

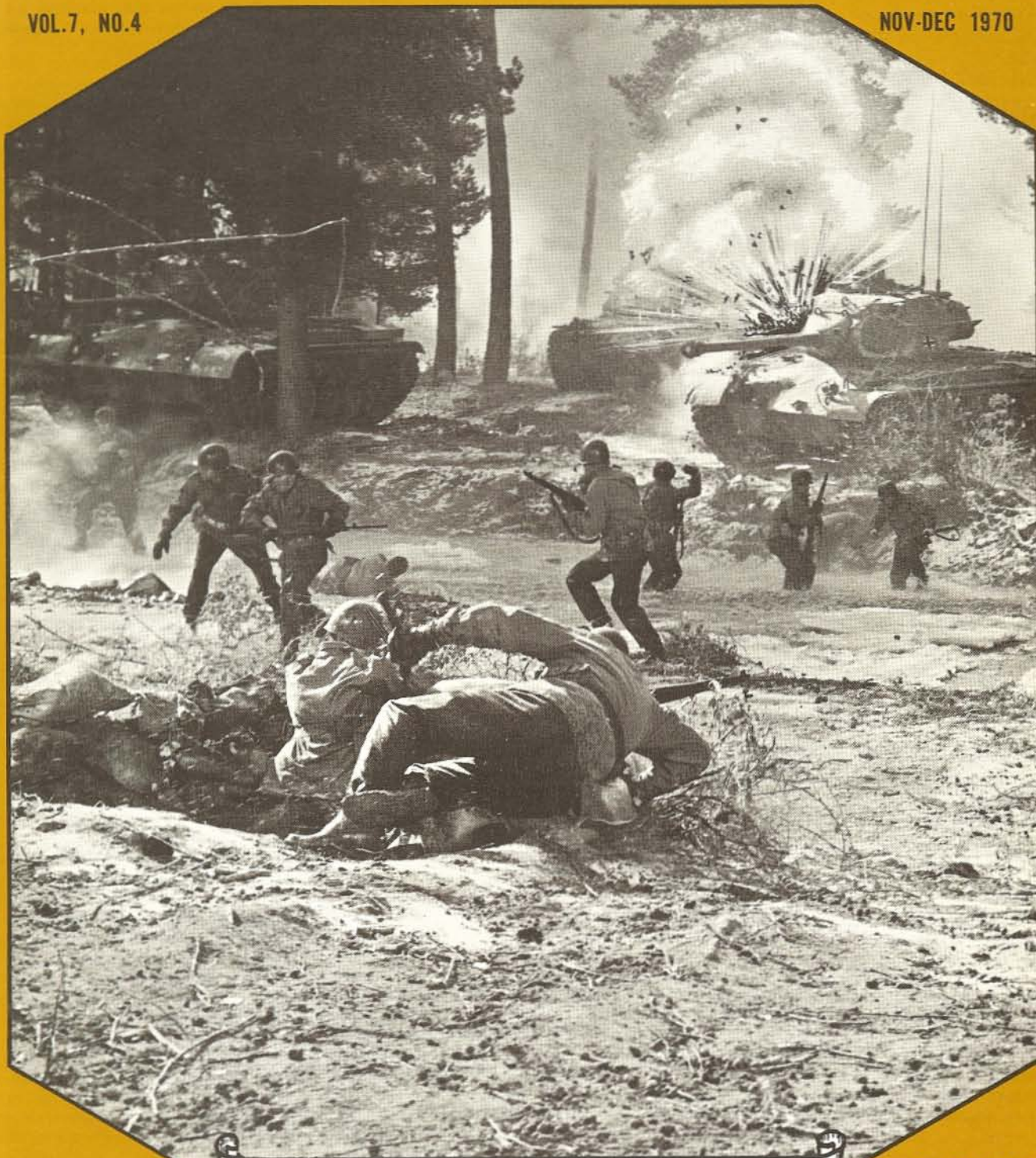
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The AVALON HILL

# GENERAL

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*Caught in the Ardennes*

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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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## Avalon Hill Philosophy - Part 24

### Why Panzerblitz?

The following is an in-depth analysis into the why's and wherefore's of Avalon Hill's latest venture, Panzerblitz. Announced in the previous issue as being available sometime before Christmas, we are happy to state that distribution of this game was made possible in record time well before the "first fall of snow." At least in Miami, Florida.

The question that could be asked by many who have already had their fill of Russian campaign games, "why another Russian campaign game?" certainly bears rebuttal from the R&D people down the hall.

Their reply, "It's the best game available," pretty much sums it up. As those of you who are now in possession of initial-run games will attest, Panzerblitz is not a game slapped together in an overnight process by amateur historians. To the contrary, it is the first Avalon Hill game to derive the benefit of professional market and design-testing.

Not that previous battle games in the line weren't sufficiently tested. It's just the all previous approaches tended to be biased on one hand; suffering from a tendency toward imitation on the other. When it became apparent to our R&D people that the sophistication of gaming had begun to outstrip their ability to keep up with the times, changes became the order of the day.

The obvious change was to effect "original" innovative ideas; not just old ideas re-worked to appear new. And the obvious source of such innovative material happened to be camping on our geographic doorstep, S&T Magazine.

As reported in these pages many times previous, S&T is the only professionally produced consumer magazine devoted exclusively to all facets of wargaming. More important, their talent does not stop on the editorial pages. They also have a talent for designing and testing games.

Prime mover in this direction has been a member of their staff, James F. Dunnigan — whose design credits include Jutland and 1914. He could very well be considered among the top three game designers in the United States. Dunnigan is one of the few who designs and researches them. Naturally, he has help — in the form of the entire staff of Poultron Press, publishers of S&T and the Test Series Games.

### Test Series Games

A S&T innovation was the implementation of semi-professional games sold through the magazine. Published under the "Test Series" moniker, they not only provided funds that were plowed back into producing a better magazine, but acted as vehicles for testing new and innovative gaming theories.

As Dunnigan explained it in a recent S&T editorial, "in their ability to portray human events games have certain advantages over the written word, and the main one of these is the games' ability to show what might have been." Another reason why the staff felt that the Test Series bit would be a welcome addition for S&T readers.

Panzerblitz was one of the original Test Series

games, then titled "Tac 3." This particular title was chosen by AH for a number of good reasons, not in the least important was the fact that it was (next to Barbarossa) the best seller and the best received. Add to this a variety of great new design additions and you have the reason for selecting Tac 3 as the one Test Series game most appealing to Avalon Hill.

Another plus feature in the game was its use of illustrative material as an aid in the play particular in the design of the troop counters. For this innovation, artist Redmund Simonsen gets full credit. Because he knows how to play the games, Simonsen was able to inject a flair for the historical into his graphic approach to the game components. So successful was he with this approach, that he was also given complete responsibility for the design of the bookcase package.

Simonsen of course, is the art director for S&T. George Bradford, noted AFV illustrator provided the AFV art that graces the game's Campaign Booklet, the manual that documents the historical data built into the game itself.

### Evolution

For very valid marketing reasons, Avalon Hill assigned the name Panzerblitz to Tac 3. And before that, it was called State Farm 69, and before that, who knows. Its many titles is indicative of the many testing phases through which the final model evolved. Refinements to the original abounded. That's why Panzerblitz ended up so different from the original model. The reason for such sweeping changes are best answered by Dunnigan himself... "the lack of data, hard data, was acute. Many questions — mainly, what was the real difference between Russian and German forces — appeared answerable only through the use of a game... the original game (State Farm 69) was probably the best designed *unplayable* game ever produced. The essential problem was in accurately recreating the conditions of small unit combat. Obviously two vital factors were visibility and communications. Visibility was treated with a set of rules that dealt with increasing visibility as one got closer to another unit as well as the use of cover and concealment and the height factor. It was very realistic but equally unplayable. Communications were another problem; I knew from my research that small unit actions often degenerate into hopeless confusion due to so many people not getting the word, or not getting it in time. We solved this by having moves grouped together into groups of six. But again, the rule added considerable confusion to the game and even more among players."

Dunnigan also explained that while these factors alone forced reworking the entire game, a very real problem centered on treatment of artillery. In the early stages of testing it soon became apparent why infantry is often referred to as "cannon fodder."

"If ever there was a case of pre-meditated murder this was it," Dunnigan elaborated. "While no one has yet to find a solution aside from abolishing war, a compromise of sorts was work-

## COVER STORY

### Caught in the Ardennes

Twenty-six years ago, an army that grew to number over half a million troops went on a rampage which was to wipe the Nazis off the face of Western Europe. Unfortunately for many Allied soldiers, the "Bulge" altered the timetable for victory in no small measure.

For the Germans, the Ardennes campaign was implemented to buy time. If the Allied advance could be stalled for just a few weeks, the German "wonder weapons" would be in greater quantity; perhaps in enough quantity to bring England to her knees.

Not even Hitler believed that the Rundstedt attack could be an end in itself. But the stalling attack with its reemergence of the old Blitz techniques posed a challenge of "incalculable proportions" to the liberating armies.

This same challenge faces both sides in the game, Battle of the Bulge, which on this anniversary becomes the feature series of this Nov-Dec issue.

# Holland 1914

by  
Lawrence Valencourt

One often reads various plans for attacking through Belgium, the Ardennes or in the south in 1914. The plan I propose in this article utilizes an attack through Holland. Crazy you say; you lose fifty points that way. Not really.

At the start put 2-5's, 2-7's and 4 cavalry units on mobilization square 1. Put 2-7's, 2-5's, a 1, a 3 and two 802 artillery units on square 4. The 7's and 5's are used to eliminate the Dutch army — entirely. Fight the 3-4-2's at 2-1 and you're almost certain to eliminate a step. Any greater odds than 3-1 against the (1)-1-3 is a waste also. While the elimination of these 5 units is in progress move your 1, 3 and X units as fast as possible along this route:

Turn	Square	Square*
1	GG10	GG10
2	EE8	EE8
3	DD6	DD6
4	BB4	BB5
5	AA5	Z5
6	Z5	Y6
7	Y6	—

\*Move this way if you ignore rivers effects on movement.

As you can see you'll be able to reduce the forts of Antwerp and between squares X and Y6 by turn 8 at the latest.

As I mentioned above, the Dutch army is being eliminated and pushed out of the way while this advance is in progress.

So far we have a sure 38 points (18 for the demise of the dutch army — 20 for Antwerp.) In the meantime the Allies can't do a thing! Now for the coup-de-grace.

Your cavalry units should be on square Y6 with the artillery and supporting units by (or preferably before) turn 7. With the fall of the fort between X and Y-6 your horse soldiers are on their way to the coast and the French border. Cavalry moves:

Turn	Square
6	Y6
7	V6, and/or W7
8	Ostende, R4, R5, R6 Reduce forts in square X7 for continuation of supplies
9	O3, O4, O5, R6

On turn 9 the French may now enter Belgium.

ed out during the war. The idea was to put as few as possible within range of the enemy guns. In other words, both sides would have minimum number of people in the lethal zone. The bulk of forces would be kept in reserve to either stop or chase back any enemy forces that survived an advance through your artillery barrage."

Thus, one of the innovations this necessitated in the redesign was how to reflect this realism in the game without making such a rule cumbersome.

A discovery that visibility is "not all that important" allowed a re-design leeway that made the transition from State Farm to Tac 3 quite acceptable. After all, Dunnigan reflected, "...even though you can't actually see the enemy in the actual situation you still have a pretty good idea where they should be. The favorable response to this area of Tac 3 over State Farm 69's version vindicated this concept."

Many differences can be noted between Tac 3 and Panzerblitz. Changes made in sequence of play, recomputed combat factors, and treatment of vehicular hardware considerably altered the tactical approach to the game. For example; the maximum sighting range of tank and anti-tank guns put a definite limitation on the range at which those weapons could be used. This range proved to be somewhat less than the ranges at which these weapons could penetrate the armor of enemy vehicles. This shortening of ranges also required a recomputing of the attack factors in order to keep the relative power of the German and Russian weapons in the proper proportion.

In terms of overall game design, Panzerblitz is a return to the era of "game playability." In addition, played within the scope of the "scenarios" provided a typical game can be played within one to two hours.

Our concern here is that Panzerblitz may be too well designed. The question has arisen, "what do we do for an encore?"

I'm sure AH will find a way . . .

Coordinated with the turn 7 attack on Antwerp is the turn 7 fall of Liege. I usually attack it then with a 420 or a 305 to insure its fall. The rest of my cavalry are sweeping into Belgium from MS-6 and should be at W11 by turn 9. If you ignore river effects on movement: V-10. Thus the Allies have only 4 squares open to move into Belgium with. Your cavalry will not have to absorb some losses as you attempt to hold this line. However help should be arriving from: the North in the form of the 7's and 5's coming from the Holland campaign; the East in the form of the rest of your 7's and 5's as they sweep across Belgium from MS-6.

In conclusion you've given the French 50 extra points by invading Holland but you've gained:

- 1) 18 for the Dutch army
- 2) 20 for Antwerp, and hopefully the speedy fall of Belgium will give you (since they will have little or no help from France as they are crunched on the North and the East.
- 3) 30 Liege, Namur, Gent, Brussels
- 4) 34 Belgian Army versus 30 to the French. French = 80 German = 102

Thus, by sacrificing 12 points to the French, the German is able to channel the first French thrusts into Belgium to 4 squares between Gent and Brussels while he methodically annihilates both the Belgian and Dutch armies.

Give this a try once on your unsuspecting Allied opponent. See what he thinks.

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## The Dutch Alternative

by Peter Wilbur

Tired of having your spike-helmeted legions stopped cold at Lille? Try this plan for 1914 advanced game. Send 325 factors to the East as follows; all 7-12-3's, all landwehrs, and 6 5-8-3's. For this to work best, you must assume that if all trains are diverted to the East, (no rail movement in the West) that you can receive 3 corps a turn from the East. With the remainder of your troops, establish a defense line in the south, while sending 4 5-8-3's and the artillery to the Dutch border. In the first turn invade Holland. Do not attack in the South! After several turns the French will get impatient, and will attack in the South. Let 'em, but don't give up Metz. Give ground slowly between KK-29 and NN-40, allowing units to replace. (Cavalry retreat before combat.) Let him think he's breaking out but hold fast near Metz. The rough-terrain no-retreat rule helps.

When you start to get your East front troops back, (probably 75% plus 75 victory points) place them on squares T-3 through V-6 in Holland, sending a few through the Ardennes, but not over the Meuse. Start sending your calvary units to

Holland, also. By turn 15, you should have received your Eastern troops and cavalry, while the French will have weakened their north wing to aid in operations around Strassburg. Also, the B.E.F. will have already landed and joined the French in the South. On turn 16 your troops cross the waist of Belgium, the cavalry on T-4 reaching the French border on the first turn, before the Frogs know what is happening, while the Belgians are finished off in passing. Units previously placed on BB-18 and CC-19 advance and interdict the rail lines near Sedan and Rethel, making French reinforcement difficult, especially as the mass of the French army will be bogged down in the rough terrain near Strassburg. From here on it will be almost impossible to slow your advance until the Somme as your lance-toting cavalry rampage across the heretofore placid countryside, leading to a stirring finale of goose-stepping boots down the Champs-Elysees 36 years before Hitler.

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# TAC Air in D-Day - Part II

By T/Sgt. Robert A. Burge

Because Sgt Burge contends, as he did in Part I, that "at no time during the entire battle for France did SAC manage to eliminate a single German ground formation," that it shouldn't be so in the game. Instead, he suggests employing TAC and goes on, here, to show you how to do it...

Here then, is food for thought to you other wargamers. Try the following suggestion for use of TAC in D-Day, making any changes you wish, and see if the game does not improve greatly in playability and realism. The attrition tables, weather tables and revised SAC table are examples only but are presented to start you thinking.

1. Total TAC factors available for entire game - 50

2. TAC factors available per invasion area:

Invasion area	1st turn	2nd turn	3rd turn
North Sea	10	15	25
Pas De Calais	20	20	25
Le Havre	15	20	25
Normandy	20	25	30
Brittany	15	20	25
Bay of Biscay	10	15	20
South France	10	15	20

3. TAC may be used as follows:

a. Against ground units located within 10 squares of the front edge of the battle area.

b. Against ground units in conjunction with an Allied ground attack.

4. TAC results:

a. When used with Allied Ground units simply add in the total number of TAC factors being used. Use the same principle as that in BULGE or BLITZKRIEG. Use the D-Day CRT for attrition.

b. When used *alone* against German ground units use the TAC results table below:

Die Roll	Odds					
	1-3	1-2	1-1	2-1	3-1	4-1
1	x	-1	-1	-1	x	-1
2&3	x	x	x	-1	-1	-1
4&5	x	x	-1	x	-1	-1
6	-1	-1	x	-1	x	x

## Guns of Mont St. Jean

By D. A. Brady

Mr. Thurston's article in the July-August issue on artillery was unfortunate as it was misleading. It states the allowance of two square artillery fire, which gunnery ranges proves improbable. The largest mobile pieces, the twelve pounders, had an *effective* range of 900 to 1,000 yards according to Chandler's 'Campaigns of Napoleon'). But in doing some measuring and figuring, I've found that each hexagon is roughly 930 yards in diameter; which means the twelve pounders could fire into about 1/13 of the hexagon. The eight pounder, next largest, had a range of only 860 yards, considerably less than the 12 pounder.

Even if the range were good enough for the 12 pounders to fire 2 squares and still retain nominal power, the De Bas tables state corps artillery of the period usually had 3 12 pound batteries to every 5 6 pound batteries, meaning less than half of the army's guns could hit the second square. This would finish off the idea even if one allowed for ricochet. (Such was not the case at Waterloo, the ground was too soggy, causing the balls to sink in, not ricochet).

Still though, I am not pleased with the present AH artillery rules. This does not allow for unit efficiency or discipline. For instance, the French were excellent; the British, good; the Prussians, fair, and the Dutch and Belgians, nervous. But beyond the generalizations there were the singular acts of outstanding discipline and cowardice.

At the battle of Friedland, French artillery general Senarmont advanced 30 unsupported guns within 120 yards of the enemy line and plowed lanes through the massed Russians. Then as the formidable Russian cavalry charged to silence the guns, Senarmont calmly wheeled his cannon to meet the charge and promptly blew the hell out of the Czar's finest horsemen. While, Dutch gunners at Quatre Bras, when faced with a similar situation against French cuirassiers, the Dutch fled their pieces.

The purpose of this 'Discipline' table is to reflect human possibilities.

ARTILLERY EFFICIENCY TABLE					
DIE ROLL	Dutch	Prussian	British	French	French
	Belgian			Imperial	Guard
1	+1	+1	+1	+1	+2
2	-1	-1	-1	-1	+1
3	-1	-	-	-	-
4	-	-	-	-	-
5	-	-	-	-	-
6	-1	-1	+2	+2	+2
Back 1					

The table is simple, at the beginning of each move (not turn) the attacker moves his intended units to make combat, then refers to the Artillery Efficiency Table, and the attacker and defender both roll for each engaged stack that has artillery, adding or subtracting as the table states to affect combat odds. The symbols are self explanatory, adding and subtracting factors. The dash indicates no change. Back 1 applies to Dutch-Belgians only. If they are stacked with British or Prussians and do not equal half the forces in the stack, disregard it, but if they equal more than half then the entire stack withdraws. If British and Prussian's artillery are together then use the majority's column.

For a really exciting game, use Mr. Thurston's combat results table and J.E. Pournelle's unlimited artillery stacking rule. Also, for an historical game, keep the Hannoverian Brigades, Stedman, Anthing, Colville, and Estorff off the board; as they were at Hal and Toulize at the time of the battle of Waterloo.

Though, through most of the game, the AET may not affect play, there may be that crucial moment when it turns the tide, as artillery did so often.

5. Revised SAC Attrition Table

DIE ROLL	NUMBER OF UNITS ATTACKED		
	1	2	3
1	No Effect	Elim 1 Unit	Elim 1 Unit
2&3	Reduce Move* By 1 Sq.	Reduce Moves* By 1 Sq.	Elim 1 Unit
4&5	Reduce Move* By 2 Sq.	Reduce Moves* By 2 Sq.	Reduce Moves* By 2 Sq.
6	No Effect	No Effect	All Units Immobilized*

\*One Turn Only

6. Weather Table

DIE ROLL	RESULTS
1	Total TAC factors available for turn reduced to one-fifth.
2&3	Total TAC factors available for turn reduced to three-fifths.
4&5	Total TAC factors available for turn reduced to four-fifths.
6	No reduction in available factors

**SUGGESTION:** To record the number of factors lost by German units due to TAC attacks it is necessary only to cover each German unit, with the exception of STATICS and HQs units, with a strip of Scotch tape. Then, by using a china marker or grease pencil, it is possible to show losses by placing a tic mark on the edge of the unit counter. One tic mark for each factor lost. (This method has also been used quite successfully by me and my opponents during play of Guadalcanal and eliminates the constant reference to the casualty reduction pad).

Well, that's my suggestion, for what it's worth, to the rest of you game nuts. I hope you will at least give it some thought and maybe even try it out for a couple of games. I feel sure you will find the game more enjoyable since it will now be more realistic. Comments to: 119 Melick Avenue, APO San Francisco 96553.

# On the Mall

by Robert B. Springer

"On the Mall" is Author Springer's extension to his award-winning essay, "On the Trail," which appeared in the May-June issue. The former dealt with enlarging players' choice of strategy in Blitzkrieg and the devices for manipulating the play. Here, Springer is dealing with specific units and their application to his concepts.

The ranger unit implies commando type but, by their capabilities in Blitzkrieg, they are otherwise treated as normal infantry. They may seize remote targets but the nature of their constricted movement discourages better use of them. Specifically, the ranger unit debarks from an LCVP onto any type coast and embarks from them as its specialty. The essential point is to raise to proper respect the function of some units in blitzkrieg.

Rangers may have many names but they are special units and attention is due in reframing their operations. Given their current infantry and amphibious elements, they are capable of airborne drops; identical to paratroop units. Too, Rangers at sea may infiltrate city squares directly from sea squares. Additional amphibious mobility is over the coast via helicopter assault. This assault has a 4 square range from the sea square adjacent to the coast and set-down adjacent to an enemy unit or city square. Rangers can embark via helicopter back to sea, when in range of the sea, on subsequent turns unless the combat table dictates the unit is engaged or forced to retreat.

Note that helicopter flights are subject to FTR intercept rule the same as escorted and unescorted bombers.

Marines, in addition to their current specialty, may embark up to 6 combat factors to sea from the beach they occupy on subsequent turns; unless the combat table dictates the unit is engaged or forced to retreat. Marines too may assault over any coast square by employing a brigade (2-4) at most per turn for helicopter assault the same as rangers.

Invasions, by the current limit of units at sea and naval air of this article, during a given turn may take place on more than one beach. Too, invasion forces may be comprised of armor and artillery but these specific units may only attack with infantry; not alone, when landing. Beach withdrawal by these non ranger/marine type units may not exceed 6 combat factors on subsequent turns; unless the combat table dictates the unit is engaged or forced to retreat.

Air power in general, though not clarified by the rules, may use the limit of their ranges when changing bases; being twice the indicated radius. For example, SAC units can reach 40 squares distant. Most important here is air transport not having unrestricted range. Air transport should specifically have its range 20 squares; not more or less than SAC and airborne.

The air force composition with naval air is 52 combat factors total. To suit a strategy, the selection in aircraft types to any strength ratio depends on the player. For example, 8 SAC; 20 MDM; 0 TAC; & 24 FTR. Allocating those air

force and naval air forces out of permissible types is, i.e. an 8 or 12 factor naval air force, also up to the player.

The naval air force sorely needs to be remodeled; particularly to be more integral to the game. Here, the total force size and composition are tailored by the player. This navy can employ FTR, TAC, and/or MDM type aircraft. The total strength as noted above is dependent on the player, i.e. 4 MDM, 4 TAC, and 8 FTR.

## D-Day '44 Tourney Version

by Tyrone Bomba

The indefatigable Tyrone Bomba cloistered himself behind the proverbial research curtain for several months, gleaning for publication the historic disposition of the major German units in the west at the time of the invasion. You, dear reader, can recreate history in the truest sense simply by setting up your D-Day game accordingly. Bomba has not listed the HQ's since such info was difficult to come by.

The German forces in the west were organized as follows: Army Group B (Rommel): 15th Army, 7th Army, 88 Corp. Army Group G (Blaskowitz): 1st Army, 19th Army.

These armies were deployed thusly:

### Army Group B:

15th Army: Unit	Type	Position
17LW	1-2-2	R-29
18LW	1-2-2	L-21
47	1-2-2	M-23
48	1-2-2	L-20
49	1-2-2	N-24
182	1-2-2	N-21
245	1-2-2	Q-27
326	1-2-2	N-24
344	1-2-2	O-25
346	1-2-2	R-30
348	1-2-2	Q-28
711	1-2-2	S-30
712	1-2-2	K-19
84	4-4-3	S-28
85	4-4-3	O-25
331	3-4-3	M-22
2Pz	7-7-4	Q-25
116Pz	4-4-4	U-28
1SSPz	7-7-4	L-16
12SSPz	6-6-4	U-30
Lehr	5-5-4	X-31

88 Corp: Unit	Type	Position
16LW	1-2-2	G-14
165	1-2-2	J-17
347	1-2-2	F-13
719	1-2-2	H-15
19Pz	***	J-13

Fighter aircraft have been notably modified as has their combat roles which encompasses multi-mission adaptability. Today's fighter role, interception escort, and ground support, date back to WW II with U.S. Navy and Marine pilots in the Pacific Theater. Here, I submit FTR units may preform tactical operations alone or with other TAC and MDM types. In no operation may FTR's supercede a tactical mission to meet enemy interceptors; the opponent must then know the missions of FTR's. Tactical missions independent of supporting friendly ground units will be covered in the forth-coming article, "Cloudburst".

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### 7th Army: Unit Type Position

243	1-2-2	S-35
265	1-2-2	X-42
266	1-2-2	V-28
319	1-2-2	Channel Islands
343	1-2-2	U-42
709	1-2-2	Q-34
716	1-2-2	S-32
77	4-4-3	V-36
91	4-4-3	R-34
275	3-4-3	AA-41
352	4-4-3	S-33
353	4-4-3	U-40
6/2 Para	1-1-3	S-34
3 Para	5-5-3	W-41
5 Para	3-3-3	X-38
*2 Para	XXXXX	V-43
21Pz	4-4-4	T-32

### Army Group G:

1st Army: Unit	Type	Position
159	1-2-2	EE-42
159	1-2-2	LL-44
189	1-2-2	QQ-44
708	1-2-2	FF-41
276	3-4-3	OO-46
11Pz	4-4-4	II-40
17PzG	5-5-4	EE-38

### 19th Army: Unit Type Position

148	1-2-2	SS-27
157	1-2-2	LL-29
242	1-2-2	TT-29
244	1-2-2	TT-31
338	1-2-2	SS-32
272	3-4-3	TT-38
9Pz	4-4-4	QQ-32
2SSPz	6-6-4	PP-42

\*For some reason AH only included one of this division's regiments which remained detached from the main unit.

\*\*\*19Pz was a unit just in from Russia, it was severely damaged, probably equal to an 0-1-4.

SOURCES: *The Struggle For Europe*, Chester Wilmot

*Invasion They're Coming*, Paul Carrell  
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# D. A. K.

by William Searight

As brigades of the 4th. Indian, 7th. Australian, and the Pol Carpathian dis-embark at Tobruch, a dismaying sight greets their eyes. Confusion seems to be the order of the day. Br. armor and heavy inf. are grimly digging in around Tobruch. What has happened? A blunder on the British part, an Axis, "miracle" plan?

No; just a new playable approach for the D. A. K. to spring on the British. So many articles have been written concerning movement and strategy, one would think there's nothing left to write. It's all been rehashed so many times, what could be new you ask? To you Rommels, read on.

D. A. K. 1st. All units moving out receive Rommel's bonus (\*). Bologna W-3 Savena, Brescia J-3\* Trenta, Pavia P-13\* 21/5, 104, No. 1 supply T-22\* 21/3 U-24\* Rommel P-13.

Three strike groups are shown with one besieging Bengasi, one near Msus, while the 21st. Panzer Div. drives deep into the Libyan Desert.

"Nothing new", you say. Well, the British probably say the same thing for here is their standard response as written many times in the past.

All light inf. — to sea. No. 1 supply — Trobruch, No. 2 (new rule), moves to garrison H.B. Remainder dig in at the escarpment passes — armor K-18, Inf. — Bengasi, F-17, H-16, N-19 (prevents the 21st. Panzer from easily moving to the North).

D. A. K. 2nd. If new supplies arrive, move it towards Msus to gain Rommel's bonus along with the Ital. Bologna W-3 Savena I-3 Brescia F-3 Trenta L-15\* Pavia N-17\* 21/5, 104, No. 1 supply S-29\* 21/3 P-29\* No. 2 supply? N-15\*

Note: Br. in Bengasi cannot attack Brescia at I-3 to escape, since the fortress is not in Savena's zone of control, the Br. brigade can be retreated back into it again. As the Ital. to the west move normally towards the passes, the approach and surprise of the 21st. Panzer is now apparent by its command of the strategic N.E. escarpments.

British light inf. brigades coming ashore at Tobruch are dismayed to see scout vehicles and Panzer tanks over looking Tobruch. Gone is the old strategy of moving up to counter the 21st. normal position of being on the S.W. escarpments.

Gone also will be Tobruch if the Br. do not pull out their armor and heavy inf. to protect her. By Rommels quick speed, the 21st. is in a commanding position to rout the British. So quickly is the unexpected pull out that the 31st. Motor (N-19), will be unable to make the coast road.

Unless the British want to leave the passes wide open, a minimum defense would be: 31st. Motor K-18 light inf. at F-17, H-17, J-33, K-35 with the remainder near Tobruch along with the armor and heavy inf.

Bengasi has fallen by now, so those Ital. div. move to C-II, F-14. Ariete rolls over Mechili to I-16. Ital. inf. in the desert move into J-16, M-20 positions. The 21st. speed carries it past Bir Hacheim to block any British retreat. 21/3 G-20, 21/5 I-20, 21/104 K-21.

Meanwhile the 15th. Panzer Div. has landed. Meeting Rommel in the desert, the 15/33\* closes the trap at M-17. Remaining 15th., supplies and

Rommel occupy M-15\*. Other supply units maneuver as necessary to keep out of Br. raiding range.

As shown, the British rear guard units are surrounded and will result in being elim. after two turns. These battle tactics are especially good if you're the type of Rommel who continually rolls one's or two's for supplies. If sufficient supplies are available though, forced passage through one of the passes would present no problem on your next turn.

## Heller's Folly

by 1st Lt. Richard A. Shagrin

The virtues of Field Marshal Randy Heller's Plan of the Month in the last issue, volume 7, number 3, hinge, as usual, on a rule interpretation. A long involved appeal to realism over who decides which direction to retreat is not necessary although... "I must say, Old Boy, we must tidy up the situation; crossing division boundaries just isn't done; as for retreating away from supplies and leaving higher headquarters uncovered, well chaps, that's simply a flogging offense. Directly after tea I shall pop out upon those Huns like an enraged rabbit..." Leaving aside the assumed attitude of the senior commander on that flank during much of the battle, it boils down to interpreting the rule "whenever possible, losing units must be retreated to and/or along the nearest road. WHERE THERE IS MORE THAN ONE ROAD EQUIDISTANT, and at intersections, THE LOSER HAS THE CHOICE OF RETREAT ROUTE."

Colonel General Heller may be lucky in chasing off the 361st of the 99th in his first attack and even get his D back three (or four) and A advance two (or three) on his attack on the rest of the 99th Division, but will he be able to retreat with the 99th toward Monschau as he hopes? My opponents, a singularly successful lot, when the question "I wonder where the yellow went?" is asked, answer "Hell No, We Won't Go" (there). Assume a wise, wiley, and wide-awake American commander has been retreated to QQ9; he cogitates and then like a sensible SOB opts to continue his retreat to the "nearest road" in PP10 rather than QQ8. In fact if he stays in PP10 General Heller's panzers must settle for Elsenbourn and environs. "Units may advance directly into enemy controlled squares only if no alternate advance routes are available." In practice this means QQ9 and 10 are verboten. "Achtung Minen!" perhaps?

I suppose others will comment on the strategic similarity between Lieutenant General Heller's plan and the original (Sep Dietrich and Company — High diddle diddle, straight up the middle of Elsenbourn Ridge) which, come to think of it, didn't work out too well for them, either. Most competent Generals, including your humble obedient servant, have discovered the way to victory is through the St. Vith-Houfalize-Bastonge-Clerveaux Corridor. The absolute fanatic is referred to my article and setup in volume 4, number 1 which I have since modified slightly (for one thing I no longer attack TT10 at one to three and hope for a retreat to the American rear) but which shows my ideas of an effective onslaught. Pin the units on the flanks and whittle

In summary, I feel that this is not an "if-it is" or "miracle" plan, but rather a new playable approach which utilizes co-ordinated movement and speed. The example shown thus far could net Rommel a total of 3 light and 1 heavy Br. brigades without firing a shot!

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down the number of American units however you can; terrain, tactical considerations, and the initial placement and reinforcement pattern of American units conspire to make the center the area of decision.

My advice to you as a "MODEL" of a Modern Major General (the Army Group B CG was actually a Field Marshal but you have to start near the bottom and work up to the top after an arduous apprenticeship of a couple of hours or so with Avalon Hill) is to try to win around 25 December (ein Christmas Present, nein?), but not to take foolish risks to win before the 20th. One chance in three of probable victory, even if you interpret the rules as Major General Heller does, seems to me not much of a return for the other two chances of probable defeat. For example what does Brigadier Heller do if eight of his nine attacks wind up as engaged? Lose the 52nd of the 26th Division for lack of supply and cry a lot is my suggestion.

Aside from the six to one against the 109th of the 28th Division and the subsequently greatly to be desired and unfortunately not very likely advance to LL27 I see little to agree with in this offensive plan and a great deal with which to quarrel. Colonel Heller sets himself up for two many engages and what is worse they are in the wrong places — the area of his main attack instead of on his flanks. Lieutenant Colonel Heller sees fit to make no attacks on the 9th Armer Division. Major Heller wastes the most powerful unit he has (Panzer Lehr) when any single division (or even a 5-4) can serve the same strategic purpose. I have seen no other plan simple enough to allow a fortress to be built in Diekirch, except this effort by Captain Heller. If First Lieutenant Heller had thrown Lehr and the 352nd against CCR he could at least guarantee no fortress after he advances one. Second Lieutenant Heller could have benefitted from the eight to one in other ways.

Two thirds of a chance to kill an enemy unit is not to be despised. Sergeant Heller would have been left with Lehr in a switch position ready to go west against Clerveaux or even Wiltz, south against the defenders of the road to Martelange — which by an odd coincidence also leads to Bastonge, if Corporal Heller has scruples against back door burglary of Bastonge, I at least have none — or east against stubborn 4th Infantry Division formations which sometimes tie up precious units and attacks for days.

Finally, why did Private Heller put a unit at PP20? My plan puts a regiment PP19 to make OO19 difficult for the Americans to hold. OO19 and OO16 let two units hold about four roads. Mr. Heller's plan is poorly thought out, without advantage when the rules are applied by an intelligent opponent, and likely to limit the German freedom of action to such an extent that an American Victory is almost inevitable.

# Fabian Stalingrad

by Mark Morss

When opposed by superior forces, the prudent commander does well to avoid a general engagement, keeping his main body out of reach of the enemy. Yet in the face of an aggressor, a policy of non-commitment can easily lead to defeat by default. In 217 B. C., Quintus Fabius Maximus faced this dilemma when his weak forces were all that stood between Rome and Hannibal's invading army. The solution at which he arrived, risking the smallest possible force to cause Hannibal the greatest possible delay, while never committing his main force to battle, earned him the gratitude of the Romans and the title, "Delayer." The lesson of Quintus Fabius may be applied to more recent strategic problems, notably the 1941-43 defense of Russia.

Consider the popular AH wargame, *Stalingrad*. Although the game as designed already contains a bias in favor of the Russians, Soviet chances may be improved by the proper application of Fabian tactics. Orthodox Russian strategies call for massing the bulk of available forces along the front lines in an attempt to construct a formidable defensive bulwark. When the wall breaks, the troops are withdrawn and massed along the next defensive position. In the succeeding paragraphs we analyse the drawbacks of the "bulwark" strategy and suggest a more sophisticated alternative based on Fabian principles.

The first and most obvious disadvantage of the "bulwark" is that it is never quite able to forestall a German advance. Even experienced defenders cannot avoid weakpoints that are subject to the incursion of massed panzers. And the loss of even one square along a defensive line often necessitates a general pullback.

The inability of the wall to stand with rock-like firmness would not, in itself, be a weighty objection to its employment, since it is generally granted that the Germans will be able to advance at any rate. But when the dike breaks, there are accompanying disadvantages that are more serious than the mere necessity of giving ground. Large concentrations of defenders may be cut off and surrounded by the German advance; movement after combat may place German units or their control zones astride the retreat-paths of large numbers of defenders. Retreat in good order often poses a serious problem for units that are not directly cut off, particularly during snow months, when insufficiently rapid withdrawal to the next defensible position leaves many Russians exposed in open country.

The problem of open country is, by itself, a thorny one for the practitioners of the "bulwark." The configuration of the Russian rivers requires that most defensive lines have at least a few open country squares (squares not protected by rivers). The dilemma is that the strongest concentrations of defenders must be placed on these weakest squares, the units thus being rendered vulnerable to elimination or unfavorable exchange. The point is not that *some* units are exposed, the point is that *so many* units are exposed. This, indeed, is the critical weakness of the "bulwark" defense: too many Russians are placed in positions where they might be eliminated. Leaving aside the possibility of large forces being cut off and surrounded by an enemy breakthrough (a possibility that is inherent in any

crustal defense), the Russians must also cope with the possibility that an enterprising German will, with lucky die rolls, eliminate so many units that further Soviet resistance will be impossible.

An alternative to more orthodox Soviet strategies is the following plan, which has its strategic precursor in Quintus Fabius Maximus. The principle of this plan is cautious non-commitment, and it is briefly outlined as follows:

1. The number of units committed to the front line will be the *absolute minimum* necessary to prevent a German breakout. The aim here is not to prevent a German advance, but to prevent an advance of more than one or two squares per turn. In most cases, therefore, the Soviet front line will consist of a thin web of weak units, usually spaced with two empty spaces between each unit.

2. Soviet units not selected for front line duty will be massed at various rail junctions in the rear. Since the main purpose of these large reserve bodies is to replace units eliminated on the front, they must be positioned so that each point along the front line is accessible to at least one reserve unit. Failure to observe this precaution will result in the inability of the Russian to re-establish his defensive web when a front-line unit is eliminated. During snow months it will be necessary to disperse the reserves and keep them quite close to the front.

3. It is contemplated that the Germans will be able to gain ground, but at a very slow rate.

## Kriegspiel PBM

by L. Mitchell Wein

The last couple of months I've been using a PBM method that may interest Kriegspiel fans. This method eliminates the use of stocks and allows the defender almost the same strategic freedom as FTF.

Attacker would fill in columns (a), (b), (c), (i), and (k) only. He would then record (d) for each attack No. on scrap paper and mail mapsheet to defender. Defender would record actual defense A, B, C or D on mapsheet in (e) for each attack No. The morning of the closing transaction date, simultaneously attacker would mail copy of (d) to defender and defender would mail mapsheet to attacker. Attacker would then fill in (d), (g) and (h) and mail new mapsheet (attacker's new positions filled in) to defender with the old mapsheet.

Units would be eliminated by attacker in attack No. 1 (defender units eliminated should match CRT results *exactly* if possible, otherwise units with lowest factors – but at *least* factors stated). Then attacker would *execute movement for attack No. 1*. After resolving attack No. 1 *completely*, attack No. 2 would be started. Thus, even though attacker would know CRT results for *all* attacks before resolving any of them, each individual attack would be resolved in a manner similar to FTF.

Required penalty – any letter postmarked one day later than the closing transaction date forfeits the game. Military mail should be mailed one day early due to late pickup.

When a front-line unit is eliminated, its replacement should position itself *as close as possible* to the advancing enemy, thus allowing him a minimum gain of space. On no account should the Russians withdraw their line merely for the sake of positioning it behind a river or in a city. The Germans must be made to pay for each mile of their advance in their most precious coin – *time*.

4. It is not anticipated that the front line units will be able to defend themselves from attack, except on the fortuitous occasion that the line coincides with a river line or city location. Hence the very weakest units must be selected for this duty. These can be more easily resurrected as replacements. The ideal unit is the 2-3-6, and a good one is the 4-6-6; these are both weak and speedily moved up from the replacement centers. The lot must otherwise fall upon the 4-6-4's, or when absolutely necessary, the 5-7-4's.

5. The approach to the Finnish front must be somewhat different. The best plan is to mass the tanks and cavalry on the Finnish frontier and attempt to knock Finland out of the war in the first few turns. Since the Germans can send only very limited assistance, Helsinki should fall by early winter, and the Soviet forces in this area can be released for other duty.

6. These provisions should be interpreted not as rules, but as guidelines. On certain occasions and in certain sectors, for example, it may be profitable to form a strong front line. This will be particularly true when, due to the extent of German penetration, further giving of ground would surrender a replacement city. By this time, fortunately, strong replacements should be arriving to reduce the dangers of the situation.

This completes the outline of the defensive plan, but one additional remark is in order. The continuous sacrifice of units at the front that is implicit in this plan will prove emotionally galling to many Russian commanders. The best thing that can be said about this is that in several play-tests against competent Germans, the invaders were never able to wear down the Russians to the point that there were no replacements left to fill in the gaps at the front. Most of the units that were destroyed at the front were eventually reclaimed from the "dead" pile. The greatest worry for the Russians will be maintaining adequate communications between the reserves and the line, particularly when the German advance begins to intersect the north-south rail lines. But with careful placement of troops, this defense should provide a very high frequency of Russian wins.

We waste no words on a final summary, but conclude with a sample first-turn layout for the Russians. This is by no means the only initial setup that is possible under our plan, but it does provide an example of a Fabian defensive structure.

4-6-4's: NN-14, KK-15, II-14, Odessa, BB-15, AA-15, Z-16, S-18, R-18.

5-7-4's: (2) Kiev, (3) EE-17, (3) Minsk, (2) Smolensk, J-31, (2) Riga.

7-10-4's: Kiev, Smolensk.

2-3-6's: EE-12, X-15, U-18.

4-6-6's: A-36, B-36, C-36, D-36.

Cavalry: E-36, F-35, G-34.

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# Plan of the Battle of the

by Glenn G. Davis

Ten attacks that will tie up the American:  
 Many articles have been written about the Battle of the Bulge game. The most likely reason is that it's the most advanced tank warfare game available. (and my favorite) Previous articles have boasted about being the perfect set-up but a perfect set-up is useless unless you control the die roll itself. My ten attacks are based on the percentage of results according to the attacking odds. With only an average amount of luck, the Americans will be engaged or destroyed in too many different places, that they won't be able to set up a good, solid defense in the center until it's too late. Some of the American units are in good positions to move out to plug the gaps on the first turn of the Americans, so the attacks are concentrated on as many of them as possible. Another important objective is the blocking of the roads to slow up the lateral road movement of the Americans as possible and to clear the roads for the tanks to fan out on the second turn. Roll each attack in the order that it is listed or you'll goof it up. All attacks are supplied and starting positions are given for each unit. Each die roll result is commented on, as to what should be done.

**Attack No. 1**

This att. by the 9th "ss" armored div. in SS-6 against 2nd div's 23rd regiment in RR-7 at a 6 to 1. and is designed to separate the 2nd div. from the 99th div. There is also a 33% chance of destroying it and blocking the rest of 2nd div's retreat along the Monschau-Malmedy Road. Finally, it is the right hand pincer of an attempt to cut off the retreat of 99th div's 361st regiment in RR-8 before the third attack is rolled. Start the 9th in VV-6 and move it to SS-6 which is the attack position.

(A) "exchange", so you got a bloody nose. It can't go to Malmedy's defense on it's turn. Remove the American and the 10th kampfguppe of the 9th SS armored div. Occupy the vacated square.

(B) "D-elim", Great, you couldn't ask for more, occupy the vacated square.

(C) "D-Back 4" Move the 23rd regiment to QQ-7 and then up the road to Malmedy. (you can't force him off the road towards Monschau if alternate road routes are available.) Occupy the vacated square.

(D) "D-Back 3" Move the 23rd regiment to QQ-8 then up the road to Monschau. Then occupy the vacated square.

(E) "D-Back 2" Move the 23rd to QQ-7 and then to QQ-6. Occupy the vacated square.

\*Don't forget to set up all the attacks before rolling for the attacks.

**Attack No. 2**

This att. by the 1st SS armored div. in SS-8 at a 3 to 1 against the 393rd & 395th regiments of the 99th div. in RR-9, is the left hand pincer of the attack to cut off the retreat of 99th div's 361st regiment before the third attack hits it. If it's successful, the 361st regiment will be destroyed by the end of your turn or it's turn, Elsenborn will fall to the Germans by default, or the two American regiments could be destroyed in an exchange. Every roll will have a good result for the Germans. Start the 1st SS in VV-7 and move it to SS-8 which is it's attack position.

(A) "exchange" remove the Americans and the 9th kampfguppe of the 1st SS Division and occupy the vacated square. Actually, this is the result you want cause it means the complete

destruction of the 99th infantry division by the end of the first turn. The northern front will crumble in front of your eyes. Occupy the vacated square with the rest of the 1st SS division.

(B) "D-Back" Send them down the Elsenborn-St Vith road on all retreats and occupy the square with the 1st SS Division.

(C) "Contact" This is the worst you could do but, at least they won't be able to counterattack the 9th SS that is now in RR-7 in a surrounded position. This was one of the main reasons for the attack being a (3 to 1).

(D) "Engaged" Another good result because the two American regiments won't be able to move towards the center to defend in a more vital area. On the second turn the Germans can move other units into the rear of the 99th and force it's retreat through the mountains which means they'll be out of action for a while.

**Attack No. 3**

This soak off attack of (1 to 1) by the 18th inf. Div in SS-7 against 99th division's 361st regiment in RR-8 has a 33% chance of destroying it with no serious consequences to the Germans. A lot of it's success depends on the first two attacks. Start the 18th in VV-5 and move to SS-7.

(A) "D-Back 1" If the 361st regiment is surrounded, it's dead. If it has a retreat send it to QQ-9 and occupy the vacated square.

(B) "Contact" This is ok too because it will "kill itself in a forced counter att." in it's turn if it's surrounded. At any rate, the 18th can support the 9th SS.

(C) "Engaged" This is acceptable, but try to cut off retreat the 2nd attack for sure.

(D) "Att-Back" Inform your opponent that there is only one route that he can send you that is "towards the nearest road". On attacker back 1, the square is TT-7, and on attacker back 2 it's TT-8.

**Attack No. 4**

This soak off attack of (1 to 2) by the 560th Div. in SS-5 against the 9th & 38th regiments of the 2nd division, has a good chance of engaging them plus defending the right flank of the 9th SS Div. Start the 560th in VV-4 and move it to SS-5 to attack.

(A) "D-Back 1" Move the 38th regiment to QQ-6 while the American player has the choice as to where the 9th regiment retreats. Occupy the vacated square.

(B) "Contact" This will enable the 569th to interrupt any counter attack on the 9th SS.

(C) "Engaged" The best roll possible cause it ties them down during an important move.

(D) "Att-Back" There is only one road that you can be retreated to and that's TT-2. On Att-Back 1, the square is TT-4. On Att-Back 2, the square is TT-3. On Att-Back 3, it's TT-2 which leaves you in a good position to att. Monschau next turn.

**Move No. 1**

The 62nd inf. Div. should start in VV-8 and then to squares UU-9 & UU-11 with one of the kampfguppe in each square. This traps the 14th regiment inside the fortress. The 62nd Div. is not in the 14th regiments zone of control but, as far as movement is concerned, the 14th regiment is in the 62nd's zone of control and can't move from "one enemy zone of control to another enemy zone of control."

**Attack No. 5**

This attack by the 12th & 326th inf Div's and the 154th kampfguppe of the 79th Div. and the 7th & 8th Kampfguppe of the 2nd armored Div. at (4 to 1) against the 422nd brigade of the American 106th inf division, will probably destroy it on the 1st turn. Start the 12th Div. in UU-17 and move it to UU-14. Start the 326th Div. in TT-17 moving it to TT-15. Start the 154th kampfguppe of the 79th Div. and the 7th & 8th kampfguppe of the 2nd armored Div. in SS-17 and move it to SS-15 for the attack.

(A) "Exchange Can't win them all. Remove American and the 12th inf. Div. Have one unit occupy the square.

(B) "D-Back" Any American retreat will destroy it. One unit should occupy the SQ.

(C) "Engaged" Let's hope you don't roll this because this attacking force should be attacking St Vith the next turn. The odds are that you won't.

**Move No. 2**

Start the 312th kampfguppe of the 116th armored Div. in RR-19 and move it to PP-19. In this position, it will be able to attack St Vith from the rear, or move a considerable distance towards Bastonge or Houffalize. This will probably tie up two American units in the vicinity to make sure that it doesn't. Also a good road block.

## That Bulge

Ever wondered when the weather is most likely to clear, or by what time you have a 50-50 chance of having blue skies with lots of little

Turn	Roll for clear weather	Over Probability weather
23am	1	.166
23pm	1	.305
24am	1, 2	.537
24pm	1, 2	.69
25am	1, 2, 3	.845
25pm	1, 2, 3	.922
26am	1, 2, 3, 4	.974
26pm	1, 2, 3, 4	.991
27am	1, 2, 3, 4, 5	.998
27pm	1, 2, 3, 4, 5	.999

In looking at this table, note that the weather with assurance of clear weather (97%) comes by 26A

Just to check, I did a 100-trial test:	Turn	Probability of clearing this turn
	23am	14%
	23pm	11%
	24am	27%
	24pm	14%
	25am	20%
	25pm	8%
	26am	4%
	26pm	2%
	27am	0%
	27pm	0%



# the Month of the Bulge

## Attack No. 6

This attack by the 26th & 340th inf. Divisions at (2 to 1) against the 423rd regiment of the 106th division in UU-12 has a 50% chance of destroying that unit by the end of the first turn. Start the 26th Div. in VV-13 and move it to UU-13. Start the 340th Div. in Loshiem and move it to UU-11 which will surround the 423rd regiment in UU-12.

(A) "D-Back" On any retreats the 423rd will be destroyed. There is no need to occupy the vacated square.

(B) "Contact" This is ok because the American regiment will be forced into a counter attack that will destroy it.

(C) "Engaged" You don't want it but it's better than an attacker back 1.

(D) Att-Back 1" The American has no choice other than stated here as to where you are to be retreated. The 26th has to go to VV-13 and the 340th has to go to Loshiem. This is no great loss because the American can't move freely.

## Attack No. 7

This attack by the Panzer Lehr Div, the 352nd inf. Div, the 14th kampfguppe of the 3rd para. Div, the 153rd kampfguppe of the 79th inf. Div, and the 310th kampfguppe of the 116th armored Div. at a (6 to 1) against the 109th regiment of the 28th Div. in 00-27 is designed to break the Our river line defence and arrive on the Clerf river line before an American defence can

materialize. It could also cut off the retreat of the Americans down the Clervaux-Bastonge road. If advance results allow it, occupy squares NN-30, MM-29, LL-28, LL-27 & NN-26. Take as many as possible. Start the 153rd Kampfguppe of the 79th Div. and the 310th kampfguppe of the 116th armored Div. in QQ-24 and move it to 00-26. Start the entire Panzer Lehr Div. in QQ-25 and move it to PP-26, Start the 352 inf. Div. in UU-27 and move up the road to QQ-26, finally moving to PP-27. Start the 14th Kampfguppe of the 3rd. para. Div. in QQ-26 and move it to PP-27 for the attack positions of this massive assault.

(A) "Exchange" Remove the American regiment and the 352nd inf. Div. and then move the Panzer Lehr division into the vacated square.

(B) "D-Elim" Remove the American regiment and advance Panzer Lehr into the square.

(C) "D-Back 4" Move the American to KK-30 and move out all the attacking units to as many of the squares mentioned above as possible. Esp. LL-29, LL-27 & MM-29.

(D) "D-Back 3" Move the American to LL-29 as advance the attackers, taking as many of the above mentioned squares as possible.

(E) "D-Back 2" Move the American to MM-28 and put Panzer Lehr into the vacated square.

## Attack No. 8

This attack by 406th kampfguppe of the 116th armored Div., 17th kampfguppe of the 2nd armored Div., the 150th brigade, and the 277th inf. Div. at (4 to 1) against the 110th regiment of the 28th inf division in NN-25 is designed to finish the envelopment of Clervaux. Start the 277th inf Div. in QQ-22 and move it to OO-24. Start the three armored kampfguppe (8-4)'s, in QQ-23 and move them to OO-25.

(A) "Exchange" Remove the American and the 277th inf. Div. and occupy the vacated sq. These exchanges are acceptable for the first couple of turns but keep it down.

(B) "D-Back" Retreat the American according to the results of the 7th attack.

(C) "Engaged" This is a bad break in a vital area. Move units in 2nd turn to cut off the Americans retreat and pull out the armor as much as possible so they can move on towards Bastonge.

## Attack No. 9

This attack by the 167th & 276th inf. Div. plus the 13th & 15th kampfguppe of the 3rd para. Div. at a (3 to 1) against the 9th CCR in front of Vianden, is to secure the town and possibly destroy the unit. Since this is an American armored unit, it cannot be forced to stay tied down to an engagement. Start the 276th in TT-27 moving it to RR-28. Start the 333rd kampfguppe of the 167th Div. in TT-27 and move it to RR-28. Start the 334th kampfguppe of the 167th Div, and the 13th & 15th kampfguppe of the 3rd para. Div. in SS-27 and move to Vianden for the attack.

(A) "Exchange" In a way this is good. Remove the American and the 167th Div. Move the 276th Div. into the vacated square.

(B) "D-Back" Move the American unit towards the nearest road and towards Diekirch. Move the 276th Div. into the vacated square.

(C) "Contact" This secures the town of Vianden and forces an American retreat.

(D) "Engaged" Since the American can't be tied down to it, all depends on what he does during his part of the first turn.

## Attack No. 10

This attack by the 7th & 8th kampfguppe of the 5th para. Div. at a (1 to 2) against the 8th & 112th regiments of the 4th inf. Div. is an attempt to engage & tie them down, or force them to counter attack if they want to hold the river line defense. Start the 7th & 8th kampfguppe in UU-28 moving them to UU-30 to attack.

(A) "D-Back 1" The American regiments will retreat along the road they are on which means they will be moving away from each other. Don't advance into one of the squares or you could get wiped out in a counter attack.

(B) "Contact" This will force them to counter attack or retreat in their turn.

(C) "Engaged" This is what you want so they can't move to the center to defend.

(D) "Att-Back" If any attacker retreats, just move back up the road you're on.

## Move No. 3

Place the 9th kampfguppe of the 5th para Div. in the southern-most rough terrain square where it can cover the retreat of the tenth attack if it is repulsed.

\*Note: Part of the strategy for the attacks I've covered is based on the use of optional, armor engagement rule. Every game should have this rule in use anyway cause it's more realistic and an advantage to both sides.

Rules that need explaining:

1. The A/H rules say that you must stop as soon as you touch an enemy zone of control. Therefore, if you are already in a zone of control, you can't move to another square unless it *isn't* under an enemy zone of control. This *does* apply to units inside fortresses.

2. No German unit can reach SS-9 before attacks start advancing the victors on the first turn of the game! A/H said that you could in the July-August General by starting in UU-8 (that's the first thing wrong cause on grid UU isn't East of it) then moving to the road a TT-9, and finally continuing up the road to SS-9. The 3rd move is not possible because in section 4 of "Rough Terrain" in the basic game instructions, says so. This rule was not changed in the tournament game rules so it still applies to movement.

3. If a location directive says start east of, north of, or northeast of grid so and so, or someplace, it means you can't start *on* that area but behind it. If it says between 25 & 16, you can't start on them or you wouldn't be between them would you. Make sure that your starting in the proper places.

Strive to keep the enemy separated, and place units in the places that will block road movement that is important to him. Where ever possible, move a unit to within two squares of an enemy unit to prevent him from building fortresses etc. use as many as three divisions to protect your southern flank as you advance past Bastonge. When attacking, try to have the exact factors in relation to the defender along with other attacking units in case an exchange is rolled. With this attack plan, I have taken Bastonge in only 3 turns more than once against a stiff opponent. If you tie up the American properly, block his advances, and destroy his reinforcement almost as soon as they come on the board, you have a darn good chance of winning before the American air force has a chance to intervene. Try it once - and good hunting. I'm always glad to receive constructive criticism. My address is: Glenn G. Davis; Vs -31 c/o; FPO New York 09501.

## Large Weather

By silver airplanes in them? Here, at long last, is the answer, to 4 decimal places.

Overall probability of clear weather this turn	Overall Probability of bad weather this turn
.1667	.8333
.3056	.6944
.5371	.4629
.6914	.3086
.8457	.1543
.9227	.0772
.9743	.0257
.9914	.0086
.9986	.0014
.9998	.0002

er will clear in 53% of the games by 24AM. Virtual  
y 26AM.

Weather is turn theory	Overall probability of clear weather on this turn	
	practice	theory
17%	14%	17%
14%	25%	31%
23%	52%	54%
15%	66%	69%
16%	86%	85%
7%	94%	92%
5%	98%	97%
2%	100%	99%
1%	100%	100%
0%	100%	100%

## That Bulge Weather

Ever wondered when the weather is most likely to clear, or by what time you have a 50-50 chance of having blue skies with lots of little

silver airplanes in them? Here, at long last, is the answer, to 4 decimal places.

Turn	Roll for clear weather	Overall Probability of clear weather this turn	Overall Probability of bad weather this turn
23am	1	.1667	.8333
23pm	1	.3056	.6944
24am	1, 2	.5371	.4629
24pm	1, 2	.6914	.3086
25am	1, 2, 3	.8457	.1543
25pm	1, 2, 3	.9227	.0772
26am	1, 2, 3, 4	.9743	.0257
26pm	1, 2, 3, 4	.9914	.0086
27am	1, 2, 3, 4, 5	.9986	.0014
27pm	1, 2, 3, 4, 5	.9998	.0002

In looking at this table, note that the weather will clear in 53% of the games by 24AM. Virtual assurance of clear weather (97%) comes by 26AM.

Just to check, I did a 100-trial test:	Turn	Probability of weather clearing this turn		Overall probability of clear weather on this turn	
		practice	theory	practice	theory
	23am	14%	17%	14%	17%
	23pm	11%	14%	25%	31%
	24am	27%	23%	52%	54%
	24pm	14%	15%	66%	69%
	25am	20%	16%	86%	85%
	25pm	8%	7%	94%	92%
	26am	4%	5%	98%	97%
	26pm	2%	2%	100%	99%
	27am	0%	1%	100%	100%
	27pm	0%	0%	100%	100%

# Jutland Addenda

by David Thornley

This article is dedicated to the times when:  
1) My battle cruisers were slaughtered by a surprise torpedo attack and my torpedo attack was slaughtered by forewarned light cruisers; 2) I had to use my big guns to fire at destroyers with, 3) The Germans just went back to port after being spotted and according to Avalon Hill's rule won the game (well, not exactly back to port, just back to the minefields).

The rule that says the Germans move first in the maneuver-and-fire turns works out well enough in the Basic Game, but torpedo attacks tend to favor the British in the tournament Game. The Germans have to either keep their light cruisers behind the battle line where they get into anti-torpedo action only in the mopup phase or settle for having them out in front of the battle line, fouling the range. My friend Robert Zubrin proposed that all capital ships move, and then the light ships move. This doesn't help the light cruiser situation much, though. Keep things as they are, *but* don't allow the battle line to take evasive action on the turn of the attack and do allow the light cruisers to get out into the action if there is a torpedo attack.

Don't let the idea of a dreadnought as an "all-big gun" ship fool you. They had secondary armament to fight off enemy torpedo craft and often even anti-aircraft armament, not to mention a saluting gun or two. Furthermore, why can't destroyers damage light cruisers? Some of the light cruisers at Jutland had only four-inch guns, which many destroyers carried. SO, destroyers can fire at light cruisers, light cruisers need *two* hits to sink (does it make sense to sink a 5400-ton light cruiser with the same effort as if it were a 900-ton destroyer?), and capital ships get anti-torpedo armament according to the following:

## BRITISH

12: Agincourt

8: Royal Oak, Revenge, Warspite, Valiant, Barham, Malaya, Canada, Erin

7: Hampshire, Duke of Edinburgh, Black Prince, Africa, Britannia, Commonwealth, Dominion, Hibernia, Hindustan, Zealandia, Antrim, Devonshire, Roxborough

6: Benbow, Iron Duke, Marlborough, Tiger

4: King George V, Centurion, Ajax, Orion, Thunderer, Monarch, Conqueror, Colossus, Hercules, Neptune, St. Vincent, Collingwood, Bellerophon, Temeraire, Superb, Lion, Princess Royal, Queen Mary, New Zealand, Indefatigable, Inflexible, Indomitable, Invincible, Minotaur, Shannon, Defense, Cochrane, Warrior

## GERMAN

10: Deutschland, Hessen, Pommern, Hannover, Schlesien, Schleswig-Holstein

9: Konig, Grosser Kurfurst, Markgraf, Kronprinz, Kaiser, Friedrich der Grosse, Kaiserin, Prinz Regent Luitpold, Thuringen, Helgoland, Ostfriesland, Oldenburg

8: Westfallen, Nassau, Posen, Rheinland, Lutzw, Derfflinger, Seydlitz, Moltke, Von der Tann

These factors may be used on either or both sides. They may be used against light cruisers and destroyers *only*, though, and the maximum range is ten thousand yards.

It's the dawn of June 1. Admiral Jellicoe is steaming outside the German minefields, cursing the ill luck that prevented him from finishing Scheer off yesterday, cursing the minefields that prevent him from finishing him off today, and most of all cursing the stupid How-to-Win rule that gives Scheer victory (Scheer sank all eight British armored cruisers and lost only seven capital ships: all five battle cruisers and two Konigs).

## Midway in Focus

by Kevin Slimak

Past issues of *The General* have carried many articles proposing strategies or rule modifications intended to give the American in Midway a better chance than the proverbial snowball...

While these rules do tend to aid the American, they are often very short on authenticity. For example, high altitude B-17's dropped 322 bombs without scoring one hit in the original battle; yet, according to the AH B-17 rule, the Flying Forts can sink a ship every time out! PBV's did only slightly better, scoring one hit on a slow (and virtually defenseless) transport group.

I believe that the key to play-balance in Midway lies not in PBV or B-17 fantasies but in the fact (or adapted fact) which follows.

According to most historians, the Battle of Midway marked ebb tide for Japan not only because of the loss of four carriers but because of the loss of their many pilots and planes — some of JNAF's best. American pilots and planes were also of value, but less than the Japanese because American industry could more easily replace the aircraft and pilot training could easily have yielded pilots of the quality of those Americans in combat at Midway.

For this reason, I believe that points should be awarded for squadrons destroyed as well as for ships sunk. Although arbitrary, I suggest .4 point be awarded for each Japanese squadron destroyed and .2 point for each U. S. Squadron downed.

Planes on the deck of a sunken carrier or planes returning from a strike and having no deck to land on yield the full value. If either side clears decks by dumping aircraft, half of the value is awarded for the planes of each squadron. The remaining half — the pilots — still remain aboard the carrier and are not lost unless the carrier is later sunken (the full remaining half is then lost).

Optional rule number one takes the effect of crippling hits upon a ship's AA fire into consideration. I believe that the same should be extended to the decks of a carrier. Thus, whenever a carrier on either side has received one hit less than is needed to sink it, it can no longer launch or land aircraft. Planes aboard the ship cannot be transferred to the deck of another, nor can pilots; both are trapped where they are for the rest of the game.

Another factor in America's favor June 4, 1942, and absent from the game is American

Look at another game. Jellicoe has wiped out the whole German fleet, at no cost to himself. Scheer claims a victory because that was hour 31 after the Germans were spotted and therefore Jellicoe failed to drive all capital ships back to port in that time. Obviously, this rule needs some revision. How about a point system? I won't go into this in depth in this article; perhaps in a future article if the response is favorable. Address all letters, tokens of appreciation, and large-caliber shells to:

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radar. Because of it, the Yorktown was able to ready itself and survive the strike launched by Yamaguchi and the Hiryu.

Radar may be added to the game in the following manner. Immediately before the Japanese player attacks the American fleet (or Midway), he must inform the American of the exact number (NOT type) of squadrons attacking each zone. The American may then clear his decks (or Midway if the attack is being delivered there) by launching all readied aircraft; these planes cannot strike the Japanese, but fighters may be assigned to fly CAP.

Employment of destroyers is my next suggestion. Give each a surface factor of two, an AA factor of one, and two hits; each is worth two points when sunk. Allow two destroyers per square and deploy the pairs as you would regular ships. Destroyers move at the same speed on the search board but one square per turn faster in surface combat; they have a three square surface range.

For those who don't like to use nameless ships, the names of the destroyers at Midway follow. Kazagumo, Yugumo, Makigumo, Akigumo, Isokaze, Urakaze, Hamakaze, and Miakaze enter with the Akagi. The Mikuma group includes the Arashio and Asashio. M. Murasame, Hurasame, Yudachi, Samidare, Asagumo, Minegumo, Nat-sugumo, and Mikazuki protect the Kongo and company.

The Yamato group is accompanied by the Yukaze, Fubuki, Shirayuki, Hatsuyuki, Murakumo, Isonami, Uranami, Shikinami, Ayanami, Amagiri, Asagiri, Yugiri, and Shirakumo. American destroyers are Hammann, Hughes, Morris, Anderson, Russel, Gwin, Phelps, Worden, Monaghan, Aylwin, Balch, Ellet, Conyngham, Benham, and Maury.

Along with his destroyers, the American should be given the benefit of the submarines the U. S. Navy had stationed in the area. Names of the subs and good rules governing their use may be found in Carl G. Nelson's "Midway Equilibrated" (*General*, IV, Jan-Feb, 1968, pp. 10 and 11). The Japanese subs were stationed off the eastern edge of the board to find the U. S. fleet as it sallied forth to save Midway after the initial Japanese bombardment, so the Japanese player receives no subs. (The Japanese sub that gave the death blow to the Yorktown was returning from its mission.)

For those who wish further realism or who find the Japanese needing help, I suggest the

# Buyers Guide 2

by Donald Greenwood

*D. Greenwood is editor and publisher of Panzerfaust, the magazine regarded by many as the "best value in town." This accolade is really a testimonial to Mr. Greenwood's editorial abilities, borne of many years of wargaming in the raw. He has played in over 700 battle games, owns all 19*

*AH sports and battle games, and is a charter subscriber to The General. If anyone can submit unbiased opinions on all aspects of all 19 games, this fellow can...*

About four years ago, in Vol. 3 No. 6, of the *General* I published what turned out to be the forerunner of this article; the original "Buyer's Guide". It was my opinion that not all wargamers could afford to scoop up all of A.H.'s fine titles and had to be a bit choosy with their wargaming dollar. The wargamer has come to demand precision to the point where he is pretty darn hard to please. Unfortunately, not all wargames are automatically suited to all wargamers. Different people are interested in different aspects in a game. Therefore, as an experienced gamer, I felt qualified to give the wargaming public an unbiased picture of the entire A.H. line. Apparently the readership agreed with me because they voted my article one of the best of that issue. Here then is an updated and more comprehensive version of that original article.


To help you understand the chart let me define the various categories. S-U = Set-Up Time, PT = Play Balance, E = Excitement generated by an exciting, close finish, HA = Historical Ac-

curacy, C = Complexity, B = Degree to which the game is suited for beginners, PBM = Degree to which the game lends itself to play-by-mail, RC = Rules Clarity, PB = Play Balance, L = Degree to which Luck plays a part, VR = Value Received per price of the game, S = Suggestions or Comments.

The Set-Up column is given in tens of minutes while the Playing time is given in hours. All other columns are rated on a 1-10 scale with 10 being perfect and 1 being horrible. All 1-10 rating scales are slanted to give the best result; in other words the "10" for *Kriegspiel* under the luck category does not mean that the game is excessively lucky. Instead it means that the game depends very little on luck, which is, of course, the ideal situation. Dashes (-) mean that the category does not apply. Pluses (+) and minuses (-) indicate that the time specified is slightly larger or smaller than the figure indicated. Set-Up times are given for one person and include putting units on Order of Arrival sheets. When two people set-up the game, the time will naturally be cut in half. All reviews are of the version of the game most frequently played. For what it's worth, the games are listed in the order of my personal preference.

Here's hoping that this article helps you to invest your wargaming dollars wisely so that you'll be satisfied with your purchases.

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fighter quality rule as follows. All Japanese fighter squadrons in the game are equipped with the Zero which was, at the time of the original battle, the best fighter in the Pacific. To show this, each Japanese fighter squadron is given a fighting strength of 1.25 (4 squadrons have a fighting strength of 5).

The Americans employed two fighter types in the Battle of Midway. All fighter squadrons originally on the American carriers and two of the Midway-based squadrons consist of F4F Wildcats; each of these squadrons has a fighting strength of 1. The remaining fighter squadrons are equipped with P26 Brewster Buffaloes and have a fighting strength of .5.

Fighting strengths are used to determine odds in fighter vs. fighter combat and losses to undefended bombers; simply add fighting strengths and use the total as you would the number of squadrons. Defending fighters may "strip off" to attack bombers when fighting strength odds are 1-1. Losses are still taken in squadrons with Buffaloes ALWAYS being the first lost.

The fighting strengths that I use are purely arbitrary and may be adjusted to suit the players' wishes, but the relative rankings of the fighter types are valid and should be retained. For those who doubt the marked obsolescence of the Brewster Buffalo, I offer a quote from the after-action (Midway) report of Capt. Philip White: "It is my belief that any commander that orders pilots out for combat in an F2A-3 (Brewster Buffalo) should consider the pilots lost before leaving the ground."

## Sources

Anthony J. Watts' *Japanese Warships of World War II*

Martin Caidin's *Zero Fighter*

Donald Macintyre's *Aircraft Carrier - The Majestic Weapon*

Walter Lord's *Incredible Victory*

Samuel E. Morrison's *Two Ocean War and the more comprehensive History of U. S. Naval Operations in World War II (IV, "Coral Sea, Midway, and Submarine Actions")*

Kevin (Tora) Slimak  
3 Primrose Lane  
Caseyville, Ill. 62232

## Guide Chart

	S-U	PT	E	HA	C	B	PBM	RC	PB	L	VR	S
Football Strategy	1-	1-	10	-	4	10	1	8	10	9	9	Organize Leagues
Stalingrad	3	2-3	5	8	5	9	10	9	3	6	9	4-5-6 Repl. Rates
Midway	6	3-4	8	7	8	4	0	6	5	7	10	B-17 Rule
Anzio	5	3-4	6	9	9	3	7	7	6	8	9	6 diff. games
D-Day	6	1-5	7	5	7	5	5	8	6	6	9	PT is dependent on success of invasion
Afrika Korps	4	2-4	8	4	6	7	9	6	7	4		
Bismarck	2	1-	9	7	5	9	1	8	8	4	8	Tournament version is lacking.
Blitzkrieg	7	4-6	7	-	8	4	7	5	9	8	8	Full Optionals
Baseball Strategy	2	1-	8	-	4	9	1	10	10	7	7	Keep Statistics
Battle of the Bulge	5	3-4	6	3	7	6	8	6	5	8	7	PB is improved with optionals
Tactics II	3	2+	7	-	6	10	8	8	6	7	7	No 1st turn invasions
Guadalcanal	3	2-4	6	8	7	5	6	7	6	8	7	PB is improved with optionals
Waterloo	5	2-3+	5	8	5	9	9	8	7	7	7	
Lemans	1-	?	5	5?	5	6	1	8	8	8	6	PT depends on no. of cars & laps too long
Kriegspiel	1	1+	6	-	5	9	8	9	9	10	4	Meant for the Gen'l. Market
Jutland	4	10-	5	9	10	1	0	8	8	9	7	Naval Enthusiasts Only
1914	7	4-8	4	9	9	1	3	5	6	9	6	Marginal Victories are no good!!!
U-Boat	1-	1-	8	6	3	7	0	8	8	3	2	Overpriced!
Gettysburg	3	2-3+	4	8	6	6	3	9	2	7	5	Victory conditions are ridiculous!

The Question Box column has been appearing in the GENERAL for many years. Since some issues containing the column are out of print, and in order to simplify the process of checking on official rulings, we will gather all the past Questions and Answers into one issue. This month Afrika Korps will be covered.

## AFRIKA KORPS:

Q. Suppose a 7-7-10 Unit is completely surrounded by 1-1-6 zones of control and there is no supply unit within the encirclement. Can the 7-7-10 Unit attack out?

A. Yes, if there is a supply unit outside. Once the 7-7-10 is moved against a 1-1-6 Unit, there occurs an automatic victory situation which immediately negates that 1-1-6's zone of control, thus providing a supply path to an outside supply unit.

Q. Suppose movement after combat, say onto an escarpment, places the attacker adjacent to any enemy supply unit at the end of the turn. Does he capture the supply unit?

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

Q. Can units move directly between E-18 and F-19?

A. No. Nor is combat allowed between units on those squares.

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

A. One Allied unit is removed. The side with fewer combat factors removes all of his units. The other side must remove at least as many factors. Factors are computed at doubled rates.

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

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

Q. Can a supply unit pass over an automatic victory situation and supply another battle while supplying the automatic victory?

A. Yes.

Q. A German 7-7-10 Unit is attacked and forced to retreat. The only retreat route is into a zone of control of a 1-1-6 unit. Does this retreat establish an automatic victory?

A. No. The 7-7-10 is eliminated. A unit can attack only during its turn.

Q. If the Rommel Unit is isolated for two Turns is it eliminated?

A. No.

Q. May units move from a plain square to a road/escarpment square and use the road bonus in the same turn?

A. Yes.

Q. If the German player uses his last supply unit on the 1st May turn, and fails to get supplies on the 2nd May turn, does he remove all units and lose the game?

A. No. But if he fails to get supplies on the 1st June turn, he does lose all units and the game.

Q. If a Unit uses his entire road bonus and ends on a road/escarpment square, may it continue on

## Question Box

the road/escarpment squares using its normal movement rate?

A. Yes. But it must stop on the first non-road escarpment square it moves to.

Q. When the Allies have "built" the larger substitute units and one of them is involved in an exchange situation, may they break down the unit into its original counters in order to avoid elimination of the entire composite unit?

A. Yes.

Q. Do the Germans roll for supplies on the first April turn?

A. No. They do not control their home base.

Q. Do the British get a second supply unit on their first April turn?

A. Yes. At Tobrukh.

Q. Can an automatic victory attack be made on a combat unit in order to get to and capture a supply unit which will then sustain THAT automatic victory?

A. Yes.

Q. Can one friendly unit move into an enemy zone of control (and attack no unit) while a second friendly unit attacks the enemy unit?

A. All units in enemy zones of control MUST attack some enemy unit.

Q. If a unit in a fortress is surrounded, can it move one square outside the fortress to a vacant square and attack only the unit (or units) that it is then adjacent to?

A. Yes.

Q. Is movement onto squares containing letters or numbers for grid coordinates allowed?

A. No.

## KRIEGSPIEL

Q. Can a unit on D-3 attack a unit on E-4 or D-4?

A. No.

Q. Can supply units stop on sea squares?

A. No.

Q. Can armor units attack infantry that is in woods?

A. Yes.

## D-DAY

Q. If 1/2 of the units on a square are eliminated in a SAC attack, are the remaining units immobilized?

A. No.

## MIDWAY

Q. May units move off the search board?

A. Yes. Japanese units can move off the west edge; US units can move off the east edge. Once off, units must stay off for the rest of the game.

## ANZIO

Q. If the Germans get air help (attack one column higher) against the Allies, do they on that turn also get the advantage against Italian units behind their lines?

A. Yes.

Q. May IL units that have moved their full MF then advance after combat?

A. Yes, the full number of squares allowed by the Table.

Q. Exactly when does the German get the one-column advantage for recapturing all airbases under the "Optional First Invasion" rule?

A. Immediately. If the last airbase is recaptured on attack No. 4, the German gets the on-column advantage on attack No. 5.

Q. Can Italian units on the first turn "capture a good airbase" under the above rule?

A. No.

Q. Can Partisan units "undouble" river defense lines?

A. Yes.

Q. If a German attack forces Allied units on the coast to retreat, can they retreat to sea?

A. No. The "Amphibious Transfer" rule can be used only during the Allied turn.

## STOCK MARKET

Q. Using the Conversion optional rule, what is the advantage of ever converting Preferred to Common stock (Blue Chip) when the rule states that the price of Preferred can never be lower than Blue Chip?

A. In the game there really is very little advantage to do so. The one advantage is strategic to the play of the game: by converting to Blue Chip, one can sell it to depress the market if it is in one's best interest to do so. In real life, however, the advantage to conversion lies in the fact that Preferred stock is usually callable after a certain period of time. Here's what happens: Let's assume that Convertible Preferred has a life of 2 years. At the end of that two year period, owners must redeem that Preferred for a fixed sum. Thus, if a Preferred is callable (redeemed) at \$60 but happens to be trading at 70, the corporation only pays 60, not 70. What happens, of course, is when the callable date approaches the trading price on the exchange will begin correcting itself downward to the callable price of 60. (Who will buy at 70 on the day before it must be redeemed for 60.) This was difficult to reflect in the game rules without unnecessarily complicating the game. However, Avalon Hill was remiss in not at least explaining the situation as we have done here. You can, however, reflect such a rule by incorporating the following supplemental rule: "All Convertible Preferred stock must be redeemed with the Broker @ \$60 as the last function during STEP 3 in Turns 6 and 12. In STEP 4, place Preferred marker at 50." By employing this rule addition, one may now have valid reason for exercising the conversion privileges. A similar addendum must be added for Convertible Bonds, to wit: "All Convertible Bonds must be redeemed with the Broker at 110 (\$1,100) as the last function during STEP 3 in Turn 12."

Q. I'm thinking of designing my own battle games. Are designer's supplies available from Avalon Hill?

A. Yes — we sell white cardboard sheets measuring 22" x 28" containing only the hexagons, mailed postpaid in tubes @ \$1.00 per cardboard sheet. We also sell sets of die-cut counters. They are also white and contain no printing or colors. You get approximately 169, 1/2" counters per sheet @ \$.60 per sheet postpaid.

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# Contest No.40

On this the 26th anniversary of the Ardennes Campaign, we are going back in time to establish a hypothetical historical situation. The Operations Sheet reflects just about what might have taken place. You as German commander must initiate an attack plan that, in the opinion of Avalon Hill's tactical experts, holds the best chance for success.

All you have to do is to write in the unit number of the German attacker next to the proper Allied defender. If one German unit is

attacking more than one U.S. Unit, then you must so state. Also, state in which order you would resolve all battles.

The ten entrants who come closest to what our experts consider is the optimum tactics will be awarded gift certificates. Entries must be post-marked no later than December 15, 1970. Please state what you think are the three best articles of this issue: This selection has no bearing on the contest results but entries not bearing this information will be voided.



U.S. Defender	German Attacker	Attack Order
501		
502		
506		
CCR		
317G		

Headlines of 3 Best Articles: \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

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

## Letters — Yes, We Get Letters

Dear Sir,

I'd like to take this opportunity to thank everyone who wrote me about "The Decisive Arm", and to apologize to the many whose letters I simply could not answer. Perhaps this letter can serve as a collective answer to some of them.

First, I haven't got a definitive set of Waterloo revised rules worked out in a reproducible form, and even if I did they would have so many A-H rules incorporated into them that there would be a serious violation of copyright involved in selling them; and I haven't got the financial resources to send out thirty or so copies for free!

Second, I hope in a series of articles for *The General* to continue my analyses of simulation factors, and perhaps these will answer most of the specific questions about rules and methodology.

Finally, while I enjoy face-to-face games and don't get enough of them, I simply cannot take on the commitment of games by mail no matter how seriously my manhood, courage, and virtue are challenged. My time isn't my own, and my publishers' schedules can't wait for me to take Quatre Bras or Stalingrad! But thanks for the offers and the letters, and I do greatly appreciate letters from those who have tried to make use of my principles in rules for various games. The more reports on specific applications I have, the more likely the suggestions I make are going to work in play.

J. E. Pournelle, Ph.D.

Dear Editor:

I am glad to see that AH has broken out of its old mold with a completely tactical game. Now I hope you will consider some multi-player game of a grand-strategic nature.

E.D. Henderson's plan "Barbarossa With a Purpose," (Vol. 7, No. 3) seems based on wishful thinking. Task Forces North and Center will never get near Leningrad or Moscow without massive armored support. The Finnish force will be eliminated by the fifth turn by any competent Russian. Leningrad will not be surrounded and won't fall, since there will be so much time for the Russians to prepare a strong defense before the Germans get there in spring or summer (if they get there at all). The plan is too inflexible, for once the Russians see that the Germans are driving on Stalingrad, they will beef up that sector — North and Center will provide no threat, even with reinforcements. German armor will be squandered either eliminating delaying units (1 or 2 a turn until late in the game) or making low odds attacks. When the Germans finally get to Stalingrad (if they do — using 4-6-8 replacements they shouldn't) it will be too late in the game to get to the other cities, let alone take them. The only virtue of this plan is that the German army should remain essentially intact. If the Germans had ten or fifteen more turns they would probably win.

Lewis Pulsipher  
8244 Swift Road  
Battle Creek, Michigan 49017

Dear Sir:

I enjoyed my first issue (July-Aug., 1970) of "The General" — especially the article by John Ellsworth, "Realism and Play-Balance", on page six. The two paragraphs on bringing a First Turn Surprise Table into "Stalingrad" were excellent. I had the same notion that the Germans were being denied their blitzkrieg in this game — had it two years ago, but never told. My idea was to ignore the rivers, and treat them as plain squares on the first turn, thus keeping the Russians from doubling up behind them. Mr. Ellsworth's plan is better, however.

I would like to make this further suggestion of a variant: Since the First Turn Surprise Table will necessarily clobber the Russians, it might just tip the balance too far in the Germans' favor, so that "Good Old Uncle Joe" never wins. I suggest that the Germans themselves get a nasty surprise in the December turn, if the Russians manage to hang on that long. Make the Russian replacement factor 12 per city for that Russian turn only.

Since "Stalingrad" is the only WW II Avalon Hill game I own, besides "Afrika Korps", I would be interested in back issues of "The General" that have large portions devoted to "Stalingrad." Can you advise? I'll pay for five back issues.

Henry M. Hope, Jr.

Very few of our back issues "have large portions devoted to Stalingrad." We can say that most issues contain at least one article on this subject. But because we have a large number of battle titles — 17 to be exact — it would not be in the best interests of the readers to devote too large a section of one issue to any one particular game.

Dear "General,"

I notice that Stalingrad play-balance continues to command considerable attention in club magazines.

I've never seen mentioned what is one of the simplest methods of equalizing the game: change the victory conditions so that Germans win by capturing only 2, or even just 1, of the 3 key cities.

Mr. and Mrs. Thomas Oleson  
115-7 Hilltop Rd. (SmokeRise)  
Kinnelon, New Jersey 07405

Dear Sirs:

In last issue's (Vol. 7, No. 3) "Minor Country Alliances," reference is made to units mentioned in an article of Vol. 2, No. 6. What are these units???

Mark McCandless  
410 N. Jefferson  
Martinsville, Indiana 46151

From Vol. 2, No. 6 they read: For the YELLOW country add a total of 5 Armored Units made up of 4, 3-6's and 1, 4-5 unit; add 11 Infantry units; 3, 3-3's and 8, 2-3's add 2, 3-8 TAC units; 2, 3-12 Fighter units, and 1, 3-10 Medium Bomber unit.

For the WHITE country: add 3, 3-5 Armored Cavalry units and 1, 2-6 Armored Cavalry unit. Also add 11, 2-2 Infantry units and 1, 3-3 TAC Air unit.

For the BROWN country: add 2, 3-6 Armored units; 6-3 TAC unit and 1, 3-10 Fighter units.

For the GREEN country: add 3, 3-6 Armored units; 1, 5-6 Armored unit; 6, 3-4 Infantry units; 6, 2-4 Infantry units; 4, 2-8 TAC units; 2, 2-12 Fighter units, and 1, 2-10 Medium Bombers.

For the BLACK country: 1, 4-6 Armored unit; 1, 5-6 Armored unit and 1, 3-6 Armored unit; add 3, 3-5 Panzer-Grenadier units; 3, 3-4 Infantry units; 1, 2-3 Parachute Infantry unit; 1, 6-3-4 Breakthrough Artillery unit; 2, 3-8 TAC units; 2, 3-12 Fighter units; and 1, 2-10 Medium Bomber units.

The Air Transport capability: 3 per turn for YELLOW, 1 per turn for WHITE, 2 per turn for BROWN, 3 per turn for GREEN, and 4 per turn for BLACK.

Dear Editor:

Now entering my fifth year as a subscriber, I'd like to make some comments (I figure I'm entitled to some):

First of all, I agree with a letter in your September issue: if you must delete anything, do away with the recruitment ads first. Also, you don't have to give club listing every issue. If you must, why not make it every other issue, or infrequently? Anything but use valuable *General* space for club listings.

Secondly, I'd like to say something for the American commander in Battle of the Bulge: in the last several years, there have been at least seven openers for the German, all with at least several good points. Most of the help to the American has been general, (don't get surrounded, cover the roads, try not to lose (I), etc.), or for the latter parts of the game. I'd like to give 2 tactical suggestions for the early (and sometimes later parts) of the game which I haven't heard or seen written. (In other words, I'm not copying anyone). 1. If possible, try to get part of the 4th Divisions to build a fort on LL34 at 16PM (17AM if you're fortunate). Until removed, THIS

FORT KILLS THE MARTELANGE ROAD. 2. Whenever you have to defend on clear terrain, try to set up your defense such that you have a unit next to the defender. This is important. If you don't, the German can get a big advance on most battles. Many American commanders overlook this simple (if you have the units) safety device to prevent large advances.

Joel Klein  
170-14 130 Avenue  
Jamaica, New York 11434

TO: The Editors of the General:

As owner of all 40 issues of the *General* published to date, as well as the editor and publisher of my own magazine (*Panzerfaust*); I would like to make a few comments on the quality of your publication.

First I want to commend you for maintaining the \$5 price tag. In these days of rising costs you should be congratulated. The cost of a subscription, although outrageous when you first started publishing, is actually a good buy now when you consider the discount coupons. I have seen the *General* progress from a bland rag to a fine magazine... totally deserving of its' reputation as the cementing force of wargaming.

Article wise, you've gone through three periods. The first being the waste-of-space-garbage you were forced to use in your first year of publication; the second being the perfect plan and other trivia written by average gamers which was so looked down upon by the S&T crowd; and the third period is your present excellent mix of articles by surprisingly competent authors. Competition for publication of articles must be quite high. This is my quaint way of saying that for the past year the *General's* material has been of excellent quality and something which the S&T crowd may still scoff at, but they're smiling while they do it.

As to your layout: The Avalon Hill Philosophy is an excellent device by which you can communicate with the average gamer and give him some inkling of what's happening behind the scenes. Keep it up, despite the negative comments to the contrary. The Question Box is a worthwhile service which shouldn't be dropped but only used as a space filler.

The listing of the official A.H. games clubs is ridiculous for many reasons which I won't bother to go into here. Most of those listed are nothing more than groups of 2 or 3 gamers which disintegrate within a few months and really don't have anything to offer. Ditto with the Opponents Wanted Advertisement Boards and Club Registration forms. These things are a waste of space. Why can't people just write down the necessary information on a piece of paper? If you must persist with these features, at least reduce them in size and to occasional appearances — i.e. not every issue.

The Letters page and the Infiltrator's Report are excellent vehicles for communication between the readership and dissemination of wargaming news. By all means continue them. The contest is also a good feature as is the subscriber discount but I have a gripe with their placement. Why must they always be located on the back of some interesting part of the "zine which has to be torn out to be utilized. Why can't they be placed on the back of such near-useless features as the Game Club listings or those other miscellaneous forms you clutter up the 'zine with?

Lastly, comes the Opponents Wanted Page. What can I say? Without it there would be no reason for the *General's* existence. By all means continue it.

In parting, I might add that I though the *General* was long since overdue for an increase to 20 pp. but we can live without it as long as the present quality is continued and if the format is freed of some of those space wasters I mentioned earlier.

Donald J. Greenwood  
4 E. 8th Ave.  
Clarion, Pa. 16214

Dear Sir:

The suggestion made by John Ellsworth in his July-Aug., '70 article "Realism and Play-balance" for tripling the German attack factor in Stalingrad on the opening move has much merit. However, after having played the game a few times under this rule, I found the Russian players positioning his troops so as to allow for this initial attack factor increase.

The following table for calculating the initial German attack factors was therefore devised to overcome this problem:

Die	Attack Factor
1-2	Triple
3-4	Double
4-5	Same

The die is only rolled after the Russian player has placed his troop counters on the board. Thus, the Russian player cannot position his troops with any assurance that his defensive position is best to combat the odds under which the German will be attacking.

The rolling of the die to determine the attack factor odds may be at either of two times. For the non-daring, the die may be rolled before the Germans cross the border, but for those who want greater excitement, the die is to be rolled immediately preceding the first roll to decide combat. This latter method is more true to actual combat conditions for one does not know if he has obtained surprise or not until the troops are actually engaged.

For added excitement one may use the following table to calculate a surprise attack factor for the Russian December winter campaign and the German May spring campaign:

Die	Attack Factor
1-2	Double
3-6	Same

The winter and spring surprise attack factors differ from the initial German surprise attack factors in that instead of applying to the whole front they apply only to an Army Group Area, i.e. only the Ukrain.

Charles H. Bogart  
201 Pin Oak Place  
Frankfort, Kentucky 40601

Dear Sirs:

Concerning the quote allegedly made by A. Hitler in 1932 that slipped into the *Infiltrators Report* in the January-February 1970 issue of the *General*, I would be interested in knowing the source of the quote. There was an interesting article in the April 21st issue of *National Review* by John D. Lofton, Jr., researcher for *National Republican Congressional Committee*. It appears that the quote was first used by Jerome Beatty in *Saturday Review*. Mr. Beatty got it from Prof. Gayer, who got it from Prof. Hardy, etc., etc., until we get to Prof. Adams of the University of California, who doesn't know where the original came from.

Another mention of the quote comes in the *Des Moines Register*. They got it from a speech by Senator Edmund Muskie. When questioned, Sen. Muskie said he got it from a friend and that his staff was working with the Library of Congress to authenticate it.

As of now the Library of Congress has not been able to find the above mentioned quote. When they ran out of printed material they checked with William Shirer and Dr. William Allen of Wayne State University, a specialist on Nazi Germany. Neither of these two were able to document the quote and Dr. Allen said the statement was not typical of Hitler; it was too concise.

In his article Mr. Lofton lists other publications and persons who have used the quote. Indeed the quote as it originally appeared was shorter than the one you printed. The last three sentences appear to have been added first by Dick Gregory on the Merv Griffin show. No one who has used the quote can document it. In short, it seems that whoever originated the quote followed the advice of Goebbels, who said, "It is my task to provide the naively credulous with the arguments for what they think and wish, but which they are unable to formulate and verify themselves."

J. Brooke Duval  
300 Gateswood Rd.  
Timonium, Md. 21093

## Infiltrators Report

SUMMERTIME has come and gone, but not forgotten — especially by those attending the "Big Three" Conventions. On July 11-12, St. John's University hosted the "Mil Con II" convention with 125 in attendance; most glued for 12 hours over Avalon Hill game boards with a few splinter groups engaged in miniatures play. The third annual Spartan International convention, Long Beach, California August 15-16 drew record crowds; a not unusual feat for this ever-growing body of wargamers. Sparta also celebrated its fourth birthday with its traditional commemorative picnic, one of many oft occurring features that, in part, is responsible for the organization's growth. The last of the conventions, held for the third time by the IFW in Lake Geneva, Wisconsin, again broke all previous attendance records. All three organizations have set in motion plans for 1971 — and all three, because of growth, must look around for larger facilities. Good work, fellows.

MEANWHILE, the IFW has already announced the beginning of its 2nd annual IFW "OPEN" Tournament. Entries commence immediately, closing by April 30, 1971. Tourney will last for one year, with over \$300 in cash prizes to be offered. Each entrant plays five games within the one-year time span, awarded points as interpreted by the rules committee. Complete info available from Tourney Director, Paul Cote, 6491 N. Newland, Chicago, Ill. 60631.

COLLECTOR'S ITEMS; Hold on to your old "Generals." With an ever increasing demand for out-of-print issues, speculation is running high. For example, Fred Ennerson, 1565 Sunrise Circle, Carlsbad, Cal is offering 5 clams each for Vol. 1 editions; sales of these same issues went for double the price at the recent IFW Lake Geneva convention.

LITTLE WARS, by H.G. Wells, is enjoying a



Photo Len Lakofka

Lake Geneva, Wisconsin — opening day crowd chaffing at the bit awaiting termination of welcoming speeches.

resurgence of interest. It is published by The MacMillan Company, 866 Third Avenue, New York 10022. Could be a nice gift for a hard-core friend.

KEEPING UP WITH MILITARY NEWS is a most difficult task especially when researching data for games. How does one implement something like this into a game's design: An "instant foxhole digger." A small container of liquid explosive enables an infantryman to create a crater three feet deep in less than one minute. And you should ask, "what's happening to all those inactive carriers?" They will be converted to low-cost housing units and/or factories which can be floated to wherever there is employment in great supply.

THE MAGAZINE RACK, as "The Gamesletter" calls it, briefly lists all major magazines and newsletters pertaining to the wargaming scene. And for those who don't happen to subscribe to The Gamesletter (12315 Judson Road, Wheaton, Md. 20906) here listed alphabetically are capsule comments on their capsule comments: Canadian Wargamer, 4578 Brentlawn Burnaby, B.C., Canada — 50 cents worth of mimio'd and offset news for everyone in wargaming circles; D-ELIM, St. John's University, Utopia and Grand Central Parkways, Jamaica, N.Y. — Xerox'd newsletter for members of MSC in the main, good quality editorializing on AH and related gaming; Die Lage, RR No. 3, Box 189, Battle Creek, Mich. 49017 — official newsletter of Die Deutesche Wehrmacht; Kommandeur, P.O. Box 134, Whippany, New Jersey — relevant only to AHKS members, dealing mostly with PBM methods used by adults gaming on an international level. Panzerfaust, P.O. Box 280, Sayre, Pa. 18840 — a publication of the Pennsylvania Organized Wargamers but pertinent to all. Still considered among the best buy for general wargaming interests; International Wargamer, 3919 W. 68th, Chicago, Ill. 60629 — vastly improved house organ of the IFW which holds great appeal for all, members and non-members; Spartan International, 5820 John Avenue, Long Beach, Cal 90805 — great diversification, an absolute must for wargamers and military history buffs, ranks with International Wargamer and Panzerfaust in value; Strategy & Tactics, Box 396, N.Y. 10009 — only professional magazine available for wargamers. Highly historically oriented, best place to "steal" that data you need for your own amateur game; Wargamer's Newsletter, 69 Hill Lane, Southampton, Hampshire, England — strictly for those who fight with model soldiers, an absolute must for the tabletop wargamers. The wargaming world abounds with many other magazines and newsletters too specialized to list here. It is

sufficient to say that the sport is thriving if the increase in number of such periodicals is any indicator.

ALICE'S RESTAURANT has nothing on Lowry's, P.O. Box 1123, Evansville, Indiana 47713. Lowry's is just about the only place we know that has everything for the wargamer, including games that aren't even commercially marketed. But that's because Don Lowry happens to be a game nut (in more ways than one: he sells AH games at discount prices.) Our thanks also to Don whose illustrations have graced this magazine from time to time.

CHARLES WRIGHT is off to a flying start in his quest for the \$15.00 1st Prize in Sparta's recruitment drive. Recruitment of new members shouldn't be too difficult — Sparta keeps throwing "National Money Tournaments" just about everytime a new member is inducted. Latest tourney, in honor of Mike Wells' recruitment, offers cash and trophy prizes for Sparta members. Better join ASAP.

DEFENSIVE STRATEGISTS in contest No. 39 on the whole held the Avalon Hill team in check. In fact, 35 contestants recovered an Avalon Hill fumble on the first-down play. To decide on the best 10 defensive play-callers, the rules committee marked off gains and losses on succeeding plays. Our game plan called for Play 5 on first down and Play 8 on remaining Downs. (We were not awarded a 4th Down because Time had run out (no O/B plays.) In this light, best defensive "captain" was Peter Valeri, Brooklyn, N.Y. who got us to fumble on every play. In order of receding gains, remaining winners are: Paul Hutchins, Needham, Mass; Paul Pawlak, Addison, Ill; Edi Birsan, New York; Geoff Burkman, Providence, R.I.; Gary DeArmand, Knoxville, Tenn; Terry Lee, Hixson, Tenn; John L. Kuhns, Woodland Hills, Cal; Mathew Noall, Houston, Texas; and Hans Gelley, Tucson, Arizona.

LITERARY KUDOS to J.E. Pournelle, Studio City, California for "The Decisive Arm," voted best article of the previous issue. Other winners in order were: David C. Bell for "Strategic Jutland;" T/Sgt Robert A. Burge for "Tac Air in D-Day-Part 1;" Henry Gale and G. Burkman for "Minor Country Alliances;" and Randy Heller for "Ardennes Breakthrough-Plan of the Month."



Photo Richard Sidorsky

St. Johns U, Jamaica, New York — Legion of Stalingrad devotees re-fighting the eastern front at the Mil Con II convention.



## OPPONENTS WANTED

From opponents wanted in Battle of the Bulge and Stalingrad. The game of Sicily is now on sale. For details write Larry Cheatham, 1300 Bannister Drive, Anchorage, Alaska 99504.

Yes, here in Tucson we play any type of game. Ftf is our bag. Strategic Games Society plays all AH; Diplomacy, Consensus, 3M games, anything you've got. Interested? Contact Hank Helley, 645 E. University, Tucson, Ariz. Phone: 622-9665.

Starting December 1 Third player services for any interested. All letters answered. Test yourself against an unknown enemy. Ribbons for victors. Eos P.O. Box 2526 Tucson, Arizona 85702. This is an honest challenge.

Who is buying all the war games from hatches? There must be at least one other fanatic in Boulder. Please write or call Dick Nixon, 875 Alpine No. 22, Boulder, Colo. 80302, 444-3311, 8-4 PM.

Fanser Lehr's membership is growing so fast that I must make a public challenge: FL challenges any and all clubs to a pbn wargaming tournament. Grant Sittler, 409 So. Grant, Ft. Collins, Colo. 80521.

Looking for a club to join? Well join SHAEF. Write, Derald Riggs Box 153 Westcliffe, Colo. 81252. Join the active club, SHAEF!

Adult (30) wargamer wants serious ftf. Have Bulge, Blitz, AK, Chancellors, D-Day; or will play yours. Will drive reasonable distance. Kevin Griffin, P.O. Box 2441, Culver City, California 90230; or phone 836-5036 after 7 pm.

Wanted: One opponent for Kriegspiel. Will haggle over the rules. Pbn only. Desire relative novice who will finish game. Want info on Poultron press games. Join SICL. Roger Ellison 2030 Dover Fairfield, Calif. 94533.

Desire to collaborate in designing realistic war games. Interest in Logistics, Naval warfare my specialty. Also will be pbn third player. Have some optional rules. M. Measel 7547 Sutton Dublin, Calif. 94566.

Conquer! Conquer a 100 planets like ours extend your! Influence over 400 billion! Beating! Conquer space! Pbn Blitzkrieg for a starter! Mile Scholer 427 Poppy Lane Glendora, Calif. 91740.

Sic face to face chapter has formed in South Bay area. Appearing are Asia '40, Trafalgar, variants etc. Will play Bulge (German) no quitting in middle! Randy Heller, 1468 Richardson Avenue, Los Altos, Calif. 94022.

Trafalgar pbn opponents wanted (Will play either side) Perry Andrus c/o Bob Chack, 10392 Laders, Senda, Santa Ana, Calif. 92708. Also ftf Opponents in Blitz in the UCI and Newport Beach, Calif. area.

Pbn Bulge (No weather or one-way). For sale: Blitzkrieg \$5.50; Tactics II with pbn set \$5.50, Stalingrad with pbn set \$5.50, I pay postage. Mark Hager, P.O. Box 763, Quincy, California 95971.

Sic has a face to face chapter in San Jose Sunnyvale area. Contact Robert Partner 783 Wedgewood Drive San Jose, Calif. 95123. Phone number 227-2638 regular meetings, tournaments trophies are offered.

Are there any ftf Tac-II players in San Pedro? If not will pbn. Paul Bond 838 Earhart Pl. San Pedro, Calif. 90731.

Vietnam lacks play balance! Entirely too realistic! Meanwhile, I need ftf opponents in Bien Hoa - Long Binh area. Newspapers out of date for pbn. Help! L. Hank Roach, c/o 10669, apt S.F. 96227.

Ftf Anzio or your choice. Am 25, will drive, pbn Bulge I'm U.S. all options. Please send your move. All moves answered promptly. Pete Lewis, 256 Collins No. 4, San Francisco, Ca. 94118, phone 668-9600.

I challenge any and all Midway players to pbn. Take your choice of sides and optional rules. I can promise you a good game. Jim McPherson II campus circle, San Francisco, Calif. 94132.

Opponents wanted for A.K. Bulge, D-Day, G-Burg, S'Grad, Tactic II, Waterloo, B'Kreg, will take any side please write David Nest Co A Box 553 USASAFS SOBE APO SF 96331 pbn only.

Can you beat Rommel? If you think you can write me and prove it. If you don't think you can write and I'll beat him. Write Stan McGee 109 San Juan Road, Salinas, Calif. 93901.

Pbn Blitz 1914, as Blue Germans. All tournament rules in Blitz. Send Advanced Game rules for 1914, ones that can be played without a third person. Gary Chapman, 3255 Catalina Ave., Santa Clara, Calif. 95051.

Will play Bulge, Blitz, AK, W-oo, 1914 pbn or ftf any AH game. Sic Bay area Chapter forms. All interested please contact: Mile Mac 1505 Lochmar Sunnyvale, Calif. 94067, 248-7220.

Wanted: Stalingrad II and any information on it. If you have it, or know about it, don't be shy - Let's hear from you. Kevin Thomson 5516 South Hoover Avenue Whittier, California 90601.

Want to join a club? Join Riechsgrenader division Hoch und Deutschmeister. We offer a club newspaper with historical accounts and game strategies. Wntg, Neil Kingsley 135 Jonathan Rd., New Canaan, Conn. 06840.

I have 4 pbn Diplomacy games going right now and I am willing to start more in the near future. If you are truly interested, contact Doug Schofer 84 Farm View Drive Guilford Conn. 06437.

Wanted! Info, or all clubs in Conn. Need advice on AK. Will play AK with anyone. Jeff Rubin RFD Palmer Neck Road Pawcatuck Conn. 02891. Attention! Gentlemen of Honor! Serious pbn opponents wanted for Stalingrad and Afrika Korps. (either) All games finished to very end.

## OPPONENTS WANTED

All letters answered. Peace through Victory! Write: Kazimierz Rybalski 169 Buckingham Street Waterbury, Conn. 06710.

Players in South Miami-Kendall-Perrine-ave? Have 7 AH games for ftf. Pbn W-oo Bobf K-spiel, S'grad. info on clubs and non AH games please, William Chaiders 13470 SW67 Ave. Kendall Fl. 33156 238-0665.

USF College student wants ftf in any AH game and Battle of Britain in Tampa Bay area. Live one mile from USF, Tim Chandler, 12745 N. 17th St. C-6, Tampa, Fla 33612. Phone: 971-8938.

Wanted ftf opponents in Tampa Bay area. Also pbn in AK contact Brian Heavey, 44 Palm 12408 Florida Avenue, Tampa 33612 phone 933-4849.

Want info on space wargames. Will pbn AK, Blitz, Bulge, D-Day, 1914, S'Grad. Either side, all rules or agree first. Jim Crist, 1546 Clark St., Apt. 405, Honolulu, Hawaii 96822.

Wanted: opponent for short Blitz game. Write for details Jeff Nelson, 1636 Garrity Blvd. Nampa Idaho, 83651.

Face-to-face opponent wanted in Midway, Guadalcanal, Afrika Korps, Blitzkrieg, Stalingrad, and Battle of Britain, in the Anderson College area. Contact Daryle E. Hull, 830 E. 7th st., Apt No. 3, Anderson, Ind. Phone 664-5659.

Ftf anyone in Chicago Northern Indiana area. Willing to learn pbn. Give me a call 210-872-1060. Please Box 225 Beverly Shores ind., Zip 46301 David Razi.

Am interested in non-AH wargames (Tannenberg, Battle of Britain, Crete, China, 3D chess, etc.) List main aspects, prices and pbn, if any. Write Steve Kennedy, 1716 Cardinal Dr., Indianapolis, Ind. 46227.

Pbn Stalin (German) BB Basic (Kriegpiel) in Battle Bulge. Carl Rugenstein 365 S. Grand Indianapolis Ind. 46219.

Pbn Kriegspiel, Anzio; Jutland according to Vol. 6 No. 6 rules and maybe "Strategic Jutland" (Vol. 7 No. 3) Don Doumakes, 99 Old Oak, Barrington, Ill. 60010.

Opponents matched for Bulge variant, Operation Grief. All options. State side. Don Lowry, Box 210 G, Belleville, Ill. 62222.

Info on Non-AH wargames and military miniatures Ho-oo scale. Also ftf opponents. Martin Fension 6152 North Otsego Chicago, Illinois 60631, 763-0123.

Kriegspiel Game II, either side, any rules. Tom Ryan 1142 Artesian Chicago, Ill. 60655.

Wish to play Multi-Player S-Grad. Mike Kelly 140 Ensenada Cville Ill. 60110.

Will pbn 1914 am novice, Vincent Warther, 2422 Park Place Evanston Ill. 60201.

Pbn Anzio. Either side. Jonathan Breeson; 120, Augusta St.; Oak Park, Ill. 60302.

Want to pbn D-Day, Guad. Lane Marinello Box 311, Hincley, Illinois 60520.

Pbn, ftf, S-Grad, Gettys. Won't play hidden movement in Gettys. First turn surprise rule in General and rule supplement in S-Grad. Denny Dears, RFD Box 104, Henry, Illinois 61537, Area Code 309. Phone 364-2548 ftf.

Pbn opponents wanted for Bulge (one German and one allied opponent; all optional rules), Anzio (one German opponent for Game III and one allied opponent for game II), St. Stockfish 2121, Birch Park Ridge, Illinois 60068.

I am looking for face-to-face S. grad. player. Will travel reasonable distance, also interested in club. Rick Krull 223 Thatcher, River Forest, Ill. 60305.

Want ftf competition for board games and miniatures. Louis Bergeron, 208 West Michigan Avenue, Urbana, Illinois, 61801.

Pbn AK and Battle of the Bulge. Basic game of Bulge I am Germans in both. John Holman 11807 Enid Drive, Potomac, Md. 20854.

Ftf opponents wanted in Greater Baltimore area. Ftf or pbn all Mid. area gamers wanted for interest group Baltimore. Clay Dulaney 8201 Bellona Ave. Towson, Md. 21204.

Pbn Blitz, 1914, AK, Chicago, Flight of the Goeben (ftf) both Tac. Stra., Tac. Game 1.3, your choice everything. Lensman want to get involved in Diplomacy Game Kenneth Burke 105 Pond St., Billerica, Mass. 01821.

One opponent wanted for pbn Trafalgar. Please send rules you wish to use, and also side. Paul Hutchins 20 Arch St., Needham, Mass. 02199.

All wargames are played at "meetings" held in Greater Boston area on weekends. If interested in attending meetings or joining the Imperial Guard, call or write Greg Rubin, 52 Sturges Ave., Westwood, Mass. 02090. Phone 326-8575.

Looking for local wargamers. ESP for ftf Diplomacy; also AH TSG, spec. anyone interested in a Michigan pbn-ftf organization? Lewis Pulpshier 8244 Swift Road, Battle Creek, Mich. 49017.

Pbn W-oo and S-grad. I'll be French and either. In W-oo play with "Long Range Artillery Rule. See Issue 7-3. Scott Peth 1050 W. Stein, LaSalle, Mich. 48145.

Are there any wargamers in the Marquette area? If so contact Lon Janzen, 245 Kawabag Road, Marquette, Mich. 49855. Also want info on battle of Briton or tel me who makes it.

Can play AK, Gettysburg, S-grad. Will learn others. Desire ftf only. Write: Tony Bentley 7840 Greensfield, St. Louis, Mo. 63130.

Les Lightstone, 16091, Harden Circle, Southfield, Mich. 48075. I need ftf opponents. Anyone living in Oak Park, Berkley, Birmingham, Douthfield or the North Side of Detroit give me a phone call. My phone 553-4898.

## OPPONENTS WANTED

Pbn Bulge Americans all letters answered. Steve Karha 684 Riviera Drive, New Brighton, Minn. 55112. Please send me your German move!

Pbn opponents for Blitz, Krieg, D-Day. Herb Barents 157 State Zealand, Md. 49464.

Take on anyone ftf in Football Strategy. Any takers? 2907 Chaucer St., Pascagoula, Mississippi, Alec Butcher, D. Mark McDuff or just Butler.

Info on war games using armor wanted also info on war games beside AH and adult game mags. Write Carrick Davidson, 116 East Maple, West Plains, Missouri, 65775.

Pbn AK using point system, double set of counters, several other changes in the rules. Will take either side. Also pbn S&T's Renaissance infantry game. For information, contact Albert Bowie, Rt. 1, box 55, Winona, Missouri 65588.

Are there any ftf opponents in the Hudson County area in NJ? Will play most AH games. Call James Murphy, 149 Edgar St., Weehawken, 863-7518.

Have room for one more opponent in Bulge, first come first serve. Charles Dorer, 429 River Drive, East Paterson, N.J. 07407. Will be German any rules.

Wanted pbn Blitz. Any side tournament game only any optional rules. Will answer all letters. William Kunze, 28 Independence Avenue, North Babylon N.Y. 11702.

Pbn or ftf 1914 (Germ) Anzio (Germ) AK, B-Krieg, J-Land, D-Day, K-Spiel (all either). Prefer advanced rules. Am 21. James Mauro 3 Westwood Ct., Binghamton, N.Y. 13905. Also collect Nap. miniatures. Have info on others.

Fleety of pbn action available for most AH games, Diplomacy and Chess. Contact: Spuria c/o Alan Augenstein, 1775 Ocean Parkway C5, Brooklyn N.Y. 11223.

Pbn 1914 T II Guad. and maybe Getty. will be German. Email either, Ben Grossman 108 - 84, 68 Rd., Forest Hills, N.Y. 11375.

Play-testers needed: Steve Marsland, 78 Geneva St. Greene, N.Y. 13778.

I want adult ftf Krieg., Midway, in Jodson Hts. I am a novice war gamer. Gerald Tushman, 3706-8051, Jodson Hts., N.Y. 11372.

Adults pbn ftf available thru Corinthians V. Most AH games contact E.V. Spitzer, 51 Glen Lane, Kings Park, N.Y. 11754.

I'll play ftf "All" A/H games. Contact Glenn Davis, VS-31, c/o FPO New York 09501.

Want opponents for pbn or ftf in almost any AH game. Edward Light, 31 Prescott St., Rochester, N.Y. 14611.

I'm German veteran in war games, novice in pbn. Write Gary Dwyer, P.O. Box 626, Stony Brook, N.Y. 11790.

Pbn Bulge, D-Day, Guad., S-Grad, opponents. Partners preferred. We'll take either side. First 3 offers accepted only. Condon 1281, Breton Road, Valley Stream, N.Y. 11580.

Stalingrad player wanted by undefeated New York Champ. Jon Barsky, 71 Sandy Hollow Road, Fort Washington, New York, 11050.

One opponent wanted in each Traf. (no options) and Blitz (all options). I will be either and blue. David Liebman, 185 N. 4th St., Batavia, Ohio.

Opponents wanted in Bastogne (S&T 20). No options, either side. All challenges accepted! Pbn only, David Liebman, 185 N. 4th St., Batavia, Ohio 45103.

Achtung! German field-marshal will crush all degenerate westerners in Pbn Lowry's operation grief and pbn D-Day. Student will ftf any AH games or will teach/learn. Benderstrasse: Rick Bierneck, 530 Crossbrook Dr., Berea, Ohio.

Mike Smith (Calif.) Did you get info on Tolkien's Middle Earth game. Desire info for myself and friend who started me reading them. Please contact Chris McConnell, 123 Canfield Rd., Chardon, Ohio 44024.

Ftf players in the area are all welcome to visit my house. 2729 Stratford Ave., Cincinnati, Ohio 45220, near U.C., for wargames any weekend. Please call (513) 221-6601 first. Alistair Wm. MacIntyre. Join the IFW.

Wanted! Inexperienced - novice player for S-grad. First attempt at Pbn. Write Ron Nachtmann, 3914 Germania Ave., Cincinnati, Ohio 45227. I'll reply all letters. Rule discussions first.

I need a pbn opponent in S-grad with 4-5-6 replacements. I will be the good guy! Write Ron Nachtmann, 3914 Germania, Cincinnati, Ohio.

Will pbn or ftf AK, G-Canal. Prefer AK. This is my first attempt at pbn. Also ftf Jutland. May not quit. Chuck Eckerson, 13458 Parkway Dr., Lakewood, Ohio 44107. Phone: 228-1781 (216).

Will pbn or ftf in 1914. Will ftf in Guad., AK, Jul., Blitz. I am Allies japs Allies British, Either how to be in Cleve. area. Contact Bob Fulton, 98 W. Case, Hudson, Ohio 44236.

Pbn K-spiel (I) (I'm Black). Danny Stafford, 2207 High St., Portsmouth, Ohio 45662.

We recently started a club called Jgdganther and we would like to challenge other clubs to pbn Tactics II, D-Day (basic), Anzio (Game I), Blitz, (turn.) and Krieg (I). Jgdganther, 1224 North Ave., Portsmouth, Ohio 45662.

Decadent westerners and commie swine! P.G.W. will kick your backside into the Volga or the Atlantic. Pbn Tourn, D-Day, Stalingrad, Tourn, Bulge with options, Germans in all. Mark Scherba, 652 West St., Wadsworth, Ohio 44281.

The surrogate warriors, a new club of veteran wargamers. Will pbn any AH wargame to completion. Individuals and clubs are challenged. Need info on Chancellorsville. 314 Wadswack, Apt.

## OPPONENTS WANTED

H. Norman, Oklahoma 73069.

Ftf opponents wanted in Norman or Okla. City area. We have small club. Call 321-1030 ask for Joe Ryan or write me at 904 College St., Norman, Okla. 73069. We will play any game.

Pbn Kriegspiel. Will discuss sides, opt. rules, etc. Prefer straight AH method as in Pbn kit rules. Eric Wallace, Box 183, Lehigh Univ., Bethlehem, Pa. 18015. All ages and experiences welcome.

I desperately need some ftf in the Bloomsburg area. I will play any wargame you've got! Aren't there any wargamers up here? Tyrone Bomba, Box 1002, Northumberland, BJC, Bloomsburg, Pa. 17813.

Need a ftf opponent for Anzio, Bulge, Guadalcanal, 1914 or Jutland. I live within 8 miles of Erie, Penna. Ken Vollmer, 1451 West Avonlea Rd., R.D. 2, Fairview, Penna. 16415. Will learn other games.

Pbn opponents for Kriegspiel wanted. I am red any options except nuclear. Also pbn chess opponents wanted. Will answer all letters. I also have many S&T Games. Anyone interested? Mile Shetler, 3924 Dickey Rd., Gibsonia, Pa. 15044.

The Uniforms challenge you in pbn AK, or Anzio (game III, all options) will be Germans in both. Remember we are grosser vev vill vhev das Krieg. Uniforms c/o M.A. Kutzer, 184 Boxfield Rd., Pittsburgh, Pa. 15241.

Wanted ftf opponents for Gettys, D-Day, AK, S'grad, Bulge, (either). I am 13. Considered good for my age! Contact Mark Besenato, 411 Schollar Lane, Springfield, Pa. 19064. Phone KI 3-8763.

Ftf opps. wanted. Need info on space wargames. Pbn opp. wanted for Lensman, Blitz, Tac-3, T-11. Also want to form club at URI. Help! Write John Champlin, 407 Bressie Hall URI, Kingston, R.I. 02881.

Attention all masochists; my new address is P.O. Box 408, Brown University, Providence, R.I. 02912. I'm willing to impale you in any game: Anzio III, Bulge, AK, D-Day, S'grad. I'm Germans in all except last. 85% winner.

Fanatics wanted! We want you discriminated people to whom wargaming is more than just a hobby! Small club, Loose organization, no dues, just friends! Write, Zhukov's Staff, Stephen Herchak, 1629 Canty Lane, Charleston, S.C.

Sweden, Denmark, Finland and Norway. Scandinavian Wargaming Society seeks members. Contact Harald Sorenson, Sturwegss, S-18224, Stockholm, Sweden.

Will anyone in Knoxville ftf any strategy game? Have played wargames since 1963. Am willing to join or start a local club. Contact: Gary DeArmond, 2311 Davenport Road, Knoxville, Tenn. 37920. Phone 573-6546.

Fanazergroups seeking to expand. Interested in starting Groups? Write us. Also want ftf opponents who will travel reasonable distance. Play most AH game, either side. Miniature info. wanted. Morris Johnson, 2556 S. 25th, Abilene, Texas 79605.

U.T. Arlington wargamers please contact me. Possible campus affiliation and maybe convention. Dallas-Ft. Worth wargamers show yourselves! Any WW II armor miniatures enthusiasts around? Join IFW Chuck Gihke, 1104 Speer, Apt. 110, Arlington, Texas 76010, 261-9960.

Die Eroberer challenges any persons or club to all AH games except TT. We conquer all. If any game clubs in Dallas call DA 7-0901. Write John Hudson, 2340 Perry Place, Dallas, Texas 75228.

Want pbn opponents: Anzio, Bulge, AK, 1914, Stalingrad, Waterloo, Guadalcanal, Gettysburg, Kriegspiel, D-Day. Either side. Prefer all options. Also Tactics II without nuclear option. Write Lt. William A. Perry, 1109 Avenue T, Del Rio, Texas 78840.

Pbn Gettys. none refused. Ftf 24 AH games, plus B of B, Crete, Goeben, Chicago, TAC 14, Korea, and a few miniatures. Get moving right now. Robert Olmski, 4545 Sunrise Apt. 2, El Paso, Texas 79904. That's all.

Will play pbn Waterloo, either side, or Bulge am Germans. Contact Deen Wood Jr., P.O. Box 1316, Liberty, Texas. Weather and air power only in Bulge. No one way traffic.

Opponents wanted for pbn Bulge. I'm German, will play ftf most AH games, Vietnam, Chess. Own several AH, Liberty, Texas 77578.

Want info on Gettys. order of battle strength, regiment and battery strength. If poss. info on range on artillery. Phil Powers, 4100 Main Street, Room 302, Portland, Texas 78374.

Wanted: Club or group to test play Sea Power, the game that makes Jutland and Midway redundant. Also will promise an unusual pbn Blitz. Bruce Moore, 95 E. Pioneer Ave., Sandy, Utah 84070.

"The Black Watch" covering the Northern Virginia area needs members. Join a growing club. Novices welcome. Contact Ronald Bloch, 6813 Highland St., Springfield, Va. 22150 or John MacAniff 1405 Harrison St., Woodbridge, Va. 22191.

Wanted: Pbn opponents - AK (either), Bulge (either) Bulge - optional tourist except no one way, German Supply, Weather. Will trade excellent 1914 or Jutland for AK. Contact: Alan Miyayuchi, 7207 46th Ave. S., Seattle, Wash. 98118.

Will play any game ftf. Any APBA football players in the area? Clubs send info. Chris Marshall, N. 13516 Pittsburg Street, Spokane, Wash. 99218.

Ftf opponent wanted in my area. Anzio, G-Canal, Midway, Jutland, AK. Want info on Battle of Britain, Crete, Military Miniatures. David Dix, 110 Main Avenue, Oak Hill, West Virginia 25901.