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The AVALON HILL

**GENERAL**

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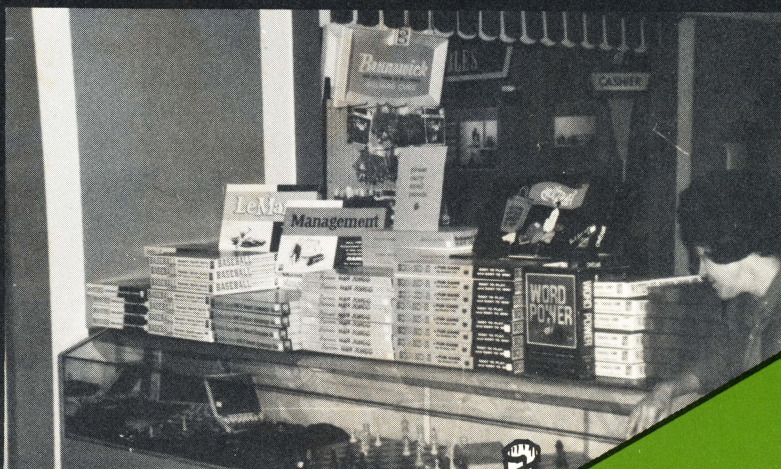


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*... a losing venture published bi-monthly pretty close to the first day of January, March, May, July, September, and November.*

*The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It also helps sell our merchandise, too.*

*Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.*

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*Printing — oh... say 17,000 give or take a few thousand.*

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## Avalon Hill Philosophy - Part 27

### "CONVENTIONS: DO IT!!"

Summer is approaching and, with that, commences other traditionally seasonal pastimes: baseball, fishing — and wargame conventions. The amazing growth in quantity and quality of these conventions has been documented by this publication. But this year the wargamer has at least three different large-scale conventions to choose from:

The IFW, under able leadership of Len Lakofka, and The Lake Geneva Tactical Studies Association, represented by Gary Gyax are sponsoring GENCON 4, which will be the fourth annual Lake Geneva Wargaming convention. This year the convention features a single elimination Panzerblitz tourny, a Team armor miniature elimination match, and a judging of armored fighting vehicles models plus many other activities too numerous to mention. Len and Gary have amassed a very impressive list of prizes which should make the convention well worth attending. It is slated to start 9 AM, August 21 and run through 'til 8 PM, August 22. The location is the American Legion Hall in Lake Geneva, Wis., just minutes away from Mr. Hefner's fabled rabbit farm. For more information contact Len at 1806 N. Richmond Street, Chicago, Ill. 60607, (312) 342-6857.

If you don't get your vacation in August, or the old flivver won't get you as far as Wisconsin, then plan to attend MILCON III; which is the Military Strategy Confederations' annual bash at St. John's University in Jamaica, New York. It commences at 10 AM on July 11th, and runs through the 12th. This convention promises to be bigger and better than ever. This year, land and naval miniatures, diplomacy, and AH wargaming will all be represented in cash prize tourny competition. AH wargaming competition will not be judged on an elimination basis, but will take into consideration how well a player plays over a mixed five-game series. Perennial fluke losers take note! We heartily recommend that if you live on

the East coast, beg, borrow, or hitch-hike to attend. The New York convention site is too convenient to pass up. For registration information contact: MSC, Dean of Student's Office, Box 56, St. John's University, Grand Central and Utopia Parkways, Jamaica, N.Y. 11432.

For those of you who are tied up later in the summer, Spartan International is holding its First East Coast Convention at Fall River, Mass., June 5-6, 1971. This convention, previously cited in this column, should prove to be the most unique convention ever held. The meeting place is none other than the battleship USS Mass. tied to the dock at Battleship Cove in Fall River, Mass. Phil Pritchard, one of the Spartan dynamos behind this intrepid effort, has bent over backwards to make this convention a success. Featured will be Naval miniatures (what else!), Napoleonic Miniatures run by the New England Wargamers Association, Avalon Hill wargaming tournies, and a special banquet served in the Admiral's quarters in honor of Spartan International's fifth anniversary. Mr. Russell Powell, and other distinguished guests from the West Coast, will be in attendance. Plan to attend this veritable three ring circus if you do nothing else this summer. Phil will gladly furnish you with registration information by writing to him at Richards Hall, 303 Harvard University, Cambridge, Mass. 02138.

If you dismiss attending these events because of transportation difficulties, think again. Contact General friends in your area; form carpools, raise money for bus tickets. If accommodations are a hassle, see if you can borrow your neighbor's tent and find out what campsites are in the area. We have received word that there is some very cheap housing available at all these conventions. So, before you dismiss the idea because of a lack of funds, check it out with the convention chairman.

If it's still out of the question because of

## COVER STORY

1970 could have been labeled "the year of the adult" game because it was the year Book Stores and Stationery Stores got in on the "toy" act. Of course, adult games are not toys as such, but retain this label because "toy distributors" sell more games than do distributors in any other field.

Recent statistics are beginning to reflect a different trend: as the games become more sophisticated so do the retail outlets for them. Avalon Hill games certainly fall under the sophistication label. And that's why AH Sales personnel will be manning their "traveling exhibit" at the New York Stationery Show, May 16-20; and American Booksellers Association convention, May 31-June 2. Buyers of these respective trades will be "wined and dined" as AH hopes, through the additional outlets of book and stationery stores, to make games more readily available to the consumer.

You can help, too — visit your favorite outlet of this type and bug them to stock our products.

### RE-SUBSCRIPTION BONUS

*With this issue begins the 8th year of The General. No! We are not going to increase the rates (at least not right now.) To the contrary, we are going to decrease the yearly subscription price to those current subscribers who bring in new customers.*

*The loyalty of our subscribers, many of whom have been with us since issue one, deserves more than a literary thank you. A rather healthy rise in the subscriber ranks has resulted in a lower per-issue printing cost — which we intend to pass on to you — NOW.*

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*All you have to do is to send your name, along with the name of a new subscriber and \$4.98 to cover the cost of his subscription. Your subscription will automatically be extended one year from the date of its normal expiration. Our goal in '71 — 71,000 subscribers.*

\* A new subscriber — one who has not taken The General since January 1970.





## Plan of the Month

# Anzio I - Defense Plan Alpha

by Daniel Lee

The primary objective of any initial German troop set-up in Anzio Game I should be to preserve the front line forces. Holding geographical areas should be secondary. The Allied player can pit 124 AF's against 50 German front line DF's (42 other DF's are in reserve) on the first turn. All 50 DF's *must* be in the front line and it can be expected that the Allied commander will make full use of the FTST and attack all along the line. It is not inconceivable that between one-third and one-half of the German front line forces will be annihilated immediately. Further losses are bound to occur in the confusion of the following turns if the initial damage is substantial. Not only will the German player suffer crushing losses but the Allied player will also be able to seize large tracts of defensible Italian territory. This scenario will occur no

matter what the German subsequently does if he fails to protect his forces initially.

The German front line forces must be positioned in carefully selected sites where they can't be easily attacked and destroyed, which are synonymous using the FTST. This entails placing large stacks on doubled-up positions, for example. As for defending territory, the German should protect the Cassino-Formia area. This will prevent the Allied forces in the Anzio beachhead and the main battle front from linking up immediately, which will slow down any coordinated Allied attacks here, and also will allow 15 PzGD Div to escape encirclement. The German should also hold onto Rome as long as possible as it is not only an important defensive position but also an essential communications center which benefits whichever protagonist controls it. One glance at the highway grid and the location of the Tiber River bridges will confirm this last remark.

If the German is able to achieve these initial objectives, he should be able to make a solid fighting withdrawal to the Gothic Line. By the time he reaches this strong position he will have been reinforced significantly, his replacement rate will have increased and that of the Allies decreased. A slugging match will develop as the strength of the opposing forces approaches equality. Favored by terrain and the UET, the German will win. This will only occur, however, if the German can prevent the Allies from blitzkrieging through to the Gothic line in the crucial first two or three months of the campaign. The German has to buy time in this period and he can only do this if his initial forces survive the first few turns of the game relatively intact.

With this in mind, I have constructed the following initial German defense setup:

UNIT(S)	POSITION	MAX. ATT. ODDS
Lehr/309	E-46	Unlimited
5Mtn	Frascati	3-1
4 Para, 334 Inf, HuD/44	Valmoutone	1-2
2 Para, 94 Inf	H-47	1-2
715m	H-49	1-1
65 Inf, 362 Inf	Formia	1-2
71 Inf, 305 Inf	M-49	1-2
Jaegar/114	O-47	Unlimited
1027 PzGD	R-44	Unlimited
1028 PzGD	Chieti	Unlimited

The most striking aspect of this plan is the weak defense of the northern flank of the Anzio beachhead. Both this position and Chieti are weak spots in the German line. This can't be helped since both positions are so exposed. The German player has to decide whether to risk his forces here or allow the Allies to make a large advance. I have chosen to risk a large Allied advance here rather than lose valuable units. After studying the FTST, it is apparent that allowing a 2-1 or 3-1 odds battle to occur here is not good strategy since not only is there an excellent chance that the German units will be destroyed (7 or 9 DF's) but the Allied units will still probably advance two or three squares. The choice is, therefore, between allowing a 1-1 odds attack on the FTST or a 7-1 on the UET. 13 DF's would limit the Allies to 1-1 odds and the Allied units have no chance of making a worthwhile advance after combat, yet there is also a very good chance that these German units will be destroyed. I favor using a suicide unit since troops are worth more than territory at this state of the game. The situation is not as black as it seems, however. First, the most the German can lose here is one factor, not a serious loss. Second, there is a good chance that the Allies will be limited to only a moderate advance, e.g. three squares. Third, the Allied player may not chose to advance too far anyway since there is a large German force concentrated in the Valmontone-Tivoli area ready to counterattack the Allied units, which will be on clear terrain. Fourth, a moderate Allied advance won't hurt the German too much. It will only block the Rome bridges and make the Tiber line partially indefensible. A good counterattack may remedy the situation. There are other benefits to offering the Allied player this sacrifice. For one, the Allied commander will have to use many units in this attack if he wants to hold the ground he will probably overrun. This means that the other German units in the beachhead perimeter probably won't be attacked, including, perhaps, Frascati's defender. This will leave the German commander with a strong, concentrated force in a vital area. As for Chieti, the German has many strong lines of defense to fall back to along the Adriatic so the loss of the Pescara River line isn't too important. Anyway, this area is isolated from the main battle area and is not usually the site of any major Allied attacks. In the Cassino-Formia area, the escape route of 15 PzGD Div and 715m Div is protected, so these units won't be trapped. Also, the units at Formia should be available on the second turn to block routes 6 and 7 and keep the Allied forces divided for one more turn. This will allow the German time to build a solid line north of Rome. Then he can make a slow and painful (to the Allies, that is) withdrawal to the Gothic Line. It all depends on keeping your initial force intact.

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distance factors, start planning now to hold an area convention in your town in 1972. The convention rabblers from the Pacific Northwest, the Southwest, and the South are still to be heard from and we know there are thousands of gamers in these locations. If you think you don't know how to plan a convention, or Open House, or Tournament, contact one or all of the fellows above and ask them how *they* got started. They will be only too willing to expound on their "trade secrets." Even an "Open-House" event is enough to get the ball rolling, get people interested, and get planning for next season. It can't hurt to *Try*.

At this writing, details of smaller conventions are in the planning stage. The IFW, in addition to their Lake Geneva convention, are planning others in Chicago and St. Louis; write immediate for those details. And, while we have received no official word from Sparta, we assume that an annual Long Beach California affair is forthcoming.

### REMEMBER THE BIGGIES

Fall River . . . . . June 5-6  
Mil-Con III . . . . . July 11-12  
GenCon 4 . . . . . August 21-22



# Random Thoughts...

by Lenard Lakofa, President IFW

*Our industrious Author appeared last month as the "Cover Boy." He was shown testing our brand new introduction, Luftwaffe. At the bottom was the caption, "soon to be released." Within 24 hours we received 7,558 orders for Luftwaffe and 462 orders for Len Lakofka. In the "story" done on the IFW leader, an ever-so-slight reference alluded to his failure to be numbered among the elite of the guest-authors for The General. In fact he had submitted not so much as one article for publication during the entire seven-year life of the magazine.*

*There are no flies on Len. He caught the subtlety. And here is his initial effort . . .*

Been losing lately at Bulge as Germans? Why does a river in *Stalingrad* affect unit differently from a river in *D-Day*? Why are the Italian units in AK so much weaker than the German units of nearly the same strength and with the same equipment? Why attack the 28 x 109 @ 6:1 in Bulge?

Well, now that you are interested, let's see if we can't answer some of these questions. In short, I'd like to discuss game design, and tactics.

In creating any game there must be rules, we all agree here (I hope) but what rules should we include? What concepts shall we cover? *HOW* shall we cover a concept? Let me illustrate what I'm discussing here.

In the African campaign there was a morale problem when a comparison among British, German, and Italian units is made. Let's see how we could present this morale problem in the rules. We could use a different CRT for Italian combat (either attack or defense) to reflect that, even at the same odds, they would retreat faster, not advance as far, or do as well, overall, even when they had the same weapons and strength as a German unit. This would mean that Italian and German weapons would have the same value on the unit counters for equal strengths.

We could give the Italian units a lower strength – in other words – we reflect their lower morale by saying that their strength is less, even though weapons and numbers are the same as their German counterparts.

We could add rules forbidding Italian advance unless 3:1 odds are achieved. We could say that if an Italian unit must retreat it must retreat one more hex than is called for. Thus we have accounted for the SAME concept in three ways!

So what, you say? I only wish to point out that the creation of the rules of the game must portray what occurred as best as possible, but the unique way in which the rules do this is the game designer's art. AH has chosen to make the Italian weaker, than their weaponry would seem to indicate, to express the lower morale of Italian troops.

This discussion is made so that you will accept the notion that EVERY rule has a purpose! It is not thrown in because it is cute or new. It is placed in the web of the game to produce both overall accuracy and play-balance. If you try to take REALITY and explain the rule you will fall flat on your face – as many who have tried to explain the disappearance of rough terrain when retreating in Bulge, the *unGodly speed of Infantry* in 1914, the *morbid slaughters in Stalin-*

*grad* and *D-Day*, etc. A good game, one you will play and enjoy, must simplify concepts – as J.E. Pournelle expostulates at every chance – and present them in such a way that INACCURACY of the *individual* rules is likely, but the OVERALL game is accurate. If you take one rule that you brand as unrealistic and inaccurate and change it to reflect reality, you take play-balance and blow it to high heaven! Imagine, for example, if all units moved as fast as they really could in a turn?

Variants of a particular game are usually a new way of representing the same game, but changing the conceptualizations completely, to achieve higher accuracy. To add just *one* optional rule in just about any tournament game will throw play-balance in favor of one side or the other. Thus one variant rule will do the same. It is like removing one brick in a wall, substituting another, and hoping the appearance and structural values of the wall remain the same.

In *Bulge*, those of you who play often, know that the odds tremendously favor the Allied side – I'd say 55-60% are allied victories in which all optionals are used. If the German does win, he does so because of good rolls on a good initial attack. If the Amer. is competent, unless you do very well on turn one, the German is doomed. A good German plays 6-8 initial attacks retaining supplies for 2 to 4 for use later, and attacks the 8 at 3:1, CCR at 8:1 or not at all, 28 x 109 at 6:1, 106 x 422 @ 5:1, 106 x 423 @ 3:1, surrounds the Cav. unit, lead 99th regiments @ 3:1, remaining 99th reg @ 1:2 and the next reg of the 2nd, if at all, at 3:1. He places a fast unit or two on the OUR river and then starts to roll the dice. If he bottles up the 99th & 2nd, gets an engaged on the 4th lead unit, eliminates the CCR and get a D back 4 and A advance 4 on the 28 x 109 the AMERICAN HAS LOST! If he gets very bad rolls, i.e. 99th is forced down the road, 28 x 109 back one, 4th only a contact, then American chances loom at 65% already! The argument about so much riding on the dice (stock market) in one turn has been made. Yet what to do? You could try Don Lowry's idea and create an entire new game on the same battle (OPERATION GRIEF) and create an entire new "wall" to better produce the real situation. You can play around with the optionals a little to achieve balance against your opponent. (As an aside, here is a variation that makes AH Bulge a 50-50 game! Start with a 15PM ½ turn for each side! That is; American sets up. German places his units in the appropriate areas, by moving them in on the roads or the board edge, one at a time, except for 2 entire divisions, which he may place freely ([note this must be 2 actual divisions – not 6 regiments so as to equal divisions]). NOW, allow the Allied player to move all units up to 2 hexes, subject terrain, and WITHOUT the road bonus! From here play is normal BUT allow the German supplies for 11 initial attacks, 8 subsequent on turns 2 & 3 and then 6 supplies per turn for the rest of the game).

Now finally, in this mass of random thoughts, let's look at tactics of ALL wargames! Gad, all wargames you cry!

When Henry Wargamer sends in the "perfect plan", the "best defense" or "the Strategy and

tactics of . . . .", what is he doing? He is saying that "From the experience I have gained in playing Albania 1888 this is the best way to proceed because it gives me good results." In short, he is, via this article, giving you the key to the sophistication in the game that he has achieved! Every game has tricks to good play! Now let's see how you can learn these tricks YOURSELF, without the help of Henry Wargamer – who isn't any more intelligent than you anyway!

After you have played the game once or twice, so that you have the mechanics down pat, you dissect three things, THE BOARD, THE CRT and THE RULES. This is done in this simple manner. Take a few units of each type and move them around on the board. Place them here and there. What does this prove? Well by moving them you will learn what avenues can cause a unit to move quickly, you will learn what avenues allow inter-cooperation between advancing wings. You will learn also, what avenues to cut so as to deprive your opponent of his best avenues. You will learn which hexes are more important in defense because of *ease of retreat*, as well as the best position to block the enemy advance. You will learn what hexes prevent enemy advance, which hexes will compromise two fronts, if captured, etc. E.g. (using Bulge again) N-28 is spotted at once as a fortification site, as is DD-24, EE-22. Putting Peiper on QQ-17 will kill the Allied player if he doesn't block the road to Houffalize, a unit on LL-30 if retreated permits the German only a one hex advance, JJ-32 allows the German to advance down the road after you. CC-34 is a terrible fortification position, because if kicked out, unless there is an Allied unit adjacent to CC-34, the German can advance next to Bastogne. La Rouchie is more important than Bastogne!!!! MM-18 compromises both the Houffalize road and Vielsalm, etc.

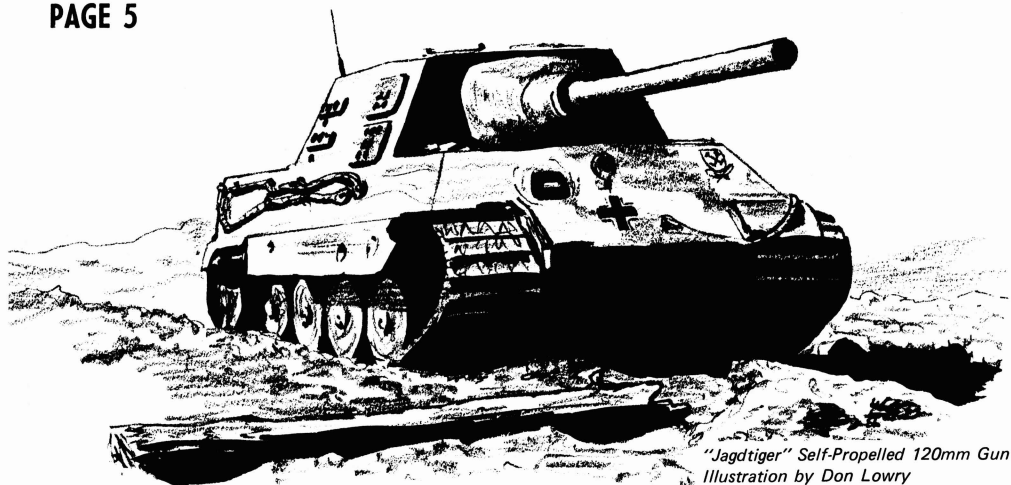
The examination of the CRT is next! This should be done statistically! Calculate the chances of each possible result. When you attack you can then select the BEST odds for the result you want! E.g. the 28 x 109 is hit at 6:1 because you want the best chance for the longest ADVANCE. You hit the lead unit of the 4th Div. at 3:1 because you want to be sure to keep TT-30 to deprive the Allied player the use of the 31 diagonal road! (use pure armor only) You attack 106 x 422 at 5:1 so that you won't get an engaged! Thus the 422 MUST counterattack you and kill himself! etc. You also statistically analyze every table involving probability! Look at the Russian front table in 1914. Calculate the TOTAL number of units that must go to the front if 1 through 6 are thrown and then divide by six. You now have an average statistical probability of the outcome – it could surprise you.

Finally, look at the rules. I have tried to tell you that rules should be looked at as; WHY was the rule written; THEN at; what are its effects?" If you do this you will find all of the little tricks out that allow you to, very subtly, shaft your opponent.

If you work at a game, instead of having someone tell you a good tactic, you will not only play the game better, more rapidly; you will astound your opponents at your thrilling grasp of history, tactics, and military maneuver.

Lenard Lakofa  
1806 N. Richmond  
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"Jagdtiger" Self-Propelled 120mm Gun  
Illustration by Don Lowry

## Panzerblitz Situation 13

by Tom Oleson

The general enthusiasm for Panzerblitz seems tempered by criticism of the situations provided. This is easily remedied, since inherent in the game is scope for variants limited only by the ingenuity of the gamer. Here are the rules for a situation I've found to be well-balanced, and amply supplied with that nail-biting tension so essential to wargaming pleasure! Moreover, the 12 units on each side for which no situation is provided can be used.

Each player has 1000 points from which to select his combat force. Each unit has its own point total, arrived at as follows:

### 1. Tanks and tank destroyers

Add the sum of all four factors, for example:

- 16 AF (attack factor)
- 12 RF (range of factor)
- 12 DF (defense factor)
- 10 MF (movement factor)

50 points = 1 Panther tank unit

Other examples would be 52 points for a Joseph Stalin III tank unit, or 54 for Tiger IIs. Therefore, with the 1000 points provided, one could select, just as an example, all 12 Panthers (12 x 50 = 600 points), plus 400 points-worth of other units.

### 2. Assault guns

These are all "H" (howitzer) class weapons, able to employ their full attack factor against armored vehicles only at ½ range. Moreover, some of the "H" class weapons, such as the Russian SU-152, are quite "expensive" (high in point value). For this reason, count only ½ their range, for example:

- 40 AF
- 5 RF (½ of 10)
- 16 DF
- 7 MF

68 points = 1 SU-152 unit

Another example would be 33 points for the German Wirbelwind.

### 3. German self-propelled artillery

Treat it just the same as assault guns, for example, Hummel = 86. Even so, these units are expensive when one has only 1000 points to spend.

### 4. German armored cars

Treat the two types with an armor-piercing gun just as tanks, that is, add up all four factors. For the SdKfz 234/1, which mounts a 20 mm howitzer, take only ½ of the range. Examples:

28 points — Puma

23 points — SdKfz 234/1

### 5. Transport

Wagons = 4.

For trucks, add together the DF (1) with one-half the MF (6), for a total point value of 7. Once off roads, trucks are so hampered by terrain that their value is excessive if full MF is counted.

Half-tracks also cost too much if all 4 factors are added. Since there is no way they can attack any armored target, or each other, and since they can not use close assault, do not count either AF or RF:

- 0 AF
- 0 RF
- 4 DF
- 10 MF

14 point value of a German halftrack unit (Russians = 12).

### 6. Russian cavalry

Like infantry, cavalry are most effective using CAT. Therefore, the range of 3 is of little practical benefit over a range of just 1.

- 10 AF
  - 1 RF (not 3)
  - 8 DF
  - 1 MF (not 3)
- 21 points for a cavalry squadron.

### 7. CP's = 1 point.

### 8. Infantry

As explained above, the extra range which some of these units have is seldom used, and therefore would handicap them unfairly. So, consider all to have a Range Factor = 1, and add that with the other 3 factors:

- 26 points — Russian guards company
- 9 points — German security platoon

### 9. Towed guns

These units suffer from 3 defects: a nominal Defense Factor, little or no mobility, and in some cases, an Attack Factor so negligible that you think they must be throwing rocks at the enemy! Therefore, I've found that it works well to count only ½ of the AF and the RF, adding it to the DF, such as it is, and the MF, if any. For example:

- ½ AF
  - 6 RF
  - 3 DF
  - 1 MF
- 11½ — Russian 82mm (horse-drawn) mortars.

A German "88" costs 21 points. Lest you think this makes guns too cheap, repeat my experiment

of taking 70 units — mostly trucks and guns — and watch a much smaller (in number of units) force chew them up!

### Victory conditions

That player wins who has the most units on the center board at the end of the 12th turn. Equal numbers would mean a tie. In order to equalize the difference between Russian and German forces, an alternative is to play two games, the winner being the player having the most units on the center board, considering both games. For example, if I am Russians in Game I, and at the end have 3 units less than you, but then, with sides reversed, in Game II, I have only 2 units more than you, you would win by 1 unit. This isn't necessary, however, to have a very close, hard-fought contest. There are no "shades" of victory, as in the other Panzerblitz situations. With the exception of an equal number of units at the end (rather unlikely), there is always a winner and a loser.

### Sequence of play

Each player selects his army, taking 40 or 50 units, or whatever he chooses, for a total of not more than 1000 points, as explained above. Speaking from the experience of a number of games using this system, I have found that a well-balanced force comprising units of all types is best. This will usually total 45-55 units. Neither I nor my adversaries have done well either with a small but powerful force, or a very large force, but I'm willing to be proven wrong!

Only *after* making their selections do the players reveal what they have chosen; no fair changing then! Since the player with less units must be the aggressor, he enters first. In case of a tie, Russians enter first.

### Terrain

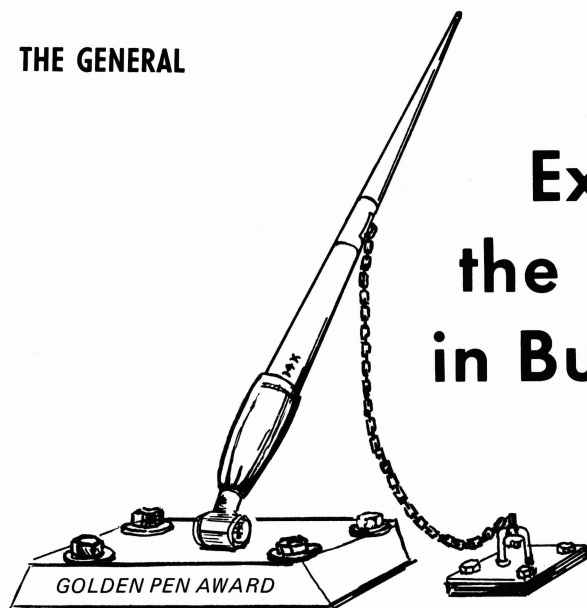
A very experienced war-gamer once told me that he would relish a game in which he would *not* have that intimate familiarity with the terrain that comes after you'd played it many times. To achieve this element of surprise, I suggest a *random* determination of the board configuration, to be made only *after* each force is chosen. This also puts a premium on a balanced force, capable of fighting it out on board 1, 2, or 3. Nor need the center board be one of those 3. It can be a combination of half of one board abutted with half of another, with the 3rd board joined in a symmetrical way.

A die can be rolled to determine the juxtaposition of each board with the others. Chance can also determine the opposite coordinates from which the contending forces enter, to meet head on in combat for possession of that center board! The ideal situation is to have just one unit less than your opponent, so you get the advantage of entering first without having to kill too many units to catch up.

A final word: one of the beauties of Panzerblitz is its infinite expandability. I personally enjoy this situation 13 even more when several extra board sections are added next to the center board. The rules can remain the same, but there is more room for maneuver.

Tom Oleson  
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## Exploiting the Initiative in Bulge

*This is the second in a series of articles reprinted from out of the past. Articles selected for this series are those voted "most outstanding" by readers of the periodicals in which they appeared. We are reprinting here Part II of Don Lowry's article with permission granted from The International Wargamer, Vol. 3, Nos. 4 & 5.*

So far in this series, I have described tactics to use as the German in BULGE involving the extensive use of lateral lines of communications to switch forces from one route west to another — thus hitting the American where he is most vulnerable and forcing him to spread his forces to defend all routes in strength. Also, I recommended a strategy that avoids piling most of our forces into a direct push at Bastogne. Instead, we make the main thrusts on the northern and southern flanks, thus drawing the defenders there also — and away from Bastogne. Then we can use the tactics mentioned above and redirect our forces in a sudden drive on that vital road center.

Last issue, the northern half of a first move was described which would get us started on implementing this strategy. The primary objective in that northern sector was the clearing of the north-south road through St. Vith by blocking or eliminating most of the reinforcements to that immediate area. The set-up described had a 50-50 chance of doing just that. Secondary objectives were: block off the U.S. 2nd and 99th divisions so that they couldn't block our westward movement and eliminating the 14th Cav. Gp. and the 106/422.

Now we turn our attention to the southern sector. Here the eye is caught immediately by Clervaux. First of all, it is the center of a road net; secondly, it's a fortress; thirdly, it's on the direct road to Bastogne. The main thing about Clervaux, however, is that the units in and around it are astride the north-south road we used for communication with our units in the northern sector. More important to us than the town of Clervaux, however, are the two American infantry regiments in it and next to it. If we just run them away from Clervaux we have the town, but these regiments will live to fight another day, and will still be between us and the Meuse. But if we could get between them and Bastogne they would be out of things, temporarily at least, and some other units would have to cover the

Clervaux-Bastogne road. The American doesn't have that many units to spare.

This, then, is the purpose behind the seventh attack — a 6-1 against the 28/109. With three spaces to stack attackers on we could get 8-1 if we wanted to. But the object is not to eliminate the 28/109 but to advance as far as possible. The ideal result would be "D back 4, A advance 4" then we would retreat the 28/109 to KK-30 advance the Panzer Lehr Division to LL-27, the 352nd Volksgrenadier Div. to MM-30, the 13th and 14th Parachute Regiments to MM-28, and hold the 15th Parachute regiment at 00-26. This is made possible, of course, by the lack of zones of control on the part of units in fortresses. The Pz. Lehr Div. at LL-27 completely prevents the 28-11C + 112 from moving west while it threatens a direct advance on Bastogne. The 352nd Div. at MM-30 is in position to move next turn to block the road running south from behind Wiltz. The two parachute regiments at MM-28 prevent the 28/109 from counterattacking, and the 15th Para. Rgt. at 00-26 prevents either of the other two regiments of the 28th Div. from crossing the Our River and drawing us away in the wrong direction. This attack was designed with Play-By-Mail games in mind, where the odds of getting to advance 4 are 2 in 10, or 20%. In face-to-face play they're only 1 in 6, or 16.67%.

An advance of 3 is almost as good, however. In such a case retreat the defender to LL-29, advance the Pz. Lehr Div. to MM-27 and the 352nd Div. to MM-29, and leave the 3rd Para. Div. at 00-26. Pz. Lehr — or least its zone of control — still blocks the American withdrawal westward and still threatens an advance on Bastogne; the 352nd still is in position to move next turn to block the road running south from behind Wiltz while also blocking any counterattack by the 28/109; and the 3rd Parachute is still blocking an American move to the east of the Our. (Ed. note: it is both an AH and IFW BULGE ruling that retreat of the loser, in a battle, is the loser's option, not the winner's.)

So an advance of either 3 or 4 will serve our purpose. The odds of getting either one or the other are 2 in 6, or 33.3%, for FTF, but for PBM are 4 in 10, 40%. It will be recalled that the chances of preventing more than one unit from reinforcing the St. Vith area are 50%. Now imagine a graph ten columns wide and ten rows

high. Let's say that the ten columns stand for the 10 possible outcomes of this battle and the 10 rows for the chances of blocking most of the 2nd and 99th divisions. The 10 rows crossing the 10 columns form 100 squares. In each square one possible result of this battle meets one possible outcome of the other. We know that 5 of the rows represent favorable results up north, and 4 of the columns represent a favorable outcome here. Therefore, in 20 of these 100 squares both favorable results meet — 20% of the games played with this set-up will see results of both battles in our favor. Such results should GUARANTEE a German Victory; the American player could not possibly cope with the situation that would result. The reverse situation, however, is the one to watch. 5 of the rows favor our opponent and 6 of the columns. This means, then, that 30% of the time both results will go against us. That may sound bad, but it means that 70% of the games played with this initial move will give favorable results in either one maneuver of the other, or both. To be precise: 20% both, 50% one or the other, 30% neither. I feel that getting just one of these two coups — either one — gets us off to a very good start. (For FTF play the graph is not 10 by 10 but 6 by 6, and the percentages are: 16.67% both, 50% one or the other, 33.3% neither — still pretty good odds.)

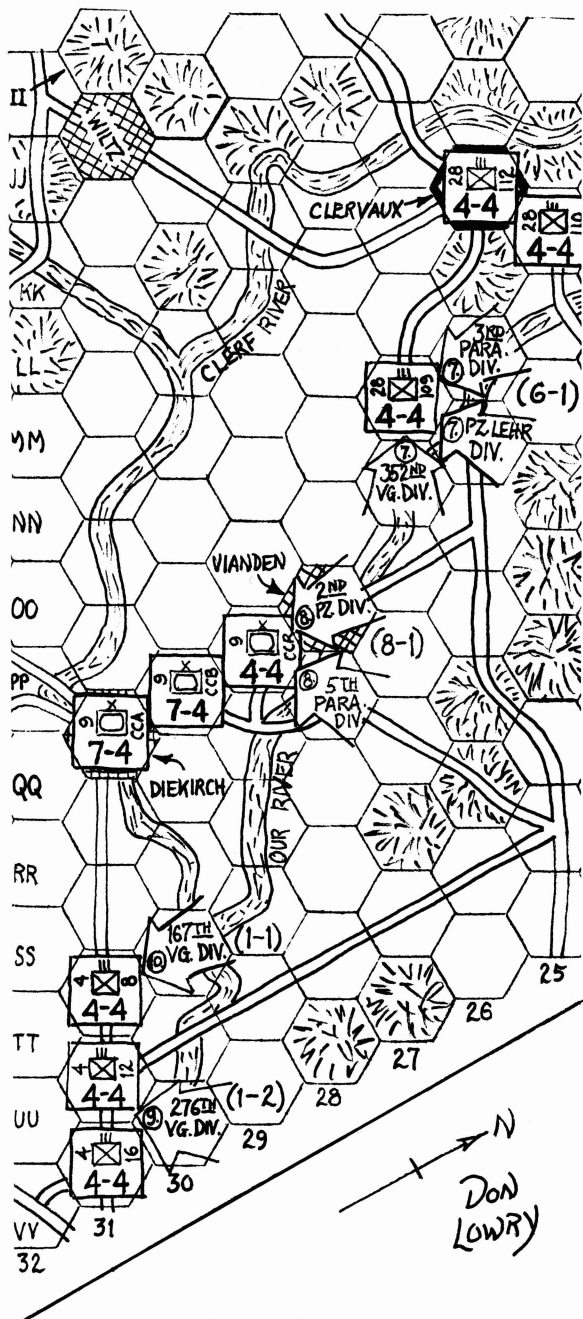
Results of "... advance 2" aren't a complete loss, either. Advance the Pz. Lehr to NN-27 and the 352nd to NN-28, and the Clervaux-Wiltz road is completely blocked, at least. Or you just might eliminate the 28/109 now, and that's one less enemy unit to get in the way next turn — and the rest of the game.

In fact, attrition can play a very important part in this game, though the Battle Results Table might seem to minimize it. But eliminating enemy units is just as important as taking ground, if not more so. I'm not talking about the concept that the destruction of the enemy forces should always be the primary object of our own forces — that's on the grand-strategy level. Our strategic objective is still the crossing of the Meuse. I am saying, though, that attrition of the enemy will help get us there. As the American player falls back toward Bastogne, the roads he must block converge, so that a slowly-dwindling force can still cover them. But once past Bastogne the roads diverge rapidly, and, if you've blooded him like you should, he's probably going to be stretched nearly to the breaking point. The time to start this attrition is immediately — if not sooner.

For this very reason the eighth attack is an out-and-out attempt to eliminate the 9/CCR with an 8-1 attack. Here the odds are 70% PBM or 66.7% FTF. Using the set-up outlined in this and the previous part of the series, we should average eliminating 2.7 enemy units of 10.8 factors in a PBM game, or 2.5 units of 10 factors FTF. This is, of course, just a statistical average; like the family with 3.6 members, it is impossible to accomplish exactly. What it means is that you will probably eliminate either 2 or 3 enemy units this turn. In FTF you're just as likely to get 2 as 3, but in PBM, 3 a little more often than 2. Of course, you'll occasionally get even more, or less, with a minimum of 0 and a maximum of 5. If you work at it you can average 3 or more enemy units per turn for a quite a while. If you do, the American front will eventually stretch so thin you can break right through it.

Attacks number 9 and number 10 are a 1-2





against the 4/12 + 4/16 and a 1-1 against 4/8 respectively. The hope, of course, is to "engage" one or more of these units so they can't be placed more directly in our path and can probably be wiped out next turn. Not quite as good, but still desirable, would be results of "Contact" or "D back" – thus breaching the Our River line, at least. The odds here are: Battle No. 9 – PBM: Engaged – 20%, D back – 20%, Contact – 20%, A back – 40% – FTF: Engaged – 16.7%, D back – 16.7%, Contact – 16.7%, A back – 50%, Battle No. 10 – PBM: Engaged – 30% – FTF: Engaged – 33.3%, D back – 16.7%, Contact – 16.7%, A back – 33.3%. Again, the important thing is the combined odds of the two attacks. The chances of both attacks ending in "Engaged" are 6% PBM or 5.56% FTF: the chances of getting "Engaged" on one or the other attack are 44% PBM or 44.4% FTF. The odds of both attacks ending in "A back" are 12% PBM or 16.7% FTF. So the chances are 88% (PBM) or 83.3% (FTF) of at least breaking the Our river line.

What to do on the second move depends on the outcome of each of the attacks made the first move and on the enemy's preaction. Here are some things to try for if you're in a position to do so. Try to get one or more units to square PP-11, or even better: 00-12. This will cut off all American units still north of Malmedy. Also, a unit or two on 00-13 will interfere considerably with your opponent's movement between the northern route and the St. Vith – La Roche road. Try to move around the end of the river at LL-20 to get in position to outflank Vielsam. If you succeeded in getting west of Clervaux on the first move, push vigorously on towards Bastogne and you just might get there before the American Paratroopers do!

Get across the Clerf River near Diekirch with strong forces and an eye to eliminating any American units that tarry too long in the open terrain. This southern route to Bastogne should be pushed with considerable force, partly, because it complicates the enemy's defense of Bastogne considerably. Also, our possession of this area prevents him from using it to harbor units for a future attempt to retake Bastogne.

As you push westward the enemy will probably abandon the road between Clervaux and St. Vith. If he doesn't you can surround and destroy whatever units he leaves there. Then, with the road open all the way from Diekirch to St. Vith, you can switch units from one area to another at will. The importance of this was discussed in Part I. But the further west you advance, the further apart are your units – in terms of their ability to support each other. For this reason you should keep in mind the desirability of controlling any short cuts.

One such short cut is the road from St. Vith and Vielsam to Stavelot. This – not via Manschau and Malmedy – is the proper approach to the northern route and will be the link between this route and the Vielsam – La Rouché road.

Further south is a loop that starts half-way between St. Vith and Clervaux, runs southwest and then turns east again to Clervaux, runs southeast and then turns east again to Clervaux. This loop will considerably shorten the distance which reinforcements from St. Vith must travel to reach the direct approach – or vice versa. And the road from Clervaux through Wiltz to Diekirch will greatly shorten the connection between the southern flank and the rest of your forces.

The road running north and south through the center of the board from FF through Martelange, Bastogne, Houffalize, Manhay, and Aywaille to BB, is of the greatest strategic importance. While in the enemy's hands it gives him very good strategic mobility. So it is important to block his use of it – the sooner the better – then fight to gain the use of it ourselves.

Another important thing about this road is that it passes through three very important squares: Bastogne, DD-24 and CC-18. These are the three most important squares on the board, because every single possible supply route to the Meuse passes through one of them!

Obviously, then, we must keep enemy zones of control away from at least one of these – and preferably all three. Prudence would indicate the desirability of controlling at least two of them so that if you should lose one to a counterattack, it won't cut off your units west of the Meuse. It would greatly facilitate things, of course if the two which we control are adjacent, rather than separated. The hardest one to take is likely to be

CC-18 so I'd concentrate on the other two. All three are desirable, however, and not too much to ask for.

Now, what happens if our opponent refuses to follow our script? We are planning heavy attacks on the northern and southern flanks in order to draw defenders there and away from Bastogne. So what if he refuses to be drawn? Well, the essential idea of good tactics is to put your opponent on the horns of a dilemma. That is: you've got him either way he goes. So, if he insists on ignoring your flank attacks, then push them for all you're worth.

There is more than one road to the Meuse! If your opponent still will not weaken the Bastogne front, cut it off and surround it. Then you'll get not only the town, but the American units defending it as well!

I'd advise you to not normally try to cross the Meuse until you control Bastogne, but if you control secure routes through both D<sup>2</sup> 24 and C<sup>2</sup> (CC)-18, it can be attempted. Stay loose and don't tie yourself to any fixed timetable or strategy. Above all, keep pressing as hard as you can. Don't let up on your opponent for a second.

Well, let's wind up this overly-long discourse with a few observations on tactics. Some or all of these ideas may seem elementary to many of you, but perhaps some of you will learn something new. For instance: It often pays to try to get "engaged" with an enemy unit if you are sure its neighbors will be forced back. The engaged unit, not being able to pull back to the new line, is easily surrounded and eliminated of the following turn. The best odds for this are 1 to 1 or 2 to 1 (33 1/3% FTF, 30% PBM).

Be careful, when attacking at three to one, four to one, five to one, six to one or seven to one, not to needlessly risk losing larger and/or more mobile units in an exchange when smaller and/or less mobile units could be used instead. There are times when it can't be avoided, such as the attack on the 2nd Div. described in Part II. But normally it pays to include in each attack enough 4-3's to match the defender's strength for an exchange (don't forget to allow for the doubling or tripling of the defender). Of course, use 8 to 1 odds when you can get them, eliminating the possibility of an exchange.

It is often useful to group the panzer and panzergrenadier units in stacks totaling 24 factors. Since most of the American units, you will be attacking, are 4-4s and will normally be encountered on doubling positions, it makes sense to group your units in stacks that are multiples of 8. The SS panzer divisions are just the right size (except 1SS which has one excess factor). The other panzer units (after the Führer Escort Brigade arrives) can be arranged into 3 such stacks – two of them composed of 10-4, 8-4 and 6-4; and the third is 12-5, 8-4, + 5-4. This leaves one 6-4 and one 5-4 left over to serve as replacements and to do odd jobs. Don't hold to these groupings very rigidly, however. Flexibility is essential to good tactics.

Try to take advantage of every opportunity to attack enemy units when their retreat routes are blocked. Sometimes you can surround one unit by driving away its neighbor, as in diagram No. 1. Here the 6 to 1 attack guarantees the stack of 7-4s is blocked from retreating north, northeast, or northwest because the 12-5, 8-4, and 5-4 will maintain the position shown. The 1 to 4 against

(continued page 10)



# Order of Battle - Luftwaffe

*Here's that portion of the research material that didn't make the game's Campaign Briefing Manual because of space limitations. We include it here for those who have asked for our heads because we left it out . . .*

The following list shows all U.S.A.A.F. combat units committed to the European theater. The letter following the Group identification

number indicates the type of unit. F=Fighter, B=Bomber and R=Reconnaissance. Most of the Reconnaissance and Transport groups

have been omitted from this list because the contributions to the war effort, while vital, were generally of a passive nature. Under the Type column you'll find the equipment used by the unit when it first entered combat. The date upon which it first fought is listed under the Air Force which commanded it. When several Air Forces commanded a unit, the date on which it began service with each is listed. Double dates mean the unit left and returned on the second date. The date upon which units began operations with new equipment is listed in the CHANGE FROM ORIGINAL EQUIPMENT.

GROUP	TYPE	8th AF	9th AF	12th AF	15th AF	SQUADRONS	CHANGE FROM ORIGINAL EQUIPMENT
1 F	P-38	Aug42		Nov42	Nov43	1 2 3 4 6 19 91	
2 F	B-17			Apr43	Dec43	20 49 96 429	
4 F	SPITFIRE	Oct43				334 335 336	P-49 Mar43 P-51 Apr44
12 B	B-25		Aug42	Aug43		81 82 83 434	Leaves for India Feb 44
14 F	P-38	Oct42		Nov42	Nov43	37 48 49 50	
17 B	B-26			Dec42 Jan44	Nov43	34 37 95 432	
20 F	P-38	Dec43				55 77 79	P-51 Jul44
27 F	A-36			Jun43		522 523 524	P-40 Jan44 P-47 Jun44
31 F	SPITFIRE	Aug42		Nov42	Apr44	307 308 309	P-51 Apr44
33 F	P-40			Nov42		58 59 60	Leaves for India Feb 44
34 B	B-24	May44				4 7 18 391	B-17 Oct44
36 F	P-47		May44			22 23 53	
44 B	B-24	Nov42				66 67 68 506	
47 B	A-20			Nov42		84 85 86 97	
48 F	P-47		Apr44			492 493 494 495	
50 F	P-47		May44			10 81 313 445	
52 F	SPITFIRE	Aug42		Nov42	May44	2 4 5	P-51 May44
55 F	P-38	Oct43				38 338 343	P-51 Jul44
56 F	P-47	Apr43				61 62 63	
57 F	P-40		Oct42	Aug43		64 65 66	P-47 Mar44
78 F	P-38	Dec42 Apr43		Feb43		82 83 84	P-47 Apr43 P-51 Dec44
79 F	P-40			Mar43		85 86 87	P-47 Jun44
81 F	P-39			Jan43		91 92 93	Leaves for India Feb44
82 F	P-38			Dec42	Nov43	95 96 97	
86 F	A-36-P-40-P-47			Jul43		525 526 527	
91 B	B-17	Nov42				322 323 324 401	
92 B	B-17	Sep42				325 326 327 407	
93 B	B-24	Oct42				328 329 330 409	
94 B	B-17	Jun43				331 332 333 410	
96 B	B-17	May43				337 338 339 413	
97 B	B-17	Aug42		Nov42	Nov43	340 341 342 414	
98 B	B-24		Aug42	Sep43	Nov43	343 344 345 415	
99 B	B-17			Mar43	Nov43	346 347 348 416	
100 B	B-17	Jun43				349 350 351 418	
301 B	B-17	Sep42		Nov42	Nov43	32 352 353 419	
303 B	B-17	Nov42				358 359 360 427	
305 B	B-17	Nov42				364 365 366 422	
306 B	B-17	Oct42				367 368 369 423	
310 B	B-25			Dec42		379 380 381 428	
319 B	B-26			Nov42 Jan44	Nov43	437 438 439 440	B-25 Nov44 Withdrawn Jan45 to U.S.
320 B	B-26			Apr43		441 442 443 444	
321 B	B-25			Mar43		445 446 447 448	
322 B	B-26	May43	Oct43			449 450 451 452	
323 B	B-26	Jul43	Oct43			453 454 455 456	
324 F	P-40		Jan43	Oct43		314 315 316	P-47 Jul44
325 F	P-40			Apr43	Dec43	317 318 319	P-47 Dec43 P-51 May44
332 F	P-39			Feb44	May44	100 301 302	P-47 May44 P-51 Jun44
339 F	P-51	Apr44				503 504 505	
340 B	B-25		Apr43	Aug43		486 487 488 489	
344 B	B-26		Mar44			494 495 496 497	
350 F	P-39-P-400-P-38			Jan43		345 346 347	P-47 Sep44
351 B	B-17	May43				508 509 510 511	
352 F	P-47	Sep43				328 486 487	P-51 Apr44
354 F	P-51		Dec43			353 355 356	P-47 Nov44 P-51 Feb45
355 F	P-47	Sep43				354 357 358	P-51 Apr44
356 F	P-47	Oct43				359 360 361	P-51 Nov44

GROUP	TYPE	8th AF	9th AF	12th AF	15th AF	SQUADRONS	FROM ORIGINAL EQUIPMENT
357 F	P-51	Feb44				362 363 364	
358 F	P-47	Dec43	Jun44			365 366 367	
359 F	P-47	Dec43				368 369 370	P-51 Apr44
361 F	P-47	Jan44				374 375 376	P-51 May44
362 F	P-47		Feb44			377 378 379	
363 R	P-51		Feb44			160 161 162	F-5 & F-6 in Aug44
364 F	P-38	Mar44				383 384 385	P-51 Jun44
365 F	P-47		Feb44			386 387 388	
366 F	P-47		Mar44			389 390 391	
367 F	P-38		May44			393 393 394	P-47 Feb45
368 F	P-47		Mar44			395 396 397	
370 F	P-38		May44			401 402 485	P-51 Mar45
371 F	P-47		Apr44			404 405 406	
373 F	P-47		May44			410 411 412	
376 B	B-24		Oct42	Sep43	Nov43	512 513 514 515	
379 B	B-17	May43				524 525 526 527	
381 B	B-17	Jun43				532 533 534 535	
384 B	B-17	Jun43				544 545 546 547	
385 B	B-17	Jun43				548 549 550 551	
386 B	B-26	Jul43	Oct43			552 553 554 555	A-26 Jan45
387 B	B-26	Aug43	Oct43			556 557 558 559	
388 B	B-17	Jul43				560 561 562 563	
389 B	B-24	Jul43				564 565 566 567	
390 B	B-17	Aug43				568 569 570 571	
391 B	B-26		Feb44			572 573 574 575	A-26 Apr45
392 B	B-24	Sep43				576 577 578 579	
394 B	B-26		Mar44			584 585 586 587	
397 B	B-26		Apr44			596 597 598 599	
398 B	B-17	May44				600 601 602 603	
401 B	B-17	Nov43				612 613 614 615	
404 F	P-47		May44			63 64 66	
405 F	P-47		Apr44			509 510 511	
406 F	P-47		May44			512 513 514	
409 B	A-20		Apr44			604 641 642 643	A-26 Dec44
410 B	A-20		May44			648 649 650 651	A-26 Apr45
416 B	A-20		Mar44			668 669 670 671	A-26 Nov44
445 B	B-24	Dec43				700 701 702 703	
446 B	B-24	Dec43				704 705 706 707	
447 B	B-17	Dec43				708 709 710 711	
448 B	B-24	Dec43				712 713 714 715	
449 B	B-24				Jan44	716 717 718 719	
450 B	B-24				Jan44	720 721 722 723	
451 B	B-24				Jan44	724 725 726 727	
452 B	B-17	Feb44				728 729 730 731	
453 B	B-24	Feb44				732 733 734 735	
454 B	B-24				Jan44	736 737 738 739	
455 B	B-24				Feb44	740 741 742 743	
456 B	B-24				Feb44	744 745 746 747	
457 B	B-17	Feb44				748 749 750 751	
458 B	B-24	Feb44				752 753 754 755	
459 B	B-24				Mar44	756 757 758 579	
460 B	B-24				Mar44	760 761 762 763	
461 B	B-24				Apr44	764 765 766 767	
463 B	B-17				Mar44	772 773 774 775	
464 B	B-24				Apr44	776 777 778 779	
465 B	B-24				May44	780 781 782 783	
466 B	B-24	Mar44				784 785 786 787	
467 B	B-24	Apr44				788 789 790 791	
474 F	P-38		Apr44			428 429 430	
479 F	P-38	May44				434 435 436	P-51 Dec44
482 B	B-17 & 24	Sep43 (Pathfinders)				812 813 814	
483 B	B-17				Apr44	815 816 817 840	
484 B	B-24				Apr44	824 825 826 827	
485 B	B-24				May44	828 829 830 831	
486 B	B-24	May44				832 833 834 835	B-17 Jun44
487 B	B-24	May44				836 837 838 839	B-17 Aug44
489 B	B-24	May44				844 845 846 847	Nov44 withdrawn to U.S.
490 B	B-24	Jun44				848 849 850 851	B-17 Sep44
491 B	B-24	Jun44				852 853 854 855	
492 B	B-24	May44				856 857 858 859	Added C-47 Aug44 and A-26's Mar45
493 B	B-24	May44				860 861 862 863	B-17 Sep44



## Exploiting the Initiative in Bulge

(continued from page 7)

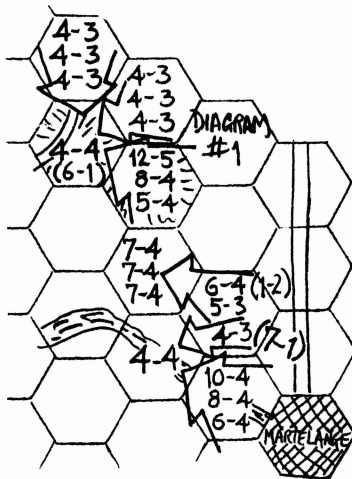


DIAGRAM 1

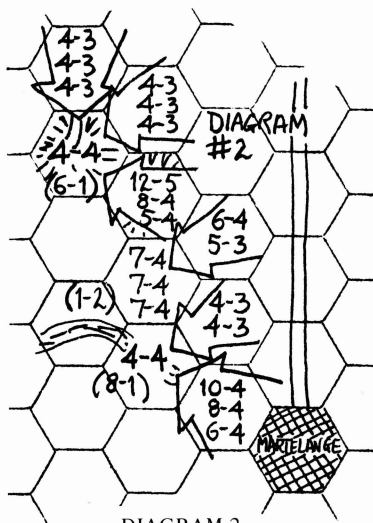


DIAGRAM 2

the 7-4s is a soak-off. The 7 to 1 against the 4-4 guarantees an advance, thus cutting off the 7-4's retreat to the sought, southeast, or southwest.

When it comes the American's turn, he must attack — at 1 to 4 and nowhere to retreat! Compare this to diagram No. 2, where the soak off attackers occupy their own square. This is a definite mistake, because, if the soak-off leads to "A back" this will allow the three 7-4s to advance and escape the trap.

I hope that the ideas which I have presented in this series will be of some benefit to you, and will get some people out of some rather deep mental ruts concerning the play of BULGE. I would enjoy receiving any comments on any of this.

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## Simplified 1914 with Optional Rules

by S. Frank Fogg IV

For some of the people who purchased 1914, which was advertised on a level with Blitzkrieg, their purchase may have turned out to be a time-consuming headache. The deadly SRT table (strikes again), the fortress rules, and other assorted goodies are way too much to handle in a 2 hour time limit (which is the average amount of free time I have) and this means I often have to play a much shorter game. However, never being one to waste 8 dollars, I decided to re-read the rules and write down changes so I could use a UET system instead (such as in Blitzkrieg, Basic game) which saves setup time (only the highest steps need to be set up) and play time (no groping for substitute counters.) When I got to the rules, I also saw some improvements which would cut down play time slightly (every little bit helps) and while I'm not knocking 1914 or the SRT system, I am sure there are those of you out there who don't always have the time or want to take the trouble usually associated with playing 1914 FTF, so here are my changes, and you can adapt them as you like.

All rules apply except as follows; Standard game:

1. Cavalry has an attack factor of 1 in standard game only, but are not doubled behind rivers.

2. Units suffer casualties according to your favorite UET system, even in rough terrain.

3. German player wins by getting a ratio of 3 to 1 in victory points. Allied player wins by avoiding this.

4. Allied player may transport up to 10 infantry units per turn by railroad. German player may transport up to 12 units 15 squares. A cavalry unit is applied toward this as 3 infantry units.

5. The railroad bonus is applied similar to the road bonus in Afrika Korps except that it must be applied all at once. [i.e. Unit "A" moves 1 terrain square next to the railroad, then onto the railroad, then down the railroad 8 squares. He now has 2 terrain moves left (note: he originally had a movement factor of 3)].

6. The stacking limit for each side is: Infantry; 3, Cavalry; 5, Mixed; 3.

7. Fortifications: when attacked from a side of a square containing a fort, (inside, like in Metz, of course) you add the number of forts on that side to your defense factor. (see example A).

8. Supply: units must physically occupy or be next to a railroad square to capture it.

9. To be supplied, you must be able to trace a supply line not more than 3 squares to a railroad which must then run to the respective supply points without going through enemy units or their zones of control.

10. Units without supplies for 3 turns are eliminated (at the end of the 3rd turn.)

11. Replacements: German and French player each receive 9 attack factors per turn starting at turn 5.

12. Replacements are started at the respective supply points.

13. Units must always attack adjacent units except when across rivers.



Example A: When attacked from side A, the defense factor is 11, from side B, 10. When Attacked from both sides, the defense factor is 12.

### ADVANCED GAME

1. Corps is 1 infantry unit of 4 attack factor or better. Every other unit is considered 1/2 corps.

2. Using the inverted counters rule cavalry use 1 for defense factor when forced to instead of 0.

3. Whenever a cavalry unit attacks a non-cavalry unit, the defender rolls the die to determine the effect. A roll of a 1-5 indicates normal procedure (as in the battle manual.) If a six is rolled, the cavalry unit is destroyed and the defender does not reveal his identity. Should a cavalry unit attack other cavalry and infantry units in combination, the above table is rolled, and if the attacker is not destroyed, the cavalry unit fights the defenders cavalry units. If he is not eliminated or driven back, then the defender must reveal his infantry units in that square.

4. Whenever infantry and cavalry units attack in combination, the cavalry battles are always fought first (roll the table, etc.)

5. Amphibious movement: Allied player rolls the die twice for each unit withdrawing by sea that did not land by sea. If a 3 or 4 is rolled on either roll, that unit is not allowed to withdraw. If a 3 or 4 is rolled both times, the unit is eliminated. Possible combinations for elimination are: (3,4) (4,3) (3,3) (4,4). Some combinations for not being allowed to withdraw are: (3,5) (1,4) (4,6), etc.

While my rules sometimes change play procedures, they do not drastically change the end result, except maybe for the number of remaining units at the end of the game. The reason for the change in cavalry rules is that some cavalry units probing might certainly be ambushed by a strong infantry units and be destroyed. At points where there is a die roll table, (such as Sea Withdrawal) it represents the number of men (steps) that you would lose through such a tactic. These rules are very open-ended and by changing the die-roll tables and subtracting some of the rules, or by adding your own, you can get your end result as you like it. You will find your gaming time cut down considerable, and the time that you save in initial set-up means you have even more of the former. Please send you comments, and any questions should include return postage. Send to: S. Frank Fogg IV, 11850 Edgewater Dr. No. 912, Lakewood, Ohio 44107.

# Gettysburg What Price Victory?

by Alan Augenbraun

It is noon, July 4. The Battle of Gettysburg is over. Lee's entire Army of Northern Virginia is still on the board; not one of the 52 Confederate factors has been lost. All that remains to oppose this mighty host is one meager battalion of Union artillery. It is plain to see that the winner of this bloody struggle is none other than the Union commander. Since the Confederates have not eliminated *all* Union units as per the victory conditions, they have lost. This, I am sorry to say, is not what I call "realism."

Even more ridiculous is the possibility wherein the Union commander does not even bother to bring on his arriving forces. With only Gamble's and Devin's Cavalry units, he leads the South on a merry chase around the board until noon of July 4. While the entire Army of Northern Virginia is confronted by only two enemy factors, it still loses the game because it failed to catch the enemy cavalry in an insane game of Tag.

Certainly, these are far-fetched cases, but they are conceivably possible, and they succeed in pointing out the weakness of the existing victory conditions, a weakness which I would like to rectify. A look at the historical background of the Battle of Gettysburg will provide the key for correcting this failing.

Lee's success against several Union generals gave him the confidence to invade the North a second time. The purpose of this incursion into Federal home soil was fourfold. First and most important, Lee aimed to extract vitally-needed supplies from an enemy state. Second, his presence in Pennsylvania would serve to deter the flow of Northern reinforcements for Grant at Vicksburg. Third, by winning a daring victory in the North, Lee would be adding fuel to the fire of the peace movement in Washington and would enhance the diplomatic status of the South in the eyes of Europe. Fourth and last, Lee sought to shift the war from the Confederate States to the United States' home ground.

As Lee advanced into Pennsylvania late in June, the Army of the Potomac under Gen. Hooker concentrated at Frederick, a town about 40 miles from Gettysburg, and threatened Lee's line of retreat. Lee, in turn, massed his forces northwest of Gettysburg.

On June 28, Meade replaced Hooker and moved his army northward to prevent Lee from crossing the Susquehanna River on the way to Philadelphia. The advance elements of Meade's forces met Heth's Rebel infantry near Gettysburg, and thus the battle was begun.

Lee's plans had called for the capture of Harrisburg — near the Susquehanna — and its abundant supplies and munitions. He could then afford a running fight with Meade on the way to Philadelphia for he would be able to keep his artillery firing without a stop.

Thus, it was up to Meade to stop Lee's advance, and the burden of the offensive must therefore be placed on the North, not the South. As Longstreet said to Lee at Gettysburg, "If the enemy is there, it will be because he is

anxious that we should attack him — a good reason, in my judgment, for not doing so." Under the existing How-to-Win rules, Longstreet's advice is ignored; it is the South which must attack or lose.

A simple and uncomplicated change in the victory conditions is necessary, as I have shown, from the standpoint of both playbalance and historical realism. I propose that the requirements for winning be restated as follows:

1. The South wins if it eliminates all enemy units by noon, July 4, or if the enemy fails to launch an offensive.
2. The North wins if it eliminates all enemy units by noon, July 4.
3. Any other conditions result in a draw.

These new requirements for victory preclude the ridiculous possibilities mentioned earlier simply because the onus of attack is now placed

on the North as well as the South. The Army of the Potomac can no longer sit and wait for victory at the Union end of the board nor can it win by cagily avoiding contact with the South. Likewise, the South must get out and fight if it is to win the battle.

Under these circumstances, the South will most likely dig in (temporarily) while the Union, forced on the offensive, marches northward against them. This is as it should be. The superior Federal force now has the disadvantage of launching the assault while the weaker Confederates are placed on the defensive.

With both sides required to take action in order to win, the challenge and stimulation necessary for good wargaming are now present in *Gettysburg*. The Blue and the Gray can return to the battlefield knowing that theirs will be a meaningful contest and that the victor will come away the better man in a match of skill and wits, not just a waste of time pitting the tactically and numerically weak against an enemy strong in numbers, position and advantage.

Alan Augenbraun  
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Brooklyn, N.Y. 11223

## Air Battle for the Reich

by Warren Jervey

The most important item on the mind of any would-be Goering is how to concentrate his gerschwaders to stop the allied bombers from hitting his aircraft factories.

This is accomplished by a careful initial set-up, centrally located assembly points which all fighter groups in the area can reach in one turn, and by use of a good strategy.

Before giving an initial set-up it is necessary to give a few simple lessons in tactics.

- 1) Always allow the enemy to move his aircraft across the start line in order to save fuel.
- 2) Always select a point where you can assemble all your fighters in the vicinity for a massed attack.
- 3) Never drop the external fuel tanks when attacking unescorted bombers, this allows you more turns in the air.
- 4) Whenever there are enemy fighters in the area strike the first blow, this causes your opponent to be at a disadvantage, as you have destroyed some of the forces before he could hit you.
- 5) When you do have to refuel, land at bases near enough to the bombers so that you can intercept them quickly.
- 6) As soon as a bomber group has hit its target leave it alone and go after other groups that have not yet hit their targets.

Now the set-ups of the three zones and tips on how to use the aircraft in each zone.

### Baltic Sea

Ju88 — Bergen  
Mello's — Kolobrzeg, Rostock  
Gather your aircraft over Bergen, when you have been told that there is a raid coming. Next

move your aircraft to where the raid is expected and then hit the enemy every turn until the raid is over. When the raid is over, stage the remaining planes to an area where they are needed.

### Netherlands — Central Germany

Fw190's — Furstenau, Gutersloh, Paderborn, Quackenbruck, Kassel

Me109's — Wiesbaden, Frankfurt, Darmstadt, Mannheim, Ashchaffenburg

As shown by the set-up, the Fw190's are positioned to stop raids on factories near Braunschweig. The Me109's have a dual purpose: (1) to stop raids on the area around Braunschweig or (2) stop raids on factories Furth.

I suggest that the Fw190's assemble over Munster and the Me109's to assemble over Wiesbaden. This will allow for a quick concentration and for a possible attack the next turn.

### Italian Front

Me109's — Munich, Furstenfeldbruck, Augsburg

Me410's — Landsberg, Kaufbeuren

Me110's — Vienna, Frankenau, Gyor, Piestany

The Italian zone is divided into two sectors. The first sector is located in southern Germany. The aircraft protecting this area also have a dual purpose, (1) protect factories near Furth and (2) stop raids on the area near Vienna.

The second area defenders should only be responsible for the defense of eastern Austria and northern Hungary.

I would appreciate any comments on set-up or tactics from General readers.

Warren Jervey  
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Radford, Virginia 24141



# The Organized Wargamer

by R.C. Reed

*In our efforts toward "subscriber involvement" this article is the trial balloon of what might result in a monthly series. Mr. Reed is a guiding force of "Interest Group Baltimore," and feels that The General needs something relating to the "nuts and bolts aspect of AH wargaming." Show your preference (or lack of it) when voting in the best-article-bit . . .*

## PANZERBLITZ — THE WARGAMER'S KIT

Several years ago, I had the idea of creating an all-purpose wargame that would have consisted of an unmarked hex-board and plastic transparent overlays on which various *terrains* were *super-imposed* and blank counters provided. The idea being that a player could make his own wargame, play it, then re-arrange it when he grew tired of a certain situation. I never pursued that gem, but Avalon Hill has done it for me and done it far better — in *Panzerblitz*.

The concept of an ever-expandable wargame is a boon to the wargamer and some people have already taken advantage of the opportunities presented in the basic game package.

David Bodycomb, a student at The Johns Hopkins University in Baltimore, has created a comprehensive set of rules for divisional-level *Panzerblitz*. The game uses between fifteen and twenty-one boards and about eleven sets of counters for each side. One of the more interesting aspects of his game concerns variable Oob's and arrival times. Each side starts with a basic force and then uses secret die rolls on various tables to see what types of units, what numbers, and when those units are available to them. Neither side knows beforehand what strengths can be expected from the opposition. Furthermore, when the game begins, neither side knows whether they are on the offense or defense. David has streamlined the movement rules, added artillery concentration rules, and generally speeded up play of the game. His rules are available for 70 cents plus a SSAE by writing to David at 1402 Dempster St., Evanston, Ill. 60202.

Mr. John Miller, of Baltimore, has created a multi-commander PBM *Panzerblitz* game. The new wrinkle to this one is that he is acting as gamesmaster and all of the players in the game must communicate through him. Each sub-commander is given only the information on enemy units he is in contact with or can see via spotting rules. He is only aware of those friendly units on his flanks which he can see or is in physical contact with. The only people who see the "Big Picture" are the overall-commanders, and even they are not sure what the enemy is doing. If you are interested in this unique variant, drop John a line at 3034 Stafford St., Baltimore, Md. 21223.

\* \* \* \* \*

Start making plans now to attend a Summer Convention. If you've never been to one — you're really missing something. *The General* will publish information on all such gatherings to keep you informed.

Now that Avalon Hill has gone over to the Bookcase Format, people are being forced to find ways to organize unit counters. Nuts and bolts

drawer trays, plastic bags, plastic ice-cube trays, see-thru tackle boxes are among some of the attempts. With the advent of *Panzerblitz* and multi-set games, this becomes an important problem. If you have any solutions, drop us a line c/o *The General*.

## Back on the Domestic Front

by Russell E. Saltzman

Shortly after college graduation and marriage (my first on both counts and my only on the second) I acquired my first play-by-mail opponent. Barely able to contain the eager anticipation I felt toward encountering his initial move, I rushed in the house and began clearing away the dishes from the dining room table and setting up the game board. My new wife, a tender little thing with a voice to match and an unusually out of sorts temper, approached seductively and demanded, "What's this?"

"This is my war game," I replied.

"Your what?"

"War game, Dear," I again explained, though cautiously, while busily setting up the little red and blue squares that came with the game. War gaming was a part of my life I had failed to mention before we were married.

On cue my wife said, "You never told me about this part of your life."

"I never told you because I didn't think you'd understand," I said summoning what I thought to be a proper amount of emotion in my voice.

Apparently it worked because she softened a bit and said, "I don't understand."

After observing me a few moments, however, she became interested in the game and asked, "What are those little red and blue squares?"

"My army," I replied. "Or at least the red ones."

"Army?" she questioned weakly. "Like toy soldiers?"

"Yes."

"Toy soldiers, even," she said, though more to herself than to me. "How can you still play with toys?"

"This isn't a toy," I began indignantly. "This is a game of advanced chess requiring keen skill, precision planing, high intellectual concentration and steel nerves," I continued in a gesticulatory manner with my right forefinger waving in the general direction of the board. "Besides, it's cheaper than bowling."

Ignoring the brochures I was holding in front of her, my wife asked, "What will our friends say when they find out?"

"They don't have to know."

"And when can I put dinner on the table?"

"Which table?" I asked, already knowing the answer.

"That table?" she said, indicating my walnut veneered command post.

"Oh, in about five or six months," I answered with my usual disregard for personal safety.

The screech she emitted — just before she lunged — held a certain tonal quality which, despite the short time we had been married, I was beginning to recognize as anger. While dodging her I reconsidered my last reply and decided to retreat to my desk with game in hand. Once I was there she seemed to calm slightly and began

to prepare the table for dinner, though occasionally casting a mistrusting glance in my direction.

Despite sneers, snorts and assorted other demeaning remarks during the course of the next few months, I won the war against my opponent. But the dining room table remained clear of any further conflicts and was used for what it was essentially designed: dining.

Russell E. Saltzman  
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Olathe, Kansas 66061

## Taking Stock

by Mike Matson

It was late in the afternoon and I had just walked into the New York Stock Exchange. Looking about me, I saw trading was quite brisk. The most active groups of people seemed to be the Spartan Kriegspielers and the Trojan Death-heads. As I later learned, they were manipulatively Abacus in an attempt to get a 3 in the last digit. Something about counterattacks in the Ardennes. Their muttering was Greek to me and since I wasn't here to horse around, I moved on. Arriving at the transaction board I signaled my boys for a conference.

"Okay, you guys, the situation is like this. The Krauts are moving toward Alamein and we need to play the numbers right in order to stop them. Concentrate especially on Ford. Am Zinc, and Ampex. Understand?"

The boys nodded and drifted off to do their jobs. Meanwhile I anxiously scanned the big board awaiting the results. Ford moved easily toward a 9 and held. D-elim. A nice piece of work. Manwosky deserved a new violin case for that. Ampex followed suit. Excellent! Am Zinc, the crucial stock, however, was floundering. 217 and 218 and there it stayed. No, I thought. A O, not an 8! I scanned my watch. One minute before closing time. I rushed to the trading booth.

"Two hundred shares Am Zinc!" I cried. The number shifted to 220. With a sigh of relief and thoughts of my now bald-headed opponent, I turned to leave. But shades of Rommel's ghost, who should I see but my opponent buying one hundred shares of the same stock I had just bought! 1 the last digit read as the bell rang for closing. My opponent, noticing my look of anger and frustration, grinned and then said, "Don't look like a mad bull, Mike, just grin and bear it!" Suddenly feeling sick, I left.

Mike Matson  
664 Surf Street  
Lewisville, Texas 75067

State \_\_\_\_\_ Zip \_\_\_\_\_



# New Replacement Parts List

... is reprinted here for your convenience. It reflects latest prices and price adjustments on the Parts List that is available from AH when including a stamped self-addressed envelope (SSAE). Save your self the time; keep this page handy. Handling and postage costs have risen to the point where our parts business has become a losing venture. That's why we must require the \$1.00 minimum and \$.50 handling charge. Any order received that includes less than \$1.00 will be returned unfilled. And orders that are underpaid will be filled only for those parts (at our discretion) covered by actual money received.

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# Opponents Wanted

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## Infiltrators Report

KRIEGSPIEL has been selected by the Department of the Army as the wargame "more suitable for our purposes" than any other in the line. Previously, Guadalcanal had been used as their training vehicle to give "Operations Research/Systems Analysis students a taste of War Gaming." In finding KRIEGSPIEL better suited after complete evaluation, Avalon Hill has granted the U.S. Management School, Ft. Belvoir, Virginia, Milton S. Killen, LTC, Ord C, School Secretary, authorization for the use of this game as a training module....

ENGINEERING ANALYSIS & DESIGN is the name of a course taken by aficionado, David P. Slick. They were given a project: to design a new type of toy or game. To determine the design elements for a game, a survey was undertaken by the students involved. Since the project was under the direction of Mr. Slick, naturally attention was focused on the subject of wargaming. Non-wargamers prepared the survey which was sent to randomly selected Opponents Wanted advertisers of The General. (To those who answered but received no reply to questions, Mr. Slick offers his apology.) The statistics: 80 surveys sent, 56 returned. "Most wanted" game for future design: France '40. "Most preferred" design factors: full zones of control; hidden movement (upside down counters as in 1914); limited stacking as in Stalingrad and Bulge. A complete analysis, too lengthy for reprinting here, might be available from Mr. Slick, along with other pertinent comments: 3308 N. 66th Street, Apt. No. 2, Scottsdale, Arizona 85251.....

SPARTAN INTERNATIONAL has finally sanctioned its first national open cash tournament for DIPLOMACY. The contest will be divided into two rounds: the first for eliminations, the second for the Championship. All players will participate in three games in the first round. Performances in both rounds will be scored by a special point system developed especially for the tournament by the SSD. All participants making the second round will receive \$5.00, while the tournament winner will be awarded an additional \$50.00, according to Public Relations Chairman Paul Mankiewicz. Entry fee is \$6.00/SPARTANS, \$7.00/others. All contestants finishing their first round games will receive a \$1.00 refund. All games will last a minimum of ten (10) game years. There is only one fee for both rounds. Registration deadline is June 15, 1971. Entries are being accepted at 5820 John Avenue, Long Beach, CA 90805. All prizes are guaranteed by Interstate Law. Please address all correspondence, checks, and/or money orders to Spartan International, Inc. ....

JOHNS HOPKINS UNIVERSITY, right here in Baltimore, was the scene (April 24) of a tournament appealing to "Diplomats & Wargamers." The JHU Strategic Games Society sponsored the

three-part event in which Panzerblitz, Waterloo, and Diplomacy games were the soup d'jour. Old friend Brian Libby was behind it all. And because they plan additional such events, area players would be advised to contact him at JHU Box 2117, Baltimore, Md. 21218.

FEATHERSTONE DOES IT AGAIN. It seems that we push a different book of his in every issue. Well, here's another. And it's a dandy. The world's foremost authority on "miniatures" has a brand new one titled, "Handbook for Model Soldier Collectors." In addition to the encyclopedic coverage of the hobby of model soldier collecting itself, the book contains a list of the world's principal places of military interest. There are 107 regimental museums in Great Britain alone. Of great relevance to us is his listing wargame clubs and societies along with details on more than 50 relevant magazines and journals. It's the closest thing we've seen yet as a "bible" for the industry. This one is available for 8 clams mail order through Sportshelf, P.O. Box 634, New Rochelle, N.Y. ....

WHILE THERE ARE NO MILITARY MUSEUMS in Catonsville, Maryland, Avalon Hill's "birthplace" seems to be earning ironic notoriety of its own. All those early wargames, from Gettysburg on down to Stalingrad, were borne and bred at 305 Gun Road in Catonsville, by Catonsvillians, for Catonsvillians. Now, Catonsville is the subject of an anti-war Broadway Play, "The Trial of the Catonsville Nine." It is such a hit that seat prices have skyrocketed to around \$35 (and that is men's room seating) and is being made into a movie. The Play is written around the real-life episode involving the Brannigan's mutilation of draft records housed at the Catonsville Selective Service Board. "If only it had happened in 1951," wailed Avalon Hill's Marketing Director, who was called to the colors in that year by the same Catonsville Draft Board.....

MEANWHILE, AT MCLOUGHLIN COLLEGE, York University in Toronto, there's strange things going on in Room 038. Dr. Harold Basford is teaching his evening course on games which include (what else?) Avalon Hill titles. The Canadian Broadcasting Company found out about it and blabbed it to the whole area. Now we fully understand why our supplier in Canada — Canadian Merchandisers, 1111 Finch Avenue West, Unit 25, Downsview, doubled their volume with us, becoming Avalon Hill's largest distributor anywhere. (And that includes Catonsville, Maryland.) .....

JOHN D. WILLIAMS, owner of Ridgewood Drugs, Inc., claims to be the only outlet for Avalon Hill games in Kansas City, Missouri area.

Now all you mail order customers know where to go: 4227 Blue Ridge Blvd., Kansas City. Williams happens to be an AH nut. He'd be delighted if his customers made him the "AH Center" in that area.

MAIL ORDER CUSTOMERS take note: ever rising costs of mailing merchandise directly from our factory to you have forced us to make economic changes. ALL mail-order purchases of games will require — from you — an extra dollar per game to cover handling. Parts orders will require an additional 50 cents (see Mike Kelly Letter this issue.) This means it will be cheaper if you make your purchases from stores in your area. And if none carry them, make big noises to the proprietors (remember The Alamo? They listened and now they've got a Souvenir Shop.) Forget about Special Delivery — it being quite inconsistent. P.A.L. and S.A.M. are used for shipments to APO and FPO addresses: P.A.L. costs you \$1.00 and is guaranteed airmail; S.A.M. is free but moves only when there is space (Space Available Mail.) UPS (United Parcel Service) is our first choice. It is dependable and fast. But UPS requires a signature of recipient thus it cannot be used to box number or rural route number. Where UPS service is not available, all games and parts will be shipped via (sob) Parcel Post. Play-by-Mail kits will be sent ONLY via Printed Matter (slow but inexpensive) unless they can be inserted into games that are ordered at the same time. Also effective this issue is a cost-increase in Parts. (see page 14)

"AHIKS WEST" is the official publication of the Western Region of the Avalon Hill Intercontinental Kriegspiel Society. A.H.I.K.S. is an adult gaming society established for the promotion and enjoyment of play-by-mail historical simulation map gaming. Formed in 1966, the society now encompasses all aspects of mapgaming, from the introduction of new games to face-to-face gaming conventions. Ahiks West is edited and published by Ted Holcombe, Western Regional Director, 6765 N Oak Ave., San Gabriel, Calif. 91775.

FOR SCIENCE FICTIONITES Lewis Pulsipher has compiled a 4-page listing of brief descriptions of games connected to the field of space wargaming. Yours for a six-cent stamp: 8244 Swift Road, Battle Creek, Michigan 49017....

OF THE ENTRANTS IN CONTEST NO. 42 only three had the answer deemed most correct by this erudite staff. These tactical wizards are: Joel Davis, Boulder Colo.; Brooke Duvall, Baltimore, Md.; and Dan Sutphen, Chicago, Ill. Their answers matched exactly to the prepared solution above. Seven other contestants came very close and are also this month's winners. They are: William Childers, Kendall, Fla.; John Kolak, Sacramento, Cal.; Dwight Kucera, Riverside, Ill.; Ron Nordfelt, Riverside, Cal.; C.L. Olney, Atlanta, Ga.; William Rose, Detroit, Mich.; and Robert F. Stock, Providence, R.I.

THE FIVE BEST ARTICLES IN LAST ISSUE WERE: Ostkrieg, by Mark Teehan; Vyazma, Russian Emphasis On Close Assault Tactics, by Bill Freeman; Festung Italia, by Geoff Burkman; Simulating the Art of War Part II, by J.E. Pournelle, Ph.D.; and Don Lowry's Exploiting the Initiative in Bulge. Congrats and a seven gun salute to these Gentlemen.



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