



Full - Year  
SUBSCRIPTION  
\$4.98

Published First Day Of Every Other Month

VOLUME 1, NO. 6

Publication Office: 210 West 28th Street, Baltimore, Maryland 21211

MARCH 1965

# THE "BULGE" — UNVEILED AT TOY FAIR

*New Battle Game Being Featured at New York Toy Show, March 8-13*

The week of March 8 - 13 is a big one for the toy and game people. It is the week during which everyone that is anyone in the toy business congregates in New York to see what's new for 1965. Probably 1/4th of the year's toy buying will be done during this week-long Fair. The Fair is not open to the general public, however, as it is set up to be a showcase for manufacturers and publishers exhibiting their new wares to wholesale and retail buyers.

Thus, the Toy Fair becomes the show case for Avalon Hill's latest battle game, "Battle of the Bulge." Its introduction marks the completion of another cycle in the wild world of game designing. It is now on display in room #455 of the 200 Fifth Avenue Building.

### Game Designing is a 5-Step Cycle

There are five major steps along the design path from idea stage to finished product.

First, the subject on which to base the new game must be chosen. Secondly, the background and historical data for the chosen subject is researched. Thirdly, a roughed out prototype is play-tested in the office by the design staff. Fourthly, mock-ups are printed and office tested by members of the consumer test panel. And fifthly, final art work on all parts is prepared from which a first run of finished games is printed, ready for distribution to the wholesalers and retailers.

### Why "Battle of the Bulge"?

Well, game fans ... you selected this subject; by your survey replies; by your registration card suggestions; and through reams of suggestions via regular, unsolicited correspondence. So, we listened. Our Research and Design staff then sat down and had a hexagonal table discussion. Since the "Bulge" had been among the most requested titles, being so timely a subject (20th anniversary), it became a natural choice as the next battle game for Avalon Hill.



Official U.S. Army Photo

GENERAL ANTHONY C. McAULIFFE - In December 1944, then Brig. General, he parachuted into France with his 101st Airborne Division. His defiant reply of "nuts" to the German surrender demand was the still-remembered inspiration to his encircled forces at Bastogne who held out against overwhelming odds.

### Needed . . . a Concept Change

Normally, the next step would be to put a junior member of our research staff on a bus and pack him off to the Library of Congress for a few days. But in the case of the "Bulge" we felt that a little research and design change was needed, if only to keep from becoming stereotyped. Thus, we called upon some additional design help to inject some fresh, exciting approaches to the basic Avalon Hill play concept.

(Continued on Page 12)

## "Bulge" Available April 1

Battle of the Bulge will not be released to the public until April 1st. At that time, this game will be found at most of your local outlets or directly from Avalon Hill. Mail orders received prior to this date cannot be processed until this time.

## General McAuliffe Added to Advisory Staff

When one enters the Army-Navy Club in Washington, D.C., one is immediately impressed with the quiet majesty of the place. Browsing around a bit one sees military pictures, paintings and documents on walls, encased in glass and bound in albums just about everywhere for the casual eye to observe. There is a momentary excitement as one becomes suddenly aware of the military greatness that is our national heritage... a greatness that is all too often forgotten by the average American.

Our first meeting with one of these greats was somewhat paradoxical. We met General Anthony C. McAuliffe in a little, non-descript wing of the Club. The General, a solidly built man even twenty years after the event, still reflected his military bearing as he looked us straight in the eye. We felt a subconscious compulsion to salute.

Instead, we introduced him to D-Day. We showed him the mapboard and troop counters and went about "teaching" him all about the game that re-captured this great invasion of which his 101st Airborne Division had taken so monumental a part.

### Commercialism Not Our Intent

At this point the General waxed somewhat nostalgic as it became clear to him that Avalon Hill was more than just a commercial venture. His initial reservations about us ("I, General McAuliffe, think Avalon Hill tastes good because...") disappeared and he became imbued with the idea that here was a dandy way to re-educate the public on the historical import of the actual Battle of the Bulge.

The General made it quite clear that Avalon Hill was not to make him out a hero figure. After all, the Bastogne incident was just one segment of the entire Ardennes campaign and, too, there was a long list of unsung hero types in his command that will never

(Continued on Page 2)

★ ★ ★ ★ ★  
The AVALON HILL **GENERAL**

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

The Avalon Hill General is edited and published by the Avalon Hill Company, Baltimore, Maryland.

Copyright 1964 T. A. H. C.  
Baltimore, Maryland.  
Printed in U. S. A.

## McAuliffe Added to Staff

be accorded the plaudits they so richly deserved.

But to check over the game for historical accuracy - yes - he would be most happy to do this.

### Test-Game Not 100% Accurate

On succeeding visits, General McAuliffe checked over all the game parts. To our embarrassment he found an error in the listing of division in his own command. He also gave us a little-known insight into the true German attack timetable. This necessitated a sweeping change to the Time Record Card and a change in the conditions of victory already set forth in the prototypes being tested at that time. He was also quick to point out some excellent source material for troop dispositions that he, himself, was not aware of at the time.

There is a good deal of outstanding sources available at public libraries on the Battle of the Bulge. After consulting much of it and tying the conflicting ends together with General McAuliffe's aid we are as confident of this game's accuracy as we were with Midway under the guidance of Rear Admiral C. Wade McClusky... who now is joined by General McAuliffe on Avalon Hill's Technical Advisory Staff.

## A Critique - "Afrika Korps Re-Played"

In the November issue we began a new feature that recapped a series of moves for Afrika Korps culminating with a major decision required on the part of the German player. We asked for your decision - and, man, we got 'em.

### Germans Must Attack Tobruk

The consensus of opinion was 62% in favor of attacking Tobruk immediately. Several sent in excellent attack plans, while quite a few came up with some

outstanding counter-offensives for the British. But of all the many, many letters received, no two people had identical plans. Several of the more "stirring" letters are re-printed elsewhere in this issue. Also, elsewhere is our second feature entitled "Stalingrad Re-played."

## Stalingrad Re-Played

Stalingrad, introduced in 1963, has proven quite popular as a game of grand strategy. However, once players become familiar with it, the Russian player usually has the best of it. The German player must either catch his opponent napping or tear into the Russians with reckless abandon right from the start. The former possibility is unlikely between top-flight players. But the latter, shown in a series of recapped moves below, produced a fairly easy German victory in one of the most startling games ever witnessed down in our testing catacombs.

### Attack at 1-2

In most games the German player plods along turn after turn, attacking at 3-1 or better. Play becomes stereotyped as Stalingrad and Moscow fall with time running out before Leningrad can be taken for a German victory. How, then, can the German player win? One solution is in the unusual approach shown below. The German player attacks viciously - at 1-2 odds most of the time. Surprised? So was the Russian player as he saw his defensive line forced back in many places time after time.

Here are the first 3 turns of one of the most unorthodox schemes ever seen on the Stalingrad gameboard:

### Official Grid System

Since current Stalingrad Mapboards do no contain any grid numbers, we must acquaint you right off with our new system. (Letters A through WW run along the east and west edges; numbers 1 through 57 run along the north and south edges. The letters represent the rows of squares that run directly east and west starting in the northeast corner while the numbered squares are angled southwesterly; lowest numbers beginning at the southwest corner of the board. Examples; Sofia is TT-3, Warsaw is Z-13, Helsinki is J-26, Leningrad is K-31, Moscow is S-34 and Stalingrad is HH-36.) Now, on with the game.

### At the Start

Forget about Finland. The defensive setup for the Russian player at the

start allows for a strong force in Finland that will eliminate the maximum number of German Units allowed in Finland within 4 turns. Units not shown below will be assumed to be in Finland. Note that most of the faster moving Russian Units are placed in Finland at the start.

### RUSSIAN ORDER OF BATTLE

2 4-6-4 HH15	3 7-10-4 AA15	8 5-7-4 Z16	9 5-7-4 LL15	10 5-7-4 Y16	11 4-6-4 Z16	12 5-7-4 S19	
13 5-7-4 V19	14 5-7-4 LL15	16 4-6-4 HH15	17 4-6-4 GG12	22 4-6-4 HH14	24 4-6-4 R18	27 4-6-4 DD15	
28 7-10-4 S18	29 5-7-4 BB15	35 5-7-4 JJ15	37 5-7-4 JJ15	42 4-6-4 CC15	64 5-7-4 S20	65 4-6-4 U20	
4 6-9-6 JJ12	2 2-3-6 EE12	7 2-3-6 X16	15 2-3-6 QQ13				

### June 1941 - German Turn

All Finns and 8 Attack Factors of German Units are placed in Finland to start. These Units will not be listed below.

### GERMAN ORDER OF BATTLE

2 5-5-4 KK14	4 4-4-4 MM14	6 4-4-4 CC14	7 4-4-4 LL13	8 4-4-4 BB14	9 4-4-4 Z15	11 3-3-4 BB14	
12 4-4-4 LL13	13 4-4-4 AA14	17 4-4-4 MM13	20 4-4-4 S17	23 4-4-4 LL13	26 5-5-4 T18	28 5-5-4 KK13	
29 4-4-4 MM14	30 3-3-4 Z15	34 4-4-4 NN13	35 4-4-4 MM13	38 4-4-4 MM13	43 4-4-4 LL14	48 4-4-4 LL14	
49 4-4-4 Y15	52 4-4-4 NN13	54 4-4-4 PP13	1R 5-5-4 JJ14	2R 5-5-4 KK13	3R 5-5-4 T19	4R 5-5-4 KK13	
5R 5-5-4 V18	25 2-2-4 T19	1 2-2-4 Z15	2 2-2-4 CC14	3 2-2-4 KK14	4 2-2-4 T18	5 2-2-4 V18	
11 2-2-4 JJ14	14 8-8-6 W16	24 6-6-6 DD12	39 7-7-6 EE11	41 8-8-6 U19	44 6-6-6 Z13	46 6-6-6 DD12	
47 8-8-6 W16	56 7-7-6 EE11	57 8-8-6 W16	6R 6-6-6 DD12	3 4-4-6 S17	5 4-4-6 U19	10 3-3-6 Y15	
43 4-4-6 T17	53 4-4-6 U19						

The German player fights along every front. He gets three automatics against the 2-3-6's; fights 12, 1-2 battles plus one, 1-1 battle. According to the law of averages the German player should lose half of all Units in combat at 1-2 while eliminating 1/6th

of the enemy and pushing back another 1/6th. The German player elected not to attack at 1-1 for several reasons; he could only fight half as many battles and his own elimination probability would still be the same as at 1-2.

While the German player engaged the Russians all along the front, he did not commit too many Units in the South. Units can really be tied up in this area and adverse battle results can hamstring maneuverability here. The North-central area is more difficult to defend for the Russians thus a greater concentration of German effort is directed here. In fact, the only 1-1 battle being fought is against Square U-20. And you will notice the clever tactic of including 4 Attack Factors extra (5th Corps) than is necessary. In the event an exchange occurs the 5th Corps can cross the river onto U-20.

Battle Results, starting with the attack against R-18, are: (die rolls in parenthesis)

1. (1) Russian 24th retreated to P-20; German 3rd crosses to R-18.
2. (4) German 43rd, soaking off against Russian 28th, retreated to T-16.
3. (4) German R-4 and 26th retreated to U-16. Too bad because a victory here (die roll of 1) would have enabled Germans to surround the Russian 28th at S-18. Attack #4 gives Germans another shot at it.
4. (5) German R-Cav and 3R eliminated. Again, too bad - 2 chances to surround the 28th "shot."
5. (1) Russian 65th retreated to S-21; German 53rd moved across to U-20. (Movement of all 3 German Units would have left them open to becoming surrounded in the event of a Russian counter-attack.)
6. (6) German R-5 and 5R eliminated.
7. Russian 2-3-6 Unit automatically eliminated.
8. (3) German 49th and 10th retreated to X-14.
9. (3) German 9th and 30th, attacking Russian 8th in the stack, retreated to Z-13.
10. (4) German R-1, soaking off against 11th, is eliminated.
11. (6) German 13th, soaking off against 3rd, is eliminated.
12. (2) German 8th and 11th and Russian 29th eliminated in an exchange.
13. (3) German R-2 and 6th retreated to CC-12.
14. Russian 2nd automatically eliminated.
15. (6) German R11 and 2nd, attacking Russian 37th in the stack, are eliminated.
16. (1) Russian 35th retreated to JJ-17.
17. (2) German 4th and 43rd and Russian 14th eliminated in an exchange.
18. (5) German 29th and 48th eliminated.
19. Russian 15th automatically eliminated.

Total kill; Germans lost 50 attack factors; Russians lost 23 defense factors.

June 1941 - Russian Turn

RUSSIAN ORDER OF BATTLE

DD15	AA15	W19	LL17	V19	BB15	Q22
V19	GG12	DD15	HH14	T19	Y16	T21
JJ17	CC15	W19	Q22	T20	HH16	

Now the overall effectiveness of the German gambit becomes apparent. The Russians are hurting at the Nemunas River so that they cannot even use it another time as a doubled-up defense line - unless - they counter-attack. The alternative is to pull all the way back to the Divina River - Minsk line which would mean giving up an awful lot of territory right at the start of the campaign. But by attacking at the Nemunas River, the Russians will give up less ground. In addition, they can still control the pivotal position at Brest-Litovsk. In the 21 to 4 attack, the German 53rd is eliminated on a die roll of 6. Unfortunately, a die roll of 5 eliminated the Russian 24th in the 1-3 soak-off against the German 5th and 41st Units.

July 1941 - German Turn

GERMAN ORDER OF BATTLE

BB13	JJ13	CC13	HH11	JJ15	S20	HH11
R21	HH12	CC13	LL16	JJ13	JJ15	AA14
JJ15	MM16	JJ16	HH12	HH12	BB13	KK16
R21	XI17	FF13	FF13	T19	Z15	V17
X17	FF12	X17	FF13	Q21	T19	Q21
S20						

There is a slight let-up in the ferocity of the German attack plan. It is not necessary to force the issue west of the Bug River in the Brest-Litovsk area because the Russian player will

most surely pull out of there in his next turn anyway. The Russian position in the south is becoming untenable especially since the Germans are allowed to move into Hungary on this 2nd turn. In this German turn, the Russians will lose at least 12 defense factors, probably more. And from this point on, he will be hard put to find enough Units to defend along the entire front. This pressure put on in these first two turns might force the premature transfer of Russian Units from Finland which, in turn, will enable yet undefeated German and Finnish Units in Finland to cause the German player a great deal more harrassment in that area than expected. Battle Results, starting at Riga, are:

1. (3) German 3rd and 10th, attacking Russian 12th, retreated to P20.
2. (5) German R-4 and 26th, attacking Russian 64th, are eliminated.
3. (5) German 5th and 43rd and Russian 65th eliminated in an exchange.
4. Russian 27th surrounded and automatically eliminated at 5-1 odds.
5. (5) German 49th, soaking-off against Russian 3rd, is eliminated.
6. (6) Russian 16th is eliminated; German 12th and 23rd occupy GG-12.
7. (3) German 1R and R-3 retreated to LL-14.
8. (2) German 34th and 54th and Russian 9th are eliminated in an exchange.

Even with the die rolls slightly against the German player, he has acquired much ground. Both sides have considerable losses with such situation hurting the Russian player much more than the German player at this point.

July 1941 - Russian Turn

RUSSIAN ORDER OF BATTLE

RR17	X21	Q24	Q24	GG14	Q22	Q22
DD16	GG15	R24	LL17	JJ17	U22	Q22
HH16						

The Russian player can no longer think attack - he must fall back in a way that delays German advance with least loss to his own. Since it will be two turns before replacements come on, the Russian player can ill afford to throw out delay Units with reckless abandon. Thus he gives up considerable territory in the north which is now his weakest area.

August 1941 - German Turn

In his 3rd Turn the German player cuts down on the ferocity of his offen-

sive; predicated mostly on the fact that the Russian player hasn't offered him much to attack.

**GERMAN ORDER OF BATTLE**

6 4-4-4 Y19	7 4-4-4 HH14	9 4-4-4 Z19	12 4-4-4 HH13	17 4-4-4 ii14	20 4-4-4 T22	23 4-4-4 HH13
28 5-5-4 HH13	30 3-3-4 DD15	35 4-4-4 HH14	38 4-4-4 MM15	52 4-4-4 JJ15	1R 5-5-4 JJ16	2R 5-5-4 GG13
1R 5-5-4 HH14	2 2-2-4 CC16	3 2-2-4 JJ16	14 8-8-6 V21	24 6-6-6 DD15	39 7-7-6 FF14	41 8-8-6 U21
44 6-6-6 CC16	46 6-6-6 T22	47 8-8-6 V21	56 7-7-6 EE15	57 8-8-6 V21	6R 6-6-6 EE15	3 4-4-6 S22
10 3-3-6 R20						

Battle Results, start in at U-22, are:

1. Russian 42nd is automatically eliminated at 7-1.
  2. (1) Russian 17th is eliminated at 5-1.
  3. Russian 11th is surrounded and automatically eliminated at 5-1.
  4. (2) German 7th and 35th and Russian 22nd are eliminated in an exchange.
  5. (1) Russian 37th retreated to GG-18; German R-3 and 1R move across the river to ii-17.
- Suddenly the German picture in the south looks much brighter. The key battle was #5 above. But even if that battle had been lost, where are all the Russian Units?

Thus in just three turns, the Russian situation has disintegrated. And as the game turned out, the German player pressed his advantage in the south eventually taking Stalingrad first. The Russian player brought Units out of Finland and halted the German advance in the north to a snail's pace especially since the German player changed to a conservative offense. The Russian player went crazy switching his Units between fronts and finally called it quits in September 1942 with but a half dozen Units on board and Stalingrad and Moscow in enemy hands.

**Sure-fire Plan?**

In retrospect we do not feel that the luck-of-the-die was with the German player - if anything, it went against him. Is this approach, then, the sure-fire plan for winning with the German?

Experimentation will produce a better starting Russian set-up but regardless of where they are placed, the German player should attack in the same ferocious manner as shown above. Try it and see. Maybe YOU can come up with the fool-proof Russian plan that counteracts the sure-fire German plan.

# The Japs Have the Best of It In Midway

by John E. Curtis

Amer. fleet must get off the first assault, must do so without having been previously discovered when he was within range of the Jap fleet, must do so just before nightfall, and must sustain a minimum of losses to himself while inflicting at least a six point loss upon his opponent.

If this is successfully done, the Amer. fleet can afford to lose Midway island to the Japanese. But, the Amer. fleet must then continue to elude the Jap fleet for the remainder of the game, unless the first and subsequent dusk raids have reduced Jap. air power by at least one half, preferably two-thirds.

It is therefore essential that the Amer. fighter force remain at full strength, since it is nearly impossible for the Amer. fleet to avoid a carefully placed Jap. cruiser screen.

Summary: The Amer. forces are forced to rely upon luck to find the Jap. fleet(s) without being themselves detected during the day. On the other hand, if that Jap. contingent which comes on during the first daylight turns can avoid Amer. raids during the first day, the Jap. fleet calls all the shots during the second day, and can deal out as much as it receives, which is disastrous for the Americans.

In other words, there is need for something which would allow the Amer. fleet to hide during the day, like weather, for instance.

I haven't gone to the trouble of outlining a blow by blow description of how to defeat the Amer. fleet, but I am certain that the Jap. fleet can make judicious use of air calls and cruiser screening to (a) elude Amer. air calls, and (b) discover the Amer. fleet. This inequality may not apply to those who don't get as involved with the games as much as the more avid fans do, but it is, to use analogy, as bad as the initial inequality of the Afrika Korps game before that game was modified.

## A Blue First Move in Tactics II

by Ronald Lininger

- 1) Position all my armor near as possible to C43-43, the capital and C28-51, in the initial set up of my pieces.
- 2) Seize C8-16 by paratroop assault, after destroying Red's 1st Headquarters.
- 3) Attack Red's First Army Group Headquarters with 3 armored units (giving me 6-1 and a 50% chance of capturing the valuable missile.

4) Immediately garrison C8-16 with units from my IV Corps and replacement units, as well as my second army headquarters missile.

5) Position my II-C units on the East side of C19-27, and my III-C on the West side of C27-29.

6) Seize 3-28 by paratroop assault and garrison it with a few units from my replacement units.

7) Advance my I-C toward my capital for an eventual sea assault.

8) Protect my armored division in the Red Capital by landing amphibious units at 11-3 to prevent a counter attack by Red's I-C. It is also imperative to seal the bridge entries to the Red capital.

Thus the first move ends with four Red cities captured and several valuable pieces destroyed or captured. Wherever Red attempts to counter attack, my I-C is ready to augment my troops. If Red's missile is captured, mopping up his I-C becomes easy, and then his 13-16 becomes fairly easy to attack on the next turn. Once his island area is secure, my armored units collected there can be rushed by sea, if necessary, to overcome any counter attack which might be aimed up the middle. Usually Red can never recover from the initial surge and makes a final stand in the SW sector.

Any comments you may wish to offer may be addressed to: Ronald Lininger, 3592 Realistic Avenue, Cincinnati, Ohio.

## Make These Schools Your Choice

In answer to many of you who thought that last issue's bit on colleges was a jolly thing to do, we are listing additional schools and the names of Avalon Hill people with whom we have been in recent contact: John S. Pitzer at U. of Wisconsin, Madison; Stephen Barnett at Williams College, Williamston, Mass; Cadet Brian Clevenger #81 at Penn. Military College, Chester, Pa; Arthur L. McClure at Oberlin College, Oberlin, Ohio, Maynard Calick at N. Y. State University College, New Paltz, N. Y.; Robert Dieli at Boston College, Boston; Robert Morszalen at Norwich U., Northfield, Vermont; William P. Flanagan at North Georgia College, Dahlonega; Tim McGarry at U. of Maryland, College Park; George D. J. Phillis at M. I. T., Cambridge, Mass; Gerald Swanson at Michigan State, E. Lansing; Michael Humphrey at Shimer College, Mount Carroll, Illinois; Cadet Richard Thoden, West Point, N. Y.; John M. L. Yount, Peabody College, Nashville, Tenn; William R. Douglas at Utah U., Salt Lake City.

Question Box

AFRIKA KORPS:

Q: Suppose movement after combat, say onto an escarpment, places the attacker adjacent to any enemy Supply Unit at the end of the turn, does he capture that Supply Unit?

A: No. Capture cannot occur after combat has been resolved.

Q: Can you move directly from E-18 to F-19?

A: No. In addition, attacks between opposing Units on these squares is not allowed.

Q: Suppose a German 4-5-6 Unit attacks two Allied 2-2-6 Units doubled up in Tobruk. Odds are 1 to 2 and an exchange occurs. Should one or both Allied Units be removed?

A: No...remove just one 2-2-6 Unit. The rule of thumb is: the weaker side removes all of his Units. If the weaker side was the attacker, then the stronger side removes Units whose defense factors (computed at basic, double or triple depending upon terrain) total at least that of the weaker side's attack factors removed. If the weaker side was the defender, then the stronger side removes Units whose attack factors total at least that of the weaker side's defense factors (computed at basic, double or triple depending upon terrain) removed.

Q: If a Supply Unit is adjacent to a friendly Unit and an enemy combat Unit places itself adjacent to the Supply Unit but not to the combat Unit, is the Supply Unit captured?

A: Yes, and it can be moved and used in combat in that same turn.

Q: Can a 7-7-10 Unit that is isolated attack a 1-1-6 Unit to break out of the isolation?

A: Yes; because this attack creates an automatic victory situation which in turn eliminates the 1-1-6's zone of control which in turn creates a clear path from the isolated 7-7-10 Unit to a Supply Unit outside the isolation.

MIDWAY:

Q: Suppose a player attacks a ship with say, 12 Torpedo Squadrons. Does he have to use a T-12 counter or can he break it down into two or more counters totaling 12 squadrons?

A: Yes. However, remember that one screening ship may fire at all of those counters providing they are attacking the same ship from the same rectangle.

Q: If a ship is sunk before all air attacks on it have been resolved, can the remaining squadrons shift their attack to another ship?

A: No. Once the commitment has been made, all aircraft squadrons must go through with the attacks.

Q: Can Jap Battleships that are on the Midway square use their surface combat factors to reduce Midway's relative fortification strength?

A: No, their surface combat factors or screening factors are of no value against Midway. The only effect their presence has in reducing Midway's relative fortification strength is at the rate of 1 point for each battleship for each turn.

Q: Is it legal to attack a position, and after learning what's there, call off the dive bombers and torpedo planes and send them home without attacking, but engage in a fighter dual?

A: Yes.

STALINGRAD: Correcting an error in the January issue - the question is repeated:

Q: If a stack of two Units has been surrounded and the top Unit has been eliminated but the bottom Unit survived, can the surviving Unit move one square to get better odds in his forced attack?

A: No. He must attack where he is unless it is possible for him to move completely out of enemy zones of control in which case he may re-enter that enemy zone from a different square.

Q: Can Rumanian troops be started in Poland or Finland?

A: Yes, either place.

CONTEST NO. 6

The "General" completes its first full year of publication with this issue. The enthusiasm generated by subscribers for this publication has been overwhelming. As sort of a bonus feature, especially for those whose subscriptions run out with this issue, we are making contest #6 one of a "general" nature so that all will have an equal chance to win.

Are You a Typical Avalon Hill Gamerster?

If you think that you are the average Avalon Hill player, this contest will be a snap to win... all you have to do is to select which of the Avalon Hill games you think were the most popular in 1964.

We have listed every game in alphabetical order. To the left state their order of popularity by placing the number "1" next to your choice for the most

popular, "2" next to the second most popular, etc.

How To Enter

This contest is free to all subscribers. Simply fill in the Sales Popularity Form and mail to; The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland, 21211 -- Contest Dept. Entries must be postmarked on or before April 4, 1965. Print your name and address clearly and make sure you list the Avalon Hill game you wish as winning prize. Those of you who do not want to mutilate your magazine may send a copy or photostat. Naturally, only one to a subscriber allowed.

Ten Winners

Ten (10) winners will be named. Ties will be broken in favor of the entrants who come closest to guessing the total number of Midway games that have been sold up to December 31, 1964.

CUT HERE

SALES POPULARITY

\_\_\_ Afrika Korps

\_\_\_ Baseball Strategy

\_\_\_ Bismarck

\_\_\_ D-Day

\_\_\_ Dispatcher

\_\_\_ Football Strategy

\_\_\_ Gettysburg (all versions)

\_\_\_ Le Mans

\_\_\_ Management

\_\_\_ Midway

\_\_\_ Stalingrad

\_\_\_ Tactics II

\_\_\_ U-Boat

\_\_\_ Verdict II

\_\_\_ Waterloo

TIE Breaker:

\_\_\_ Midway Games sold up to December 31, 1964.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

Avalon Hill Prize \_\_\_\_\_

CUT HERE



## Play-by-Mail Table for Afrika Korps

The latest instruction revision to Afrika Korps incorporated a German Supply table that necessitated a die roll for supplies at the beginning of every turn. For those playing this game by mail it is necessary to provide a Play-by-Mail Results Table to determine whether or not the German player is due supplies at the beginning of every turn.

The German player automatically receives one Supply Unit at the beginning of the game. But at the end of the Allied first turn, the Allied player selects a Stock for Supplies in the same manner he does when conducting attacks.

Upon receipt of the Allied turn, the German player checks the Stock transaction results to see if he gets a Supply Counter at the start of his 2nd turn. For all April 1941 through June 1941 turns, last-digit results of 1, 2 and 3 "sinks" the supplies; July through November 1941, 1, 2, 3, 4 and 5 sinks supplies; December through the end of the game, 1 and 2 sinks supplies.

The above procedure is followed by both players, at the end of every turn of the game.

## Wargamer's Newsletter

Donald F. Featherstone's Wargamer's Newsletter seems to be getting thicker at each printing. Obviously, the word is spreading about the vast amount of interesting articles included in this periodical. While it caters more to the devotee of "sand box battles" nevertheless we recommend it because of the lengthy discussions of battle tactics and strategies that can very well be applied to Avalon Hill wargaming. In addition, there is always a recommended book list plus many and sundry articles of interest on the use of realistic models of terrain features and soldiers themselves. For complete information, write to: Wargamer's Newsletter, D. F. Featherstone, Editor, 59 Hill Lane, Southampton, England.

## Multiple Commander Play-by-Mail Game

by Donald Paul Balla

As far as I know, multiple commander play-by-mail (m. c. p-b-m) games originated in idea in California by the Woodland Hills club. This idea was

eagerly gobbled up by the Summit Conference, a club started in Illinois, and after practical rule maneuvers, the first m. c. p-b-m game was born in the form of a Tactics II game which is, at present, running smoothly. This form of game was a non-complicated, fun method for fourteen persons.

With the Summit Conference set of rules, a turn would take about a month, longer than dual play-by-mail games, but shortest possible for almost any other kind of m. c. p-b-m games. Also with these rules, an ultimate idea in wargaming is born--Armies!

Armies are a group of AH players in one club. I have noticed advertisements for several clubs of play-by-mail fans already and this is a step in the right direction, yet these are clubs where members play against each other. I propose a club where members play with each other against other clubs! Any present club that wishes may write to me about this m. c. p-b-m advantage.

If asked, I could send a list of all persons to whom I have sent instructions and these will be armies to challenge.

I suggest that no more than 12 members be in a club, otherwise it becomes less personal and less fun, however, a large club could boast of four or five armies which play other clubs or even each other.

All who wish to start their own m. c. p-b-m army and be able to play in one of the first m. c. p-b-m games simply write to me at: 6235 S. 75th Ave., Argo, Ill. I will send a copy of the Summit Conferences' m. c. p-b-m rules.

## 9 December 1940

By Albert A. Nofi

The 9th day of December 1940 is the opening day of Sir Richard O'Connor's brilliant desert offensive which resulted in the virtual annihilation of Marshal Rudolfo Graziani's far superior--in everything but equipment--Italian army in Lybia.

When Afrika Korps was issued many may have noted, as I did, that the game begins in April 1941 with the arrival of Rommel in the deserts. There are most excellent reasons historically, and probably also production-wise, as to why this was so, however such a truly brilliant operation as O'Connor's was should not be ignored.

For those interested in trying their hands at generaling in this campaign, I offer this scheme for converting the Afrika Korps equipment into material for use in duplicating the earlier campaign.

Mapboard: - As in Afrika Korps in all particulars.

British Western Desert Force: - To be located in the vicinity of Fuka (K-53).  
7th ArmDiv(two 4-4-7's and the S.G.)  
4th IndDiv(four 1-1-6's)  
Ind InfBdes(two 1-1-6's)  
Italian Forces: - Divided into three groups:

Tenth Army: - Locate in the vicinity of Bardia(H-32) in Lybia.

Five InfDivs(two 2-2-4's and three 2-3-4's)

Eight TankBns(Use Folgore but reduce to 1-1-6)

Corps: - Locate about Gazala (G-21)

Three InfDivs(one 2-3-4 and two 2-4-4's)

Corps: - Locate about Benghazi (H-2)

Two InfDivs(one 2-2-4 and one German InfRegt but reduce to 2-3-4)

The play should follow all Afrika Korps rules except these governing supply units. Such pieces are to be excluded from the play for no other reason than that I am unable to figure out how to include them (Help?). To be isolated a unit must be cut off from it's home base.

The opening turn will be the first week of September 1940 giving some fourteen bi-monthly turns before Rommel arrives in April 1941 at which time the game ends.

If the Italians avoid defeat by the last March 1941 turn they have won. Otherwise the rules for victory are as in Afrika Korps.

The British player, though numerically inferior, has the better troops and equipment and it is upon him that the main burden of play falls since the weakness of the Italian forces precludes really active Italian participation until the lighter British forces have been eliminated.

Comments and suggestions should be directed to Albert A. Nofi, 85-17 91st Avenue, Woodhaven, N. Y. 11421.

## Naval Affairs

Walter Guerry Green III  
P. O. Box 621  
Burlington, N. Carolina



## Bismarck Modified

by Walter Guerry Green, III

Last issue I promised to write on some of my ideas for the modification of Bismarck. Accordingly, I will start with some of the simpler ones and devote a later article to my more complex theories. All of the changes included here are of such a nature that they require no real modification of the set.

English Channel Can Be Used

To start off with the board, I allow movement in both the Irish Sea and the English Channel, both of which are out of bounds on the normal board. For practical reasons I do not allow the Germans to use the Irish Sea, but both sides may use the Channel. This is firmly based on reality as one may see easily by studying the famous German Channel Dash of February 1942 when the battleships Scharnhorst and Gneisau accompanied by the cruiser Prinz Eugen ran from Brest up the Channel to Brunsbuttel, sustaining only minor mine damage. I deny the Germans use of the Irish Sea because here they would be without air cover and exposed to the full force of RN light craft and RAF Bomber and Coastal Commands.

A second change is that I allow Rodney to use her secondary guns for stern fire, which is only logical when one considers that it was possible to bring 8 of her 12 6" guns to bear in that direction. In fact if my sources are correct, she was designed especially so that her secondaries could in some way cover this vulnerable area.

Convoy Restrictions

Regarding convoys I have made it impossible to have and therefore to attack convoys in areas 8 A, B, C, D, E, F, G, H and 7 F, G, H. It is inconceivable to me that convoys would be found in these areas when it was known that an enemy capital vessel was also close by. Even otherwise it is difficult to imagine finding a full size British convoy at the entrance to St. Nazaire, although Channel convoys were quite common.

A final change is that I allow the Germans to be free of air attack in areas 8 E, F, G, H and 7 F, G, H. These areas are close enough to axis territory that a balance of air equality would exist allowing the Germans to cover their vessel with protective fighters. Optional air support might also be allowed in 8 A, B, C, D with a roll of 2, 4, or 6 defeating air attacks before they are even able to launch their weapons.

We seem to have entered another phase in the perpetual submarine question. Mr. J. K. Norris informs me that the Imperial War Museum has an entirely different version of the action related in my last column. Apparently it was the Torricelli which was engaged in the Red Sea, and she was sunk with no loss to H.M. ships. The next day HMS Khartoum was damaged by an internal explosion of a torpedo air vessel and had to be beached to prevent sinking. It seems that until further challenge my contention has been upheld again.

**New England**

Thomas S. LaFarge  
Groton School  
Groton, Massachusetts



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

**A Call to Arms**

by Thomas S. LaFarge

Gentlemen of Maine, of New Hampshire and Vermont, of Connecticut, Massachusetts, and Rhode Island, I bid you rise to greet the advent of a General Tournament designed to settle the pressing question of Championship in this corner of the country: the New England Military Exercises Sealing Interyankee Solidity. Gentlemen, (with glittering wine-glass raised high in the air in an attitude of salute) I give you NEMESIS. The time has come for a hero to arise, to defend the honor of New England against all comers.

The way I conceive of this plan, NEMESIS will be run like a tennis match, to wit, an individual battle will be fought and the winner will move up to the next stage - where there will only be half as many contestants as in the last stage, these being the winners in that stage - and play someone else, and the winner of that will move up, and so on through semi-finals and finals to the Championship. If you have the great good fortune to be a New Englander, and would like to enter, (and if you have non-subscribing friends who might like to enter) please send me a post-card, at the address above, stating: a) your name and address; b) the Avalon Hill games that you own, listed in order of preference for use in a match, and not forgetting to mention what Play-by-Mail sets you own; c) the names of any people that you know are entering, and that you would both like and be able to play - this will greatly help problems of initial organization; and d) whether you are in favor of the idea of intermediate state championships as explained below. These cards should be in my hands by March 17th, since my Easter vacation begins around then, and that's when I'll start organizing things.

The starting set-up may be a little unfair, since it's not very probable that the number of entries will be exactly thirty-two or sixty-four, which would be perfect numbers as far as setting the tournament up goes; this means some people would be able to start in a later stage than others. The problem

would be somewhat less deadly if a State-level championship were run off first, because then one would be handling six tournaments, each with rather more manageable quantities of people.

State Champs vs State Champs

Then each of the six State Champions would play each of the other five, best two games out of three, and the one with the most victories would be The New England Champion. The one drawback to this idea is that it would represent much more of an achievement to be Massachusetts Champion, say, that it would to be Rhode Island Champion, because, judging from the Subscribers' Directory, there are more Avalon Hill fans in the former state than in the latter. However, I'm leaving this one up to those who want to enter.

Another problem, that will involve some effort on the part of the contestants, is the arrangement of meetings for play-offs. "Live" matches are preferable to Play-by-Mail since not everybody has a Play-by-Mail set, and since they take much less time. Hopefully many of the first series of matches can take place between friends and neighbors, such that only reasonably big winners may have to go out of their ways, and I respectfully submit it may be worth their while at that level.

If you can see a better way of arranging NEMESIS, or ways of ironing out one or another problem, please send it in. But in any event, gird yourselves; sharpen the swords, oil the mace, polish the ancestral armor, and shoot in your postcards. This is a Call to Arms: NEMESIS strikes for speedy mobilization. Eventually, and the idea is dear to our heart, there may be a National Tournament, and we must have our man ready to plunge into the fray. Gentlemen of New England, NEMESIS call upon you to stand up and be counted when the trumpet sounds.

**Middle Atlantic**

Victor Madeja  
287 Bedford Avenue  
Brooklyn, N. Y. 11211



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

**Stalingrad**

by Victor Madeja

On December 5, 1941 German penetrations into Russia extended from the siege of Leningrad in the North to just W of Rostov in the South. The battle for Moscow had left the Germans 25

miles N of Moscow and 100 miles SE of the city. In a game it is very rare that the German player does even one of these things in twice the time, if at all. There are several changes that could be made in the present rules to provide a more realistic situation.

1. Use automatic victory as outlined in Afrika Korps.

2. Make two months = to 3 turns (movement unchanged).

3. The German player can not use Railroad section for one turn after he captures it. It would take about 3 weeks to repair all damage and change the gauge of the tracks to suit them to German locomotives.

4. Finland-a) The defense factor of all Finnish units is doubled in Finland. The numerous lakes (25% of the terrain) provide strong defensive bottlenecks, and large "home guard" army would greatly limit an attacker's gains. In the Soviet-Finnish War, N of Lake Ladoga, about 4 divisions stopped all attacks of 3 Soviet Armies (17 div+).

b) No German Units allowed in Finland. Although there were two Mt. Corps (from Norway), both of these operated to the north of the gameboard area.

5. Replacements: Germans receive 3 factors per turn in Warsaw (2nd turn on). Russian - Sept. 1941 (5th turn) Leningrad, Moscow, and Stalingrad are each 3 factors; Dec. 1941 additions - Kubishev is worth 3 and Maikop, 1 (total: 13); May 1942 additions Grozny, Batum and Archangel are each 1 (total: 16).

Optional - These two rules are flexible enough to be changed at your discretion to shift play balance either way (if you find it unsuitable).

a) For every 3 shaded cities the Russian controls (excluding Moscow, Stalingrad, and Leningrad), he receives 1 factor (maximum: 4). The German gets 1 factor for every 6 such cities he captures (there are 15 of them). Towards the end of the war about 1 company of each German battalion was Russian - nearly 1 million soldiers.

b) In addition, for every 8 defense factors destroyed 1 def. infantry factor is recreated. This applies only to those units that had a retreat route and were not automatically eliminated. The German does not receive this during Snow months.

All above Russian replacements refer to defensive factors, they are placed in the three primary cities or in Kubishev. My purpose in redistributing replacement centers was to give emphasis to: population (major cities and Eastern Russia by way of Kubishev), raw materials (Caucasus), Lend Lease (Archangel), as well as industrial and political centers.

I have found that these rules often

provide a highly interesting and realistic game. Four games involved a 1941-42 Winter battle for Moscow.

## Total War

In most of the war games, units are considered eliminated even though actual casualties, historically speaking, were usually less than 20%. Here is a simple way to permit combat until the involved units are completely destroyed. (It does not apply to Stalingrad.)

Multiply all combat factors by 5. Each time the unit would normally be eliminated, by combat or isolation, decrease the multiple by 1 and retreat it one sq. (in combat). If this is not possible because of terrain or enemy zones of control the unit remains in place but losses 2 multiples. One multiple is equivalent to one-fifth of the unit's strength.

Stacking limits: Waterloo - 75 factors per sq; D-Day & Afrika Korps - 3 units (2 units for Allied in D-Day) or the equivalent in "weakened" ones. A unit may be brought up to full strength by deducting factors from other units of the same type.

The German replacement rate in D-Day is 25 factors per turn.

For greater realism, larger multiples may be used. This would permit assigning a "combat penalty" to both attacker(s) and defender(s), where each would lose a multiple(s) besides regular die roll casualties.

## Midwest

Carl F. Knabe II  
1258 State Street Courts  
West Lafayette, Indiana



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

AH NOTE: due to mid-terms, Mr. Knabe was not able to forward his column for this issue...too bad since Mr. Knabe had come out on top, according to results of last issue's survey.

## South Atlantic

Hilary Smith  
7805 Maple Ridge Rd.  
Bethesda 14, Maryland



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

## We Include Naval Power

by Hilary Smith

First, I would like to apologize to the people (Alas, numerous) who have written me and received no answer. To you, I apologize.

### Organizing Navies on the Board

This issue I am going to write on how we organize the navies on our board. We do not put all the name ships on the board, but rather the major ships such as battleships, carriers, heavy cruisers and so on. For the minor ships we put them into groups, two or three to a group. This is done mainly for light cruisers. For destroyers we put them into classes by which there may be up to 25 ships in a class. This seems to work out fairly well. For submarines we put only a fraction of the amount of submarines on the board. This is put into a ratio according to the number of submarines a country had, at the time of the outbreak of the war (WW II).

To start the game we allow almost free movement of, rather free positioning of the navies, in other words we don't have to set up our navies the way they actually were at the beginning of the war.

### All Combat Considered Broadside

Our ships can engage combat at two ranges, as in Bismarck. But unlike Bismarck we do not shoot bows, or sterns but rather every encounter is considered to be one at broadsides. We also do not switch to a battle board to fight our battles, but rather keep them on the playing board. Battleships engage combat at B range when a square separates them. Cruisers both heavy and light fight at B range when they are adjacent to each other. Destroyers do not fight until they are on top of each other. To close to A range the ships merely close another square with the exception of the destroyers which wait another turn, so to speak before it can close to its "A" range. It is the same position relatively to the ship it is fighting, but that it is now in even closer, or we say it is. During this wait the ship gets its "Closing Fire". What we mean when we say closing fire is that if a ship, say a cruiser, is closing on a battleship the cruiser will be out of range when a square separates them, but the battleship is not; so the battleship is allowed to fire its full broadside at the closing cruiser while the cruiser is allowed no shots at the battleship. This is called closing fire and each time the ship closes a range the battleship gets its full closing fire. This is applicable to all ships closing

into the ranges of others while themselves being out of range.

Our ships are allowed to stay out one year before they must return to a friendly port for repairs, fuel, ammunition, etc. This makes the conquering of neutrals sometimes necessary for the securing of ports. Each ship has an anti-aircraft fireback capacity which is rated on the type of ship it is and the defensive armament it carries.

## Central

Daniel Hughes  
1634 North Sheridan  
Wichita, Kansas 67203



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

## Strategy of Waterloo

by Daniel Hughes

Waterloo is, in my estimation, one of the best AH games and certainly one of the best balanced. I feel that luck on the dice plays less a part in this game than in the others. Correct use of terrain can compensate for all but the worst possible luck on the roll.

The French player may choose the areas where the battle will be fought. Due to the original dispositions, he has two disadvantages. First, while he is at almost full strength and the Allied player is relatively weak, the French player cannot close for battle for two or three turns. This gives the Allies ample time to fortify the center hill area south of Quatre Bras. The second disadvantage of the disposition is that deception is difficult. If the French refuses to assault the center hill, as he usually must, any attempt to flank the Allies can be detected because of the forests around which he must move.

### Allied Side Quite Difficult

There are also several difficulties confronting the Allies. They have enough troops to block the central areas but should the French split into 3 forces, they can be hard-pressed to defend the western flank at Nivelles. In addition to being difficult to defend with original forces, this area is crucial to the Allies, because a French breakthrough here makes all other defense lines south of Braine La Leude untenable. The big advantage, if used carefully, is this: While the French are handicapped in movement and attack by terrain, Allied defense lines are well backed by roads. Communications to the crucial "Nivelles gap" are excellent, but are vulnerable

along the forests running adjacent to the road.

### Best French Course of Action

Since the Allied strategy is basically the correct reaction to the French thrusts, I shall outline what I feel is the best Course for the French to follow. A small holding force should remain in the center hill area. This is to tie down Allied troops. The main effort should be put in a wide sweep to the northeast of Tilly. Although this line of advance is along a river, the Allies do not usually have enough forces here to defend against French crossings at all points, at least not under sustained attack. A secondary force should advance to the Nivelles area. It should not attack until the battle on the French Right has been joined. Whether the attack here should be simultaneous with the one in the French Right (east) is dependent upon the individual situation, and this can be an important decision.

As a reaction to this, the Allied player should at the beginning of the game sacrifice some small units around Tilly to buy time. This can be done economically in the narrow defiles along the river corridor. The center area must be defended, but can be less strongly held as the French split up for their double envelopment. Some forces should be sent to both flanks, but the amount must depend on the French effort at each side. Disposition of forces is extremely crucial, especially in the NE where communications are terrible. However, if too many forces are placed there, it is impossible to get them back to the center area.

### Terrain Saves Allies

If I seem to imply that a great advantage lies with the French, I do not intend to. It takes skillful manipulation of French units to overcome tactical terrain difficulties. Many times the terrain has saved the Allies from defeat. Moreover, if either flank force should be defeated, the others cannot aid it. Another danger is heavy Allied forces attacking the center line. French forces here are completely out in the open. Even if the French envelopments should succeed, heavy opposition can be raised by the Allies in the Mont St. Jean area.

To summarize: French - a double envelopment to inflict maximum casualties in minimum time by over-extending Allies. Allies - Use terrain, light units, and communications to trade space for time. Get as much as possible back to St. Jean, but some casualties must be inflicted on French before then. Perhaps the most important decision is when to begin the strategic retreat.

## Southwest

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



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

## Amercs Have it Made in Midway

The only time I open my mouth is when I'm changing feet. To prove that I love hanging out on a limb, I'm going to state that the Japanese can't possibly sink any American CV's if my defensive system is employed and the Jap's use 2 CV's for the attack. If the Jap strikes with 3 CV's at once, the American has a good chance of beating off the attack with no CV's lost. If the Jap attacks with 4 CV's he will probably sink one American CV. If you are not careful he could sink 2. The Jap is weakest at the beginning of the game. If you can attack him before 1500 Hrs. on June 3rd, you can bag at least 2 CV's and probably 2 CA's.

### Americans Must Consolidate

The American should keep all his ships together. This makes them hard to spot and provides excellent protection for the Carriers. Here is my battle board set up. C5 New Orleans, C7 Portland, C9 North Hampton, C11 Minneapolis, E6 Enterprise, E8 Yorktown, E10 Hornet, G5 Vincennes, G7 Astoria, G9 Atlanta, G11 Pensacola. Ships around the edges of the Fleet are attacked the most so I have placed our strongest CA's in the danger spots. Keeping all the CV's together allows you to strike hard when you have the chance. If the Jap splits his fleet up, you can overwhelm his defenses, sink more of his ships, and keep your aircraft losses low. By keeping all your ships together you will force the Jap to do the same.

### Get The Atago

If you fail to attack the main Jap CV's on the first day, try to pick up the Atago when it comes in. You will have plenty of power to sink his escorting ships on the first strike. Your second strike at the Atago should be the clincher. I don't go all out to sink the Atago on the first attack because it is usually too well protected. The Jap finds it difficult to protect the Atago and the Zuiho at the same time, which means

that you can get one or the other your first time around. The CV's that eluded you on the first day will probably abandon their movement towards mid-way so that they can get a crack at your CV's. Move your midway aircraft to one of your CV's at the first opportunity. The Jap knows where midway is, and will try to strike it when you least expect it. He doesn't always know where to find your CV's. If you spot 2 lone Jap CV's, 5 Torpedo and 12 Dive bombers are more than enough to sink them both so go ahead, even if it's a 1 way mission. You can afford to trade 2 of his CV's for one of yours.

#### Japs Will Avoid Combat

The Japanese player should keep his CV's together with his CA's and BB's and try to stay away from the American until after 1500 hrs. on the first day. When those 4 new CA's come in, join up with the CV's immediately so you can defend your fleet from air attack. Without those extra CA's the

Americans can sink 2 CV's. With them, he can only sink one.

Striking into the unsearched areas is not as hairy as it appears. Let's say that the last known American position was D4 area, E zone. You both move and he spots your fleet in A4 area, E zone. It is your turn to search. You should try C4 because he could be in any one of the 3 zones there. If no luck, try D4 to see if he has moved. If he has, try C3 or C5. If you try C3 and get no reply, he is probably in C5 area, C zone. Now comes the writing of operations. He thinks he has eluded you so he probably will not cap his fleet. He will send everything he has to attack you. If you launch an attack you could probably catch him flat footed. This tactic is most effective if this happens to be the last daylight move. Attacking just before nightfall gives the Americans 3 moves to get lost before you can effectively search for him again.

#### "Zero" - The Book For Do-It-Yourselfers

If anybody is interested in knowing how many aircraft the Japanese really had, they should buy "ZERO" published by Ballantine Books. Pages 30 to 35 list every ship in the Jap navy, how many aircraft were on each ship, and what types of aircraft they had. Pages 126 & 127 lists the Names, displacement, lengths, speeds and dates of completion of every CV in the Jap Navy. This book has the facts and Figures "do it yourself" War Gamers need.

If you want to balance the game so that the Americans have a better chance, try this. No ship may fire at more than one group of aircraft. If you play this way, the Americans can do much more damage with their dive bombers. This also means that bunching up your CV's is a sure way to lose. If you have 8 CA's and 1 CV, you couldn't fire on more than 9 separate aircraft groups. Thus, if the enemy breaks his attack down into 12 groups, 3 will attack without having to withstand the main armor fire.

## Opponents Wanted

As a free service to subscribers the following ads are inserted exactly as they are submitted. Ads received after the 15th day of the month preceding publication date will appear in the following issue. Please keep ads within 50 words.

I will command either the Russians (Stalingrad), Germans (D-Day), or be Rommel, the Japanese in the respective games. I'll take either side in Bismarck. If you are not easily humiliated write: Mike McCauley, 36 Hershey Avenue, Lancaster, Penna.

Isn't there anyone in Midland Texas who plays AH games? Can crush you in Afrika Korps, D-Day, Stalingrad, or Midway. Anyone who wishes to be slaughtered, please notify Bruce Sullivan 2412 Seaboard, Midland, Texas - phone: MU 2-1447.

Am interested in forming an Avalon Hill Wargames Club in the Kalamazoo area, or joining one if one exists in the area. If anyone is interested, please call 685-5791. Tom Webster, 379 - 103rd Ave., Plainwell, Michigan.

97-1 Odds for Victory? Hal I challenge the "Brain Trust" mentioned in Carl Knabe's column, in the Jan. issue of "The General", to a game of D-Day, Waterloo, Stalingrad, Afrika Korps. I will take the Germans PDA, Germans, either side. Write: Michael McCabe, 1460 NW 61st Ave., Fort Lauderdale, Florida 33313.

Wanted: Anyone who would like to engage in a Play-by-Mail game of "Afrika Korps." I would like to play someone who does not consider himself an expert. Write to: Buddy Massa, 307 E. 8th St., Cookeville, Tenn. 38501 - Include the side you prefer any rule or deviation not included in "Afrika Korps" original rules.

High School Student wishes to engage able opponent in life and death struggle. Will play Tactics II (I will take either side and be victorious; only optional rule - isolation) or Afrika Korps (again take either side - new rules). If you think your force can annihilate mine, try me. Contact: Thomas Valentino, 116-15 Union Turnpike, Forest Hills 75, New York.

Will play live or by mail either side of the following games: D-Day, Stalingrad, Tactics II, Afrika Korps, Bismarck, U-Boat and Midway. Please contact by mail: Richard J. Paracka, c/o John E. Begley, R. D. #1, Main Street, Herkimer, New York 13350.

TACTICS II ENTHUSIASTS, supporters of a lost cause, and those who just think that Tactics II still holds promise (all other madmen quite welcome), how would you like a real challenge? Play Super-Tactics, Write: George Petronis 814 Fifth St., Cambridge, N.J. 08075. Due to the absurd complexity of the game - battle can only be joined in the flesh.

INEXPERIENCED opponent for Tactics II (I prefer Blue with first move), Gettysburg '64 either side and Afrika Korps either side. Play-by-Mail for all. Write: John Kosmicki, Marple Route Box 34, Alliance, Neb.

"A five year veteran of A-H warfare would like to find an experienced opponent to share large Old Town, Chicago apartment and expenses. Regular play and construction of A-H games included. Age 21-29. Contact: Robert Olson, c/o C. W. Olson and Co., 175 W. Jackson Blvd., Chicago, Illinois HA 7-0480."

Allied or Axis Admirals wanted for Play-by-Mail Game of Midway or Bismarck. Write: Robert Parkin, 17 Valley View Road, Hyde Park, N.Y.

Wanted: Opponents in Madison area who would like to play any of our 11 (eleven) Avalon Hill games. All those interested could help to form an Avalon Hill club. Please Write or Phone: Bob and Steve Reuschlein, 2225 Keyes Ave., Madison, Wisconsin 53711, AL 5-2866. Our games are as follows: Afrika Korps, Bismarck, Chancellorsville, Dispatcher, Football Strategy, Gettysburg '61, Gettysburg '64, Le Mans, Midway, Tactics II, and Word Power.

Opponents wanted for Gettysburg, Tactics II or D-Day by mail. Apply: Bruce T. Klem, 2463 South 80th Street, West Allis, Wisconsin 53219.

Adults Only (20 or over). Will not guarantee victory or defeat but will assure hard fought, well planned game of D-Day, Stalingrad, Afrika Korps, Waterloo, Bismarck, Gettysburg (64), or Midway. By mail or in person, call or write Jim Dunningan, 8512 5th Ave., Brooklyn, N.Y. 11209. Phone: 839-1082.

WANTED: Experts who wish to play Afrika Korps, D-Day, Stalingrad, Waterloo, Midway, Gettysburg '61 or '64, Chancellorsville. All opponents will be given an interesting and exciting game though they will lose. Write requesting any game, any side to: THE T.A.S.E. CLUB, c/o Mark Diamond, 5747 Aylesboro Ave., Pittsburgh, Pa.

All East Bay peasants "ARISE!" we must defeat the troops of Jack Greene, Jr. Your help is needed! No experience needed. The cruel King of the peninsula must be defeated. If you are interested contact: Larry Jagard, 5300 Barrett Ave., Richmond, Calif. Play-by-Mail D-Day and Gettysburg '64 opponents wanted. Write: Mark Diamond, 5747 Aylesboro Ave., Pittsburgh, Pennsylvania 15217.

I am interested in contacting anyone in this area in order to play almost any Avalon Hill game or possibly organize a club. Either write or call me at home, (tel. 525-4699) David Halprin, 486 E. 25th St., Paterson, N.J.

Gettysburg, anyone? I need a Play-by-Mail opponent. Write: Peter Nieuchef (oops, I mean Nieuwhof), 25 McGillvray Cres., Georgetown, Ontario, Canada. Will play any opponent in a game of Stalingrad, Chancellorsville, or Waterloo. I'll be either side. Please contact Jeff Kincoln, 605 S. Thomas St., Bedford, Pa. 15522.

Two undefeated Generals (Admirals) need opponents. Write to Larry Joe Burstin, Box 31, Frederick College, Portsmouth, Va. and/or PFC D. J. Farrow, ER13799779, 517th Med. Co. (Cir.), APO 252, N. Y., N. Y. 09752. SAN FRANCISCONIANS AND PENINSULARIANS, RALLY!!! The dread retches of the East Bay, H.Q. 5300 Barrett Ave., Richmond, Calif. 94508, lead by the purple cloud, are about to ATTEMPT the destruction of the colossal Peninsularian Empire. RESIST!! Learn how you can destroy the heathen mobs of the East, (communistic lead) by writing to our benevolent Majesty, King Jack Greene the First, 670 Darrell Rd., Hillsborough, Calif., 94010. The Great Cause Calls.

Achtung: Wanted one opponent to do battle on the sands of Afrika, Russia, or on the beaches at Normandy. I also play Bismarck, Chancellorsville, and Gettysburg (old version). I would prefer an opponent that lives in my area but will accept play-by-mail for the first three games mentioned. Also anyone in the Twin Cities area that would like to join an Avalon Hill club please contact me, even if you live in St. Louis Park. My address is: David L. Arneson, 1496 Hartford Ave., St. Paul, Minnesota 55116. If you live in my area you can call 698-6300.

War-Gamers attending the University of Pennsylvania! Are you interested in wiping out the blot on our school's name for not having a war-games club. Anyone who might be interested in organizing a war games club, please write: George Petronis, 814 Fifth Street, Cambridge, N.J. 08075. Please state whether you are a commuter or a resident.

Two experienced and able generals will play any Avalon Hill battle game. Pick any side and send opening moves and rules to: Ronald and Arthur Wright, 36 Reid Terrace, Fond du Lac, Wisc.

ATTENTION ALL GENERALS: Do you live east of the Mississippi River? Would you like to be in command of your state or of a section thereof? Would you like to engage in inter-state and inter-sectional conflicts? If your answer to any of these questions is Yes, write: Brian Heavey, 4413 Willow Woods Dr., Annandale, Va., Commander in Chief of Spectre, (Special Efficacy for Counter-Intelligence, Revenge, and Extermination), formerly the Northern Va. First Army.

Midshipman 4/c David Troutman, USNR in an effort to practice the principles of military science, needs an Afrika Korps opponent. Playing by the revised rules (and either side), I will prove Clausewitz right. Contact me at: 2715 Portland, L. A. 7, California (the University of Southern California).

Wanted: An opponent for almost any A. H. game. Rules must be same as those included in game. I will take any side. By the way, anybody who plays me should be a good loser, because he will be losing most of the time. John Emerson, 242 Locust St., Danvers, Mass., phone: 774-7327. Will take either side in game of Gettysburg (original '58 version). Reply with moves if interested. Am 17 and senior in high school. Randy Jones, Rhodesdale, Md. 21659.

Corps and Army Commander needed for country-wide club. Position going fast, first come, first serve. Contact: Peter McDonald, 4827 65th St., Woodside 77, New York.

WANTED: VERY, VERY INEXPERIENCED player-by-mail of TACTICS II. That would fit my potential. Your choice of side. '58 edition. Prisoner, Isolation, Nuclear, Weather, Supply rules. Christopher Jones, 66 Stull St., Kincheloe A. F. B. Mich. 49788.

Wanted: Any Allied, British, Russian, Field Marshal to face unbeaten German Field Marshal in D-Day, Afrika Korps or Stalingrad. Will play live in Boston area, by mail anywhere else. Write: Robert F. Diehl, 236 Jamaica Way, Boston, Mass. 02130.

Buffalo Area Williamsville, New York. I am looking for mature opponents over 21 years old; for D-Day, Tactics II, Afrika Korps, Midway, or Gettysburg. Would like to play in person. Frank A. Turgeon, 4712 Brentwood Dr., Williams-ville, N.Y. 14221.

CC CQ CQ DE WA2IAD: Any active "hams" interested in an "A-H" gaming QSO?, contact me. My QTH is: 29 E. Welling Avenue, Pennington, N.J. 73's (and 88's to the YL's) Kit Goff (WA2IAD).

Someone wishing a good thrashing on the Steppes of Russia, the Deserts of Africa or the plains of France. Death rate for opponents is high so cowards need not write. I get Germans in all three. I welcome foreign letters. Eddie Robisheaux, 4405 Driftwood, Corpus Christi, Texas.

I am in need of a good thrashing on the deserts of Africa, via Play-by-Mail. Rush dispatch to: Dave Boyer, Jr., 1342 Cashman, Las Vegas, Nevada.

Would anyone like to play the new Gettysburg with me (Robert Borries) in the mail and be the Northerners? My address is: Robert Borries, P.O. Box 832, Green Cove Springs, Fla. Lonely A.H. game player wishes to meet opponent. Object: To relieve the boredom of playing alone. I have STALINGRAD, TACTICS II, and WATER-LOO. Please call at Audubon 6-0029, or write William Polyniak, 640 West 139th Street, N.Y., N.Y. 10031.

MULTI-PLAYER WATERLOO GAME! Send name, address, experience, side preference and command preference. Army Group, Army and Corps commands available. Write: Bruce Evans, 74 Taylor Drive, Closter, New Jersey. Opponent wanted. Must have a defeatist attitude and willing to be slaughtered in a game of Afrika Korps or Midway. Will take either side and will play with any rule supplements within reason. Douglas Burke, 1108 Hiland Avenue, Coraopolis, Penna. 15108.

Wanted: New Members (in this area) for a young Avalon Hill Gamers Club. The charter members of this club have logged 2,000 game hours with A-H games. Write: Ron Gruben, 2902 3rd Pl., A-14, Lubbock, Texas or call 806 PO, 3-8635.

Wanted: an experienced British Commander to lose a game of Afrika Korps. Please contact Field Marshal John Kester, 7056 Tulane Ave., St. Louis 30, Mo.

Will play Stalingrad. I have a system against which no player has yet lasted more than three turns. Send your acceptance (for Germans), initial move (Russians), and/or surrender to George Phillips, 2235 Burton House, 420 Memorial Dr., Cambridge 39, Mass. My terms are the same as those of the M. I. T. War Games Society (see Vol. 1, No. 5).

WANTED: Someone to teach two generals the meaning of the word defeat. Will play Afrika Korps (either), or D-Day (Germans). Please contact, Tim Towery, 2720 Lombardy, Port Arthur, Texas.

## Pacific Coast

Jon Perica  
5663 Ramara Avenue  
Woodland Hills,  
California 91364



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

## The Granddaddy of All War Games

by Jon Perica

Ever since Gettysburg first came on the market in 1958, the Avalon Hill Company has been turning out a great variety of war games. Because of this great production, the Avalon Hill Company has rightly earned the title of father of military games. However, some credit should be reserved for the grand-daddy of all war games, H. G. Wells.

When he was not writing science fiction or history, Wells was busy charging all over his backlawn on hands and knees advancing battalions of toy soldiers. From these early exploits a book called Little Wars was published in 1913 that set down 20 rules to follow when playing miniature war games. About this same time, the German High Command was playing, Kriegspiel, a strategic map game which enabled them to plan the best way to attack France. A certain Colonel Mark Sykes began plying Wells with questions about how to improve certain "hypothetical" situations. By 1914, these "hypothetical" situations had become World War I.

This early interest in miniature soldiers has grown rapidly until at present, just about anyone can recreate a famous battle. One of my fellow readers, Mr. Ken Allan, 4861 Reforma, Woodland Hills, Calif. has been kind enough to explain to me how he went about recreating famous scenes from the battle of Gettysburg in complete miniatures.

The first thing Ken did was to purchase 1/2 inch plastic soldiers from a local hobby shop for a penny a piece along with exact scale caissons, wagons, cannons and horses. The company that makes the Civil War miniatures, the Airfax Company of London, England, also makes Afrika Korps, 8th Army, Japanese, Arabian, Russian and Continental German and English soldiers. A complete line of vehicles for these men can also be purchased in perfect HO scale. To construct the battle board, Ken took some heavy plywood and pre-

ceded to create his terrain with plaster of paris, crushed rocks and HO trees and plants. The next step was to paint the soldiers with oil paints right down to the last stripe on the sergeant's sleeve. Lastly, Ken mounted his men on the board and before his eyes was Pickett leading his famous charge up Cemetery Ridge with row upon row of Confederate infantry behind him.

Those of you who like the added touch of realism will enjoy creating your own battles just as Ken did.

This month's book review includes these favorites;

1. Patton-Ordeal and Triumph by Ladelas Farago. Madallon Book
2. The Fortress by Catherine Gavin. Balantine Book
3. The Goebbels Diaries. Eagle Book
4. Andersonville by Mac Kinlay Kantor.
5. Stalingrad by Theodore Plievier. Madallon Book

## New Battle Game

(Continued from Page 1.)

They had an "in" with the U.S. War College, Washington, D. C., and from them were able to obtain the entire historical material including the complete order of battle right down to the accurate placement of regiments at any given time during the actual campaign. Meanwhile, other staff members were in contact with retired Brig. General Anthony C. McAuliffe, hero of the battle of Bastogne.

As with all previous battle games the historical data is next assimilated out of which comes a black and white terrain map over which a crude set of troop counters are maneuvered. Information on the troop counters results from correlating all such relative data as: number of men involved; weapons; leadership; and morale. Some thought is even given to actual performance of individual Units in the real campaign.

### Office Test Games Follow Real Campaigns

The design staff members run through the first few test games by following the actual course of the real battles, just to make sure that relative strengths have been accurately portrayed. In many cases it is necessary to make changes to the map and to the troop counters. Then they play in earnest. They play to win ... often friendly bets are made on the outcome. There are more changes and adjustments. Then suddenly, our design fellows (in unison) rise up out of their cloistered area in the game-playing catacombs and file past President Earl Sparling's office, the right hand held high in salute as the signal that "it is ready."

### The Acid Test

Mock-up games are prepared by the Art Department. Outside players are invited in to test under close supervision. This fourth step in the cycle is most important because it is the only time during which we can really tell what is good and bad about the new game. These players, who become our consumer test panel, are carefully screened and the criteria for their selection is based to a great deal on their ability to be objective. It is most important that their comments be honest and frank. If we got a "bomb", we must know it right then and there. If we are not entirely satisfied with these results we might send out additional mock-ups to Avalon Hill friends for further testing. But because these tests cannot be under personal supervision, their findings are re-hashed and further tested by consumer test panel members back in the office.

This phase of "Battle of the Bulge" took longer than usual because of the many changes made to the basic format, including a completely re-designed Combat Table which altered play at the tactical level.

### Watch and Wait

The last step is production. The Art Department prepares final art that is sent to our own printing department. About a month afterward the first copy off the assembly line is sent to our President ... who then winds his way down to the catacombs to salute the design staff. The "ball" is passed to Kenneth Johnson, Sales Manager, and then we watch and wait.

This is only part of the story. In the May issue we will elaborate on what's behind the scenes - the legal and the promotional end of game publishing.

## Chief of Staff's Reading List...

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

The Direction Of War, by Air Marshall Edw. J. Kingston-McCloughry, 1955.

Forging A New Sword, by Col. W.R. Kintner, Col. J. I. Coffey, and R. J. Albright, 1958.

Nuclear Weapons And Foreign Policy by Henry A. Kissinger, 1957.

War Potential Of Nations, by Klaus E. Knorr, 1956.

The Middle East In World Affairs, by George Lenczowski, 1956.