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The AVALON HILL

GENERAL

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BATTLE of JUTLAND -

50th ANNIVERSARY
(So it's the 51st — what's a year or two?)

\$1.00 PER ISSUE

Ship to Ship Combat on a Grand Scale

FULL YEAR \$4.98

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The AVALON HILL GENERAL

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

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The Avalon Hill Philosophy - Part 3

As most of you know, the Battle of Jutland has finally been released by The Avalon Hill Company. It is the one battle game in Avalon Hill's line that has varied from its time-tested land battle formulae. The very fact that its design concept is totally different from any of the other games, necessitated a lengthy period of testing - the reason why Jutland was not published on its projected publication date of March 1st.

Here in the offices of the General, James Dunnigan, publisher of Kampf Magazine, and research director for "Project Jutland", was interviewed regarding his contribution to the project.

THE GENERAL: Mr. Dunnigan - what exactly is your organization Kampf?

DUNNIGAN: Actually, Kampf is something of an experiment. All of the people involved in Kampf are college students either graduate or undergraduate and what we are trying to do in Kampf is to find a new approach to presenting history.

THE GENERAL: As far as Avalon Hill is concerned who got in touch with who?

DUNNIGAN: When I first developed Kampf it was done quite independently of Avalon Hill. The first issue was published and really had not been meant as an assault on the Avalon Hill game Battle of the Bulge. Actually I was more incensed at the official history than I was at the game. However, Avalon Hill recognized that my thinking and their thinking as to the presentation of military history ran parallel to one another and coming back from one of my frequent trips to Washington to do research I stopped off at Baltimore and we had a discussion about Bulge - both the game and the Kampf issue.

THE GENERAL: Then apparently Avalon Hill approached you with the idea of digging up the historical data for Jutland.

DUNNIGAN: Actually it was a bolt out of the blue. I had never thought of designing a game. My interest had always been in history. I sympathized with Avalon Hill's problems in designing games. I realized they had to balance playability with historical authenticity. I also realized in researching the first issue of Kampf that it would be no easy matter to combine both of these elements, playability and authenticity.

THE GENERAL: When did you actually begin the research on this game?

DUNNIGAN: Actually I began it the moment Avalon Hill approached me with an offer to design the game. It was, I believe in April, 1966.

THE GENERAL: You realize, Mr. Dunnigan, that Jutland was originally scheduled to be published on its fiftieth an-

niversary, May of 1966. Here it is exactly one year later. What happened?

DUNNIGAN: Well, first my Spring finals happened. And then the new GI Bill happened which allowed me to attend school during the Summer. I also had KAMPF to contend with and after a two week vacation in September it was back up to Columbia for the regular Fall semester. About that time I believe you finally cornered me (in stack level 5 of Butler Library I believe) and found out that I thought you had said sixty instead of fifty. Now maybe they'll move your office out from under the boiler room. Seriously, because I had to prove a point to Avalon Hill, the delay was caused by my researching the historical data from every conceivable source imaginable, cross-indexing this information over and over again.

THE GENERAL: Avalon Hill's selection of Jutland in the first place is built on the premise that a ship to ship naval game is needed to complement their land battle titles. Now, Mr. Dunnigan, exactly what was the historical situation and background leading up to the battle of Jutland?

DUNNIGAN: Most people don't realize it but the Battle of Jutland was probably the most crucial battle in the first World War. What brought that on was the deadlock on the Western and Eastern fronts. Britain's superior Navy had blockaded Germany in 1914. Germany soon realized that she would be starved out of the war unless she broke this blockage. Unwilling to risk her inferior fleet in a surface engagement she had first sought to blockade England with her submarines by sinking merchant ships around and about England. Germany invariably took American lives. The United States responded by threatening to enter the war on the side of the allies unless Germany ceased endangering American lives and property. Germany realized then that unless she defeated the British surface fleet she would starve herself out of the war within three years. This is what actually happened. There was in fact general starvation in Germany in 1919 - less than six months after the War ended.

THE GENERAL: Historians have commented that the battle of Jutland was the first and last general action between modern battleships. Actually, how many battle ships were sunk in this event?

DUNNIGAN: Actually, no battle ships at all were sunk. The battleships at that time were masterpieces of modern technology. Protection of these ships including compartmentalization, foot thick side armor, armored bulkheads.

COVER STORY:

Never before has the pre-publication announcement (March issue) of a new game met with such an avalanche of inquiries... mostly regarding the manner of play without the need of a playing board of some sort.

Those of you who are already in possession of the game, need read no further. Move straight to "Avalon Hill Philosophy - Part 3". (Do not pass Go, do not collect \$200). You know, by now, that the immensity of maneuver precluded its play on a regular, or even king size, playing board. Maneuvering individual ship counters, approximately 2" long, requires much more space than does the 1/2" Troop counters. While it would have been possible to incorporate play on a playing board, as was actually done on an original mock-up test version, the sacrifice of realism was too great.

In brief, greater emphasis has been placed on re-capturing historical accuracy than for any other game. Ample optional rules in the Tournament Game allow players to face some, or all, of the problems that confronted the actual commanders, Jellicoe and Scheer.

The only problems you will confront is where to find the game. Since AH deals mostly through wholesalers, who in turn sell to retail stores, we learn the names and addresses of only a small number of outlets where they're sold. Try those listed on page 14 of this, and past issues, for a starter.

Jutland retails for \$6.98 - mail orders at this price, (add 65¢ for special delivery) can now be accepted. However, you will probably get it quicker from your favorite outlet who will have Jutland in stock right now.

Damage control was so great that the only way you could possibly sink one of these ships was to take the crew off it and use it for gunnery practice.

THE GENERAL: In other words in this game there are going to be a heck of a lot of floating hulks lying around on the living room floor. How have you reflected this in the rules of the game?

DUNNIGAN: You will notice that each ship is assigned a protection factor. This protection factor reflects two things. For one it reflects the amount of heavy armor piercing shells that would have to hit the ship in a short period of time in order to detonate the ship's magazines. In the case of the heavily armored battleships this was practically impossible. The protection factor also reflects the ability of the ship to stay afloat in the face of water line attack usually by torpedoes but often by shell also. For example, the Konig has a protection factor of 14. This means that it would take 14 hits in one battle turn in order to sink this 26,000 ton battle ship.

THE GENERAL: Well what happens if it only sustained, say 11 hits in a single turn?

DUNNIGAN: Eleven hits would do considerable permanent damage, but only to the ship's machinery and weapons. This would not sink the ship in that turn unless the ship had already been turned into a defenseless hulk previously. Generally speaking, it takes twice the protection factor, in this case 28 hits, to sink a ship. Fourteen would do it in one turn but the odds against making that many hits in one battle turn are quite high. What this "magic number" of 14 indicates is the number of hits in a short period of time that would "short circuit" the ship's damage control ability. Besides causing massive internal damage we consider this number of hits to be sufficient to penetrate and detonate the ship's magazines. This was, in fact, the only thing that could, and did, sink these ships so quickly.

THE GENERAL: Getting back to our original question, exactly which ships were sunk at Jutland?

DUNNIGAN: On the British side the 19,000 ton battle cruiser Indefatigable, the 27,000 ton battle cruiser Queen Mary and the 17,000 ton battle cruiser Invincible were literally blown out of the water by the German battle cruisers. In addition the 13,000 to 14,000 ton armored cruisers Defense, Black Prince and Warrior were similarly shot to pieces. The British also lost 8 destroyers. The superior protection of the German ships enabled the Germans to come out of the battle with far fewer losses. The Germans only lost one battle cruiser, Lutzow, and this 26,000 ton ship was not actually sunk by the

British but was in fact scuttled by its German crew because it was unable to get back to port, due to its slow speed caused by 24 heavy shell hits. At that time the British Fleet was between the Lutzow and The High Seas Fleet. The Germans also lost the 13,000 ton pre-dreadnought battleship Pommern which took two torpedoes amidships during a night British destroyer attack. The Germans also lost four light cruisers and five destroyers. The British even admitted after the battle that the inferiority of their own shells and the superiority of the German protection undoubtedly saved as many as half a dozen German battleships from certain destruction.

THE GENERAL: In the design of the game we find that Germany's 23 capital ships were superior to the British in all categories that mattered. They were better armored and protected, they used superior tactics and despite the usually larger caliber of British guns managed to give as well as they got in a gun duel. Now, exactly how did you determine the gunnery factors for each of the ships?

DUNNIGAN: The first question I had to answer was, what sank a ship? I found out that practically nothing could sink these ships. Actual fire power consisted of a number of variables. The most important were ability of shells to penetrate armor, and not caliber and weight of shell. Rate of fire was important since the smaller the gun the higher was the rate. Fire control procedures and equipment and of course the skill of the gun crews themselves were also important. The end result was, of course, percentage of effective shells that hit the target. I emphasize effective because nearly half of the British heavy armored piercing shells were duds against armor. Our problem was then how to relay the effectiveness of fire power with the effectiveness of protection. We handled fire power first. Taking an arbitrary number, say one, for the smallest type heavy gun, that is the German 11 inch 40 calibre long we proceeded to rate it, using the base no. 1, against all other guns in accordance with the previously laid down criteria. This gave us our fire power. The range was found to be dependent mainly on the effective range of the fire control equipment, which was about 20,000 yards. All the heavy guns at Jutland could fire at least that far. The effectiveness of fire changed with range mainly because of the efficiency of the fire control equipment. Once we knew how many effective hits could be delivered by each ship we had to determine how many hits would be needed to short-circuit, as we began to say, the target ships damage control.

THE GENERAL: Obvious, then, this

was a very time consuming portion of the design and probably one of the major reasons why it took almost a year to do. Actually, what was the hairiest part of the design of this game?

DUNNIGAN: When it comes to sheer difficulty, and that's not just the drudgery involving research, I would say that the most difficult design aspect was in writing the rules. We of the Kampf design team made the usual mistake amateur game designers make when we wrote up rules which left too many loopholes. Avalon Hill has learned long ago that even in a game with little or no historical relationship the rules must be very precise - otherwise the game will go off into unrealistic and unwieldy tangents which no one planned, wanted or will enjoy. In Jutland we tried to recreate the original situation as much as possible. Good game design would provide the basic elements of the situation but without rules which accurately reflected the conditions under which the original commanders labored good design could produce a totally unrealistic situation. Our expensive play test program has, as we hope, proved that we have overcome the rule problem.

THE GENERAL: I see that much thought and time has been devoted to the play test evaluation questionnaire that you sent out to pre-testers. Exactly of what value were these play-testers to you?

DUNNIGAN: We realized from the very beginning that Jutland, like other Avalon Hill games, would be played by people with a wide variety of interests - some of them would be interested mainly in military history - others would be interested mainly in a good game while still others would be interested in the reactions of themselves and their friends in an unusual situation. What our extensive random play test program tried to do was to reach as many different types of Avalon Hill customers as possible and see what their reactions would be to the game. What we tried to do in effect with the play test program was to please everyone. Every criticism, every question as to the game and its rules we tried to satisfy by modifying the game. This was time consuming. It was also very frustrating. Basically though the real value of the play testers was in debugging the game.

THE GENERAL: Well we notice that you also had some difficulty in the historical data itself. For instance, the so-called authentic historical data of three very prominent sources, Die Deutschen Kriegschiffe, Janes fighting ships and Brassey's Naval Annual. They don't even agree on the deck plans of certain ships so who do you go by in these instances?

THE GENERAL

DUNNIGAN: I usually go by the seat of my pants. Janes and Brassey's usually contain accurate deck plans of British ships but when it came to German ships there were wide variations. There were also certain variations in the British ships as changes were made during the war that Janes or Brasseys did not catch. Actually this wasn't a very important point. However I did follow through on it and we tried to incorporate as much as possible accurate data for the deck plans. For the Germans the best source was not Janes or Brassey but Erich Groner's Die Deutschen Kriegsschiffe. I, myself, am still undecided at this point as to how far Avalon Hill plans to go with historical authenticity in their games design after the obvious success of Jutland.

Just out of curiosity, what are Avalon Hill's thoughts in this area?

THE GENERAL: From this point on Avalon Hill's philosophy will be to place historical accuracy uppermost in the future design of games. If balance is what the players want, then they can obtain this by a proper selection of the optional rules that we will include to satisfy this sort of thing. Incidentally this game balance bit has been somewhat of a thorn in the side of Avalon Hill. Let's face it - most battles are not balanced to begin with. One side felt that they had a definite advantage in the first place or they wouldn't even have made an attack. Mr. Dunnigan what are your thoughts on balancing a game with historical setting.

DUNNIGAN: A game that has been carefully designed according to reliable historical information is like a piece of precision machinery. When you set out to alter it, say for purpose of "play balance" you must either do extensive redesign work or else watch the game change considerably, usually for the worse. JUTLAND was a good example of this. From the very beginning the Germans realized that they were losers. Their idea of a "victory" was to merely cut the British fleet down to size so that they could LATER engage them in a full scale "battle for the North Sea." The British, on the other hand, had their prestige and the "Trafalgar Tradition" to worry about. Unless they won a great victory the world would realize, as Jellicoe and a few others already had, that the British fleet was not invincible. And then there was the problem of the British trying to get through the German controlled Baltic to Russia. In dealing with the problem of "conditions of victory" and "play balance" we thought primarily in terms of "incentives". That is, we sought to re-create in the game the same incentives which originally brought the two fleets together. By sticking to the historical format we neatly avoided the "play-bal-

ance" trap. Again the key to the whole problem was good, solid, nothing left to chance research.

THE GENERAL: Not let's get into the digging up of the historical data itself. How were you able to combine this usually irreconcilable marriage between historical accuracy and playability?

DUNNIGAN: Actually history is something of a game itself. History is often called the study of cause and effect. If the causes are known the effect might be open to statistical prediction. It is on this supposition that Avalon Hill's game formulae is based. If we depend on history itself for the rules of the game we will have in effect united history with game playability. However, the depth of research is all important - nothing can be left to chance. We must put the player as much as possible into the same position as the original commander. Thus, it is not enough simply to obtain an accurate order of battle and an accurate account of the original campaign or battle. Reading between the line of history we find that in Jutland, for instance, such mundane technical matters as the direction of the

wind, thickness of transverse bulkheads, fuel capacity of the destroyers, mentality of the ship and division commanders, fire control and damage control procedures, the system of manufacturing and proof testing shells as well as many other seemingly minor variables would have a profound effect on the design of the game if they were left unnoticed and not incorporated in the game itself. Thus the more authentic the research for the game the easier it is to devise rules which take into account every eventuality.

THE GENERAL: By the looks of things, you've certainly done your part. Jutland is probably the most accurately researched game in the entire line. If it plays as well as it has been researched, then we can look forward to a "long run", as they say in theatrical circles. We thank you again for being with us and wish you continued success with "Kampf".

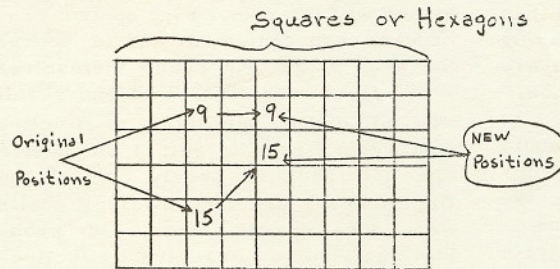
ED NOTE: Information on Kampf can be obtained from: 8512 Fifth Avenue, Brooklyn, New York.

Simultaneous Movement

by Frederick R. Guest

1. Use two acetate sheets -- one sheet per side.
 - a. Each counter or group of coun-

ters is indicated by writing a number on the sheets with a grease pencil.

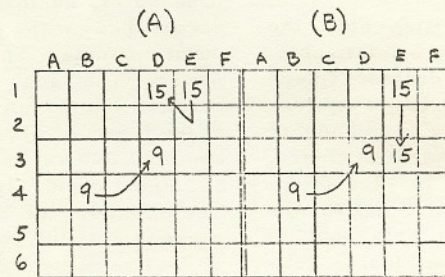


Type and Value of counters Kept on a sheet of paper

9 =	12th Infantry
	6th "
15 =	2nd "
	5th "
	10th "

- b. After each side records his movements, the acetate sheets are put together on the game board to resolve battles, if any.

c. Battles occur only if the time of movement for each is identical when meeting.



(A) No battle because Red was in and out of square E2 before Blue 9 got into position D3.

(B) Battle takes place with Red 15

in square E3 and Blue 9 in D3. Battle would also have occurred if Red 15 would have remained in E2 after a move of 1.

2. Attrition table would have to be revised to account for both armies in movement when meeting. Present BLITZKRIEG table would be used when

one side is attacking the opponent's counters which have not moved (assumed to be on the defensive).

EXAMPLE of Table when Both Armies are Moving:

		BLUE					
	RED	1-1	2-1	3-1	4-1	5-1	6-1
Die Roll		1-1	2-1	3-1	4-1	5-1	6-1
1		-	-	2	-	3	-
2		1	1	-	1	-	2
3		2	-	-	1	2	-
4		-	2	-	-	1	2
5		1	1	-	-	1	-
6		-	-	1	-	-	-

Round off to the nearest whole number when determining odds

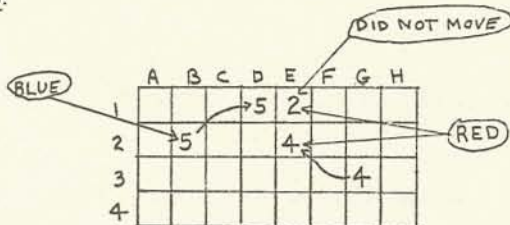
If, for example, a battle of three-to-one was taking place on a roll of 3, the group with the odds of 1 would lose 2 factors.

I suggest a retreat movement of 1

move in cases where more than one factor is lost. Also, a forward move of 1 move in case the opposing player loses more than 2 factors. This rule also applies to the BLITZKRIEG Table.

BATTLE EXAMPLES:

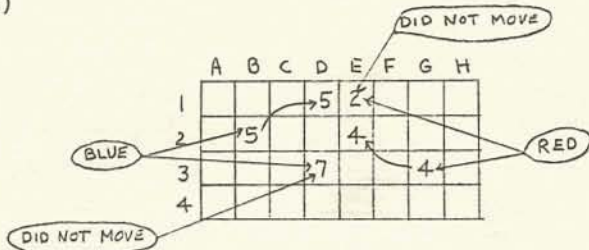
(A)



Blue 5 moves to D1; Red 4 moves to E2; Red 2 remains on E1. Battle occurs between Blue 5 and Red 2 and 4. Blue 5 may soak off against Red 2, since Blue is the attacker, but Blue 5's remaining forces must be used against Red 4. The present BLITZKRIEG At-

trition Table is used in resolving the battle with Red 2 since Red 2 is on the defensive. The table to be used for the remaining forces of Blue 5 versus Red 4 is the, "Both Armies Moving Table," as previously described.

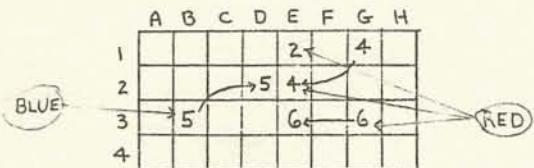
(B)



This example is the same as in (A) except that Blue 7 is now in the picture. Red 4 must deploy a part of his forces against Blue 7, who is on the defensive,

before engaging Blue 5. The attacker has the choice of how many factors he will deploy against units in a defensive position.

EXAMPLE OF SOAK-OFFS:

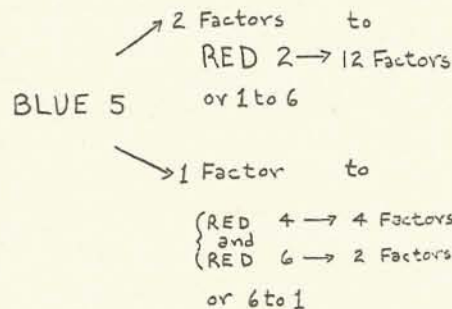


Blue 5 = 3 factors
Red 2 = 12 factors
Red 4 = 4 factors
Red 6 = 3 factors

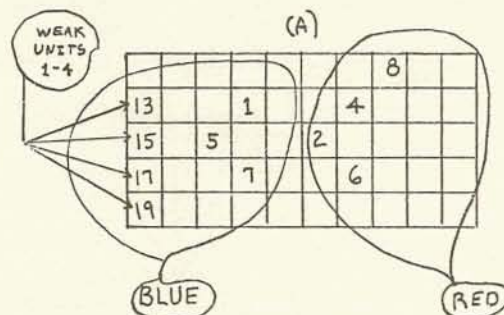
Blue 5 must soak off against Red 2 at least 1-to-6. This leaves Blue 5 with only 1 factor to use against Red 4

and 6, which would be a 7-to-1 odds. However, greater than 6-to-1 odds would enable Red 4 and 6 to aid Red 2.

The odds would then be Blue 5 = 3 factors, Red 2, 4 and 6 = 19 factors or 6-to-1. Use the, "Both Armies Moving Table" in this situation, since at such an overwhelming superiority of strength it is assumed that Red 2 would also seize the initiative with Red 4 and 6 and counter-attack. If Red 6 was only 2 factors strong, the battle would be resolved as follows:



The identity and strength of counters 2 squares away from each other would be revealed and positions marked on own acetate sheet, if desired. All other positions would be revealed at the time the sheets are placed one on top of the other, but not the identity and strength. Secrecy and bluffing could be used to incorporate the element of surprise into the game.



In (A) 13, 15, 17 and 19, all are weak units, but Red does not know it, although he knows there are at least four units there. Red would know the identity of Blue 1 and 7 and Blue would know the identity of Red 2. The Blue 13, 15, 17 and 19 could very well each be stacked to the maximum of 12 factors. The completely hidden rule, as devised by AVALON-HILL, could also be used.

3. To simplify recounting moves, each turn should be made in two phases:

EXAMPLE:

TYPE	PHASE		TURN
	1	2	
Armor moves	3	3	6
Inf moves	2	2	4

THE GENERAL

Each phase is further broken down into sub-divisions as follows:

TYPE	Moves per Phase	Total No of Moves
FTR	12 subdivided 4 4 4	24
TAC	12 4 4 4	16
MDM	9 3 3 3	20
SAC	9 3 3 3	40
Air Transport & Para	9 3 3 3	30
Armor	3 1 1 1	MOVES PER TURN 6
Inf. & Artillery *	2 1 0 1	4
Ships-BB, CV, CA	3 1 1 1	6
SUBS	1 0 1 0	2

* It is assumed that Infantry and Artillery do not move consistently at the same rate.

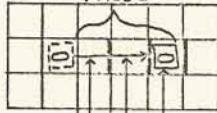
MOVES TO BE MADE BY PHASE ONLY:

Subdivisions are used only for the purpose of determining whether contact between units took place when paths

(lines) cross. Moves should be made in phases and not by subdivisions.

The following are examples of Phases, Subdivisions and Moves:

Phase = 3 moves

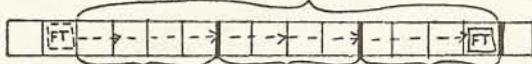


① ② ③

Subdivisions = 1 move each (1-1-1)

Armor

Phase = 12 moves

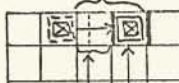


① ② ③

Subdivisions = 4 moves each (4-4-4)

FTR

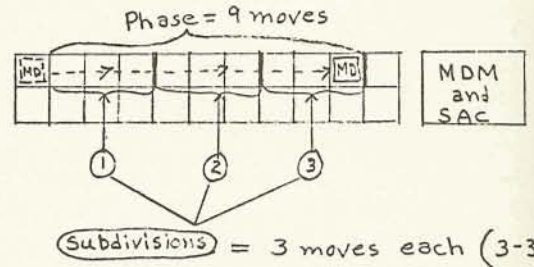
Phase = 2 moves



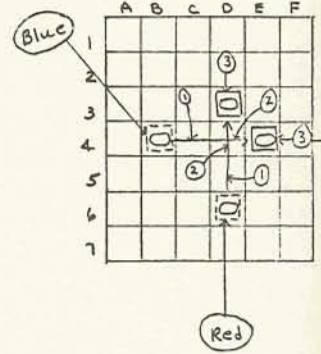
① ② ③

Subdivisions = (1-0-1)

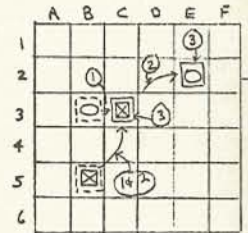
Infantry and Artillery



Armor Vs Armor

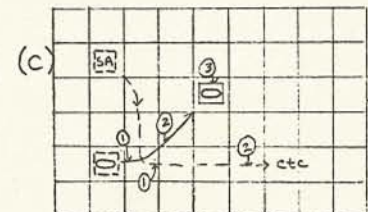
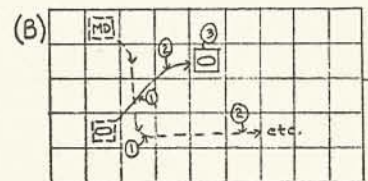
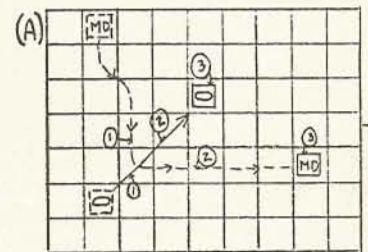


Armor vs Infantry



Examples of Moves

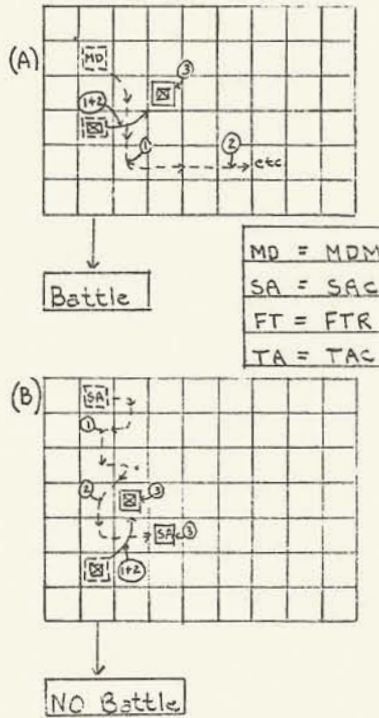
SAC or MDM vs ARMOR



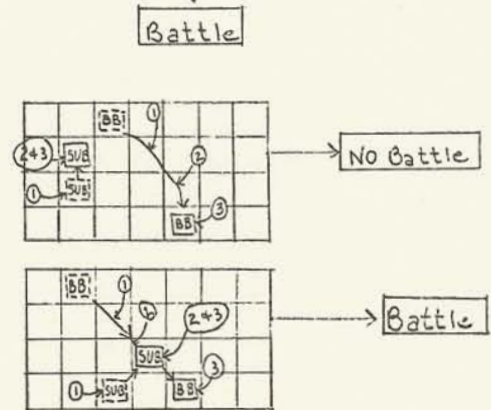
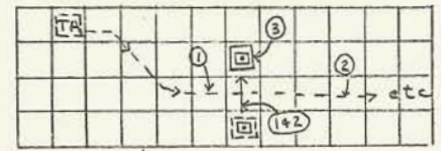
SAC or MDM vs. Infantry or Artillery

Battle takes place with Blue on square C-4 and Red in square D-5. (zones of control overlap)

When land units become engaged in battle they must stop at point of contact. Retreats or advances, as indicated by the Attrition Tables, are made from point of contact. If no retreat or advance is called for, units remain engaged until the following phase. At this time, they may continue to battle or they may move out of battle position (disengaging)



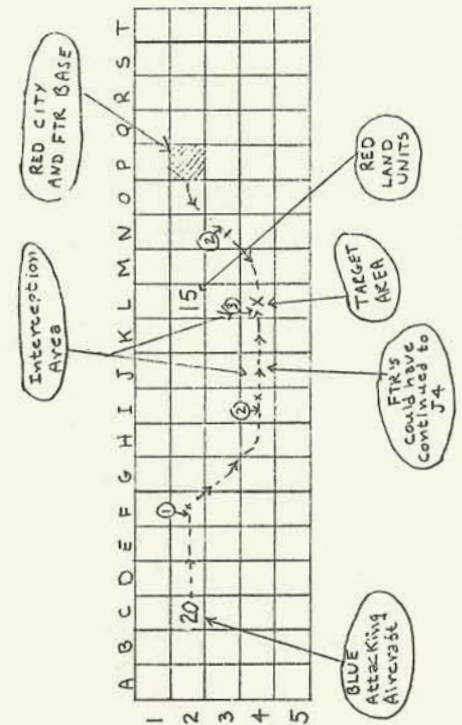
TAC vs Infantry or Artillery



4. MORE ON AIR MOVEMENT:

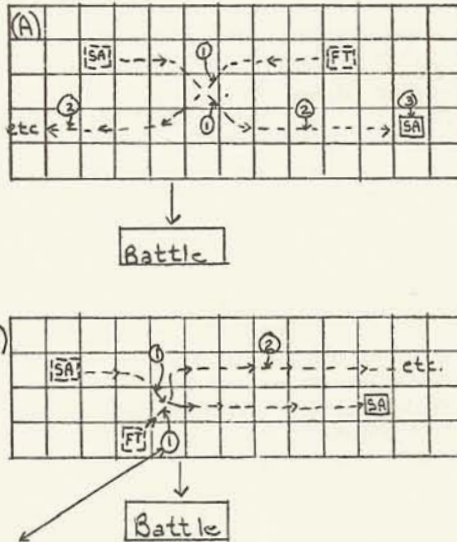
Each player would determine, secretly, the number of planes to be used for the attack. Fighters not participating in attacks could be used to intercept the other players attacking planes. The line of flight of attacking aircraft would then be indicated on the acetate sheets and then placed as in 1b above under simultaneous movement. After this is done, intercepting fighters could be used. However, intercepting fighters could not begin their flights until attacking plans are at least 5 squares away from friendly units.

EXAMPLE:



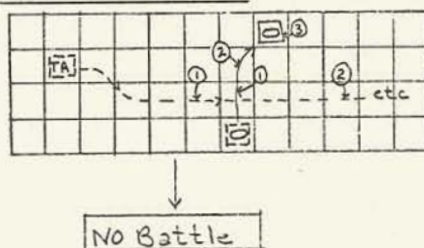
Battle takes place with Armor on square C-3 and Infantry on square C-4.

FTR vs MDM or Sac



NOTE: FTR elects to remain on intercepting square 3 moves.

TAC vs Armor



MDM moves 9 squares per phase
Subdivided into 3-3-3 moves
Armor moves 3 squares per phase
Subdivided into 1-1-1 moves

NO Battle!
Battle - Since subdivision NO.1 of MDM meets subdivision NO.1 of Armor

Battle

Red fighters could not begin their flight until attacking Blue reaches square G3, which is 5 squares away from Red 15 on L2. Therefore, Red would complete the second subdivision of the phase on square N3 and Blue on square I4. The interception would be made on square L4 where Blue and Red completed subdivision 3. It is assumed that Red remained on square L4 an additional 2 moves, since it only took two moves to get to that square, while it took Blue 3 moves to get to the same square. Red fighters could have continued onto square J4. In this case, contact would have been made somewhere between squares J4 and L4.

In the above example, even though fighters move at a rate of 4 squares per subdivision, Red fighters moved only 2 squares during the second subdivision of the phase. This represents the remaining moves (after being detected) of the attacking aircraft for the same (second) subdivision. This lag compensates for fighter take-off preparation time, after the fighters have been alerted of the attacking aircraft by land units 15 on square L2. (THIS IS AN EXCEPTION TO THE "MOVE BY PHASE ONLY RULE.")

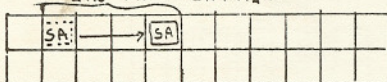
It would take a SAC group longer than two turns to complete a total of 40 squares -- the allowable total number of moves MDM would take longer than one turn for 20 squares. FTR, one turn for the 24 squares allowed. TAC less than one turn for 16 squares, etc. Flight could begin during any phase (any subdivision for intercepting fighters) and could overlap into the next phase or turn. A restriction that should be made is that planes, upon returning to their base, must wait at least one phase before being used again.

Aircraft must make or use up their maximum number of moves per phase while in flight, according to the Table. During first phase, aircraft in flight can move less than the maximum number of moves (Represents different take-off times.)

Aircraft may or may not move while in flight. However, the maximum number of moves, per phase, is still used up except during first phase, as stated above. This enables FTR's, regardless of different movement factors, to escort bombers.

EXAMPLE:

SAC moves 9 per Phase
2nd Phase In Flight



1	1	7	= 9
3	3	3	= 9
2	2	5	= 9
etc.			

} number of moves used up

A record should be kept of the number of moves that were used up in each square. This is important, especially during short range bombing runs, when a longer period of time over a square affords a better chance of making contact with units that might be passing through the square that is being strategically bombed.

5. MISCELLANEOUS:

a. Artillery - Range 2 squares -- 1 roll of die per 4 attack factors -- Roll of 1 or 6 - opponent loses 1 factor.

b. Navies should be allowed to blockade ports. No supply or reinforcements through a blockaded port.

c. Strands of War - In the "Art of War on Land," Lt. Colonel A.H. Burns, D.S.O., mentions four strands of war; these could be built into the game:

1. The commander - quality & capability.
2. The troops - quality and capability.
3. Morale.
4. Resources.

Build these strands of war into the game by the use of tables.

Comments to: Frederick R. Guest, 50 Maricrest Drive, Tonowanda, New York 14150.

The Red Army

by Victor J. Gervol, Jr.

In this brief article I am going to try to outline in cold hard facts the growth of the Russian Army in World War II. I hope that I can show you the reader what faced the Germans and what the odds were. Hitler's campaign against the Russians ended in 1945 in the rubble streets of a gutted Berlin; this is the story of the army that ended the thousand year Reich.

At the outbreak of the Second World War in 1939, the USSR had an estimated army of 108 Rifle or infantry divisions, 36 armored or mechanized brigades and 30 cavalry divisions. By the start of Operation Barbarossa in June 1941, these figures had risen to 175 Rifle divisions, 78 armored or mechanized brigades, while the number of cavalry divisions remained the same. In manpower the score stood at: The Soviet Army 4.7 million men, The German Army 3.3 million men.

I would like at this time to point out the superiority of the German Army in both training and quality. A single German tank division could and did often times out perform entire Russian tank corps, this however was not due to superior German equipment, but to German soldier performance. Indeed, the Soviet tanks during WWII were superior to all of their German counterparts.

Between June 1941 and November 1942 the number of Soviet Infantry formations had increased from 175 to 442 although a large number of these were rifle brigades. The number of armored formations increased in both quantity and quality with the mass production of the new and superior T-34. As for numbers, armored and mechanized brigades increased from 78 to 186 and in the spring of 1942 they were reorganized into armored and mechanized corps putting them at par with their German armored divisional counterparts. Meanwhile the number of Soviet cavalry divisions increased from 30 to 35.

The German's forces at this time were increased only by a few divisions most of which came from Italy and Hungary.

It should be noted that in this period just previous to Stalingrad the Soviet Army at the front had increased its superiority at a rate of at least 2:1 in men and 3:1 in tanks. With the German losses at Stalingrad the German onslaught stopped. Not yet decided the outcome of the Eastern campaign was now in doubt.

In the spring of 1943 the Soviets were forced to refit and regroup due to the mud. The Germans tried to do the same, but the loss of the 6th Army couldn't be made up. So the number of German formations dropped from their peak of 214 to 190 although this included the losses of many allied formations: Romanians, Hungarians, Italians, etc.

The number of Russian formations at this time rose again: Infantry divisions and brigades increased from 442 to 513, armored and mechanized brigades rose from 186 to 290 and cavalry divisions increased from 35 to 41. The manpower score stood as follows: Russian Frontline troops 5.1 million. German and allied front line troops 3 million.

Production also went up for the Soviets, the monthly tank production figures was 2000 per month, Soviet artillery had increased, and the Soviet Army became mobile with the deliveries of American trucks - 434,000 since the summer of 1942.

1943's summer also marked the creation of 29 new Soviet formations -- The Soviet artillery division.

The battle of Kursk was a draw, the Soviets replaced their tank loss within a few months, the Germans never recovered.

In 1944 the Red Army reached its peak World War II strength although according to German calculations, it had suffered 14 million casualties. In that year Germany lost the war in a series of attacks by the Russians known as "Stalin's ten destructive blows." I shall not speak of these as they only resulted

in German losses of both men and land, while dear Germany's allies also deserted.

The Russians had paid for their victories as can be seen by the reduction of their rifle divisions from a strength of 12,000 men in 1941 to between 6000 and 8000 at this time, of which only between 4000 and 6000 were alive or combat fit.

In early Spring 1945 the Russians used the lull in combat to increase their strength from 513 to 527 in Rifle divisions, 290 to 302 in armored brigades, and 29 to 43 artillery divisions.

Material strength for the Russians was as follows: Spring 1945

Tanks: 13,400

Front line aircraft: 16,600

Men: 5.3 million

The German army was quite a bit under par most of their divisions being only the strength of a regiment.

Material was as follows:

Tanks: 3,500

Front line aircraft: too few to matter

Men: 1.8 million

In the words of General Manstein from whom I quoted almost all of the above: "Never, not even during the first years of the war, were Soviet commanders compelled to fight against superior numbers. Never were they asked to win a victory against an enemy superior in numbers."

So you see the war on the eastern front, in the end quantity overwhelmed quality.

One important fact which is still a mystery is the Soviet airborne forces. The Soviets had them, they numbered over a million men and women. But why were they never employed against the Germans? The answer is clear to many people, in the early stages of the war, they couldn't, and in the latter stages they didn't need to. But is this the truth, others feel that the Russian goal was England, but with development of the A-Bomb the gamble wasn't worth it.

Questions? Comments? Write: Victor J. Gervol, Jr., Minister of the Interior, Aggressor Homeland, 5131 Juniata St., Duluth, Minnesota 55804. Recommended Reading: The Red Army by Liddell Hart, Hitler Moves East 1941-1943 by Paul Carell, and Barbarossa: The Russian German Conflict 1941-1945 by Alan Clark.

Navy & Air Force in Guadalcanal

by Richard C. Giberson

Anyone familiar with the Battle of Guadalcanal realizes that the Navy had a prime role in the overall action.

Some of the great naval battles of the war were fought there. This is the first of a two part series describing a method by which naval and air power can be included in AvalonHill's Guadalcanal game.

NAVAL STRENGTHS

It is assumed that carriers remained out of range of the present mapboard hence they are not included in the order of battle. The table below lists the type of ships, number for each side, movement factor, surface combat value, etc.

SHIP MOVEMENT

Ship movement consist of 4 turns before each land movement portion and 4 turns after each land movement portion--thus ships move a total of eight

Type	No. of Jap.	Ships U.S.	Move	Surface Combat	Firing Range	Hits to Sink
BB	4	3	3	8	3	5
CA	10	6	3	5	2	4
CL	2	0	3	4	2	3
DD	12	12	4	3	1	3
TR	4	4	2/3 ^a	3 ^b	0	4

a. Transports move 2 when loaded, 3 when empty.

b. Transports have a defensive surface combat factor of 3.

Date	ORDER OF APPEARANCE	
	Japanese	American
Aug. 7	5CA- Chokai, Aoba, Kako, Kinugasa, Furutaka	6CA- Australia, Canberra, Chicago, Vincennes, Astoria, Quincy
	2CL- Tenryu, Yubari	8DD- Patterson, Bagley, Blue, Monssen, Buchanan, Sedfridge, Mugford, Jarvis
	1DD- Yunagi	4TR- McCawley, Little Gregory, Elliot
Aug. 14	3DD- Asagumo, Oite, Yamagumo	
Aug. 28	1CA- Tone	
	3DD- Asugiri, Shirakumo, Yugiri	
Sept. 11	4CA- Atago, Maya, Takao, Myoko	
	4TR- Nagomaru, Sadomaru, Yamatsukimaru, Nagaramaru	
Oct. 9	2BB- Kongo, Haruna	1BB- North Carolina
Nov. 13	2BB- Hiei, Kirishima	2BB- Washington, South Dak.
	5DD- Samidare, Teruzuki, Inazuma, Shirayuki, Hatsuyuki	4DD- Benham, Gwin, Preston, Walke

* Indicates earliest date of arrival on playing board.

turns during one regular Guadalcanal turn.

TURN 1 (night-planes not allowed to fly). Each player secretly writes his naval operations stating the number and kind of ships being brought on and from which square(s) that they will enter.

A. American player (AP) brings on his ships and moves them.

B. Japanese player (JP) bring on his ships and moves them.

C. Surface Combat is resolved.

TURN 2 (Night) JP moves ships, AP moves ships, Surface combat.

TURN 3 (Day-Planes may fly) AP moves ships, JP moves ships, Surface Combat resolved.

TURN 4 (Day) JP moves ships, AP moves ships, Surface combat.

NORMAL LAND MOVEMENT OCCURS -INCLUDING TROOP AND SUPPLY LANDINGS.

TURN 5 same as TURN 4. TURN 6 same as TURN 3. TURN 7 same as TURN 2. TURN 8 same as movement portion of TURN 1.

Ships should all be "off the board" at the end of movement on TURN 8. If not it is assumed they were damaged and not able to move. They may not again be moved till the next week on TURN 2. Ships still on the board for two consecutive weeks are automatically sunk.

SHIP MOVEMENT RESTRICTIONS

Ship movement next to the island is restricted as follows: TR and DD can move on the ocean square adjacent to a coast square. They must be on such a square to disembark troops and/or supplies. There must be one ocean square between CA or CL and land, and two ocean squares between BB and land. Ships may move "around" the land areas at a cost of one movement factor from their turn allowances. Movement is allowed on the lettered and numbered squares.

Only one ship can occupy a square (several may enter the board through the same square). Ships have no "zone of control" thus enemy ships may move past each other on adjacent squares without stopping.

Ships leaving the board one week cannot reappear until the third week following. Thus ships leaving the board on Aug. 7 cannot reappear 'til Aug. 28. Ships can be "repaired" at the rate of one "hit" removed for each additional week beyond the minimum that they stay off the board.

SCORING

Only ships that are sunk score. BB-15 pts. CA, TR-12 pts. CL, DD-9 pts.

Surface combat, Air power and Logistics will be discussed next month (issue that is). Comments and otherwise to Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

Escalation . . .

by John Michalski

How often have you so weakened the enemy defense that just one more push would break him, only to find your own armies on the verge of extinction? How often has the loss of one attack reduced your army to impotence? Or forced you to be unable to pose even a threat to two fronts simultaneously? These questions should call to mind MANY games if you fight at all vigorously. One answer to this maddening situation is escalation. The investment of a mere \$1.20 for two additional sets of troop counters can do wonders for you. Add-

ing either select units or, if you wish, entire sets to your games in the approximate ratio of five to two can allow attackers to carry on a truly sustained offensive or a dual advance; defenders can afford minor counterattacks without disengaging the very mainstays of their line.

A good example of the beneficial effects of escalation can be seen in D-Day. Most of you are aware of the essentially setpiece nature of the game. Maybe some of you old hands can recall that line from the '61 Reference Folder about the "mobile battle situation somewhere in central France," and just how often it occurred. Well, now it can. Add an Afrika Korps set to each side and twelve more infantry divisions to the "D-Day" group in Britain. With the German AK units having to start behind Paris, you can see a lively, fluid battle. I personally use a tripled Allied army and a doubled German army with all the AK units of one set thrown in. Tripled navies in Midway make for real action. We all know how the Germans stand in Stalingrad; try escalation there.

Some words of caution: 1) Some AH games are delicately balanced. You could double the Russians and quintuple the Germans in Stalingrad and still play, but a game like Bulge would be destroyed. I wouldn't advise large increases in Bulge, Waterloo, or Afrika Korps, although you can juggle them some. 2) When mixing armies, be sure the armies correspond in strategic posture. Don't add Bulge armies to D-Day or Stalingrad, for instance, of the "blue" armies will be lucky to hold their own. It isn't enough to match reds with reds and blues with blues--all of one side must be strategically offensive, the other defensive.

Let me anticipate the cries of those who howl about "realism." In regular D-Day you have every "real" unit that was in the Allied army, but how "real" is it if you have only twelve divisions facing the Moselle and never even see the Rhine? Isn't the course and nature of the fighting more important than avoiding having two units with the same number on them? How "real" is it for the collapse of Smolensk to correspond with the collapse of German offensive ability?

Before closing, let me point out what can happen if you become addicted to commanding true mass armies as I have. Out of four plain mapsheets from Avalon Hill (\$1 apiece) I made a huge four-by-five foot board of central Europe encompassing everything from Stettin to Sverdlovsk on the same scale as the D-Day board. The game initially was a purely land one employing three blue and two red D-Day armies, some Stalingrad units, elements of two Afrika Korps armies, and is vaguely based on the

German Operation 'Barbarossa' after which it's named. The German forces were blue and the Russians were red. Soon this wasn't quite enough, however, because the German wanted to be able to do what his actual predecessors did; namely, have many divergent, powerful, and simultaneous advances underway; while The Russian wanted to have a (counter-)attack ability without having to withdraw the keystone units of his defensive line. As in war everywhere these days, the call of escalation sounded sweetly, and off we went. Today the German has 1200 units of all types, including air, marines, rangers, artillery, and paratroops, facing 900 Russian units equally varied. The troop counters are all AH ones and presently include five D-Day sets, two Waterloo, two Stalingrad, elements of two Afrika Korps, two Blitzkriegs, and one each of Guadalcanal, Chancellorsville, and Bulge. Play takes a couple of days, but when it's over, you've fought an exciting back-and-forth campaign that I feel is the actual objective of any true wargamer.

Comments, inquiries, or your spare and unwanted Guadalcanal or Blitzkrieg-air counters will be appreciated by John Michalski, 1118 S. 35th Street, Milwaukee, Wis. 53215.

Rommel's Thrust - 1941

by Doug Cragoe

When Rommel arrived in North Africa in March of 1941, he found the Italian Army and Air Force in bad repair. The British O'Connor Campaign had captured the city of Agheila and large numbers of men and supplies. (See Mar-Apr. issue.) But Rommel had brought with him the 5th Light Division (This unit was renamed the 21st Panzer later*.) The 15th Panzer would

* Each of Rommel's Panzer Divisions was made up of:

A Panzer Regiment of 2 battalions (each of 4 companies). A company had 21 tanks. The total of the regiment was 194 tanks, including command and signal tanks. However, until the spring of 1942 each battalion was minus one company. By then the company was included in each battalion and the proportion of medium tanks was increased.

A Motorized Infantry Regiment of 3 battalions (each of 4 companies).

An Artillery Regiment of 3 battalions (of 3 batteries and each of 4 guns). One battalion was heavily equipped with 150 MM howitzers.

An anti-tank Battalion (of 3 companies, each with 12 anti-tank guns).

An armored Reconnaissance Battalion (with 30 armored cars).

be landed in May. The location of the British troops in Cyrenaica was unknown to Rommel, therefore he thought the British might attack... turning the situation from bad to worse. (Actually, the British had withdrawn many units and were not planning an attack.)

Rommel attacked to gain the initiative first. His 5th Panzer Regiment was equipped with 120 tanks but only 60 were medium (Panzer III and IV). The Ariete Division could also add 80 tanks. His attack was completely successful. His Italian superiors tried to limit the attack but he pressed on. Later Berlin gave him supreme control of his army. His attack was divided in many directions. Therefore, there would be many columns moving at the same time, all having to have proper co-ordination, right directions and objectives. For this Rommel was constantly observing the movements and battles of his troops. He flew from unit to unit in an airplane, guiding lost units, giving orders, and making his presence known to the troops.

Assault on Tobruk

Rommel's first attack was carried out on April 12, 1941. The Brescia Division (holding the western front of the fortress) would attack in addition to 21st Panzer on the South East. The 21st was stalled in front of an anti-tank ditch, so Rommel decided to renew his attempts a few days later when more artillery and the Ariete Division arrived.

The second major attack was made by the 15th Panzer that had just ar-

rived. The 21st Panzer would make a supporting attack from the south-east. The attack was launched on the 31st of April and beat back the British holding positions, threatening Axis supply lines. After this, however, the Afrika Korps did not have sufficient forces to take the fortress.

Operation Battleaxe

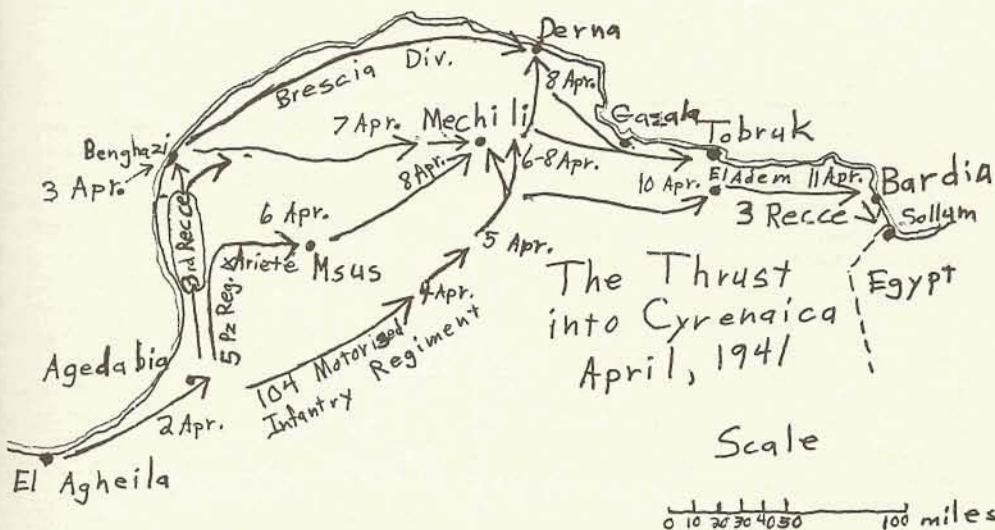
The German disposition of forces in June was as follows: 15th Panzer occupied the Bardia, Salum front, the bulk of the 21st was in reserve south of Tobruk. To meet the British counter-attack, the 15th had 80 tanks but reinforced by tanks of the 21st, totalled 150, of which 95 were Panzer III or IV. Even though Rommel anticipated a British attack he had only small supplies of petrol. On the 15th of June the British launched their attack on the Salum front. Immediately the 21st Panzer aided the 15th. The battle ended three days later, a complete German victory. The British lost 87 tanks and about 500 men while the Germans lost 570 men killed or captured and 25 tanks totally destroyed.

This battle impressed Rommel's superiors. They said they would reinforce the army with 2 more German mechanized divisions and about 7 Italian armored and mechanized divisions. However, these were not delivered. With them Rommel said he could have withstood the British Winter Offensive. Doug Cragoe, 2 Linden Lane, Springfield, Illinois 62707.

true blitzkrieg that will capture Bastogne by the third or fourth turn. A tall order? Not if you go about it properly. And this article is designed to tell you how to do it--9 times out of 10. The board is divided by the center fold roughly in half--Concentrate your effort on the Southern half.

Get a 3 to 1 against the fourth division's eighth regiment on TT31. This bottles up a third of the American's strength on this side--unless you get a contact--in which case 4/8 will get away, and you will have to kill it in Diekirch next turn. Attack the 4/8 only from TT30 in order to force it back down the road, to the Southeast. Move across the river into the vacated square--the regiments have an even harder job to get around you then. If you should roll an exchange--you will have to give up an 8-4 panzer grenadier but this is a necessary risk. Attack 7/CCB at 8 to 14 on the off chance you will be able to move across the river and surround 7/CCB which should be attacked at 8 to 1. Attack 28/109 at 6 to 1. Use about half armor here--if you can advance 3 or four after combat, move onto the Clerf River. LL27 is always a very nice square to advance to--especially if the Americans retreated 28/109 into Clervaux. Do not attack 28/110, infantry units on OO23 and OO26 will keep it from bothering you--or even escaping if you have advanced 3 or 4 after your attack on 28/109. Put a 5-4 armor unit on OO22, an infantry unit on PP19, and an infantry unit and your last 5-4 armor unit on QQ17. This completes what would be Army Group South in a multi-player game.

Army Group North is loaned a couple of infantry divisions from the Fifth Panzer Army to kill 106/422 on TT14 the first turn and to capture St. Vith the second turn. The First SS division and those two loaned infantry divisions attack at 5 to 1, which guarantees that they will be free to hit St. Vith next turn. One Regiment is placed on .VV13 and cleverly moves to UU13, thus surrounding both regiments of the 106th that the Germans can reach. The other regiment of that division and another division are placed on UU11 to attack the 106/423 at two to one. Naturally the 5 to 1 is settled before the 2 to 1. The 14th armored cav is surrounded by two divisions--one each on TT9 and TT11. One regiment on TT11 attacks it at one to 3, and will probably be able to retreat to SS11 and then RR12, neatly bottling up the 99th division, even if you don't get an engaged or contact with your one to two attack from SS9. What--you don't see how units can get there? Well that fortress the 14th cav is in is infernally convenient. Place unit on UU8, move to TT9 and then down road to SS9. Remember to attack at one to



How to Capture Antwerp Without Really Trying

by Richard Shagrin

Friends, Romans, Countrymen--lend me your ears! I come not to praise the Americans, I come to bury them.

Even though the Avalon Hill company has seen fit to aid the "poor American", the Germans (you and I) can still easily stomp. All that is required is a

THE GENERAL

two--you don't want to drive him back--not with the new rules. The other regiment of the division attacks 99/361 also at one to two and the 9th SS division attacks 2/38 at 6 to 1 from SS7 and, when 2/38 retreats to Monschau or thereabouts, moves onto RR7, neatly severing the 2nd infantry division's chance of getting into action for about five turns.

Well, there it is--with luck the American has 4 units to hold the entire front--two 7-4s in the south plus one regiment of the 28th division, either 109 or 110, since he has to hold Clervaux to cramp your supplies. And, in the north, one regiment--the one in St. Vith. Even if you get lousy die rolls, you should have Bastogne before the Paratroopers arrive to give the Americans the fortress making capability they need to win. Remember to keep a unit two squares from all American units you can, so that they cannot build fortresses. On the enclosed sample setup, for example, note that I have a unit on VV29--from the hard school of experience I learned that if the American 4/16 is allowed to build a fortress on VV31, your supplies are severely restricted.

PLAN TW3 sample setup (Placement of German Units in Bulge)

ARMY GROUP NORTH

SS7	9SS
SS8	18/35
SS9	18/36
TT9	26/51
TT11	26/52, 62/123
UU11	62/124, 340
UU13	560/915
UU14	560/916
TT15	12, 277/553
SS15	1SS

ARMY GROUP SOUTH

QQ17	277/554, 116/310
PP19	79/153
OO22	3/13, 116/312
OO23	79/154
OO26	150, 326
PP26	2
PP27	5
QQ28	Lehr/1, 3/14, 3/15
RR28	167
RR29	276, 352/703
TT30	Lehr/2, 116/406
	Lehr/1 grenadiers,
VV29	352/704

This setup is particularly useful for a multiple commander (from 2-8) game, with two German commanders. The Army Group South commander should be senior commander if there is no Theater commander.

I would like to mention the aid and

assistance of Bob Collman, David Butler and Terry Griner in the development of this offense. Any errors and imperfections are, of course, my own responsibility. Richard A. Shagrin, Room 356, Haggett Hall, University of Washington, Seattle, Washington 98105.

A H Psychoanalysis

By Jared Johnson

Being an Avalon Hill addict cannot fail to have its effects in the development of certain idiosyncrasies and quirks. This little test should help you to discover more about yourself by reaching down into your sub-conscious and determining what effects playing Avalon Hill games has had on you.

1. If you see that your opponent is about to make a 29-10 attack which he thinks is 3-1, you will: (a) tell him before he rolls the die, (b) hardly be able to wait to tell him....after he rolls the die, (c) suggest he check everything over carefully before he's finished because although you don't want to win a crucial battle in this manner, you still can't bring yourself to inform him of his mistake outright.

2. While your opponent is taking his turn you: (a) watch him carefully to make sure he doesn't cheat because you are paranoic, (b) keep straightening up all of the units on the board everytime they are jiggled, because you have an obsession with keeping everything neat and orderly, (c) look through the rules for some new loophole.

3. When you are losing, you: (a) start to complain about the crooked dice, (b) start leafing carefully through the rules, (c) give up easily so you can start again and get revenge, (d) go on suicide charges because you get a thrill out of watching your units get eliminated in reckless battles you didn't dare risk while you still had a chance.

4. When your opponent has made a big blunder early in the game, you: (a) ignore it because you don't want to win that way, (b) quickly take advantage of it because you know you will be able to win no other way, (c) refuse to take advantage of it but still point it out to your opponent saying how you could kill him if you wanted to but your going to give him a break because you don't want to ruin the game so soon, and rub it in how stupid he is, (d) usually don't spot it in the first place.

5. When you receive your opponent's PBM sheets after a one-month interval you: (a) quickly make your move and return them the same day just to spite him, (b) decide to keep him waiting

just a little bit longer and throw the letter in the corner to sit for a month.

6. You become angry at Avalon Hill for changing the rules to their games so often when you receive the first PBM sheet from a new German opponent and he is: (a) isolating the 4-4-7 at Msus in Afrika Korps, (b) fighting an 8-1 battle against the 4-6 cavalry unit at TT-10 in Bulge, (c) setting up a heavy defensive force to prevent an invasion at South France in D-Day.

7. It is a traumatic experience when you: (a) have to look at your opponent's units upside down, (b) learn that Avalon Hill has just come out with a new revised up-to-date version of a game and you have just purchased the old set, (c) have just set up most of the units on the Order of Appearance Card, but the last piece in your hand and the vacant spot on the card do not match, (d) lose an all-skill game by one lousy roll of the die.

8. The main disadvantage to playing PBM is: (a) you have a neverending fear of making a stupid mistake on the Battle Sheet, thus check everything over ten times before sending it off, (b) you don't get the satisfaction of watching your opponent sweat, (c) it seems ridiculous to spend a couple of dollars on stamps for a game that would cost nothing in person.

9. While your opponent is taking his turn, you: (a) keep asking him if he's finished to upset him with your eagerness, and make him think he's made a mistake which you see and he doesn't, (b) chuckle to yourself every time your opponent moves a piece, (c) look over the board, shaking your head, and mumbling tch, tch, (d) All of the above.

10. When you are playing a war game you: (a) actually see the armies moving across the land, the clash between armor and artillery, the cavalry men on horses splashing and charging across the river, the fierce fighting and the smoke of the battle, and hear the gunshot and cannonfire, the planes diving overhead, and the commanders shouting their orders to their troop, and feel the thrill of victory as your men charge across the battlefield and up the hill to rout the enemy, (b) see a bunch of little pieces of cardboard on a paper map with hexagons all over it. Comments to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005. After completing the test check page 15 for evaluation of results.

RESULTS OF PSYCHOANALYSIS TEST: If you were able to find suitable answers for more than six of the questions, you need help!

Winners - Contest #18

Congratulations goes to David Butler, who struck out the side. The first batter was erased on a low outside pitch, hitter #2 fell victim on a high outside pitch, and batter #3 was had on a high inside pitch. Those "rookie pitchers" earning free games are:

1. David J. Butler, Boise, Idaho
2. James Secna, Tuscon, Arizona
3. Vince Meconi, Wilmington, Delaware
4. Roy Massion, Elgin, Illinois
5. John Michalski, Milwaukee, Wisconsin
6. Steve Dodge, Coronado, California
7. Brent Ellerbroer, Long Beach, California
8. Terrell E. Gray, Jr., Wilmington, Delaware
9. Norman Zinkham, Rosetown, Canada
10. David Summer, Birmingham, Alabama

A free Avalon Hill game has been awarded to each of the winners.

OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Don't forget to vote on what are the three best articles of this issue... record your votes where provided on the Contest Entry blank.

Subscriber Discount...

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

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.

25¢ **25¢**

SAVE THIS COUPON

GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL
PRODUCTS

MAY - JUNE 1967

CONTEST NO. 19

As General Robert E. Lee, you have ordered an attack against Gamble's Union Cavalry Brigade, positioned at the base of Seminary Ridge (square 11-11) just west of Gettysburg. You have directed Heth and McIntosh to make the attack. Success of your overall battle strategy depends on where and how you think Heth and McIntosh will attack Gamble. Thus, you must guess which squares Heth and McIntosh will be on and their direction of attack.

On the Battle Plan encircle one square designating where Heth will be; one square for where McIntosh will be (they may be on the same or different squares); and one direction of attack for both Units. In addition, write in the correct attacking odds. Their exact squares and direction of attack will be determined by the closing New York Stock Exchange transactions of Monday, June 12, 1967 (consult morning paper of June 13.) The last digit in the sales-in-hundreds column will be consulted for each of the three variables under the stock listed on the Battle Plan.

Ten Winners to be Named

The first ten contestants to submit perfect, or near perfect, Battle Plans will be awarded a free Avalon Hill game of their choice. Attacking odds must match the attack correctly - ties will be broken in favor of correct attacks at the higher odds. Entries must be postmarked no later than June 11, 1967. Entrants may submit copies or photo-stats - one to a contestant, only.

Vote for Best 3 Articles

All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results, but entries not containing this information will be voided.

BATTLE PLAN

Last Digit	Goodyear	I. B. M.	U. S. Steel
	Heth's square	McIntosh's square	Direction of attack
1	11-10	11-10	frontal
2	11-10	11-10	frontal
3	11-10	11-10	frontal
4	12-10	12-10	frontal
5	12-10	12-10	partial enf'de
6	10-10	10-10	partial enf'de
7	10-10	10-10	partial enf'de
8	10-11	10-11	partial enf'de
9	12-11	12-11	full enfilade
10	12-11	12-11	full enfilade

Attacking odds: _____

Headlines of 3 Best Articles:

Name _____

Address _____

City _____

State _____

Prize _____

True Spirit of Blitzkrieg

by Steve Bachmann

Does Blitzkrieg really hold for us the World War II type of warfare and tactics we all yearn for? The realistic answer is no.

A typical Blitzkrieg game will go somewhat like this: The two major powers will overrun the small countries quite quickly. Here we have the blitzkrieg in Blitzkrieg. But here it ends. What happens when the forces meet? From then on it is typical World War I warfare: an attritioning of forces until finally one of the two breaks. So Blitzkrieg is in reality a fine World War I game, not World War II. Armor can't be potent in Blitzkrieg because its stacking is so limited. Therefore, expendable infantry does the job much nicer in fighting stacks of twelve along the front.

But isn't this how a blitzkrieg war would go? Well, the book *Panzer Leader* by Heinz Guderian, one of the developers of blitzkrieg, points against the way Blitzkrieg ends up to be. Early in the book Guderian talks about his theories against World War I positional warfare as opposed to mobile warfare with armor. The armor smashes the hole, and flows forward (like in Bulge) and the infantry follows up, protecting flanks and occupying the territory. But what is in Blitzkrieg? A rush for position on the mapboard and then it's fought out.

The armor doesn't go first to break a hole after the lines are drawn. The infantries fight it out. Pure armor fronts are chewed and blunted by equally powerful heavy infantry stacks.

Now, an analysis of the schwerpunkt tactic as it is now in Blitzkrieg: The infantry achieves the elimination first and is followed up by the armor. Now a quote from *Panzer Leader*: "Despite the very plain lessons of the Western Campaign, the Supreme-German command did not hold uniform views about the employment of armored forces. This became evident during the various war games that were held in preparation for the operation and for the purpose of training the commanders for their missions. The generals who came from arms of the Service other than the panzer troops were inclined to the opinion that the initial assault should be made by infantry divisions after heavy artillery preparation and that the tanks should only be sent in to complete the breakthrough after a penetration to a specified depth had been made. The Panzer generals held the contrary view. They wanted the Panzer divisions to be

Where Avalon Hill Games Are Available

The following names of dealers supplement lists found in previous issues. These lists represent dealers who have stocked Avalon Hill games recently. If

your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next issue.

Toy World
8331 On the Mall
Buena Park Center
Buena Park, California

Birdies Toy House
1259 Broadway
Walnut Creek, Calif.

The Gift - Toy Shop
96 Bloom Street West
Toronto 5, Ontario, Canada

Levine's
123 E. Pikes Peak
Colorado Springs, Colo.

Woodward & Lothrop
Washington, D. C.

Little Folks Store, Inc.
133 N. Monroe Street

Tallahassee, Florida 32301
Marshall Field & Company
111 N. State Street
Chicago, Illinois 60690

Toy Fair Stores, Ltd.
122 Town & Country
Cedar Rapids, Iowa

Hutzler's Brothers
Howard & Saratoga Streets
Baltimore, Maryland

Al. Lowen, Inc.
7127 Wisconsin Avenue
Bethesda, Maryland

Chevy Chase Novelty, Inc.
5606 Connecticut Avenue
Chevy Chase, Maryland

Bowen's Toyland
Bedford Shopping Center
Bedford, Massachusetts

Jordan Marsh Company
Boston, Massachusetts

Harvard Cooperative Society
1400 Massachusetts Avenue
Cambridge, Mass. 02138

Leavitt & Pierce
1316 Massachusetts Avenue
Cambridge 38, Mass.

Martin's Games, Inc.
263 Pierce Street
Birmingham, Michigan

J. N. Muirhead Company
22370 Michigan Avenue
Dearborn, Michigan

St. Paul Book & Stationery Co.
6th & Cedar
St. Paul, Minn. 55101

Miller & Paine, Inc.
Lincoln 1, Nebraska

Brentano's Incorporated
586 - 5th Avenue
New York, New York

Gimbel's - New York
33rd Street & Broadway
New York, New York

Lord & Taylor
16 West 59th Street
New York, New York

Bell Tyler Company
Rocky Mount, N. Carolina

The Toy Shoppe, Inc.
77 W. Broadway
Eugene, Oregon 97401

Meier & Frank Company, Inc.
621 S.W. Fifth Avenue
Portland, Oregon 97204

Heas'
Allentown, Pennsylvania

David's Bookshelf
Morrisville Shopping Center
Morrisville, Pennsylvania

John Wanamaker
13th & Market Streets
Philadelphia, Pennsylvania

in the forefront of the attack from the very beginning, because they regarded their arm as the most powerful attacking weapon. They expected the armor would thus achieve a deep and rapid breakthrough, which initial success could be immediately exploited by the tanks' speed of advance."

So in summary Blitzkrieg, though a good war game is not a blitzkrieg war. Attrition, the World War I game is a more accurate name for it as it stands now, as Blitzkrieg soon turns into positional warfare as the game gets going, not mobile warfare as the name implies it should be. But, as always is the case, it's easier to present the problem than the solution. The problem, then, is how to make the armor a more potent force. My suggestion is this rule:

Armor may be stacked up to 18 factors high, providing that the stack contains armor pieces only. This will allow the armor to mass more power per square, thereby making it more desirable to be kept separate from infantry, and give the game more fluidity. As in Stalingrad, then, and in Bulge, where your armor goes you should go. This provision will end stalemated fronts, and give Blitzkrieg the blitzkrieg tactic.

A few more rule modifications: For those of you who don't have twelve hours to play a tournament game of Blitzkrieg, here are some modifications for a "basic-tournament" game. Let armor stack 3 pieces high, again it has to be a pure armor stack, and use automatic victory. This will give all you panzer leaders the opportunity to show your finesse as a user of the blitzkrieg tactic.

Comments should be addressed to: Steve Bachmann, Culver Military Academy, Band, West Lodge, Culver, Indiana 46511.

The Forgotten Attack

By Robert Shalvoy

Most wargamers today consider the 2-1 and the associated attacks to be almost sinful and avoid them "like the plague". They go about their games using just the 3-1 or better and 1-3 or worse attacks and find that most of their games do not go as well as their opponents' and end up on the losing side.

These people have passed up the greatest weapon for the German Army since the Panzer came into being. This is the 2-1 "keep 'em honest" attack.

Mr. Knabe did not go far enough in his use of the 2-1. On that same turn he could have also broken the Nemunas River. He failed to understand that the most important obstacle to the German advance is the river. To advance toward the three cities before the replacements take over the game, the German cannot be held up for many moons sitting in front of the rivers. But for one reason or another, the German just cannot get his precious 3-1 across a river. In this case, he should and must in Stalingrad use the 2-1. He has nothing to lose and everything to gain. In most games he would lose. But by using the 2-1 early in the game, as attacking across the Nemunas on the first turn and winning, he will force the Russian to make his line stronger than he normally could get away with since you have shown that you will use the 2-1 if given a chance. The Russian will soon find that he is running out of men and will think, "I always had enough men before; what happened?"

In closing, make the Russian work not only to prevent any 3-1's against his defensive positions but also to prevent 2-1's. This will mean that he must protect his rivers with more men and will be forced to leave gaps. You may write to: Robert Shalvoy, 15 Ludlow Manor, E. Norwalk, Conn. 06855.

The Infiltrator's Report

To determine which clubs are worthwhile, special agent Jewett was assigned to infiltrate all major clubs. (Tom asked to be referred to by last name only to avoid recriminations). His report follows:

The biggest clubs of all are Aggressor-Homeland, S. P. E. C. T. R. E., Dusk and U. S. C. A. C. All four of these clubs have members throughout the U. S. and have individual army groups in many local areas. These big clubs are the best organized and offer the best services of them all. Of these four, Aggressor is the biggest and the best. The obvious disadvantages of these large groups are the difficulties in receiving high command posts and a feeling of unimportance in such a large organization. To join Aggressor write to: John Rancourt, 38 Sanger Ave., Waterville, Maine 04901; for S. P. E. C. T. R. E.: Joseph Thomas, 735 Elmwood, Dearborn, Michigan 48124; for Dusk: Terry Sweet, 447 Broadway, Bangor, Pa.; for U. S. C. A. C.: William Speer, 103 Spring Rd., Malvern, Penn. 19355.

The next category is the middle sized war club. They have from ten to twenty-five members. The better clubs of this size have almost as much to offer as the large groups. Also advancement is faster. These clubs could someday be new Aggressor-Homelands or could die out. The best of these clubs is (of course I wouldn't be prejudice) Red Lions. This club is very active. Another good club is Praetorian Guard. Warmaster is a good bet too. All these clubs are nation-wide in scope. To join the Red Lions write to: Tom Jewett, 4244 Harwood Dr., Des Moines, Iowa 50312; for Praetorian Guard: Francis D. Phillips, 1000 Oakland Ave., Monroe, New York 10950; for Warmaster: Gary Charbonneau, 34 Gibson Rd., Silver Bay, Minnesota 55614.

The final type of organization is the very small local club. It is usually made up of a few friends. Ads by many of these clubs are rarely seen in the "General", but they exist in large numbers. These clubs are usually eager for new members from all over the country. They have inter and intra-club wars, not to mention offering high command positions. For two of these clubs, write to: Chris Hoyt, 1118 Reeves Dr., Grand Forks, North Dakota 58201 or Gary Cockrell, 68 Eastern Ave., Elsmere, Kentucky 41018.

When seeking to join a club you may find that it requires dues and/or an entrance test. Do not let this worry you. Dues are usually slight and tests

easy. I consider dues or tests to be a sign of a good club.

The International Federation of Wargaming (formerly the USCAC) is planning a convention at Malvern, Pennsylvania on July 15th. Displays will be set up by the US Army showing modern military equipment. Films will also be shown. Military Miniatures distributors and AH games will be on display and can be purchased. Exhibits will also be on display from the major clubs of the country.

Lunch and Dinner will be served. After dinner a speaker will be coming in to speak to the people that attend. The cost of the dinner will be slight. Rooms will be provided free to anyone that needs to stay over night.

AH games of Jutland and D-Day will be given away. Prizes will be awarded for the most traveled wargamer, the most represented club and the best club display. Games will be provided if you wish to play. Tickets will be available 01 May for \$5.00.

For more information contact: William Speer, 103 Spring Rd., Malvern, Pa. 19355.

"This is the best way for students to learn Shakespeare, wish we had more games for them", is the comment of Pea h Corps volunteer Mrp. Catapano who is using Shakespeare in the Dowa Day Secondary school, P.O. X Mponela, Malawi, Africa.

Have we left out your "Opponents Wanted" ad? Probably: if you have been blowing your own horn, selling used games, or just plain running at the mouth. With requests for ads coming in at ever-increasing rates, space limitations now preclude the publication of any ads unless they are specifically for obtaining new opponents. In addition, no ad will be printed unless it contains names and addresses. "For sales" will be inserted when space permits.

For the ultimate in wargame realism, why not employ background music.

Inquiries on the availability of "war music" on tape can be addressed to: M. I. T. Strategic Games Society, c/o George Phillies, 4371 Burton House, 420 Memorial Drive, Cambridge, Mass. 02139.

An interesting bunch of statistics just arrived from Raymond L. Piche, 21 Chapin Place, Hartford, Conn. 06114. Comparing "opponents wanted" ads, it seems that opponents for Blitzkrieg are "most wanted." (15.6%). The top 5 in this category are: Blitzkrieg, Afrika Korps, Bulge, Stalingrad and D-Day. At the bottom are Bismarck, U-Boat and Chancellorsville. (Egad, and we've just put out another naval battle game.)

Of the Jutland review appearing in June "Strategy & Tactics" magazine... "the only fault we find in our pre-testing of Jutland is that it doesn't lend itself to postal play. This is obviously the price of the high degree of realism you have reached: in short; we feel its the best game your company has produced lately." As a new entity in the field of wargame publications, Strategy & Tactics gets a five star rating from this review. Info available at Box 65, Adelphia, New Jersey 07710.

Speaking of Wargame Magazines, the British approach to the history of the second World War is available in a series of magazines titled, of all things, "History of the Second World War." It is published every Thursday by Purnell & Sons, Gulf House, 2 Portman Street, London W1, England. Their price is 19/6 (whatever that is), around 50¢ an issue our dough. Editor-in-Chief is Sir Basil Liddell Hart. Need we say more? This magazine accepts no ads and will be published for 96 weekly issues. By the end of the 96th week, the whole story will have been told. When you write to them, mention that you heard about it in The General. Perhaps you'll receive special consideration.

Another wargame publication that we found slipped in surreptitiously under the door is "The Spartan." It is the spokesman for USCAC which exists to provide wargamers with as many side activities to wargaming as possible. For the life of us, we couldn't locate a mailing address. Maybe that's why some members have not forwarded their dues. Since they list their supreme commander as William Speer, we'll give you his 103 Spring Road, Malvern, Pennsylvania address to write to.

There's new hope for an old malady; Inventionitus. To those who are of an inventive mind but find your games unappreciated by your friends, help is on the way. Now there is the "War Games Inventors Guild" dedicated to the emancipation of the war game designer. Under the counciling of a legislative body called the Council of Masters, the game inventor will meet others like himself to share the good and the bad of their own creations. Write: Gary Gygax, 330 Center Street, Lake Geneva, Wisconsin.

A competitor in the field of adult strategy games is the 3M company (\$7.98 items.) So what game is played in a lunch hour league in their executive offices??? Football Strategy, what else!

We finally found out why all of these wargame clubs have such fantastic pbm won-lost records, they never finish games in which they are losing.

