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WARNER BROS PROMOTING BULGE GAME

'See the Movie, Play the Game'
is the theme of Nationwide
Theatre Promotion

A great new Cinerama production, The Battle of the Bulge, is now playing before packed houses all over the country. After its premier showing in New York, December 17, columnists and reviewers expected it to have a mighty long run. Theatre tickets are available now on a reservation basis only.

Bulge Game in Theatres

Many of the first run theatres will display Avalon Hill's Bulge game as the perfect entertainment tie-in... some will give away games in contests held during intermissions.

The promotional tie-in was first conceived by Warner Brothers' Leo Wilder who just happened to pick up a Bulge game from Brentano's in New York City. So impressed was he by the game's design that he immediately called Avalon Hill for consultation. Avalon Hill's art and publicity departments were equal to the task. They provided Warner Brothers with out-



HERE'S A PICTURE showing a picture of someone taking a picture of someone making the picture Battle of the Bulge, based on Avalon Hill's game of the same name.

"Naval War Games"...

...is the title of Donald Featherstone's new book which is as complete a "novel" on the subject as we have seen lately.

We congratulate Mr. Featherstone on the thoroughness with which he has put the book together. No less than 80 different sources on the subject were consulted as background material...all of which are listed for the reader's edification. Naval War Games contains over 200 pages of information dealing with naval games as tactical training, rules for fighting many different existing naval war games, availability of commercial games and sources of supply for ready-made models, to name just a few. We highly recommend this book...for purchase price and availability, write to: Stanley Paul & Co., Ltd., 178-202 Great Portland Street, London W1, England.

standing and unusual advertising tools to make their campaign a fortuitous success. Now, when you run into a friend who still hasn't heard of Avalon Hill you are justified in pointing the belittling finger of disdain at him.

In the meantime, your unsolicited letters to Warner Brothers expressing your feelings about Avalon Hill games would be a most magnificent gesture on your part. Write: Mr. Leo Wilder, Warner Brothers, 666 Fifth Avenue, New York, New York.

Meanwhile, "See the Movie, Play the Game."

Sports Games by APBA

Another publisher in the game field is the APBA Game Company, designers and publishers of authentic sports games. We consider their baseball, football and golf games of high quality. These games portray results of the actual professional athletes of their respective sports. For illustrative brochure write to The APBA Game Company, 53 Eastman Drive, Lancaster, Pa.

A Vietnam Game??

Down the hall at Avalon Hill they were talking about doing a Viet Nam game. But before they even got the mapboard drawn they became bogged down with design troubles. The brainstorming might have gone something like this:

"All right," says President Sparling, "What's holding up the Viet Nam Game?"

"Well sir, we're having a little trouble," replied research head Schutz, "In doing the research no one can tell the South Vietnamese from the Viet Cong. They all look alike."

"Why don't you consult the Defense Department?"

"We did and they don't know either."

"Well, somebody knows. You've already started the Battle Manual and your historical commentary has the Viet Cong looking sneaky and menacing and the South Vietnamese looking friendly and smiling."

"That's the problem, sir," replies Schutz, "we just found out the Viet Cong are the ones who are always friendly and smiling."

"Okay, just write that the good Vietnamese are sneaky and menacing and

★ ★ ★ ★ ★
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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AREA NEWS...

Changes in editorial format necessitates the elimination of this regular feature. Our thanks go to all past contributors.

Strategy for Blitzkrieg

by Carl F. Knabe II

It is evident that the strategy* of BLITZKRIEG is essentially dominated by the funnel nature of the terrain with BLUE at the narrow and RED at the wide end. This results in an advantage for BLUE on defense with a corresponding disadvantage on offense as he becomes spread thinner when advancing closer to RED's home territory finding few decisive natural strategic objectives. RED, on the other hand, is at an immediate disadvantage on defense due to the wide front he is defending, but has the advantage on the attack as he gains ground, finding successive decisive natural strategic objectives with progressively less front to cover.

Both sides thus have their own tactical "slant". BLUE tends to have better interior lines, but has the disadvantage of constriction of his supply lines (only three overland through the north isthmus) which make interdiction and isolation a constant danger. RED has less centralized communications which are less subject to interdiction and isolation considerations. BLUE's most strategically important city in the opening game is EE-25 with port BB-31 a close second; JJ-38 and possibly NN-33 are RED's immediate key objectives. These cities should be captured during the first turn. By proper use of airborne troops and sea invasion, BLUE can obtain almost as many neutral cities as RED on his first turn.

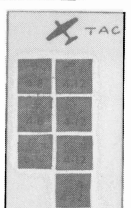
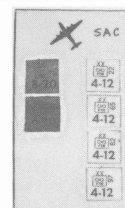
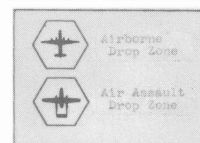
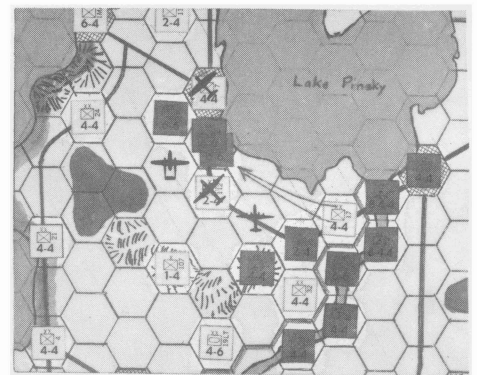
Although in the final analysis BLITZKRIEG reduces to warfare of attrition, the frontal assault is rarely a decisive tactic in this game, eventually giving some decision only between noticeably unequal players. Each player should seek to obtain the commitment of his enemy's forces and then attempt to strike broad, decisive, strategical blows taking advantage of that commitment. A player should avoid frittering away his airborne and aircraft units in non-decisive actions. Sea invasions also should be used with discretion since the threat of invasion is often more effective than the actual event. Sea Transport as well as Air Transport when correctly taken advantage of can provide unpredictable movement and massing. BLUE, like England, is in a better position to use the sea than Red who is basically a land power.

As in BATTLE OF THE BULGE,

BLITZKRIEG is a point defense game as opposed to a line defense such as found in D-DAY. A player should be conscious of the danger of a possible advance of his opponent's units as a result of battle against one unit cutting off the retreat and isolating an adjacent unit. Ideally speaking, the best defense line would be a series of units separated by one square (each unit able to be attacked only from two squares) and doubled by terrain features with a unit behind each front line unit (not on a mountain) in such a position as to block advance further than a defeated unit's former square.

The offensive has the distinct advantage in BLITZKRIEG due to the variety of possible tactical techniques. The use of Breakthrough Artillery, Ranger, Airborne, and Air Assault Units along with Tactical air attacks to break river lines and Strategic air attack to cut retreat and achieve automatic elimination. Troops may be moved up adjacent to an enemy's position (such as a city) under Strategic air attack without having to engage the units in the position, thus forcing the troops in the position to fight at adverse odds during their turn. Armor is especially effective in penetration after automatic eliminations.

In the accompanying diagram, Strategic air attack has been used to automatically eliminate a BLUE 2-4 (112th Brigade) even after maximum enemy fighter action. Airborne Units are then dropped to obtain a 5/1 and a 4/1 surrounded. Armor Units are then moved through the automatic elimination (against BLUE 17th Infantry) to attack BLUE 4-4 in city EE-34. Red's Air Assault Unit is landed and a Tactical air attack is launched to bring the odds against the city to 4/1. Not shown are eight TAC factors based in city EE-34 that are a secondary objective of Red's attack.



the bad Vietnamese are friendly and smiling."

"We can't say that. We won't get any cooperation from the South Viet Nam government."

"What government?"

"The one that's in when we design the game."

"Why do we have to have their cooperation in the first place?" asks Sparling frustratingly.

"Because they're the only one's who can furnish us with their order of battle and order of appearance."

"Forget 'em. Use your imagination and start the game by attacking a South Viet Nam village where some Viet Cong are hiding out."

"The Defense Department is against that. They say we can't have American troops attacking a South Viet Nam village because Americans are in South Viet Nam to protect the villagers and not attack them. Instead, we got a rule in the tournament game that allows you to flush out the Viet Cong by burning down the straw huts."

"Goodness no, Shutz, the Defense Department wants us to show Americans re-building villages that the Viet Cong have burned down."

The research head muses, "If we can't attack in South Viet Nam and we can't employ the latest guerilla tactics and we can't tell the good guys from the bad guys, why do you want us to make the game at all?"

"Ah... the heck with it," storms the company head in parting, "Let's do Guadalcanal instead..."

Management by Mail

All those wishing to enter a play-by-mail game of Management, send 25¢ or several airmail stamps, plus preference of corporations, if any, to Jared Johnson, 1548 Rochelle Drive, Chamblee, Ga. 30005. Name any tournament rules you would like to use, and if enough people request them, they will be included. If your letter is one of the last to be received and there aren't enough people to start another game, your money (or stamps) will be cheerfully refunded.

The superiority of offense over defense gives an extreme importance to gaining the initiative. Once gained it should be constantly maintained; only absolutely necessary slowdowns in your attacks, never let up, continually switch your weight around, keep your opponent constantly reshuffling his forces. Keeping your opponent off balance physically and mentally should be the key note of your strategy.

*Playing all rules except Nuclear Capacity.

AH Note: The author is regarded by Avalon Hill's Design Staff as one of the most proficient contributors towards Avalon Hill gaming. His comments are always well thought out and it behooves the reader to digest them for gaming improvements sake. Those with comments should direct them to: Mr. Carl F. Knabe, II, 338 S. Grant Street, Bloomington, Indiana.

'Short-tournament' Game

by Robert Olson

The following rules, allows for a faster game, contains all the standard tournament rules with these exceptions:

1. All land attacks are resolved by the basic results table.
2. Air force units are not replaceable.
3. Para units (including air landing) are replaceable only to the extent of the available replacement counters, (15 factors). These same replacement counters may also be brought in on their own in addition to the starting units, thus bringing the total possible para factors up to 33 factors on the board, or off the board, by the 9th turn. The larger and smaller para units may be interchanged anytime, but once eliminated in any manner, the unit is completely removed from play. While this rule allows more para units on the board at one time than under game rules presently, it puts a definite limit on such units overall. I find that in normal play, I will replace para units nearly every replacement turn over all other units due to their range. My system forces their conservation to a greater extent than when free replacement is allowed.
4. All other tables such as strategic air attack, city capture table, etc. remain unchanged, and units are reduced by factors on these tables.
5. Free substitution of small for large units is allowed on any player's turn. Small units may be similarly converted to large units.
6. I have allowed a player to keep

a large force on his Order of Appearance card which may be brought on the board not only thru home cities as allowed now, but also thru any friendly cities up to 12 factors per city, so long as an uninterrupted line of supply can be traced by road from such city to the home country. Such units may not be brought in thru minor cities unless the country has been de violated in some manner.

7. The game is limited to 15 turns as in the basic game. Either player wins by eliminating all enemy forces on the board in the attacker's turn, or by occupying all the enemy cities for a turn. Or on the 15th turn, either side holding a total of 42 city squares wins the game. (Each side begins with 21 city squares. There are 20 neutral squares. Thus in order to win by this rule, the winner must hold all his squares, plus all neutral city squares, plus one city square in his opponent's home country, or some combination thereof.)

If on the 15th turn neither side has accomplished any of the above, then factors are counted, both on the board plus any accumulated or in reserve. In round robin type games, 100 factors in excess of the opponents remaining factors is considered as a 100% win. Any fraction of this number such as 52 factors, 12 factors, etc. is considered as 52%, 12%, etc. towards a total victory for the winning side and is so entered in a tournament.

AH Note: Robert Olson, for many years, has been a major contributor to the design and perfection of Avalon Hill games. The above article is predicated on the fact that he is limited timewise from his duties as an insurance executive with a Chicago firm whose peers happen to be the "abominable scallawags," as Bill Veeck has stated, "who have purchased the Milwaukee Braves for transfer to Atlanta. Comments from you should be directed to him at Olson & Bartholomay, 175 W. Jackson Blvd., Chicago, Illinois.

The Blitz Tactic

Myron Brundage's Midwest
Editorial Staff

Items of Interest

Before we begin I have a few items that may be of interest:

Item: For you Bulge fans, a new movie of the same name is now out. Starring Henry Fonda, Robert Shaw and a host of others.

Item: Dave Murray suggests using a thin coat of Elmer's glue on those game

counters you wish to protect and preserve, from becoming ragged.

Item: For the A.H. naval enthusiast who'd like to read about another kind of naval wargame. I have several free introductory sheets to Fletcher Pratt's Naval Wargame which I will send out to anyone who wishes one. If upon reading it a further interest has been kindled, a letter to me will put you in contact with a Pratt Wargamer.

Item: For Blitzkrieg especially: To make it easier to find units in stacks of counters a color coding system can be used, by painting or marking around the edges and borders of the various units with either a felt pen or model paints. The standard U. S. Army code is: dark blue-infantry, yellow-armor & cavalry, red-artillery, pale blue-air & airbourne, green-special forces, rangers, etc.

Early History

The Blitzkrieg as some might think was not the brain child of the German High Command, but rather was initiated by two British officers in the 1920's; a Maj.-General J.F.C. Fuller and a Capt. Liddill Hart. From 1923 thru 1927 they experimented with lorry carried infantry, mobile (towed) artillery, and 4 Bn's of obsolete WWI tanks, plus 160 6-ton Vicker's medium tanks which were quite modern for their day.

Out of this they developed the first self contained armored division based entirely on motorized vehicles and the basic principles of the Blitzkrieg.

The "Armored Force" as it was called was disbanded in 1928, (for reasons not clearly known to this writer), but those findings were published by General Fuller and read intently by the General's of Germany, Russia, and Czechoslovakia.

However, by 1938 all except Germany had returned to the former principles of using armor for close support of infantry.

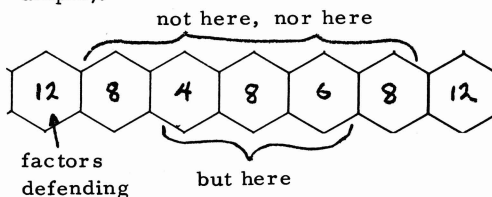
A Tactical History

The Blitz tactic consisted of finding a weak position in an enemy's line of defense called a "Schwerpunkt" and attacking it heavily with an overwhelming amount of armor and motorized units. After the "Schwerpunkt" was broken the armor followed by the motor would either swing in a wide circle around the enemy's rear, enveloping the remaining positions or penetrate instead deep into the enemy's territory. Taking supply centers, cutting communications and forcing a withdrawal of the enemy in the general vicinity.

Choosing the Schwerpunkt

Upon finding a weak position in a

defensive line one should choose the three weakest squares to attack. That is in total factors defending (see example).



For example; 8-4-8 adds to 20 total factors and 8-6-8 adds to 22, whereas 4-8-6 adds to 18 - the weakest section.

How to Attack

Rather than Blitz like the German's did with panzer units, we suggest to conserve armor that you attack the "Schwerpunkt" with artillery and infantry in the fore front with air atop and para if possible behind. The infantry units incur the losses. The armor should be close at hand so that when the "Schwerpunkt" breaks, the armor can roll thru the one square opening made.

Let us return to our example: The object is to paralyze the zones of control of the "Schwerpunkt" units before resolving combat, so that the armor can pass thru the line and either surround the rear of the line or hit units behind the line.

To accomplish this you must get automatic 7-1's or 5-1's surrounded on squares 3-4-5 to cancel the zones of control of the unit(s) at square 4, allowing armor to pass thru there. Since we assume that the units in this line will be right next to each other we have to take into account that their zones of control overlap. Therefore, we will also have to soak-off against squares 2 & 6 and possibly 1 & 7 depending on the structure of the terrain.

Securing the Area

In keeping with the Principle of War; Security, not to attack anything you can't defend later, you must secure against a counter-attack by reinforcements on the breakthrough area by dropping airborne units on or near roads, etc. leading to the Blitz zone. Using SAC to hit the nearest unit(s) that could counter attack. Also, after resolving combat and receiving your movement bonuses, fan your units out so that reinforcements in the way of enemy para units don't land in the Blitz area and cut you off from either advance, supply, or mopping up.

Preventing a Blitz

To prevent the Blitz mentioned above one should, if they find a weak section

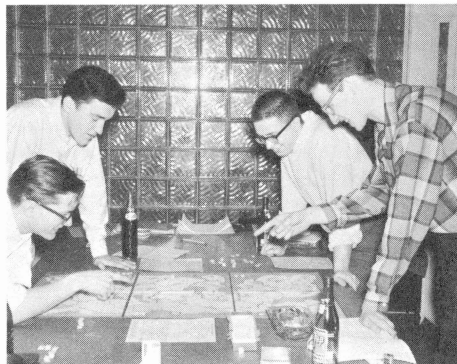
in their own lines setup para screens behind it since it then makes it harder for the enemy to get 7-1 automatics rather than easy 5-1's surrounded on a "Schwerpunkt" section.

Also, if using the FTR Interception option bring them close to this section to intercept bombers over it and thus cut the enemy's possibilities of getting 5-1's or 7-1's or of even breaking thru your line.

An Example

To show the devastating results a Blitz can bring if handled properly I'll give you the statistics of an action we tried around the S. Lawrence river defense; assuming the defender had forgotten to para screen and the rule about TAC air breaks river defenses. A total of 90 defense factors in the area were reduced to 32 by the end of a one move Blitz 2/3rds of the total defense force was annihilated.

My thanks to my staff who contributed a great deal of time researching this article. To Milan Fabsik especially for his major research on Early History and Blitzkrieg tactics.



THE CHICAGO MOB: Olson's deluxe game emporium is the scene of a typical Blitzkrieg game between Ken Kaminski, Larry Williams, Robert Olson and Myron Brundage. Four other members of this mad Octumvirate failed to show due to "battle fatigue" thus keeping their identity with the Chicago Mob a secret.

Operation Gulp

By S/Sgt. Louis Zocchi

Operation Gulp was designed by me to provide a sound basis from which a better opening can be evolved. I have found at least 3 weak points in this attack which, at present, I am unable to remedy. I hope one of you more perceptive "Generals" can suggest a remedy. Operation Gulp can with a little luck, give you control of every city in the two countries immediately adjacent to Great Blue. Gulp has two meanings. You can gulp up the two countries next

to Great Blue and you can Gulp in dismay if your opponent takes appropriate countermeasure, and exploits the 3 weak points I mentioned earlier.

ATTACK With Forced originating from:

- M 14 2 6-6 from L 19 & 3 4-4's from I 12
- U 11 2 6-6's from G 4 & 3 4-6's from P 15
- V 20 3 4-4's from P 16 & 3 4-4's from S25
- X 27 2 6-4's from V 33 & 3 4-4's from P 29
- AA 42 2 Artillery units & 1 4-4 from Sea
- BB 31 2 4-4 from sea, 1 Paratroop & 12 Med Bombers from S 25
- CC 39 2 4-4 from sea, 8 Tac & 4 Ftr's from V 33 & 1 Par
- CC 15 SAC from P 16 and Q 16
- EE 25 2 6-6's from Q 16 and 6-4 Para
- EE 34 2 Artillery and 1 4-4's from Sea

Starting positions of remaining units

- L 20 3 4-4's to P 15 & Q 16
- O 28 1 4-6 & 1 8-6 to S 25
- O 29 Rangers & 8-6 to V 33
- I 33 6-4 Marines to P 29 for fighter protection
- P 29 12 Fighter units.

When properly executed, this opening will provide moments of pure pleasure interspersed by hours of stark terror! Please direct your recriminations and improvements to SSGT Louis Zocchi, 139 Belvedere Circle, Biloxi, Miss.

A Prisoner Provision

When an attacker attacks a defending unit or stack of units and a contact (Bulge Results Table) is rolled the unit with the lowest attack factor among the defenders is taken out and placed in the dead pile. The attack factor is recorded on a prisoner sheet under the nearest of the attackers cities, it may not be moved from that city by the attacker but if the city is captured the prisoners are said to be liberated and the remaining factors are given to the side that liberates the city and are marked down on their accumulated replacements sheet. The side holding prisoners may execute one factor of prisoners per turn until there are no prisoners left. There can be prisoner exchanges. Units can be surrendered if their situation is hopeless instead of being eliminated. Comments to Robert A. Ritholz, 21 Lakeview Terrace, Highland Park, Illinois.

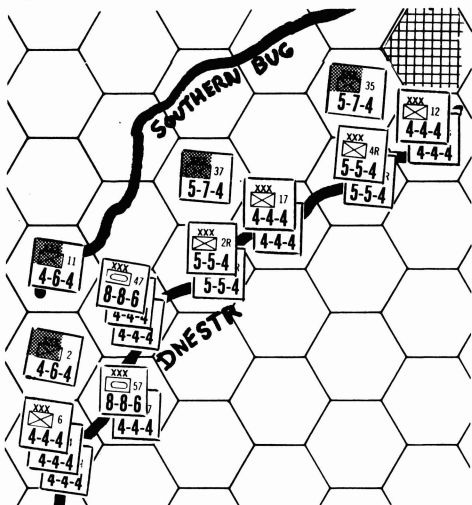
Hints for Stalingrad

Once again your friendly research department has come up with another plan designed to be unfriendly toward the Russians.

In Stalingrad, the southern sector can be a tough nut to crack for the Germans. The series of river lines can really slow the German advance. Even if the German player commits strongly, an irrevocable commitment we might add, the Russian player can bottle him up for many moons. The combination of mountains and a well laid Russian defensive alignment can make it nigh on to impossible for the German player to switch Units between the south and other sectors once initial placement in the south has been made.

But we will show now a minimum of forces can accomplish a great deal. The heart and core of such strategy is built on conducting more attacks at lower odds and letting "exchanges" work for you.

In the example below we are assuming that it is about the third turn of the game and some losses on both sides have been sustained, leaving the Germans fairly weak in the south. We show a small area of Russian Units doubled up behind the Dnestr River. As tough a defensive situation as this appears, it would only take a victory against one of the four Russian Units to break the Dnestr line and force the Russians back behind their last river defense, the Southern Bug. And once past the Southern Bug...well, the girls in Stalingrad will just have time to put their lipstick on.



To "guarantee" you'll break the Dnestr, the German player should conduct each of the four attacks in such a manner that he will advance after combat even when he loses. As the German player, you do this simply by attacking at 1 to 1's with one more Unit than you need. For instance, in the 18-14 attack against the Russian 35th

the German player has a 50-50 chance of advancing after combat. Only 14 factors would be removed on an exchange thus the remaining 4-4-4 Unit would be allowed to advance. The same applies in the 18-14 attack against the 37th and 16-12 attack against the 11th. True enough, there is a 33% chance of losing all attacking Units but you really haven't lost that much...hardly any more than you would in exchanges on 3-1 attacks which also come up 33% of the time.

Finally, a 24-12 attack against the 2nd provides a 33% exchange probability with only a 1 in 6 chance of losing all 24 factors. Mathematically speaking the four attacks provide a total of 24 results; 4 are D-elim, 5 are exchanges and 4 are D-back 2's which means that 13 of the 24 are in the attacker's favor. Putting it another way, the law of probability says that you will "win" 2 of the 4 battles.

Of prime importance is the fact that you have increased your chances of advancing after combat by 20%. This law also says that you should lose 29% of your total force in A-elim's. Add this to the 20% chance of losses through exchanges and you should lose about 38 of your 76 factors committed.

Is this too high a price to pay? Not by our thinking...because such attacks have far-reaching effects strategically. This commitment of relatively few Units here means that you have a lot of strength, especially armor of which only two 8-8-6's were used here, to be employed elsewhere meaning more attacks all along the front. More attacks means greater possibility of Russian losses which in turn can greatly damage Russian defensive plans and upset him psychologically.

There you have it, friends...how to trigger a nervous breakdown.

How to Exploit Russian Errors in Stalingrad

By Richard A. Shagrin

1. Has the Russian left holes in his line? Can you go around him rather than through him? If the answer is yes, you have probably won the game. Get about half your units through the gap, and send units to capture the three key cities, Stalingrad, Moscow, and Leningrad. Use the others to surround and either attack or isolate his units. However, you must hold your own supply lines and prevent the Russians from hindering the capture of the key cities before you worry about eliminating his forces.

2. Is the Russian Finnish force too weak? If he has less than six units

there, normally it is. Are they stacked at least two high? If not, you may be able to attack at 3 to 1. I suggest that you take the 6R armor and R cav as the 8 attack factors the Germans are allowed to take to supplement the Finns. A lone 4-6-6 at BB36 is very open to attack at 3 to one. You can also place say F6 and F7 inf at E33 and I30, thus holding Helsinki also. Even if an attack at 3 to one odds is not possible it is always profitable to attack units at I32 even at one to two odds since retreat is not possible for Russians there. The other danger confronting the Russian if he places too little strength in Finland is if you fortify Helsinki with the 6R armor even after he has eaten through the delaying Finns, he will be too weak to get the 3 to 1 surrounded which assures the capture of Helsinki. He will need at least 36 points--about 9 units.

3. In Poland, can you get large numbers of one to two's against the Nemunas River line? If he has neglected to hold U18, generally with a 2-3-6, the answer to this question is YES. In five attacks at one to two you have about two chances in three of getting a D back two, thus breaching the river line. In four attacks at those odds you have a 60% chance. This breach of the river line is very important early in the game since the Russian can not replace his 2-3-6's for four turns and must either sacrifice 4-6-4's or much territory. Once across the Nemunas head East down the Minsk, Smolensk historic invasion path. If it was good enough for Napoleon, it's good enough for you! Don't pass up a really good opportunity to cross the Divina and/or gobble up Leningrad, but delay works much better there in the restricted movement area west of the swamps and East of Riga. Not only that, you can coordinate much better with your southern attack to cross the Dnepr at some weak point you will be able to stretch in the Russian lines. Mass your armor here, especially when Minsk has fallen. If half of it is in the south and half of it is in this front--you will only be able to destroy it in two to one attacks.

4. Has he given you some way of getting a three to one--even if you have to soak off with twenty factors at one to six--which will leave one of your units with its zone of control on AA15 (Brest Litovsk) or BB15. If on the first turn you can capture this vital railroad or even deny him its use, you can stop him from reinforcing the area of your main attack. He will have to go through Kiev and around the Pripjat Marshes, which will take an extra turn. I can not stress the importance of this enough. Some "defenses" put stacks of units at CC14 in order to use the San River to double units at EE12. After

combat, when you have a unit or two on BB14 the Russians will have to counter-attack or else, especially if you have crossed the Nemunas River, withdraw units from the front lines in the south and have them end their turn hopelessly out of play, somewhere southeast of Minsk, in order to reinforce on the next turn.

5. If you are playing a Russian who holds EE12 with a 2-3-6 and then puts a unit at FF12 to delay for yet another turn, you can use the San River to allow you to move onto EE12. Attack at 3, 5 or perhaps 7 to one from DD12 and EE11 and (if necessary) retreat the 2-3-6 to GG11. Move onto the vacated square. The unit is now trapped even if you did not succeed in eliminating him, and unless the Russian is careful, you can use him to put GG12 under your zone of control. Attack the 2-3-6 and soak off against the units on GG12 from FF12 and FF13. When your turn is over, the Russian must counter-attack from GG12, or, more probably, retreat. If your opponent puts a 4-6-4 at EE12 this same plan can be pursued, but at more risk, and I do not recommend it wholeheartedly.

6. Often it is worthwhile to put some units at MM8 and MM9 in order to surround the units in the mountains at GG12 and II12 in conjunction with attacks from more normal approaches, on the second and third turns.

7. Do not dissipate your strength in the South by one to two attacks, unless you can get a one to two surrounded on say a 7-10-4 on NN14. This area should be held primarily as a threat to force the Russian to keep many units behind the river lines which would destroy you if you attempt to attack at less than three to one very often. The best strategy is to work southeast from Poland, killing the two units per turn the Russian must delay with once the Bug is pierced. The other Russian option is an immediate retreat to the Dnepr, which is poor strategy before the winter snows strike. Very little armor should be placed in the South initially. Fifty or so total attack factors, twelve to fifteen units of various strengths, is sufficient to maintain a respectable and respected threat. Some Roumanian infantry should be stationed here, not so much for historical accuracy as for holding the river-lines while the rest of your forces mass at one weak point to cross the next river if a good opportunity presents itself. Never more than one or two 1 to 2 battles should be fought in this area, at least until communications through Lwow have been opened up with the main body in Poland. Try to avoid being surrounded by Russian counter-attacks, and when this is unavoidable, have ample reserves to counter counter-attack.

To win the German must take risks at times, attack at two to one and worse odds, but do this only when defeat will not mean disaster, and victory will hurt the Russians considerably. Chances can be profitably taken to capture Minsk, Brest Litovsk, Kieve, Smolensk, Dnepro Petrovsk, Riga, and of course the three cities that will win the game for you: Moscow, Leningrad, and Stalingrad. I suggest that strategically your best bet is to drive on Moscow since, when you win, one of the two remaining cities will drop into your lap. You will have interior lines and can strike with the bull of your forces at either Leningrad or Stalingrad, while the capture of either of these two allow the Russian to regroup and form a line that protects both of the remaining cities. Either save your replacements for replacing your big armor units or else take 2-2-4's. You should use armor to mass for an attack and the 2-2-4's to hold the continuous line which is so necessary. From about May 1942 on, the average strength of your infantry units should be two to three. Incidentally this duplicates the actual result of the fighting, in which only some armor units could be brought back to strength, and the infantry just got weaker and weaker as the campaign progressed. Infantry for defense, armor for offense should be your plan. Comments to Richard A. Shagrin, R. 356 Naggett Hall, University of Washington, Seattle, Washington 98105.

Midway for the Cautious Jap

By Jack Donovan

Are you the vigorous, glory hunting, hell for leather type player? If you are don't read any further. On the other hand if you are a calm, plodding type player who can't stand to loose then read on.

The Jap is at a great disadvantage early in the game in that he does not have enough ships to protect his carriers from an American air strike. The solution to this problem is to stay far enough away from the American until you are strong enough to handle him.

With this in mind the Japs first 7 moves should be as follows: Start at A-5-A, 1st move to A-4-I, 2nd move to B-4-E, 3rd move to B-3-I, 4th move to B-3-C, 5th move to B-2-D, 6th move to A-1-H (add second group of ships to first group of ships here), 7th move to A-1-A. You will notice that at no time have you come within 7 zones of the American carriers, assuming they are coming directly across the board. Start

your search on the 3rd turn along the bottom of the searchboard and move up and across the board toward the A-1 area. On the June 4th, 1700 hour turn you should be on A-1-A and if the American wants to attack before night he must be in areas C-1, C-2 or C-3. If he is in any one of these areas send all of your attack planes and keep all of your fighters as C.A.P. You can abort the attack if the American has a strong C.A.P., if he has no C.A.P. he has lost 1 and most likely 2 of his carriers and the game.

After the battle, if any, stay in area A-1 for the 2 night turns and then add the 3rd group of ships to your fleet, which we will now call TF-1. Move TF-1 across the board along line A-1 thru G-1 turning at G-1 and moving to H-2 and then down toward Midway. Any time you can find the American within range launch a strike at him with all your planes, do not leave a C.A.P. because you do not need it. The American can not sink the Atago or either of the heavy carriers Akage or Kaga in one turn. If you can't find the American send up your attack planes anyway and keep all of your fighters as C.A.P. Following is a diagram of the Jap ship disposition.

CA 6-2				CA 6-2
		CA 6-3		
BB 10-5				CA 6-4
		Soryu		
Kaga				BB 10-5
CA 6-3		Atago		
BB 10-5				Akagi 5-3
		Hiryu		CA 6-2
CA 6-4				BB 10-5
		Zuiho		
CA 6-2				CA 6-2
		C1 3-1		

Your 4th group of ships, which we will call TF-2, are to enter the search board at A-7-A and move across the board on line 7 to G-7-A then to G-6-E on the June 5th, 1700 hour turn. At the same time TF-1 should also be 2 zones away from Midway. At this time launch a strike at Midway if you have not previously done so using all of your planes. You should be able to reduce Midway to zero on one strike. It should

be noted that anytime you are within seven zones of Midway and the American finds you and you can not find him launch a strike at Midway. Once Midway is reduced the American loses all the planes located there and he can not fly from the island.

On the June 5th, 1900 hour turn move onto Midway with TF-1 and TF-2. The American can not strike at night and he will only have 2 daylight turns in which to do so, so he should be able to launch an attack against you once. In order for the American to launch an attack against you he must come within range of your carriers and this gives you the opportunity to get the additional points necessary for victory providing you do not have them already.

I would appreciate any comments or criticisms on this plan. Jack Donovan, 15150 S. Diekman Court, Dolton, Ill.

Terror at Tilly

By Donald J. Greenwood

First of all let me state that I believe Bernard W. Bopp's Quandry at "Quatre" Bras was 1 of the best articles ever to appear in the General. However, his recent "Wizardry at Waterloo" is one of the worst.

Here then is my explanation for the disaster that would befall any Napoleon using Bopp's recent strategy. His analysis of the 6 main attack areas is basically correct however, he is too timid of the better defensive areas. He passes them up and allows the PAA troops to bottle up his main attacks elsewhere. The main areas should be IV, II, & VI in that order although this allows for the transfer of units to I, III, & V upon the movement of the PAA player.

If the armchair Napoleon sticks with Bopp's attack plan the following will occur giving PAA an easy victory.

1.) Avid use of delaying units will keep almost all French units from their objectives until 3 P.M. of June 16.

2.) Use of the excellent communications at QB allows for a strong counter-attack through QB which will wipe out French V Corps thus making opposition for III and IV Corps too strong, unless attack plan of III & IV Corps is postponed.

3.) I & II Corps don't reach Nivelles until 5 PM, June 16. Too much infantry and not enough cavalry are allotted to this sector.

4.) III & IV Corps flank unprotected due to loss of French V Corps. PAA counterattacks force shifting of troops from IV Corps thus easing pressure on Bors de Mez.

5.) Delaying units slipped through

woods in back of Tilly will hold up advance of Imperial Guard so that it doesn't reach Mont St. Jean 'til June 19 against heavy opposition if ever. This is more than a day behind the promises of the author.

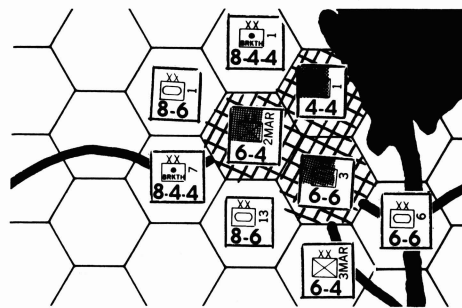
In many trial runs this resulted in the easy fall of Nivelles to French allowing I and II Corps to break loose while their counterparts at Bors de Mez and Tilly are being detained. Thus with no flank support the I and II Corps

were crushed from 3 sides at Mont St. Jean.

QB did not fall until June 18 and La Lasne River wasn't breached 'til late in June 18. Thus with the entry of the Prussian IV Corps the French were outnumbered and driven from the field. The issue was decided shortly after June 18.

Any comments should be addressed to Donald Greenwood, 128 Warren St., Sayre, Pennsylvania.

CONTEST NO. 11



It is a do or die situation for Great Blue in Blitzkrieg. Blue has Red holed up in the Red Capital. To win the game Blue must eliminate all three Red Units from the capital city.

The Operations Sheet lists the battles exactly as they are to be fought. All you have to do is to select the Stock that is to act as the die-roll for each of the three battles. You must select three different Stocks from among the group listed below.

The judges will consult the sales-in-hundreds column for the closing N.Y. Stock Exchange transactions of Monday, February 15, 1966 found in the Tuesday morning paper. The last digit of the sale-in-hundreds column will be matched up against the Blitzkrieg Basic Game Attrition Play-by-Mail Table for result of combat. Because Red Units have no retreat routes, retreats will be considered eliminations instead.

Submit Title for New Railroad Game

Avalon Hill is considering the release of another railroad game. They have not as yet thought up a title for it and are looking to you to supply this answer. The game is similar to "Dispatcher" but tailored to the actual operation of the Baltimore & Ohio Railroad. Your suggestion for a title to this game is required in order for your contest entry to be valid. However, winning entries will have no bearing on what title you suggest.

This contest is free to all subscribers. Simply fill in the Operations Sheet along with your suggestions for a title to the new railroad game and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Md. 21211. Entries must be postmarked no later than February 14, 1966. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a customer allowed.

Ten winners will be named. Winning entries will be those who have eliminated all Red Units, or come closest to doing so.

Select Stock from this Group

Ampex	Goodyear	Polaroid
Chrysler	I. B. M.	Goodrich
Food Fair	Korvette	White Motor
Ford	Motorola	Zenith
Gen. Elec.	Sears	

OPERATIONS SHEET

ATTACK UNITS	DEFENDING UNITS	ODDS	STOCK
1 Arty	1 Infantry	1 to 1	
1 Armor 7 Arty 13 Armor	2 Marines	2 to 1	
3 Marines 6 Armor	3 Armor	1 to 1	

Name _____

Address _____

City _____

State _____

Prize _____

Suggestion for Railroad Game Title _____

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill 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 can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.



The following items are out of stock and will no longer be available from Avalon Hill.

1. Gettysburg ('58 square grid): Troop Counters, Order of Appearance Cards...replaced by Gettysburg '64 version.
2. Gettysburg ('61 hex grid): Troop Counters.
3. Chancellorsville: Troop Counters, Time Record Card.
4. The General: Vol. 1, No's 1 & 4.

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

I, Donald Greenwood, hereby admit that I and other members of SPECTRE have been conducting a campaign of libel and character assassination against the MIT War Games Society. I hereby withdraw my claims of having beaten the MITWGS and extend to them my sincerest apologies for all the trouble I have caused them. Donald Greenwood, HQ, III Army of Penna., 128 Warren St., Sayre, Penna.

Appendix of Questions and Answers for Blitzkrieg

Here is a resume of questions and answers recapitulated from those most often asked in recent correspondence on Blitzkrieg. They are reprinted here in the exact form they will appear in the re-run of the Blitzkrieg Battle Manual, due around April or May of next year. One question that has been incorporated directly into the Tournament Rules is the specific statement allowing the breakdown of larger Units into Substitute Counters at anytime before and after combat. The following can be cut out and pasted directly on the back cover of your Blitzkrieg Manual.

Question: Can paratroops and other airborne troops leave from a two or three square city even if one of the city squares is an enemy zone of control?

Answer: Yes, this applies to units leaving 2 and 3 square ports also.

Question: Can Paratroops be split before flying and can a 1-4 paratrooper jump alone?

Answer: Yes.

Question: Can occupied cities be bombed to destroy supply capacity?

Answer: Yes, but the units in the city must be "soaked-off" against.

Question: Must an entire minor country be subdued in order to receive supplies for the conquered cities?

Answer: Yes.

Question: Can you attack enemy units At Sea?

Answer: No!

Question: May a Strategic attack be made on the same square as a nuclear attack in the same turn?

Answer: Yes, the attacker determines the order he wishes to roll the attacks.

Question: Can planes fly out of a city if they are being Strategically attacked?

Answer: Only FTRS may fly during the enemies turn.

Question: Can planes fly out of a city which is in an enemy zone of control?

Answer: Yes, but they may not land in a city in an enemy zone of control.

Question: Are defenders in cities or mountains doubled against strategic air attack?

Answer: Yes.

Question: Does a Nuclear attack destroy the supply capacity of a city?

Answer: Yes, just the same as if it was totally destroyed by a normal Strategic air attack.

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

Answer: Yes.

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

Answer: Only if the units are Ranger units.

Question: May a player land aircraft in a city that he has just captured and may units at sea land in a port that has just been captured?

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

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

Answer: Yes.

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

Answer: No.

Question: Suppose a friendly city contains 12 Ground Units and 12 Aircraft Units and the enemy "bombs" it thus reducing its supply capacity by, say 5 factors. What happens to the Units in the city?

Answer: The 12 Ground Units remain. But you must eliminate Aircraft Units equaling the number of supply factors reduced, 5 in this case.

Question: Can you place 12 Aircraft factors in a city that has had its supply capacity reduced?

Answer: No. Aircraft based in a city cannot exceed that city's current supply capacity.

Question: May Aircraft be used to achieve automatic victory?

Answer: Yes, however if during the battle portion of the turn enemy Fighters reduce the odds below automatic victory conditions, then all of the Units that moved adjacent to or over the intended AV victims are eliminated. This applies even if intended AV victims are subsequently eliminated.

Question: Can you invade on the very first turn?

Answer: No.

Question: What happens to Units that do not have a supply route as outlined in the Optional Rules?

Answer: Such Units have one turn to open up a supply route, or they become automatically eliminated.

Football Strategy to Get Facelifting

The strategy in professional football is an ever changing thing. To keep up with this changing tide we have updated the "Offense Plays from Scrimmage" chart accordingly.

These charts, which are printed directly on the playing board, are not yet available and will not appear in Football

Strategy Games for several months. However, for subscribers of this magazine we are reproducing the entire chart so that you may be able to incorporate the changes immediately.

The only rule change concerns the use of Pass plays 12, 13, 14 and 15 which may not be used between opponent's 0 to 10 yard lines inclusive.

OFFENSE PLAYS FROM SCRIMMAGE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	BUCKLE UP & GO ANY WAY
A	-2	0	0	-4	-2	+1	-3	A	COMPLETE +3	COMPLETE +14 0/8	COMPLETE +9	COMPLETE +18	COMPLETE +19	COMPLETE +16	LONG GAIN	COMPLETE +50	COMPLETE +45 0/8	COMPLETE +35 0/8	COMPLETE +35	PUNT 40 RUMBLE
B	-1	-1	+2	-1	+1 0/8	+2	-2	B	COMPLETE +6	INCOMPLETE	INCOMPLETE	COMPLETE +15	COMPLETE +16	COMPLETE +13	LONG GAIN	COMPLETE +45 0/8	COMPLETE +35 0/8	COMPLETE +30	COMPLETE	PUNT 70 RUMBLE
C	+10	+15	-3	FUMBLE	-4	-2	+9	C	INCOMPLETE	INCOMPLETE	INCOMPLETE	COMPLETE +9	COMPLETE +11	COMPLETE +8	-15	COMPLETE +45	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 60 RUMBLE
D	+1	+2	+3	PEINITY +15	FUMBLE	+2	+4	D	COMPLETE +5 0/8	COMPLETE +7 0/8	COMPLETE +6	COMPLETE +6	COMPLETE +8	INCOMPLETE	COMPLETE +25	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 50 RUMBLE
E	+1	+5	+2	-3	+7	+10	+2	E	COMPLETE +1	COMPLETE +5 0/8	COMPLETE +6	COMPLETE +6	COMPLETE +8	INCOMPLETE	COMPLETE +25	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 40 RUMBLE
F	+2	+7	+2	+2	+10	-2 OR PENALTY -5	0	F	COMPLETE +1	COMPLETE +4 0/8	COMPLETE +11	COMPLETE +10	COMPLETE +4	COMPLETE +16	COMPLETE +20	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 30 RUMBLE
G	+3	+9	+2	+6	+13 0/8	+5	+15	G	COMPLETE +1	COMPLETE +3 0/8	COMPLETE +11	COMPLETE +12	COMPLETE +4	COMPLETE +7	COMPLETE +20	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 20 RUMBLE
H	+7	-1	+13	+2	-6	-3	+15	H	COMPLETE +2	COMPLETE +3 0/8	COMPLETE +6	COMPLETE +12	COMPLETE +7	COMPLETE +7	COMPLETE +20	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 10 RUMBLE
I	+9	+11	+5	+21 0/8	+20 0/8	+12	+9	I	COMPLETE +4	COMPLETE +6	COMPLETE +4	COMPLETE +4	COMPLETE +7	COMPLETE +7	COMPLETE +20	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 0 RUMBLE
J	+10	+14	+5	+25 0 8	LONG GAIN	+22	+11	J	COMPLETE +13	COMPLETE +13	COMPLETE +4	COMPLETE +4	COMPLETE +7	COMPLETE +7	COMPLETE +20	COMPLETE +25	COMPLETE +35 0/8	INCOMPLETE	COMPLETE	PUNT 50 RUMBLE

Contest #9 Winners Get Belated Congrats

The following are those whose names did not appear in the November '65 "General." They did a splendid job of conducted battle in the Bulge attack:

1. James G. Smith, 3219 Chadwick Drive, Los Angeles, Calif.
2. Gardner Shattuck, Jr., 12 Wildwood Circle, Wellesley, Mass.
3. R. E. Utz, 208-1 NW Rockledge Place, Huntsville, Alabama.
4. Fred J. Dickey, 3420 Granville Road, Westerville, Ohio.
5. George Leef, 710 Meadow Lane, Elm Grove, Wisconsin.
6. 1st Lt. MacMurdy, Jr., 7250 Fordson Road, #1, Alexandria, Va.
7. Jay Rockstroh, 2915 Pennsylvania Avenue, Baltimore, Md.
8. Norman McLead, 3846 Maccomb St., NW, Washington, D.C.
9. Roger Santagato, 2525 Edwards, Granite City, Illinois.
10. Pete Rose, R.R. 2, Box 222, Barrington, Illinois.

Contest #10 Winners

Not one contest entrant knew everything about Avalon Hill games, as indicated by the fact that no one was able to submit a perfect paper. The items that stumped most contestants were the facts that "101st Airborne" are included in Blitzkrieg and that "7-4" appears in Football Strategy as a Defense alignment. Nevertheless, those who came closest were:

1. Thomas W. Gaddis, 3033 Lawnview, Corpus Christi, Texas.
2. Tom Becker, 539 - 32nd St. N. W., Canton, Ohio.
3. Tom McDowell, 2370 Dumbarton, East Palto Alto, Calif.
4. Fred Webster, 844 Ashcomb Dr., Valinda, California.
5. Curtis Sporbett, 102 - 5th Street, Garden City, N. Y.
6. Donald L. Adams, 330 Clinton St., Brooklyn, N. Y.
7. Bruce T. Klem, 2463 So. 80th St., West Allis, Wisconsin.
8. Dr. Paul Bushman, 3014 Westfield Ave., Baltimore, Md.
9. George Betros, 2429 Powderly Ave., Birmingham, Ala.
10. Murray R. Summers, 3855 So. Cove Drive, Birmingham, Ala.

Many thanks to all of you other contestants who submitted entries that included dealers' names. These have been re-printed elsewhere in this issue and we certainly urge that you frequent those closest to you when next considering the purchase of Avalon Hill products.

Bismarck Search Patterns

By Jared Johnson

Enclosed is a short article which I was prompted to write after reading "Operation Churchill" by Richard L. Dalton in the July, 1965 issue of the General. If the editorial staff had checked his plan more closely, they would have discovered that he moved two ships four squares on the first turn, which is illegal. Besides, his entire plan leaves much to be desired.

First British Move

Norfolk	A-5, d
Suffolk	B-5, b
Manchester	A-6, d
Birmingham	A-7, c
Arethusa	B-7, c
Hood	B-6, c
Pr. of Wales	C-5, c
Aurora	C-7, c
Galatea	C-6, c
Kenya	C-8, c
Hermione	D-8, a
Victorious	D-7, a
Repulse	D-6, c
King George V	D-6, c
Rodney	D-5, c
Dorsetshire	E-5, c
Ramilles	G-3, d
Edinburgh	G-5, a
Force H	H-5, d

Unsearched Areas:
A-8, B-8, E-6, 8

If the Bismarck is not found:

Second British Move

Norfolk	B-5, d
Suffolk	C-5, a
Manchester	A-7, c
Birmingham	A-8, c
Arethusa	B-8, c
Hood	C-7, c
Pr. of Wales	D-5, a
Aurora	C-8, c
Galatea	B-7, c
Kenya	D-8, a
Hermione	E-8, b
Victorious	D-7, a
Repulse	D-6, a
King George V	E-6, c
Rodney	E-5, a
Dorsetshire	F-5, c
Ramilles	G-4, a
Edinburgh	F-6, c
Force H	H-5, d

Unsearched Area:
F-7, c

If not found, the Bismarck is in F-7, c

Strategic Withdrawal

By Barry Jackson

Are you continually losing those

games which find your outnumbered troops facing an aggressive enemy who is calling all the punches? To try to alleviate your problems, I suggest applying the principles of strategic withdrawal, the art of placing your units in such positions that your enemy's offense is fatally slowed.

Remembering that in most games no recommendations are perfect for all instances, here are some pointers which are helpful in such games as Bulge, Waterloo, and D-Day:

1) Try to give up as little ground as possible with each retreat. If you give up huge expanses of land each time, you will find yourself too close to the mapboard's edge too soon in the game. Therefore, it is very advisable to keep good positions just behind you, as well as under you.

2) Form your lines so as to take full advantage of cities, rough terrain, rivers, forts, etc. Place units with smaller factors so as to multiply their strength and stronger stacks in the open if necessary. When forming screens, terrain becomes even more important.

3) Avoid contorsionistic salients - they have a knack of becoming surrounded and when you're on the defensive you can't afford such losses. Salients are especially common and dangerous at Quatre Bras, Clervaux, and Spa.

4) Except in D-Day, try to keep some means of rapid troop movement just behind your lines - and use them to shift your strength before it's too late. Try not to let your adversary have the use of their services. When there is a sparsity of your units, mobility is essential to your cause.

5) Know where your weaknesses are and try to strengthen these points (remember that a line with approximately the same number of factors at all points is, in effect, weakest in front of your enemy's strength). Rivers will very often cause weak points (especially in D-Day) because they favor movement parallel to their course at the expense of movement along a front which crosses them. Forts cause soft spots at their flanks because they lack real estate control.

6) Don't forget air power. In D-Day you must learn to plan around any possible Allied air strike. Your Bulge air strikes can be extremely important if they're judiciously used (I try to use small, but effective, bursts so as to spread the privilege of being struck amongst more German units.)

7) In D-Day and Waterloo, don't hesitate to use fast units of small factors as delay units. For instance, I initially use a Prussian headquarters screen to delay the French and to give me extra time in which to maneuver

units into positions in front of the main French force.

8) After you have a strong primary line, try to formulate a secondary line a square or two behind the front. It doesn't have to be a solid line as long as it protects the rear of your front and it can be brought up to full strength during retreat from the primary line.

9) Don't hesitate to make limited offensives when enemy strength won't threaten such operations against units who are momentarily outnumbered. As your opponent's superiority is finally vanishing - and it will as he smashes himself against your increasingly solid lines - it is advisable to step up your offensives, eventually taking the initiative completely.

To wind up, let me inject my opinions into a few arguments. Besides what has been previously stated concerning Waterloo, I initially place the Prussian cavalry and a mediocre secondary line behind Tilly, the rest of the Prussians are left to defend Quatre Bras and to act as a small reserve. As the French approach Tilly, I try to keep my cavalry intact - I sacrifice them later in numerous delaying screens. In D-Day I set up an adverse-odds coastal defense through the Le Havre area and place an anti-paratroop screen of fast-moving strength a few squares inland. The main portions of the German strength is located between Paris and St. Lo. Across the neck of Brittany and the narrows in South France, I place headquarter screens. The best chance the Germans have in Bulge is to come roaring down the road to Houffalize; therefore, once I see what the Germans are planning, I vary my basic hold-Houffalize strategy accordingly. I try not to forget the south and I disperse the Elsenborn Ridge concentration southward.

If you have comments, please send them to the CinC of the ROGUES at 1706 Old Forge Road, Charlottesville, Va.

Stalingrad Over Simplified

by Terence Zuber

Stalingrad has the potential to be the most challenging of all the Avalon Hill games. However in its present form it seems to be completely over-simplified. In the pursuit of this simplicity A.H. has made a great many historical and operational errors. If and when A.H. comes out with a "tournament Stalingrad", I believe they ought to place these changes in the rules.

Presently the Russians can use eight river squares within GERMAN territory

to double their defense factors. By A.H.'s new grid system these are: S35; T35; BB38; JJ39-LL39 and NN40-NN41. This enhances the Soviet powers of defense greatly to say the least, and in a manner not possible to the real Red Army. The Germans were on the Eastern side of these rivers before June 22, and therefore the Reds gained no advantage from them. To rectify this, let the Germans place units on the border squares. Since there was no fighting before June 22 anyway, there wouldn't be any "combat".

Avalon Hill has also lost a great deal of realism by not incorporating the new Battle Results table into S-grad. The games now degenerate into square-to-square slugging matches, the Soviets often using the cheap 2-3-6's to slow the entire German advance. The great encirclement battles are virtually impossible. The new table should be incorporated if nothing else.

A.H. has also given the Soviets the short end of the stick in replacements. I speak here not of opinion but fact. The Soviet reserves were appearing as early as the middle of July, they appeared on the Moscow and Kiev fronts. Timoshenko alone used twenty reserve divisions at Smolensk. At the beginning of the war the Soviets had 34 Armies. They lost some 22 of these in the encirclement battles up to the middle of October, not counting what they lost to frontal combat and other causes (two divisions shot their commissars and deserted outright), but the West Point Atlas gives them credit for still having 20 Armies at the end of this time. A.H. gives them credit for only 4 Armies maximum replacement. Obviously this leaves 4 Armies still unaccounted for, and these were most probably replacements for the middle of July and August. Therefore A.H. should have a small replacement rate in July and a larger one in August.

However, the Soviets are far easier to defeat than A.H. believes, if the German acts quickly. 40% of all Soviet industry lies in the Doenets basin. Its capture before the Soviets could move it off (they completed the job by the end of '41), might have crippled their war capacity.

It must also be noted that the conditions of victory in any such tournament game should be changed. The capture of Archangel, Murmask, Astrakhan or the Caucasus would have great effects on the Soviets, even if the three cities were not captured. It would by no means bring them down, but a loss of these would seriously hurt the Russian replacement capacity, and a combination of two cities and three of the others might destroy the Russian will to win.

The present use of the Soviet rail-

Question Box

BULGE:

Q: If German Units are immobilized by a strategic air attack and are then forced to retreat in a land attack are they eliminated instead?

A: Yes.

AFRIKA KORPS

Q: If the Rommel Unit is isolated by Allied Units for two Turns is it eliminated?

A: No - the Rommel Unit stays on board at all times throughout the game.

Q: How come the German Recce Units can go 14 squares, using the Rommel Bonus, when Rommel, himself, can only go a maximum of 12 spaces?

A: Rommel does not travel the entire turn with the Recce Units. He travels with them for only 2 squares. The thinking behind this bonus feature is the fact that these Units will "hustle" in the presence of their boss.

Between Covers

Blay, John S.

THE CIVIL WAR; A PICTORIAL PROFILE.

New York, Thomas Y. Crowell Co., 1958.

A handsome volume containing 365 pictures covering the battles, army life, portraits of the politicians and generals. The narrative is chronological and geographical.

Hoehling, Adolf A.

LAST TRAIN FROM ATLANTA.

New York, T. Yoseloff, 1958.

The epic true story of the only American city ever to taste the hell of total war.

Harwell, Richard Barksdale

THE UNION READER.

New York, Longmans, Green, 1958.

The Civil War as seen and reported by the soldiers and civilians of the North. A living record in the form of selections from battle orders, prison narratives, songs, addresses and numerous sketches. Mr. Harwell's anthology makes a handsome complement to his The Confederate Reader. Together, the two volumes comprise an honest, engrossing and revealing picture of the Civil War.

Where Avalon Hill Games Are Available

The following is a partial list of where Avalon Hill games can be purchased currently. Obviously, many

more dealers other than those listed here carry them...but these are the dealer names that were furnished on the entry blanks of last month's contest:

- | | | | | |
|---|---|---|--|--|
| 37-02 Main Street
Flushing, New York 11354 | rook's noopy store
314 - 5th Avenue
Long Island City, N. Y. | 5585 Stearns Street
Long Beach, California 90815 | New York, New York | Fitta Photo Shops
22 Union Avenue
Framingham, Mass. |
| The Toy House
168 Greenleaf Avenue
Whittier, California 90606 | Howard Griffin Land O' Toys
East Gate Shopping Center
Monroe, Louisiana | Hampton Hobby House, Inc.
1125 N. King Street
Hampton, Virginia | Roger's Toy Store
Sultor Shopping Center
Cincinnati 37, Ohio | Helen's Toy Shop
44917 N. 10th Street, We
Lancaster, California |
| Stan Sisson
1727 West Cumberland
Knoxville, Tennessee | J. J. Newberry
Northshore Shopping Center
Peabody, Massachusetts | Valley Sports Center
Macallen, Texas | Toytown, Inc.
1176 Edgewood Avenue
Jacksonville, Florida | Shenkitttle
313 Market Street
Harrisburg, Pennsylvania |
| Sears and Roebuck of E Rico
106 Coll and Taste H.R.
Hato Rey, Puerto Rico | Marshall Field & Company
111 N. State
Chicago, Illinois | Caldor
Dixwell Avenue
Hamden, Conn. | Joseph Horne Company
Pittsburgh, Pennsylvania | Hobby Hub
526 Frander
Lansing, Michigan |
| A. E. Cramer Toy Box
6 Town and Country Village
Palo Alto, California 94301 | Kidstown
Wall Street
Norwalk, Connecticut | Leavitt & Pierce, Inc.
1916 Mass Avenue
Cambridge, Massachusetts | Hobby Fair
1605 Blum/Hill Avenue
Boston, Massachusetts | Deemer & Company
224 W. Broad Street
Hazleton, Pennsylvania |
| All Year Toy Town
3227 Middlefield Road
Menlo Park, California | Joe's Sporting Goods
Lockhart Street
Sayre, Pennsylvania | L. H. Martin
Grand Avenue
Baldwin, New York | Fisher's Cycle & Hobby Shop
3896 Hancock Street
Quincy, Massachusetts | The Arrowsmiths
Standish Street
South Duxbury, Massachusetts |
| Talbot's Toyland
445 South B
San Mateo, California | C. Bere & Son
302 E. Silver Spring
Whitefish Bay, Wisconsin 53211 | Sage's Markets
Base Line & E Street
San Bernardino, California | Johnson's Pharmacy
Grandview, Washington | Children's Supermarts
2277 University Boulevard
Adephi, Maryland |
| Stanton's Toys
15 E. 4th Avenue
San Mateo, California | Pomock & Sons
1012-14 Chestnut Street
Philadelphia, Pennsylvania | Lenox Toy & Hobby Shop
3393 Peachtree Street
Lenox Square
Atlanta, Georgia | Payton's Toy Store
2310 W. Michigan
Midland, Texas | Mall Hobby & Toy Shop
421 Olive Way
Seattle, Washington |
| Maximart Department Store
3200 Park Boulevard
Palo Alto, California 94306 | Larry Lynn Toy Shop
Maffair Shopping Center
Milwaukee, Wisconsin | Shoppers Fair
217 Ridge Road
Rochester, New York | Balleys Toys
108 S. 4th
Pasco, Washington | The Fun House
5614 Sacor Road
Toledo, Ohio |
| Olken's
15 Central Street
Wellesley, Massachusetts | Larry Lynn
2500 N. 108
Milwaukee, Wisconsin | Ed Guth's
Syracuse, New York | R. H. Macy & Company
Roosevelt Field Shopping Ctr.
Garden City, New York | The Hobby Center
Maple Street (Benson)
Omaha 4, Nebraska |
| Menlo Toy and Party Shop
825 Santa Cruz Avenue
Menlo Park, California | Winship's Hobby Shop
79 Shipping Place
Baltimore, Maryland 21222 | Walrod's
1616 Jenny Lind
Fort Smith, Arkansas | Korvette's
Brooklyn, New York | Town & Country Distributors,
East Park Center
Harrisburg, Pennsylvania |
| Norney's
80 Stanford Shopping Center
Palo Alto, California 94304 | Hochschild Kohn & Company
Howard & Lexington Streets
Baltimore, Maryland | Fun Shop, Inc.
Great Lakes Mall
Mentor, Ohio | Schwartz Toys
Coolter & St. Georges Road
Ardmore, Pennsylvania | Hobby Models
601 Davis
Evanston, Illinois 60201 |
| Toy World
526 Waverly Street
Palo Alto, California 94301 | Hutzlers
212 N. Howard Street
Baltimore, Maryland | Beecher Kymmer, Inc.
133 S. Rose
Kalamazoo, Michigan | Skaggs Drug Store
3141 E. Indian School Road
Phoenix, Arizona | R & R Family Gift Shop
15158 Wealthy S. E.
Grand Rapids 5, Michigan |
| Cheyenne Hobby & Novelty Co.
100 E. 7th Avenue
Cheyenne, Wyoming | Stewart's & Company
Howard & Lexington Streets
Baltimore, Maryland | Woody's Toytown
Oxford Plaza
Tucson, Arizona | Topps
Next to Eastgate Shopping Ctr.
Cleveland, Ohio | Gorman & Raab Toys
38 Creswood Plaza
St. Louis, Missouri |
| Suburban Discount
Glengate Shopping Center
Klenridge & Green Road
South Euclid, Ohio | Bishop's Holiday House
Eastpoint Shopping Center
Baltimore, Maryland | Caldor, Inc.
Norwalk, Connecticut | Uncle Bill's
Golden Gate Shopping Center
Cleveland, Ohio | Toy World Preston, Inc.
6821 Preston Road
Dallas, Texas |
| Toy Castle
734 Waukegan
Deerfield, Illinois 60015 | Hecht Company
Howard & Lexington Streets
Baltimore, Maryland | The Hobby Center
536 Congress Street
Portland, Maine | Dinmore Book Store
1639 Arden Way
Sacramento, California | Carter & Gilles Toyland
Mason City, Iowa |
| World Toy & Gift Company
2404 University Boulevard
Houston, Texas | Children's Discount Supermarts
Bailey's Cross Roads
Leesburg Pike, Virginia | Pomeroy's Inc. Dept. Store
4th & Market Streets
Harrisburg, Pennsylvania | The Toy Shop
1023 - 12th Street
Sacramento, California | Booth's Toys
311 Park Forest Shopping Center
Dallas, Texas |
| Humpy-Dumpy
Darien Shopping Center
Darien, Connecticut | Sel-Rite
Rt. 4 & Rt. 17
Paramus, New Jersey | Bolen's Toy Palace
14 Westcliff Center Drive
Fort Worth, Texas | Martin Hobby Shop
4127 Gage Center Drive
Topeka, Kansas | Carl's Auto
170 Court Street
Watertown, New York |
| Stoler's
Noroton Shopping Center
Noroton Heights, Connecticut | Polks
5th Avenue
New York City, New York | Ed Guth's Hobbies
323 South Salina Street
Syracuse, New York | Joy Shop
503 Washburn
Kansas, Kansas | Winky Toy Fair
Lancaster Shopping Center
Lancaster, Pennsylvania |
| Creative Playtime
26 LaSalle Road
West Hartford, Connecticut | Pop's Discount
Rolling Road & US 40
Baltimore, Maryland | Cherry Hill Hobby Shop
Cherry Hill Mall
Cherry Hill, New Jersey | Toy-Co Toy Store
901 - 12th
San Diego, California | Zissel's Department Store
327 South Main Street
Elkhart, Indiana 46515 |
| Big Top
3020 W. Jewell Avenue
Denver, Colorado | Toy Korner
30th St. Plaza
Canton, Ohio 44709 | Vandever's Hobby Center
919 Orange Street
Wilmington, Delaware | Shopper's World
3690 El Camino REAL
San Mateo, California | Deemer's
224 West Broad Street
Hazleton, Pennsylvania |
| Belmont Music Store
64 Leonard Street
Belmont, Massachusetts 02178 | Hobby Sport Shop, Inc.
842 - 4th Avenue
Huntington, West Virginia 25701 | Clark's Discount Dept. Store
6387 Camp Bowie Boulevard
Fort Worth, Texas | George's Bicycle and Toy Mart
271 Nassau Boulevard
Garden City South, New York | Susan's Toy & Hobby Center
7836-7838 Herschel Avenue
LaJolla, California |
| Lazarus Company
High Street
Columbus, Ohio | House of Wheels and Toys
Hatfields
St. Joseph, Missouri | Yucca News Stand
New York Avenue
Alamogordo, New Mexico | Xenia Office Supply
61 Green Street
Xenia, Ohio | Carosel Toys
1726 E. Colorado
Pasadena, California |
| Marshall Field & Company
Oakbrook Shopping Center
Oakbrook, Illinois | Playfair
112 Elm Street
Westfield, New Jersey | Folk's Hobbies
314 Fifth Avenue
New York, New York | Rike's
Second and Main
Dayton, Ohio | Toy World
1140 W. Garvey Boulevard
Covina, California |
| Saltmarsh's
Purchase Street
New Bedford, Mass. 02740 | Auction Outlet
34 East Central Avenue
Pearl River, New York | Sandy's Inc.
516 Wisconsin Avenue
Racine, Wisconsin | Terra Linda Variety
531 Val Grande Road
San Rafael, California | Toytown
8918 Valley
Rosemead, California |

