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AVALON HILL HAS GONE TO COLLEGE

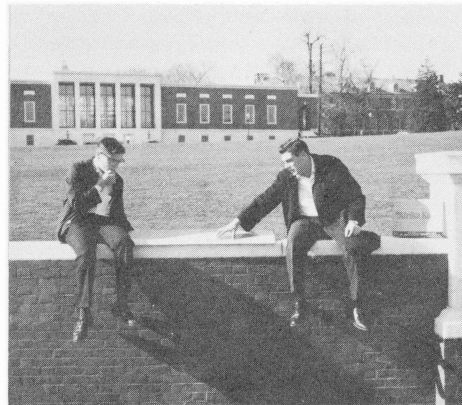
Fraternity Life Not Complete Without an Avalon Hill Chapter

With the coming of the New Year, many new decisions must be made. Chief among them, for expectant high school graduates, is the choice of college. Aspiring youths in search of institutions of higher learning must do so way in advance. By applying now chances are good that you will be accepted at the college or university of your choice.

Choosing Your College

There are many reasons for choosing this college or that university. Perhaps you want to play football; become a boilermaker, or a Philadelphia lawyer. More important, perhaps you want to play Avalon Hill games. In this event the selection of a college must be done with much greater forethought. We are listing various schools we know have Avalon Hill members in flourishing numbers. In alphabetical order, they are:

Alliance College, Cambridge Springs, Penna.; Baldwin - Wallace, Berea, Ohio; Carnegie Tech, Pittsburgh, Penna.; Iowa U., Iowa City, Iowa; M. I. T., Massachusetts; Purdue, West Lafayette, Indiana; New Mexico Inst. of



"Play-in" demonstrators upstage the dedication of Johns Hopkins' massive library in an attempt to get Avalon Hill gaming 101 added to the curriculum.

Mining & Technology, Socorro, N. Mexico and Rice U., Houston, Texas.

We are positive that many more exist. But those listed are sure to welcome Avalon Hill fanatics with open gameboards. Remember - when your college days are o'er and the game of life begins, they'll not ask for your resumé. Instead, they'll ask for your won-loss record in Avalon Hill gaming.

Huntington by-Mail League Deluged with Applicants

Huntington, Indiana: John E. Bailey, Corresponding Secretary, reports that there is a "landslide of jubilant Avalon Hill enthusiasm". He reports, "we have a total enrollment of 100 members and more coming each day." However, there is still room for more. Two (2) percent of our membership is composed of foreign AH fans, and 3% come from the south. Almost no members live in Virginia and points south. This leads me to believe that no one plays AH games in Dixie. At any rate, my French blood boils at the thought that there are no female members in the league. C'est plus qu'un crime, c'est une Faute."

Membership Does Not Lapse Until Next December

Mr. Bailey states that membership does not lapse until December 1, 1965. He also asked us to publish the very latest rules to Afrika Korps. Unfortunately, space limitations preclude us from doing this. The next best thing is for League Members to send us a self-addressed, stamped envelope, plus 25¢ so that we can get the new Situation Card and Instruction Folder revise out to them post-haste

Information about the Play-by-Mail League can be obtained by writing to: Avalon Hill Wargamer's PBM League, Bx. 572, Huntington, Indiana 46750.

Operation Stretch

by Edi Birsan

In regard to Albert Nofi's "Long Romps." I have operation "Stretch" on Reds counter-attack.

The following divisions are moved as indicated so as to isolate Blue units around city C43-16.

	Unit	Square
IV Corps	HQ	38-15
	4 Armored Div.	40-13
	16 Inf. Div.	40-16
	17 Inf. Div.	40-17
	18 Inf. Div.	42-13
	19 Inf. Div.	43-19
III Corps	20 Inf. Div.	41-13
	3 Armored Div.	40-18
Replacements	6 Armored Div.	38-14
I Army	1 Amphibious Div.	B43-14
	1 Paratrooper Div.	42-19

The movement of 1 Paratrooper Div. not only blocks the only escape route for Blue but also prevents the 4 armored Division from linking up with the now doomed units.

The three attacks (against the 1 & 2 Amphibious and 1 paratroop division) should leave the Blue commander with a pretty difficult position at city C43-16.

On the River line 26 N. S., I have 5 Inf. Div's. from the III Corps, three Inf. Divisions from the II Corps, plus the second mountain and second paratroop divisions.

The biggest problem is in the north where the distance is too long for me to carry out a large scale attack. To counter his move to C3-28, I lined-up three armored, and five Infantry divisions from 10-17 to 10-25 in this order (reading from West to East) 5th Inf. Div., 22 Inf. Div., 1 Armor Div., 5 Armor Div., 21 Inf. Div., 2 Armor Div., 10 Inf. Div., and the 9th Inf. Div. with the idea of eliminating Blue's 16 Inf. Division at 4-1 and on the following turn attack in force.

The rest of my forces are spread out in the rear with 4 Infantry Divisions in the N.W. island and 1st Mountain Division at 27-23. H.Q. units are generally spread out behind the main forces at cities.

★ ★ ★ ★ ★
The AVALON HILL **GENERAL**

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

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Africa Korps - Re-played

Beginning with this issue our research and design staff recaps a series of moves taken from games as they have been played by staff members.

We are presenting, here, the first four turns of an Afrika Korps game. The very latest rules will be used. They include: (1) the British 4-4-7 Unit starts at Mechili instead of Msus; (2) no sea movement in or out of Bengasi; (3) the German Supply Table is incorporated; (4) German player starts with a Supply Unit at Agheila; (5) you may destroy your own Supply Units when in danger of capture.

First April - German Turn

0-0-12	2-2-12	7-7-10	3-3-10	4-5-6	
<u>L-15</u>	<u>H-3</u>	<u>L-15</u>	<u>L-15</u>	<u>J-3</u>	
2-2-4	2-3-4	2-3-4	2-2-4	2-3-4	0-0-10
<u>W-4</u>	<u>L-3</u>	<u>L-3</u>	<u>U-15</u>	<u>L-3</u>	<u>M-11</u>

The end of the first German turn in April finds the British 1-1-7 Unit isolated in Bengasi. The Bologna Unit has moved back to the German home base at W-4 to garrison it. Failure to garrison it on the first turn means that the German player could not receive any supplies on the second turn. Notice that the Savona Unit has taken a southern route east...an attempt to discourage any southern harrassment thrust by the British. Also notice that most of the German-Italian Units used the 2-square Rommel movement bonus.

First April - Allied Turn

1-1-6	1-1-6	2-2-6	1-1-6	2-2-6	1-1-7
<u>J-35</u>	<u>J-35</u>	<u>H-17</u>	<u>I-44</u>	<u>G-18</u>	<u>H-2</u>
4-4-7	2-2-6	1-1-6	1-1-6	1-1-6	0-0-10
<u>K-18</u>	<u>M-20</u>	<u>I-43</u>	<u>I-43</u>	<u>I-43</u>	<u>G-25</u>

The end of the first Allied turn finds their Units in the usual standard positions shown. It is important that Allied

Units block the pass below Mechili. Notice that there is no Unit garrisoning the home base. This is not necessary at this point since Tobruk cannot possibly fall for several turns.

2nd April - German Turn

0-0-12	2-2-12	7-7-10	3-3-10	4-5-6	
<u>N-19</u>	<u>G-2</u>	<u>O-21</u>	<u>O-21</u>	<u>I-3</u>	
2-2-4	2-3-4	2-3-4	2-2-4	2-3-4	0-0-10
<u>W-4</u>	<u>C-8</u>	<u>C-8</u>	<u>T-18</u>	<u>I-2</u>	<u>M-11</u>

A bad roll of the die "sinks" the supplies. Thus, there is only one on board at this time. German player risks no combat but advances as shown. The isolation of Bengasi now completely prevents the 1-1-7 Unit from earning a stay of execution.

2nd April - Allied Turn

1-1-6	1-1-6	2-2-6	1-1-6	2-2-6
<u>G-20</u>	<u>L-24</u>	<u>H-17</u>	<u>H-30</u>	<u>G-18</u>
1-1-7	4-4-7	2-2-6	1-1-6	1-1-6
<u>auto elim.</u>	<u>N-22</u>	<u>K-18</u>	<u>H-29</u>	<u>H-29</u>
1-1-6	0-0-10	0-0-10		
<u>H-29</u>	<u>G-25</u>	<u>P-29</u>		

The 1-1-7 Unit becomes automatically eliminated and is removed from Bengasi. The 4-4-7 is moved to N-22 thus preventing the German armored Units on the escarpment from advancing eastward at all -- a neat move that is well worth the risk of loss in a 2-1 battle.

First May - German Turn

0-0-12	7-7-10	2-2-12	3-3-10		
<u>L-14</u>	<u>L-14*</u>	<u>K-15*</u>	<u>L-14*</u>		
2-2-12	7-7-10	3-3-10	4-5-6		
<u>J-16</u>	<u>M-20</u>	<u>M-20</u>	<u>C-13</u>		
2-2-4	2-3-4	2-3-4	2-2-4	2-3-4	0-0-10
<u>W-4</u>	<u>F-16</u>	<u>E-17</u>	<u>T-22</u>	<u>G-10</u>	<u>F-14</u>

(Continued on Page 12)

Naval Affairs

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As usually is the case when I make a definite statement of absolute fact, someone has turned up to prove me wrong. Albert A. Nofi has informed me of a case in which the Italian submarine Cappellione under the command of one Salvatore Todaro sank a British gunboat with her 2 - 3.9" in World War II. To add insult to injury David L. Ameson has called my attention to an incident in the Red Sea in June 1940 in which an Italian submarine, the Torricelli, with 1 - 100 mm gun was able to fight 3 British destroyers and a gunboat for 40 minutes before being sunk. The Italians sunk one destroyer and heavily damaged the gunboat. However, my basic contention remains the same; in the great majority of cases the submarine would have no chance of sinking the escort in a surface gunnery battle.

Jap Player Has Definite Advantage

I have received a number of requests for comments on the latest A-H naval game, Midway. Although I have not had sufficient time to evaluate it thoroughly as I normally like to play a game 20 or 30 times before attempting to comment, I do have a few remarks.

One major exception I would take with the design staff is in the entire concept behind the game. It seems to me that the Japanese commander is given a major advantage in knowing that any American force is at sea at all as in the real battle the entire Japanese operational plan was based on the supposition (fortunately proved to be erroneous) that the American fleet was still at Pearl Harbor. The U.S. fleet gained a complete tactical surprise when it launched its air attacks. Of course it would be rather difficult to run the game any other way unless perhaps three boards were used representing the entire Pacific area, an unspecified collection of search areas, and a normal tactical board. Unfortunately such a game would no longer be able to go by the name of Midway, but for those who enjoy making their own games it is an idea worth considering.

I would also take exception to the method of rounding off air attack odds. To my mind rounding off 5:6 odds as 1:2 while 7:4 is 1:1 just doesn't make any sense whatsoever. Accordingly I have started using the old slide tables

(Continued on Page 8)

New England

Thomas S. LaFarge
Groton School
Groton, Massachusetts



EDITOR - New England covering Maine, Vermont, New Hampshire, Massachusetts, Connecticut and Rhode Island.

Limited Intelligence Game

by Thomas S. LaFarge

AH Note: the following is the conclusion of a 2-part article; the first having appeared in the November issue.

B. Movement is conducted in a normal Avalon Hill fashion, with movement factors relative to the distance and time scales the individual designers may use. Terrain (rivers, forests, mountains, etc.) imposes the same limitations, as do road conditions (whether you're on one or not, and if you are, whether it is primary or secondary.) Turns are done simultaneously, however, which can get fairly hairy, but saves a lot of time in the long run: The idea being that the players send in their locations to the Control Figure all at once, rather than have just one player send in, and have the Control Figure send him back a report, and then have the next player send in, and so on, which would prolong the game to a point where it would span generations ("I lost because great-grandpappy bungled an advance.") I'm not saying it won't now, of course - a game of this played by mail gives pause for thought. But this business of simultaneous moves I have not figured out entirely. If two armies should happen to bump into each other (coming up opposite sides of a mountain, or something improbable like that) and they were completely unaware of each other, I think Control Figure should halt the play for the two armies, and send reports of the contact to the two commanders, telling them what square the contact was made on, and how many squares they have left to move. Obviously simultaneous movement on the field of battle involves immense complications, so some system might be worked out to shift from simultaneous to alternate moves when combat occurs. If you can see a way out of this, please tell me about it. I haven't been sleeping at all well recently.

C. Combat. A very sticky subject, because of the movement paradox. All I can say about that is that if you have

(Continued on Page 8)

Midway, D-Day, Tactics II, Stalingrad Re-worked

by Victor Madeja

There is a major failing in Midway that, I believe is due to turn pattern: movement, search, and operations. Preferably, it should be: 1/2 movement, search, 1/2 movement, and operations. Historically speaking, quite a bit of time often elapsed between "recce" contact and the arrival of the air strike. During the battle the Japanese carriers made a sharp turn northward during this period. Consequently, Hornet's air strike became completely worthless; the leading 35 dive bombers and the fighter protection of the TPD's never sighted the carriers and the unprotected torpedo planes were creamed as a result. This indicates that preplanned evasive action is not an unnoteworthy factor.

This innovation in the turn pattern would make it possible for the ship(s) to be in 9 possible sqs. rather than 1 during the operations section. As a moderate compensation the planes are given a strike potential of 3 adjacent sqs., in successive order, out of the 9. Each separate strike would have the choice of striking any one of these 3 zones providing they are all within range. Of course, to be sure of finding the enemy, 3 attacks may be sent. At any rate, these strike groups would be closer to what their numbers actually were. It would be foolhardy to launch suicide missions because of the small chance of locating the enemy with sufficient strength. This is aimed at changing MIDWAY from the present guessing match version. Guessing, of course, was a major factor in the actual battle, but in the original version one lucky guess followed by an all out strike often left the outcome sealed (dividing the ships into groups changes this only slightly).

Airpower In D-Day

Last issue I suggested doubling all movement in D-Day. Although this is far more realistic, it tends to favor the Germans. (Converging on the invaded beaches is faster and when the defensive lines in E France are reached, rapidly moving reserves can counterattack a much larger area of the line and switch quickly from flank to flank.) To expand on this idea movement is doubled also during the invasion turns but the Allies receive an equally accurate bonus to make up for it.

The Allies receive 8 bomber counters and the Germans, 12 AA units. The bomber units (they have unlimited movement) can: 1. Interdict - a) a bomber

Middle Atlantic

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EDITOR -- Middle Atlantic covering New York, New Jersey and Pennsylvania.

unit is placed on a river zone (between two sqs.), any German unit retreating over that zone (moving toward the Rhine) has its combat permanently reduced by 1, and Armor by 2 (heavy weapons would be abandoned), the zone for that turn would count as 2 sqs. (moving over a river zone to another sq. would count as 3 sqs.); b) the "B" unit is placed on any plain or city sq. results in that sq. counting as 2 for that turn. 2. Reduce enemy positions - 2 "B" units reduce the defensive factor of a defending unit by 1 (if the unit is doubled 4 "B" factors are required) for that turn the unit would be reduced by one (a 443 would i.e. become a 433) for that turn. Although no unit may be reduced by more than 1, up to 4 units may be reduced each turn. AA units have unlimited movement, no regular combat factor (like Rommel unit), and no zone of control. One AA unit on a zone or sq. neutralizes the effects of a "B" unit on that sq. for that turn. Both these specialized units are moved during the respective players turns.

Tactics

One addition that is necessary for absolute play balance is simply: no units may enter enemy territory during the first turn. If one nation saw that another was making preparations for war and making massive troop movements, this nation would surely protect its border and cities. It is very difficult to move about 40 divisions secretly.

Play Balance for STALINGRAD

Many of the more experienced players have discovered that the Russians almost invariably win. The game may be balanced by: 1. introducing the automatic victory rule. 2. Changing the time record so that 2 months = 3 turns; the movement rate per turn is unchanged; Monthly replacement rates are unchanged. 3. Same as #2 except each month = 2 turns. Anyone of these 3 is more realistic than the present version and the last is most realistic. The movement is unchanged, even for the two week turn, because it is not unusual for armor to cover 200 miles (6 sqs.) and infantry 140 miles (4 sqs.) in two weeks.

South Atlantic

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EDITOR - South Atlantic covering Maryland, D.C., West Virginia, Virginia, Kentucky, North Carolina, South Carolina, Georgia, Alabama, Mississippi and Florida.

Building Your Own Game is Laborious - But Fun

by Hilary Smith

I would like to tell you something directed toward those persons who write and ask what the units are, the symbols I use, the strengths of the various units, etc. concerning my game. This I think is the most fun of designing your own game, that is the invention of your symbols, your rules, and doing all your own research. And for me to supply you with the necessary information it would be a tremendous amount of work for just the written rules which are over ten typed pages. This is not taking into account all the many, many rules that are just common law rather than written down. But if you have a problem in making up your game don't hesitate to write me and ask.

Air Force Adds Variety

The accent of my column this month will be on the air forces. There is only one game with extensive air forces and this is Midway. However, if you were to adopt the Midway system to land battles there would have to be some changes made. The role of the air forces in a land battle game would be one of helping out with attacks, possibly shooting up supply wagons, roads, railroads, ports and other tactically important targets. This would mean that if the game were down on the division level, the air forces would be able to toss in points to be added to the attacker or the defender's sides. With air forces it would be possible to make a 15-6 into a 3-1 by just providing three points worth of bombers and fighter-bombers from an airbase that is within range of the battle. On the other side of course, the defender would be able to place part of his air force over a weak point in his line to boost it up. This defender's aircraft would be able to add to the defense of the ground troops unless this defending aircraft was dealt with by the attacker's aircraft.

The aircraft would play a larger role if you had a larger game such as are

Sure - Fire Plans Can be Disastrous

by Carl Knabe, II

I have been reshuffled and now have a school address of: 1258 State Street Courts, West Lafayette, Indiana; and a home address of: 2133 Bittel Road, Owensboro, Kentucky. There has been a great deal of confusion in my mail delivery lately.

There seem to be a lot of "infallible plans" (for winning AH games) floating around. Now planning is a good idea, but some of you fellows are getting a little carried away. A number of these sure-fire strategies show a good deal of careful thought, such as Paul R. Siragusa's (9 Washington St., Norwich, Connecticut) OPERATION PLUNGER, outlining German tactics and strategy for STALINGRAD and Eric Stein's (105 Wenley House, West Quadrangle, Ann Arbor, Michigan) general strategic analysis for the same game. Both of these are representative of some of the fine work people have sent me.

BUT, in at least one glaring instance, reliance on a "sure-fire" plan was disastrous! I received an anonymous letter from one shell-shocked general,

many of the home-made games that a lot of you have. In these games where you have a navy the air force takes on an additional load of bombing ships at sea, or bombing ships being repaired in port, and the like. This involves co-ordination to be able to fit the different speeds at which land troops, ships, and aircraft travel into a single turn.

The Larger the Game - The Greater the Variables

With aircraft come many support facilities which should be taken into account for accuracy. One is airbases, for they must be able to be constructed and dismantled. Another is the anti-aircraft battalions for with aircraft comes the counter weapon. Also there must be a system of interception developed so that incoming raids may be met and destroyed, if possible. Also there must be a system of replacement and coupled with this are the factories for producing the replacement aircraft. This brings in part of the incentive for long-range bombing attacks on industry which played such a vital part in the last World War. For any player would like to destroy his opponents means of advantage and having an air force with a full replacement rate is one of them.

There are many problems to be worked out with Air Forces but this article was written just to show the possibilities of introducing aircraft into a game.

Midwest

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West Lafayette, Indiana



EDITOR - Midwest covering Wisconsin, Michigan, Illinois, Indiana and Ohio.

who complained... no, read it for yourselves:

Dear Sir:

Since you are the midwest editor of the newsletter the Avalon Hill General, it behooves me to write you at this time. I am a subscriber in Ohio, I live in the Cleveland area and have been an ardent fan of Avalon Hill. I have all the Avalon Hill games and enjoy playing them with my friends. Through the General I met this friend and challenged him to a game of Stalingrad. I used your setup for the Russians from the Sept. issue. To be crude, they clobbered me! Did you notice I said they? I thought I was only playing him, but he had a staff of sixteen generals behind him calculating every move he made!

I am a high school senior, and so is he, and so was his staff of brains. And I do mean brains! Each member was the top in his school. Each member was a National Merit Semi-Finalist! They used what they called their 'sure method' for victory. They have devised one for every Avalon Hill game at 97-1 odds for victory. You may not think this to be true, you have to play them to believe.

Now, why am I telling you all this? They have no name for their 'brain trust', though I do know some of the names of the members, all you have to do is read the papers. They have a special command post just for Avalon Hill games, and yet with all their power they will not receive any publication or announce their organization. Their reason? They told me they had yet to 'perfect' a way to win for Afrika Korps. Once they did they said they would turn all their information over to the Avalon Hill people to be used at their discretion.

My problem is this. I gave them my word of honor that I would not announce myself as having played against them nor having any knowledge of their 'brain trust'. As you can see I have not identified anyone and I will not put my signature on this letter. However, I will put the matter into your hands hoping that you will issue a challenge to these eggheads in your column. I am confident that you could muster up a staff to face these 'mas-

(Continued on Page 12)

CONTEST NO. 5

This contest involves a multiple air attack situation already set up for you. Applying the rules from the Midway game the U.S. player is attacking.

In this contest you are the Japanese player. Your object is to apply the screening values of all your ships against attacking aircraft so that you will suffer the lowest probability of fleet damage from a long range standpoint. First - study the attack situation: the T4, D3 and T2 squadrons are attacking the Akagi; the D2 and T5 squadrons are attacking the Mogami.

Now - don your flight komona and refer to the ATTACK PLAN. Each squadron is listed for you under the Attacking Aircraft column. Under the Screening Ship column you are to write in the name of the Japanese ship or ships on the same line with the aircraft their screening values are to be applied against. This is all you have to do. See the hypothetical example (A).

Ten (10) winners will be named. Winning entries will be the irrevocable decisions of the judges. No entry will be returned nor will we be able to publish winning entries. In case of ties, earliest postmarked entries will decide (allowances made for distance.) Winners awarded FREE Avalon Hill games of their choice.

HOW TO ENTER

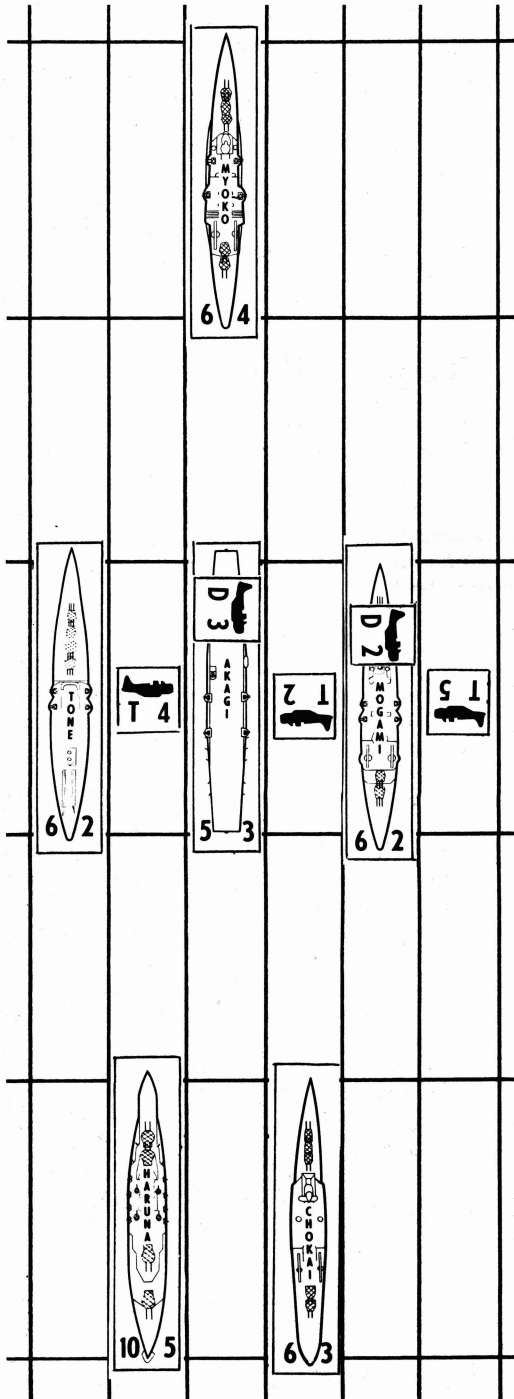
This contest is free to all subscribers. Simply fill in the ATTACK PLAN and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211 - Contest Dept. Entries must be postmarked on or before Friday, February 5, 1965. Print your name and address clearly. Make sure you mention the game you wish as winning prize.

AH NOTE: Those of you not wishing to mutilate your magazine may send in copy or photostat. Naturally, only one to a customer allowed.

ATTACK PLAN

Attacking Aircraft	Screening Ship
T4	Tone, Akagi
D3	Myoko

(A)



CUT HERE

ATTACK PLAN

Attacking Aircraft	Screening Ship	DO NOT MARK: AVALON HILL USE ONLY
T4		
D3		
T2		
D2		
T5		

CUT HERE

Name _____ PRIZE _____

Address _____

City _____ State _____

David Butler Takes to the Air to Win Contest #4

Quarterback Butler threaded the needle 4 consecutive times to amass a total of 145 yards...an effort deserving of the famed Hickok Belt, (okay Charles Hickok, Contest #3 winner, unstrap it and send it along.) But as for you Edi Birsan, a contest #2 winner, better unstrap your whole suit and turn it in...your sterling calls totalled a minus 12 yards.

It was a passer's day as Defenses A, F, A and E came up in that order. On the "Long Gain," entrants were awarded 50 yards. The following quarterbacks also earned free Avalon Hill games in addition to a no-expenses paid trip to the Baltimore Colt quarterback try-out camp:

1. David Butler, 3506 Tulara Drive, Boise, Idaho.
2. Jim Schneider, 936 W. 7th Ave., Oshkosh, Wisconsin.
3. Thomas C. Harrison, 1001 So. Penna., Roswell, New Mexico.
4. Butch Edsell, 208 Hiawatha Terrace, Frankfort, Kentucky.

5. David G. Moore, 1871 Snowden Ave., Memphis, Tennessee.
6. Fred Webster, 844 Ashcomb Dr., Valinda, California.
7. Don W. Alexander, 8918 Blankenship, Houston, Texas.
8. Phillip Poulos, 3140 Arundel Lane, Indianapolis, Indiana.
9. James M. Stormes, 4839 Yacht Club Rd., Jacksonville, Florida.
10. TIE: Gary Schechter, 711 Heman, University City, Missouri; Terry Griner, S. 4214 Madelia, Spokane, Washington; James Heaton, 3411 Alexis Rd., Toledo.

Subscriber Directory

We have been informed that we are no longer allowed to publish a directory of names and addresses as advertised in our literature. However, we would be glad to furnish subscribers' names upon request. Simply send us a stamped, self-addressed envelope and we'll be glad to furnish you with a few names and addresses of other Avalon Hill subscribers living in your area.

Central

Daniel Hughes
1634 North Sheridan
Wichita, Kansas 67203



EDITOR -- Central covering North Dakota, South Dakota, Minnesota, Nebraska, Iowa, Kansas and Missouri.

Critique on Popular Avalon Hill Games

by Daniel Hughes

FOR this issue I thought I would give my analysis of several of the most popular AH games. In the course of the article, I will explain what I feel are the strengths and weaknesses of each side in the games, and my over-all impressions.

D-DAY - Possibly the best game for beginners. For beginners, play balance leans toward Allies, but ultimately the Germans can be almost invincible. The

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Survey - the Best of The General

Everyone makes New Year's resolutions. Our resolution for 1965 is to bring you, through The General, a more informative and more interesting magazine. The only way we can do this is to ask you what type of articles you want most.

Therefore we would appreciate your taking the time to fill out the following questionnaire so we can better decide what type of format would be most desirable for the coming year. Please be as honest and objective as possible with your comments...be assured that all survey results will be kept confidential.

I. Who is your favorite "Editor?" List by numbers 1, 2 and 3 etc...number 1 being your favorite.

- Walter Green, Naval Affairs
- Thomas S. LaFarge, New England
- Victor Madeja, Middle Atlantic
- Hilary Smith, South Atlantic
- Carl F. Knabe, Midwest
- Daniel Hughes, Central
- Philip Beasley, Northwest
- S/Sgt. Louis Zocchi, Southwest
- Jon Perica, Pacific Coast
- Martin D. Leith, Arctic

II. List the three articles you enjoyed the most. List by headline and edition month.

- 1st _____ from _____ issue
2nd _____ from _____ issue
3rd _____ from _____ issue

III. Which issue did you enjoy the most?
____ May ____ July ____ Sept. ____ Nov.

IV. What type of articles and features do you want to see more of?

V. What improvements and additions do you think should be made?

VI. Do you think you will re-new your subscription when yours runs out?
____ Yes ____ No

(Your answer above will not be construed as a commitment one way or the other -- we simply want to get an idea of the future potential of the magazine.)

Discount Offer

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Jan. 1965 Jan. 1965

Tactics and Strategy for Bismarck Game

by Mathew Buynoski

Bismarck is one of the best games ever made by Avalon Hill; it combines suspense, the time element, and the thrill of a chase in every game.

Play in Bismarck can be said to consist of 2 periods, the first move, and

orders of battle are not quite accurate. In my version, the Br. 50 Infantry Division, the lead Br. division on Gold Beach, is missing. So is the 1 OSS Pz. Div. German weakness - lack of mobile units, but good use of available units can compensate for this. Allied weakness - time and good terrain for defensive lines.

AFRIKA KORPS - For lightning, decisive strokes, the best game, which requires the most skill and care. One mistake can be fatal. Terrain inaccuracies can be significant. British weakness - lack of strong units. German weakness - supplies and garrison obligations. Weak point of game - German Pz. units can fight 10 battles without losing power. This is real difference between game and real campaign.

WATERLOO - For strategic and tactical maneuver, the best game. For most of the game, forces do not have to hold static defensive lines. Each side can "pick up its flanks" on wide sweeping maneuvers. French weakness - Allies have good defensive positions, which if held properly, can force him to skirt flanks, which takes time. Allied weakness - lack of strong units at beginning. Center hill lines must be held against frontal assault, though adroit use of available units and river lines compensate for this. Even after center hill line is broken, superior maneuver can win for either side.

STALINGRAD - Usually play balance badly in favor of Russian. However-- careful use of every available rule technicality can to a large extent compensate for this for the Germans. German weakness - high Russian replacement rates, good Russian river defense lines, and immobility in winter. Russian weakness - only 34 units to cover ever-increasing frontage as game progresses. Russians must make correct decision on when the strategic withdrawal should be made. If this is done properly, Germans must commit themselves to one of three cities, and Russians can usually counter this thrust by massing all reinforcements there. This is especially true in Russian winter moves.

I like Afrika Korps best, provided the original rules are used. Waterloo is perhaps the most rewarding to a good tactician. Luck is less important here than in other games. Stalingrad comes in third, and D-Day fourth. I am interested in hearing your comments.

the hunt. I will discuss them here.

First Move

This move is the most important in the entire game of Bismarck. It can determine whether the Bismarck will be bottled up or escape to the safety of open sea. I offer two stock moves for the German: 1) move to a zone where British Battleships were originally placed. Usually they have moved out and the Bismarck can avoid an early, often crippling combat. 2) Move into one of the Areas D-5, E-5, or E-6. The British have only two ships, one a cruiser, to cover this entire region, and the Bismarck's chances of escaping to the open sea are quite good, indeed. I caution against moving around Iceland or staying close to Bergen. The British can too easily trap a Bismarck in confined spaces.

The British Admiral, on his first turn, has no alternative but to cover as many Areas as possible without overly dissipating his strength. If the Bismarck is not located, move the fleet toward the North Atlantic during the night of May 24rd. Chances are that this is where the Bismarck has gone.

The Hunt

Once out in the Atlantic, the Bismarck's major task is to avoid combat with British battleships as often as possible, especially if he is damaged and the British aren't. Very often, even such a no-account ship as Repulse has sunk a damaged Bismarck.

At night, however, the entire picture changes; the Bismarck's B-range superiority on the battle board enables him to go hunting for the British, and cut them up badly. I once had the Bismarck and engaged the Renown, alone, at night. It took me only 1-12 gun salvo to reduce that ship to a sinking wreck and a 5-point gain for me. To counter this German tactic, the British Admiral would do well to pile his BB's at night.

During the day, when safe from these forays, the British Admiral should form the "9-Area Defense", or a ring of ships around to Bismarck's last known position. A German inside one of these circles can only move into Areas containing British ships, and will never be lost, as long as the Defense is maintained. The best policy for the British is to move their ships randomly inside the defense. Eventually a combat should occur through a chance meeting of Bismarck and a British BB. Every effort should be made to force the Bismarck into a corner, because here his mobility is reduced and the British chance for bringing him to battle is increased.

The Bismarck player should avoid

Northwest



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Libby, Montana

EDITOR: Northwest covering Idaho, Montana, Wyoming, Nevada, Utah and Colorado.

In my first column I asked for suggestions and comments on my ideas. I received plenty of both from Alfred Willis, Jr. of Chanute Air Force Base, Rantoul, Illinois. He said that today heavy tanks are incorporated in armored divisions; that my motorized divisions have too much strength for their speed and that basically infantry units were as strong as armored divisions. He also stated that the number of divisions is sufficient and that this is a matter of personal preference. I find that I agree with him on all these points. But here, there is the argument whether you want the game enjoyable or historically accurate.

He also had some suggestions that I found very good. I think the best of his many ideas is a new type of infantry division with a combat factor of one and a movement factor of seven. There would be four of these.

Now, I would like to make some suggestions of my own. After playing one game with triple the regular divisions, I found this is entirely too many. Even with double the regular divisions, the game tends to degenerate into a battle in the northern forest. However, if you desire more divisions, simply add six more armored, making the ratio of infantry to armor what it should be.

As far as strategy with the extra divisions, neither side should try a very bold strategy the first turn. Although I know this will prove unpopular with the more audacious players, the only strategy that will win is a slow advance using attrition tactics.

Although the West Point Atlas of American Wars is a good reference book, it really won't help your game strategy, unless you have someone to instruct you. However, the recommended reading list at the end of the book is an excellent source for further study.

coasts, board edges, and runs to port for the same reason. He stands a far greater chance of being caught, heavily damaged, or even sunk. Runs to ports are especially dangerous because the ports are usually clogged with British BB's itching to shoot up a German.

Those of you interested to hear about adding Cruisers to this game should write: Mathew Buynoski, 41 Orchard Place, Battle Creek, Michigan - 49017.

Limited Intelligence Game (Cont. from Page 3)

simultaneous moves you may have situations in which one unit is being attacked by two enemy units, one of which it is itself attacking in conjunction with a fellow unit. Who is the attacker, and who is the defender? You could work out a Combat Results Table for just two units attacking each other, but a situation as described above makes for a little confusion. The normal Combat Results Table has 144 possible cases. The odds run 1 to 1, 3 to 2, 2 to 1, 5 to 2, 3 to 1, and so forth. Two dice are rolled. What happens is that the Marquis de Champignon with 3,200 men attacks the Archduke Gregor Leopold, who has 2,000. This is roughly 3 to 2, so the Marquis rolls, say, an 8. This may mean that he loses 300 men, and the Archduke loses 700. A battle always results in both sides losing men, the winner being he who loses the least.

However there might be a situation where the Archduke would lose 700 men, and the Marquis would lose 200, and yet have to retreat; or the Archduke might have to retreat. The Control Figure must be the man to figure out the odds, so as to avoid unpleasant, vitriolic scenes as to whether 4,900 to 2,500 is 2 to 1 or not. I do like to keep things in terms of hundreds. I am not going to put down here my own Combat Results Table, but I'm sure you can make your own, it's not very hard. Also, the Control Figure settles combat: He throws the dice. (I may have misled you with the bit about the Marquis rolling an eight.)

TWO KINDS OF SUPPLY UNITS

D. Supply. Supply trains are of two kinds: Ammunition, and general supply, or, less pompously, food. They are assembled in major cities of one's own country, and each one can supply a certain number of men. They can be as big as you like, but the bigger they are, the longer it takes to assemble them. You might have them gather supplies for three thousand men for each turn that they wait - I leave that up to you. When they're as big as you want them, you send them off. They should move with the speed of hussars, I would tend to think, and be subject to all the movement limitations. To be supplied by them, the units in question must be within a certain distance from them.

As in "Afrika Korps," units must re-supply with ammunition after each battle, and with general supplies, after a given length of time. If the food train gets through, but not the ammunition, then the units may move, but not fight. Or if the converse happens, then they must

How to Save Your Gettysburg (Hex) Game

by Louis Zocchi

I would like to say a few words here to all AH fans who think that Gettysburg II is a loser. This game can be converted into a very fine game if you will make a few minor changes. I don't know why this didn't occur to AH, but here is all you have to do.

Increase the movement of infantry to 6, artillery to 7, and cavalry to 9. Change the artillery rule to this. Artillery has an effective range of 2 squares on offense only. This means that if an enemy artillery unit can be reached by infantry, the infantry may attack immediately without stopping in the secondary zone to withstand fire. If you attack enemy artillery with your artillery from 2 squares away, you disregard any adverse results to the attacking artillery. This means that if you roll attacker eliminated or exchange, nothing happens. If you roll attacker back 2 nothing happens. All results adverse to the defender are effective so if defender is forced back 2, he must retreat. If you find that the south is winning too many games after you have made these changes in the rules you can make another change. All HQ units can delay the enemy 1 turn if they block the route the enemy must take to reach your position. The HQ units have no combat power, but must

bivouac, but they are able to defend themselves.

INCORPORATE ADDITIONAL VARIABLES

E. Variables. One can introduce millions of exciting optional rules into this game. Having a desertion rate is one idea - you can work out a graph whereby the desertion rate rises in proportion to the scarcity of food, or when a sound defeat has been administered, or when there are forced marches. Forced marches are another possibility. For a few extra squares per turn, you pay in man-power. (Shades of A. P. Hill romping through the cornfields at Antietam.) Weather, and its effect on observation and movement... I could go on and on.

I have left a lot of scope for anyone who is interested to play around with. If you have any criticisms, ideas, plans for an electronic IBM Control Figure, send them to me. My address is written large above. Especially, if anyone tries to produce one of these, I would be fascinated to hear of it. The whole idea involves immense efforts, and lots of time, but I think it's worth it.

Southwest

S/SGT. Louis Zocchi
139 Belvedere Circle
Biloxi, Mississippi



EDITOR - Southwest covering Arizona, New Mexico, Texas, Oklahoma, Arkansas and Louisiana.

be eliminated before you can move past them.

Vary Road Entries

If your southern player is still winning too many games, or you would like to add an element of doubt into the game, number all the roads on the board. I believe you will find 15 roads. Write the numbers 1 thru 15 on small pieces of paper and place them in a hat. Shake up the hat and draw out one of the pieces of paper. The number on the paper will tell you which road you must enter on. If that road is blocked use the next clockwise unblocked road. Return the paper to the hat so that there will be a chance that someone else can use the road. This method of play gives the North a big advantage. The south will be forced to disperse his strength and run all over the place trying to kill off the union forces as they appear. Of course the south will be using the same method to bring on her forces and you could get some nasty surprises.

Naval Affairs

(Continued from Page 2)

from my Chancellorsville set to determine odds.

B-17 Optional Rule Adds Realism

I would also recommend the inclusion of the B-17 rule as regular feature as such bombers took part in the battle and were available for service. This and the other optional rules do a great deal to improve the basic realism of the game.

This issue's list of recommended books includes:

Defeat at Sea - C. D. Bekker - the story of the German Navy in World War II.
The Fight for the Sea - Commander David D. Lewis, USN - story of submarine warfare in the Atlantic in WW I and WW II.

Midway - Fuchida and Okumiya - an excellent study of the battle of Midway.
The Great Sea War - Potter and Nimitz - a survey history of World War II naval operations.

Next issue I hope to start analyzing Bismarck including several proposals for a more intricate and realistic game. Hopefully this will include some ideas for more effective aerial operations.

George Bradford and His Computer Results Table

The device illustrated here was inspired by Martin Leith's original idea in the September/64 issue. It is basically the same principle, but carried to its ultimate degree.

The object is to replace the die without losing any of its probability factors. This has been done by wiring 6 switches for the Attacker and 6 for the Defender to a set of 6 indication lights. Procedure in play would be as follows: The odds are determined, and the large dial is turned until it points to the proper odds surrounding it. This action moves the bank of lights across the results

screen by sliding it along 2 rods by means of a pulley system, to the proper column.

At this point the Defender throws any switch of his choosing on the back of the set. Now the Attacker throws one of his 6 switches which completes the circuit and any one of the 6 lights could light up. There are 36 possibilities built into the set which corresponds with the common die.

The bank of lights rides close behind the glass screen on which is mounted a negative piece of film with all the Avalon Hill results printed on it, plus a column of 1-6 for special purposes like German supplies in Afrika Korps. This piece of film (it could be paper) can be removed and replaced with the appropriate one for any game. When one of the 6 lights comes on it lights up only the combat result directly in front of it, because it is shielded so as not to allow light to escape elsewhere.

The accompanying diagram shows the complete wiring. The use of colored wires for each circuit is recommended.

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The accompanying diagram shows the complete wiring. The use of colored wires for each circuit is recommended.

Arctic

Martin D. Leith
Box 623, Quesnel,
B. C., Canada



For this issue, I'm going to relax and turn the column over to George Bradford, of R. R. 2, Preston, Ont., who submitted the following data on a "Combat Results Computer."

This computer was designed by George and a friend, who is a Bell telephone tech.

Survey Results Incomplete

The returns of the Design Questionnaire were numerous but inconclusive. There was very little interest in Yorktown, Basketball Strategy, Coral Sea and Bull Run. However, of the most often checked games, no one title has stood out. But, leading the survey at the moment (and questionnaires are still coming in daily) are Guadalcanal, Battle of the Bulge, Italian Campaign, Jutland, Korea and Tactics III. So, our design department is researching all of these titles.

Many "Other Titles" Suggested

Quite surprising was the number of "write in candidates." The Battle of Britain scored high in this category. Also, numerous World War I campaigns received mentions. Some of you went into great length; notably our Sage Sarge, S/Sgt. Louis Zocchi, who suggested Square Mill (the exciting Don Quixote combat game) which is a direct steal from a rival manufacturer's Square Mile game (the game that increases gas mileage by showing you how Christopher Columbus managed to get over 7,000 miles on a galleon.) Sinking still further into the ludicrous were suggested: Keep Abrest (the famous army marching game) and Current Events (the new raison eating while standing in shark infested waters game.) The end, man.

Reading List . . .

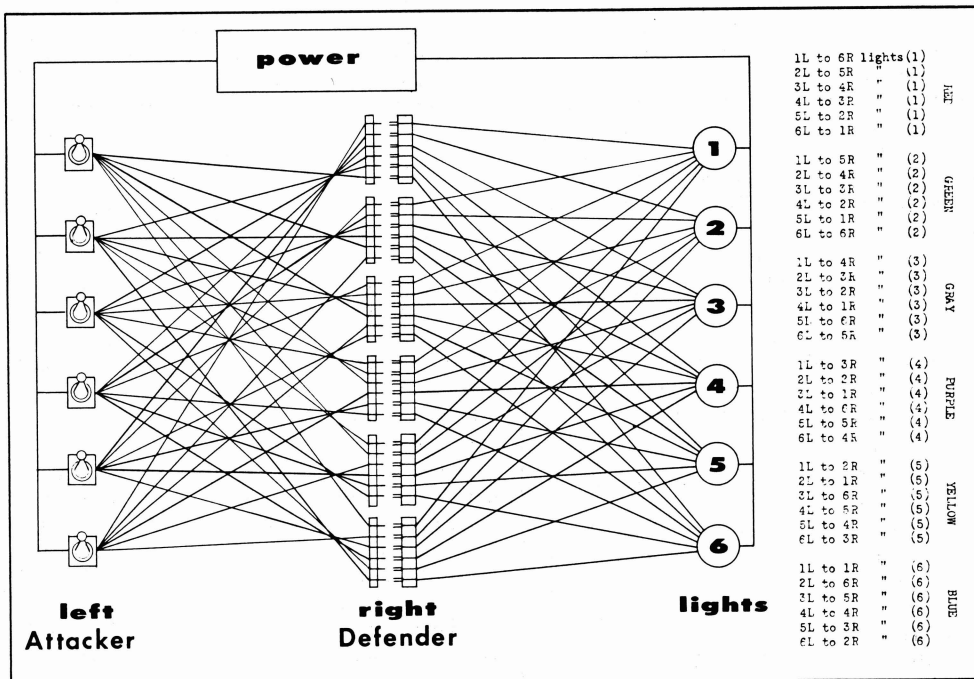
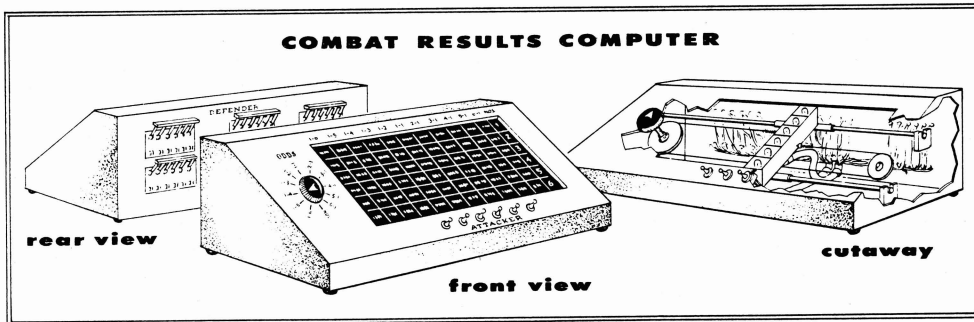
Military Policy And National Security edited by William W. Kaufmann, 1956.
Realities Of American Foreign Policy, by George F. Kennan, 1954.

Panzer Leader, by Gen. Heinz Guderian, 1952.

Combat Actions In Korea, by Maj. Russell A. Gugeler, 1954.

Inside Russia Today, by John Gunther, 1958.

The Soldier And The State, by Samuel P. Huntington, 1957.



Question Box

MIDWAY:

Q: Get this situation, Mr. Hill. My opponent and I have just divided combat on the Battle Board. We find that all of his ships have directed their screening values against everyone of my attacking aircraft except one D-3 counter. Now, according to the rules, that D-3 counter can attack one of his ships at 3-1. What I want to know is this..... can I break this D-3 counter down into three D-1 counters and have three different 1 to 1 attacks against that same ship?

A: Yes. The attacker has his choice of attacking once at 3 to 1, or three 1 to 1's.

Q: If several counters attack the same ship but the ship is sunk before all attacks on it are resolved, can the remaining squadrons fly away without going through with the attack?

A: No. Remaining squadrons must go through with the attack and sustain the inevitable losses.

Q: May more than one aircraft counter attack the same ship?

A: Yes, a ship may be attacked by any number of counters and from more than one rectangle.

Q: May a screening ship fire at more than one squadron counter?

A: Yes, it may fire at any number of counters as long as such counters are firing at one ship from one rectangle. At no time may a ship fire at planes in more than one rectangle. And a ship may not fire at all planes in the same rectangle if they are attacking different ships.

GETTYSBURG:

Q: If a Unit is in the woods on the adjacent square from the ridges can the Unit continue unobstructed into the ridges and move two squares or does it have to stop on the edge of the ridge?

A: The very latest ruling states that there shall be no movement delays or penalties in Gettysburg.

CHANCELLORSVILLE:

Q: Do artillery Units get doubled defending against attacking artillery on opposite shore? Do they triple if in a fortress?

A: Yes to both.

BASEBALL STRATEGY:

Q: Are you allowed to call for a "pitch-out" with no one on base?

A: No... although the rules do not make this provision, we are stating that the "catcher" cannot call for it simply because there would be no reason to do so in a real game.

Operation Overlord II Ready to Roll

by Jon Perica

Thanks to the almost 200 people that wrote in to answer my July request for a multi-player D-Day game, final plans are just about complete. It took a little bit longer than was expected to get organized because of the large number of applications. All the requests that were received were carefully considered so we could pick the best qualified persons. Finally, 87 players were chosen for each side to act as commanders, subordinates and staff members.

The set-up to be used by the defenders was developed by the Supreme Commander of the Germans, Tom Bosseler. After the initial placement, all commanders will have control over troop movement. The German Army is divided into three groups. Army Group I is defending the South of France, while Army Group III is covering the Northern coast. Army Group II armor units are formed into the first Panzier Army to act as a mobile reserve.

Invasion Expected at South France

To make sure that all participants were familiar with the procedure for movement, practice movements for both sides have taken place. The Allies have made a dummy landing at South France while the Germans have made practice withdrawals from all their beachheads. Due to the two practice moves, actual starting of the contest was delayed until Christmas Vacation. Then at last the final preparations were finished, the Allied forces commanded by John Smythe announced that South France has been selected as the invasion area. Further news on developments in the game will appear in the near future.

STALINGRAD:

Q: If a stack of two Units has been surrounded and the top Unit has been eliminated but the bottom Unit survived because of the soak-off, is the remaining Unit allowed to move one square so he could get better odds in his forced attack, or does he have to stay where he is?

A: The surrounded Unit may move that one square, but only one square in an attempt to attack at better odds.

TACTICS II:

Q: If the defender is forced back 2 and the only route of retreat is across a river, is that defending unit eliminated?

A: No... units may be retreated across rivers, into forests or into mountains. However, in case of armor: they cannot retreat into woods or mountains; and only mountain Units may retreat into mountains.

Pacific Coast

Jon Perica
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Woodland Hills,
California 91364



EDITOR -- Pacific Coast covering Hawaii, California, Oregon, Washington and the Far East.

The actual field commanders for both sides are as follows:

German:

Supreme Commander - Tom Bosseler
Field Marshal Army Group - Jon Perica
General Frederick Brems
General Eugene Langerfield
Field Marshal Army Group - George Phelps

General Dave Kellogg
General John Bailey
General Larry Bristol

Allies:

Supreme Commander - John Smythe
General Nelson Kempsey
Colonel-General Joe Miller
Colonel-General Dan Wenschoffe
Colonel-General Dan Walker
General Paul McKibben
Colonel-General Jeff Hammel
Colonel-General Gail Hoskins
General David Arnold
Colonel-General Dale Garbutt
Colonel-General Gary Coldwell

The following list is the approximate number of units defending each invasion area:

South France 14
Brittany and Bay of Biscay 12
North Sea 34
North Sea to Sommes River 30
Le Harvre and Normandy 33
1st Panzier Army 61

The answer: position 4I-5 at I-26 and 7A-2 at R-27. Why? Because now the Germans would have to soak-off against the 4I-5 Unit to attack Tobruk at 2 to 1. And with the 7A-2 Unit completely blocking the 2I-3 Recce Unit and preventing it from being used as the soak-off Unit, the Germans, with a total of 24 attack factors available, could not attack at 2 to 1. Because of the soak-off requirement, an attack against Tobruk must be done at 1 to 1. Of course, you might want to attack one or two of the 2-2-6 Units now in Tobruk but that would accomplish absolutely nothing. In fact, any attack against Tobruk under these circumstances would be sheer lunacy (unless you have "cultivated" dice.)

Well, did you figure correctly? If yes, then we give you our sanction to open your own military academy.

Meanwhile - -

Back at Tactics II

by Eric R. Shimer

I am convinced that Tactics is the best game you've ever come up with. Since I am a history major, I go to all lengths to see that your other games are completely accurate. Unfortunately, this destroys their playability for all but the most avid historian. But Tactics -- It's flexible because you needn't worry about historical accuracy.

After playing the standard "old hat" versions, I came up with one of my own which I call Tactics III.

I have made the following changes and additions to the original game:

Beach garrisons double their defensive factors when attacked from seaward.

Using the hachures in the mountains to determine elevations, uphill units double their defensive factors.

Cities double defensive factors.

I have made additional weather cards.

Ports are considered friendly as soon as all enemy opposition is eliminated from them. If you capture a city and hold it for six months, it can be used as a supply point for the victorious army, but it may not be used for replacement.

Exchanges are computed as in D-Day.

Mountain troops have their regular 1 for 1 loss of BTA factors, as do HQ's when moving in mountains. Armored units lose 3 BTA's for every space moved through mountains. All other units lose 2 BTA's.

Movement through forests is computed normally except for armored units which lose 3 BTA's for every space moved through forests. One airborne brig, per block may land in a forest area, but may only move 1 block in the turn it lands. Afterwards, it is allotted its regular BTA. However, airborne units may not take off from forests.

Some new units have been added, bringing the unit totals to 7 HQ's, 21 inf divs (42 brigs.), 4 arm inf divs (8 brigs.), 4 arm cav regts, 6 arm divs (12 brigs.), 2 mt divs (4 brigs.), 2 air divs (4 brigs.), and 2 marine divs (4 brigs.). These troops are allotted regularly, but with 1 arm cav regt per corps. Every fifth numbered inf div is an arm inf div.

Combat factors are as follows: HQ's = 0-1-7, inf brig=3-3-5, mt brig=3-3-5, mar brig=3-3-5, air brig=2-2-4, arm brig=5-5-7, arm inf brig=4-4-6, and arm cav regt=2-2-8.

Anyone interested in hearing about "Tactics III" at greater length, contact Eric R. Shimer, Illick's Mill Road, Mtd. Rt. #23, Bethlehem, Pa. 18017.

OPponents WANTED

As a free service to subscribers; the following ads are inserted exactly as they are submitted to us. Ads received after the 15th day of the month preceding publication date will appear in the following issue.

Wanted: An opponent for any A.H. land battle game. Must be used to losing. Your side is your own preference. Specify rules and game in the first letter. Write to: John Amershadian, 2 Chauncey Street, Watertown, Mass.

Wanted: Opponents for Afrika Korps, Chancellorsville, Gettysburg ('61 or '64 copyright), Waterloo, Stalingrad, and D-Day. Any Side will be taken. Our players will win on any side.

WRITE: The T.A.S.E. Club, C/O Mark Diamond, 5747 Aylesboro Ave., Pittsburgh, Pennsylvania 15217.

ADULT OPPONENTS ONLY (20 yrs. and over): I will be glad to match wits over the gaming board with you, taking either side in the following games: D-Day, Stalingrad, Waterloo, Football Strategy. Write or phone Dick Rustin, 200 Cabrini Boulevard, New York 33 WA 8-1093.

FROM: The Massachusetts Institute of Technology War Games Society.

TO: Any Experienced Stalingrad player.

SUBJECT: YOUR DEFEAT in STALINGRAD play-by-mail.

TERMS: One game either side with play balance rule (4,5,6) replacement rate OR Two games both sides with your choice of (4,5,6), (4,5,7), (4,6,7), (4,6,8) replacement rate in both games.

CONTACT: Stanley D. Hoffman, Apt. 306, 50 Massachusetts Ave., Cambridge Massachusetts 02139.

Wanted: Victims to go down to defeat before the following invincible and undefeated armies: Germans in D-Day, Afrika Korps, Stalingrad or Bismarck; North in Chancellorsville or Gettysburg (old version); any other Avalon Hill game. Write to Terry Griner, South 4214 Madelia, Spokane, Wash. ICHBEDARF!! Ein würdiger Britischer Gegner in Bismarck. Meine Aufzeichnung ist Dreizig und Funf (und die Funf sind sehr alt.) Einiges Opfer? George Walters, 1529 Gleneagle Rd., Balto., Md. ID 3-4080 (P.S. - Einiges Avalon Hill Personal Opfer?)

ANYONE, who is looking to get cut down to size-George Tur and I will gladly oblige in D-Day, Afrika Korps, Tactics II, Waterloo or Midway - Please Contact: William Drabek, 31-26 34th St., Astoria 6, N. Y. tel. AS 8-8874 (212) live or by-mail.

Anxious to play a worthwhile opponent. I'll take the Allies. I'll use two optional rules. One: No sea movement through Bengazi. Two: The isolation rule. This game of Afrika Korps will be played with a German supply counter on the first turn!!! If willing write: Robert Stephenson, 119 Juniper Road, Belmont 78, Massachusetts.

German headquarters wishes to destroy the Allies in a series of battles in North Africa and Russia. (D-Day too, if you have a grid system.) Write: Ed Hughes, 610 S. Thomas Street, Bedford 22, Pa. Attention Diplomats! Are you tired of those monotonous games in which you have only one person to fight? Write to Roger B. White, Jr., 16470 S. Park Blvd., Cleveland, Ohio 44120 and can play a game with eight, yes Eight, sides which battle over the plains of Spain.

THE NORTHERN VIRGINIA FIRST ARMY wishes to engage any General(s) who feel they are capable of defeating my undefeated and invincible staff and our impregnable defenses and our aggressive attacks in D-Day, Tactics II, Stalingrad, and Afrika Korps. Also if any Commanders would like to join the staff, please write: Brian Heavey, 4413 Willow Woods Dr., Annandale, Va. Member of the USAF will take on all comers at most any Avalon Hill game. Only professional militarists need apply. A3C John W. Videtto, AF15716876, Box 1503, FH 1029-38, Lackland AFB, Tex. Aufmerksamkeit! Gibt es ein Deutscher General, wer so dum ist, dass er mich ein Spiel der Stalingrad spielen werden? Ich bin der Russki natürlich. Bitte schreiben Sie Ihre hinzugefügten Regeln in dem ersten Brief. Schreiben Sie nach Marshall Niels Hollet, 8516 North Greenwood, Niles, Illinois 60648.

Interested in joining an Avalon Hill game club? Live on the West side of Cleveland, near Lakewood? If your answers are yes, write to Bill Barilka, 1509 St. Charles, Lakewood, '44107 Ohio. If it's simply for playing A.H. games or inventing new ones, there's a place for you. A similar club is being formed on the East Side, centered in Shaker Heights, that will provide future competition for us in playing tournaments.

Opponents Wanted: Do you think your German defense for D-Day is pretty good? How would you like to try it out against an invasion strategy that hasn't failed yet? If you feel brave, write to: Robert Zilske, 1615 S. Douglas Street, Appleton, Wisconsin.

Members Wanted: Do you have trouble finding opponents to play Avalon Hill war games? If you do, then our club is for you. We have just organized a play-by-mail group for people all over the country. Our organization will have its own newsletter and will hold tournaments by mail. If you are interested in joining, write to: Robert Zilske, 1615 S. Douglas St., Appleton, Wis.

Would all the Napoleons, Wellingtons, Lees, Meades, Rommels, Stalins, and other AHeenthusiasts who live on Cleveland's east side contact Roger B. White, Jr. at 16470 S. Park Blvd., Cleveland, Ohio 44120 if you are interested in forming a game group, club, or Command Staff.

Am looking for an opponent for any Avalon Hill games playable by mail. If anybody lives near me (Milwaukee) and would want to form an Avalon Hill War Game Club, Call me at 543-7135 after 4:00 on Weekdays. William Hoyer, 7833 W. Becher, West Allis 19, Wis. If any person in the Twin Cities area would like to form an Avalon Hill game club would you please contact me by letter or call 698-6300. If you write please have a list of the games you own. David L. Arneson, 1496 Hartford Ave., St. Paul, Minn. 55116.

Do you belong to a club? No? Well if you live anywhere near me send the names of the A-H games you own plus your name and address to: King John I, 1118 No. 11th Ave., Melrose Park, Ill. 60160 by postcard, letter, phone (FI 3-6056), pony express or olympic runner.

Wanted: Preferably alive-any half-competent German general or staff willing to freeze to death on the steppes of Russia, (i.e. Stalingrad). If this notice leaves you cold, don't write Alan Rothfeld c/o Lincoln Clark, Gov. Dummer Acd., South Byfield, Mass. Can also play D-Day and Afrika Korps.

UNDEFEATED TACTICS II PLAYER: Needs Worthwhile Opponent. Contact Donald Greenwood, 128 Warren Street, Sayre, Penn.

Wanted - Play-by-mail German opponent for Afrika Korps. Proceed at your own risk. Contact: Larry Fila, 1742 Parma Hilton Rd., Spencerport, N.Y. I declare my seniority in this section-but do NOT send requests to play-by-mail, instead join the A. H. GAMERS CLUB. Write to: Jack Greene, Jr., 670 Darrell Road, Hillsborough, Calif. 94010. Don't bother writing if you live in Nevada.

So as not to insult your intelligence or goad you into a battle you don't want, I didn't use a witty remark to get your attention. Unless you are really interested in Napoleonic strategy, I don't want your attention. Interested? If you want to intelligently discuss strategy in Waterloo, or have a stimulating game of it, please contact, Glenn Biegon, 6127 SW 34th St., Miami, Fla. 33155.

To all available opponents: I will accept any challenge to a game of D-Day or Stalingrad with me. I will take either side. Grid coordinates in D-Day were supplied by Carl Knabe in the May and July issues. Grid coordinates in Stalingrad were supplied by Louis Zocchi in September issue. Write: Roc Bullis, 1215 Main St., Osage, Iowa; Zip Code: 50461.

Need Tactics II opponent. Everyone in my home town would rather ride the surf than play Avalon Hill games. Disgusting. Also have Play-by-Mail kit... Philip C. Meyer, P.O. Box 404, Honokaa, Hawaii, 96727.

Opponents requested for: Gettysburg (hexagon version), Verdict, Verdict II, Management, U-Boat, Bismarck, Stalingrad, D-Day, and Afrika Korps. Call George Callen, 251-3898, 1208 S. 34th St., Apt. 1, Birmingham, Ala.

WANTED: One retired Union General to meet Confederate Colonel (that's Kentucky sub) at Gettysburg 64 for a showdown on the field of battle. Send your first move to: Colonel Jack Wilson 2388 Sydney Ave., Louisville 5, Ky.

Anyone in the Rhode Island area interested in forming an Avalon Hill War Game Club contact: M. L. Price, 142 Evergreen St., Providence, PL 1-8265.

I am looking for an opponent to play Tactics II and will take either side. Preferably within reasonable distance of my home. Contact Bruce Davidson, Box 209, RD #4, Scotia, N.Y. 12302. High school student desires play-by-mail opponent for Afrika Korps, Midway, or other A-H game. Write: Bill Hulet, 410 S. Market St., Charleston, Mississippi.

Will any one in the Houston, Texas area interested in joining an Avalon Hill Game Club, please contact: Michael R. Childers, 3137 Tilfer, Houston 17, Tex. MI 5-0946.

Any Avalon Hill Game fan in the Phoenix, Hampton, Buckroe Beach or Fort Monroe, Va. area that would like to join an Avalon Hill Game Club, write or phone Robert Beyma, 701 N. Hope St., Phoebus, Va. (tel. PA 3-8128). Play-by-Mail Tactics II opponent wanted. Write: Henry Solomon, 3330 Decatur Lane, St. Louis Park, Minn. Play-by-Mail Afrika Korps opponent wanted. Write: Mark Diamond, 5747 Aylesboro Ave., Pittsburgh, Pa.

To the General: Have Tank will Rumble... Wanted: Opponents in D-Day, Gettysburg (hexagon), Stalingrad, Afrika Korps, and Midway. Would like to play in person but can fight by mail. Teddy Slatka; 5803 Southington; Houston, Tex. 77033; Sophomore Jesse Jones High, age 15. To Opponent: Lots of Luck, I have lost only two (2) games.

WANTED: Seasoned Generals who are in a classification equal to my 34-5-1 record. Anyone who meets the above requirements may choose from the following games and sides: Gettysburg (1958) - Any General - Meade or Lee may apply. Afrika Korps - I will fight only Commander-in-Chief Wavell. Any one not qualified - Forget it, you would not last more than five moves! Include your personal rules in your reply. Send acceptance dispatches to: John Rckholz 104 E. Rocks Rd., Norwalk, Conn.

Seems as many gamers have expressed a preference for the German side in the game Afrika Korps, I would be willing to engage such people as the British player in a game & modestly, quietly whip the tar out of them. Contact Jim Heaton, 3411 Alexis Rd., Toledo, Ohio

Inexperienced British Commander wanted for Play-by-Mail game of Afrika Korps. Conditions: July Supplement Victor Madeja's Isolation Rule. Write: Lew Mitchell III, 8 Lee Place, Basking Ridge, N.J. 07920.

MINIATURE WARFARE STRATEGISTS of Central New Jersey, are invited to attend our weekly kriegspiel meeting. For information contact: Henry H. Bodenstedt, 86 Manalapan Avenue, Freehold, New Jersey.

A 21 year old Barber & History major undefeated in Afrika Korps, D-Day and Tactics II wishes to engage anyone in a game of Afrika Korps (I prefer Germans) D-Day (I'll take either side), Tactics II (either side), Chancellorsville (either side). Subject your capitulation, write: James L. Lattimore, 1221 Cambridge, Corpus Christi, Texas 78404.

Africa Korps - Re-played and Re-hashed

(Continued from Page 2)

Again, German supplies are "sunk." But reinforcements arrive and advance, with the aid of the Rommel Unit, a little beyond Msus. The 21-3 Recce Unit becomes an inviting target as it is positioned at the entrance to the well guarded pass. It can now be attacked by enough Allied Units to guarantee its elimination -- but such an attack would place Allied Units in a very untenable position and materially weaken their efforts at defending Tobruk. (Units with asterisks used the Rommel movement bonus.)

First May - Allied Turn

1 1-1-6	2 1-1-6	20 2-2-6	22 1-1-6 <small>Capathian</small>	22 2-2-6 <small>Gds</small>
<u>P-29</u>	<u>Q-28</u>	<u>I-26</u>	<u>K-35</u>	<u>I-25</u>
3 4-4-7	31 2-2-6 <small>Motor</small>	5 1-1-6	7 1-1-6	11 1-1-6
<u>H-24</u>	<u>I-25</u>	<u>I-26</u>	<u>I-28</u>	<u>J-33</u>
1 0-0-10	2 0-0-10	3 0-0-10		
<u>G-25</u>	<u>O-36</u>	<u>I-43</u>		

Allies withdraw and regroup, forming a defensive barrier on the escarpment around Tobruk. Meanwhile, several 7A Brigades begin a harassment journey southward. Raids of this sort will prove a continual thorn in the German side. It will force the Germans to be ever wary of their supply and reinforcement line... good move on the Allies part at this stage of the game. Not so good is the 4-4-7 move to H-24, as will be learned in the next German turn.

2nd May - German Turn

ROMMEL 0-0-12	8 7-7-10	33 2-2-12	115 3-3-10
<u>K-24</u>	<u>H-23</u>	<u>L-28</u> *	<u>H-23</u>
3 2-2-12	5 7-7-10	104 3-3-10	Ariete 4-5-6
<u>S-29</u> *	<u>H-23</u>	<u>K-27</u>	<u>G-23</u>
Brescia 2-3-4	Pavia 2-3-4	Savona 2-2-4	Trento 2-3-4
<u>G-23</u>	<u>G-23</u>	<u>R-23</u>	<u>G-22</u>
1 0-0-10	2 0-0-10		
<u>F-18</u>	<u>K-11</u>		

Supplies make it through on this turn. The German player, running out of time because of Allied reinforce-

ments due in June that would make Tobruk practically impregnable, has several courses of action open. He could benefit by attacking the 1-1-6 Unit at I-28 thereby cutting off the Allies from their home base via coast road. But the 4-4-7 at H-24 provides greater strategic opportunity. Now it becomes clear why this is a bad defensive position for the 4-4-7 Unit. First, in the 3 to 1 attack the Germans will win the position at H-24 thus it would not be possible for the Allies to form another defensive perimeter outside of Tobruk. Secondly, if a 4-4-7 retreat is called for, it will be placed at J-25 (Knightsbridge) which means it cannot get into Tobruk on the next turn. Why? Because the first square the 4-4-7 could move to would be escarpment square I-25. No additional movement would be allowed unless it is along the road squares. So in order to take the road squares into Tobruk, it would have to travel via I-26, then to the road junction at J-27 which is controlled by an enemy Unit. The 4-4-7 could not go from I-26 straight on up to Tobruk because that would amount to the same thing as moving across two escarpment squares in the same turn. Fortunately for the Allies, their two Units already on I-25 could move one square onto I-26 and then into Tobruk. In summation, the German advantages derived from this attack far outweigh the risk of an exchange in the 3 to 1 attack.

2nd May - Allied Turn

1 1-1-6	2 1-1-6	20 2-2-6	22 1-1-6 <small>Capathian</small>	22 2-2-6 <small>Gds</small>
<u>U-31</u>	<u>S-25</u>	<u>G-25</u>	<u>K-35</u>	<u>G-25</u>
31 2-2-6 <small>Motor</small>	5 1-1-6	7 1-1-6	11 1-1-6	
<u>G-25</u>	<u>O-32</u>	<u>I-30</u>	<u>L-31</u>	
1 0-0-10 <small>Out to Sea</small>	2 0-0-10	3 0-0-10		
<u>J-37</u>	<u>K-62</u>			

The 3 to 1 attack resulted in an "exchange." Thus, the Germans lost their three Italian Units worth 8 attack factors. The remaining German Units occupied H-24 after combat was resolved. The Allied must now brace themselves for the inevitable siege of Tobruk. If they can hold out for one turn then the strong 4-4-7 and 3-3-7 Units due next turn (June) can be brought directly into Tobruk. But just in case Tobruk falls on the next German turn, Allies place their Supply Unit out to sea. Also,

Sure - Fire Plans (Continued from Page 4)

ters' in their one weak spot - Afrika Korps. If this well-organized group can be angered to respond, you are the one to do it. And if you do play, I'm sure you will be amazed at their deceptiveness and maybe some of the designers of Avalon Hill will look this way... A Humiliated General

Evidently some sure-fire plans are more sure-fire than others. Or maybe there aren't any sure-fire plans...? There does seem to be a pronounced tendency to overlook that frustrating third party present at every AH game: Lady Luck. I wonder what Lady Luck would have to say about those 97 to 1 odds.

A Supply Unit is hustled back to garrison the home base to make it usable for receiving reinforcements that will not find room in Tobruk. Meanwhile, the 7A brigades continue their sortie south; while the 4I brigades form a line just west of the Egyptian border without fear of attack since German supplies cannot reach far enough to sustain any attacks here.

Thus, the first four turns are complete. The German player is now faced with the first of many important decisions. What would you do? Would you attack Tobruk at 2 to 1 or would you leave a small seiging force and continue eastward with your armored Units? Your decision here must be predicated on events that will occur within the next few turns. Is an attack worth the risk? Certainly if you don't attack on this turn, Tobruk will be beefed up to the point where it will be almost impossible to take it until December at the earliest. But if you do attack...and lose...well, that could cost you a year of time. On the other hand, conquest of Tobruk greatly improves your supply situation and, at the same time, removes the last defensive redoubt open to the Allies. It also nullifies the strategic effect of the southwesterly harassment feints by the Allies.

So let's hear from all of your arm-chair generals... send us your decision. We want to know what you, as Rommel, would do in this very same situation.

In the meantime, you have the opportunity to test yourselves right now on your ability as the Allied general. You see, the last Allied turn (2nd May) was not the best that could have been made. In fact, a very slight change applied to the last turn is all that is necessary to greatly reduce the danger of loss to Tobruk. We'll even give you a hint. You only have to change the position of two Allied Units. For the answer, turn to **page 10, column 3.**