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**SEPT. 64**

# 'MIDWAY'-NEWEST BATTLE GAME!

*Authenticated by Admiral C. Wade McClusky —  
 Air Group Commander during actual episode!*

Since 1958 The Avalon Hill Company has specialized in designing all-skill, realistic games based on actual battles out of the past. To make sure that each game is historically accurate in its design, their research and design staff spends hundreds of hours pouring over data found in the Library of Congress, The National Archives, even in public libraries.

Still, from all this research and double checking of events as reported by historians, Avalon Hill games have still lacked that personal touch regarding historical accuracy.

It was then decided that Midway should be the game whose design would be authenticated by someone who had actually participated in the battle itself. But who?

Well - by this time we had already completed much of the research, particularly from "Midway, the Battle that Doomed Japan", by Fuchida; "History of United States Naval Operations in World War II (Vol. 4)" by Morison; and "The Big E", by Stafford. Apparently, quite a bit of credit toward the success of the Midway campaign had been attributed to C. Wade McClusky, then Air Group Lt. Comdr. aboard the Carrier Enterprise at the time. We immediately put through



a call to one C. Wade McClusky, Rear Admiral, U.S.N. retired. "Avalon Hill? - never heard of 'em'. . . . was the reply from the other end of the phone.

Undaunted -- our designers, in their Wildcat Fighter, zoomed out to see the Admiral where they strafed his residence, scoring 2 hits on the Carport, 1 hit on the barbecue pit and a near miss on the Admiral's Air-mattress in the swimming pool.

Seriously - our designers hurried  
 (Continued on page 2)

## Tournament, Anyone??

by Martin D. Leith

1. Each area Editor could be contacted by all those interested in entering the tournament.
2. It would be a "sudden-death" deal. If you lose your first game, you're out. If you win, you go on to your next opponent.
3. Depending upon the interest in this idea, it may be necessary to have people register with their area Editor by a certain date.
4. Each area would eventually emerge with a Champion.
5. The area champions in the U.S. would play-off against each other until one U.S. champion was designated.
6. The same would hold true for Canada.
7. The Canadian and U.S. champions would then play-off to decide the North American champion.

For now, I would suggest that all readers interested should contact their respective Editors with their comments.

The Editors could then report on the acceptance of the idea in the next issue of the General, and from that it could be judged whether to make further plans or scrap the whole notion.

## Operation Gigantis

TREMENDOUS play-by-mail world war game is being developed in which each state will command a major power or area of the world. Up to 1000 generals may participate. Alliances will be made and sides chosen by mail. This game (Operation Gigantis) has been planned for two years. No detail has been missed. Send all inquiries and ideas to: Game Associates, Box 404, Goshen, New Jersey. You must include your age, experience, a self-addressed stamped envelope and 5 cents to cover information cost. Deadline is 10/2/64.

## Our Design Staff Exposed...

Now they can be shown. As another "exclusive" to our subscribers, the first public glimpse of Avalon Hill's Design staff in their glorious altogether is unveiled on page 6

## Tidewater Naval Wargames Association

The Tidewater Naval Wargames Association was founded in January 1963 by five enthusiasts from the Tidewater, Virginia, area and has since grown to a total of 25 members from 5 countries spread from England to New Zealand.

Its purpose is the advancement of the hobby of naval wargaming and to this end seeks to band together those interested in this hobby into one organization. The Association publishes a monthly paper, The Salvo, which includes articles on wargaming rules, present and past naval history of inter-

est, and reviews of books and commercial products. Although the great majority of our membership is interested mainly in games involving the use of actual model ships on floor sized playing areas according to detailed and accurate rules, we welcome any serious naval wargames addict. Members of our organization are interested in almost every period from ancient to 1964. Membership fee is \$2.00 per annum and includes a subscription to our paper. Walter Guerry Green III, Secretary and Editor, Tidewater Naval Wargames Association.

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

a bi-monthly newsletter mailed on the 1st day of January, March, May, July, September and November.

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## Midway—Newest Battle Game

(Continued from page 1)

out to the Admiral's residence, taking along a package of goodies including several Avalon Hill games. Admiral McClusky was at once impressed with the design staff's devotion to authenticity. He quickly sensed that their products were more than just games; he saw instead, games in which much attention had been given to detail.

Needless to say Admiral McClusky told us that he would be more than happy to offer the technical advice we needed.

### History Books Often Inaccurate

As he unfolded his eye-witness account of the actual battle of Midway, the fact that inaccuracies do exist in the history books became increasingly apparent. For instance, one historical account stated that McClusky himself, after returning from bombing several Japanese Carriers, took off a second time when in fact McClusky denied taking any part in a second attack as shoulder wounds received earlier forced him into sick-bay immediately upon his return.

By evening's end much valuable and accurate historical data had changed hands and Avalon Hill's design staff returned to their drawing boards to construct Midway - secure in the feeling that perhaps 100% accuracy would be incorporated into the Battle of Midway game. Admiral McClusky is now on our Board of Technical Advisors.

Midway is about ready for distribution. But, don't send in your order now - we'll advise you when to do so, so you can be among the first to receive it.

## Design Your Own Games

Amateur battle game inventors wishing to design their own can purchase plain white mapsheets containing hexagons on a white background. They are available on 22" x 28" sizes for \$1.00 per sheet. Quantity is limited at the present time.

## Putting More Realism into U-Boat

Perhaps it would be a good idea to start off this column with an explanation as to what it will be about and indeed as to the reasons for having a specialized naval affairs column. As most of the readers of this magazine know the Avalon Hill Company manufactures three games which deal with naval warfare - U-Boat, Bismarck, and a soon to be released game dealing with the battle of Midway. These games are based on the highly technical World War II period, and therefore require a specialist who can use his column as a regular forum to present ideas on rules and modifications as well as on useful tactics for the amateur admiral. Accordingly this space will regularly be used only for naval matters, and I will concentrate on presenting material expressly for the purpose of improving the plight of the naval enthusiast, who has been neglected so far.

### Facts About U-Boat

To start off I will present some possible new facets to the game U-Boat, which is the simplest of the naval games mentioned. However, before I do I would like to pick a quarrel with the powers-that-be over one of the rules, or rather the concept that in a surface action the submarine has a rather good chance of sinking a destroyer escort. A comparison of typical ships of each type reveals the following:

Submarines -			
	German	Italian	British
Tonnage	1,100	900	1,300
Main guns	1 - 4.1"	1 - 3.9"	1 - 4"
Speed	18 kts.	15 kts.	15 kts.
	Japanese	United States	
Tonnage	400	1,500	
Main guns	1 - 3"	2 - 5"	
Speed	14 kts.	21 kts.	
Escorts -			
	Corvette-GB	Corvette US	
Tonnage	1,400	2,400	
Main guns	1 - 4"	3 - 3"	
Speed	16 kts.	20 kts.	
	Escort-GB	Escort-US	
Tonnage	1,600	2,300	
Main guns	6 - 4"	2 - 5"	
Speed	29 kts.	24 kts.	

Now assuming that the battle is to be between a British frigate type escort and a German fleet submarine, the frigate has an advantage of 500 tons, 11 knots speed, and an absolute minimum of twice the firepower (two 4" could be brought to bear in any direction). This does not take into account radar controlled gunnery from a relatively stable platform against manual control from an open deck, a second advantage of approximately 2 to 1, and the fact that the

## Naval Affairs

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## Walter G. Green III, Naval Affairs Editor

Born March 12, 1947, graduate of the Norfolk Academy, Norfolk, Virginia. Enrolled as a Freshman at Duke University on a National Merit Scholarship, member of the United States Naval Institute since May 1958. Founder of the world's largest naval wargames group, the Tidewater Naval Wargames Association, in January 1963 - presently hold the positions of Chairman of the Board of Directors and Secretary and Editor. Also member of the Model Generals Club, Ghent Military Society, Society, Society for Army Historical Research, Miniature Figure Collectors of America, and League of Linear Tacticians. Active land and naval wargamer for 5 years with both board games and miniature figures and ships. Recognized authority in the field of naval wargames and author of a small booklet, An Introduction to Naval Wargaming, on this hobby - have also contributed a chapter to Don Featherstone's new book on the subject - presently working on 3 additional small works on the subject. High school activities included newspaper and yearbook staffs, debate team, secretary of senior science club, Monogram Club, booster club, football statistician, baseball manager, and variety soccer team.

submarine's gun mount would be under steady fire from 40mm and 20mm machine guns making it virtually impossible to man. Only in a case involving an encounter between a small British patrol vessel such as a corvette and a German fleet submarine would the odds be even and still in this case the advantage would lie with the corvette as any hit on the submarine's fragile and low lying hull would cause fatal flooding. I have not been able to find one instance of a surfaced submarine sinking an escort in a gunnery battle and can only think of 3 types which could have done so, the French Surcouf (2 - 8" guns), the British World War I M class (1 - 12" gun), and the proposed German U-cruisers. Even the large American fleet boats would have had trouble with anything larger than the small British corvettes.

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# Waterloo—Altering Starting Situation

Victor Madeja

In my opinion WATERLOO is the most accurate of all war games. The only major fault I could find was in the initial placement. Although this has little effect on the outcome of the game, there are always those (like myself) who desire to reach that last great height of realism. Here is what you might do.

Initial placement (revised):

French I Corps two sqs. N of Chaleroi; II Corps spread along road N of Gosseilles for 5 sqs. (Allow for at least one unit to each of the five sqs.); III Corps on secondary road between Chatelet and Chaleroi; IV Corps in Chatelet; VI Corps 2 sqs. S of Chaleroi; Imp. Guard, III & IV Cavalry Corps on primary road between Chaleroi and Chatelet; I Cav. Corps S of Fleurus E of St. Amand; and II Cav. Corps W of St. Amand, no farther N than Ligny.

Prussian Only I Corps is on board, must be no farther than 2 sqs. from Ligny.

Anglo Allies Quatre Bras units - Perponcher 4 sqs. W of Quatre Bras; arty. in Q. B, cav. 3 sqs. S of Q. B; Nivelles units - Chasse 12 sqs. S of Niv, arty. in Niv, cav. 6 sqs. S of Niv (units south of Nivelles are on the Primary road).

Change in order of arrival:

Uxbridge cav. arrives 3 P.M. June 17; Prussian II Corps is added to 9 A.M. (June 16); III Corps to 1 P.M. (June 16).

Change in Defection Rule:

Only 40 Factors from A.A. army and 20 from Prussians defect.

## Sink Some African Sands

Following is a suggested correction in AFRIKA KORPS. Only the striking flaws are mentioned to avoid difficulty.

As any map will clearly reveal the coast east of Tobruch slopes about 20°. On the board, however, it is shown generally straight. Presently, there are about 80 squares too many. If the actual map were like the board, Rommel could easily have conquered the Suez

## Middle Atlantic

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

after taking Tobruch because the retreating British could never have established a formidable line to hinder him. Their limited numbers would be stretched almost twice what they were in the actual campaign. I've found the same to be true in the game.

These are the changes proposed:

1. Eliminate\* all sqs. N of, and including the following: G-28 - 32; J-35 - 39; I-39 - 44; J-45 - 48; K-49 & 50; L-51; K-51 & K-52; L-53 - 59; M-60 - 62; L-62 & 63; K-63 & 64.

2. Roads are relocated by simply placing them the same distance from coast as they were originally. So the road segment in J-54 would be moved to L-55; in J-47, to L-48. Exception - H-29 remains as is.

3. The following become escarpment squares; O-59, O-60, Q-60, C-15, D-16, H-29 - 32 (4). The following escp. sqs. become plain squares: N-59, N-61, N-62.

4. Movement is possible along (on) all escarpment squares. As before however, units can not cross an escarpment. Exceptions - the following are passes undelayed movement through them is possible: O-60 & T-29.

5. Msus is actually located around (in) M-9.

If you are the type that doesn't really desire a realistic battle and is satisfied with an enjoyable game, I do not suggest making these changes. After all there is a bit of work involved.

\*Change to Sea Squares

## Cracking the "Unstoppable D-DAY Defense"

Before continuing, it should be pointed out that Mr. Knabe's defense is indeed a tough one and can be broken only if the Allied player is relatively competent.

Solutions: 1. Launch massive attacks on the AA-17 to Z-22 mt. chain. This would consist of six 1 to 1 attacks with necessary "soak offs." Attack Luxembourg, if feasible, with airborne units ("feasible" is odds of 2 to 1 or better). Usually, two of the six frontal attacks are successful; this usually forces the German to retreat because he can not raise the strength for a counter-attack. After that, a determined Allied offen-

## Letters, Yes We Get Letters...

Dear Sirs:

Let's hear it for the Punic Wars! Let's hear more for Napoleon! According to Mr. Hill, Marlborough never lived and Blenheim was never fought. Let's hear it for World War I! Ya! Long live Gustavus Adolphus! Mr. Avalon, have you ever heard of the American War for Independence? Let's hear it for Montcalm of Quebec! Alexander the Great is the greatest. Jeanne D'Arc fought quite well. The Marathon was fought, wasn't it Mr. Hill? Maybe you could tell me? The battle of Leuthen was fought by one Frederick the Great. A fact that I do not know you know. Navies do not exist Mr. Avalon. Another fact Mr. Avalon... Jack Green, Jr., 670 Darrell Rd., Hillsborough, California.

Gentlemen:

Baltimore, Maryland may be a good distance from Chicago, Illinois, but I would think that an order containing a money order for \$1.30 could be handled in less than five weeks.

Did you send to the Nile Valley for the unit markers for Afrika Korps? And have my other unit markers been damaged in their trip from Waterloo?

Will all of you war mongers please stop playing games and start concentrating on the money end of your business. I would like my order at once... Steven Kairis, 4105 W. Arnold Place, Oak Lawn, Illinois.

Dear Sir Honey,

I recently came upon a copy of the General in some old magazines. Upon reasing it I noticed that all of your "Editors" are boys. Why? What's wrong with girls?

Since they say all's fair in love and war I believe the two are very similar and a game via the male, oops, mailways as to how to catch a rich male would be just dandy for us gals on the look.

We could work it out that the winner would be the one to get or choose the best mate, not just the richest. Since all mates would score differently with each player a set of standards would be created for each type. In addition to likes and habits all other factors would be graded making this a type of totaling game on which the actual winner would be based on figures perhaps from the stock report. It might even be fun to use those cute editors as targets and let them try to escape our clutches by letting them state their own list of selling points.

Just think of all the sisters and wives of your subscribers who would be reading the General. Why is this important? Women do most of the gift buying you know and this makes them aware of Avalon Hill. I'll wager that 90% of the women right here in Baltimore have never heard of you. I believe this would have noticeable results in your

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## 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.

## Air-Naval Games...

My column this time will be devoted to answer the general questions which people have written and asked me. Almost everyone seems interested in the airforces and the navies and their relationship. By using research we figured out the number of planes a country should have. We divided the planes into two categories, fighters and bombers. In the fighters we include dive bombers, torpedo bombers and day and night fighters. The bombers are considered mediums and high level. Aircraft operate in a total of two turns, one attacking, one returning. First turn if one wants to make an airraid he will take his aircraft with or without fighter escorts and send it halfway to the target. During the attacker's turn the defender may intercept the raid with as many fighters as he wants. That battle is rolled but that by no means ends the turn. The defender if any or all of his attacking fighters survive then he must put them aside for they may not be used in the attacker's turn but they may be used in the defender's turn. The attacker's aircraft if they survive the interception may continue to the target. If the attacker wishes he may launch another raid at the same target in the same turn or at a different target. The attacker can launch as many raids as he has aircraft available. The defender is not obligated to intercept any raids but he can and usually does.

### Attacks less than 1-1 not allowed

Defender interceptor aircraft may not soak off at less than a "1-1". Aircraft fly from airbases where every country which has an airforce is given a proportionate number of these bases according to the number of aircraft the country has. The base locations are fixed by the rules in different locations. A country may build more by putting an offensive unit at the same square for two turns. Airbases once constructed and permanent airbases have a strength of six against paratroops dropped on their square and against aircraft attacking it. They have no strength against ground troops. Airbases in cities do not protect the city from air attack if the attacker is only after the

## Plan Lenin....

by Carl Knabe, II

After receiving my STALINGRAD game in the Spring of '63, my friend Bruce A. Behling of South Bend, Indiana and I worked out the following starting lineup for Russian Units (PLAN LENIN). We feel that this plan, while possibly not the best, makes up for the two main defects that were seen in the starting lineup presented in the Battle Manual for STALINGRAD.

PLAN LENIN tries to rectify these faults by consolidating the Russian and using another 4-6-4, the 65th Inf. as a delaying unit. It is felt that the risking the extra man is worth it because the German is denied the opportunity to attack elsewhere without risking too much. It is possible for the German player to attain only one three-to-one against the Russian, that against the 64th Inf. doubled. The man protects no necessary position as the Prut River line is cracked with the defeat of the 7th Arm, he has a retreat, and the Russian commander is always in favor of the German fighting any unnecessary three-to-one against a man of his doubled. But, more important, the 64th Inf. was placed in such an exposed position as bait. The only way the German can attain the necessary three-to-one is to commit the bulk of his armor in the south. On the Russian next turn this force of heavy armor can be contained by soubled up 5-7-4's doubled inside the Dnestr River line; the extra men can be spared from the Nemunas and Bug River lines because of the inability of the German to attain any three-to-one against these lines, even thinned, without his hammerhead of heavy armor, trapped in the south. The German then has the bitter choice of freeing his armor by using four of five turns eating his way down through the Nemunas-Bug gap or of using his heavy armor in two-to-one's against the

city and the attackers do not have to worry about the airbase adding to the defense of the city and the airbase if the city in bombed is not destroyed. If the airbase in the city is to be attacked then the attacking aircraft may attack the airbase at normal defense for the airbase. The usual strength for aircraft is bombers, two against land targets, ships, etc. and one for defense against fighters. Fighters have a strength of one against land targets and two against bombers and other fighters. Naval fighters operate in the same way as conventional fighters. Flak units add one defensive point to the square it is on. Flak can't attack, merely defend. My next column will contain our ideas about naval units, turns, pacts, and any other trivia I can think of.

## Midwest

Carl F. Knabe II  
1244 State Street Courts  
West Lafayette, Indiana



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

Dnestr River line. In any event, the German is at a serious or even fatal disadvantage.

PLAN LENIN also details the location of the Russian Units along the Finnish border providing fast, mobile units for a quick Finnish kill (the Finns and any German Corps in Finland should be eliminated by the end of the fourth or fifth turn depending on Russian luck in the battles) and then the high movement factors can be used for quick return to the main line of action, although units may be drawn away from Finland as their presence there is no longer necessary. The important thing to remember is not to let the Fins get out of Finland and around behind the Russian defense which depends upon so many river lines which are so vulnerable to attack from the rear. On the placement of the Infantry in Finland - the 5th Inf and 8th Inf are in a switch position ready to go either way, in fact, the 5th Inf nearly always goes down to the second turn Nemunas line - such initial placement makes it difficult for the German to determine Russian intentions.

The coordinate system for STALINGRAD was given me by the Avalon Hill Company and sets up the STALINGRAD board using letters and numbers in a manner which will provide for most of the play across the single letter and the plus numbered areas.

### RUSSIAN ORDER OF BATTLE

#### INITIAL POSITION June 1941

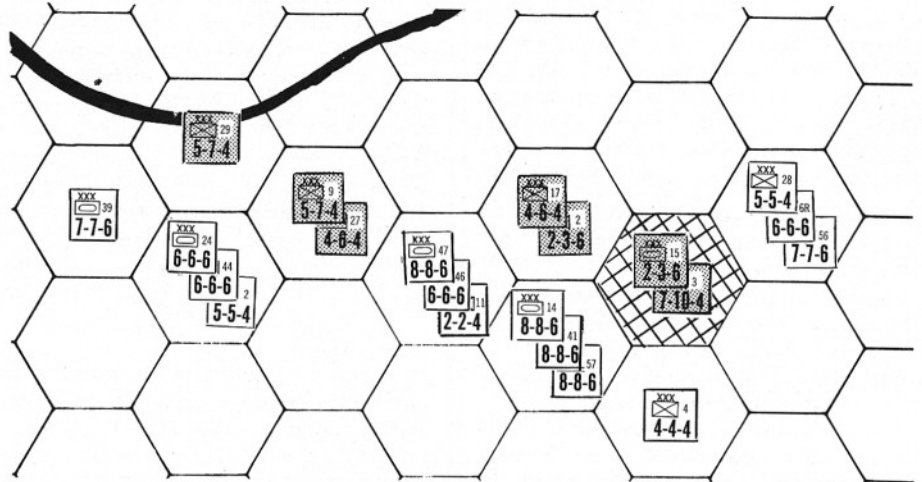
Infantry:	22nd. T, 10
2nd. C, -10	24th. W, 17
3rd. T, 8	27th. T, 21
4th. C, -10	28th. Q, 0
5th. D, -9	29th. T, 9
8th. D, -9	35th. T, 9
9th. Q, -1	36th. T, 10
10th. Q, -1	37th. U, 21
11th. S, 7	42nd. T, 21
12th. S, 6	64th. U, 18
13th. S, 6	65th. Q, 2
14th. T, 9	
16th. S, 7	Armor:
17th. T, 10	1st. YY, -18
	2nd. W, 12
	3rd. YY, -17
	4th. YY, -16
Cavalry:	6th. YY, -15
2nd. YY, -14	7th. V, 21
4th. A, -12	15th. T, 5
6th. ZZ, -13	

(Continued on Page 7)

# CONTEST NO. 3

This contest, like contest No. 1, involves a multiple battle situation already set up for you. Applying the rules from the Stalingrad game, the German player (the lighter units) is attacking, with the object of eliminating as many Russian combat factors as possible while keeping his own losses to a minimum. In other words, the strategical premise for this month's contest is that you are to fight the battle so that you have the highest probability of gain at the least risk of loss. First - study the battle situation.

Now refer to the Operations Sheet. As you can see the number of each Russian unit in the battle is listed under the "Defenders" column. Under the "Attackers" column you are to write in the designation number of the German Unit that is attacking. If one German Unit attacks more than one Russian unit, then the number of the German Unit is to be written next to each of them. See the hypothetical example (A).



OPERATIONS SHEET

CUT HERE

OPERATIONS SHEET

Attacker (German)	Defender (Russian)
39	29
24, 44, 2	9
24, 44, 2	27
47, 46, 11	17

(A)

### HOW TO WIN!

Ten (10) winners will be named. Winning entries will be those where attacks have the greatest probability of success with the least chance of loss as determined by the Avalon Hill Company. In case of ties earliest post-marked entry will decide (allowances will be made for distant participants). Winners will be awarded a free Avalon Hill game of their choice.

### HOW TO ENTER!

This contest is free to all subscribers. Simply fill in the entry blank and mail to: The Avalon Hill Company, 210 West 28th Street, Baltimore, Maryland - 21211. Contest Department. Entries must be postmarked on or before Wednesday, September 30, 1964. Print your name and address clearly. Make sure you mention the game you wish as winning prize.

Attacker (German)	Defender (Russian)	DO NOT MARK: FOR AVALON HILL USE ONLY
39	29	
	9	
	27	
	17	
	2	
	15	
	3	

CUT HERE

Name \_\_\_\_\_ PRIZE \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

## Letters, Yes We Get Letters...

(Continued from Page 3)

Christmas orders. How many games do you mail out addressed to girls?

I would like to visit your plant in order to see for myself just how that empire of men exist in a world free of all the sweet, soft, warm, lovable, bright ever understanding but all to often in the way, girls. Nancy E. Shearer

EDITOR'S NOTE: Our Editorial Offices are open 9 - 4:30, Nancy, baby.

I have found that my West Point Atlas of American Wars and the just published A Military History and Atlas of the Napoleonic Wars to be most helpful in practicing on the gameboards.

There is not much I can say about your games except that I will continue

## BATTLE Gameboards Custom Designed...

Our organization has adequate equipment to produce precise battlefields of any size on a hexagonal grid board. We will prepare any battlefield, real or fictional, according to your specifications. We have done this for our own

to be a fan and will wait desperately for your next game and for the mailman over the next few weeks. Albert A. Nofi, 85-17 91st ave., Woodhaven, N. Y. 11421.

Dear Sirs:

After reading "The Ultimate in War-gaming" in the July issue of the "General," I thought you might be interested in hearing what I have done to Afrika

use for the last five years. Price will vary according to size. A 22" x 28" board will cost \$2.00. This includes an order of battle card and all other necessary information. Address inquiries to Game Associates, c/o Phil Orbanes, Jr., Box 404, Goshen, N.J.

Korps. I have transformed all battle situations onto a 8 x 6 foot battleboard. Every battle factor of armor involved in combat is represented by a tank, and each battle factor of infantry is represented by five small trays of infantry each with three small figurines. The battleboard is in HO scale and the figures and vehicles are very inexpensive. Using the battleboard in resolving of combat situations extends the game length but it also minimizes the luck situation in any A-H game. Thus, any table-top general can exercise his tactical genius as well as his strategical brain in a game. If anyone desires more information related to this topic, I recommend that you read How to Play War Games in Miniature by Joseph Morschauser III, Walker and Company, New York 1962; or write to: Arthur J. Fossa, 7 Burley Street, Danvers, Mass.

## Philip Towler—Contest #2 Champ

Congratulations go to Phillip Towler, Ypsilanti, Michigan, for entering the best contest paper. He scored 14 total bases on only 1 out. The following is a list of the winners in order of finish:

1. Phillip Towler, 579 Kennedy Ave., Ypsilanti, Michigan.

2. Greg Walz, 1701 N. Luna Ave., Chicago, Illinois.

3. Ed E. Birsan, 21-18 Stienway Street, Astoria, N. Y.

4. David J. Butler, 3506 Tulara Dr., Boise, Idaho.

5. Freddie Adams, 2677 Rockcliff Rd., Atlanta, Georgia.

6. Alex Skutt, 352 Warren Road, Ithaca, N. Y.

7. Thomas H. Falconer, 4759 Hersholt Ave., Long Beach, Calif.

8. David G. Moore, 1871 Snowden Ave., Memphis, Tenn.

9. Michael Corcoran, 4714 N. Elkhart, Milwaukee, Wisconsin.

10. Tie: A2C Charles Lucas, Seattle, Wash., Scott Geller, 7201 Revere St., Philadelphia, Penna.

We are pleased to state that there were no disqualifications and no late entrants.

## Discount Offer

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill game.

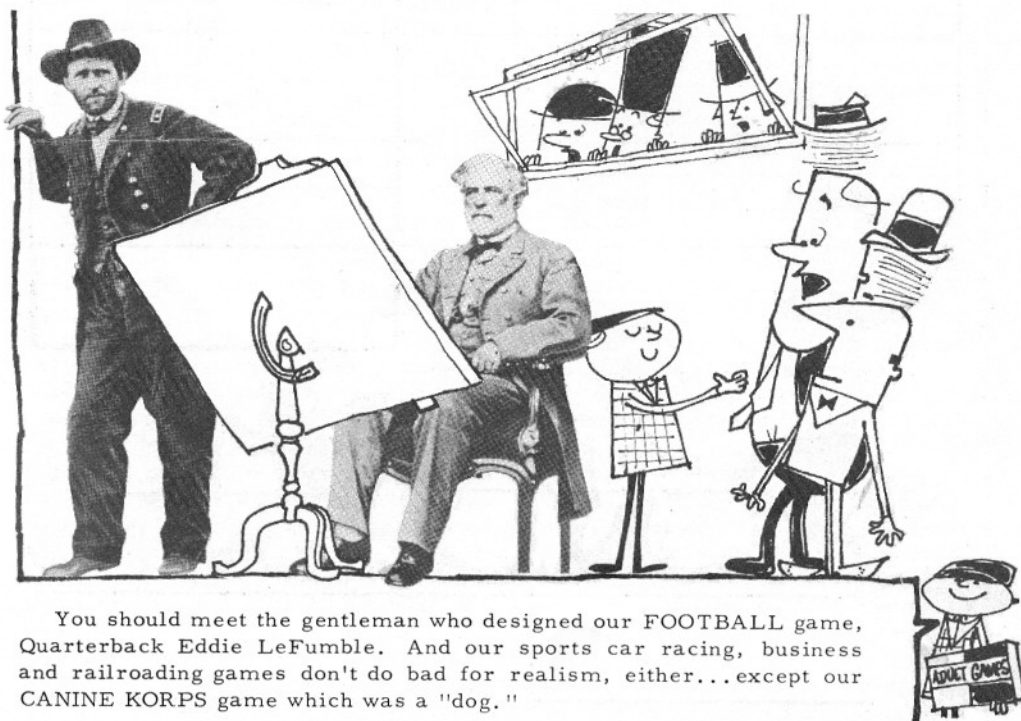
Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

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

25¢	25¢
<b>SAVE THIS COUPON</b>	
GOOD ONLY WHEN APPLIED TOWARD THE PURCHASE OF AVALON HILL GAMES	
SEPT 1964	SEPT 1964

## Exclusive: Our Design Staff Exposed...



You should meet the gentleman who designed our FOOTBALL game, Quarterback Eddie LeFumble. And our sports car racing, business and railroading games don't do bad for realism, either...except our CANINE KORPS game which was a "dog."

# Putting Realism in U-Boat

(Continued from Page 2)

Supposing the supposition that a surfaced submarine would be inferior to an escort is true, then why were submarines armed with deck guns? When you consider that the great majority of tonnage sunk by gunfire from surfaced submarines the reason is obvious. It was much cheaper to sink merchant ships with shell than with torpedoes. The truth of this is seen in the fact that in 1945 German submarines removed most if not all deck guns they had previously carried as air patrols made it no longer safe to surface.

## Change the Attack Results Table

To give the submarine commander a chance it is obviously necessary to temper reality a little since in a game what would be the point of surfacing if it was only to be automatically destroyed? In reality the prospect of saving one's life would be present but in games this factor is not present. Accordingly in my games I have changed the rules slightly to require two hits by the submarine in order to sink the destroyer escort. If you are interested in recreating more modern conditions the submarine should be given no fire power as since about 1945 the trend has steadily been toward the removal of deck armament and the dependence upon the ability to stay submerged. Today very few conventionally powered submarines carry any deck guns, not even light machine guns, and no nuclear submarine carries such weapons.

I will be most happy to correspond with any of our readers so if you have any ideas or arguments please drop me a line.

## Cracking the "D-DAY Defense"

(Continued from Page 3)

sive in the Luxembourg - Coblenz - Bonn area, often spells "kaput" for the Germans.

2. Attack Brussels with your armored units (attack one German 5:5:4 at 3 to 1 while soaking off against the other 5:5:4's as well as the surrounding units). Do this as long as necessary disregarding losses. When German retreats to Liege, around 15th week launch attacks against Antwerp, Liege and BB-14. This area is probably the most vital area of the entire German line. Once Liege is passed a final push will usually win for the Allies.

3. Use both plans 1 & 2 if you are forced to begin your attack after the 11th week.

To prevent any units in your rear, merely form a line in front of the German line. This will isolate any units in France. Launch the second invasion

# Operation Barbarossa

by Daniel Hughes

Did you ever wish that you could play Stalingrad on a very large board, using divisions instead of corps? Would you, as the Russian commander like to maneuver 158 formations (the actual number of Russian divisions on June 22, 1941) instead of 34? Or, as the German, would you rather have 187 divisions (Again the actual number) instead of only 56 corps?

I would imagine that many wargamers have attempted to make larger boards, using more troops. Although our boards lack the professional excellence of Avalon Hill games, I would doubt that any group of amateurs have surpassed my group in this skill.

Our board, a map of Russia, measures 5' by 5'; and is called "Barbarossa." In Stalingrad there are 21 squares between Warsaw and Moscow. In Barbarossa there are 60. In Stalingrad, the distances between Leningrad and Sevastopol is 32 squares. In Barbarossa, the distance is 90. The Valdai Hills south of Leningrad are 12 squares wide in Barbarossa. The advantages of such a board are that there is greater room for maneuver, luck tends to completely balance out in such a large game, no single blunder can ruin a campaign, and a better grasp of strategic concepts is needed.

The basic reference work for both the board and the troop strengths is The West Point Atlas of American Wars. To make the mapboard, we first traced the hexagons from an Avalon Hill game onto typing paper. We then transferred this to a stencil, and had several hundred sheets mimeographed. We glued these sheets onto heavy cardboard. At

## Plan Lenin....

(Continued from Page 4)

Although you will notice that the double letters are in two places, where the double letters are duplicated note that one applies strictly to the minus numbers and one set to the plus numbers. The center of the grid system is Moscow at A, O. Warsaw is at V, 7, Lenin-

in Pas de Calais. At the beginning interfere with the construction of the German line as much as possible. Plan 1 or 2 should begin about the 9th or 10th week. The Allied player should be flexible enough to switch the center of gravity when such a move would be advantageous.

I'd appreciate some opinions and suggestions. If you get a chance, send me a post card.

## Central

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

this point we had a 5' x 5' mass of black hexagons.

Returning to the Atlas, we decided upon how much area of Russia we wanted. We measured the distance across from Warsaw to Kuibyshev. The mapboard was 6.25 times as large as the Atlas map. The scale was, therefore, 1:6.25. One cm. on the Atlas equalled 6.25 cm. on the mapboard. For about 1,000 points in the Atlas, (cities, rivers, etc.) we computed the distance from right or left side, top or bottom, set up the proportion on the slide rule and plotted the points with a meter stick. Magic markers were used for rivers. Swamps, cities and mountains are similar to those in Stalingrad.

The armies' strengths were also taken from the Atlas. We have produced air force units, flak units, and supply columns. Anyone interested in these and other "customized" units should write to me, and I will tell you how we made ours. Again, so far, these units are vastly inferior to Avalon Hill counters.

We have also produced a game including all of Europe. It recreates the exact situation in Europe on Sept. 1, 1939, May 1, 1940, or June 22, 1941. We call it "Europa". Comments, anyone?

grad at D, -8, Stalingrad at YY, 15, Sofia at FF, 27, Lake Beloe at WW, -9, Kursk at F, 9 and Odessa at R, 20.

As far as Russian action after the first turn is concerned, the STALINGRAD Battle Manual is quite comprehensive although it probably doesn't emphasize enough the importance of the Russian keeping a continuous line and avoiding letting German Units behind the line. If there are any questions on later Russian tactics they might be answered in later issues although personally I feel that the German is the one who needs advice on how to play the game (he needs more than that - he needs an awful lot of luck!). STALINGRAD and D-DAY have a lot in common in that in both games the side that is the most difficult to play is the side with the advantage, a nice paradox if one likes them.

# Sage Sarge Sez: Stalingrad— Win with Either Side

Here is the opening I use for Stalingrad when I play the Russian side. We will put grid system on the board so you can put your units in the right place. Sit on the German side of the board so that Greece will be on your right and Sweden on your left. Number the squares at the west end of the board from right to left. The word Greece will be in #1 column, Turkey will be in #2 column and Warsaw will be in #25 column. The numbers of the columns will be progressively higher as you go from south to north. If you have done this correctly, Dnepro Petrovsk and Stalino will both be in column #16.

The southern most railroad in Poland is in column #20. The square where the railroad runs off the board should be labeled square A. Work eastward from square A and label each succeeding square, B, C, D, E, & etc. until you have worked your way across the board. If you have done it correctly, Minsk and Kiev will be on the M line. Smolensk, Kharkov, & Stalino should be on the S line. The lines bearing the names of letters intersect the numbered columns at a 60 degree angle. Lettered lines run in a Northwestern to Southeastern direction while the numbered columns run west to east. To make sure you have the letters and numbers correct, I'm listing the coordinates of a few cities. Kiev M20, Kharkov S19, Stalino S16, Minsk H27, Moscow Z32. I used the railroad to place the letters on because of its fairly central location. The Russians rarely go past Bucharest so coordinates for the lower portion of Rumania aren't needed. Since the Germans seldom get to the Northern Divina, I saw no need for giving coordinates to that area. You can use this system to play by mail if you've got the guts. Anyway, here are the red starting positions.

G13	4-6-4	E19	4-6-6 & 5-7-4
G14	4-6-4	G11	7-10-4 & 4-6-4
G15	5-7-4	F11	7-10-4
G16	4-6-4	G12	5-7-4 & 4-6-4
F16	4-6-4	G24	6-9-6 Brest Lit
D15	4-6-4		
C19	2-3-6	J32	5-7-4 & 5-7-4
G21	4-6-4	K32	5-7-6
G22	5-7-4	L32	4-6-6
G23	4-6-4	J33	4-6-6
H25	4-6-6		
H26	5-7-4	W40	2-3-6 Leningrad
H27	2-3-6	AA45	5-7-4 & 5-7-4
K29	5-7-4	BB47	5-7-4
L30	4-6-6	BB49	5-7-4 & 5-7-4

## Winning with the Russians

The basic German strategy is to stretch the Russian lines to the breaking point. The Russians have 34 units. Anytime the Reds are forced to Guard more than 34 squares, there will be weak places in the lines. The Jerrys

would be foolish not to attack the weak points and leave the Reds with less units to guard an even larger area. If the Germans successfully attack across the Prut river, the Red commander has a longer front to defend. To guard against this, I have defended most strongly in the south. My setup discourages the Jerrys from attacking across the Prut because the Germans will have to sacrifice more in soak offs than they can hope to win in the attack. To attack the 7-10-4 at F11, the Jerrys can leap off from 4 different squares. Since we can put 3 men in a single square, Jerry could have a total of 12 units available for the siege. With the Germans 12 strongest units, he can muster a total force of 80 factors in the 4 attack squares. This would give him a 4-1 fight against our 7-10-4 if he didn't have to soak off anybody else. But here is where the rub comes in. The 7-10-4 and 4-6-4 in G11 have a total of 32 defensive factors because of the river. The Germans must use a minimum of 6 combat factors to soak them off. The troops in G12 must be soaked off too. Their combined factors are 26, so Fritz has to spend 5 combat factors to soak them off when the Hiene uses F12 to attack from. Units sitting in F12 are also adjacent to the red 4-6-4 sitting in G13 so 2 more factors are needed for soak off. Jerry has a choice of trying to soak off the man in G13 at the same time he soaks off the man in G12, which requires 7 factors for the combined soak off, or he can put a man in F13 to soak off the G13 & G14 defenders.

After Fritz places all his soak off's in position, he will find that he can muster only 69 combat factors against the man in F11. This means that he will be risking about 15 combat factors in 1-6 soak off's to get a 3-1 attack against a unit that could cost him 20 more factors if an exchange is called for. This attack could cost Hiene as much as 35 combat factors and the most Hiene could win would be 10 combat factors. The fact that an exchange would cost Fritz 20 combat factors from his strongest units generally encourages him to look elsewhere for an opening attack. I believe that the entire Rumanian front is too strong for an attack at any point. When I play the Germans against this setup, I put just enough force in Rumania to be a menace. Red Commander will be forced to watch the boarder with some fairly strong units.

I have placed 25 combat factors on the Finland border because it is vital that you eliminate those pesky Finns as soon as possible. The 2-3-6 in Leningrad will withdraw to H26 on your first move. This slows up the German

## Southwest

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

attack along the Nemunas corridor and costs you little. Move your 5-7-6 from K32 into Finland and attack the Finns on your first turn. Never attack at less than 5-1 in Finland. If you get exchanged out of one of your 5-7-4's you won't be able to kill off the Finns as soon as you should. The Jerrys might eventually cross the Nemunas but if you work the Finland attack right, your Finnish troops will be free in time to defend the Divina.

## Winning with the Germans

I want to help the Germans because I hate Communists. In fact, I've been agin' Communists ever since they burned Richmond and tricked General Lee into surrendering. So, now General Von Chicken Koopen, we will explore your side of this campaign. You are allowed to place 8 combat factors in Finland. I have managed to keep the 30 Russian combat factors tied up in Finland for 6 or 7 moves when I have a little luck.

Place a Rumanian 2-2-4 at V43 and another at W49. Put your 3rd Rumanian 2-2-4 at T43 and the last one at U48. Make 2 piles of 7 factors out of your Finns and place them at U45 and U47. When the Reds attack they will kill off the Rumanians at V43 and W49, but they won't be able to reach the rest of your men. 7 factors in a single square is too much force in one place for the Reds to battle without the risk of a soakoff and exchange. The Reds will probably eliminate your last 2 Rumanians on the second move. If the Reds leave any holes for you to slip out of Finland through, make a run for it with one unit. Your objective is to tie him up as long as possible and you can't do that if you try to run for it with all of your men.

If the Reds don't leave holes, move one 2-2-4 to T46, and another to T43. Place a 3-3-4 in Helsinki and make a stack of 7 factors at T44. The Reds will usually pounce the 2 lone 2-2-4's and leave your stack of 7 alone. On your next turn retreat one 2-2-4 and 3-3-4 to Q42. If you should be so lucky move your 3-3-4 to P41. On the 5th Russian move, your 2-2-4 at Q42 will probably be smeared, but I doubt that the Reds can get into position to wipe out the man at P41. If that's so, you

(Continued on page 11)



# Martin Leith and His Electric Combat Results Board

In the May 1st issue of the General, the editor for the South Atlantic area mentioned the exasperation many players experience when combat results are dependent upon a roll of the die.

As this has been my pet gripe, I've devised a method of eliminating this "luck factor", so far those who may be interested I'll explain the system.

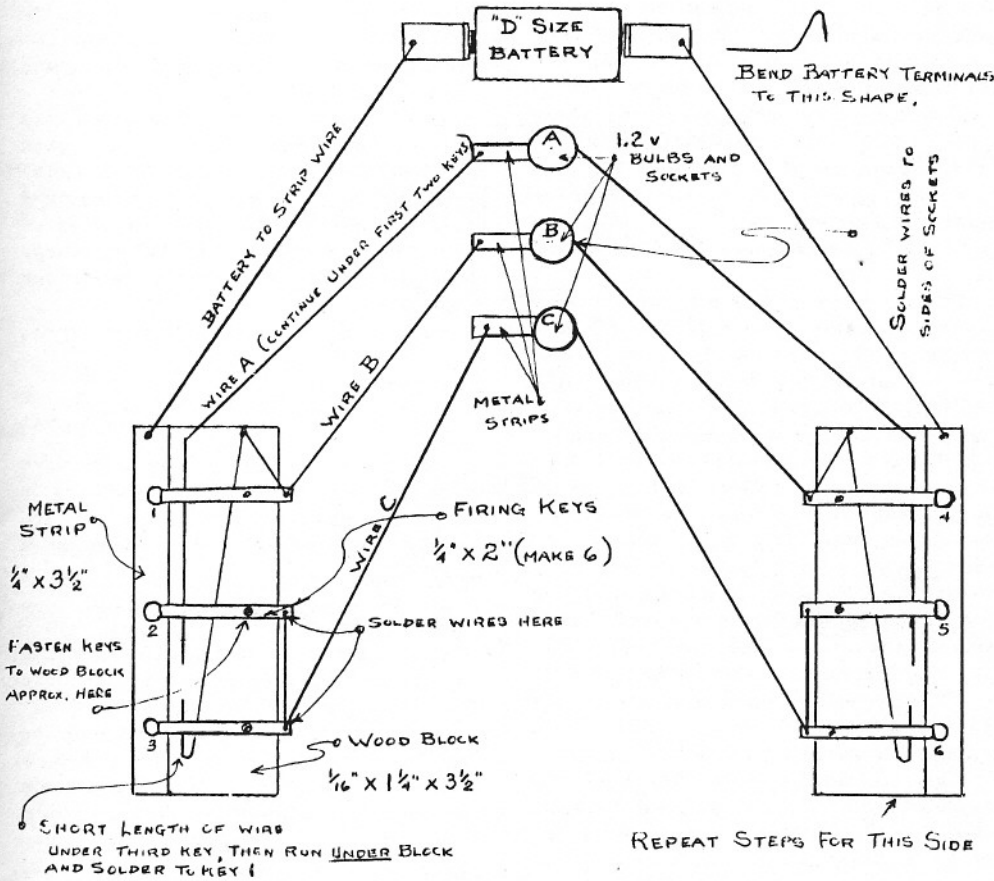
For want of a better name, I call it an Electric Combat Results Board.

It can be put together in a few hours out of a hodge-podge of materials you

may have laying about in the garage or basement.

I dismantled three old flashlights to obtain the sockets for the bulbs, and the rest of the materials were dug out of my "junk box", so the total cost of this contraption was 25 cents for a D size battery, and a few leisure hours - plus a slight burn caused by trying to solder a wire to my finger instead of a bulb socket.

Following, is a diagram for those who want to take a whirl at building this gadget.



BEND FIRING KEYS TO THIS SHAPE. KEYS MUST BE SPRINGY, SO THEY WILL RETURN TO THIS POSITION WHEN RELEASED.

You can make this board out of any materials you have on hand, such as plywood, heavy cardboard, etc. so I won't go into a long list of materials.

It is important that wire A and the short piece of wire under the firing keys be bare, so that when the key is depressed it will strike the wire and metal strip at the same time.

You must depress only one key at a time, and here is what happens when you and your opponent go into action:

- Keys 1 & 4 illuminate light A & B
- Keys 1 & 5 illuminate light A
- Keys 1 & 6 illuminate light B

- Keys 2 & 4 illuminate light A
- Keys 2 & 5 illuminate light A & C
- Keys 2 & 6 illuminate light C
- Keys 3 & 4 illuminate light B
- Keys 3 & 5 illuminate light C
- Keys 3 & 6 illuminate light B & C

The size of this board is left up to the individual, but space the keys so that they can be operated easily by your middle three fingers.

After you have the wires and what all laid out on the bottom of your board, you will need sides and a top.

Again, the height of the sides is up to you, but the lights should poke out

## Arctic

Martin D. Leith  
Box 623, Quesnel,  
B. C., Canada



## Ex-Royal Canadian appointed Arctic Editor

I was born in Vancouver B. C. in 1933 and grew up there until 1949 when my family moved to Quesnel, B. C.

I have resided in Quesnel since then, except for a seven year stretch in which I served with the Royal Canadian Air Force on various stations under Air Force.

After two hitches, I decided to return to "civvy-street" and have been employed as a Postal Clerk since then. I still kept my hand in the military as a "Week-end Warrior" in the local Army Militia, being of all things, a drill instructor - possibly due to my sunny disposition, which has been likened to that of a wounded grizzly.

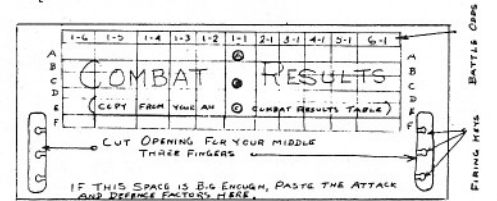
I'm married, and have a five year old daughter who aids and abets the "enemy" by making off with a handful of Armored Divisions at a crucial part of a game.

I'm a rabid fan of Avalon Hill battle games and have Bismarck, D-Day, and Afrika Korps, and plan to add more games as time goes by.

I play piano in a dance band, and my favorite sports are football and hockey.

I would like to hear from anyone, anywhere who is interested in the battle game hobby.

above the top of your finished board. Following is a diagram of what your top should look like:



Both opponents press a key of their choice at the same time.

The fingers pressing the keys must be hidden from your opponent, otherwise he can press a key which will make the results go in his favor.

Cover your "firing" fingers with your other hand, or make a shield which your fingers can hide behind.

To read the results simply match up the results line for which the light has gone on with whatever battle odds you are fighting at.

If light A flashes, read along line A.

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## Question Corner

D-DAY

Q: "A unit's zone of control does not extend outside a fortress to a land square. Does this conversely apply to a unit adjacent to a fortress not across a river?" i.e. can a unit move into a fortress that an opposing unit is adjacent to without engaging in combat?"

A: Yes.

Q: "How many divisions can be brought in through captured inland ports?"

A: Any number per turn.

Q: "Is Amsterdam an inland port of the North Sea invasion area (allowing reinforcements to be brought in through it) or of the supply area east of the North Sea area (allowing no reinforcements through it)?"

A: Amsterdam is treated as an inland port through which an unlimited number of reinforcements may be brought.

Q: "If an invasion is obviously repulsed, with all units pushed into the sea, and all landing points held by German units, can the Germans then leave the beach and the Allies not counter attack and land?"

A: Yes - German units can leave that beach; however, starting from the 9th week on, that beach can be re-invaded by the Allies.

Q: "Can you bring on German Headquarters units as replacements?"

A: No - headquarters units absolutely cannot be used as replacements.

Q: "If surrounded, can parachute units fly away and escape?"

A: Yes.

Q: "On ordinary beach squares after the first move, is there a maximum of two units coming in per square?"

A: No - you may bring in more than two per square per turn.

Q: "Parachute units must be dropped within 5 squares of the closest combat unit. Is that friendly or enemy unit?"

A: Friendly unit only.

Q: "Can units stop on the dyke in the IJsselmeer? Could these be attacked?"

A: Yes to both questions.

(Continued on Page 12)

## Absurdity of Afrika Korps

by Jon Perica

Upon receiving my July issue of the General, I was indeed surprised to see the rule changes and play-balance suggestions. To see what affect they would have on future Afrika Korps games, I immediately submitted them to the Committee on Rules Analysis and Interpretation of my club.

After careful study and countless games of playing research, this was their considered opinion.

"Someone at Avalon Hill dislikes the Germans. These so called rule changes and play-balance suggestions are the biggest farce ever imagined! They completely change the outcome of the game so much that it loses most of its appeal. Trying to make the game as even as possible has totally destroyed the chances of a German Victory. Yes, we agree that Afrika Korps is balanced---more like over-weighted in favor of the Allies. Shame, shame on you, AH!"

Needless to say, this was pretty strong medicine coming from the committee. When I asked them to be specific about the rule changes, they replied, "The idea that the Germans can't use supply on the first turn is ridiculous! The greatest weapon they have, besides mobility, is the ability to bring in supply on the first turn. Although we can see AH's reason for not allowing supply for historical purposes, we like to play games that are evenly balanced. This loss of supply makes capture of Tobruch before Allied reinforcements almost impossible.

If the restriction of supply on the first turn put the Germans in the coffin, rolling for supplies nails the lid down!

The committee next discussed the suggestions by "private" Victor Madeja, who they feel "lacks perspicacity for basic strategy. His so called play-balance suggestions show an unrealistic attitude for simple military understanding."

"Supply every other turn is an Alice-in-Wonderland approach to playing. But if you are the March Hare, it might make sense."

### Realism vs Play-Balance

There is a great team going; AH trying to make the game realistic by sacrificing play balance and Victor making the game unrealistic by trying to find play-balance. Placing units anywhere on the board is the most naive idea ever thought of by an editor (?)

Receiving reinforcements for the Allies is completely the end of the German chances for victory. With the four extra units on the board before June, we wouldn't be surprised if the Allies did the attacking."

## Pacific Coast

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

But was everything Victor wrote not well structured? No, the committee found "the idea about isolation to a fine idea because of their belief that three 1-1-6's surrounding a 7-7-10 didn't make sense." Also, the change in movement to and from Bengasi is another good idea.

In summing up, the committee stated that for real play-balance, "disregard all changes except Bengasi and isolation. Allow the Germans to bring supply on the first turn. When all of these take affect, then the real Afrika Korps will takes its place among the other great AH games."

Lets hope we don't have to write, Here lies AK  
Born 1963  
Died 1964-killed by Play-balance  
RIP

Let me thank all of you who have taken the time to write for positions in the multi-player game. Positions and further information will appear at a later date.

### More Good Books

The reaction to the first list of books was tremendous, many thanks to those like Bob Gwinn, John Neahr, Craig Johns and William Earnest who took the time to say "the idea of a book review in your article is excellent, keep them coming"! This months lists includes

1. Strategy by Liddell Hart. The finest, most informative, book on overall military tactics and strategy I've ever read. I heartily recommend this to all fans of military history as excellent reading.

2. Panzer Leader by Heinz Guderian Great book on the origin of the German panzers. Lots of pictures and fully documented.

3. Invasion, They're Coming by Paul Carell. The story of D-Day and what followed as the German High Command saw it.

4. The Coming Fury by Bruce Catton. The most popular Civil War author of our times writes on the reasons and back-ground of this great conflict.

5. The West Point Atlas of American Wars by Vincent Esposito. Vol. 1 and 2. For those of you that want to make your own games, here is your

(Continued on Page 11)

# Electric Results Board

(Continued from Page 9)

If light A&B " , " " " B.  
If light B flashes, read along line C.  
If light B&C " , " " " D.  
If light C flashes, read along line E.  
If light A&C " , " " " F.

I feel this eliminates the luck of the die roll. Some may prefer to continue with the die system, but when this board is used, you know what you want to have happen, and your opponent knows, so you have to out-smart each other by pressing the right combinations.

Incidentally, if three lights come on at the same time, beat your opponent severely about the ears, because it means he has depressed two or three keys at the same time.

I hope to have something of interest for all "battle bugs" next time I write a column.

# Absurdity of Afrika Korps

(Continued from Page 10)

source. The book, which can be found only at the library, has such a complete listing of terrain, cities, communication lines and unit locations that AH must have taken the mapboard for AK almost directly from it.

Tip of the month: This month's insight on strategy comes from Ron Siskind, 945 Gayley Ave., Los Angeles. Being a qualified mathematician, Ron tells why the chances of winning at 1-1 and 2-1 are the same. He proves this by a simple equation based on the fact that the odds of rolling any number is one in six. At 1-1, a D-Elim is a plus 1 and a A-Elim is a minus 1 (exchanges and retreats are 0). The Equation for this reads  $1/6 (+ 1-2) = 1/4$ . At 2-1 it reads  $1/6 (+ 1-2) = 1/6$  because an elimination causes twice as many losses as at 1-1. This tip applies to all AH games and should be a help in playing them.

# Sage Sarge Sez: (Continued from Page 8)

might be holding out for one or two more turns, depending on how conservative the Russian commander is in his attacks.

I have ruled out any thought of counter attack by the Finns and Rumanians because if they attack, they must bunch their forces together and this makes it easy for the Reds to surround and wipe them out.

There is great joy at Holloman Air Base because I am being Deported to Keesler AFB, Miss. I don't know my new address yet, but any mail addressed to 1305 Portorico, Alamogordo, New Mexico will be forwarded to me at Keesler

# Appleton War Game Club

In response to your letter I would like to submit the following summary of the standings of the Appleton War Game Club.

We began informal meetings in May of 1963 and held a tournament using D-DAY in the fall of that year. The results were: Terry Dawson, third place; Wally Jaeger, second place; and myself, first place.

We have a club subscription to The General, are having tournaments every three months, and are working on a huge game of the entire Second World War in Europe and North Africa.

Robert H. Zilske, 1615 S. Douglas St., Appleton, Wisconsin.

# OPONENTS WANTED

EDITOR'S NOTE: As a free service to the subscriber, we will publish any "Want Ad" submitted to us. Please type your "Ad" and word it exactly as you wish it published. Ads received after the 15th day preceding publication date will appear in the following issue.

I will gladly play anyone by mail in a game of AFRIKA KORPS or TACTICS II but if any AH players live in or around Atlanta, Georgia I would rather get together and play any AH game. Call Dr. 3-9482 or write Freddie Adams, 2677 Rockcliff Road, Atlanta 16, Ga. Any A.H. military game. PERFECT RECORD in play by mail 0-0. If I lose, I have an Edsel, 1913, armored car and the winner's address. Jack "choke" Greene, 670 Darrell Road, Hillsborough, California 94010.

If you live in the Baltimore area and would like to join an Avalon Hill Club call David Naguin at ID 5-5971.

A highly experienced military strategist would like to engage an experienced opponent in a game of Afrika Korps, D-Day, and Stalingrad. It would be appreciated if my opponent would take the Germans, the Allies and the Germans respectively. The challenge is open to all who wish to lose the game(s). Write: Mike McCabe, 1460 Sunset Strip, Fort Lauderdale, Florida 33313.

Experienced general wishes opponents in all Avalon Hill battle games. If interested write to: R. William Eldridge, 4 West Cottage Ave., Haddonfield, New Jersey 08033.

One opponent, British or German, for Afrika Korps. No experience needed. Write: John M. Kosmicki, Marple Rt., Box 34, Alliance, Nebraska.

Crafty soldier-of-fortune will command either British or German forces in a game of Afrika Korps--opponents take your choice and mail your opening moves (if German) or acceptance (if British side is preferred), to: Michael L. Harrington, 2423 Fairway Drive, Winston-Salem, N.C. 27103.

Wish to engage capable opponent in game of Afrika Korps or Tactics II. Write: Bob Shelton, 920 Oakmont Dr., Asheboro, North Carolina 27203.

HAVE ARMY, WILL FIGHT. Write: T. E. Shank, 3523 Galestone Avenue, Indianapolis, Indiana 46236.

I will not destroy, slaughter, smash, roll over or crush any opponent in "Afrika Korps", I and the Allied Army will simply beat any Axis Force who dares take me up on this challenge. Write: Robert Sigovich, 625 E. Westmoreland St., Phila., Pa. 19134.

Please insert the following advertisement in your OPPONENTS WANTED column: Opponents wanted in WATERLOO, GETTYSBURG (old version), TACTICS II, MANAGEMENT, and Allies in D-DAY. Contact Stanley D. Hoffman, 63 Mt. Vernon Rd., Buffalo, New York 14226, 716-839-2378.

Will all those interested in joining a New York City and vicinity Avalon Hill game club please send a stamped, self-addressed envelope, age, and list of games owned or played to either Victor Madeja or Wesley Sayre (address in back of issue).

Blue Army Group Commander needed for Tactics II. Write: Robert J. Beyna, 701 N. Hope St., Phoebus, Virginia. Wanted: Members of Baltimore-Towson area willing to engage in a real WW II: Pacific European Theatres. Advice on European Theatre still needed however. If interested, please contact Eddie Dana 6002 Charlesmeade Rd., Balto. 12, Md. for details.

My buddies Joe Stalin and George Zhukov and I would like to challenge everyone in the U. S. of A. to a game of Stalingrad. Write: Milan Fabsik, 2231 South 61 Court, Cicero, Illinois 60650. Are you sick and tired of those dull, depressing wins in Tactics II and or Bismarck? Would you like a nice refreshing loss for once? Then write: Michael ("Lucky Mike") Corcoran, 4714 Elkhart Avenue, Whitefish Bay, Wisconsin 53211.

Can beat you and will prove it. Any game with either side. I don't believe in infallible plays. Write: "Hook", 634 West Fern Drive, Fullerton, Cal. Opponents wanted for Afrika Korps or any other war game playable by mail. If you win I will reward you with another game. If I win its up to you. I'm German. Write: Larry Bristol, 1312 Ursuline Ave., Bryan, Texas.

German Field-Marshal needed for Afrika Korps. My terms: 2 GERMAN supply units, supply table in July GENERAL, rule 3 and change of isolation as in Victor Madeja's July column, all latest Afrika Korps rules. Write: Dan Drewke, 311 W. Lexington Blvd., Milwaukee, Wisconsin 53217.

Wanted - an able and courages General for any Avalon Hill war game. Write: Gary Vardon, 1870 So. Wolcott Ct., Denver, Colorado 80219.

Player wanted 16+, Hartford or Conn. Area. I. Q. 120+. Female Preferred. Peter M. Clark, 130 Hartland Street, Hartford, Connecticut 06112.

Have material on "Ultimate in Wargaming", would like to hear from anyone interested in this type of game, can supply all kinds of well-tried rules. If interested, write: Richard Stoy, 523 Georgetown Ave., Sumter, S.C.

Experienced A-H player desires opponent in Afrika Korps or the original version of Gettysburg. Player must be capable, shrewd, and aggressive. Interested? Write: Bruce Evans, 74 Taylor Drive, Closter, New Jersey. Will horribly and gruesomely annihilate anyone who dares to challenge me. Will play any game except Waterloo and Gettysburg (I prefer Afrika Korps) Write: NORMAN ZINKHAN, Box 1237, Rosetown, Sask., Canada.

# Tactics & Strategy

by Tom Bosseler

First of all, there are four levels of thinking in warfare: tactical, grand tactical, strategic, and grand strategic.

Grand strategy is actually politics on a low level. All Avalon Hill Games have their grand strategy set down. It is the requirement for victory. (usually a political victory).

Strategy is below grand strategy. Strategy is the highest level of military science. A synonym for strategy is plan.

Grand tactics are probably the hardest of all to describe. They are between

(Continued on Page 12)

Wanted - German player in D-Day or Allied player in Afrika Korps. Will also take either side in Tactics II. Age 15 and in second year of High School. Pretty good player, too... Jim Blevins Box #188, Lansing, N.C. 28643.

Panzer Generals Challenge Any Fairly bright British General. Second game may be played with opposite armies. Our command consists of two generals. Age: 15, Experience: 5 years, write: Bruce Mathews, 6413 Austinburg, Ohio 44006.

"Just about any game, any side. Especially interested in a game of Waterloo -- will take either side. Write: Bill Kuhn, 9350 Kerwood Drive, Indianapolis 40, Indiana."

Wanted, able opponent of high school age (or older) to play in game(s) of Nieuchess, Management, Verdict II, Football Strategy, Chancellorsville or Gettysburg (original version). Must be within reasonable distance of my home. Write: Bill Barilka, Age 16, 1509 St. Charles, Lakewood, Ohio 44107.

HUNTINGTON'S 2nd ARMY WILL DESTROY any opposing army commanded by a staff of opponents--their choice of game. John Ernest Bailey, 1550 Byron Street, Huntington, Indiana 46750.

Poor, bumbling, inefficient, irresponsible, indigent commander wishes to tackle & strong, powerful, mighty, masterful, superior, and superlative commander in D-Day, Waterloo, Tactics II, or Afrika Korps - any side... D. Paul Balla, 6235 S. 75th Ave. Argo, Illinois.

MULTI-PLAYER TACTICS II GAME! Twelve commanders needed. Send name, address, experience, and desire of headquarter to command to: RED -- Jim Kobylecky, 7506 59th St., Summit, Illinois. BLUE -- D. Paul Balla, 6235 S. 75th Ave., Argo, Illinois. Army Group HQ open.

Competent free-lance general wishes to battle British or German general in a game of Afrika Korps. When writing, please state preference of command. Write: Martin C. Ritter, 15 Dauntless Lane, Hartford, Connecticut 06105.

Wanted: inexperienced opponent for Afrika Korps, seasoned veteran of Tactics II. Write: Sharp Lannom, 1525 Main St., Grinnell, Iowa.

Skillful British General desires to subdue an experienced German Field-Marshal in a game of Afrika Korps. Write: Jim Harkonen, 402 Shaw St., Rockford, Ill. 61108.

An experienced and steady opponent wanted to fight inspired Commander in any game and any side. Roger B. White, Jr., 16470 S. Park Blvd., Cleveland, Ohio 44120.

In the mood to be defeated? Contact the BRAZEN WARRIOR for a game of Afrika Korps. Please, do not tremble when you write: Buddy Bivins, 4007 South Grand, Monroe, Louisiana 71201.

# Question Corner

(Continued from Page 10)

## Chancellorsville

Q: "Can units, after a battle, be broken down into brigade substitute counters to avoid a one-sided loss and exchange?"

A: Yes - we are reversing an earlier ruling and allowing players to make these substitutions after combat.

## Tactics II

Q: "Are defenders adjacent to a mountain forced to move away in one square, or may they move several squares in the mountain units control?"

A: No, units must either be able to move away in the very first square or remain and attack.

Q: "Are defenders across bridges doubled?" "Are ocean bridges doubled?"

A: No - defenders across bridges are not doubled.

## Dispatcher

Q: "Is it possible to have a train stop or backup on a signalless track if this is according to a master schedule?"

A: Yes.

Q: "Is it necessary for a freight train to go the shortest route to its destination?"

A: No - it may travel by a more indirect route.

Q: "Is it possible to stuff more trains than would be physically possible into a section or is there a maximum of one train per track?"

A: No - there is a maximum of one train per track.

## Stalingrad

Q: "When a unit is being attacked by other units and gets a defender back, if one unit of both players controls one of the retreating squares, is that square neutral?"

A: No - the unit forced to retreat would be eliminated instead. This applies in all of our battle games. The easy rule to remember is that there must be a clear path of retreating squares untouched by enemy zones of control. The fact that friendly and enemy zones may overlap does not neutralize such retreating routes.

# Tactics & Strategy

(Continued from Page 11)

tactics and strategy. It is movement of groups of units to the battle.

Tactics are the lowest level military science. If an armored unit attacks an infantry unit, that's tactics.

Another, most people are ignorant about is how to formulate victory and defeat. Too often people surrender when they suffer a tactical defeat. These people are selling themselves short. Let us see how victory is evolved.

One or more tactical victories make a grand tactical victory. One or more grand tactical victories make a strate-

gic. Thus, one or more strategic victories make a grand strategic victory which wins the game.

You may win a tactical battle but lose strategically in the long run. This is what happens to most people. They concentrate too much on "killing off" enemy units and not enough on strategy.

If you can be perfect strategically you can make the most hopeless tactical blunders you want and still win the game. If, however, you are perfect tactically, but awful strategically you will get creamed. Of course, if you are lousy at tactics and strategy reach for the arsenic.

I hope I have straightened out a few people on the subject of strategy and tactics.

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