red.

When you take one city formerly in your opponents hands you announce the "significance" of it: "The people of the Red nation will have to tighten their belts another notch this winter as the victorious Blue armies plunged into a joyful Ukraine liberating the Red bread-basket of Kiev. Joyful peasants filled the streets throwing garlands of flowers on the tanks in grateful thanks to their benevolent liberators."

Your opponent will probably laugh at first, however, his laughter will soon be turned into bitter defeat when your record player begins to blare triumphant martial music to the tune of a number of available records. Suggested for the Germans are: The German Army Chorus Vol. 1 & 2, Hitler's Inferno also in two volumes and a number of cheap march records. For the Russian player, Soviet Army Chorus records are available as are various patriotic pieces such as the 1812 overture. For the British and French player a wide selection is also available from the Marseilles to It's A Long Long Way to Tipparary. Your opponent has now been blasted both through oral propaganda and music to sooth the savage beast!

For further added impact you now bring out your pictorial history of World War II and make casual references to the similarity in retreating Italian prisoners and his men and or the victorious Germans and yours. This should both distract him and antagonize him if done with tact.

But the realism is not yet finished! You should also each make a number of "General" counters for you and your friends, whether they be present or not, and employ them to lead attacks, etc. This coupled with existing prisoner rules, neutral country rules etc. makes for the ultimate in wargaming, and should add a lot of laughs to your wargames.

This then is how to improve your wargaming through the psychological use of sound effects, pictures, and running commentary. I guarantee this system effective. Minister of the Interior Victor J. Gervol, Jr., 5131 Juniata St., Duluth, Minn.

Psychology in Wargaming

by Victor J. Gervol, Jr.

The ultimate in realism of wargames can be achieved by the wargamer with imagination and a bit of psychology.

My answer to hasten your opponents end is the use of psychological warfare. I will use Blitzkrieg as a case in point to show what can be done to a great game to make it greater and at the same time improve your win loss record.

The first step is to name the cities and countries according to the powers you admire most for their tenacity and courage as warriors---in most cases Germany, Russia, France, and minor countries to suit your own particular tastes, the Balkans, Low countries, or imaginary nations being suitable. It is

in most cases suggested that Blue be named Germany and Red be named either Russia or France (this being due to the remarkable similarity between Germany and Blue, including a Polish corridor and an East Prussia.

Your first step now completed you begin to name the cities in the countries according to those from that nation you have chosen, although each individual has a great deal of liberty on this matter. On the surface no real change has taken place, however UU-27 once merely a seaport on Lake Pinisky now emerges as the Yugoslavian fortress of Dubrovnik on Lake Trieste. Care should be taken so as to choose cities

Jutland for Land-lubbers

by Bill Haggart

Are you tired of long drawn-out fights? Or just having a mass of cardboard in the middle of the floor, instead of divisions, squadrons and fleets of a Naval Battle?? Maybe this article will help you tank strategists with sea warfare.

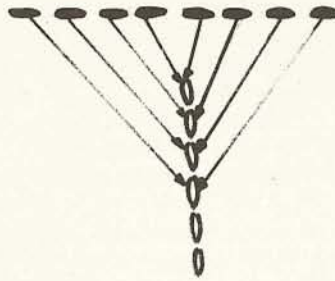
Organization: Divisions (four ships) are the basis for maneuvering and firing. Don't think of the ships individually, but as divisions. (You wouldn't think of the regiments of a division in D-Day, would you?) The Flag Ship is always in the lead, so put a plastic-headed pin on it so it won't get lost in maneuvers. Divisions, for simplicity and fire power, predictably, should be of the same class or model ships. On Page 26 of the Battle Manual, you will notice the Germans have done this; such as; Division V has the four Markgraf class ships, etc. They have done this so well, in fact, I would follow it all the time. The British weren't as wise, so you will have to organize yourself; such as, all the "I" series (Infatiguable, Inflexible, etc.) in one or two divisions. Now you can look at one and know the firepower and damage control of the other three. It will help you look at the whole fleet in a larger perspective.

Maneuvering: The idea of maneuvering is to get clear fields of fire for as

and front to flank turns are the two most important maneuvers you will work with. Master these and you will have a great advantage over your opponent. The front of flank maneuver can, for instance, gain 6,000 yards between you and the opposing fleet in two turns, using it twice as in the figure. This is how you gain the advantage. Now, what is the advantage?

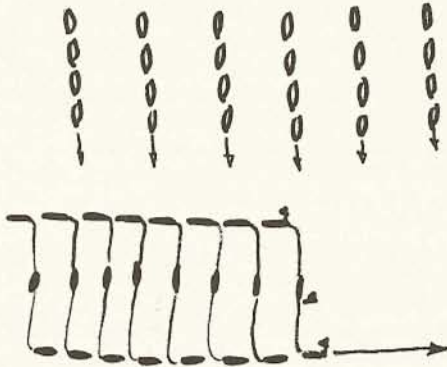
Tactics: Capital Ships: Crossing the "T" is the most accepted tactic for gaining superiority of fire. It is in re-

CROSSING THE "T" IN LINE
TWO TO ONE ON ANY SHIP



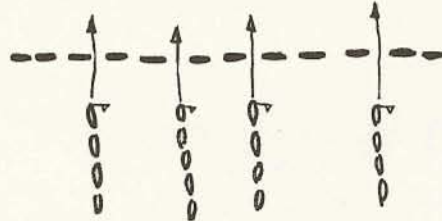
ality, a flanking maneuver, for the side of the ship is the strongest having the most guns to bear on the enemy in contrast with the bow or stern with only the forward or aft turrets to use. But, for the British, the "Trafalgar" tactics

USE OF FRONT TO FLANK TURN



many ships as possible. A single line is best, but if you have one all of the time, you would be easily out-manuevered. So the trick is to have a formation in which you can easily maneuver to gain position, then move into the battle-line. This formation is the column of divisions. Looking on the maneuver chart you will see you can go easily to battle-line, if you leave ENOUGH SPACE between columns. The forming into battle lines from columns

THE "TRAFALGAR" TACTIC



works if you have been out-manuevered. This will gain you a drawn-out, piecemeal battle of fire power which the British want, and, of course, the Germans don't. If using this tactic, be sure to send DD's in to break up the opposing line with torpedoes before going in.

When you have started firing, the British (and Germans to some extent) will find that you have a lot of enemy ships floating around with no fire power. Don't waste good capital ships on them. Leave them to the weak CA's or B's and torpedoed or partly damaged ships to finish off. Go after the enemy ships that can still hurt you. This will save

you time and keep your good ships in formation.

Destroyers: These are important, especially for the Germans. A smoke screen can cut off the enemy's fire while you deploy or attack a section of the line, besides covering a retreat. Torpedoes can break up a well-deployed line, and gain you time and direction. The Germans should protect his DD's and try at any opportunity to knock off the British DD's, though the British can risk his as they don't go down as easily.

This isn't any battle plan, only a helper to get you Landlubbers to see the general concepts and possibilities. Once this happens your imagination will create battle plans better than any of mine and hopefully, the enemy's... Bill Haggart, 9627 Maryknoll, Whittier, California 90605.

Plan "1890" - Prelude to "1914"

by Stewart C. McLeish

The latest to join the "commeraderie" is this McLeish chap. His many jaunts in life range from bull-pen catcher for the '29 Braves to performing diving operations on the William B. Allison to human life preserver aboard the U. S. Endymion. There's also a way-back kinship to Archibald McLeish which, in itself doesn't necessarily qualify him as an author. What does qualify him is his thorough knowledge of war plans . . . reams of it . . . that is now yellowing in the myriad of his own guargantuan personal historical files. Besides - he's somewhat responsible for getting AH games into the plush Jordan Marsh stores around Boston.

When I bought the first AVALON HILL War Game I did not reckon with the consequences. I bought another. Then, studying the games, I remembered an old war-plan volume that had been among some two hundred volumes I had purchased at a charity bazaar many years ago. I also recalled the "seventh copy" of a war damage report, Naval, that I had discovered in the pages of a Navy Manual of instruction that I had purchased in 1942, at Boston. The extra copy I had made comprised thirteen pages, and made with the thought of possible destruction or loss by accident, or enemy action.

While discussing the action of World War II with a Boston publisher two years' ago, he said, "Interesting, but you could have typed this up last week."

I grinned at him, "I think I've read at least one volume published by your Company regarding investigative work. If you don't know if, and where a reasonable estimate of the paper and typing of the reports might be checked you

should read one of your own books when you have time."

The plan of battle as contemplated by the German High Command, 1890, was as follows: A name familiar to those who were involved, or reading, is Ardennes. In the plan Ardennes is designated as the chief communications point for the German High Command. Perhaps an AVALON GAME enthusiast now recalls it as the location where a surrounded American Force answered the German call for their surrender with one word, "Nuts." Knowing our Armed Forces, I wonder if that Commanding Officer did not add a few extra words to his response. The German High Command had at its disposal 20 Army Corps. Of this force, it was planned to send seven corps to the Eastern Front. The shifting sands of politics, the Balance of Power theory, and mainly the Russian Czar's jealousy of England's "Place in the Sun", made the Germans confident that, in the event of war, Germany could safely concentrate Her military forces in the West.

The German Main cavalry groups, and thirteen regular army corps were to be used in a German smashthrough to the North Sea. It is in this section of the General Plan one can read, "Ardennes and Eifel afford fine protection to communications." Continuing, it was decided to request "passage through Luxembourg," utilizing the Treves-Brussel Railroad to Arlon. The German Army would then move to the French frontier between the Fortress of Montmedy and Sedan, thus covering the communications of the Main Army. Here, it is interesting to note that the German High Command had decided to "request" Belgium for passage through that country, make doubly sure of adequate supply, and an excellent system of communications. Such a move would make it impossible for France and England to fully mobilize before the German main armies reached the Sea.

The shifting sands of European politics, Belgium's refusal to submit to the German demands cost the German Army a valuable four days, Liege in particular stalling the German Army with a heroic defense. The political situation in Europe had so changed in the period between 1890 and 1914 that Italy quit the Triple Alliance, that comprised Germany and the Austro-Hungary Empire, Russia supported France, and with England the sides were chosen. Italy was later to join the Allies. So careful was the plan that it was fully effective at least twenty-five years later.

Stewart C. McLeish, 87 Garland Street, Everett, Mass. 02149.

Put a Little Imagination in Guadalcanal

by Ray Johnson

If you've never known a real live weather man, meet Ray Johnson. He's also an Air Reserve officer whose hobbies include wargaming. So involved is he in the "sport" that we smuggled him into the Chicago Hobby Show last February because he's about the only one we knew who could provide first class opposition in the play of AH games. He's also the only one we knew who had a Playboy Club Key. Ray's literary gems can also be read in Strategy & Tactics. You can get just about everything you need by reading his regular column "Wargamer's Notebook" . . . everything, that is, but his Playboy Key.

Guadalcanal, although one of my favorite AH games, seems to be less popular among wargamers than many of the others. I have heard three major criticisms leveled at it: (a) The Japs have too great an advantage; (b) The US has too great an advantage; (c) The game concentrates too heavily around Henderson Field and the action bogs down into a straight slugging match there, the rest of the board being useless. I prefer to play the Tournament version with optional rules except Hidden Movement, Psychological Effects and usually Artillery Range Difference. This, I find makes for a playable, balanced game, and with skillful play, a lot of action in other areas than near Henderson Field. The last criticism has some validity, especially with an unenterprising US player, but not more, I feel, than in some other AH games; e.g. the concentration that often occurs around Tobruk in Afrika Korps, Quatre Bras in Waterloo or Brest Litovsk in Stalingrad. Better and more imaginative play by the US player with it's resultant counter-moves by the Jap as outlined below should open up the battle. When I'm playing with the Japanese forces, I look with delight on a compact huddle of Marines around Henderson Field; they are usually torn to bits by the 30 October turn and it is too late for the reinforcements to affect the outcome.

Japanese Tactics

The first problem confronting the Japanese player is his placement of initial units. There are two viable positions: (a) JJ-27, 28; (b) MM29. The first position has the advantage of a complete doubled defense against attack and of not presenting a really worthwhile target to artillery fire. It can be en-

veloped, however, and a competent US player can annihilate the two battalions in 2-3 moves; but with reasonable luck, should take some loss himself. The second position presents a target to artillery fire but can be reached on the first turn only by the three fastest US units. The Jap player can expect to lose about 1 unit with no loss to the US (except ammo), but to get the other away. I recommend the latter when playing a good US player. I do not recommend that the Japs land his first available troops, even at the strong position at H4-14 until the last of August unless he lands them along the west coast e.g. G18 and move them inland to a position southeast of Mt. Austin. He should land and attack on the 4 Sept. turn and continue to attack without let-up whenever he can get 2-1 or better odds. With reasonable precautions, he need not fear US counterattack on 4 Sept. with the threat of the 11 Sept. Jap forces. The Japanese should form a threat as soon as possible from the area of the headwaters of the Lunga and Tenaru (the reason for the invasion at G18) in order to force the US to have to defend four sides of a quadrilateral instead of three. Also, the defense positions are poorer and it tends to back the Marines against the sea. While keeping a barrage of artillery fire on any stack of 5 or more (or over 9, if offered), the Jap should destroy the smaller units, especially artillery, if drawn into the front line. The US is vulnerable to a critical shortage of artillery units. He should likewise guard his own artillery from a US attack (e.g. by 7th Marines). Rather than force the US from Henderson, the Jap should try to herd them around it, where they can be decimated with the sea at their backs. The Jap should not attempt to withdraw too soon but hope to wear down both sides with fewer units left to evacuate. When possible, units of other than the 1st Marine Div. should be hit. A rule of thumb is that the Japs should have a 50-75 point advantage by 30 October to win.

US Strategy

The first real concern of the US player is the placement of his units awaiting attack on 4-11 September. Before then, he should make any attack offered of 3-1 odds or greater so long as his units can return to the Henderson Field area

by 4 Sept. He should make a strong effort to keep the Japs off Mt. Austin and from the area south of Henderson. The initial defense position should be along the Matanikau and Tenaru rivers as well as the coast. Do not forget to put a small unit at GG21 to prevent infiltration there. After the Jap attacks, the US should withdraw if necessary, and maintain an intact defense line. Make limited counter-attacks, if offered, especially at artillery. An important point is that the US should always back up any defense line in the jungle as the Tournament rules allow considerable movement after combat and otherwise the US may find several Jap battalions far to the rear of a breached defense line with insufficient forces to attack them without fatally weakening another

sector. Instead of bunching up around Henderson Field to a defense to the death, the US should break away and abandon the Field - especially if at the same time it can attack a weak flank of the Japs. It costs the US about 8 points a turn to lose Henderson - about 3 factors - experience shows that they will lose far more by staying, especially to artillery fire. In general, the US should avoid combat until 30 Oct.; avoid stacking more than 9 factors per square; hoard artillery pieces (but not ammo), keeping them out of the front line; and attack Jap artillery on every occasion. If forced from Henderson Field, attempt to regain it as soon after 30 Oct. as possible and make every favorable attack of 3-1 or greater. Prevent Jap withdrawal by holding coastal villages.

Take as many of the casualties from the 1st Marine Division as possible.

It may be noted that the result of application of these tactics lead to a considerable amount of maneuver; first, with the Jap attempt to gain the area south of Henderson and the US moves to forestall them and later with the US attempt to keep a path open to break away from Henderson, usually to the east, and the Japanese efforts to close it.

I would appreciate hearing from others on this and am always looking for opponents, either in person or by mail.

Ray Johnson
324 Prairies Avenue
Lake Zurek, Illinois

Blocked Retreat Routes— *Realistic or Ridiculous?*

by Frank A. Chadwick & Alan R. Monson

Three divisions of Vandamme's Third Corps have broken through in the Prussian First Corps sector and have occupied Tilly. The remains of the Prussian First and Third Corps counter-attack from the east and manage to muster 3-1 odds on the French fifteen stack. The French commander still has a one third chance of surviving combat, however, until Somerset's cavalry brigade at Quatre Bras races to the rescue and surrounds the French unit. The Anglo-Prussian-Allied player rolls a four; defender back two. But since this would require the three French infantry divisions to retreat across the ground held by Somerset's cavalry brigade, the French units are eliminated. Thanks to the intervention of a British cavalry unit, three of Napoleon's crack infantry divisions, totaling fifteen times the strength of the British cavalry, have been wiped out.

Wait a minute! Fifteen times their strength? You mean to say that three French infantry divisions were pushed back against one cavalry brigade and, as a result, annihilated? I don't buy it.

Now obviously, the retreating French forces are going to be at a disadvantage. Having been defeated by a force three times their own strength, they're probably at least greatly disorganized, if nothing else. However, the idea that one cavalry brigade could stop this retreat is still hard to accept. The following two systems can somewhat account for these circumstances. The simplest way of solving this is just to allow the commander of the surrounded unit to choose a unit of the surrounding forces and attempt to force his way through. This is conducted like any other battle, except the surrounding unit's defense factor is doubled. If the

attack is successful and results in the opening of a hole great enough for a unit to pass through, the surrounded unit may retreat its two squares through the breach. If the attack is not successful, or does not culminate in a sufficient break in the enemy lines, the surrounded unit is removed from the board. All of this is considered part of the original attacker's move, as any other retreat after battle.

A second, more complex resolution of battle lies in the use of a different combat results table. The surrounding unit's defense factor is still doubled, but the battle is determined by the "Breakout Table" shown below.

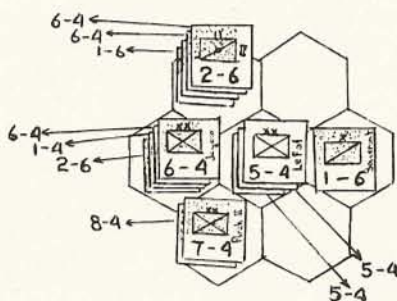
	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	D. back 2 A. adv. 1	D. back 2 A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1
2	A. elim.	D. back 2 A. adv. 1	D. exch.* A. adv. 1	D. exch.* A. adv. 1	D. exch.* A. adv. 1	D. elim.* A. adv. 1	D. elim. A. adv. 1
3	A. elim.	A. elim.	D. back 2* A. adv. 1	D. back 2* A. adv. 1	D. back 2* A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1
4	A. elim.	A. elim.	A. elim.	D. back 2 A. adv. 1	D. back 2 A. adv. 1	D. back 2 A. adv. 1	D. back 2 A. adv. 1
5	A. elim.	A. elim.	A. elim.	exchange	exchange	D. back 2 A. adv. 1	D. elim. A. adv. 1
6	A. elim.	A. elim.	A. elim.	A. elim.	D. elim. A. adv. 1	D. elim. A. adv. 1	D. elim. A. adv. 1

One of the innovations of this table is the "Defender Exchange". In this case, the defender removes half of his factors and is retreated two squares, the attacker advancing one.

The asterisk signifies that the surrounded piece has indeed broken out, but loses half of its attack factors dur-

ing the next move. This is only for the next move, and does not affect the unit's defense. This time presumably would be necessary for the regrouping of the unit.

In the case of an exchange, all defending units are eliminated with a like amount of attacking factors being taken



off. However, the attacker does not advance, and, as a result, is entirely eliminated. Odds of worse than 1-3 are not allowed and odds of 6-1 or better result in an automatic breakout with the surrounding unit under attack eliminated.

Once again, the breakout is part of the original attacker's turn, and the unit which has succeeded in breaking out may now move in its own turn. Frank A. Chadwick and Alan R. Monson, Erickson Residence Center, Augustana College, Rock Island, Ill.

Le Grande Armee

by Dan Mrotek

Originally French officers used the Prussian linear system, although in a rough form, and developed their own tactical system from it. These early formations consisted of battalion columns covered by skirmishers (these skirmishers were composed of whole deployed battalions in the pre-1803's). If sufficient troops were available two columns would be formed and deployed in checkerboard fashion, thus having one column to the rear and out of range. Cavalry and artillery could then fire and move thru the intervals. The chief advantage of this system was its flexibility, there were no real specific "rules of conduct" and troops adopted themselves to terrain enemy position as needed. This system, the half-engaged, half-massed formation, termed the mixed order, became Napoleon's favorite.

In application, the skirmishers moved up taking advantage of all possible cover, laying down a continuous fire on the enemy line (artillery backed them up, although in the early battles, the skirmishers were much more often used). Under cover of this skirmishing fire battalion columns moved up. Once within striking distance, the column assaulted the enemy line crushing it thru shear force of impact. During this period the skirmishers continued to shoot, distracting the enemy. Since the attacking columns were rather large targets and had little opportunity to return fire, it was essential that the enemy be engaged until the last possible moment, thus making the job of skirmishers very important.

The system gradually changed as the French artillery increased in effectiveness; after 1805 the job of the skirmishers had been taken over, to a large extent by the artillery.

When on campaign all corps moved within mutual supporting distance with a screen of cavalry scouting and covering the advance. Upon contact, the vanguard seized the most favorable position, engaging the enemy while friendly forces moved up and reinforced the flanks. In order, the light infantry, artillery, and cavalry moved in fixing the enemy for the large-scale infantry attacks which followed their deployment. (These infantry attacks

could be in line, mixed order, or column, the last being preferred for attacks on strong points). Simultaneously skirmishers and some artillery also moved up providing covering fire along with artillery batteries on higher ground. If severe resistance was still encountered, opponents might sit down and begin a fire-fight although the norm was bull your way through.

Little attention was given to well planned defensive tactics. Usually a line or mixed order was set up on the crest of some convenient ridge or forward slope, thus displaying all forces available. Wellington's introduction of reverse slope tactics rightly puzzled the French.

Until 1813, the French regulation infantry line was three ranks deep, even though the middle rank could hardly fire effectively. After the battle of Leipzig Napoleon adopted the standard English two man line.

Cavalry tactics were based on shock action, the mounted charge with sword and lance. All charges were made at progressively greater speeds. If the distance to be covered was 600 yards, the first 200 would be at slow trot, the next 200 at full trot, the next 150 at the gallop and the last fifty yards at the dead run. Cavalry units had to be well trained. For example, a charge at too great a speed might tire the horses so as to lose momentum when striking the enemy line.

When attacked by Cavalry infantry formed squares in echelon of battalion size. Napoleon did however use division squares, with artillery and baggage inside, in Egypt.

In summary, the Napoleonic battle was an affair of disabling local attacks designed to break up and weaken the enemy line. After a certain amount of attrition Napoleon selected the point for his main attack, concentrating his artillery and whatever troops were to make the assault. Artillery moved in to literally blow holes in the enemy line. His shielding cavalry driven off, the enemy, off balance, was hit by the full weight of the main attack. Breaking thru the infantry rolled up the flanks while the light cavalry rode off in pursuit of escaping units. Address all correspondence to: Dan Mrotek, 619 North Ninth Street, Manitowoc, Wisconsin 54220.

Bring Ivan to His Knees

by Ted Harpham

When you sit down to play a game of Stalingrad and you have to be the Germans, do you ever ask yourself some questions? "Why me?" Do you say to yourself, "I may be the Germans this time, but he will be them the next time, so who cares if I lose?" Or do you sit down, grind your teeth and try to win or at least try to give a good showing. I hope the third. By attacking the following objectives and having a little bit of luck you may cause Ivan's knees to rattle and maybe even win a victory or two.

Besides the attacks on delayers the following types of attacks should be used: The 3-1 against objectives that are key that turn. The 2-1 against objectives that are needed, but better odds cannot be gotten. The 1-2 against objectives that are key to the Russian defense, but you do not need them that turn. Finally the 1-3 as demonstrated by Richard Shagrin in Vol. 3 No. 5 of the General.

The immediate objective of Army Group North is the breaking of the Nemunas River on the first or second turn. This is accomplished by series of 1-2 attacks along the front or against R18 or S18. The other immediate objective of Army Group North is the capture of Brest Litovsk. If a 3-1 is not possible the first turn then try a 1-2 against AA15 or Z16 as long as no more than ten factors are used in each battle. If this fails, a 3-1 cannot be stopped the second turn.

Army Group Center should attempt to crack the Bug River. This is accomplished many times by 1-3 attacks against BB15 if the Russian forgets about them on the first turn. The other objective of this Army Group is the capturing of GG12 and the linking up with Army Group South as soon as possible.

Army Group South should break the Prut River by attacking at the best possible odds against NN14. Only infantry should be used in this attack. Objective number two is the linking up with Army Group Center. This is accomplished by placing twelve factors on MM8 and MM9 at the start and attacking JJ12 at 3-1 odds on the second turn.

In phase two the most important objective for Army Group North is the rapid capture of Minsk. A 2-1 or better should be used here. Many times if you win this key battle the Dnepr River will fall soon after because it is easy

for the Russian player to be out of position. Objective number two is the breaking of the Divina River. This must be broken by a 3-1 somewhere along the river line. The breaking of this river line is almost as key as the fall of Minsk because Ivan will have to send some of his replacements to stop you.

The main objective of Army Groups South and Center is the elimination of enemy units. If they eliminate enough units the Russian will have more trouble defending the Dnepr River and he might even worry about his southern front falling apart.

Phase three is the linking up of your fronts and a steady drive towards his

cities. If Minsk fell early then this might be simple or at least a little bit easier. Once your fronts are linked up you must kill, eliminate, or sneak off the board as many enemy counters as possible until his line breaks or your luck stops. When you are near the cities attack at the best means open to you, but cut the supply rate. If all else fails "Benzai!"

If you are crunched because of "A Elim" on 2-1 battles or continuous "exchanges" on 3-1 battles remember one thing - He is the German the next time. Ted Harpham, 4th Reich HQ, 207 Rowland Park Blvd., Wilmington, Delaware 19803.

Tournaments

Pennsylvania's Organized Wargamers are pleased to announce their biggest tournament ever. P.O.W. would like to express its thanks to the following wargaming publications who have donated prizes for the winners: Mercenary, S & T, Panzerfaust, Stormtrooper, PNWWEA, and the Courier, and of course the General for carrying this announcement. At this writing other sponsorships were still up in the air and may be added to the prize list later on. The prize list contains over \$50 worth of valuable wargame merchandise including 10 magazine subscriptions, games, trophies, etc.

Play this year will be conducted under a 3 divisional set-up. There will be 3 classifications - a gamer may enter any or all of the divisions if he has 2 of the games in that division. He will have to pay a separate entry fee for each division, however. Each entry will receive an instruction booklet with all rules and his first opponent after his entry is received. To enter merely write P.O.W., Box 280, RD#2, Sayre, Penna. 18840 and enclose \$1 for each division entered, a stamped, self-addressed envelope, and a list of games to be played.

The categories are:

<u>Classical</u>	<u>Conventional</u>
Tactics II	D-Day '61
Waterloo	Afrika Korps
Gettysburg	Stalingrad
Confrontation	Vietnam
<u>Modernistic</u>	
Guadalcanal	
Blitzkrieg	
Battle of the Bulge	
D-Day '65	

The Second Bakersfield Invitational

The First Memorial Bakersfield Invitational in memory of Dan Kuszyński has been a great success. Out of 100 invitations, 47 players replied and a total of \$29 was collected in donations, including subscriptions to Boldland's "Courier" and Aggressor's "Stormtrooper."

This article is to announce the 2nd Bakersfield Invitational Tournament in which all readers of the "General" are invited. It will be a single elimination affair with the winner receiving \$5 plus all donations. There will be no entry fee.

Here are the requirements for entry to the tournament:

1. All entries must be received within one month of this publication.

Boarding Party

By John E. Dotson

Talk about professional college students, this Dotson is the ultimate. He claims that he has been teaching Renaissance History at Loyola College in Montreal as of last summer. Before that, he was on a sabbatical in Italy preceded by two-year post graduate study in history at Johns Hopkins U here in Baltimore. At that time, Dotson was plying his time as a member of AH's consumer panel testing Midway. Despite his travels, he has not lost his ardour for AH gaming... nor us for his enthusiasm.

Have you ever had to suspend a game of Jutland for a little while only to return to find that your dog has eaten three battleships and a destroyer flotilla and scattered the rest of both fleets all over the North Sea? Do you like the idea of Jutland, but sometimes settle for a quick hand of Gin Rummy because, in the words of the British Army song you "get corns on your knees from that crawlin' about"? Have you ever played an opponent who, relying on gamesmanship when his intelligence had obviously failed, "slipped" and put his foot through your formations just when you were about to send his whole fleet to the bottom? Perhaps I have an answer for you.

Do you know what a flannel-board is? It is a lecturing device used to hold figures, charts, etc. upright for illustrative purposes. By using an enormous flannel-board you can get your Jutland navies up off the floor onto a vertical or near-vertical surface that makes the game infinitely easier (from a physical, not a mental point of view. This should put us oldsters on more level footing with you younger players, we can turn our minds from our aching knees and backs to the game.)

All you will need is some flannel (blue makes a nice, ocean-colored playing surface) and a surface to fasten it to. A wall will do, if you don't mind a flannel-covered wall in your pad. You could also use a piece of masonite or beaverboard, the size depends on how much room you have. A convenient size would be 4 ft. by 8 ft. since this is a standard size for masonite panels. This you could hang on the wall, lean against it, or put up on some sort of easel arrangement. It might also be a good idea to hinge it, so that it would fold up for storage, a 4 ft. by 8 ft. "thing" can be pretty unwieldy when you have finished the game.

Your surface, whatever you decide on, should then be covered tightly with flannel. It would probably be best if it were glued, but don't soak it down with glue, keep the surface soft and fluffy. You could probably stretch it tightly and thumb-tack it in place on a wall for a large temporary surface. The next step is to back all your pieces with flannel. Glue them on and trim them neatly. Don't worry you will still be able to play with them on a regular table-top or floor. The effect will be like felted chess-men, much more pleasant to move and less prone to slippage. When this is done you will find that the pieces will cling firmly to the felt of the playing surface, enabling you to put it up in a vertical position, like the plotting board in a military game or tracking room. Of course, the pieces won't slide, you will have to lift each one and put it down in its new position. But then you will get used to this quickly and it is more than compensated for by the fact that they won't slip out of position accidentally very easily either... John E. Dotson, 4 Jervis Bay, Pointe Claire, P.Q., Canada.

Galore...

2. All entrants must PBM at least 3 AH land battle games.

3. All entrants must pick sides they wish to play in games.

Achieving Surprise

By Prof. J. E. Pournelle

While a brand new edition to the General's list of contributory writers, Dr. Pournelle is no stranger to wargaming. He is associate professor of history and political science at Pepperdine College, Los Angeles, teaching military history and national security policy among other subjects. AH games and Diplomacy have been used as teaching aids in his classroom instruction, finding them "excellent" for such purposes. Now, he wishes that we do "Ploesti," (whatever that is.)

Although there have been many proposals for adding the element of surprise to board games, many of the Avalon-Hill games already contain an acceptable method of doing so, and all could be modified to allow it. I think that I have seen this method referred to as the "matchbox system" in other literature, although it was an independent invention by myself and friends in the late '50's. Under this system, an envelope or matchbox is obtained for each Headquarters piece allowed in the game. (The system was first devised for Gettysburg and Tactics II). At any time, a player may place from one to three units in the envelope. They are then considered to be located with the matching headquarters unit. Naturally, in order to place these units with the headquarters piece, they would have had to be able to reach that piece on the move in which they went into "hiding".

The Headquarters piece is then moved at the rate of the slowest piece in the group. All units are considered to be even with or behind the headquarters piece which represents them. When an enemy unit enters the zone of control of the Hq., the hidden units must be deployed. (In games which allow stacking of units, they are all considered to be in the square with the Hq.)

Whenever two Hq. units are brought to adjacent squares, pieces may be transferred from one Hq. to another, secretly. Units may be added to the envelopes at any time they can reach the Hq. piece, if doing so does not exceed the limitations of hidden pieces

4. All entrants must abide by the rules for PBM outlined in January's "General".

5. All correspondence to me must be accompanied by a self-addressed, stamped envelope.

Questions or entries are to be sent to Dan Evans, 3405 Westchester, Bakersfield, California 93309.

allowed. It should be obvious that judicious transfer of pieces from one Hq. to another will soon produce a situation in which the opponent cannot possibly know the strength of a formation containing Hq.'s.

This rule allows rather complete strategic surprise, and limited tactical surprise. It's major value lies in the strategic regime: players cannot be sure which concentration of forces represents their opponent's major thrust, and which is a feint or reconnaissance in force. To a lesser extent, tactical surprise plays a role, as the enemy attacks what appears to be a lightly armed feint only to learn that he has run into an entire armored army.

Under this rule, there is never any question of "honesty" or "trust", which should not, I believe, be built in to any war gaming situation. It is not that I do not trust my usual opponents, but rather that the chances of major errors in memory are very great if written records are not kept, while the number of hidden units which can effectively be used in real play is very small if records are made. Further, judicious variation of these rules allows adjustments of hidden forces, asymmetrical situations, etc. The rules also provide a genuine value for headquarters, and makes their elimination painful for a player, as, without them, he cannot hide his forces. Finally, I believe these rules are more or less realistic, in that an enemy usually knows that you have some forces in an area, but not which ones and in what strength.

Obviously, in those games in which there are no Headquarters pieces, blank counters can be used to create them if this system is to be employed. I recommend that serious players try this method, giving some attention to fitting the exact number of hidden forces allowed to the game in which the rules are to be employed. I find that it adds realism and certainly introduces the element of surprise without overly complicating the game...Dr. J. E. Pournelle, 12051 Laurel Terrace, Studio City, California 91604.

Happiness Is...

by Geoff Burkman

...invading Pas de Calais in D-Day and not even losing one unit!

...winning your first PBM tournament game for your new club and getting a promotion!

...finally getting to use those 25¢ coupons from the Avalon Hill General!

...inventing your very own wargame!
...winning an Avalon Hill Contest from the General!

...conducting a successful Finnish campaign in Stalingrad!

...keeping your Labor and Defense Battalion units in Guadalcanal alive, even tho the American shells them every turn that he can!

...getting Jutland and finding out that your anti-Avalon Hill game friends love it!

...putting an ad in the "Opponents Wanted" section of the General and getting an answer to it!

...reading about some new crackpot plan for Waterloo as the French, and then using it on one of your friends and winning!

Misery Is...

...arranging for a crucial 3-1 in D-Day, and, when the time comes to roll for that battle, finding an odds-lowering river that wasn't there before!

...when you're just about to smear your opponent's units right off the board, and your little brother comes along and knocks the whole game on the floor!

...moving your ships in Midway to a super-important attack rendezvous and then a gust of wind blows the screen over!

...having no one to play Bulge with because you're too good at it!

...losing several pieces to your favorite Avalon Hill game and not having any blanks to replace them!

...an angry friend who rips your board because he folded it the wrong way!

...losing your PBM opponent's address!

...making a 5-1 in basic Bulge against the town of Bastogne and getting a blankety-blank engaged!

...hearing friends mutilate the pronunciation of the various Japanese names in Midway and Guadalcanal!

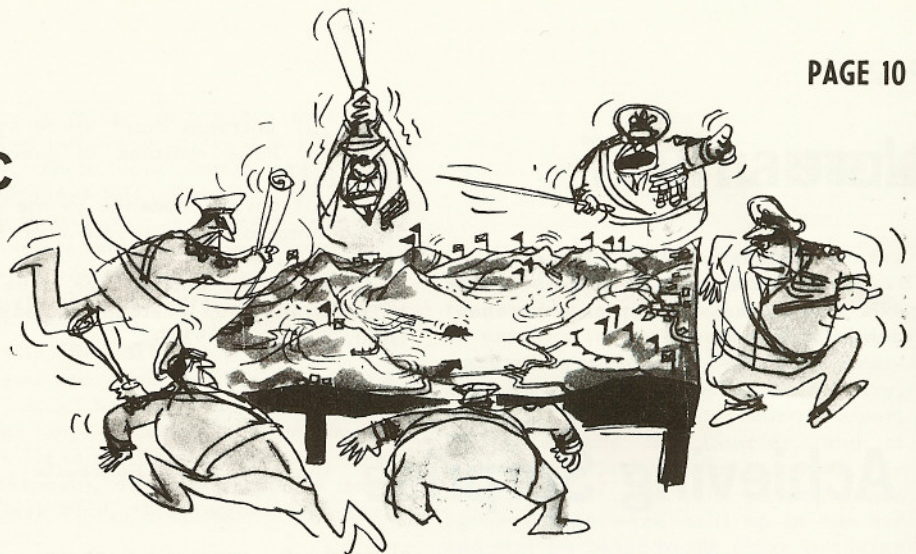
...getting a masterpiece of an article like this one into the General and then not receiving even one vote of commendation on an Avalon Hill Contest Entry Blank!

Comments to: Geoff K. Burkman, 715 Myrtle Ave., Terrace Park, Ohio 45174.

Wargamers' Clinic

M. R. Brundage, editor
with
M. Kohn
M. J. Frankwicz

Our man in Chicago has done it again. We can state here, without fear of bias, that the "Clinic" series will be as entertaining and informative as were the "Principles of War" ... probably more so since this series is designed to get the reader more involved.



With the conclusion of the Principles of War series we are beginning a reader's participation clinic. The purpose of the clinic will be to provide analysis while being able at the same time to practice it under controlled learning conditions.

Basically, the clinic will be conducted in the following manner: We will give a strategic or tactical situation as it appeared in an AH game along with a synopsis and history of events that led up to the situation under discussion. We will then present an analysis of the situation and the alternatives the players have in front of them, showing which are the best and why. We (the clinic) will then present to you (the readers) a situation and ask you to analyse it. We will then invite you to send in your analysis. This situation will then be placed in a following article along with the comments from analysis of the readers and the way we the clinic look at it.

Note: The readers are invited to send into the clinic any situation which they wish for the Clinic to analyze. Classic situations from the readers will be placed in future articles, discussed and analyzed.

At Waterloo

To begin this series we will start by offering a situation which occurred in a game between one of the members of the clinic and Glen Taras & Paul Pawlick of Chicago, Ill. It is 11:00 a.m., June 17th & the French and Allies are alined as follows:

French Roster

	Napoleon HQ	MM-25 (Gosselies)
6-4	Duhesme	N-38
	Friant	M-33
	Habert	S-28
	Hulot	R-34
5-4	Lefol	I-43
	Pecheux	I-43
	Simmer	Q-35

8-4	Imp. Grd.	O-39
4-6	Imp. Grd.	I-45
2-6	IV	N-46
3-6	L'Heritier	S-28
	Chastrel	P-36
	Domont	DD-44
	Soult	CC-43
	Subverie	AA-43
2-6	Stroltz	I-45
	Bachelu	L-33
	Jerome	K-45
	Girard	L-33
	Pire (Cav)	N-46

Allies Roster

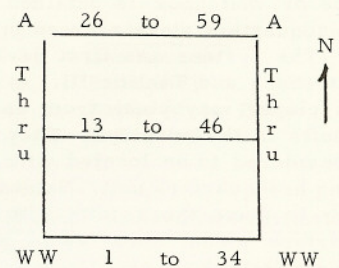
	Blucher	Mt. St. Jean
	Steinmetz	O-32
	Brause	L-35
	Borcke	K-35
	I (ft. arty)	O-31
	II (ft. arty)	N-32
	Hacke	
	Ryssel	Due
	Lothlin	on
	Hiller	
	Sydow	7 a. m.
	Schwerin	June
	Watzdorf	
	IV (ft. arty)	18
	IV (hrs. arty)	

Wellington At Waterloo

6-4	Perponcher	O-34
1-6	Gey	O-29
1-6	Trip	O-29
	Chigny	O-29
2-6	II Cav	N-46
5-4	Jaquinot	BB-29
	Merlen	O-29
	Brunswick	O-29
7-4	Picton	R-28
	Alten	R-28

2-4	Williamson	Q-28
	Cav. Batt.	J-34
	Somerset	K-32
1-6	Ponsonby	H-41
	Estorff	N-32
7-4	Clinton	Q-28
1-4	Balton	Q-28
	Anthing	
	Stedman	1 p. m. June 17
	1st D & B	
	Colville	
	Hawker	5 p. m. June 17
	Cole	
	Bruckman	

To those not clear on where the co-ordinates fit the board. View the following diagram:



Ed. Note: * All other units not listed were killed previous to 11:00 am June 17.






HISTORY




The French forces have come a long way in a short period of time at a high cost. They won a battle at St. Nivelles which opened the road to Mt. St. Jean. They poured down the road and were attacked on the flank by fresh oncoming British units. They were stopped & surrounded at Hill M-33 by the remainder of Blucher's retiring Army, which was in withdrawal from Quatre Bras, and from the new British units which





had come into the battle from the Northwest. The French won a brilliant battle on the Tilly Road by flanking & isolating the Prussians there; defeating them in detail before they could retreat across the Byle River. Leaving the French forces in the sector & unopposed route to victory conditions in that northern sector.



So far losses number 129 French factors lost out of a possible 193, as compared to 66 Prussian out of 97 & 33 British out of 140 or 99 out of 237. Mathematically it would appear to be in favor of the allies, but because of some of the Entree times of later Allied forces & the position of the French it would appear to be a draw game which could swing either way. Or Could It?







SYNOPSIS



Presently, three French  are surrounded on Hill M-33 by 3 Prussian  & 2 Pr.  & 3 British  .

On the Eastern flank, poised to rescue are a line of 3 Fr.  , 1-  & 1 Imp. Grd. .

While on the Southwest flank are 3 Br.  -- 4 Br.  -- 1 Br.  -- 2 Br.  poised to counter-attack.

Also, on the southwest flank are 1 Fr.  ; survivors of a previous battle.

Between the rivers Dyle & LaLasne are 3 Fr.  -- 1 Fr.  & 1 Imp. Grd.  heading towards the Wavre Road - LaLasne Bridgehead. Farther back on the Thil, Dyle, & Genappe River intersections are 1 Fr.  & 2 Fr.  Blocking the Wavre Road - LaLasne Bridgehead is 1 Br. .

Due on from Hal of the 1 p.m. June 17th are 2 Br.  & 1 Br. .

You the reader must examine the evidence, "Chess-Board" the moves after 11:00 a.m. and analyze what you think the only outcome could be? Let's see if your first guess is a right one.

All correspondence relating to the "Clinic" should be sent directly to Myron Brundage, 2437 W. Sunnyside, Chicago, Illinois

Question Box

Afrika Korps

Q. If a unit uses his entire road bonus and ends on a road/escarpment square, may it continue on road/escarpment squares using its normal movement rate?

A. Yes, but it must stop on the first non-road escarpment square it moves to.

Bulge

Q. In a situation where the U.S. has German units completely surrounded, may these units participate in an attack by units from outside the encirclement?

A. Yes. If any of the units in an attack are supplied, all others engaged in that particular attack are considered to be supplied (as pertains to the supply limitations on attacks). NOTE THAT THIS APPLIES TO BULGE, NOT TO AFRIKA KORPS.

Blitzkrieg

Q. Situation: Blue fighters intercept a bombing attack while Red is attacking all possible landing bases with range of these fighters. Some of these attacks are at soak-off odds. Are the Blue fighters eliminated for lack of an undisputed base at which to land?

A. No. In this specific situation, Blue may hold the fighters until all base raids are resolved, then land if he has a base under undisputed control (no enemy within one square). If no such base is available, the fighters are eliminated.

Q. Just what is a "friendly" minor country city, and how does such a state effect air transport, supply, etc.?

A. A "friendly" city is one that may be used for supply, air and sea transport, air base, etc. All Major Country cities are considered "friendly" when they are captured and under the complete control of one or the other side. Complete control means that no enemy units are in or adjacent to the city.

Physical capture of a Minor Country city does not necessarily mean that city becomes friendly. All cities in a particular Minor Country must be captured (with the Minor Country City Capture Table) in order for any of them to be considered "friendly". Which side captures the cities does not bear on whether or not they can be considered friendly. EXAMPLE: On Blue's first turn he captures V20, M14, U11, and X27. None of these cities may be considered "friendly" at this point since

CC15 was not captured. Red, in his turn, captures CC15 with the aid of air-mobile and invasion troops. On the next turn, all cities in that minor country are friendly to the side occupying them and can be used for sea movement, air transport, supply, and as bases for air units. BUT, if Red had only invaded the area around CC15, not capturing the city itself, none of the cities held by Blue would be considered "friendly" on the next turn (The government of that minor country is being kept alive by Red). Further, the Blue occupied cities could not be used until CC15 is reduced (using the city capture table) by one side or the other.

Note that, once captured, a city may always be used for ground movement doubling combat factor in defense. The only things affected by the above are Sea Movement, Air Transport, Supply and the use of the city as an Air Base.

Q. If I capture and isolated enemy city with 12 of my airborne factors, may I air transport 12 additional factors to that city on the next turn?

A. Yes, but in doing so you overload the supply capacity of your airhead and must either capture additional supply cities or eliminate factors on the turn following the overload to "balance" your supplies. EXAMPLE: 12 factors of Blue airborne troops capture 00-40 on turn #3. 00-40 is behind Red lines and no supply route exists to a friendly port or supply line; thus, the Blue airhead has a supply capacity of 12 factors (one city square). On turn #4, Blue airlifts 12 factors of infantry to 00-40 to support his airborne troops, thereby overloading the supply capacity of the airhead by 12 factors (here we assume Red has just been watching this happen to himself, and has not eliminated any Blue factors). Blue now has one turn to (1) capture another city square to supply the additional troops, or (2) move them out again by airlift. If he accomplishes neither at the end of his portion of turn #5, he must eliminate factors until only 12 remain in the airhead; this brings his supply situation there back into balance.

To sum up: a player always has one turn in which to rectify a supply imbalance, but supplies for each "overloaded" area must be balanced by the end of the turn immediately following the turn in which the imbalance occurs.

Q: Must an entire minor county be sub-

dued in order to receive supplies for the conquered cities?

A: Yes

Q: Can you attack enemy units At Sea?

A: No!

Q: May a Nuclear attack be used as an interdiction attack instead of the 4 SAC factors normally required for an interdiction?

A: Yes

Q: During Prepare for Play, may either side place units in at sea boxes that are not adjacent to their Home Countries?

A: Yes

Q: May units that have entered At Sea zone B on their previous turn attack a beach in At Sea zone C on their next turn?

A: Yes

Q: May units that have invaded a beach withdraw through that beach on a subsequent turn?

A: Only if the units are Ranger units.

Q: May Aircraft land in a city that was just captured and may units at sea land in a port that has just been captured?

A: No, you cannot capture and use a city in the same turn.

Q: If a Unit uses two unconnected roads in its move, may it carry over uncompleted fractions of road moves from one move to another?

A: Yes

Q: If all the cities in a minor country fall on the turn it is first violated, does the violater still lose 2 factors?

A: No

FOOTBALL STRATEGY

Q: How does the Offensive team Punt?

A: A Quick Kick may be called on any play, including 4th Down. Thus, the Offensive player, on 4th Down, has a choice of selecting either the Quick Kick or the Punt play after the Defending Player has committed his defense.

Le Mans

Q. May a car attempting to make a pit stop drive through other unoccupied pits in order to reach his own?

A. Yes, but the incoming car may never "pass-through" cars already in the pits that may be blocking this route.

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	NEWSLETTER	MEMBERSHIP BENEFITS
AHIKS Berkeley, Calif. 94715	F. A. Webster		Kommandeur	Membership is limited to persons over 24 years of age, who will maintain at least one prompt Pbm game at all times, and who value a prompt, well played game over a victory.
The Aggressor Homeland 7873 El Dorado Plaza Long Beach, California 90808	Bruce Sullivan	54	Angreifer Zeitschrift	Aggressor offers the benefits of some nine game variants, constant tournament offers, a greatly under-priced magazine, and membership in the League, in which Aggressor can win games and other prizes in Pbm tournaments.
Leibstandarte 5050 Coldwater #308 Sherman Oaks, Calif.	Derek Ross	21	The Asphalt Soldier	Organized and competitive wargaming; inter-club tournaments, and access to historical literature, excellent opportunities to advance
AH Club 630 Capitol Trail Newark, Delaware	L. R. Valencourt	6	-----	Non-discrimination of the sexes; we have 2 girl members and 1 husband-wife team! Adult games with little fuss for most Pbm games.
Cobra 6003 Wynnwood Washington, D. C. 20016	Kit Bigler	6	-----	We are interested in playing wargames as often as possible. We hope to develop our skill while engaging in competition with fellow wargamers and clubs.
Imperial 5th Reich 319 N. W. Sycle Warrington, Fla. 32507	Grey Paul	10	-----	Good, wholesome, competitive wargaming. We spread the fame of AH around the nation.
Neo-Numerians 3437 Summit Ridge Doraville, Georgia 30040	Bill Tallen	25	The Mathom Sun and The Mines Tirth Evening Star	A letter writing bunch of Tolkien fanatics; a small wargaming clique; the magazines print 60 pages on a variety of subjects.
Grim Reapers 387 Harold Street Crystal Lake, Ill. 60014	Dennis Schultz	5	Battle Drill	Teaching and instructing trial members until they can become regular members at age 17. Rapid advancement to command positions but only according to ability.
Oregon Wargaming Confederacy 206 South 8th Street Oregon, Illinois 61061	Terry Paul	6	-----	Friendly competition among those who are truly interested in the art of wargaming.
War Games Inventor's Guild 234 Fir Street Park Forest, Illinois 60466	Grant Noble	23	The Artisan	Close affiliation with the IFW (many Guild members are in it) for the express purpose of designing, modifying & limited productions of games.
The Klan 1831 Hobson Road Fort Wayne, Indiana 46805	Patrick Barry	6	-----	The simple enjoyment of wargaming as a hobby between members of our small and adult group without taking ourselves too seriously.
G. H. C. G. L. 8215 S. Lynn Seymour, Indiana 47274	Steven L. Jones	47	Kampfgruppe	Glassed gaming, new game designs, instructions and an information department containing great stores of information on armies, tanks, aircraft, ships, weapons and uniforms.
The Host of the West 722 Indian Ridge Road Louisville, Kentucky 40207	Charles E. Wright	8	Palautir	Club offers various types of competition, organization of team games, development of new games and variations, and general discussions.
La Societe de la Strategie 26388 Dundee Huntington Woods, Mich. 48070	Lawrence Fisher	6	-----	La Paix et la Guerre.
Black Death 465 Woodland Hills Philadelphia, Miss. 39350	Vernon J. Stribling	6	-----	We can beat any man in any land for any amount that he can count at any game that he can name.
Reichswehr der Wehrmacht 2105 Jannette Drive St. Louis, Missouri 63136	Russ Meek	5	-----	Our constitution is complete and offers many benefits to its members. We are planning a wargaming convention in St. Louis. We conduct tournaments for prizes.
Oberkommando Mjtiewest 6 Clydehurst Drive Webster Groves, Mo. 63119	Tom Race	8	-----	Inter-club tournaments as well as tournaments with other clubs. A new, small, teenage club, open to new members and ideas.
21 Panzer Division 62 Falcon Road Livingston, N. J. 07039	Doug Bonforte	6	-----	Giving local wargamers a chance to improve their tactical skill and expand our sphere of influence.
Reichswehr 109 Heather Lane Camillus, N. Y. 13031	Mark Peters	6	Reichswehr Newsletter	Advancing fast according to games won with following games: Midway, Bulge, AK, Stalingrad, D-Day, Bismarck, Jutland and Guadalcanal.
The Minutemen 98-15 Horace Harding Blvd. Flushing, N. Y. 11368	David J. Jacob	4	-----	"Organised" fun & games for one and all. Individual & inter-club challenges accepted or kept on file until they can be accepted.
SS Totenkopf 79-10 34th Avenue Jackson Hghts., N. Y. 11372	Robert Chamber	18	Totenkopf	Getting together on weekends, holding meetings, playing wargames, and actually making wargames. EX: Battle of Britain - Sinai 1956.
Avalon Hill 1405 Coburg Road Columbus, Ohio	Mark Ely	10	-----	More money to the Avalon Hill Company.
1st SS Stormtroopers Army 1785 18th Street Cuyahoga Falls, Ohio 44223	John Auston	6	1st SS Storm- troopers Army	Tournaments, new friendships, promotions to higher ranks, insights into new strategy. (If in Akron call 928-9617).
Thrush 1611 3rd Avenue Altoona, Pennsylvania	Ronan T. Adams	3	-----	Exciting competition (small but powerful); friendly but deadly maneuvers; lasting friendship.
American Armageddon 47 Scarsdale Drive Camphill, Penna. 17011.	Jim Cochran	6	-----	A close knit club with opportunity for rapid advancement playing other clubs and members by mail or face-to-face.
F. O. W. Box 280, R. D. 2 Sayre, Penna. 18840	Donald Greenwood	25	Panzerfaust	A neutral board of Pa. wargamers whose only goal is to improve wargaming by the sponsorship of national, pbm tournaments. Membership is fluent and non-restraining.
United Wargamers of America 3200 McGravock Donelson, Texas	Mark Dumdell	38	-----	We are former I. M. L. We are democratic. Points and possibly cash are awarded at year's end. Tournaments for free prizes.
Gestapo 1106 Greenbriar Arlington, Texas 76010	Greg Plitts	6	-----	A closely coordinated group of superior wargamers which are admitted to the club only after they have proven themselves superior tacticians.
Golden Horde 7815 Briston Drive Annandale, Virginia	Bart Johnson	6	-----	Newly formed, fast growing club, with endurance, strategy and aggressiveness.

Winners - Contest #23

Again, as in Contest #22, there were more perfect entries than prizes available. The following were drawn at random from the 155 perfect entries. The 1,100 near-misses blew their chances when they failed to pick out the two battles that were not battles. Still others stumbled on tricky Guadalcanal battle situations. Better luck next time. Meanwhile, free gift certificates have been sent to those who were not deceived.

1. Kevin Kelly, Kansas City, Mo.
2. Fred King, Russelville, Ark.
3. Peter D. Summer III, Birmingham, Ala.
4. Charles Hoch, St. Francis College, San Diego, Calif.
5. Klaas Tadema III, Houston, Tex.
6. Mark Weitz, Little Neck, N.Y.
7. Charles E. Johnson, Lincoln, Neb.
8. Dr. Paul Bushman, Baltimore, Md.
9. Bruce T. Klemm, West Allis, Wisc.
10. Omar DeWitt, Williamsville, N.Y.

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

Subscriber Discount...

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

Here's how it works

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



OPPONENTS WANTED ADVERTISEMENT

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

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

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

CONTEST 24

Check off the "methods" you feel would best serve in the interests of ending the war. Then - in 50 words or less - state reasons for your strategy and what you think the enemy's reaction would be.

Winners will be selected on the basis of objectivity, clarity of purpose and feasibility at the discretion of an impartial judging tribunal of members of

the research and design department.

The contestants who submit the "most sensible" plans will be awarded \$6.00 gift certificates. Entries must be postmarked no later than April 10, 1968. Entrants may submit copies or photostats - one to a subscriber, only.

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

ESCALATION:

(Check one or more)

- Step up aerial bombardment of major cities.
- A complete blockade of all enemy supply ports.
- Destroy all enemy supply ports by:
 - ___ Conventional aerial bombardment.
 - ___ Guided Missiles
 - ___ Nuclear Weapons
- All-out invasion of N. Vietnam.
- Unleash nuclear attack on selected military targets - give 24 hour warning.
- _____

(Your Plan)

DE-ESCALATION:

(Check one or more)

- Maintain current military policy - hope for wearing down of enemy.
- Continue with "Gradualism" but begin slow withdrawal of U. S. Troops.
- Go to conference table at any cost.
- Force ultimatum from U. N. - abide by any subsequent U. N. decision.
- Pull out altogether - let Vietnamese fight it out among themselves.

(Your Plan)

Headlines of 3 Best Articles:

Name _____
 Address _____
 City _____
 State _____



IN REVIEW: Christopher Wagner (at left) with editorial staff reviews final prototype version of "1914" . . . one of many services offered the itinerant wargamer by *Strategy & Tactics*, the monthly publication devoted to reporting all the news on all the gaming fronts throughout the world. Now in its 2nd year, *S & T* is available both on newstand and thru subscription, Box 11-187, Loudonville, New York 12211.

Armour— for the Defense

by 2/Lt. Kenneth L. Benton

While much has been written on the use of armor in the "blitzkrieg" or "panzerblitz" operations, very little has been said about the use of armor in retrograde situations.

By applying certain maxims of the US Army Armor School to such games as Bulge, Blitzkrieg, Stalingrad and D-Day, we can correct many of the fatal armor errors committed when one is forced over to the defensive.

First of all, armor or mechanized units are capable of conducting two types of defensive operations. They are the mobile and the area. The mobile defense is the most preferable, and is where you place a majority of your forces in reserve. The area is a static

defense where all of your units are committed to denying the enemy access to certain terrain features.

As can be readily seen, the area defense is best suited to infantry units, while armor units are best used in the mobile defense.

Granted, many AH players are well versed in this. But what happens when the enemy launches a determined offensive? In most instances players leave their armor doctrine smoldering in the burnt out tank hulls of their destroyed armor units.

But a player who is armor minded, though even on the defense and being forced to retreat, will have the best change of eventually defeating the enemy drive.

When first forced to abandon the offensive and go over to the defensive, you must choose a plan. There are usually two: You can either defend in place (and probably be destroyed) or use retrograde operations. The types of retrograde operations are the withdrawal and the delay.

A withdrawal is a flat out run. You turn your exhaust to the enemy and head back for some easily defendable piece of terrain, leaving the enemy have everything in between.

The other choice is the delay. This is where you make the enemy fight for every piece of terrain, slowing his movement down and throwing his timetable out of whack.

By using the five fundamentals of the delay, as put out by the Armor School at Fort Knox, you can make your armor units the most effective defensive units of the board.

First, make maximum use of "centralized control--decentralized action." In short, don't put all of your armored eggs in one basket that can be easily isolated or by passed. Keep them spread out, but with enough power to deal effective defensive blows.

Second, and as every wargamer knows, make maximum use of terrain features. But remember to leave yourself with good routes of withdrawal.

Third, force the enemy to deploy and maneuver. You can make him



Because of the ever-increasing number of Opponents Wanted ads received each month we will be forced to stick to the requirements (see caption page 13) that all ads must be submitted on the form printed on that page. No photocopies permitted. If you do not wish to mutilate your magazine, you may obtain these forms by sending us a self-addressed envelope containing first class postage. Please specify Opponents Wanted Form.

Club Registration

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

Club Name _____

Mailing Address _____

Officer's Names _____

We play: face-to-face, only PBM, only Both

Membership dues (if any) are: _____ 3. Age Limitations: _____

We: are are not accepting new members.

We: conduct do not conduct tournaments between other clubs.

We publish a newsletter/magazine entitled _____

for \$ _____ published every _____.

We: would would not be interested in traveling to attend a gaming conference.

We feel that our club offers the benefits of: _____

(50 words or less)

AFFIDAVIT: Current membership is now _____ persons.

(An officer's signature)

The Infiltrator's Report

Recently, NEWSWEEK Magazine reported on "games executives play." The latest fad in games is CLUG. It takes 6 hours to play; demands the vision of an urban planner, the financial acumen of a bank president, the tax expertise of a CPA and the memory bank of a computer. And it only costs \$125.00. So you thought Avalon Hill prices were high.

CLUG, an acronym for Community Land Use Game, is the latest addition to the growing list of models designed to simulate complex, real-life problems. Down at the Pentagon, the war is being plotted by strategists playing AGILE-COIN, a highly sophisticated simulation of guerilla warfare in Southeast Asia.

The Price Waterhouse people play MERGER-ACQUISITION which tells them whether or not a company (any company) truly has the where-with-all to expand production and/or gobble up competition.

Members of the American Institute of Bankers learn how to allocate their promotional dollars by playing ADMAN. To play all of these "toys" it helps if you happen to have an IBM 1130 in your den.

The very first elected "Wargamer of the Month," is Petty Officer James R. Long as reported by "Panzerfaust

Magazine" (Box 280, RD#2, Sayre, Penna.) Long's home is Linglestown, Penna. (a little geographic nepotism here) but is currently serving aboard the Carrier Shangri-La. A complete description, plus many other features including news of a merger between "The Tank," of M.I.T., and "Panzerfaust" makes the latter an informative wargame and sports magazine.

A 39 page "magazine," making it the largest of its kind among wargame publications, has been received from the Spartans. While its title page is missing, there are plenty of goodies contained there-in...at least what you can read of its mimeographed pages. Cartoons, perfect plans, editorials, not to mention a sketch of Hans Kruger suitable for framing, adorn this factual 'zine. Look for a big purge developing within the Spartans...

Save your confederate money, the South shall rise again. On the rise, at least, is the amount of new pamphlets on the subject now available from: Superintendent of Documents, Washington, D.C. To get them on Antietam, Chickamauga, Fort Sumter, Bull Run, Petersburg, Shiloh and Vicksburg, send just 25¢ to the D.C. address.

Aggressor Homeland, or what's left of it, is being bombarded from all sides. Latest brickabats are found in "Das Schwarze Korps," brand new house organ for the 4th SS, (16 Oliver Street, Hartford, Conn.). According to their editorial policy, their magazine "will devote half to factual propoganda directed against enemies of the 4th SS..." So you can imagine what they have printed about arch-enemie Aggressor Homeland. A feature in this magazine is the listing of a "Polish Campaign Tournament." The tournament has been held up somewhat - the player taking the part of the Polish General hasn't as yet figured out how to unfold the playing board

Brian Libby, once a prominent figure in the advancement of wargaming, has announced his "retirement" in "The Stormtrooper" (38 Sanger Avenue, Waterville, Maine 04901.) Now a student at Johns Hopkins U., Libby may very well be working in secret with Hopkins' Dr. James Coleman who has been working there on a research grant involving games as instructional aids to secondary level education.

"Graphic Aids to Blitzkrieg" in the Nov.-Dec. issue failed to indicate the (+) plus signs in the equations.

The equations should read:
 $S = (A-B) + (C-D)$ or $S = (A+C) - (B+D)$
 S = total supply factors needed
 A = total attack factors on board (-FTRS)
 B = aircraft factors on board (+FTRS)
 C = attack factors in desert
 D = total defense factors of BRKTH

Language is no barrier when it comes to playing wargames. Witness a case in point. Dwight Eisenhower, when President, started an organization known as Person-to-Person in Kansas City. By sending this outfit your name and a list of hobbies, they would furnish names of three foreigners of like interests. Our correspondent, Robert S. Brenner, did better than that...he received the names of a Major in the Indian Army, a Corporal in the Brazilian Army, and a secretary (female) in jolly old England. Mr. Brenner, naturally, saw to it that we dispatched a D-Day game to the latter (gad, a blossoming romance over a soak-off). Mr. Brenner also intended to engage the Indian and Brazilian in Play-By-Mail but, as yet, a suitable die-roll resolution system had not been worked out. (AHIKS take note). The real problem was in the fact that the Brazilian Corporal did not have that great a command of the English language. Undaunted, Brenner paid an Angolan student \$55.00 to translate the rules into Portugese. What Brenner does not realize is that he will probably be engaging the Brazilian General Staff plus the Corporal. Maybe there's some significance in the fact that we have just received a rush order for AH games from Mrs. Fridell of the Brazilian Embassy in Wash., D.C., for overseas delivery. Words of encouragement can be sent to Brenner at his suite 304, 300 E. Lancaster Avenue, Wynnewood, Pa. 19096 address.

According to a survey taken by Jared Johnson, Chamblee, Georgia, Chess is not considered as interesting as most wargames, so say 80% of AH fanatics. Now we know why our Nieu chess (pronounced New-chess) game bombed out. All we have to do is to find out why Air Empire was a lemon....

Subscribers were in general agreement over the excellence of all articles found in the Jan-Feb issue of this magazine. The top five, in the closest race of all, were led by Ralph W. Schulz's "Victory With Superior Forces," followed by Barry K. Branch's "Think Small," the Frankwicz-Brundage series completing "Principles of War," Thomas Webster's "Really Big Red," and Jared Johnson's "Order Out of PBM Chaos." A five-spot has been sent to the above.

According to our "Survey" eliciting comments on the editorial makeup of this magazine (Jan-Feb issue), results showed an overwhelming vote of confidence was due our magazine editors. Only two categories produced negative responses: the "Dealer Listings" and "Articles on Non-AH games." Many thanks to the readers who took the time to send us their opinions.

break down those heavy armor stacks by using centralized control--decentralized action. Make him chase you, let him split his stacks in vain attempts to surround you. Then, after you have forced him to do this, move out, leaving him in command of empty terrain.

After you have forced him to deploy and maneuver, and you have vacated, don't move so far or fast as to forget about the fourth principle, which is to maintain contact with the enemy. If you don't maintain contact, the enemy can isolate you. But don't let yourself become decisively engaged.

That is the fifth principle, and perhaps the most important of all concerning defensive operations with armor units. Never allow them to become decisively engaged. Once thus engaged, the tank is usually fighting a losing battle. He has lost his movement and his further ability to carry out the principles of the delay.

Remember, the armored unit is an offensive weapon, and if the enemy can decisively engage you in a defensive battle, you might as well begin the game by turning in all your armored units for infantry and not worrying about it. 2/Lt. Kenneth L. Benton, E. 203 Mission #24, Spokane, Wash. 99202.

