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SEPTEMBER 1965

"BLITZKRIEG" - COMING IN OCTOBER!

Largest Avalon Hill Wargame Ever, Scheduled For Fall Publication

"Blitzkrieg", the game of lightening warfare, has finally gone into production. This new game, after years in the planning and design stage, is the embodiment of every aspect of the art of wargaming.

Huge Playing Board

Bigger than "Tactics II", more intricate than "Bulge", and more complex than "D-Day" and "Midway" put together, "Blitzkrieg" incorporates all of the most exciting features found in Avalon Hill battle games. The game is played on a huge 42" x 22" triple-fold mapboard - 50% larger than any previous Avalon Hill mapboard.

"Blitzkrieg" is a fictional battle game patterned after Germany's breakout of the second World War. Five "weak" countries become engulfed in a tremendous conflict waged by "Big Red" against "Great Blue." Most of the continent is surrounded by sea thus invasions can be attempted as in "D-Day." In addition, air power plays a big part in this game that includes over 300 troop counters.

Land and Air Battle Game

Troop Counters include Units of Infantry, Airborne, Armor, Marines, Rangers and Break-through Artillery. In addition, strategic, tactical, bomber and fighter Units are available. A brand new way of resolving combat, even newer than in "Bulge", necessitates many substitute counters which are also provided in the game.

Basically a two-player game, players must attack and defend over every type of terrain imaginable - from invading rocky-bound coasts to holding up in mountainous areas. Combatants must also cross the Great Koufax Desert (so named because it is sandy) to sieze enemy replacement centers. Judicious use of air power often turns the tide of the struggle - combat occurs fast and furiously keeping players on their strategical toes. "Blitzkrieg" has



BOB'S BLUNDER: Consumer Panel testers intently analyse a strategic mistake during an exhaustive test game of a Blitzkrieg prototype.

everything you have asked for...truly the ultimate in lightening warfare.

Not Available Until October '65

"Blitzkrieg", at this very moment, is coming off the production lines and on its way to the wholesalers. Most retail outlets will have it in stock soon after October 1st. But according to our fair trade marketing policy, direct mail orders to the general public will not be processed until the retail stores become stocked.

"General" Subscribers To Get Priority

A reserve of first line copies will be made available to subscribers on a direct mail basis. Therefore, we will accept - NOW - direct mail orders for "Blitzkrieg." Upon receipt, such direct mail orders will be held and processed at exactly the same time the games will go on sale in the stores. While you will probably obtain it quicker from your

Bulge - in its 2nd Printing

The Battle of the Bulge, newly released in March '65, has developed into the most well received and sought after game of any Avalon Hill title released in the last three years.

Some minor adjustments were made. There were no changes made in the Basic game; however, the Tournament game found a few Optional rules added for play balance and realism. The most significant change is the addition of a Fortress Counter at TT-10 at the start of the game.

Only the Battle Manual has been changed...all other game parts remain the same. The diagram at bottom of page 8 has been corrected. In addition, the Battle Manual incorporates a German Supply problem plus a provision for allowing retreats of more than one square through dense woods and rough terrain. Another option allows armored units to withdraw from "engages" if they so desire.

Subscribers wishing to update their game may do so simply by enclosing a mere quarter (.25¢) for the Battle Manual. You'll get it a lot sooner if you also enclose a 6" x 9" self-addressed, return envelope containing a 5¢ stamp. Just request "Bulge Battle Manual" on your order.

local store, a direct mail order from you will receive priority over the normal direct mail business.

Game to Retail for \$6.98

Because of its hugeness and additional parts, "Blitzkrieg" will retail for \$6.98. This includes parcel postage and handling. (No tax required.) Add 65¢ if you wish it rushed to you by special delivery.

To make sure your order gets shipping priority, please mark the envelope "subscriber order".

A Play-by-Mail Kit is also available at \$1.98. Discount coupons, minimum of four, may be applied toward the order. Please send a check or money order to: The Avalon Hill Co., 210 W. 28th Street, Baltimore 11, Maryland.

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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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Avalon Hill P-B-M League

Mr. Bruce Mathews, corresponding secretary, has written us the following for publication: "There seems to be a misconception on the 15 day limit. Many players write to me saying they haven't received a letter from their opponent for a couple months. They could make it much easier on me and on themselves if they would write as soon as possible when the violation occurs.

"Many members have written asking for explanation on the Honorary membership. It is given to a person who gives outstanding contributions to the wargamers advancement. It is a life long membership and the holder is entitled to all privileges as other members only without paying dues. Other Honorary members not listed in the newsletter are Sgt. Zocchi no. 4 and Daniel Hughes, no. 7.

"Mr. Bodenstedt has written to me and it has been decided that the Games Committee be re-named the Games and Rules Committee. This committee will function to interpret rules and make play balance changes subject to my veto.

"New league address - Avalon Hill P-B-M League, 6413 Austinburg Road, Ashtabula, Ohio 44006."

AREA NEWS...

East

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

D-Day '65 Re-visited

To those of you who have seen the D-DAY '65 tournament rules it is obvious that the German cannot win! To

remedy this situation I strongly recommend the following revisions of the tournament rules:

Airpower: The present air rule is too strong to be either realistic or play-balanced. Instead, the Allies should be given 80 non-reusable factors of airpower. These factors are used like regular attack factors with the following reservations: 1) Their use is limited to 10 factors per turn and 5 factors per attack. 2) They must be used in conjunction with a ground attack and cannot be used either to cut off retreat or in exchanges.

Supply: The 17 square supply rule is ridiculous! Amend it as follows: For every 8 squares a unit advances from its supply point it needs one supply factor. For example, a unit within 8 squares of Rouen would require 1 supply factor; between 9 and 16 squares, 2 factors, etc. Furthermore no supply is possible through beach squares outside the invasion areas, but is possible through captured ports. Also units may not be brought ashore in excess of supply. Up to 3 German units may be supplied from each coastal city or fortress free from Allied zones of control.

Paratroops: This rule is amended to provide that all Allied paratroops can drop 3 times and the Br 52 Inf is considered airportable, i.e. it may be dropped once after the second move of the second invasion or week 16, whichever comes first. Also the German 6th Parachute Regiment (1-1-3) may be dropped twice but not before week 14. However, this unit's drops are not lost if the unit is eliminated. They can be used after the unit is replaced.

Missing Units: Add the following units which are missing from the initial order of battle:

ALLIED - Br 1st Arm Div, Br 15 Inf Div, Br 30 Inf Div, Br 50 Inf Div, all available in the D-Day force.

GERMAN - Panzer Group West (0-1-4), 19LW (1-2-2), 30 Mobile Brig (2-2-4), all available anywhere; 10SS Panzer Div (6-6-4), 2 Parachute Div (3-3-3) both on starred squares.

GERMAN REINFORCEMENTS - Turn 1 - 363 Inf (1-2-2); Turn 3 - 89 Inf (4-4-3); Turn 6 - 70 Inf (4-4-3), 6 Para (3-3-3), 64 Inf (1-2-2); Turn 7 - *49SS Pz Gren Brig, *51SS pz Gren Brig; Turn 9 - 59 Inf (4-4-3); Turn 11 - 100 Mot Brig (2-2-4), *106 Pz Brig, 107 Pz Brig (2-2-4), 108 Pz Brig (2-2-4), 111 Pz Brig (2-2-4), 112 Pz Brig (2-2-4), 113 Pz Brig (2-2-4); Turn 13 - 105 Pz Brig (2-2-4); Turn 14 - 7 Para (5-5-3); 325 Security (1-2-2) (appears in Paris when Allied units come within 5 squares of Paris). All reinforcements come in on starred squares except where indicated.

*These units are already in the game.

The following units are incorrectly designated: No SS in 3SS, 15SS and 25 SS. 319 Static should be a (3-4-3). 49SS, 51SS are Pz Gren not Pz.

Replacements: This rule is amended so that Allied replacements start week 12 at 3 factors per turn while German replacement is delayed until week 18.

Special thanks to Victor Madeja and Raymond Utz for their help in preparing this column. Comments will be greatly appreciated.

AH COMMENT: While many of Mr. Plumb's alterations appear of minor consequence, such as a two-drop parachute rule for the German 6th, our research department is not adverse to such designer's liberties. Please be informed that the British 50th Division, which Mr. Plumb lists as "missing," is included in the present order of battle.

Southeast

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

Battle Odds and Ends

by Marc Nicholson

This column will be devoted to cleaning up my correspondence. First of all, I apologize to the many people whose letters I have not had a chance to answer--the mailbag has been overflowing lately. Also, this accounts for the delay in several of my play-by-mail games.

There is an AH club forming around Raleigh, N.C. and is in need of members. AH players in that area should be able to get information at their local dealers---Students of "The Bulge" should write to Matthew Buynoski of Battle Creek, Mich. for a unique system of American reinforcements---An organization known as SPECTRE is attempting to "conquer the world". I have been requested to help recruit members for an anti-SPECTRE group (Texas and D. C. appear to be SPECTRE strongholds). All requests for information on play-by-mail clubs should be addressed directly to the clubs and not to me, the best I can do is to forward the letters---Likewise, questions about

AH rules should be sent to AH---The most popular game in the Southeast appears to be Waterloo, with D-Day a close second---I would like to hear from all LeMans fans and particularly those who have designed new cars and courses---As yet, I have received no letters from the states of Tennessee and Mississippi, get with it y'all!---Any college in the Southeast with an AH club should contact AH for publication, also please inform me---To the Richmond, Virginia writer who neglected to sign his name: your plan for D-Day is workable and I would like more details---Anyone in D.C. wishing to engage the infamous and illusive Brian Heavily should contact Marshall Cohen as he is my agent in that area---Finally and belatedly, many thanks to former editor Victor Madeja for his ideas which helped to formulate my last column.

Maybe next issue I may get to tactics in The Bulge.

Midwest

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

Report On Correspondence

Myron R. Brundage & Wife

Since becoming Midwest Editor, I have received a fair amount of mail. It is mostly concerned with games which A.H. fans have built. All of the games, of course, were of a military nature. Among the titles were: Ambush: Viet Nam, Korea, Tactics III, WW I, WW II, etc. The boards for some of these games ranged in size from the standard A.H. hex size of 22" x 24" to the wall and floor sizes of 9' x 6' and 22' x 20' one N.U. student, the owner of that monster 22' x 20' board claims to have in his game room at home some "42 hand made ones of no less size than 48' x 4'." Can you imagine the size of his game room?

A good many of these games concerned with recent wars had air power incorporated into them like that of A.H.'s Midway or Bulge. It would appear that interest has been growing in Air Power in Land & Naval Battle games ever since Midway came out.

A Plainwell, Michigan fellow has a game board on which he can play any battle from 2750 B.C. to today and a Bronx New Yorker is working on a game based on Napoleonic Naval Warfare using 3D counters.

One of my p.b.m. opponents of Norwalk, Conn. has a ready to go naval battle game of the WW I battle of Jutland.

The ad that I placed in the May Issue for postcards from A.H. fans in my area didn't draw what I expected, but a few fans sent cards. From them I found that most fans preferred Land Battle over Air & Naval Battle, and that most everyone owns A.K., Stalingrad, Tactics II, D-Day, Bulge or Midway. One interesting item that came out of the cards was: "How in the H--- did Louisiana end up in the midwest?" Well, all I can say is: "Only Avalon Hill knows!"

The letter that interested me most came from a former U.S. Army Officer and veteran of the Viet Nam war. His letter praised Avalon Hill games and made some very wise points on Tactics. It said, A.H. games "are a good training ground for expanding a soldier's mind, if he would be a good commander" and "They are also a good place to practice the Principles of War; for, generally speaking, he who makes best use of them prevails." He told me that thru his years of experience as a professional soldier he has learned that there were no "mysterious secrets beyond the Principles of War" and it is merely 'excellence in execution' that leads constantly to Victory." I think his points are well made and could be taken to heart by all A.H. players who would wish to be victors rather than losers.

In closing I would like to publicly proclaim my appreciation in Tom Bosseler's column which I feel is a great aid to furthering ones' skills at A.H. games. (I hope this doesn't give him a swollen head.) It's the first place I turn to when I receive my issue of the "General." That is, after reading my column.

I would like to hear more from you fans on how you feel about A.H. games, etc. Would you like to see A.H. publish more Air Power games? Do you feel that A.H. should clarify rules, such as, does a rule that appears in one A.H. game apply in another game in a similar situation. Your suggestions, questions, ideas, and wants can better help A.H. and I in serving you better.

West

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

Odds Computation

by Stan Wolcott

There exists in Avalon Hill games today, something which has bothered me for quite sometime. What I speak of is the manner in which combat odds are arrived at.

The Status Quo

The present method is as follows (quoting from the WATERLOO instruction sheet): "Round off all battle odds in favor of the defender. For example, if battle odds are 29 to 10, thus lying between 2 to 1 and 3 to 1, it is rounded off to 2 to 1. In other words all fractions are rounded off in favor of the defender." This to me seems grossly unfair to the attacker and overly generous to the defender. Sure, examples can be found in military history of out numbered forces defeating or getting the best of the enemy, but these were exceptions rather than the rule. We saw above that odds of 29 to 10 would be converted to 2 to 1, if we would follow AH's formula, i.e., "all fractions are rounded off in favor of the defender." Here the fraction would be 9/10, practically another whole multiple, yet it is ignored and the battle is fought as a 2 to 1. Thus, AH has, in effect, created a situation tantamount to a military miracle.

Insult to Injury

As this were not enough of an injustice to the attacker, lo and behold came an even stiffer measure with AFRIKA KORPS. The odds computation table which superceded the old slide-rule computer, let it be known that henceforth such conditions would exist making it possible for odds of 6 to 7 to be converted to 1 to 2 or odds of 4 to 9 to become 1 to 3. Hard to believe isn't it? Yet that's exactly what they did. Some of you will say, "Well what great effect can come from just that small change in procedure." The truth of the matter is, that it changes the whole atmosphere of the game. The attacker is more reluctant to attack; he'll make fewer spoiling attacks and less soak-offs. It was no longer fun to be the attacker!

The Corrective Measure

To correct this situation, which has gone beyond the point of endurance, I simply modified the existing rules in one important way. Whereas up to now all fractions had been rounded off in favor of the defender, now only fractions of 1/2 or better would be rounded off. For example, a 4 to 9 would be a 1 to 2 because 4 when divided into 9, leaves a fraction of only 1/4. Odds of 4 to 10

however, would be a 1 to 3 because here the fraction would be 1/2. Another change which I included was that not only would the defender get the benefit of the fraction, but also the attacker. Going back to that 29 to 10 which we spoke about previously, under the new rule it would become a 3 to 1 instead of a 2 to 1 since the fraction is 9/10. Odds of 14 to 5 would be a 3 to 1 also, since the fraction is greater than 1/2.

A Better Way

That then is my system of odds computation. I feel it is vastly superior to AH's method and that it greatly improves the play of the games. To reiterate, the system involves only these two steps: (1) Divide the smaller factor, whether it be attacker or defender, into the larger and obtain a quotient; (2) If the fraction is greater than 1/2, go to the next higher or lower odds as the case may be, the recipient being the one with the larger factor.

Questions?

If you have any questions or comments concerning this article, please write to me about them; I enjoy hearing from you and would like to learn what you, the reader, think.

Concerning last issue's article on WATERLOO defense, I have received many letters, the greater part being of the "I doubt it" variety. One such letter, from Richard Shagrin (Albuquerque, N. Mex.), has challenged me to a PBM game to show me the error of my ways. I've hardly accepted his challenge, for I'm as much in doubt about the worth of my idea as he is and I'd like to find out how it will go. I'll try to keep you posted about the progress of the game in future columns.

AH comment: the "odds computation" method employed by Avalon Hill for many years has been quite a bone of contention...and many players have felt the same way as Stan Wolcott. In defense of their system, Avalon Hill feels that the carry over point, whether it be exactly on the whole number as it is now or on the 1/2 way point as suggested above is somewhat immaterial. It behooves the players, themselves, to better plan their attacks so that they do not wind up with the 29-10, 6-7 odds, etc. Future combat results tables, like the new one in Battle of the Bulge, will reflect corrective measures in the tables, themselves, rather than in the method of computing the odds. Thus the making of battle results relatively more favorable to the attacker, accomplishes the same end results as does Mr. Wolcott's suggested corrective measure.

Southwest

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Problems and Solutions

by Tom Bosseler

In this issue's column many tactical and strategical problems which my readers have faced will be presented. First, you will read the situation, decide on what you would do, and then see the solution.

WATERLOO

Situation: By 1 PM on the first day the French have taken Quatre Bras. The losses to all three armies has been quite low. Because of an excellent holding attack the Prussians have been cut-off from the Anglo-Allies. It is very apparent that the Allies can not hold out for long.

Solution: The Prussians must attack the French immediately. Any withdrawal to Wavre would allow the French to completely smash the Allies. The attack must be directed toward Genappe. If the Prussians attack toward the rear of the French it will be easy for the French to delay them. If, however, the attack comes directly on the flank the French must engage them. Now all that is needed is for the French and the Prussians to exchange casualties...

In the original game the Prussians swung around the rear of the French at the slopes of QB. By careful delaying the French was able to cut through to Waterloo before the Prussians had even advanced to Gennappe.

D-DAY

Situation: The Allies are firmly ashore at LeHavre. They have captured Dieppe, LeHavre, Rouen, and Mantes. It is the beginning of the 4th week and the German reserves have just arrived. The south part of the Seine, the Somme, and the Oise are in German hands. Is it possible for the Allies to break out?

Solution: It seems here that the German made his biggest mistake by completely writing off the possibility of an attack at LeHavre. This probably allowed the Allies to capture Rouen and Mantes and thus divide the Germans in-

to two parts. Now all the Allies have to do is attack before the German. Two unorthodox 2 to 1's across the Seine would not only insure the breaching of that river but also leave the Allies enough strength and mass to carry out attrition attacks across the Somme. For every unit the Allies lost another would get to the front immediately but the Germans, because of their hairy exterior lines will eventually have to retreat.

In the actual game the attacks across the Seine were the turning point of the campaign. Here, the Allies managed to drive almost unopposed to the Meuse thus forcing the retreat of Superior German forces in the North.

MIDWAY

Situation: The Japanese, in an effort to create powerful air attacks has grouped all his ships together. The American upon finding such a concentration wonders how it is possible to attack with any success.

Solution: It seems to me that the Japanese has left himself out on a limb. If the American attacks the Japanese cannot strike back the next turn because he doesn't dare ready any of his carriers. This will allow the American to refuel his planes free from any air attacks. The Japanese can still get power from a scattered fleet if he concentrates his attacks.

In the actual game the American was able to sink both the Soryu and the Kaga before the Japanese could even attack.

I would very much appreciate any comments any of you have out there. It's obvious that all the above situations are correctly diagnosed, so I would very much enjoy to look over any odd situations you might have.

Who Says "Bulge" is Unbalanced??

by David Arneson

First off I would like to say something about that column in the July "General" that said "Bulge was undoubtedly one of the worst AH games." I disagree 100%. This game is one of your all time greats. It is perfectly balanced the way it is right now. In all the tournament games played in our club we have found it to be so well balanced that even one battle or maneuver could change the entire outcome of the game. In other words any action could and has decided the outcome of the game. Here are some of my opinions on what Private Marc Nicholson said.

The basic game is by far the hardest for the Germans to win because they cannot advance. Engages of course do hold them up more but because the basic game is for beginners...this is alright. The statement that the Germans do not need any forts is absolutely the end. How are they supposed to protect their southern flank south of Bastogne... set up no trespassing signs to stop Patton's Third Army, or perhaps they should tie down half a dozen divisions trying to stop them in the open while carrying on an offensive. Not to mention the fact that if any drive is made in corps strength it would further weaken the Germans because of the necessity to withdraw a division or two to drive it back.

I agree with the tactical air power to some extent and that it should be added to if the allied is not well acquainted with the game. But I do not believe that the allied player should be allowed to use more than six factors per turn and not used at all when a strategic air attack is launched (the allied air force would have to put their all into the attack). As far as the uncertain order of appearance goes it does everything but give the game to the allies. On the turn after the two SS panzer divisions comes in the Americans get in 14 regiments to reinforce their positions there by nearly doubling the size of the defenders. By getting their new armour in just previous to this the Germans have a chance to break into the open and force the U.S. to put the new troops into the line and not launch a big counterattack. This rule probably seals the German chance of victory against a well entrenched enemy that is able to raid your lines and reinforce his engaged units and generally slow down the Germans to a crawl if not stop them.

Nicholson's next suggestion is senseless: occupy Elsenborne ridge indeed... how do you think the Germans are going to get the Spa without crossing the ridge in two places. All this rule does is tie up one more German unit and wipe out anyone trying to defend the ridge against the German armour, not to mention the fact that the Germans could cross the mountains west of Stavolt and cut off the defenders.

His last point has some merit for a poor allied player but as it is it makes a German victory impossible. All the allied player has to do is use these units to hold up the Germans on the second turn while the combat units build their forts. When this line is broken they set up another and so on until the Germans casualties make advance impossible. The delaying units alone could hold up the Germans for three days and each time they're used it gives a combat unit behind it time to

build a line of fortifications that takes time and troops. It is unreasonable to expect three panzer divisions to support troops for 12 hours. I instead suggest a variation of this to a more reasonable ruling. The blocking units can only be made by a division and not by regiments. In order for a division to establish the road block it should have two regt's left unengaged and at least one of them has passed through the square. The German should be able to gain a automatic victory over the defenders and all subsequent units that pass through the square have 1/2 of there remaining movement lost (basic movement). The requirements for this are as follows. On rough terrain road you need 18 factors also in towns and bridges. They need 9 factors in wood squares. The reason you need a division is that each division had a recon-battalion attached to them which was for the most part independent of the infantry units, otherwise if you use the regiments it would reduce their combat by 15% with casualties and all. I also feel that the German armored divisions and the two para-units should also be able to construct delaying units. David Arneson, 1496 Hartford Ave., Minneapolis, Minn.

A Plan for Amateur von Runstedts

by Mathew Buynoski

Anyone who has ever played the Bulge Germans knows that, if he dissipates his strength in three directions, toward Spa, along the Vielsalm-Hotton road, and from Clervaux to Bastogne and Houffalize, the American use of terrain (especially on the northern half of the board) can slow him down until it is too late to win, or stop him altogether. If the German commander splits his tank divisions, this is even more valid since the overwhelming mass supplied by these units is spread out and wasted.

To remedy this, I offer German commanders the following plan:

1) concentrate as many units as possible (especially panzers) in one specific zone of attack.

2) try to concentrate the main German effort along the sides of a triangle St. Vith-Clervaux-Bastogne & Houffalize and meet up in the Bastogne-Houffalize with all panzer divisions.

3) defend the rest of the front as lightly as is safely possible, thus freeing more infantry units for the "supreme effort."

By following these directions, the German gains the following:

1) he avoids the miserable terrain

on the northern half of the board.

2) will outflank the entire northern half of the board from his position at Houffalize (this becomes even more pronounced as the Germans push a bit north. By reaching Manhay, they force the U.S. to evacuate the Vielsalm-Hotton supply route).

3) concentrate a massive force of big units at one point, a concentration which usually results in breakout and, incidentally, the fastest and strongest units in the German army being available to exploit a breakout.

The general plan goes something like this. The German starts by attacking St. Vith savagely while grinding over Clervaux and the mountains around it. After taking St. Vith, the Germans clear the hills dominating the St. Vith-Houffalize road (absolutely necessary as a supply route; there is no other. Unfortunately, the German C.O. will find that this plan has a decided lack of supply routes until he is well past Houffalize). Meanwhile the Southern force has, with its 2 parachute and 3 panzer divisions, hammered through the mountains between Clervaux and Bastogne. Now, in one huge drive, all the German forces in the St. Vith area come roaring down the road to Houffalize, and, linking up with Southern force on the left flank, crashing into Bastogne, penetrating to La Roche and the road junction just north of Houffalize. In one fell swoop, 7 panzer, 2 parachute, and several infantry divisions will blast a hole in the U.S. defensive wall. This is the most critical stage: if Bastogne doesn't fall, the lack of supply routes will kill the offensive, and if the U.S. forces in Vielsalm aren't forced to withdraw by turning their flank, i.e. the Manhay-Houffalize road, then the front becomes so long that too many troops are tied down protecting the flanks and the offensive dies from lack of troops. Once, however, the critical stage is passed, Bastogne taken, and the Hotton-Vielsalm route cleared, the rest is a grand sweep from the Ourthe River to Rochefort and Marche to the Meuse and victory! Usually, by this time the only hope the U.S. player has is to delay the Germans in the woods bottlenecks at Marche and Rochefort and attack on the flanks. To counter this, take along plenty of infantry to help hammer through the woods, and guard the flanks with only as much is as needed, but no more. (Leaving too much on the flanks suddenly causes a disappearance of the massed armor spearhead). The effort of stopping the main German drive will usually preclude anything but minor efforts in the flanks areas. If, however, the U.S. player does take the pressure off the spearhead and concentrate on the flanks, then push across the Meuse with about whatever seems necessary

to insure that even in some units are elim. that the remainder will be over the required 50, and send what is needed to stall the U.S. drives. Don't forget that all a German Co. has to do is keep over the Meuse for 4 consecutive supplied turns. Don't waste units to insure that the supply route will be safe on the 5th turn; the game is over by then.

If German troops manage to capture Spa (by U.S. withdraw) then use more units on the flanks and send over the Meuse the 5 units needed for victory. However, don't try to take Spa forcibly by campaign. Doing so requires a lot of units committed in rough, woody terrain, and will, if too much effort is involved, lead to the failure on the main drive.

So, if you're a German frustrated by terrain, bottlenecks, and U.S. doggedness, try this non-sure-fire plan.

Don't Help the "Poor Americans"

by Bill Whitaker

I have found by reading Marc Nicholson's article in the July, 1965 issue of the *General* and by talking to some friends that if one begins by playing the Basic Game of "Bulge" he loses all sense of proportion and sinks to the depths of despair where he wallows in self-pity until some joker comes along with "play-balance" to bail him out. However, should one take the bull by the horns and start immediately with the Tournament version, his vision and insight remain unimpaired and he can continue to play the game until experience turns the tide for the U.S. player.

To Marc Nicholson I offer my congratulations for sticking his neck out, and my sympathy if S/Sgt. Zocchi gets hold of it, which he most certainly will. Below is an attempt to soften the blow.

I shall begin my plea for the American by recounting a "Bulge" game between two reasonably competent wargamers who shall remain nameless. Both had played with each other several times and each was confident of final victory. Neither had a reputation for telekinetic control of the dice.

Sixth Panzer Army (S.S.)

1SS/Peiper (Pz)	SS-6
1SS/4 (Pz)	same
1SS/2 (Pz-Gdr)	same
9SS/18 (Pz)	SS-7
9SS/19 (Pz)	same
9SS/10 (Pz-Gdr)	same
18/35 (Volks)	SS-8
18/36 (Volks)	same
26/51 (Volks)	same

26/52 (Volks)	UU-9
62/23 (Volks)	same
62/24 (Volks)	same
340/679 (Volks)	UU-10
340/680 (Volks)	same
560/915 (Volks)	UU-11
560/916 (Volks)	UU-13

Fifth Panzer Army

Lehr/1 (Pz)	QQ-28
Lehr/2 (Pz)	same
Lehr/1 (Pz-Gdr)	OO-26
2/7 (Pz)	OO-25
2/8 (Pz)	QQ-17
2/17 (Pz-Gdr)	SS-15
116/310 (Pz)	OO-25
116-312 (Pz)	same
116/406 (Pz-Gdr)	SS-15
150 (Pz)	same
3/13 (F1)	OO-22
3/14 (F1)	OO-26
3/15 (F1)	same

12/23 (Volks)	UU-14
12/24 (Volks)	same
277/553 (Volks)	OO-24
277/554 (Volks)	same
79/153 (Volks)	PP-19
79/154 (Volks)	same
326/561 (Volks)	PP-27
326/562 (Volks)	same

Seventh Army

5/7 (F1)	RR-28
5/8 (F1)	same
5/9 (F1)	same
167/333 (Volks)	VV-30
167/334 (Volks)	same
276/551 (Volks)	UU-30
276/552 (Volks)	same
352/703 (Volks)	TT-30
352/704 (Volks)	same

Once this is set up one can readily see that the German player is slightly unorthodox in his ways. His luck with the dice was average, but all of his major goals were accomplished. It remained for the American to hold tenaciously until help arrived. His attempt did not even have the distinction of failing miserably, but was merely mediocre. He did, however, succeed in building up a fortified line short of the Meuse which the German had to punch his way through. This forced him to strip away some of the units guarding his line of supply (which he did not need at that time because he still was on interior

lines, but which he needed desperately later).

Eventually, the German drove across the Meuse in three columns. The main column was down the center and consisted of three panzer divisions and three volksgrenadier divisions. Another twisted south and, outflanking U.S. units, sealed off Sedan and struck north across the Meuse. It consisted of three volksgrenadier divisions and one parachute division. The third column was in the north and consisted solely of armor. It was this that the American sniped at for the rest of the game, using a single armored division and a single infantry division to tear into momentarily isolated regiments and then withdrawing across the river. It is this that is the American's great resource, what S/Sgt. Zocchi would call his "hidden power." In order to win he must make the most of what little he has.

By this time the German was stretched thin all along the "bulge" he had created. The American's 22: A.M. reinforcements crushed the few volksgrenadier regiments guarding the roads to Diekirch and Martelange and pushed northward, cutting the Nazi supply lines. By the time the German had moved enough panzer units back east to try to guard his other supply lines and take Bastogne, the U.S. 23: A.M. reinforcements had pushed in at squares BB and HH and had completed the job of cutting the German's supply lines.

Now the German was in trouble. He struck eastward with three panzer divisions, hoping to open one supply line and hold it open for the four turns necessary to give him victory. He succeeded, using his 23: A.M. reinforcements (which had come in on the road at VV-17 and moved toward Clervaux) and his 26: A.M. reinforcements plus the three panzer divisions, but the American slipped around and cut the supply lines farther west. With his reduced movement rate, the German was unable, in the face of U.S. air power, to react quickly enough to the moves of fast American troops and he surrendered his sword at the end of his 29: A.M. turn.

Thus, you can see that by tenacious resistance until late in the game when the German has crossed the Meuse, the U.S. player can, by counter-attacking at the sides of the board (instead of dissipating his forces trying to cut down the number of Germans across the Meuse, which is a futile gesture), cut the German supply lines in time to save the election for the Democrats, so to speak...

W. H. Whitaker III, 26 Yarmouth Lane, Media, Pa.

Quandry at Quatre Bras

-by Bernard W. Bopp

There have been several articles published in The General on defensive strategies for Waterloo. Of these, I consider Stan Wolcott's "Waterloo-A Defensive Strategy" (July issue) to be the best, but it still does not detail a concrete strategy for the PAA player. The PAA player should expect the French attack in three areas: Tilly, Nivelles, and Quatre Bras. Toward this end, the PAA forces should be divided into three groups.

Tilly Defense

The Tilly defensive group should consist of four 6-4 units, one 4-4 unit, three 1-6 units, and two 2-6 units. Put the 6-4's on the Tilly square and the square directly east of it. The PAA commander must bear in mind that this command is basically independent, and can be reinforced only with great difficulty. (An infantry unit at Quatre Bras, taking the northern route to Tilly, would require at least five turns to reach its destination.) The force is so constituted that it can do one of three things:

A. If there is a strong French advance down the Thil-Dyle River corridor, the units can gradually fall back, using their cavalry for delaying purposes.

B. If the advance is of medium strength, the units may counter-attack, then fall back and delay the weakened French column.

C. If the attack is light or there is no attack, the units can be used to reinforce Quatre Bras, and possibly to attack the French units at Quatre Bras from the rear.

Quatre Bras Defense

The Quatre Bras defensive group is subdivided into two separate commands:

A. Hill defense: one 6-4 unit, one 7-4 unit, and one 8-4 unit. The positions (using the coordinates given in the May '65 General) are 7-4:AA-25, 6-4:AA-26, 8-4:AA-27. This placement precludes the French from getting 3-1 odds against the hill position.

B. Southeast road defense: four 6-4 units, two 4-4 units, three 1-6 units, one 2-6 unit, and one 2-4 unit. These units guard the Quatre Bras road junction itself. I generally position the heavy infantry in stacks of two on squares Y and Z-23. This group of units must counter-attack, since it is possible to retreat only two squares without opening up the hill position to rear attack. If necessary, reinforce with the 6-4 from the hill. If the attack on this position is not heavy, the units can be quickly transferred to Nivelles or other critical areas.

Nivelles Defense

The strategy of the Nivelles group is basically this: delay till Anglo-Allied reinforcements arrive, then counter-attack. Generally the French use the first and second corps in the Nivelles attack. The French IIC cavalry can be at the Nivelles area by 11 AM. The main body of infantry in IC and IIC will have arrived by 3 PM. However, it is possible to delay these units at least two, and possibly three or more turns by the adroit use of PAA cavalry and small artillery units, as described in

Stan Wolcott's article. By then, enough Anglo-Allied reinforcements will have arrived to let you form a defensive line three squares or so in front of Nivelles. Again, counter-attack is imperative. If possible, attack the French cavalry, since loss of these units will leave the French without "sacrifice" troops, and he will be forced to use larger units at unfavorable odds.

I have rejected Marc Nicholson's defensive plan because I feel it is wildly optimistic. Assuming the French I and IIC are dispatched to Nivelles, and IIIC

CONTEST NO.9

In this month's contest we have a multiple battle situation from the tournament game of the Battle of the Bulge. The German forces (the lighter units) are attacking the U.S. Forces in and around Bastogne. The German player's objective is to attack in such a way as to have the greatest chance of eliminating the most U.S. units on this Turn regardless of its own losses. In other words, the strategical premise for this month's contest is that you are to fight the battles so as to have the highest probability of gain regardless of losses.

Now refer to the Operations Sheet. As you can see the number of each U.S. unit in the battle is listed under the Defenders Column. Under the Attackers Column you are to write in the designation number of the German unit that is attacking. If one German unit attacks more than one U.S. unit, then the number of the German unit is to be written next to each of them. See the hypothetical example:

DEFENDER	ATTACKER	ORDER OF FIGHTING BATTLES
501	7, 8, 17	1
502	9, 12, 4	3

HOW TO WIN

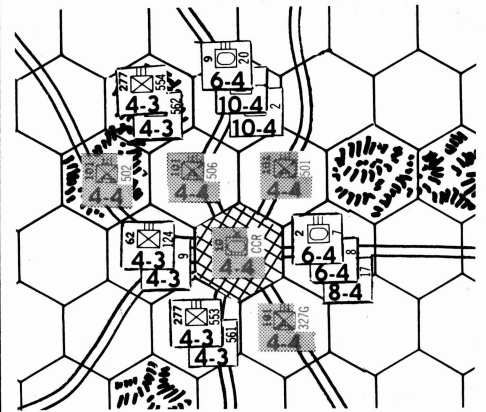
Ten (10) winners will be named. Winning entries will be those where attacks have the greatest probability of success regardless of losses as determined by The Avalon Hill Company. In case of ties, earliest postmark entries will decide. Winners will be awarded a free Avalon Hill game of their choice.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the Operations Sheet and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211.

Entries must be postmarked no later than Sunday, October 10, 1965. Print

your name and address clearly and make sure you list the game you wish as a winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat (naturally, only one to a subscriber allowed).



Operations Sheet

DEFENDER	ATTACKER	ORDER OF FIGHTING BATTLES
501		
502		
506		
CCR		
327G		

Name _____

Address _____

City _____

State _____

Prize _____

is in front of the Quatre Bras hill to prevent a withdrawal of PAA units, the French still enjoy a 23 factor superiority over the Prussians. This superiority would very likely prove fatal for the PAA.

I can't guarantee a win for you if you use my plan, but if you can survive till

Waterloo enthusiast, Harold Rabinowitz, informs us of plans for a re-enactment of the battle of Richmondtown of Revolutionary fame. Scheduled for the Spring of 1966, Honorary Major Rabinowitz states that the 17th Regiment of Light Dragoons are forming now and suggests that interested persons write to him at 215 Hart Blvd., Staten Island, New York.

Subscribers Drive Wild Race in Contest #8

Every "driver" spun out in the Le Mans racing contest of last month. Not one contestant crossed the finish line. But we did not revoke any driver's licenses because the poor-driving resulted from a rather poor day with the "dice." As a matter of fact, 5 stocks out of the 10 provided all ended up with a sales-in-hundreds digit of "6" which was a "spin-out" number. Were the law of averages working correctly, there should have been 6 "safely cornered" results out of 10. However, only 4 such results came up thus it was impossible for any contestant to finish the race. Therefore, the contestants who drove the furthest in the race before eventually spinning out were declared the winners. Only Floyd Carrington, whose entry just got in under the deadline, got as far as the fifth corner before spinning out. The remaining winners, shown below, got through 3 consecutive corners.

1. Floyd Carrington, Widener Lane, Southampton, N. Y.
2. Ed Birsan, 48-20 39 Street, L. I. City, N. Y.
3. William Barilka, 1509 St. Charles, Lakewood, Ohio.
4. Terry Sweet, 447 Broadway, Bangor, Pa.
5. Lawrence Kuenning, 15261 Pine Lane, Lombard, Illinois.
6. Bruce Klem, 2463 So. 80 h St., West Allis, Wisconsin.
7. Bob & Steve Reusclein, 2225 Keyes Ave., Madison, Wisc.
8. Bob Jameli, 516 East Diamond Ave., Hazleton, Pa.
9. Niels Holtet, 8516 N. Greenwood Ave., Niles, Illinois.
10. Mike Haney, 7411 Ash, Raytown, Missouri.

the Prussian IVC comes on, it's all downhill from there. For you Napoleon fans, I hope to write an article on how you can counter the above strategy (if it's possible). I'd appreciate your comments, criticisms, and/or laurel wreaths. Bernard W. Bopp, 2117 Bogart Ave., New York, N. Y. 10462.

Wargamers Newsletter From England

If you like the "General", you'll love Donald Featherstone's "Wargamer's Newsletter". This British publication goes considerably deeper into the art of wargaming than does this magazine. Because wargaming has always been of great interest overseas, quite a large group of Avalon Hill aficionados have been cultivated by the Wargamer's Newsletter in this overseas market.

For full info. write: Mr. Donald Featherstone, 69 Hill Lane, Southampton, Hants, Great Britain.

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.



Hints to All Junior Bluchers

by Richard A. Shagrin

Most of you haven't read the Waterloo rules closely enough. Almost everyone I play, I find is calmly resigned to counter-attacking Desnouettes and Dire and II corps horse artillery in order to keep the hill in front of Quatre Bras unoccupied by French units. A 1-1-6 Prussian cavalry unit at FF35 or even EE35 will make it impossible for those pesky cavalry units to get on BB31 and 32 from whence they must be expelled with a certain amount of unnecessary danger to the P-A-A units involved. I have yet to see the definitive Prussian initial set up--the one I use varies every time and is no better than fair--but the major principles to keep in mind include--Don't get too far from Quatre Bras--It could be very embarrassing if the French race you to that Road Junction--and win! Don't let French units control the road--if they do it's a lot harder to get back to Quatre Bras. I suggest that the Prussians start out at row DD or further south--if you have a continuous line the French can't possibly block the road with their zone of control until you have a chance to withdraw to form a line along 35 or 36 and stop up that funnel between Bohrs de Metz and the forest Southeast of Quatre Bras. Of course you don't really want to withdraw--you hope that the French player is going to let a corps or two be surrounded and eliminated. But if he is strong east of Quatre Bras then he will be more than a match for you there--so use your interior lines to defeat II corps in front of the hill! If the Frogs have Quatre Bras by 5pm June 16 you have done a poor job. One more point--hang on to your cavalry--it's better to lose 20 points of infantry and foot artillery than 15 points of cavalry--you have to have it for soaking off, building your groups of two six pointers to 15 points, and to delay if he sends force down the secondary road to Wavre. Speaking of soaking off--keep a one pointer on Z31, the forest square ready to be moved onto AA31 to soak off. I can't think of any other tricks I've found useful right now but I hope this will motivate someone into disclosing their pet ideas, too... Richard A. Shagrin, U. of Washington, Seattle.

Operation Robert - D-Day

Below is an opening set-up for the Germans in D-Day. Named "Operation Robert" after its creator, Robert

Stephenson, 119 Juniper Road, Belmont, Mass., it is quite contradictory to the plans of the majority of players who suggest that the Germans fall back to the Seigfried line. This plan is based on inflicting numerous casualties on the Allies before falling back. "I have yet to lose with this plan", states Mr. Stephenson who admits that it takes a lot of strenuous labor and knowledge of defensive skills to make it work successfully. Here, then, is the opening German defense:

STATIC INFANTRY

245	T-43	243	O-17
165	T-43	348	P-17
265	R-44	48	T-14
343	R-44	47	T-14
712	P-45	161w.	U-13
347	P-45	158	V-12
266	M-44	326	W-12
171w.	M-44	244	Y-11
346	I-44	708	Y-11
159	A-37	182	BB-9
242	D-31	338	CC-8
181w.	D-26	148	DD-7
189	C-23	319	DD-7
157	B-21	719	EE-6
344	G-21	709	FF-5
711	K-16	716	FF-5
		49	FF-5

INFANTRY

272	N-45		
276	N-45	11	G-23
277	E-27	9	G-23
331	M-20	116	I-21
271	P-17	Lehr	K-18
275	Q-18	21	L-18
77	R-16	12ss	T-16
353	R-16	2ss	T-16
91	BB-9	1ss	X-13
84	CC-8	2	Y-13
85	EE-6	9ss	JJ-13
352	DD-9	51ss	EE-23
		49ss	EE-23
<u>PANZER GRENADIERS</u>		106	EE-23

17ss	M-18
15ss	NN-3
25ss	NN-3
3ss	NN-3

Thoughts on Midway

by Carl F. Knabe II

In my opinion, the Avalon Hill Company has hit a new high in entertainment and realism! MIDWAY is without a doubt one of the most carefully thought-through game to date. I am constantly impressed by its perfection as I play it.

The Company has also hit another high with this game: for the first time one can spend almost as much time setting up an AH game as playing it. This

discouraging fact has forced me to a very practical measure. I have purchased several plastic fishing tackle boxes with the insides divided up into many small compartments; thus allowing each type of counter to be kept in its own box compartment which cuts down drastically the time required to set up MIDWAY. While I was at it, I bought a box of toothpicks. By using these on the battle board to show which group of squadrons each ship is firing at it is possible to keep track of even very large and complicated battle situations simply. One may tell at a glance which ships he has already planned the fire of and which ships he has left to fire with at the remaining attacking squadrons.

Certain things about the game have become evident to me and I would value any comment on these thoughts. Although each tactical situation is unique in itself, general guide-lines appear to apply:

1. When searching always call out solid blocks of areas. Of course, if you find what you were looking for, start calling another section. Even if you don't find him in this block, at least you know where he isn't; and that can be very valuable knowledge itself. The American can always be certain of at least the general Japanese disposition by calling blocks at the beginning of the game.

2. Avoid being found during the day and launch as crushing a blow as possible at 1700 Hrs. Thus although the attack gives away your position you have two night turns to ready your planes and get lost again. In fact, this can be generalized to trying to be sure of launching your attack from an unknown position to avoid retaliation.

3. When setting up and playing the battle board, I have found these general priorities to be useful:

FIRST: a. Attempt to preserve your own carriers and sink your enemy's. Your carriers are the heart of your fleet. Besides being worth the most pointwise, they also have a distressing habit of carrying too many of your planes down with them if they are sunk. A sense of perspective should be maintained, however. If several of your carriers are traveling together and are attacked, don't be afraid to accept the automatic sinking of one to save another. Accepting poor odds on all your carriers too often means the sinking of all your carriers.

SECOND: b. Attempt to cause your enemy maximum casualties when he attacks - especially in his torpedo squadrons, his most flexible weapon. Even if a ship is going down for sure attempt to take as many of his planes as possible with it. A little analysis is useful here.

Below is a graph showing the total number of planes that could be lost in each of the odds columns - 1/3, 1/2, 1/1, etc.:



It can be seen after examining the graph that 1/3 & 2/1 are the most desirable odds to have your enemy attack at from the standpoint of his losing planes.

THIRD: c. Finally, attempt to preserve as many of your ships as possible. This may seem self-evident, but the temptation is to put this step ahead of destroying the enemy's planes. The main point is: don't be afraid to sacrifice some of your ships to save others. It is better to have a smaller number of combat ready ships than a greater number mostly handicapped and disabled.

The Japanese definitely have the advantage in this game although the game is not as inevitable as, say AFRIKA KORPS under the old rules: the Americans with a little luck have an excellent chance to win. The most successful winning tactic to date has been the formation the second day of a cruiser screen two columns wide and stretching from 1 to 7 up and down the board with one heavily protected Japanese advance force of two or so heavy carriers and battleships and a rear force of the remaining carriers behind the screen. This tactic takes some maneuvering by the Japanese to keep from being eaten up piecemeal, but done right it can force the American back into successively smaller area of the board.

Comments?

Perfect Russian Placement

"I think I have found the perfect Russian initial placement", says Scott Geller, 7740 Summerdale Avenue, Philadelphia. While we consider this a rather biased opinion our test panel thought it deserving of publication. There are some "loopholes" so we suggest some of you above-average players to give a challenge to the author.

Here is his starting placement:

Russian Order of Battle

Armored		1	d-36
15	x-15	6	e-34
2	ee-12	3	b-36
7	u-18	4	c-36

Infantry			
65	<u>ee-15</u>	17	<u>x-21</u>
22	<u>r-18</u>	29	<u>j-31</u>
24	<u>u-20</u>	64	<u>ll-15</u>
10	<u>dd-15</u>	13	<u>hh-14</u>
12	<u>cc-15</u>	37	<u>j-31</u>
5	<u>y-19</u>	36	<u>bb-15</u>
4	<u>ii-15</u>	14	<u>aa-15</u>
8	<u>hh-13</u>	9	<u>v-19</u>
35	<u>nn-15</u>	3	<u>jj-15</u>
16	<u>nn-14</u>	28	<u>w-19</u>
2	<u>s-18</u>	Cavalry	
11	<u>kk-15</u>	2	<u>f-35</u>
42	<u>t-20</u>	6	<u>s-19</u>
27	<u>x-19</u>	4	<u>ff-19</u>

Operation Forcepts - Tactics II

by Terry Griner

This operation for the RED army is used in conjunction with the Replacement rule. Its main goal is to control as much Blue terrain as possible with the opening move. Cities, of course, are the main objectives. First, land the 2nd PARA at 41-43 and move it to 39-43. Start the 3rd ARM. Division in 28-22 and move it along the road to 40-41. Move the 4th ARM. through the port at 43-16 to sea and land it at 41-43. Drop the 1st PARA. in 22-38, thus capturing Blue Capital and then move it by land to 24-35. Move the first Mount Div. through City 13-16 to sea and land it in the Blue Capital and move it to 23-37 where it can maintain control of Blue Cap. Put the 5th ARM. to sea through the Red Cap., land it in the Blue Cap. and move it to 25-34. Do the same with the 25th INF. and move it to 25-33.

Move 1st Arm. to sea through port 12-16 and land it at 2-28. Then move it to 4-32. Move the 2nd INF. to sea and land at 2-26, then moving to 4-31. Land the 2nd PARA at 41-43 and move to 39-43.

Next, move IV H.Q., 17th INF., and 19th INF., out along the road to 42-22, 42-23, and 42-24 respectively. Leave the 16th INF. to hold down City 43-16 by moving it to that square and move the remaining two IV Corps divisions to Northeast along the road to 32-23 and 33-23. Move the 12th INF. to 31-34 and deploy the remaining four infantry divisions of the III Corps in 28-31, 27-31, 30-31, and 31-31. Move III Corps H.Q. to 25-31.

Move the 1st INF. to 3-28 and the I Corps H.Q. to 7-16. Put remaining I Corps divisions (except the 2nd which has already been moved) in squares 8-14, 8-15, and 11-17. From these positions, these troops can be sent to any controlled city by way of sea on the second turn.

Move II Corps H.Q. to 19-30 and the

2nd ARM. to 15-30. Place the II Corps Infantry divisions in 10-32, 16-30, 17-30, 21-30, and 23-30.

Place the 6th ARM in 36-42 by moving it to sea through RedCap. and landing it in City 43-43, then moving it by land to that position. Spread out the 21st through 24th Infantry Divisions in 16-6, 13-15, 15-7, and 26-9. These units, too will be ready to go where most needed on the second move.

Finish up by placing the remaining special units and H.Q.s as follows: 1st A.G. H.Q. in 3-7; 1st Army H.Q. in 18-27; 1st AMPH. in 18-29; 2nd Army H.Q. in 27-29; 2nd Mountain Div. in 31-32; and 2nd AMPH. in 16-7.

Care in the initial placement of the units and in the use of road movement will allow all units to reach the positions indicated.

This plan accomplishes two very important objectives. (1) The main defense line of the river which runs along vertical 26 has been completely crossed, and can now be used as a last minute defense line for Red if things go wrong. (2) Three Blue cities are now in Red hands including the Blue Capital. If Red gets lucky, the troops can hold on in all three and Blue will only get two units at replacement time while Red will get its full quota of 7. Blue will not even be able to re-create an armored division unless the blue army can re-capture Blue Cap!

The odds are, however, that Blue will re-take Blue Cap. but Red can surely hold on to City 27-29 and with anything but the very worst luck, Red should be able to keep control of City 43-43. Even with bad luck, Red should at least be able to keep the city in disputed control, thus depriving Blue of a replacement for that city.

The rest of the game is simply a process of gradually wearing down the blue army with repeated attacks. Even if Red loses one more unit than Blue each turn, his vastly superior replacement rate will win for him.

I believe that the best part about this operation is that win, or lose, the game will be exciting and fast moving with little chance of both sides settling down on either side of the central riverline and waging a war of attrition. If you use this plan, I can promise you a fast moving, action-packed game if not a sure win.

I would appreciate any comments or criticisms on this operation. Terry Griner, Route One, Greenacres, Wash.

Probability for U-Boat

by Jared Johnson

U-Boat is the one Avalon Hill game in which luck plays a predominant part. However, the skill comes in being able

to increase the odds in your favor. U-Boat, like most other Avalon Hill games, is a mathematical game. A successful player must know some of the fundamental laws of probability.

To the U-Boat player I offer one very important piece of advice: Never fire all of your torpedoes to the same square. In fact it is a good idea to not fire more than one torpedo to anyone square. The reason for this is a very simple lesson in probability. From here on I will assume that when the U-Boat fires torpedoes that the destroyer is within range, and that he will move more than one square. (If the destroyer moves only one square and stops, there is nothing the U-Boat player can do about it. He must still increase his probability as much as possible in the case that the destroyer does move more than one square.) Suppose the U-Boat player is going to fire the maximum number of torpedoes-four. He plans to divide them up among the three squares that the destroyer can reach on his second move. The best way to do this is to fire two torpedoes to square A, one torpedo to square B, and one torpedo to square C. Notice that if the destroyer moves into square A, that there is a 50% chance that the second torpedo will be completely useless. (He may be sunk by the first torpedo.) This is the reason for not firing more than one torpedo to the same square. Each succeeding torpedo has a rapidly diminishing chance of scoring a hit. The second torpedo has a chance of $1/2 \times 1/2 = 1/4$ or 25%. The third torpedo has a chance of $1/2 \times 1/4 = 1/8$ or 12.5%.

Let us analyze the above situation. If the destroyer moves into square A he has a 75% chance of being sunk, and a fifty percent chance in each of squares B and C. $(75\% + 50\% + 50\%) \div 3 =$ a 58.3% probability of getting sunk. I divided by the number of squares the destroyer could reach on his second move (three) to determine the average probability.

Now suppose the U-Boat fires all four torpedoes to square A. His chances of sinking the destroyer are $(93.75\% + 0\% + 0\%) \div 3 = 31.25\%$. This is barely half the chance.

There are two more combinations when firing four torpedoes. If the U-Boat fires two to square A, two to square B, and none to square C, his probability of sinking the destroyer is 50%. If he fires three to square A, one to square B, and none to square C, his probability is 45.8%. Remember, I am assuming that the destroyer moves more than one square.

The following is a chart containing all of the combinations for firing torpedoes to the three squares the destroy-

(Continued on Page 12)

OPponents WANTED

FSU student needs opponent in most any AH war game. For those generals not in the great state of Florida, I will play PBM games if necessary. Contact: William H. Creamer, 120 West Virginia, Tallahassee, Florida.

A challenge to all Reds! Play "Lucky Mike" Corcoran in Gettysburg. This intrepid Yankee leaps over Pickett fences in a single bound! Member, War Hawks. Write: 4714 North Elkart, Whitefish Bay, Wisconsin.

Attention: All AH players in the Atlanta, Georgia area. Anyone interested in forming a club or playing any AH game in person, please contact me. I am 17 and own 19 AH games. Jared Johnson, 1548 Rechelle Drive, Chamblee, Ga., 30005. Chamblee is a N.E. suburb of Atlanta. No phone, yet.

Achtung Komrades! Wehrmachtfeiernungstab Der Deutschlandchallenges Allied players to D-Day, Bulge, AK and Stalingrad. Continuing za tradition za za Deutch Offizier Korps, we have compiled a brilliant 427-41 record. WFS/c/o John Woyanysky, 4205 E 186 St., Cleve., Ohio 44122.

Any Montgomery who thinks he can withstand the onslaught of Afrika Korps should contact Ed Turner at 2725 Van Dyke Ave., Raleigh, N.C. for a PBM game. I will also play eye to eye in a game of Bulge, Gettysburg, Tactics, D-Day, or Afrika Korps. Phone 832-8104.

Attention Western Democracies arise and defend yourselves. The Fuhrers armies are on the march. The 1SS Panzer Korps is ready to defend Festung Europa in D-Day and to annihilate the First and Third American Armies in the Bulge. Gruppenfuhrer Steffan von Lackmann Gruppenfuhrer 1SS Panzer Korps, 1107 Princeton Ave., Billings, Montana.

We the members of the Avalon Hill Club of NMB wish to challenge another club in Tactics II by mail. Challengers must be able to meet together to plan moves. Also individual opponents for Waterloo, Stalingrad, D-Day, and Afrika Korps. Write: 1931 N/E 187 Drive, North Miami Beach, Florida 33162.

To: Brian Heavey
Subject: Another Meet between our Clubs
I challenge your club to either a three game tourney or one game with a staff. One side shall pick the game, the other the side. Tony Ianescu, Chief of Staff, World Conquests Inc.

If you think you have an invincible Russian defense at Stalingrad why not take an interesting lesson from: William J. M. Gilbert, 63 Pine Brook Drive, Larchmont, New York 10538.

Summer's gone, and the walls are beginning to close in again. There's no time to draw mapboards, but counters and hex sheets are still available. 6 1/2 x 11 hex sheets - \$6/\$1.00. For information and samples, send a stamped envelope to G-3, Ralph Fellows, Tremont Street, Duxbury, Mass. 02332.

The Confederation of the West is going to hold Elections. Vice-Controller, 2 Deputy Controllers, 6 Administrators. Also, many Military C.O.'s needed. Only Westerners. However, all eligible for the international club league ministry. Clubs should check into this.

Tom Holsinger, 1429 Cabrillo, Burlingame, Calif. send specs.
Romans Unite under the glorious banner of Spectre. Here is a golden opportunity for anyone in the Utica-Rome area to help forge a second Roman Empire. Please write: Richard J. Paracka, c/o John E. Begley, R.D. #1 Main Street, Herkimer, N.Y. 13350.

Spectre Calls - Wanted: Members for the 1 corps of Oklahoma branch of Spectre. Must live in Central part of State, if interested contact Steve Tinsley, 1505 S.W. 61 Terrace, Oklahoma City, Oklahoma 73159.

Georgians: There are only two main clubs in Georgia; World Conquest Inc. and cheap clubs. Some day there'll be only one. Only one. Time stands in our way. All southern boys can help us by joining our clubs. Write Stephen Voinceh, Box 705, Cedartown, Georgia, C.S.A.

Oregonians arise - send your name, experience, games owned or available, to W. Gerald White, 4004 S.E. Pine St., Portland, Oregon 97214. Purpose: To organize and prevent infiltration by Spectre into the Northwest. Multi-player games are being arranged with the East. Other benefits available. Unite Oregonians.

OPponents WANTED

Desperate Wellington desires battle experience in Waterloo no matter how distasteful the results. Also anyone in the Hyattsville, Md. area who wishes to game live call SP. 3-4243. Pmb's write: Donald Tracey, 3904 71 Ave., Landover Hills, Maryland.

Wanted: Opponent to play-by-mail or live Afrika Korps (British), Stalingrad (German), D-Day (Allied), Battle of the Bulge (American), Tactics II (either). Anyone interested write, Joe Mott, P. O. Box 246, Oakton, Va. 22124 or phone 385-7414.

Wanted: One player dead or alive - preferably alive to play a game of Midway, Nieuchess, or Verdicht II in deadly combat. But I must warn you, your cause is hopeless. If you are willing to try, contact Marvin Kenan, 802 Arlington Terrace, Hampton, Va. (Only face to face).

Any North Dakota or Minnesota AH fan desiring a good well played game of Stalingrad, D-Day or Tactics II in person or by mail, please contact me, Chris Hoyt, by telephone 594-4659, or by mail 269A Randolph Ave., Grand Forks AFB, North Dakota 58201.

Wanted: Play-by-mail opponents for Stalingrad, Waterloo, Bulge, Afrika Korps, Tactics II, or D-Day (orig.). I will take German, French, German either, either, either. In my area will accept live games of all above & Gettysburg '58, Chancellorsville, Midway and Bismarck. I accept all challenges. Write Jeff Pulis, 2585 Harrison Ave., Baldwin, New York 11510.

New Yorkers arise, we are being surrounded by Spectre. All ready they are in Mass. and Penn. Join us in our drive to keep them out of the greatest state in the Union. Join our "Good Guys" Army. Write: Ed Biran, 48-20 39 St., Long Island City, N.Y. 11101.

The Generals of the Reno-Sparks, or out laying areas in Nevada, must organize and defend Nevada's name from foreigners like Jack Greene. Call if you have any AH game; you may find someone you can beat. Call either Paul J. Etcheberry, Jr. at 323-7869, Neal Parsons at 329-7122, or Fred Howard at 329-9339.

Gettysburg Greenhorn desires competition with an understanding veteran (Union or Confederate) or another green horn with some Play-By-Mail experience. Have won 100% of games with my wife but that's no great accomplishment, so don't let that dissuade you. Send openers to: G. Kleine, 8206 Michigan Avenue, St. Louis, Mo. 63111.

New Subscriber wishes to make contact with others in like situation. N. Forrest, 1624 Nokomis, Dallas, Texas 75224.

Experienced Desert Fox seeks qualified Desert Rattink who thinks he can hold Tobruch. Contact: W. H. Whitaker, 26 Farmouth Lane, Media, Pa. 19063.

I challenge any German madman in a game of D-Day. I also play Midway (if you have a PBM system) and Gettysburg '58 version. Please send opening move to: Charles Wells, 7512 Belmont Ave., Baltimore, Md. 21224.

WIN, INC. (40 miles from Paris, France) needs members for our international war club dealing with primarily with intermember and interclub games. Your personal PBM record is kept with top winners becoming members of our elite general staff. No experience needed. If interested send 25¢ via air-mail to: Wayne Godfrey, c/o Lt. Col. Wayne Godfrey, Headquarters, U. S. Element, A. F. C. E. N. T., A. P. O. - New York 09011.

Wisconsinites, S.P.E.C.T.R.E. calls. Answer this by joining so we can defeat the world of wargamers that are organizing against us. Write: William Hoyer, 7633 W. Becker, West Allis, Wis. 53219. Also, I need opponents: Stalingrad, D-Day, Waterloo, Tactics, Gettysburg 64 and Afrika Korps.

Anyone living in the Pittsburgh area who wants to play AH games or has a club that would admit a teenager, contact me. Also, I will P-B-M Sit., Cd., D-Day, Bulge, Midway, Tac. II, A.K. I'll take Ger., Allies, Ger., Amer., eth., eth. Fred Kruger, 342 Canterbury Dr., Pittsburgh, Pa. Phone 963-0692.

Opponent wanted for either Afrika Korps or Battle of the Bulge. Age around 15. Am inexperienced, (haven't even played anyone yet) wish amateur player like myself. Send letter to: David Marsh, 201 Sea Gull Dr., Satellite Beach, Fla.

OPponents WANTED

Californians, your State needs you. Enlist now in the army of the Confederation of the West. Write today to Chief of Personnel, Headquarters, Second Corps, P. O. Box 8203, Long Beach, California.

Boston college student will play D-Day, (both sides), Stalingrad (both sides), Waterloo (P.A.A.), Africa Korps '64, (German). Tactics II, adjusted rules. College-level players preferred. George Phillips, Room 156 Burton House, 420 Memorial Drive, Cambridge, Mass.

The MIT War Games Society challenges the cowards of Spectre to come out and fight. Any others fancying themselves good players are also welcome. Terms: Stalingrad, both sides; D-Day, both sides. Write: Stanley D. Hoffman, Apt. 307, 50 Mass. Ave., Cambridge, Mass. 02139.

Will play Stalingrad (both sides), D-Day (both sides). Write: The Empire of Williamsville, c/o Hon. Sec., 101 Oakgrove Drive, Williamsville, New York. The Royal Army of Grand Fenwick wishes to challenge anyone who will take the following sides: Stalingrad - Russians, D-Day - Allies, Waterloo - P.A.A., A.K. - British, Bulge - Germans.

Write to Dan Drewek, 311 West Lexington Blvd., Milwaukee, Wis. 53217. Hurrah for the Bonnie Blue Flag! All loyal University of South Carolina Rebels interested in starting an Avalon Hill club contact John Rockholz, Building E, room 306.

All Generals in the East bay area unite. Either with the Supreme Commander, Larry Jagard, or with us, his followers. Guenn and John Hinkle, 45 La Salle Dr., Moraga, California.

In desperate need of a Tactics II opponent. Would use only isolation and replacement. If interested, please contact: Philip Beasley, 522 W. Sec., Libby, Montana.

Achtung! Kampfgruppe Maine is now mobilizing! All Maine AH players wishing to join Spectre, please send name, address, age, and games owned to: Brian Libby, 16 William St., Portland, Maine 04103. We need you!

Will anyone within a 10-mile radius of Basking Ridge, New Jersey please contact Low Mitchell III, 8 Lee Place, Basking Ridge, N.J. I have most of the AH Wargames, few opponents, experience (4 1/2 years) and play the "Ultimate in Wargaming." Will teach new art or give good last-ditch stand.

University of Washington senior will play-by-mail Waterloo and take P.A.A. against Lt. Generals, French against Generals and Field Marshals (pick your own rank), New D-Day 5 Allies against Lt. Gen., Germans against Gen. & Field Marshals, Stalingrad, Germans except against Field Marshals, Afrika Korps either side but no Field Marshals send apply. (General) Richard Shagrin, 2407 24th Loop, Sandia Base, New Mexico 87116.

To all spectre: Since reading your advertisement, I have been unable to sleep. I and a few friends have banded together to form a group called MI-5. We challenge all Spectre to any AH war game, bar none, with only one restriction, will play German role in Stalingrad only, (naturally not Russian). For acceptances write Marting, 234 East Thompson, San Antonio, Texas 78225.

Dusk is coming! Entirely New! Dusk (Der Uberlegan Siegreich Kommando) is now being organized. Commanders are needed from every state in the Union for Divisional and State commands. Will incorporate smaller industrious groups and accept single memberships. Contact immediately. Send name, age, number of games, address, experience, and questions to: Der Fuhrer Dusk, 447 Broadway, Bangor, Pennsylvania 18013.

Desperately need opponents. Write Peter Reese, 5916 Sarah Court, Carmichael, California.

Play-by-Mail opponents desired for Afrika Korps and Battle of the Bulge. Write Paul R. Johnson, Atk. 303, 4 Ames Street, Cambridge, Mass. Must have battle with competent opponents. Write Scott H. Savary, 116 Canaan Court, Stratford, Conn.

Opponents for Afrika Korps, D-Day and Bulge are wanted by David G. Gruenbaum, 605 West 5th Street, Marysville, Ohio.

Hot Arizona wants a cool opponent. Write Larry Himes, 4132 E. Waverly, Tucson, Arizona.

OPponents WANTED

Oberkommando Panzerfuhrer Midwest and Rostov challenge all worthy Avalon Hill fanatics (or fanatical armies) to a war. Pick your own weapons-Afrika Korps, Stalingrad, D-Day, Battle of the Bulge, Midway, Gettysburg '61, Chancellorsville, Tactics II, Waterloo -- or one of our own--Coral Sea or Grand-Tactics. PBM or in person.

Send all dispatches to Panzerfuhrergruppenfuhrer Schaefer, 2709 Norbert St., Flint, Michigan 48504. Heil Suvarov! A club called Dusk (Der Uberlegan Siegreich Kommando) has been started in Bangor, Penna. The intent of the club is to go nationwide. After the club becomes organized the members will have play-by-mail games and tournaments arranged for them, if desired, between the various members, states, and divisions. If interested please contact Der Fuhrer/Dusk, 447 Broadway, Bangor, Penna.

Wanted: Opponents for person-to-person combat living in or near Monroe County. I have Bis., Tac. II, Ak, Mdwy, Bob, and Waterloo. Contact Keith Ouchman, 5 Pleasant Way, Penfield, New York 14526 or call L.U. 6-4896.

I Purple Baron of Richmond proclaim the East Bay of San Francisco to be the New Switzerland of California! All wars are off! We are now neutral and will remain so. If any defeated generals want to rest in a neutral corner join up. But please only from the East Bay: Contact Larry Jagard, 5300 Barrett Ave., Richmond, California.

Join ESAC! New Eastcoast league for destruction of all sadistic organizations (i.e. Spectre, etc.). Features inter-league club vs club combat; ESAC vs any league/club and PBM player competition according to personal abilities. Notice-All SE Pa. generals & club pres. 's get in contact with ESAC. Write or call CG/ESAC Dave Weaver, 717 Stockton Circle, Ridley Park, Pa. 19078. Call LE. 4-1128.

To: Any and all Connecticut AH players. From: Seventeenth Army Headquarters SPECTRE, 15 Ludlow Manor, E. Norwalk, Conn. 06855.

Opponents wanted for any AH war game (in person or mail). Must be willing to suffer defeat at the hands of the invincible South Shore Vets-Minh. Also interested in converts (new members). Write Scott Falter, 6 Sterling Place, Cedarhurst, New York 11516.

Attention Yankees: 9th Texas Corps, Confederate Army of Central Pennsylvania, can defeat any force of mere Yankees at Gettysburg (hexagonal). If you desire to be beaten, write: E. A. Mohrmann, CG, 9th Texas Corps, Confederate Army of Central Pennsylvania, 209 S. Bisop St. #2, San Angelo, Texas

After losing Stalingrad in five months, A.K. in four: 6 inexperienced kids for Diplomacy. Also, the Confederation of the West needs members and top-flight generals like Kempfsky, Karel, and Perica's. Greene's will be accepted reluctantly. Have fun and get experience in our M.C. PBM league now. Jack Greene, Jr., 670 Darrell Rd., Hillsborough, Calif. 94010. Get the imperial.

Defenders of the empire state unite! The 2nd Spectre Army of New York wants and needs all loyal New Yorkers for play-by-mail commands. For information write to Leonard Phillips, 101 Maple Lane, N. Syracuse, New York 13212.

Wanted: Opponents to play Tactics II using 1961 rules and opt. rule of isolation. By mail only - 2nd edition combat results. Table - will take either side. Send first turn now. Hurry. Send to Hartford Club, c/o Sean Donohue, 1209 Bluejay Drive, FGH, Pa. 15216.

Anyone who thinks he can keep his defenses from crumbling in and around Bastogne or hold his previous gains from the Italians. Send acceptance to: Steve Scott, 3341 Los Prados #3, San Mateo, California.

Wanted: Opponents in the Sacramento-Carmichael area to play AH war games. I will also use PBM. I am going to start a club if I can get members. Contact Peter Regise, 5916 Sarah Ct., Carmichael, California or call IV. 9-3794 (Age 16).

The Central Command of Jamaica Estates hereby challenges any person or coalition of persons who believe they have the ability to defeat our first class strategic commanders in any Avalon Hill W.W. II war game that they choose, by mail or otherwise. Richard Shepard, 84-15 Wareham Place, Jamaica 32, New York.

OPponents WANTED

Wanted: Vol. 1, No. 1 issue of General. Will pay \$2.50 plus handling charges. Contact: Donald Nance, 1015 Griffin Parkway, Mission, Texas 78572.

Midwesterners arise! Meet the threat from the east. As you well know the subversive organization known as Spectre is invading our area and will soon destroy this last bastion of resistance. We are all that remains to stem this tide that has swept in from the East coast. We must resist. We challenge any Specter club (aside from the ones we have already beaten) to beat us in "Bulge". Also we need more recruits from the upper Midwest if you wish to join our club write: The Centurions, David L. Arneson, 1496 Hartford Ave., St. Paul, Minnesota 55116. Or call: 698-6300. Also let's hear from other anti-Specter clubs if any.

Opponents wanted for the following games: Stalingrad, Afrika Korps, and Waterloo. I would like the Russians, Germans, and PAA in that order. All other games please write and ask me what sides and rules you want. Write to: Robert Barrow, 3801 70th Avenue, Landover Hills.

Adults in Philadelphia area. Informal group (Mid- and late 20's) Most games. In-person play. For information, contact A. P. Mark, 345 Winton St., Phila., Pa. 19148. HO. 2-6017.

Long Islanders! Join the Nassau Freikorps! Recruits wanted for an organization devoted to Freebootery and interecine competition. For those interested, combat and/or affiliation with such decadent formations as Spectre is contemplated. Rookies and veterans from L.I. and the New York area welcome. Contact: James List, 4 Cranford Rd., Plainville, N.Y. 11803. Phone 516 CE 3-3868.

Join The University of Washington Wargaming Club. Requirement: Enrollment at UW and interest in A-H gaming. Everyone who reads this will start with at least rank of Major General. (3 games and a subscription to the General). Contact Richard Shagrin, Room 356 Haggatt Hall after Sept. 21 or 2407 24th Loop, Sandia Base, New Mexico 87116 before then. Join now (no dues) and watch your gradepoint zoom next fall. (I'm not promising which way!)

Wanted: Wargamers from the vicinity of Reading, Allantown, Altoona, Harrisburg, and Erie to open up branch units of the III Army of Penna., Spectre. Write III Army of Penna., c/o Donald Greenwood, 128 Warren Street, Sayre, Pennsylvania.

I will be attending Fordham College as a boarder, and am looking for opponents in any AH War Game, and any side. All those interested can contact me there or at my home, 7205 - 72nd Court, Brooklyn, New York 11209. Gerald P. O'Riiscoll, Jr.

Achtung Reichsmarshalls von Davis and von Hawes would like to persuade you to die for "Old Joe" and the Motherland (Stalingrad, peasant), encourage English Channel swimming (D-Day). We will condescend to run you out of Tobruch on a lead surfboard (Afrika Korps), or dump you into the Meuse (Battle of the Bulge). Contact R. Davis, Apt. 144, 1201 South Barton, Arlington 4, Virginia.

Wanted - Someone in the Grand Rapids, Michigan area who can play the game. Contact either Randy Bytwerk, 1034 Barber Terrace, GL3-0567 or Richard Wilson, 2320 Leonia, GL3-3145. (No pbn)

Opponent wanted to take German side in Afrika Korps. D. Meehan, 2 Pinecone Lane, Westbury, Long Island, New York.

10: Any and all Connecticut AH players. From: Seventeenth Army Headquarters Spectre, 15 Ludlow Manor, E. Norwalk, Conn. 06855.

Subject: We are waiting for you. The 17th Army needs men. Defend your state from invasion. Join now. Send any questions, name, age, games and experience to: Richard Shalvoy, 15 Ludlow Manor, E. Norwalk, Conn. 06855.

Attention anyone who does not belong to Spectre: Fight this mythic organization! You don't have to join anything, but don't let this group run wild. Your patriotism should make you automatically challenge any organization that threatens to over-run our country. Heed my warning, send your attack to your nearest spectre agent. Steve Sullivan, 1662 Bournemouth, Grosse Pointe Wd., Mich. 48236.

All above ads are inserted as a free service to full-year subscribers. We prefer ads to be typewritten and limited to 50 words maximum. We reserve the right to re-word your copy. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue.

(Continued from Page 10)

er can reach on his second move and their respective probabilities for sinking the destroyer, providing he moves into one of them.

2-1-1	58.3%	2-1-0	41.7%
3-1-0	45.8%	3-0-0	29.2%
4-0-0	31.3%	2-0-0	25.0%
2-2-0	50.0%	1-1-0	33.3%
1-1-1	50.0%	1-0-0	16.7%

I have said nothing so far about firing to one of the seven squares the destroyer can reach on his third move. Sometimes it is better to fire to one of these squares rather than to fire a second torpedo to one of the three squares the destroyer can reach on his second move; especially when the destroyer is trying to catch up to the sub in order to keep it from entering the convoy zone. See diagram. There are several combinations of moves the destroyer can make when leaving from "X", nine in all. They are A-1, 2, 3; B-3, 4, 5; and C-5, 6, 7.

Notice that the destroyer is twice as likely to move into squares 3 and 5, rather than the other five. These are the squares I usually fire to until my opponent gets wise. Even if he tries to make his escape maneuvers as random as possible he will inadvertently move into these two squares more often.

There are, of course, always exceptions to the rules. In the case of a "down the throat" attack, the U-Boat may be forced to fire many torpedoes to the same square in order to cause the destroyer to turn violently or in order to be sure of sinking him before he can launch his depth charges.

New D-Day '65 Invasion Diagram in Error

D-Day players who have the brand new Battle Manual are directed to correct an error appearing in the text below the diagram on Page 7. We suggest that you cut out the following para-

graph and paste-in overtop the text of Page 7. The following copy corrects the wrong assumption that German ISS is surrounded in the diagram. The entire text should read:

The Allied player must be bold; the conservative approach of landing all invasion Units on the undefended Coastal Squares will prove fatal because the German player will have an easy time sealing off the St. Lo-Bayeux bottleneck. Thus, the Allied player hopes to eliminate this possibility by dropping parachute Units behind enemy lines. The three Parachute Units are dropped on Square U-33 which is not in any enemy zone of control -- the adjacent German Unit at V-34 is on the opposite side of the river thus its zone does not extend across to U-33. The Allied player has landed two 4-4-4 Units on Sea Square R-31 and, along with the 17th Parachute, attacks German Lehr at 11-10 (1-1) surrounded. Chance of victory is only 33% although there is a 50% chance of eliminating the German Lehr Unit. Next, the Allied Units on Sea Square R-33 and the Parachute Units on T-33 attack the German 2nd at 14-14 (1-1). The remaining two Units allotted by the Troop Invasion Table are landed on Sea Squares P-32 and P-33 and moved directly onto Coastal Squares to establish the beachhead. Victory in one or both of the above attacks will put the Allied player in quite an advantageous spot: (1) he will have secured a firm beachhead relatively close to Germany and (2) he will have eliminated the really strong German Units. However, the risk is so great, especially to the tactically important Parachute Units (the two Parachute Units, however, have a retreat route to T-32 and U-33 which are on opposite sides of the river to adjacent enemy Units) that we recommend the assault be made instead at Brittany when faced with the above German defensive setup.

Question Box

Q: If a Supply Unit is in Tobruch may the enemy land troops in Tobruch and capture the Supply?

A: No, because the enemy, not having control of Tobruch in the first place, could not land in Tobruch.

The "Imperial"

THE IMPERIAL, a monthly magazine, is the same length as the General. This mimeograph magazine is published around the 15th, though the first edition, Sept. 15th, will be published in October probably. Concerned with military history, A.H. wargaming, Parker Brother wargaming, home made games, model soldier gaming, strategy, and strategy, and anything. Subscriber list, if you do not want to be on it, say so, ads as in the General, YOU write the articles. We need editors and writers, (send samples of your work please) and at least 100 subscribers. Not another General-more varied. Price: \$3.30 and 12 (twelve) self addressed large, immense, big envelopes, 10¢ land mail, 16¢ air mail. Subscriptions to Jack Greene, Jr., 670 Darrell Rd., Hillsborough, Calif. 94010. Articles and ads to Steve Karel, 2235 California St., Apt. 198 Mountain View, Calif., or Tom Holsinger, 1429 Cabrillo Ave., Burlingame, Calif. Closing date for articles or ads is the 1st of each month. If we do not get 100 subscribers by October 15th we will refund.

League Now Forming

We of the Massachusetts Institute of Technology War Games Society and Das Kriegsspiel Bund believe that interest in multiple commander gaming has reached the point where the launching of a Multiple Commander League is feasible. If interested in becoming a charter member of the MITMCPBML, please write to MITWGS, c/o Stanley D. Hoffman, Pres., Apt. 307, 50 Massachusetts Ave., Cambridge, Mass. 02139. Please include the following information: 1. Name, address, and phone number. 2. AH games you desire to play by mail and the command preferred in each. 3. Smallest number of units you would consider commanding. 4. Resume of experience. 5. \$1.00 for a year's dues and a stamped self-addressed envelope.

In return you will receive a copy of the latest m.c.p.b.m. rules prepared with the help of the Summit Conference, a copy of the standard rules and grid for each game you participate in. You will also be given the opportunity to play in a series of play tested games designed by the MITWGS specifically for multiple commander play. Also you will receive a complimentary subscription to the Tank, newsletter of the MITWGS. Laurence Plumb for DKB, Stanley Hoffman for MITWGS.

Out of Stock Items...

The following items are now obsolete and can no longer be obtained from Avalon Hill:

1. Troop Counters for Gettysburg hexagonal-grid game.
2. Troop Counters and Order of Appearance Cards for Gettysburg '58 copyright game. (However these items have been updated and the original square-grid Gettysburg game can be refurnished by ordering '64 troop counters, Battle Manual, Time Record Card and Order of Appearance Cards. \$1.50 total cost.)
3. Volume 1, Nos. 1 (May '64) and 4 (Nov. '64) for the "General."

Please take note that Troop Counters must be ordered in complete sets... individual Units cannot be sent. Also available are sets of 169 blank Counters, Waterloo size, that contain no printing or colors. These all-white counters cost .50¢ per set.

Plain mapsheets for "do-it-yourselfers" are available for \$1.00 each. These sheets are unmounted white cardboard containing only the hexagons. They are sent to you rolled up in a mailing tube to prevent creasing of the 22" x 28" sheet. No other sizes are available.

For current Replacement Parts List, send a self-addressed envelope containing one 5¢ stamp... 8¢ for airmail.