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\$QUANDER-THE GAME FOR BORN LOSERS

Behind the Publishing Scene - Part 2

In the last issue we discussed the 5-step cycle of designing a new game. But designing is only half the "battle." Of equal importance is getting a new game onto the retail shelves and ultimately into the consumer's hands.

Promotion is the Key

Today it takes a wildly exciting advertising campaign to get your product noticed.

Case in point is \$quander, our brand new mass-market game. (Battle game fanatics should skip this article, this game's not for you.) Even though the concept of play is a departure from our usual format our consumer panel felt that it was up to the Avalon Hill standard of enjoyment. It features a completely different philosophy...the winner is the loser. It's Monopoly in reverse - \$quander is the game for born losers.

So here is a "can't miss" game as far as design is concerned. But how will the public find out about it. As with our battle titles, prime necessity is the insertion of printed advertisements in magazines that are distributed to the age groups we seek. Sports Illustrated, Boys Life, Venture are typical magazines we select.

Free Publicity

Supporting this "paid-in" magazine advertising are press releases which are mailed out to thousands of newspapers and magazines who are happy to receive this type of filler material. As a matter of fact, there are quite a few well-known editors who are Avalon Hill aficionados themselves and are more than willing to "push" our products at no charge.

Point of Sale Advertising

Counter display material containing Product Folders are sent to retailers free of charge which helps attract the attention of the casual shopper to our products on the shelves. Window



streamers and decals also help lure the customer to the Avalon Hill section of the game counters.

Direct Mail

Not the least important is the direct mail campaign. Every person that sends in a Registration Card is placed on our consumer mailing list so that they can be informed of the latest in AH products. This type of promotion also is a merchandising aid to the retailer since our "hard-sell" sheet actually creates more store traffic for him. Most people on our mailing list much prefer running down to their Avalon Hill dealer to pick up the new game in person rather than ordering through the mails.

Trade Advertising

All of the above advertising and promotional support is of no value unless we can convince the middle men that we have a winner. Therefore, as is the custom in the industry, we employ factory representatives all over the country who call on the wholesalers and retailers in person. They are the hub of the entire promotional wheel.

To give them ammunition, we run trade-advertisements that appear in publications such as Toys & Novelties, Playthings, Toy & Hobby World, etc., which are distributed strictly to toy and game buyers. These ads make them aware of the existence of our products and the availability of new games.

Instant Success

\$quander has become an instant success with the toy buyers who have been asking us for years to develop a game for the mass-market. Here is a game

A Critique: Stalingrad Re-Played

The March issue featured a replay of Stalingrad wherein the German player attacked at 1-2 odds in most cases. Since then, many subscribers have submitted "better" starting defensive line-ups for the Russian player designed to preclude the swift breakthrough made by the German player in the early stages of the game that was replayed.

Most of the plans submitted were predicated upon keeping a skeleton Russian force in Finland in order to bolster the defense in the Polish-Hungarian line.

Our design staff picked out a few of these and set them up. In one case, the German player had occupied Leningrad on the third turn because Finland had been left too weak. In other cases, the German-Finnish troops so harassed the weak Russian force left in Finland that the Russian player was constantly running troops back and forth from the Polish border. Such vacillation ultimately created a hole and the German player was able to capitalize.

There were, however, some excellent compromises and the German player was hard put to make any headway.

We are re-printing several - set them up and see how they stand the "1-2" test. The first is from Art Schneider, 6720 23rd Avenue, Kenosha, Wisconsin.

"Stalingrad replayed in the January

(Continued on Page 2)

that starts you off with a million \$quanderbucks. The object is to be the first to throw your money away - even faster than the government does it. The beauty of it all is the fact that it still requires a great deal of thought to win the game. As in that all-time great, Monopoly, the brighter players will invariably win most of the time. That's why the toy buyers are going crazy over \$quander. They especially like the fact that its priced at \$3.98, just like Monopoly. Now, we don't have anything against Monopoly - after all, it took 30 years to come up with something better.

★ ★ ★ ★ ★
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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(Continued from Page 1.)

GENERAL seemed to offer a challenge for a foolproof Russian Order of Battle, and I think I have one that will limit the German 1-2 Blitz as much as Terrain will allow. Of course, the subsequent moves, and the willingness of the German to take risks will still determine the game, but this order of battle would surely be an asset because no major river lines could be breached in the first move. (I think)

GRID COORDINATE	UNITS BY COMBAT FACTORS
S-18	7-10, 6-9
U-18	4-6
X-15	2-3
X-16	4-6, 4-6, 4-6
Z-16	5-7, 5-7
AA-15	7-10, 5-7, 5-7
BB-15	5-7, 5-7, 5-7
CC-14	5-7, 5-7, 4-6
EE-12	4-6, 4-6
JJ-12	4-6
KK-14	5-7, 5-7, 5-7
NN-13	4-6
00-13	2-3

The rest are reserve or in Finland."

The second, from Richard A. Shagrin, room 356 Haggett Hall, U. of Washington in Seattle, felt that the Nemunas River bend needed defensive bolstering. Here, then, is his complete setup:

Grid System: A through WW run along East and West edges, 0 through 57 run along North and South edges angled southeast-northwest. Leningrad is K31, Warsaw is Z13, Bucharest is QQ9.

Cavalry

2	A36
4	S18
6	A36

Armor

1	C36	6	J31
2	U18	7	X15
3	E36	15	EE12
4	G34		

Infantry

2	R18	8	G34
3	AA15	9	J31
4	C36	10	JJ12
5	E36	11	Z16

12	Y16	28	NN14
13	Y16	29	KK14
14	Y16	35	BB15
16	Z16	35 (36?)	BB15
17	Z16	37	BB15
22	CC15	42	LL14
24	CC15	64	KK14
27	CC15	65	NN15

New Editors Appointed to Staff

As **The General** begins its second year of publication, a new group of area editors takes over for the next six issues. Of course, we will continue to include articles from the previous editors whose contributions in the first year of publication helped make this magazine a rousing success.

Why Editors at All?

The establishment of area editorships promotes a closer kinship with readers, especially those far distant from the east coast offices of Avalon Hill. It allows the reader to air his views with editors of his own geographic and literary climate. The editors themselves are selected on the basis of diversification of gaming interests. Thus you can count on an excellent cross-section of views each and every issue from the newly appointed editors.

Editorships have been re-aligned into five territories. Heading the east is Laurence Plumb who has had several articles published in the Triad, Amherst's literary magazine. A first board Chess player at Amherst Central High, Plumb claims that Avalon Hill games "are more engrossing than Chess since the possible combinations and the chance to show one's originality is much greater." Plumb is a direct descendant from General Slocum, listed as commander of the Union XII Corps in the Gettysburg game.

In the southeast, avowed Confederate Marc Nicholson has been appointed on the basis of his interest in military history. He has already designed a game titled Chickamauga and chose the battle of Antietam as the subject for a term paper. Nicholson is a member of the Honor Society at Seneca High in Louisville, Kentucky.

Taking credit for his wife's articles will be Myron R. Brundage, a new mid-west editor. Brundage's interesting background includes employment for two summers as a field foreman with Reynolds Survey. As a psychology major in college, he has studied statistical methods and rhetoric... and has become just about the most fantatical Avalon Hill devotee of the aficionado group. He heads up a Chicago club patterned

after Jon Perica's west coast Game Analysis Club.

The son of an Air Force careerman, Stan Wolcott, is the west editor. His straight "A" scholastic standing has obtained for him two nominations to the Air Force academy and a four-year Regent's Scholarship to the University of Nebraska, Wolcott's ultimate aim is to enter international politics.

Rounding out the staff is Tom A. Bosseler in the southwest. Bosseler's ultimate aim is just to get out of high school so he may devote more time to winning Avalon Hill games. He will feature articles in his column on how to "attack, defend, plan campaigns, and win every game."

Quite an interesting lineup of editors, what? We urge you to write them... anything of interest you have to say may very well wind up in sections of their respective columns.

East

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EDITOR - covering Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut, New York, New Jersey, Pennsylvania, Europe.

Probability for Tactics & Strategy

by Laurence Plumb

One of the most important abilities of every strategist and tactician is the ability to arrive at a decision under a given set of combat conditions. His mind must combine the intangibles such as terrain, psychological condition, and enemy capability with the tangibles such as odds, replacement rate, and movement factor to develop a favorable and logical solution to a military situation.

In this article I would like to examine the odds chart briefly to assist the reader to arrive at such decisions.

The probability of a given event is defined as the number of favorable outcomes over the total number of possible outcomes. In the case of the die the probability of rolling any single number, say a four, is one-sixth, or one in six. This means that on the average, one roll in six will turn up the desired number, or one-sixth of the time the die will have a four face up.

	1-2	1-1	2-1
DE	0	1/6	1/6
DB2	1/6	1/6	1/6
EXC	1/6	1/6	2/6
AB2	2/6	1/6	1/6
AE	2/6	2/6	1/6

In order to determine the probability of any one given attack succeeding add the separate favorable outcomes. For example, suppose one were contemplating a two to one attack. The favorable outcomes would most likely be considered to be DE, EXC, and DB2. Their sum ($1/6 + 2/6 + 1/6$) is $4/6$. Hence out of six two to one attacks one could expect to win four of them.

In order to determine the probability of a given set of attacks succeeding multiply the unfavorable results in the first attack by the unfavorable results in the second attack by the unfavorable results in the third attack and so on until all the separate attacks have been included. This will give the probability of losing every attack. Subtracting this from one will give the complement which is not losing every attack, or winning at least one of them. For example, suppose there would be if three one to twos were attempted against a river line. At one to two there is only one favorable event, DB2 (Exchange would not be considered favorable since the defender would still be smiling happily behind his unbreached river line). The unfavorable results at one to two (EXC, AB2, and AE) total ($1/6 + 2/6 + 2/6$) $5/6$. The product of the separate totals ($5/6 \times 5/6 \times 5/6$) is $125/216$ or approximately $6/10$. Subtracting this from one we get $4/10$. Hence, in ten sets of three one to twos, we could expect to win an attack in four of them.

Probability can also be used to determine the macroscopic position one could expect to find oneself after a given set of attacks against the enemy. Assume each of the separate probabilities (DE, DB2, EXC, AB2 and AE) to be indicative of the whole attack. For example, suppose one to twos were being made along an entire front with a total of sixty attack factors. Out of these sixty factors, $1/6$ or 10 would force the enemy back two. One-sixth, or 10 would exchange with enemy units. Two-sixths or ($60 \times 2/6$) twenty factors would be forced back two. Two-sixths or twenty factors would be eliminated by the AE. Totaling the eliminated units we find that thirty out of sixty factors would be eliminated either through exchanges or direct elimination.

These three calculations can be very helpful in determining both strategy and tactics. In D-Day they can be helpful in determining an invasion area; by setting a minimum probability of $9/10$ as the probability of moving ashore one might be tempted to invade a seemingly

solidly defended beach when nine times out of ten the Allies would move ashore! In Stalingrad it can be very helpful in determining the number of one to twos necessary to insure (by insure I mean a probability of $9/10$ or better) the cracking of a river line, or it could be put to use in the latest German strategy of massive sets of one to twos by giving an estimate of what losses the German commander could expect.

I would appreciate hearing your comments, criticisms and suggestions.

Southeast

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Waterloo Defense

by Marc Nicholson

I would like to open my first column by publicly expressing my thanks to AVALON HILL for making me an editor. I promise to give this column my best effort, such as that may prove to be. Anyhow, thank you AVALON HILL.

Next, I invite anyone who has a workable opening and/or move for either side in Waterloo to write me. I am going to conduct a sort of a survey. Personally, I think the French have it almost all their own way. One instance where they don't will occupy the rest of this column.

P-A-A Loses Too Often

As I stated above, I feel that the French player has a much easier time of it in Waterloo. The P-A-A player usually follows the same defense pattern; fight for Nivelles, Quatre Bras, and Tilly; fall back slowly on Mont St. Jean; lose in the end. Usually, enough French cavalry gets off the board to eliminate the P. IV Corps by defection. There must be a better line of defense.

P-A-A Must Attack

As a student of French for four years, I am quite an avid fan of Napoleon. Consequently, I most often play the French side. The few times I have lost, I have been the victim of radical defenses. The P-A-A player relied on the old axiom that the best defense is a good offense. One such system I will relate to you now.

First, PAA groups all P units into stacks of 15 (the cavalry presents some problems, but that's the way it goes). One stack of infantry is initially placed near Quatre Bras, it will later be used to defend the hills around the road junction. The main stack of cavalry is also placed at QB. It can be sent to either Nivelles or Ligny as the battle demands. The remaining infantry is placed in a line on the Ligne River covering the area from the secondary road to St. Amand. The cavalry that was not used in the main stack is placed around the infantry so as to prevent it from being attacked on the first turn.

French Opening Moves

The F player should divide his troops into three groups. The I and II Corps will advance on Nivelles. A light mixed force will move toward QB. The remaining main force will move up from Fleurus and attack the P cavalry screen.

Now or Never

The P player must now attack. If he is lucky with the die, he can try 1 to 1 or even 1 to 2 attacks. Other players must confine themselves to more conservative attacks. The P will eventually lose all the units that he puts into the fight but by striking first, he should be able to destroy at least as many F units. The strategy behind these opening moves is three-fold. First, the P is fighting only part of the F, the rest being too far away to help. Second, this battle takes several turns, perhaps as many as six or eight, allowing the AA reinforcements to arrive on the scene. Third, this attack can irreparably cripple the main F force. The AA troops will now have to fight only the I and II corps. Of course, the psychological effect is also important. It gives the initiative to the PAA. As long as it is retained, the F will have to work quite hard to pull the game out of the fire.

Midwest

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EDITOR - covering Ohio, Indiana, Illinois, Michigan, Wisconsin, Minnesota, Iowa, Missouri, Arkansas, Louisiana.

Bismarck by Mail

by Myron R. Brundage

Avalon Hill's Bismarck is a naval game which is easily adaptable to play-by-mail.

To adapt your Bismarck game to

play-by-mail, first put a grid on your battle board, placing numbers one thru seven horizontally along the narrow ends of the board from the corners reading Northwest to Northeast and Southwest to Southeast. Then place letters A thru H vertically along one side from corners reading Northeast to Southeast.

Later, when positioning your ships on the Battle Board refer first to their grid co-ordinate, 1A, 3D, etc. and then to their Bow Facing. That is, the direction the Bow of your ship is facing (North, Northeast, East, Southeast, or South, etc.). If you wish to give it more realism you can add the degrees of the compass to the direction by saying, for example, Bow Facing SSE 120°, etc, denoting general direction, exact direction and degrees on compass.

Using Record Sheets

Next, remove two Search Board Record Sheets from the tablet. One to serve as an information sheet between you and your opponent. Since the record sheet is printed on both sides, one side will serve as yours, the other as your opponent's. It is wise to place your name at the top next to where it says Search Board and your opponent's name on the reverse side. On this sheet you keep the records of time and of hits in battle as in a normal game of Bismarck. Since maps are provided you can on one trace the progress of Bismarck through the game, by placing a "B" at Bergen and drawing a line from each successive zone or Area she appears in throughout the game. On the other map can be shown Bismarck's suspected position, if approximately known and a square-encirclement around it of two squares in all directions. This is done by counting out two zone squares in all directions from the zone Bismarck is known to be in or if zone is not known, by counting two squares in all directions from the Area Bismarck is known to be in and connecting the letters of these zones. This informs both players of where Bismarck's possible moves are on the following turn and may even serve as a tactical tool for helping the British player find and concentrate on Bismarck's movements.

The British player places the name of his Cruisers and Aircraft Carriers on the other Record sheet, but not the names of his Battlewagons being as they are already printed. This record sheet the British player keeps for his own use. Three places where they can be written in are (1) above the word Bismarck and to the left of where it says Hit Record; (2) to the right of same and below the Time Record; (3) and in the extreme right hand bottom corner.

This is done so that the British player can keep a record of his co-ordinates between letters and turns. The Bismarck player only need place his co-ordinate next to the word Bismarck on his own such sheet to keep his record.

Conducting of Battle

Battle is resolved similarly to the Afrika Korps method of play-by-mail. Therefore, ten digit tables are needed rather than the six digit ones printed on your Search and Battle Boards. You and your opponent may build your own or use the following tables: For the Search Board Chance Table, digits 1 & 2 stand for "Bismarck locates a British Convoy and sinks same." 3-8 stands for "British air recon sights Bismarck, etc.", 9-0 stands for "No Effect".

For the Battle Board Chance Table, digits 1-3 stand for "Misty Weather, etc.", 4 & 5 for "Bismarck turns on CV or CA in same zone and sinks one, etc.", 6 & 7 "British CA's launch torpedo attack, etc.", 8-0 Swordfish's planes sight and conduct aerial torpedo attack, etc".

The Battle Results Table for B-range (2 squares apart) is as follows: To Broadside; 1 & 2 Bow hits, 3 & 4 Stern hits, 5 Sec. Arm., 6-0 Misses; To Bow; 1-3 Bow hits, 4-0 Misses; To Stern; 1 & 2 Stern hits, 3 & 4 Midships, 5-0 Misses.

For A-range (1 square apart): To Broadside; 1-3 Bow hits, 4 & 5 Stern hits, 6 & 7 Sec. Arm., 8 Midships, 9 & 0 Misses; To Bow; 1-3 Bow hits, 4 & 5 Midships, 6-0 Misses; To Stern; 1-3 Stern hits, 4 & 5 Midships, 6-0 Misses.

For the Torpedo Table, 1-3 Midships, 4-0 Misses.

Since play-by-mail can get to be a long ordeal, it is suggested to cut down the length of correspondence that two specific lists of stocks be chosen in advance of battles for you and your opponent. These lists will serve thru every round of battle. Each list representing the total salvo count that any one ship can possibly have in a single round of battle. That is, one stock for each shot. Thus totaling 14 for the British and 16 for Bismarck, who gets two extra because she can fire at two ships simultaneously in a multiship battle and is able, therefore, to use both her secondary armaments; whereas British ships can only use one side at a time. If and when a multiship battle occurs the British player submits to the Bismarck player additional lists of stocks totaling the exact salvo count for each of his other ships.

The first six stocks (1-6) and the last six stocks (11-16) of the Bismarck's list are always used for Bow and Stern

Turrets respectfully. For the British (1-7) is always Bow and (10-14) always Stern. Since the British can only use one Sec. Arm. at a time (8 & 9) will suffice. For Bismarck (7 & 8) are the Port side and (9 & 10) are the Starb. When a gun is hit that stock is stricken from the list and is not used for the rest of the Battle.

Along with these lists of stocks go a list of closing dates, preferably Fridays, because Friday's results also appear in Saturday papers. Friday's are also good because it takes two days traveling time for each letter and one days contemplation and writing giving six days between closing dates.

Thanks to John Rockholz and George Callen for their major contributions toward perfecting this play-by-mail system. Any queries about this system will be welcomed at 330 W. Dickens, Chicago, Illinois 60614.

And with that I leave you for now with this thought: "Your rules are your Bible-know them and you know your game."

West

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EDITOR - covering North Dakota, South Dakota, Nebraska, Kansas, Montana, Wyoming, Colorado, Idaho, Utah, Washington, Oregon, Alaska, Canada.

A Plea for Napoleonic Warfare

by Stan Wolcott

This being the first anniversary issue of the General, it seems appropriate to speak of another anniversary, also of interest to wargamers, which occurs in a few weeks. This coming June 18th, marks the 150th anniversary of the battle of Waterloo; the event which ended the Napoleonic Era. As most of you already know, this decisive battle has been recreated in exacting detail by Avalon Hill in their game of the same name. The game, covering the entire campaign rather than just the battle itself, begins play on June 16th and concludes it on June 20th, 1815. During this time interval the two players, the French and Prussian-Anglo-Allied, are able to maneuver their forces over the terrain of the accurately reproduced mapboard; the result being one heck of a challenging game to all concerned.

Superlatives for WATERLOO

In the words of past editors, includ-

ing my predecessor, WATERLOO is "the most accurate of all war games", "For strategic and tactical maneuver the best game" and finally "one of the best AH games and certainly one of the best balanced." To add my own comments to those of the others, I believe WATERLOO is probably the best battle game Avalon Hill has produced to date. It contains all of the prerequisites for an interesting game, which to my mind are as follows.

Prerequisites for an Interesting Battle Game

(1) Simplicity - The rules and object of the game are easily understood and readily learned; (2) Balance - Neither side has a preponderant advantage over the other; the outcome depends almost solely on the players themselves, without emphasis on the roll of the die; (3) Variety - There are as many methods of playing the game as there are players; the game does not become very monotonous or stereotyped; and (4) Authenticity - The original situation has been faithfully recreated and is historically correct.

A Question

These then are the characteristics of an enjoyable and interesting battle game and I feel that WATERLOO has come very near to fulfilling them all, although even it has defects which might be corrected. Nevertheless, one may ask that if WATERLOO is such a successful game, as doubtless it is, why then haven't more games following its format been produced? Most Napoleonic campaigns upon inspection, reveal the same game possibilities as WATERLOO, yet none have been followed up.

The Reason Why?

There are two things which I feel are responsible for this situation. First, the closeness of the Second World War to the present generation. The Second World War has impermeated the minds of Avalon Hill and wargamers to the point that every other period of warfare has been overshadowed. To wit. Of the battle games produced by Avalon Hill, including their newest game BATTLE OF THE BULGE, there are seven games dealing with World War II and only two with other wars. Second, lack of documentation. While there is an overabundance of material on the Second World War, there is a corresponding scarcity of it on the Napoleonic Wars, as well as others. This last reason, while maybe a hindrance, should not altogether preclude Avalon Hill from making a game of this period. If they have reached the high degree of efficiency in research, which they boast of, this would be only a minor difficulty in their "5-Step Cycle."

A Plea to Avalon Hill

Let this then be a plea to Avalon Hill for the production of games in areas other than World War II, particularly the Napoleonic Era. These wars of long ago shaped history as much as World War II, maybe even more; they were also the anvil from which modern strategy and tactics were forged. Why then have they been so neglected? For myself, being an exponent of Napoleonic warfare, I would like to see battle games made of the Liepzig and Austerlitz campaigns. Probably most of you out there also have a favorite battle you would like to see materialize into a game.

Write In!

If so, take this as an invitation to drop me a line voicing your thoughts on the subject and I, in turn, will relay them on to Avalon Hill. Remember, as a wargaming enthusiast your response will have profound effect upon the production of future games!

In the months to come, I'd like to write articles about things in which you, the reader, are interested in, so don't hesitate to write me about your preferences; they will be of invaluable help in writing the column.

In closing, I would like to leave with you one of my favorite military sayings which all of us would do well to remember. Marshal Turenne, Louis XIV's ablest general, once said "When a general makes no mistakes in war it is because he has not been at it long."

Southwest

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EDITOR - covering Oklahoma, Texas, New Mexico, Arizona, Nevada, California, Hawaii, Far East.

Tactics

It seems to me that most people (and Avalon Hill) don't want to fool around with Play-Balance. Accordingly, I am writing only articles on gaming strategy and tactics and realistic play.

The following diagrams of attacks are very basic and fundamental. Obviously, many variations of each attack are possible. To improve your game-playing you should memorize completely the following methods of attacks. As in chess, you should apply each attack in a lot of games in order to learn them. Not until you have each and every attack at your command can you even consider using strategy in a game. It's

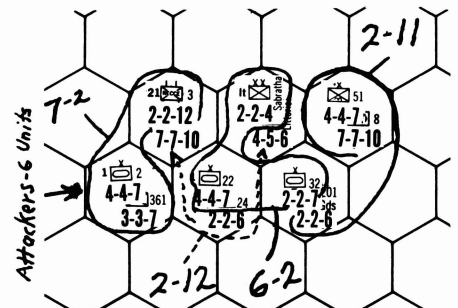
best to lose a few games while practicing than to only half learn each attack.

TACTICAL ATTACKS

- 1) Frontal-hit front part of unit when sides are covered. Good for feints and holding attacks. Sometimes costly in material.
- 2) Flank-maneuver around unit leaving open retreat. Good against outposts, etc. Can leave attacking units without adequate support in case of counter-attack.
- 3) Pincer-surround enemy before attack, leaves no retreat.
- 4) Attrition-continuous attack. Good for reducing strength of enemy. Can be costly in material.
- 5) Double-Flank -surrounds enemy leaving no retreat. Good against salients.

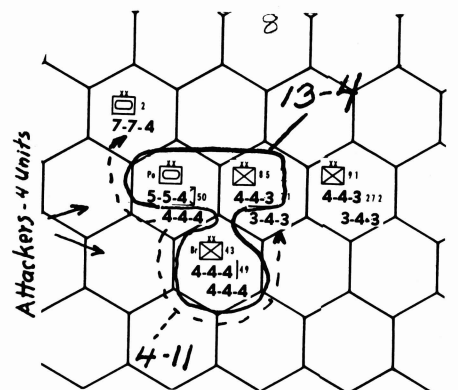
GRAND TACTICS (combination attacks)

- 6) Siege-surrounds units without attacking. Good for reducing strongpoints. Can be costly in time.
- 7) Frontal Soak-off - attack of weak units in continuous line. Good for forcing retreats.



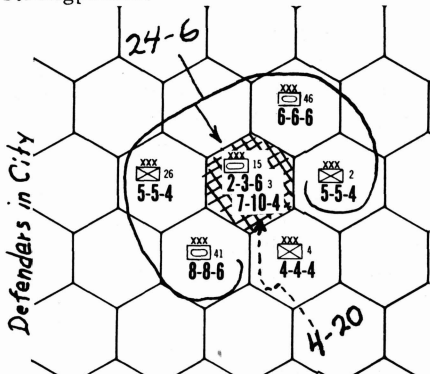
Ex. -Notice that instead of attacking at "banzai" odds, A divided his attacks into two sacrifices and two "stomps." Next turn A will gain this territory at a minimal loss.

8) Flank Soak-off-getting by strong-points leaving defender's retreat open.



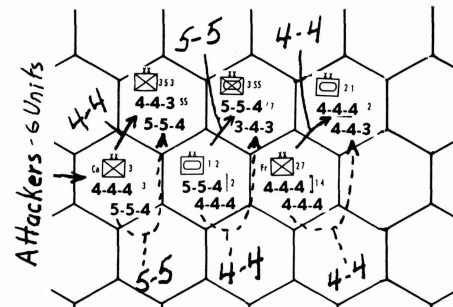
Ex. -Here A has advanced as far as possible. Next turn D will either attack or retreat. In either case if A has sufficient reserves he will gain two squares.

9) Pincer Soak-off-surrounds enemy strongpoints.



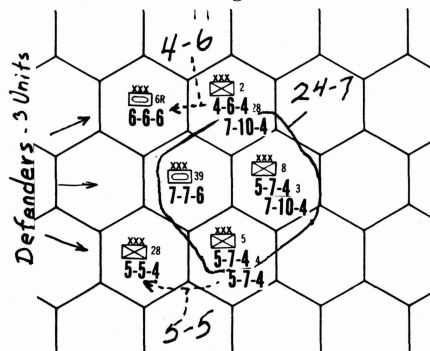
Ex. -After the attack and necessary soak-off, the powerful enemy unit will be helpless.

10) Attrition Soak-off-attack of many units by many units.



Ex. -Here it is assumed that A has the necessary overwhelming local reserves for this type of attack. After a while D should feel the material loss and then, of course, A will attempt the breakthrough.

11) Double-Flank Soak-off - attack of salient while soaking off at the base.



Ex. -It's all up for D's Heavy Armor and his line. Notice also that enemy counterattack isn't plausible. This is the tactician's masterpiece.

12) Mass-continuous attack on one spot by many methods.

This concludes my list of attacks. There are many combinations of the twelve. Remember, only constant application of each will improve your playing.

THEORY OF THE ATTACK

To most people, the object of the attack has two possibilities-loss of enemy material and gain of position.

Too often the third possibility, subtler but just as deadly, is forgotten. This is the lowering of enemy morale.

Material loss to the enemy is beneficial when you have an overwhelming superiority. The second possibility, gain of position, not only prevents the enemy from obtaining it, but allows you to give battle at your own time and place. The definition to the third possibility, lowering of enemy morale, is up to you. It involves either making the enemy believe his position is hopeless but also producing a momentary paralysis of his reserves.

Tactics for Bismarck

by Walter Guerry Green, III

Since just about everybody seems to have a favorite theory on how to win at this or that game, I am going to add my own ideas on Bismarck. Several things must be remembered in examining these thoughts. In the first place no plan is foolproof even if some fool thinks it is. This is true for a very good reason - human nature. No two opponents are exactly alike and what will destroy one utterly will play into another's hands completely. There is always some small move that is not anticipated; for instance one of my opponents made a fool of a perfect trap on my part by use of a football buttonhook which left the entire British Navy staring at Bismarck's wake. The second point is that although no plan is foolproof some definitely reduce the enemy's chances especially if you are smart enough to remember your opponents' favorite tricks.

Head for the Corner

On the German's side it is definitely a best bet to head for the farthest corner of your possible move. My favorite is somewhere in the neighborhood of E-5-c. From there the German must play it by ear literally. If the Bismarck is smart and plots the position of his pursuers each turn he can fairly soon pick out the search pattern in use and locate the enemy battleships, especially the slow ones. If the enemy is so stupid as to disperse his capital ships on a one per square basis, Bismarck can with a little luck snatch one up on her way back to port. On no account should the German accept combat on his way out unless facing a very weak ship or a medium one at night. This dictum is based on the fact that it may well leave Bismarck in a damaged state; at sea this is dangerous as the enemy may well catch you. On the way in the British player is usually aware of Bismarck's position and is concen-

trating so that the German's escape is pretty much timing and luck, in this case it doesn't hurt to fight as you will pick up points to help even if you are caught. Another general rule is to break contact if a fight looks like it will last over three battle board moves. The enemy may well bring up reinforcements to complicate things, and Bismarck needs to keep well ahead of pursuit to have room to maneuver.

Keep Battleships in Pairs

On the British side the amateur admiral should deploy his ships to cover every possible square, which with a little luck leaves only two or three openings. From there it is possible to catch most of the possible spaces on the next move so that if contact is not made you at least have a good idea where he is. A prime rule for the British to follow is to team up battleships with two together at all times; never break this as a single capital ship is a dead duck against an undamaged Bismarck and even a damaged one can put Renown or Repulse under. Another hint, never put these two together as two are almost as easy to sink as one. When Bismarck has been hurt it is safe to break up George V, Prince of Wales, Hood, Rodney, and Ramillies, but only when she is severely damaged. No single British ship should ever take her at night because of the fire power advantage. The best possible plan I have found is to keep the pairs of heavy ships in a sort of triangle with the slow ships closer to German territory so that they will have time to move. These groups should be close enough for mutual support. The cruisers can be used to form a screen which expands from top to bottom on each move until the board is blocked off into two halves. Then the British can sweep west until Bismarck is forced to move toward home. With luck she can be blocked with a pair of capital ships.

Brussels by 20 June

by Albert A. Nofi

When, in mid-June 1815, the Imperial Army marched north into Belgium it was opposed by two armies each of which was equal to it in size and strength. The Emperor was not, however, one to worry about the odds too much and devised a plan which took advantage of the dispersed condition of the Anglo-Prussian armies. This plan, brilliant in its bold grasp of the situation, failed only because far too many ranking officers were no longer up to their long established high records of performance. Even Ney-the "bravest

of the brave"-had returned from Russia a very different man and displayed very erratic behavior during the Waterloo campaign.

Adopting Napoleon's Actual Plan

In outlining my adaption of Napoleon's plan I would like to make it clear that while I am assuming Marchal Madeja's recommended starting situation is used (See Vol. 1, No. 3) the plan works well with the regular arrangement. Here is the plan, in phase steps....

1. Ney's Command (I and II Corps) advances on the weak Anglo-Allied force at Quatre Bras, brings them to battle and seizes the vital road center and heights there.

2. The Main Body (III, IV, VI, and Gds Corps and I, II, III, and IV Cav Corps-) advances on both sides of the Ligne River to bring the Prussian I, and, as they arrive, II and III Corps to battle with the intention of removing the Prussians as a major combatent force.

3. Concurrently with Phase 2 Ney's Command, possibly strengthened with some extra cavalry, should be forming a line against the Anglo-Allied forces in the Genappe region to prevent Wellington from assisting the Prussians.

4. When the Prussians have been eliminated as a major opponent some Main Body cavalry should be thrown around the remnants to keep them in place while the bulk of the Main Body breaks off combat and marches to Ney's aid probably arriving just when Anglo-Allied pressure on Ney begins to build up dangerously.

5. The full Army of the North should launch strong attacks against the Anglo-Allied line's weakest points in an effort to break through to Brussels.

6. As Phase 5 is going to completion Grouchy's Reserve Cavalry should attempt to get around Wellington's flank in an effort to turn it, or, failing this, making a run for Brussels.

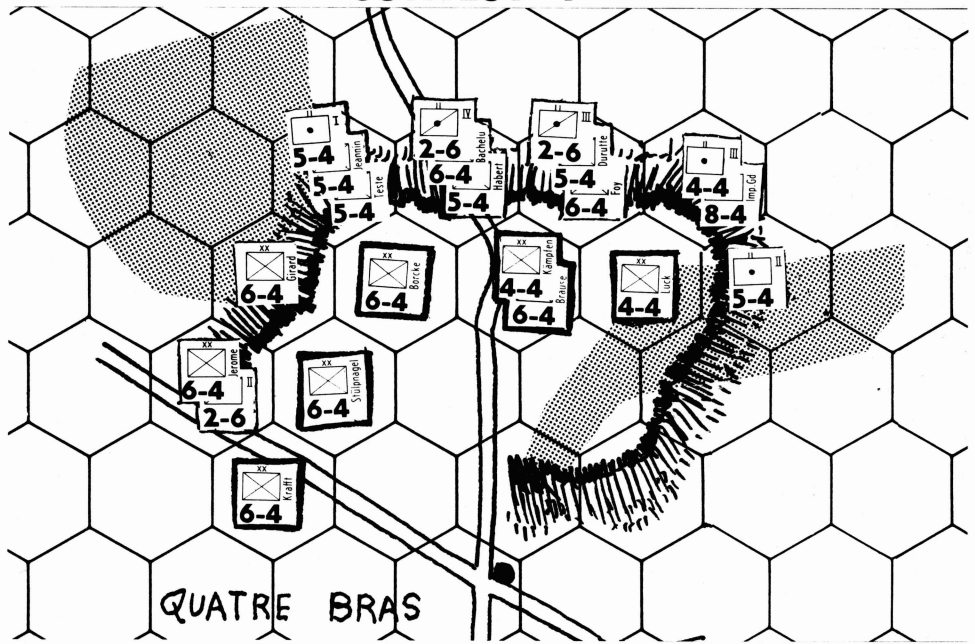
In essence that's it.

The defeated Prussians about Ligny will probably mind their own business until their IV Corps arrives and effective use of cavalry will slow them up. If the Prussian IV Corps reinforces Wellington's Genappe line things become a bit more complicated but the Prussian I, II, and III Corps will take no real action in such a case since they will be too weak. Should Blucher try to march his defeated troops towards a linkup with Wellington the broken up ground north of Ligny will slow him up more effectively than cavalry.

In conclusion I would like to say that I am a devoted "Napoleonophile" and for that reason, and that reason only, do I think this plan workable for I have unlimited confidence in the Emperor.

"Vive l'Empereur!"

CONTEST #7



This contest involves a hypothetical situation at Quatre Bras already set up for you. Applying the rules from the Waterloo game, the French player (the lighter units) is attacking, with the object of eliminating as many Prussian combat factors as possible while keeping his own losses to a minimum. In other words, the strategical premise for this month's contest is that you are to fight the battle so that you have the highest probability of gain at the least risk of loss. First - study the battle situation.

Now refer to the Operations Sheet. As you can see the commander of each Prussian unit in the battle is listed under the "Defenders" column. Under the "Attackers" column you are to write in the designation number of the French Unit that is attacking. If one French Unit attacks more than one Prussian unit, then the number of the French Unit is to be written next to each of them.

How to Enter

This contest is free to all subscribers. Simply fill in the Operations Sheet and mail to: The Avalon Hill Co., 210 W. 28th Street, Baltimore, Maryland, 21211 -- Contest Dept. Entries must be postmarked on or before June 6, 1965. Print your name and address clearly and make sure you list the Avalon Hill game you wish as winning prize. Those of you who do not want to mutilate your magazine may send a copy or photostat. Naturally, only one to a subscriber allowed.

Ten Winners

Ten (10) winners will be named. Ties will be broken by earliest postmark.

Operations Sheet

Attacker (French)	Defender (Prussian)
	Kraft
	Stulpnagel
	Borcke
	Luck
	Kampfen
	Brause

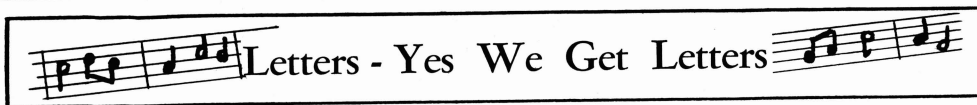
Name _____

Address _____

City _____

State _____

Prize _____



Gentlemen:

Last September a group of amateur strategists formulated perhaps the first club of its kind in Dauphin County, the Strategists' Club. We students of Bishop McDevitt High School are the formulators. As yet we have held a Tactics II tournament and presently are conducting a D-Day tournament.

We are even planning to develop a very large game (perhaps four times as large as the Afrika Corps game) which touches on areas not only military but even political and economic. The game will include several different countries and should accommodate all the members of our club. As you can see, this is a highly ambitious and detailed project.

I, as the representative of this club,

Brian Harris Wins Contest #6

Looks like we had quite a few subscribers attending fortune tellers before submitting their Sales Popularity predictions. Contest Champ, Brian Harris, had the first three games on the nose, as did the second and third place winners. However, they were pretty far off on predicting the number of Midway games that had been sold. We got a lot of laughs from this one as the guesses ranged from 47 to 20,000,000.

Those whose entries came closest to the actual order of sales popularity (Afrika Korps, Midway, D-Day, Tactics II, Stalingrad, Bismarck, Football, Baseball, Waterloo, LeMans, Gettysburg, U-Boat, Verdict II, Management Dispatcher) are as follows:

1. Brian Harris, 3608 Manorwood Drive, Hyattsville, Md.
2. Bruce T. Klem, 2463 S. 80th Street, West Allis, Wisconsin.
3. Leonard Pederson, "A" Batry, 67th Stry., APO New York.
4. Rick Donaldson, 38 Thomson Road, West Hartford, Conn.
5. David G. Moore, 1871 Snowden, Memphis, Tennessee.
6. Wes Sayre, 240-14 Caney Road, Rosedale, New York.
7. Ken Hoffman, 266 Carroll Street, New Bedford, Mass.
8. Richard E. Klug, 5711 Chinquapin Pkwy., Baltimore, Md.
9. Edward Hughes, 610 S. Thomas Street, Bedford, Penna.
10. Donald Greenwood, 128 Warren Street, Sayre, Penna.

have the responsibility of coordinating the all of these activities and therefore I would greatly appreciate if you would keep me well informed about the latest developments at Avalon Hill - these have great impact on a young club. Gerald Gelatt, President of the Strategists Club, 1630 Park St., Harrisburg, Pa.

Dear Avalon Hill:

I have just received your brochure in the mail. I think it's a sick effort and don't think you should insult your customers with those snide attempts at humor... Lawrence Bevy.

Dear Admiral McClusky:

It was indeed nice of you to include me on your mailing list. Unfortunately, being a girl, I have no great interest in battle games. However, I want to congratulate you on the layout, design and wit of the brochure. More witty approaches to the mail order business are highly desirable... Nina Eisenstein.

Discount Offer

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 game.

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.

Coupons are valid only when ordering games by mail directly from The Avalon Hill Company. Coupons can not be redeemed at any retail outlet.



Question Box

AFRIKA KORPS:

Q: Can a supply unit pass over an automatic victory situation and supply another battle while supplying the automatic victory?

A: Yes.

MIDWAY:

Q: Can the Jap player bring the Hoshio or Zuiho on board with planes already readied so that they can be launched in the turn of entry on board?

A: Yes.

Q: How does Midway Island get its 30 squadrons?

A: They may be flown there from carriers.

Q: Can carriers take aircraft off Midway to replace their losses?

A: Yes.

Q: When placing ships on the battle board, may some ships be facing others?

A: No, all ships must be heading in one direction.

BULGE:

Q: In Basic Game, can new Units enter or pass through the zone of control of "engaged" Units.

A: Definitely not - this would be tantamount to reinforcing and is allowed only in the tournament game.

D-DAY

Q: Can Paratroops "take off" and dropped elsewhere when surrounded by enemy zones?

A: Yes.

Q: Can Allied Units come in at Bremen?

A: No.

Q: Is Bordeaux an inland port?

A: Yes.

Q: If a Unit finds itself adjacent to more than one fortress, can it attack Units in one of the fortresses but not the other?

A: Yes.

Q: Can paratroopers be dropped next to enemy units if there is a river between them?

A: Yes.

GETTYSBURG (64):

Q: If one attacking Unit fights two defenders on different squares; one of them frontal and the other one partial enfilade, does the attacker's factor double or is the whole battle fought at normal odds?

A: Attacker doubles and the frontal defender also doubles.

How to Meet Competition

by S/Sgt. Louis Zocchi

Would you like to meet some new players or get new recruits for your club? The GENERAL has solved this problem for those of you in large cities. You look into the subscriber's directory and find someone just across town who is also a nut and you're in business. But not everyone who plays, reads the General. And what about the isolated gamers in East Overshore, Nebraska or Stamp Back, Mississippi? In the last 4 years, I have moved 3 times. Each time I arrived at a new base, I had to train new talent. But where can this new talent be found? You can't just walk up to a stranger and ask "Do you want to fight?"

Avalon Hill informs me that most of the war gamers are in their late teens. These players will soon have this problem because they will enter military service, go to college, or get married and move. If they go to some town not listed in the Subscriber's directory they will have to cultivate new competition.

It is easier to sell someone on playing war games if he has already sold himself. The most effective method of reaching these people is through their source of supply. You could meet every one that buys an Avalon Hill game if you stand by the game department every day long enough. Most of us have jobs or school and we can't do this so the next best thing is to drop a card or note in every game in stock. You can get the merchants permission to do this, if you explain to the merchant how your hooking of new fish can result in greater sales for him.

After you have been given the green light from the merchant, you could buy one of those toy printing presses and print up a batch of paper with your name, address, & phone number. A short blurb about how you are willing to give tips on strategy, rule interpretation, etc., should sell the idea that the purchaser has some ready made competition and help available. When you buy a new game, you have 2 problems. You have to train yourself how to play, and you must train someone to play against you. This takes time. You can get the main ideas faster and easier from an old hand. Most people playing a new game would rather be told the rules so you should have good results.

I have just completed an 8 week course on how to teach. The Air Force believes that the greatest single force in teaching is enthusiasm. When you get those phone calls or letters, be enthusiastic! It keeps the listener in a receptive frame of mind and motivates his desire to learn more about you and war games.

Tactics & Strategy

by David B. Whiskeyman

Commanding an army requires not only foresight but patience and an understanding of the capabilities of said force. Therefore, it becomes necessary to know the possible offensive and defensive maneuvers. This is the first in a series of articles which, it is hoped, will shed light upon the subject.

The Offense

War is won by initiative, which is commonly known as offensive operations. These operations fall into six categories: envelopments, turning movements, frontal attacks, penetrations, defensive-offensive, and pursuit.

Envelopments -- This maneuver is a flanking movement seeking the enemy rear and his destruction in position. Two things are vital for a successful envelopment: speed and surprise.

In this, as in most other offensive maneuvers, the attacking force is divided into three groups: the main attack, the secondary attack, and the reserve. The main attack is the flanking maneuver, consisting of the highly mobile and usually heavier units. The secondary attack is along the main line used to pin down the enemy troops and draw their reserves. The attacker's reserves are usually hard-hitting, mobile units which can be used to exploit the main attacker, if the secondary attack is unexpectedly fruitful, maintain or increase its momentum.

(Though there are actually two types of envelopment, single and double, only the single is dealt with here, for the double differs only by the fact that the attacker must have more forces and envelops both flanks of the defender. It must be noted, also, that airborne and seaborne forces may make up part or all of the main attack.)

The two diagrams marked "Envelopment" give a pictorial example of the flanking maneuver. The situation has been set up by the British taking a "calculated risk" (hoping the Germans receive no supply on their next turn, November, 1941) and attacking on both flanks, successful in the escarpment area but receiving an exchange in the south. It is now the Germans' first November turn. Unfortunately for the British the Germans receive their designated reinforcements and supply. Spotting the weak British flank, Rommel decides to make an end run.

The forces are divided into:

Main Attack: 15th and 21st German Panzer Divisions.

Secondary Attack: Italian Sabratha, Italian (Armor) Ariete, and the 361st (regiment) from the 90th division.

Reserve: included in the main attack.

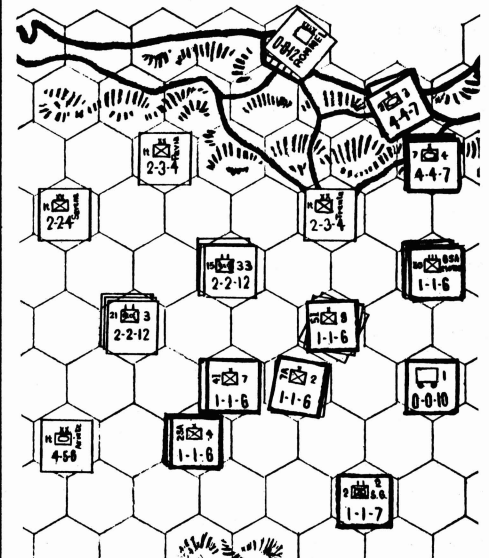


Diagram A: situation just prior to Rommel's enveloping maneuver.

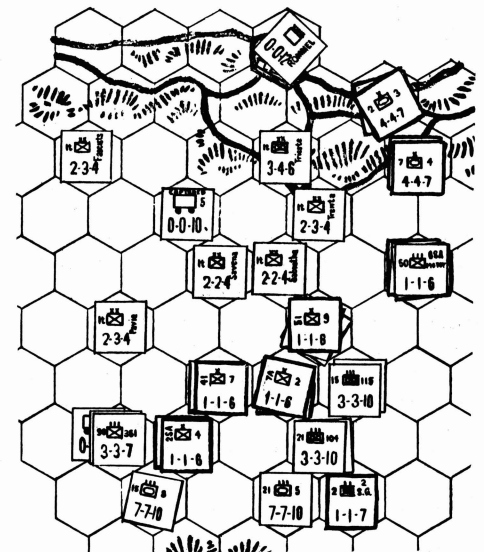


Diagram B: situation after envelopment, but prior to resolved combat.

In this envelopment the secondary attack serves the main attack by helping to open the flank and close the pincers on the enveloped portion of the enemy army.

In D-Day and Waterloo, the reserve plays a more important part, (since the envelopment may often take more than one turn) for in Afrika Korps the reserve must nearly always be carried with the main attack due to the "lightning" warfare.

NEXT MONTH'S article will deal with turning movements and frontal assaults.

Play-by-Mail

GRID-COORDINATES

D-DAY

Print letters A through UU along the

east edge of the board, starting in the northeast corner. Print numbers 1 through 49 along the south edge and the northern coastline, starting in the northeast corner. For instance; row L bisects Dusseldorf, Antwerp and Ostend; row 25 bisects Amiens, Biancon and Nice. Examples: Dunkirk is M-22, Sedan is Q-18, Brest is V-43, Bordeaux is LL-44 and Marsailles is TT-31. (New D-Day mapboards with grid-coordinates printed on them are now available - \$3.00 per board.)

STALINGRAD

Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners and start row l in the southwest corner. For instance, row J bisects Helsinki and Lake Beloe; row 27 bisects Lake Peipus, Smolensk, Kharkov and Stalino. Examples: Helsinki is J-26, Leningrad is K-31, Moscow is S-34, Stalingrad is HH-36, Warsaw is Z-31 and Sofia is TT-3.

WATERLOO

Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners; start row l in the southeast corner. For instance; Row V bisects Nivelles and St. Gery. Row 27 bisects Wavre and Quatre Bras. Examples: Waterloo is E-43, Nivelles is V-38, Quatre Bras is X-27, Ligny is FF-13, Fleurus is JJ-13.

"New" Stalingrad

by J. K. Norris

It has been my belief for sometime that the Stalingrad game is the best. However, it is, I believe, generally accepted that in this game the German side has little chance of winning against any reasonably intelligent defense. I have therefore been seeking some way of making the game more even and more enjoyable.

There were, of course, some necessary restrictions such as: -

1. The game had to require no additional items to the ones on the market.
2. No changes were to be made to any of the pieces, or the mapboard.

It also seemed to me that it would be desirable to make fuller use of the

mapboard and the geographical features on it. After a lot of experiments, I have come up with the following ideas:

In Russia there are 15 Cities and 30 other towns named on the mapboard. At the start of the game these are all controlled, of course, by the Russians. The Russians start to obtain reinforcements from their 4th turn, and the number of reinforcements depends on the number of towns and cities they control.

For each town in Russian control, allow 10 points.

For each City, allow 20 points.

Before the Russian, but after the German turn, count up the points. From the 4th to the 6th move, the Russians may have reinforcements of 2 defense factors for each 100 points.

From the 7th to the 11th turns the Russians may have 3 defense factors for each 100 points.

From the 12th turn onwards, the Russians have 4 defense factors for each 100 points. Only each full 100 points counts. Points cannot be accumulated from turn to turn. Defense factors may be accumulated.

Reinforcements are put on the board at Archangel, Kuibishev and Grozny, but each of these towns is dependent on one of the three big cities. If Leningrad is captured by the Germans, no more reinforcements can be brought in at Archangel.

If Moscow is captured, no reinforcements can be brought in at Kuibishev; while the capture of Stalingrad closes Grozny. Naturally, the capture of Archangel, Kuibishev or Grozny closes the town for reinforcements.

A town or city is controlled by a unit passing through the square in which the town is situated.

A unit on a square next to a city or town does not control it for reinforcement purposes.

The Russians do not have to garrison a town to gain reinforcements from it, neither do the Germans have to garrison the towns they have captured. However, if a German unit has captured a town by passing through the square, it may be recaptured by a Russian unit passing through it, and then, if not reoccupied by the Germans, it can be used to count points for the Russian reinforcements next turn.

Play-by-Mail League Chooses Chairman

"Due to the fact that many members have written requesting that more games be added to our present selection, we have decided to form a Games Committee. The chairman of this committee is Henry Bodenstedt, 86 Manalapan Ave.

Freehold, New Jersey 07728. Anyone interested in joining or anyone that has any game ideas is to write to Henry. A misprint is on our information sheet: the co-ordinates for Stalingrad are + not -; also please notice that there is a difference between League co-ordinates and Knabe's co-ordinates. Members may play as many League games as they desire, however, please leave time for us to fill your request.

"Many people have written about our league which now contains over 130 members; therefore, the following should explain how to join and what the League really is. First of all, the League is a national organization for the purpose of rating players. It is NOT a substitute for clubs you may already belong to as a member. Three points for every win and one point for a loss are given; then, an average is determined by totaling your points and dividing by the number of games played. After five league games you are placed into either the C group 1.00-2.00, B group 2.01--2.50, A group 2.51--2.75 or the AA group 2.76--3.00. In order to join send a dollar for dues and an index card with your name, address and phone number; AH games owned; side and game preference for your first encounter, to: The Avalon Hill PBM League, Box 572, Huntington, Indiana 46750."

German Tactics for D-DAY

by Ken Hoffman

When playing the game D-Day, the Germans have one impermeable defense. I have found, through playing, that it is almost impossible for the Allies to win against this. The basic strategem of the game is the use of the fortified zone, the "Siegfried Line".

When the German player sets his side up, there are several basic rules that ought to be followed:

1. Static and only Static divisions should be placed on the coast.
2. The North Sea should be barricaded with 3-deep Static divisions.
3. At the player's option, Pas de Calais can be defended with the remaining Statics, which total 15.
4. All remaining combat units should be placed on, or inside of, the Siegfried Line with the exception of a few delaying units.

It may seem strange, but all of the possible invasion areas in France are left open with the exception of the North Sea and Pas de Calais (which is defended only partially). When you think about it, you will see that it doesn't matter if the Allies gain large amounts

trying a flanking movement, wasting even more time. This move (the spreading out of the Static) I call the "Paper-Bag" defense. Although it does not really stop the invaders, it's like trying to knock your way out of a wet paper bag --- easy, but time-consuming.

By now you probably think that the only way I play a game is with a defensive stance. Actually, in the case of D-Day, you're right. However, there's a time and a place for everything. After the Allies have been battling their heads against the Line for a month or so, no doubt you'll find a stray 4-4-4 or 3-3-3. There is your chance for a raid of (1.) sufficient strength to wipe out with ease the enemy, (2.) enough force to repel any possible counter-attacks, and (3.) enough mobility to get there and back with from 2 to 4 turns. Any good Allied leader will probably leave a few guards at his important supply bases. You can probably elude them and knock out a few less important bases.

Always Keep A Secondary Line of Defense

There is no set pattern for laying out the men and machines on the Line, such as the 25th Panzer Grenadier Division in Metz. Instead, since you're on the inside lines, you can shift your forces much faster than the Allied player can. Make sure to keep a secondary line of defense! If the Allies should break through, you may either counter-attack with a good soak-off, or isolate them.

If things should really get bad (if the cards are played right I don't think they will), you can always retreat to the Rhine while holding on to as much of the Siegfried Line as possible. If Allied airborne units land over the Rhine, don't panic. Use your secondary defense line to get rid of them. Any Static that might be left over from the ol' Paper-Bag defense make a good way of preventing airborne landings.

A variation of my plan might be to fight a continuing withdrawing battle through France. (This cannot be done well if the invasion was from the North Sea, Pas de Calais, or Le Havre.) When you do try this kind of battle, always retreat to river lines or cities. And, at all costs, avoid battle in the plains of France. -- GOOD LUCK!!

More Colleges Heard From

Still haven't selected your college yet? Try these. Actually, Heidelberg College will select you if you play Avalon Hill games. Their Director of Admissions, George W. Deinzer, is an

Avalon Hill enthusiast... residing at 197 Jefferson St., Tiffin, Ohio. If he rejects you, better write to: Walter A. McDougall, Amherst College, Amherst, Mass; Richard A. Shagrin at U. of Washington, Seattle, Wash; Peter F. Dickson at box 133, Bates College, Lewiston, Maine; John M. Gray, Box 321, Rutgers, New Brunswick, N. Jersey; William Contini, Box 34, Miami of Ohio, Oxford, Ohio; Dave Geurink, 5176 Haverford, Lyndhurst, Ohio at John Carroll U. in University Heights, Ohio; Ben W. Sevier, Jr, Weiss College of Rice U, Houston, Texas; Brenton Ver Ploeg, 1123 Dewey, Northwestern, Evanston, Illinois; Steven P. Wyner, River Campus Station, U. of Rochester; William Nowack, Box 1482, Brown U., Providence, R.I.; R. Michael Arnovitz, Box 742, U. of Penn, Philadelphia; James H. Foster, 1073 Witte Hall, U. of Wisconsin, Madison, Wisc.; Albert Nofi, 85-17 91st Ave., Woodhaven, New York at Fordham.

Between Covers

James W. Dingeman

"Hitler Moves East 1941-1943" by Paul Carell (Little, Brown) \$10 - Available "War is Hell," Sherman once said. "Hitler Moves East" spells out the hellish war that was the Russian Front. The author displays masterful ability to relate the smallest detail of unit tactics to the Grand Strategy of both sides. He also provides a wealth of details for Avalon Hill players. Specifically, he gives a new twist to the age old argument of how Germany lost the war. He attributes Germany's defeat to their failure in not taking Murmansk or even cutting the Murmansk railroad.

"Challenge For The Pacific" by Robert Leckie (Doubleday) \$5.95 - Available June. A brilliant narrative of the turning point of the war in the Pacific as the Americans recovered from Pearl Harbor, fought back at Midway, and, in the bloody, climactic hundred-day battle of Guadalcanal, seized the offensive from the Japanese. (This is the first volume in a new Doubleday series of narrative histories entitled "The Crossroads of World History."

"Experience of War: The U.S. in WW II" by Kenneth Davis (Doubleday) \$7.95 - Available July. Coverage in depth of every aspect of America's participation - from home front to the battle front - in WW II. Decisive battles that marked turning points in the war - Midway, the

invasion of North Africa, etc. - are depicted in stunning close-ups.

"At Belleau Wood" by Robert Asprey (G. P. Putnam's) \$5.95 - Available June. The dramatic story of America's first real baptism of fire in WW I.

"Himmler" by Roger Manvell & Heinrich Fraenkel (G. P. Putnam's) \$5.95 - Available June. The first fully documented and highly readable biography of Himmler, most sinister and secretive member of the Nazi hierarchy.

"Bismarck" by Werner Richter (G. P. Putnam's) \$6.95 - Available March. A new biography that is going to bring a reassessment of Bismarck's character and his influence on European history.

"USSR: A Concise History" by Basil Dmytryshn (Scribner's) \$8.95 - Available April. A brief, accurate and chronological survey of the historical development and of the domestic and foreign policies of the Soviet Union.

"Design For Survival" by Gen. Thomas Power (Coward-McCann) \$5.00 - Available March. The recently retired Commander in Chief of the Strategic Air Command outlines the problems he feels we face in the unrelenting drive of the Soviets and Red China for world domination.

Chief of Staff's Reading List...

This list is indorsed by General Maxwell D. Taylor as basic professional reading recommended for Army officers.

Rockets, Missiles And Space Travel by Willy Ley, 1957.

The Red Army, edited by Capt. B. H. Liddell Hart, 1956.

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