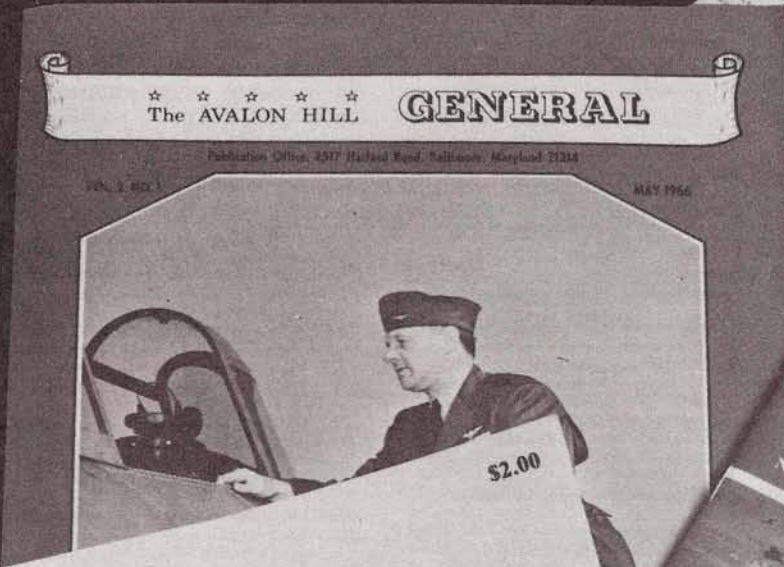
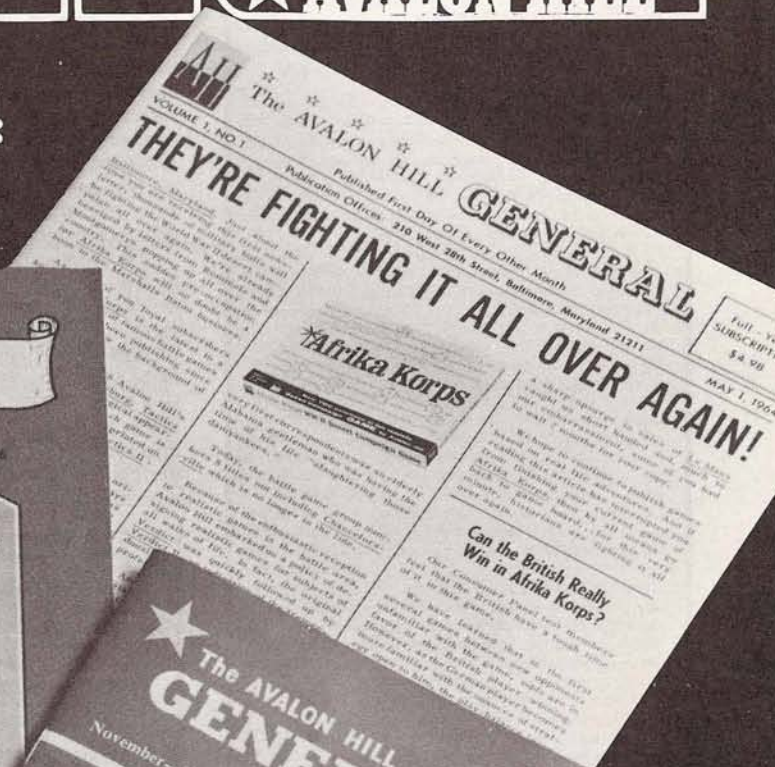


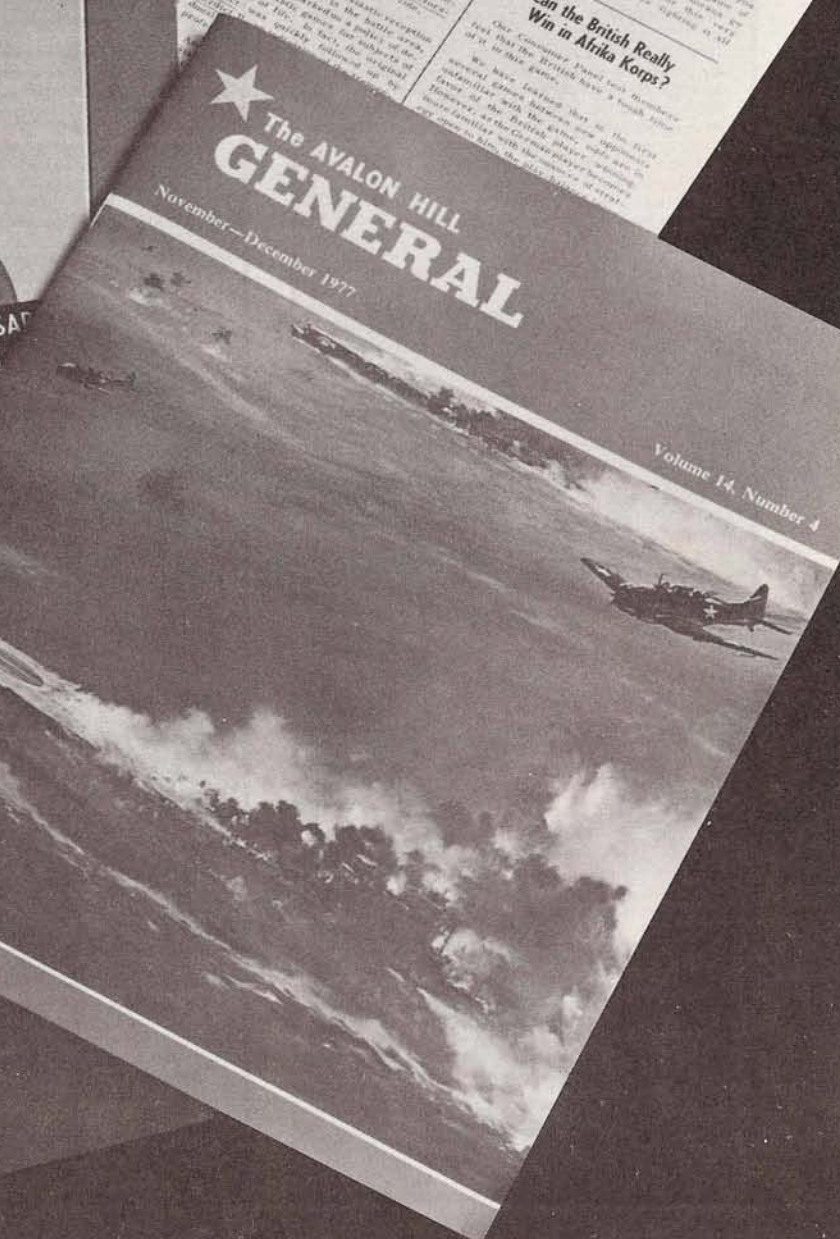
GENERAL

★ AVALON HILL

INDEX 1964-1984
Volume 1 - Volume 20



Cross of Iron





The AVALON HILL GENERAL

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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The Avalon Hill Philosophy

Sorting through almost 120 issues of any magazine is no easy task. Attempting to list, in some organized fashion, every article, author, letter, contest and column found in those millions of words takes either a great love for the magazine—or an added mind. Those of us who contributed to this index must confess to both. Building upon the efforts of Bruce Degi and Don Eisan, who together were responsible for the first index (published in 1980), the current editors have corrected, expanded, cut and pasted to bring the current version up to date. Hopefully, every five years the task can be undertaken again.

For any magazine—let alone one which caters to such a specialized and critical audience—to reach the twentieth anniversary is a notable accomplishment. But then, wargamers hardly look upon THE GENERAL as “any magazine”. Most have grown in the hobby even as THE GENERAL grew, from the first stumbling but enthusiastic efforts in the early Sixties to the professionalism and competitiveness displayed today. And many of these gamers have, at one point or another, eagerly awaited the latest bi-monthly issue.

For the collectors among the hobby, as well as those interested in specific games, this index was intended. Among the pages of the magazine are many unique, informative and entertaining pieces on our favorite games—games which have brought us so many, many hours of unsullied and undiluted enjoyment. We believe the index will prove a useful tool (or an unexpected treasure trove) for collector, author, historian and researcher as well as to those for whom THE GENERAL is produced with such effort—the Avalon Hill wargamers.

To begin our index of twenty years of print, where better to turn than The Avalon Hill Philosophy? The Philosophy appeared for the first time in Vol. 3, No. 5 and has been a regular feature ever since. In reality, the AH Philosophy merely replaced the function of the “cover story” on the old newsletter format; whether by design or mischance, it has slowly evolved into the editor's perch from which he could wax prolific on the ills of this company and the hobby in general. (Three installments were subsequently misnumbered and thus carry the same number as their predecessor. These are marked with an *.)

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The strength of The *GENERAL* has always been in the many well-written, insightful and entertaining articles produced by the enthusiasts of the hobby. Unlike most publishing ventures, the magazine relies heavily upon the readership itself to produce a professional periodical. Literally thousands of submissions are received by the editors each year, ranging from simple scenarios to in-depth strategic analyses. From these, the best and the unique are chosen. After twenty years of continuous publication, the article collection of The *GENERAL* is surely the most comprehensive and wide-ranging paean to the challenging hobby of wargaming available.

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 CONTEST #110 (Vol. 19, #4) Insert.

OUTDOOR SURVIVAL

- Gold Rush!! (J. Jarvinen) Vol. 10, #6 (V,P) 8.
 The Hunt (Rick Mathews) Vol. 16, #6 (V,P) 21-22.

ORIGINS OF WORLD WAR TWO

- Solitary Origins (Lawrence Valencourt) Vol. 8, #5 (V,P) 11.
 General Diplomacy (Edi Birsan) Vol. 9, #1 (PBM) 4-5.
 General Diplomacy—II (Edi Birsan) Vol. 9, #2 (PBM) 7-8.
 Tiger by the Tail Tactics (Marc Scheinberg) Vol. 9, #6 (P) 3.
 An Origins Trilogy (Pulshipher, Saha, Valencourt) Vol. 10, #3 (V,P) 14.
 SERIES REPLAY (Barents et al) Vol. 11, #4 (SR) 19-23 [Plus various "mini-articles"].
 Europe and the Pacific (Mark Saha) Vol. 13, #5 (H) 3-4.
 Pacific Origins (Dan Zedek) Vol. 13, #5 (V+C+B) 5-7, Insert.
 Origins of the Third Reich (Robert Ott) Vol. 15, #5 (V,P) 17 [3R].
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- Russian Emphasis on Close Assault Tactics (Bill Freeman) Vol. 7, #6 (P) 10.
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 PanzerBlitz Situation 13 (Tom Oleson) Vol. 8, #1 (V,P) 5.
 The Organized Wargamer (Randy Reed) Vol. 8, #1 (P) 12.
 PanzerBlitz MSM (Dennis Mehaffey) Vol. 8, #2 (V,P) 4-5.
 More PanzerBlitz Variants (Tom Oleson) Vol. 8, #2 (V,P) 5, 12.
 Airborne PanzerBlitz (Shelby Stanton) Vol. 8, #3 (V,P) 8-9.
 PanzerBlitz Championship Situations (Lenard Lakofka) Vol. 8, #4 (V,P) 3-4.
 Panzerblitz Concealment (Peter Bradie) Vol. 8, #5 (V,P) 3.
 . . . a kriegspiel PanzerBlitz (Riley Geary) Vol. 8, #6 (V,P) 8-10.
 Pincers . . . Another PanzerBlitz Situation (Mathew Buynoski) Vol. 8, #6 (V,P) 5.
 PanzerBlitz Revisited (George Hopp) Vol. 9, #1 (V,P) 8-9.
 PanzerBlitz Double Attack (Ian Straus) Vol. 9, #1 (V,P) 11-12.
 Situation 101 (Roy Easton) Vol. 9, #2 (V,P) 8-9.
 Situation 207 (Roy Easton) Vol. 9, #3 (V,P) 4-6.
 Incremental PanzerBlitz (Lavis, Olson, Snellen) Vol. 9, #5 (V,P) 6-7.
 Experimental PanzerBlitz (Jerry Thomas) Vol. 10, #1 (V,P) 10-11.
 SERIES REPLAY PREVIEW (Vane, Carus, Reed) Vol. 10, #1 (P) 15-18.
 PanzerBlitz Revision Upheld (Paul Mills) Vol. 10, #3 (V,P) 20, 22.
 Blind PanzerBlitz (Ian Straus) Vol. 10, #4 (V,P) 10-11.
 PanzerBlitz Revisited (Kurt Nordquest) Vol. 10, #6 (V,P) 9.

- SERIES REPLAY (Plock, Livermore, Easton) Vol. 11, #1 (SR) 21-27.
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 The Professional German (Dean Miller) Vol. 11, #2 (P) 27-28.
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 Professional Russian (Carl Hoffman) Vol. 11, #6 (P) 14-15.
 Battle for Berlin (Roy Easton) Vol. 12, #1 (V,P) 15 [PL].
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 DESIGN ANALYSIS—The Fallacy of "PanzerBush" (Robert Harmon) Vol. 12, #2 (D) 25-26 [PL].
 Mathematical LOS Determination (Andrew Katsampes) Vol. 12, #3 (V,P) 14-15.
 3-D PanzerBlitz (Richard Borczak) Vol. 12, #4 (V,P, Minatures) 13-15.
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 Battles in Germany, 1948 (Roy Easton) Vol. 13, #5 (V,P) 31-32 [PL].
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 Two is Better Than One (Andrew Katsampes) Vol. 16, #6 (P) 29, 46.
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 Supplement to The Commander's Notebook (John Hunter II) Vol. 20, #3 (P) 21-27.
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- Battle for Berlin (Roy Easton) Vol. 12, #1 (V,P) 15 [PB].
 DESIGN ANALYSIS (Randy Reed) Vol. 12, #1 (D,Q&A) 16-17.
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 Further Considerations for PanzerLeader 1940 (Richard Bell) Vol. 15, #6 (V,P) 30.
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 The Evolution of Strategy (David Bieksza) Vol. 17, #5 (P) 17-19, 23.
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 Three More Campaign Games (Al Bisacky) Vol. 11, #6 (V,P) 12-13.
 A Closer Look at Richthofen's War (Bill Donohoe) Vol. 13, #5 (P) 28.
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 Advanced Richthofen's War (David Bottger) Vol. 17, #5 (V,P) 8-11.
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RUSSIAN CAMPAIGN

- Initial Impressions of Russian Campaign (Dean Miller) Vol. 13, #3 (P) 7-8, 10-11.

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 Just One More Hex . . . Forced March Tables (Richard Jarvinen) Vol. 13, #3 (P) 12.
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 Best Stalingrad Defense Ever (Ron Bullis) Vol. 2, #2 (P) 10-12.
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 How to Exploit Russian Errors in Stalingrad (Richard Shagrin) Vol. 2, #5 (P) 5-6.
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 A Blue First Move in Tactics II (Ronald Linger) Vol. 1, #6 (P) 4.
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 Tank Tactics for Tactics II (David Gasser) Vol. 3, #1 (P) 9-10.
 Schwerpunkt in Tactics II (Keith Bennett) Vol. 3, #3 (P) 9-10.
 Divide and Conquer (Stephen Grimm) Vol. 6, #1 (P) 7.
 The Strategy of Defense (E. Henderson) Vol. 6, #4 (P) 6.
 Plan of the Month (Peter Reese) Vol. 6, #5 (P) 5.
 Offense vs Defense (—) Vol. 7, #2 (P) 7.
 Tactics II Updated (John VanDevender) Vol. 7, #5 (V,P) 10.
 1981: A Soviet Image of Future War (Michael McGuire) Vol. 12, #1 (H,P) 13-14.
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THIRD REICH

DESIGN ANALYSIS (John Prados) Vol. 11, #6 (D,Q&A) 15-20.
 CONTEST #65 (Vol. 11, #6) Insert.
 SERIES REPLAY (Nofi, Glynn, Euler) Vol. 11, #6 (SR) 21-25, 20, 28.
 Without America (Steve Newton) Vol. 12, #3 (V,P) 28.
 PBM—The Hard Way (Dean Miller) Vol. 12, #4 (PBM) 10-12, 26.
 Playing Aid—France (—) Vol. 12, #4 (Aid) Insert.
 CONTEST #69 (Vol. 12, #4) Insert.
 Playing Aid—Turn Sequence (—) Vol. 12, #5 (Aid) Insert.
 Strategic Alternatives (Mark Saha) Vol. 12, #5 (P) 21-23.
 DESIGN ANALYSIS (Don Greenwood) Vol. 13, #2 (Q&A) 22, 32.
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 Red Options in 3R (Robert Beyma) Vol. 14, #1 (P) 21-25, 27.
 Third Reich: The Early Years (David Botter) Vol. 14, #3 (P) 20-23.
 BRP Warfare in Third Reich (Jeff Nordlund) Vol. 14, #4 (P) 14-19, 32.
 The Early Years Reexamined (Richard Shagrin) Vol. 14, #5 (P) 31, 32.
 Correct Third Reich (Stuart Smart) Vol. 15, #2 (P) 22-24.
 Another Look at Third Reich (David Ritchie) Vol. 15, #3 (V,P) 24-26.
 Early Years: Rebuttal (David Botter) Vol. 15, #4 (P) 17-18.
 Origins of Third Reich (Robert Ott) Vol. 15, #5 (V,P) 17 [Origins].
 British Victory in Third Reich (Robert Beyma) Vol. 16, #1 (P) 14-19.
 Third Reich With Finesse (Otto Schmidt) Vol. 16, #4 (P) 19-21, 32.
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 Rome Wasn't Burnt in a Day (Mark McLaughlin) Vol. 17, #3 (P) 13-19.
 Would You Believe a Week? (Marcus Watney) Vol. 17, #5 (P) 20-21, 43.
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SERIES REPLAY (Watney, Palmer, Nicholas, Wein) Vol. 17, #6 (SR) 23-29 [Cont'd from previous issue].
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The Spanish Gambit (David Hablanian) Vol. 18, #5 (P) 5-10.
The Norwegian Campaign (Michael Anchors) Vol. 18, #5 (P) 11-12.
Operation Sea Lion (Harold Stevens) Vol. 18, #5 (P) 13, 18.
Yet More Possibilities (Larry Bucher) Vol. 18, #5 (V,P) 14-15.
Third Reich at the Club (Bill Nightingale) Vol. 18, #5 (P) 16-18.
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DESIGN ANALYSIS (Larry Bucher) Vol. 18, #5 (D) 20-21, 26.
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The French Campaign (Michael Anchors) Vol. 19, #1 (P) 36-38.
Third Reich at the Club, Part II (Bill Nightingale) Vol. 19, #2 (P) 29-32.
The Russian Campaign (Michael Anchors) Vol. 19, #4 (P) 39-44.
Diplomacy in Third Reich (Bucher, Simmons) Vol. 19, #6 (V,P) 17-21.
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TITAN

Titan, A Game Player's Fantasy (Gerald Lientz) Vol. 20, #2 (P) 5-9.
The Giver of the Law (Jason McAllister) Vol. 20, #2 (D) 10-12, 35.
The Tactical Titan (Jason McAllister) Vol. 20, #2 (P) 13-14.
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North Africa: 1942 (—) Vol. 12, #2 (H) 3-4.
Designer's Notes (—) Vol. 12, #2 (H,P) 5-10.
The Firefights (—) Vol. 12, #2 (V,P) 11-12.
Tobruk: Combat Expansion and Comment (Hal Hock) vol. 13, #4 (H,Q&A, V + C) 3-11.
Player Aids (Vol. 13, #4) 17-18
Tobruk X3 (Mark Saha) Vol. 13, #6 (V,P) 29, 28.
Operation Crusader (Henry Veldenz) Vol. 14, #6 (V,P) 29.
Tanks for the Memories: Scenarios from ORIGINS II (David Fram) Vol. 16, #3 (V,P) 17-18.
State of the Art Tobruk (Lorin Bird) Vol. 18, #2 (D) 23-25.
The Lone Fox (Rick Matthews) Vol. 18, #5 (V,P) 29-31.
Tobruk Defended (Hal Hock) Vol. 19, #1 (D) 42-43.
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The First Phase of the Peloponnesian War (Rex Martin) Vol. 19, #4 (V,P) 22-27.

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Putting More Realism into U-Boat (Walter Green) Vol. 1, #3 (P) 2, 7.
Naval Affairs (Walter Green) Vol. 1, #4 (V,P) 2, 7.
Probability for U-Boat (Jared Johnson) Vol. 2, #3 (P) 10, 12.
Tactics for U-Boat (Ken Hoffman) Vol. 2, #4 (P) 5.
CONTEST #14 (Vol. 3, #2) 15.
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VICTORY IN THE PACIFIC

Nuts, Bolts, Philosophy, and Design (Richard Hamblen) Vol. 14, #4 (H,V,P) 3-10.
Victory at Sea (Richard Hamblen) Vol. 14, #4 (V + C + B) 11-13, 32 Insert [WAS].
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SERIES REPLAY (Carus, Barr, Greenwood) Vol. 14, #6 (SR) 14-24.
Air Power in the Pacific (Harry Buchanan) Vol. 15, #2 (H,P) 29.
Realistic Victory at Sea (Kurt Kimball) Vol. 15, #6 (V + C) 26-27 [WAS].
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More Realism for VITP (Robert Calcaterra) Vol. 18, #3 (V,P) 27, 40.
The British Fleet in Victory in the Pacific (Jim Davis) Vol. 18, #6 (V,P) 21-22.
Our Designer Replies (Richard Hamblen) Vol. 18, #6 (V,P) 22-23.
VITP Play by Mail with Simultaneous Movement (James Lutz) Vol. 19, #6 (PBM) 5-8.
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CONTEST #95 (Vol. 17, #1) Insert.
Marching to a Different Drummer (Lee Lasky) Vol. 18, #1 (P) 43-44.

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Napoleon's War at Sea (McLaughlin, Bruegge, Parsons) Vol. 19, #5 (D) 17.
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A Soul for War & Peace (Mark McLaughlin) Vol. 20, #2 (V,P) 28-29.
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Tirpitz and the Die-Roller (Craig Ransom) Vol. 13, #6 (V,P) 27-28.
War at Sea and the French Navy (Joe Connolly) Vol. 14, #3 (V + C) 28-29 Insert.
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Realistic Victory at Sea (Kurt Kimball) Vol. 15, #6 (V + C) 26-27 [VITP].
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British Strategy in War At Sea (Ray Freeman) Vol. 18, #4 (P) 40-41.

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Strategy of Waterloo (Daniel Hughes) Vol. 1, #6 (P) 10.
Waterloo Defense (Marc Nicholson) Vol. 2, #1 (P) 3.
A Plea for Napoleonic Warfare (Stan Wolcott) Vol. 2, #1 (P) 4-5.
Brussels by 20 June (Albert Nof) Vol. 2, #1 (P) 6-7.
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Play-by-Mail Grid Coordinates (—) Vol. 2, #1 (PBM) 10.
Waterloo—A Defensive Strategy (Stan Wolcott) Vol. 2, #2 (P) 5.
Problems and Solutions (Tom Bosseler) Vol. 2, #3 (P) 4.
Quandry at Quatre Bras (Bernard Bopp) Vol. 2, #3 (P) 7.
Hints to All Junior Bluchers (Richard Shagrin) Vol. 2, #3 (P) 8.
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Terror at Tilly (Don Greenwood) Vol. 2, #5 (P) 7.
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The Defensive Offense (Richard Shagrin) Vol. 3, #3 (P) 8.
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Realism for Waterloo (Michael Lazarin) Vol. 3, #6 (V,P) 10-11.
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Blocked Retreat Routes (Chadwick & Monson) Vol. 4, #6 (V,P) 6-7.
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Wargamer's Clinic (M. Brundage) Vol. 4, #6 (P) 10-11.
Wargamer's Clinic (M. Brundage) Vol. 5, #1 (P) 4-5.
Waterloo As It Really Was (Robert Olson) Vol. 5, #1 (H,V,P) 9-10.
Wellington's Waterloo (Tom Storsley) Vol. 5, #3 (P) 8-9.
Seven Steps to Waterloo (John Strong) Vol. 5, #6 (P) 9-10.
3-Player Waterloo (Naomi Goldwasser) Vol. 6, #1 (V,P) 6.
Waterloo Rivers (Naomi Goldwasser) Vol. 6, #2 (P) 7-8.
For Want of a Horseshoe Nail (Harry Roach) Vol. 7, #1 (V,P) 4.
Artillery at Waterloo (Richard Thurston) Vol. 7, #2 (V,P) 12.
Guns of Mont St. Jean (D. Brady) Vol. 7, #4 (V,P) 4.
A Shocking French Victory—I (Raymond Hosler) Vol. 7, #5 (P) 6.
Waterloo Artillery—II (Richard Thurston) Vol. 7, #5 (V,P) 9.
A Shocking French Victory—II (Raymond Hosler) Vol. 7, #6 (P) 7.
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PAA Strategy (Harley Anton) Vol. 8, #2 (P) 7, 12.
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The Bonaparte Squint (Richard Thurston) Vol. 8, #5 (P) 12, 15.
The Hundred Days (L. Baggett) Vol. 8, #6 (P) 12-13.
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Campaign at Waterloo—IV (Robert Harmon) Vol. 10, #1 (H) 3-6.
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Campaign at Waterloo—VI (Harley Anton) Vol. 10, #3 (H,P) 9-11.
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Waterloo—The 1704 Version (Robert Sledge) Vol. 11, #5 (H,V,P) 3-5.
SERIES REPLAY (Roberts, Libby, Anton) Vol. 12, #3 (SR) 18-24, 15.
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Second Thoughts: The New Rules (Thomas Hilton) Vol. 13, #1 (P) 32.
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Crossing the Sambre (Elwood Carlson) Vol. 17, #2 (V,P) 25-26.
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The Wars of Marnon (Bill Fawcett) Vol. 19, #4 (V,P) 28-31.
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Wooden Ships vs. Europe (Robert Harmon) Vol. 13, #2 (V,P) 6-14.
The Care and Feeding of a Square-Rigger (Craig Taylor) Vol. 13, #2 (H,D,Q&A) 15-16, 21-22.
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Rules Expansion for WS&IM (Mick Uhl) Vol. 13, #5 (V,P) 23-27.
The French are In (John Burt) Vol. 14, #5 (V,P) 17-20.
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Hoisting the Jolly Roger (Michael Turner) Vol. 17, #6 (V,P) 15-17, 44.
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A King's Officer (Kevin Moulton) Vol. 20, #5 (V,P) 37-43.

MISCELLANEOUS ARTICLES

They're Really Designing They're [sic] Own in Bethesda, Maryland (Hilary Smith) Vol. 1, #1 (D) 2-3.
Sage Sarge Sez: How to Win Without Really Playing (Louis Zocchi) Vol. 1, #1 (Humor) 3, 11.
From the HILL Top (Jon Perica) Vol. 1, #1 (Clubs) 4.
South Atlantic Column (Hilary Smith) Vol. 1, #2 (D) 9.
Pacific Coast Column (Jon Perica) Vol. 1, #2 (Book) 10.
Tournament, Anyone? (Martin Leith) Vol. 1, #3 (P) 1.
Air-Naval Games (Hilary Smith) Vol. 1, #3 (D) 4.
Martin Leith and His Electric Combat Results Board (Martin Leith) Vol. 1, #3 (D) 9, 11.
Tactics and Strategy (Tom Bosseler) Vol. 1, #3 (P) 11, 12.
The Avalon Hill Phantom Strikes Again (—) Vol. 1, #4 (Humor) 1, 8.
Chief of Staff's Reading List (—) Vol. 1, #4 (H) 2.
Limited Intelligence Game (Thomas LaFarge) Vol. 1, #4 (D) 3, 11.
The Element of Surprise (Victor Madeja) Vol. 1, #4 (V) 3, 7.
Design Questionnaire [sic] (—) Vol. 1, #4 (P) 6.
Operation Overlord (Daniel Hughes) Vol. 1, #4 (D) 6, 12.
Herbert Stern and His Aluminum Foil Combat Results Table (Herbert Stern) Vol. 1, #4 (D) 9.
Limited Intelligence Game—II (Thomas LaFarge) Vol. 1, #5 (D) 3, 8.
Building Your Own Game is Laborious—But Fun (Hilary Smith) Vol. 1, #5 (D) 4.
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Survey—The Best of the General (—) Vol. 1, #5 (P) 6.
Critique on Popular Avalon Hill Games (Daniel Hughes) Vol. 1, #5 (P) 6-7.
George Bradford and His Computer Results Table (George Bradford) Vol. 1, #5 (D) 9.
Survey Results Incomplete (—) Vol. 1, #5 (Survey) 9.
Operation Overlord II, Ready to Roll (Jon Perica) Vol. 1, #5 (D) 10.
CONTEST #6 (Vol. 1, #6) 5. [Select the Most Popular AH Game of 1964].
Multiple Commander Play-by-Mail Game (Donald Balla) Vol. 1, #6 (PBM) 7.
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We Include Naval Power (Hilary Smith) Vol. 1, #6 (D) 9-10.
The Granddaddy of All War Games (Jon Perica) Vol. 1, #6 (H) 12.
Probability for Tactics and Strategy (Laurence Plumb) Vol. 2, #1 (P) 2-3.
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How to Meet Competition (Louis Zocchi) Vol. 2, #1 (P) 9.
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Odds Computation (Stan Wolcott) Vol. 2, #3 (P) 3-4.
Perfect Plans (Marc Nicholson) Vol. 2, #4 (P) 2-3.
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A Vietnam Game? (—) Vol. 2, #5 (Humor) 1-2.
Strategic Withdrawal (Berry Jackson) Vol. 2, #5 (P) 9-10.
The Schwerpunkt (Myron Brundage) Vol. 2, #6 (P) 5.
A Critique on Non-War Avalon Hill Games (Jared Johnson) Vol. 2, #6 (P) 5-6.
AH's Critique on Johnson's Critique (—) Vol. 2, #6 (P) 6.
Who Really Plays Avalon Hill Games? (—) Vol. 2, #6 (P) 6.
Play-By-Air (Norman Peacer) Vol. 2, #6 (Radio) 7.
Play-by-Mail Short Cut (Ed Blackmore) Vol. 2, #6 (PBM) 9.
Play-by-Phone (William Gilbert) Vol. 2, #6 (PBP) 9-10.
Is "Soaking Off" Inhumane? (Scott Duncan) Vol. 2, #6 (?) 10.
Helpful Hints for Hopeless Oafs (—) Vol. 3, #1 (P) 2-3.
Play-by-Phone (David Simecek) Vol. 3, #1 (PBP) 4.
The Principles of War for the AH Wargamer (M. Frankwitz) Vol. 3, #1 (P) 5.
Conditions of Victory (Barry Branch) Vol. 3, #1 (P) 5-6.
"Phaw" on Perfect Plans (Tom Bosseler) Vol. 3, #1 (P) 12.
Are AH Games and the General Doomed? (Scott Duncan) Vol. 3, #1 (D) 12-13.
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 A Strategic Defense (Edwin Mohrmann) Vol. 3, #5 (P) 4-5.
 Counterattack or Withdraw (Stewart Grossman) Vol. 3, #5 (P) 6.
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 Option for Concealment (Boyd Benson) Vol. 3, #5 (P) 11.
 The Principles of War—IV (M. Frankwicz) Vol. 3, #5 (P) 14-15.
 Wargame Magazines Coming on Strong (—) Vol. 3, #6 (P) 3-4.
 Buyers' Guide (Don Greenwood) Vol. 3, #6 (Survey) 4.
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 The German Offense (Bill Sapp) Vol. 3, #6 (H) 14.
 Simultaneous Movement (Fred Guest) Vol. 4, #1 (P) 4-8.
 The Red Army (Victor Gervol) Vol. 4, #1 (H) 8-9.
 Escalation . . . (John Michalski) Vol. 4, #1 (P) 10.
 AH Psychoanalysis (Jared Johnson) Vol. 4, #1 (Humor) 12.
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 Principles of War—VI (M. Frankwicz) Vol. 4, #2 (P) 5-6.
 Why Not Collegiate Wargaming? (Walter Green) Vol. 4, #3 (Clubs) 3.
 Stop Glorifying the Nazis (Mark Weitz) Vol. 4, #3 (Editorial) 6.
 The General Staff (Richard Hill) Vol. 4, #3 (Clubs) 6-7.
 Analysis of the Combat Results Table (Dave Hammons) Vol. 4, #3 (P) 9.
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 The Principles of War—VII (M. Frankwicz) Vol. 4, #3 (P) 3-4.
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 Principles of War—VIII (M. Frankwicz) Vol. 4, #5 (P) 3-4.
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 PBM Hidden Movement via Cryptogram—II (Albert Macek) Vol. 4, #5 (PBM) 5-6.
 Order Out of PBM Chaos (Jared Johnson) Vol. 4, #5 (PBM) 6.
 Victory With Superior Forces (Ralph Schulz) Vol. 4, #5 (P) 6-8.
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MEET THE FIFTY

Index Key: Order of Appearance—Name
 (Volume:Number)

The first listing of the top players in the AREA system appeared in Vol. 13, No. 1 of the *GENERAL*, in which the ten best were announced. With phenomenal growth of the AREA and play-by-mail gaming, the regular listing has grown to encompass fifty with the best ratings for games completed and reported to the AREA Technician. Feeling that these fine players deserved some recognition, in Vol. 18, No. 4, Don Greenwood instituted an addenda to the listing giving biographical information on one of the members of that elite. Further, they were allowed a brief space to make their views on some aspect of the wargaming hobby public. With the ever shifting composition of the "Top Fifty", it's expected that this feature will continue for some time—especially since it has proved of interest to so many among the readership.

1. Bruce Downing (18:4)
2. Fred Ornstein (18:5)
3. Bruno Sinigaglia (18:6)
4. Don Robert Munsell (19:1)
5. Dale Garbutt (19:2)
6. Robert Rowley (19:3)
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271. Tad Urbanowicz (Polish wargaming) 19:6 (45).
272. William Bowers (praise of mapboards) 20:1 (45).
273. John Alsen (criticism of *General*) 20:1 (45).
274. Dale Sheaffer (query on illustration) 20:1 (45).
275. Patrick Carroll (solitaire gaming) 20:2 (45).
276. Neil Randall (solitaire gaming) 20:2 (45).
277. Russell Killebrew (realism vs. playability) 20:3 (45).
278. Dave Sindel (departure of Alan Moon) 20:4 (45).
279. Dennis Showman (reply to Alsen) 20:4 (45).
280. Mark Werlane (concern over AH expansion) 20:5 (45).
281. Mark Paul (defense of hobby) 20:5 (45).
282. Martin Williams (attack on hobby) 20:5 (45).
283. William Owens (Add & Corr, "Historian's Guide to AH Wargames 19:6) 20:6 (45).
284. Robert Beyma (*GENERAL* coverage) 20:6 (45).



BUYER'S GUIDE

Index Key: Order in which Reviewed—Title
(Volume:Number)

The Readers Buyer's Guide made its first appearance in Vol. 9, No. 4 of *The GENERAL* and has been a regular feature ever since. Originally conceived as an objective review mechanism by which the readership could make their own rankings of our newest games without doubting the credibility of a magazine which reviewed its own company's products, the Readers Buyer's Guide has gained considerable acceptance over the past decade as a unique game rating system. With recent re-evaluation of the rankings, it strives to provide the most objective ranking for potential buyers that can be had in the industry. Regular updates of the rankings by the readership every five years should maintain this objectivity and usefulness. Note that the RBG was absent from the pages of *The GENERAL* in Vol. 19, No. 6 and Vol. 20, No. 1 during revision.

1. France 1940 (9:4)
2. Panzerblitz (9:5)
3. Luftwaffe (9:6)
4. 1914 (10:1)
5. Stalingrad (10:2)
6. Richthofen's War (10:3)
7. Battle of the Bulge (10:4)
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9. D-Day '65 Edition (10:6)
10. Afrika Korps (11:1)
11. Gettysburg '64 Edition (11:2)
12. 1776 (11:3)
13. Waterloo (11:4)
14. Kriegspiel (11:5)
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17. Chancellorsville (12:2)
18. Anzio '74 Edition (12:3)
19. Alexander the Great (12:4)
20. Blitzkrieg '75 Edition (12:5)
21. Tobruk (12:6)
22. Wooden Ships & Iron Men (13:1)
23. Caesar's Legions (13:2)
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59. Civilization (19:4)
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62. Frederick the Great (20:3)
63. Mystic Wood (20:4)
64. Bull Run (20:5)
65. B-17, Queen of the Skies (20:6)

AUTHORS

Index Key: Author Name: (Game — Volume: Number)

Without a doubt, it is the efforts of the many readers and gamers who annually submit articles that gives *The GENERAL* life. A quick perusal of the index will reveal some interesting, even astonishing, names. Virtually every noted designer, developer and hobby figure has seen his name in print in these pages. Al Nofi, a veteran game designer for a number of companies, authored no less than four articles—the first of which appeared as early as Vol. 1, No. 6. The E. Gary Gygax byline which appears five times in this index is that of the cobbler turned multi-millionaire who made his fortune with *DUNGEONS & DRAGONS*. His erstwhile partner, Dave Arneson, also authored a piece on the original *BATTLE OF THE BULGE* back in Vol. 2, No. 3. And, there's James Dunnigan, still undisputed leader of wargame designers in terms of simple numbers of games published. The reader can find in our pages articles by such notables as Chris Wagner, Richard Berg, Edi Birsan, Scotty Bowden, Dana Lombardy. This author's index reads like a veritable *Who's Who* of wargaming. All grew and flexed their creative wit with *The GENERAL*, just as the next generation of gamers continues to do. The readers should note that the authors of neither *Series Replays* nor *Design Analyses* are included.

The listings below indicate the games upon which the author has published, as well as the issue in which the article appeared. Note that, in the case of multiple articles upon the same game appearing in the same issue by the same author, only one listing is made. For those readers unfamiliar with the abbreviations of the game titles in common usage, a complete list follows:

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AF — Air Force, AIW — Arab-Israeli Wars, AK — Afrika Korps, AL — Alexander, AOC — Air Assault on Crete, AW — Amoeba Wars, AZ — Anzio, BB — Battle of the Bulge, BIS — Bismarck, BL — Blitzkrieg, BR — Bull Run, CAE — Caesar Alesia, CH — Chancellorsville, CIV — Civilization, CL — Caesar's Legions, CM — Circus Maximus, COD — Crescendo of Doom, COI — Cross of Iron, CON — Conquistador, DD — D-Day, DIP — Diplomacy, DL — Dauntless, DWTG — Down With the King, FE — Fortress Europa, FITG — Freedom in the Galaxy, FITW — Fury in the West, FR — France 1940, FRED — Frederick the Great, FT — Flat Top, GE — Gettysburg, GI — G.I. Anvil of Victory, GL — Gladiator, GOA — Guns of August, GSL — Gunslinger, GUAD — Guadalcanal, JU — Jutland, KM — Kingmaker, KS — Kriegspiel, LM — LeMans, LRH — Legend of Robin Hood, LRT — Little Round Top, LW — Luftwaffe, MD — Midway, MR — Magic Realm, NAV — Naval War, NP — Napoleon, OR — Origins of WW2, OS — Outdoor Survival, OWR — Oh-Wah-Ree, PB — Panzerblitz, PL — Panzer Leader, RB — Rail Baron, RW — Richthofen's War, SL — Squad Leader, SOA — Storm Over Arnhem, SON — Struggle of Nations, SOTN — Source of the Nile, SST — Starship Troopers, STAL — Stalingrad, SUB — Submarine, TAC — Tactics/Tactics II, TB — Tobruk, TLD — The Longest Day, TR — Trirreme, TRC — The Russian Campaign, TT — Titan, UB — U-Boat, VITP — Victory in the Pacific, W&P — War and Peace, WAS — War at Sea, WAT — Waterloo, WQ — Wizard's Quest, WSIM — Wooden Ships & Iron Men, 3R — Third Reich.

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 Burt, John: (AOC — 15:3)(WSIM — 14:5)
 Bush, David: (BB — 5:3)
 Buynoski, Mathew: (BB — 7:5)(BIS — 1:5)(DD — 2:3)(JU — 7:5)(PB — 8:6)(Misc — 8:4, 8:5)

C

Calcaterra, Robert: (VITP — 18:3)
 Canfield, Sean: (WAS — 15:3)(WSIM — 19:5)
 Carlson, Elwood: (PL — 14:1)(WAT — 15:4, 17:2)
 Carmen, Dan: (AK — 7:1)
 Carpenter, Leonard: (WSIM — 16:2, 18:3)
 Carr, Mike: (BB — 4:3)
 Carus, Seth: (AIW — 14:3)
 Caswell, Edward: (1776 — 14:4)
 Catlin, Sam: (NP — 16:5)

Chadwick, Frank: (WAT — 4:6)
 Charbonneau, Gary: (BL — 4:3) (RB — 16:5) (WSIM — 15:5) (Misc — 15:3)
 Chiang, Robert: (PB — 15:4) (PL — 14:6)
 Chiappinelli, Mike: (FEUDAL — 15:5) (SL — 15:3)
 Christie, Richard: (Misc — 17:2)
 Chyba, Chris: (PB — 11:4)
 Clark, Lincoln: (BIS — 3:2) (MD — 6:6)
 Clemens, Craig: (Misc — 3:4)
 Clothier, Mike: (DD — 3:4)
 Coatney, Louis: (STAL — 15:2, 17:5)
 Cogswell, David: (AZ — 7:1)
 Collier, James: (GI — 20:1)
 Collman, Bob: (FT — 18:6)
 Connery, Edward: (MR — 20:2)
 Connolly, Joseph: (PB — 13:6) (STAL — 12:4) (WAS — 14:3)
 Corbett, Robert: (SL — 15:5)
 Cormier, Roger: (STAL — 3:1)
 Costikyan, Greg: (CON — 20:3)
 Crabaugh, Paul: (LW — 9:6)
 Cragg, Tom: (MD — 13:6)
 Cragoe, Doug: (AK — 4:1) (BB — 3:1)
 Craighead, Michael: (BR — 20:5)
 Crawford, Chris: (Misc — 13:4)
 Crawford, James & Roslyn: (Misc — 5:6, 6:3, 7:1)
 Crayle, Bob: (BL — 9:3)
 Creamer, William: (STAL — 2:4)
 Crow, Charles: (1914 — 8:6, 9:3)
 Cruz, Ramiro: (PB — 13:3) (PL — 15:2)
 Curtis, Jim: (AZ — 7:1)
 Curtis, John: (MD — 1:6)
 Custead, Larry: (1914 — 7:1)

D

Dalton, Richard: (BIS — 2:2)
 Darlington, Colin: (AZ — 9:3)
 Davidson, Allen: (GUAD — 7:2)
 Davis, Frank: (Misc — 18:1)
 Davis, Glenn: (BB — 7:4)
 Davis, Jim: (VITP — 18:6) (WAS — 17:5)
 Davis, Joel: (CL — 13:1) (GUAD — 10:6) (1776 — 13:1)
 Davis, Kirby: (DUNE — 18:5)
 Davis, Woody: (Misc — 16:1)
 Dayton, Gary & Sandy: (CAE — 14:1)
 Degi, Bruce: (MR — 17:1) (SL — 17:6) (WQ — 17:4)
 Devine, Dennis Jr.: (FE — 20:6)
 Dewitt, Omar: (AK — 11:5)
 Dieli, Robert: (GUAD — 3:3)
 Dingeman, James: (Misc — 2:1)
 Doneho, Doyle: (Misc — 3:3)
 Donohoe, Bill: (RW — 13:5)
 Donovan, Jack: (MD — 2:5) (STAL — 3:2)
 Dotson, John: (BL — 3:3) (DD — 3:2) (GUAD — 3:2) (JU — 5:6)
 Dotson, Mark: (NAV — 19:6)
 Dowling, Emmet: (STAL — 5:4)
 Drayner, David: (GUAD — 7:2)
 Drewek, Don: (DD — 2:4)
 Duke, Kevin: (WAS — 16:3)
 Dumdei, Mark: (GE — 3:5) (MD — 16:3)
 Duncan, Scott: (LW — 10:2) (RW — 11:6) (Misc — 2:6, 3:1)
 Dunningan, James: (BB — 2:4, 2:6) (JU — 4:3, 4:4)
 Duvall, Brooke: (AK — 4:5) (1914 — 5:4)
 Dziatko, Gary: (BL — 3:2)

E

Easton, Roy: (PB — 9:2, 9:3, 12:1, 12:6, 13:5) (PL — 12:1, 12:4, 12:6, 13:5)
 Eberle, Bill: (DUNE — 16:6)
 Eisan, Don: (AOC — 18:4) (FE — 17:4)
 Eliason, Jim: (FE — 18:4)
 Eller, Tom: (WAT — 3:2)
 Ellsworth, John: (GUAD — 7:2) (STAL — 7:2)
 Engbretson, Andrew: (1914 — 5:3)
 Epperson, Jim: (AK — 3:1)
 Erbey, Kenneth: (LW — 18:4) (RW — 18:5)
 Eschweiler, James: (Misc — 4:3)

F

Fabrizio, Anthony: (LW — 8:5)
 Farone, William: (PB — 14:3) (SL — 15:4) (Misc — 16:3)
 Fauber, R.E.: (BB — 8:6) (Misc — 8:4)
 Fawcett, Bill: (WQ — 19:4)
 Fellows, Ralph: (DD — 3:1)
 Files, Alvin: (GE — 5:2)
 Finch, John: (AK — 2:2)
 Flamer, Michael: (BL — 5:4)
 Fogg, Frank: (1914 — 8:1)
 Foos, Richard: (PL — 12:4)
 Fowler, Roger: (BL — 5:1)
 Fowler, Thomas: (STAL — 6:3, 6:5)
 Fram, Dan: (TB — 16:3)
 Fram, David: (SST — 13:6)
 Frankwicz, Mike: (Misc — 3:1, 3:2, 3:4, 3:5, 3:6, 4:2, 4:5)
 Freeman, Bill: (PB — 7:6)
 Freeman, Ray: (WAS — 18:4)
 Frost, Bob: (BB — 5:6)

G

Gale, Henry: (BL — 7:3)
 Garbisch, Robert: (AK — 10:4) (BL — 3:1) (DD — 11:1) (STAL — 9:2)
 Gasser, David: (TAC — 3:1)

Geary, Riley: (PB — 8:6) (WAT — 12:6)
 Geller, Scott: (STAL — 2:3)
 Gervol, Victor: (MD — 2:4) (Misc — 4:1, 4:6)
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 Gilbert, William: (STAL — 6:1, 6:2) (Misc — 2:6, 6:4, 6:5, 7:1)
 Gilliatt, Stephen: (GE — 4:5)
 Gilman, Don: (FT — 18:6)
 Gniadek, Mitch: (GE — 8:2)
 Goldwasser, Naomi: (STAL — 5:5) (WAT — 6:1, 6:2) (Misc — 6:4)
 Gopin, Alan: (CM-19:4) (GL-19:4)
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 Gordon, John: (BL — 9:3)
 Gore, Ernest: (Misc — 9:1)
 Gray, Michael: (RB — 15:2)
 Gray, Monte: (MD — 9:3)
 Green, Walter: (BIS — 1:6, 2:1) (MD — 1:5) (UB — 1:3, 1:4) (Misc — 4:3)
 Greene, Jack: (1776 — 11:6)
 Greene, Leonard: (GE — 3:3)
 Greenwood, Donald: (BB — 2:6) (BL — 12:2) (CL — 13:5) (CM — 19:4) (DD — 11:1) (GI — 20:1) (GL — 18:4) (MD — 10:4) (SOA — 19:1) (WAT — 2:5) (Misc — 3:3, 3:6, 7:4, 11:1, 17:5, 18:4)
 Greer, Tom: (Misc — 18:1)
 Griffin, S.C.: (BL — 7:2)
 Grimmitt, Steve: (GE — 6:3) (TAC — 6:1)
 Griner, Terry: (TAC — 3:3)
 Gross, Keith: (BIS — 10:1) (1776 — 13:1)
 Grossman, Stewart: (STAL — 3:5) (Misc — 3:5)
 Guest, Fred: (Misc — 4:1)
 Guida, Richard: (Misc — 11:1)
 Gutenkunst, Richard: (AK — 18:2) (MD — 3:4, 3:5)
 Gygax, Gary: (AZ — 6:3) (DD — 10:1) (GE — 6:1) (STAL — 11:4) (Misc — 5:6)

H

Hablanian, David: (3R'81 — 18:5)
 Hable, Dave: (SUB — 16:5)
 Haggant, Bill: (JU — 4:6)
 Hald, Alan: (Misc — 11:5)
 Hales, James: (DD — 3:2)
 Hall, Stephen: (CIV — 19:4)
 Hallet, Doug: (MD — 5:6)
 Hallwig, Brad: (BL — 3:5)
 Hamblen, Richard: (CH'74 — 13:5) (BR — 20:5) (FE — 17:4) (GE'77 — 15:1) (GSL — 19:3) (MR — 16:4) (TRC — 13:3, 13:4) (SST — 13:6) (VITP — 14:4, 17:3, 18:6) (WAS — 13:3, 14:4)
 Hammons, Dave: (Misc — 4:3)
 Harlem, Peter: (MD — 2:6)
 Harmon, Robert: (BL — 10:6, 19:6) (FITW — 18:1) (KM — 13:1) (LW — 10:4, 13:1) (MD — 10:3, 18:6) (1914 — 8:5) (PB — 11:3, 11:4) (RW — 10:5) (WAT — 9:4, 9:5, 9:6, 10:1) (WSIM — 13:2) (Misc — 18:6)
 Harpham, Ted: (BB — 3:4) (STAL — 4:6)
 Harris, Glen: (BB — 5:4)
 Harvey, Chris: (BL — 3:3)
 Hathaway, John: (WAT — 8:2)
 Haythornthwaite, A.: (AW — 20:4)
 Hazlett, Tom: (AK — 8:3, 11:3) (AL — 12:4) (BL — 3:5)
 Hegelman, Rich: (COI — 17:1)
 Helic, Wayne: (GOA — 18:3)
 Heller, Randy: (BB — 7:3)
 Henry, John: (LW — 9:1)
 Henderson, E.D.: (STAL — 7:3) (TAC — 6:4) (Misc — 6:6)
 Hendrick, Arnold: (SST — 15:1)
 Hendrix, Grady: (VITP — 17:6)
 Hill, John: (SL — 14:2, 14:5)
 Hill, Richard: (Misc — 4:3)
 Hilton, Thomas: (CAE — 14:1) (CL — 13:3) (CH'74 — 12:1) (WAT — 13:1) (Misc — 12:4)
 Hoch, Charles: (Misc — 5:1, 5:2)
 Hock, Hal: (TB — 13:4, 19:1)
 Hodin, Earl: (MD — 3:1)
 Hoffbauer, Dan: (Misc — 11:1)
 Hoffman, Carl: (PB — 11:6)
 Hoffman, Ken: (DD — 2:1) (GUAD — 3:3) (LM — 2:2, 3:4) (UB — 2:4) (WAT — 3:2)
 Holsinger, Tom: (BL — 2:6)
 Hopp, George: (AZ — 6:5) (PB — 9:1)
 Hosler, Raymond: (WAT — 7:5, 7:6)
 Hubbard, Thomas: (DD'77 — 16:1)
 Hughes, Daniel: (STAL — 1:3) (WAT — 1:6) (Misc — 1:4, 1:5)
 Hunt, Paul: (BL — 4:3) (STAL — 4:4) (Misc — 4:5)
 Hunter, John II: (PB — 20:3)

I

Irwin, Mark: (STAL — 11:2)

J

Jackson, Barry: (STAL — 3:4) (Misc — 2:6)
 Jameson, Paul: (TRC — 16:5)
 Jarvinen, Rick: (OS — 10:6) (TRC — 13:6, 14:3, 14:5, 15:1, 17:6) (1776 — 11:5, 13:3, 13:5)
 Jerkich, Louis: (1914 — 8:3, 8:4)
 Jervey, Warren: (LW — 8:1)
 Johnson, Jared: (AK — 2:4) (BIS — 2:5, 3:4) (LM — 2:2) (MD 4:3) (UB — 2:3) (Misc — 2:6, 3:5, 4:1, 4:2, 4:5, 5:2, 5:3, 5:4, 5:6, 6:1, 6:2)
 Johnson, Ray: (GUAD — 4:6) (1914 — 5:2)
 Jones, Jeffery: (PL — 16:3)
 Joseph, Jack: (GE'77 — 15:1)

K

Katsampes, Andrew: (PB — 12:3, 16:6)
 Kiczek, Peter: (Misc — 20:3)
 Kidwell, Mike: (Misc — 3:4)
 Kimball, Kurt: (VITP — 15:6) (WAS — 15:6)
 Kimberly, David: (BB — 5:5, 5:6) (1914 — 9:1)
 Kittredge, Jack: (DUNE — 16:6)
 Kluksdahl, Norman: (PB — 12:6)
 Knabe, Carl: (AL — 1:4) (BL — 2:5) (DD — 1:1, 1:2, 3:5) (MD — 2:3) (1914 — 5:2) (STAL — 1:3, 2:6, 3:1) (Misc — 1:5)
 Koerper, Greg: (Misc — 4:2)
 Kohn, Michael: (BL — 3:2)
 Konterman, Leonard: (BL — 6:3)
 Koos, Bob: (BB — 5:6)
 Kosnett, Phil: (FR — 13:3) (SST — 13:6)
 Kronmeyer, Daniel: (STAL — 8:2)
 Kruger, Fred: (BL — 3:5)
 Kruger, Hans: (DD — 4:2) (GUAD — 3:6)
 Kuntz, Rob: (DD — 10:1)

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LaBeau, Mike: (KM — 17:5)
 LaFarge, Thomas: (Misc — 1:4, 1:5, 1:6)
 Lakofka, Leonard: (PB — 8:4) (Misc — 8:1)
 Lambert, Richard: (STAL — 9:3)
 Lasky, Lee: (W&P — 18:1)
 Lavis, Andy: (PB — 9:5)
 Lawler, Jim: (1776 — 19:3)
 Lazarin, Michael: (WAT — 3:6)
 Leach, M.W.: (Misc — 4:4)
 Leal, Tony: (Misc — 3:2, 3:3)
 Lee, Daniel: (AK — 5:6) (AZ — 8:1)
 Leith, Martin: (GE — 1:4) (Misc — 1:3)
 Lewis, Stephen: (JU — 7:5)
 Libby, Brian: (BB — 3:3)
 Lientz, Doug: (SST — 20:4)
 Lientz, Gerald: (TT — 20:2)
 Lindros, John: (BB — 4:4)
 Lininger, Ronald: (TAC — 1:6)
 List, Steve: (BL — 3:3) (Misc — 6:4, 6:6, 16:5)
 Lockwood, Jon: (AK — 12:5, 17:3) (DD — 9:4) (1776 — 16:1, 16:2, 16:3)
 Lombardy, Dana: (Misc — 4:2)
 Long, Jimmie: (SST — 17:4) (Misc — 13:4)
 Lowenthal, Mark: (1914 — 6:4) (STAL — 6:5)
 Lowry, Don: (BB — 7:6, 8:1)
 Lutz, James: (GOA — 20:2) (VITP — 18:2, 19:6)

M

Macek, Albert: (Misc — 4:4, 4:5)
 Madeja, Victor: (AK — 1:2, 1:3) (DD — 1:3, 1:5) (MD — 1:5) (STAL — 1:5, 1:6) (TAC — 1:5) (WAT — 1:3) (Misc — 1:4)
 Maisen, Charles: (SST — 15:6)
 Markowitz, Michael: (PB — 11:5) (STAL — 12:1)
 Marshall, Chris: (FR — 9:3)
 Marshall, Ralph: (LW — 20:6)
 Martin, David: (LRT — 19:3)
 Martin, Jeff: (BB — 2:6)
 Martin, Rex: (B-17 — 20:6) (BR — 20:5) (FITG — 20:4) (LRH — 20:2) (OWR — 19:4) (RW — 19:3) (SL — 20:2) (TR — 19:4)
 Massey, Marshall: (Misc — 3:3, 3:6)
 Mathews, Lee: (AK — 5:4) (Misc — 5:2)
 Mathews, Rick: (GE'77 — 19:3) (OS — 16:6) (SST — 20:4) (TB — 18:5)
 Matson, Michael: (LW — 17:1) (Misc — 8:1)
 Mattson, David: (Misc — 6:6)
 Mazurkiewicz, Ronald: (Misc — 12:1)
 McAllister, Jason: (TT — 20:2)
 McAneny, Larry: (PB — 12:5)
 McBrearty, Paul: (GE — 8:4)
 McCullan, Will: (KM — 14:2)
 McDaniel, Gerald: (GOA — 20:6)
 McGuire, Michael: (BB — 11:3) (TAC — 12:1)
 McHenry, Steven: (SON — 19:5)
 McLaren, Bill: (SST — 15:5)
 McLaughlin, Mark: (AOC — 15:3) (3R — 17:3) (W&P — 17:1, 18:4, 19:5, 20:2)
 McLean, James: (GE'77 — 15:1, 20:5)
 McLeish, Stewart: (Misc — 4:6)
 McNamara, Robert: (COI — 15:6) (GI — 20:1)
 Meagher, Chris: (AK — 3:4) (MD — 5:5)
 Mechow, Bob: (SL — 14:5, 20:4)
 Medrow, Robert: (COD — 17:2) (COI — 15:6) (GI — 20:1) (GL — 18:4)
 Mehaffey, Dennis: (PB — 8:2)
 Meldrum, James: (B-17 — 20:6)
 Mell, W.E.: (BL — 5:4)
 Menconi, Peter: (BL — 6:2)
 Menyhart, Louis: (DD — 6:4)
 Merritt, Michael: (GSL — 20:5) (SUB — 19:6)
 Meyer, David: (CL — 14:6, 17:6, 18:5)
 Michalski, John: (MD — 3:3) (Misc — 4:1)
 Milbert, Dennis: (LW — 8:3)
 Miller, Dean: (FR — 11:5) (JU — 9:6, 12:3) (LW — 14:1) (PB — 11:2) (TRC — 13:3) (3R — 12:4)
 Miller, Waldo: (WAT — 3:1)
 Milligan, Bruce: (Misc — 18:1)
 Mills, Ken: (BB — 5:6)
 Mills, Paul: (PB — 10:3)
 Misch, James: (BIS — 4:3)
 Mishcon, Jon: (COD — 17:3) (COI — 16:4) (GI — 20:1) (SL — 18:2, 18:3, 18:4, 18:5, 19:5, 19:6, 20:4, 20:6)
 Mitchell, Michael: (BB — 3:2)

Mohrmann, Edwin: (Misc — 3:5)
 Monson, Alan: (WAT — 4:6)
 Moon, Alan: (BIS'79 — 16:2) (CM — 17:5) (FT — 18:6) (FE — 17:4) (MD — 15:5) (NP — 16:1, 17:4) (VITP — 17:4) (Misc — 15:5, 16:1, 16:2, 16:3, 16:4, 16:6, 17:1, 17:2, 17:3, 17:4, 17:5, 17:6, 18:1, 18:2, 18:4, 19:3)
 Morss, Mark: (STAL — 7:4)
 Moulton, Kevin: (WSIM — 20:5)
 Moyer, Richard: (STAL — 12:2, 9:5)
 Mrotek, Dan: (WAT — 4:6)
 Mustafa, Sam: (WAT — 19:5)

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Nelson, Carl: (MD — 4:5)
 Newman, Bill: (CM-19:4) (GL-19:4)
 Nichols, Richard: (GUAD — 5:1, 5:4) (Misc — 6:5)
 Nicholson, Marc: (BB — 2:2) (WAT — 2:1) (Misc — 2:3, 2:4)
 Nightingale, Bill: (SL — 18:1, 19:3, 19:4) (3R — 17:1) (3R'81 — 18:5, 19:2)
 Nixon, Mark: (GI — 20:1) (Misc — 19:3)
 Nofi, Albert: (AK — 1:6) (WAT — 2:2) (Misc — 8:5)
 Nordlund, Jeff: (3R — 14:4)
 Nordquest, Kurt: (JU — 11:4) (PB — 10:6)
 Norris, J. K.: (STAL — 2:1, 3:5)
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 Obolensky, Michael: (DD — 3:6)
 O'Connor, Edward: (VITP — 17:6)
 Olie, David: (SON — 19:5)
 Oleson, Manuela: (Misc — 12:4)
 Oleson, Tom: (AZ — 10:5, 16:1, 16:6) (FR — 10:3) (PB — 8:1, 8:2, 15:4) (TRC — 17:3) (Misc — 11:1, 11:4, 16:6)
 Olotka, Peter: (DUNE — 16:6)
 Olson, Robert: (AK — 5:5) (BL — 2:5) (DD — 1:1, 3:5) (MD — 2:2) (WAT — 5:1)
 Olson, Tom: (PB — 9:5)
 O'Neil, Vincent: (1776 — 17:4)
 O'Neill, George: (Misc — 16:3, 17:1, 18:1)
 Ott, Robert: (OR — 15:5) (3R — 15:5)
 Owens, Seth: (Misc — 19:6)

P

Packwood, Stephen: (AK — 15:5)
 Palmer, Nicky: (FITG — 20:4) (Misc — 14:5)
 Paluszek, Michael: (Misc — 5:1, 5:4, 6:5)
 Parenteau, Roland: (WSIM — 15:4)
 Parsons, Bill: (W&P — 18:4, 19:5)
 Paxon, Vern: (SST — 16:5)
 Peacer, Norman: (Misc — 2:6)
 Pelliccia, Joseph: (WAS — 16:5)
 Pelt, Charles: (MD — 6:6)
 Perica, Jon: (AK — 1:3) (TAC — 1:4) (Misc — 1:1, 1:2, 1:5, 1:6)
 Perla, Paul: (BL — 4:2) (Misc — 5:3)
 Perlman, David: (FE — 17:4)
 Phelps, George: (DD — 2:4)
 Phillips, V. P.: (DD — 1:2)
 Phillips, George: (DD — 6:5, 6:6) (STAL — 8:6, 9:1, 12:6)
 Piche, Ray: (Misc — 3:4)
 Pittman, Theodore: (BL — 4:4)
 Pliskin, Stanford: (LM — 3:4)
 Plock, Richard: (Misc — 11:1)
 Plumb, Lawrence: (DD — 2:2, 2:3) (STAL — 2:4) (Misc — 2:1)
 Pollock, Joseph: (BB — 4:2)
 Pope, David: (SL — 19:2)
 Pournelle, J. E.: (LW — 8:4) (WAT — 8:2) (Misc — 4:6, 5:5, 6:1, 7:3, 7:5, 7:6, 8:2)
 Powlesland, Steve: (SL — 17:6)
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 Proctor, Bob: (BIS'79 — 18:1) (Misc — 16:3)
 Pulsipher, Lewis: (DD'77 — 13:6, 16:6) (DIP — 18:1, 18:2, 18:3) (OR — 10:3)
 Pyle, James: (RW — 11:1)

Q

Quinn, Bill: (AK — 5:6)

R

Rahman, Glen: (DWTB — 20:3)
 Rains, Ed: (SL — 19:2)
 Rancourt, John: (BB — 3:2) (BIS — 5:5, 5:6)
 Ransom, Craig: (BIS'79 — 16:2) (WAS — 13:6)
 Reed, Randy: (CH — 12:3) (PB — 8:1) (RW — 10:4) (SST — 13:6) (Misc — 8:3, 11:1)
 Reese, Jay: (SST — 13:6)
 Reese, Peter: (TAC — 6:5) (WAT — 4:2)
 Richie, David: (3R — 15:3)
 Ritholz, Robert: (BB — 2:5)
 Roach, Harry: (BL — 9:4) (WAT — 7:1)
 Roberts, Dave: (AK — 14:1) (BL — 9:5, 12:5)
 Robinette, Henry: (AZ — 7:3) (BB — 9:2)
 Robinson, Michael: (BB — 11:5)
 Robleski, Gregory: (BL — 9:2)
 Rod, David: (PB — 18:1)
 Roehl, Chris: (Misc — 18:6)
 Rohrs, Chris: (BL — 3:5)
 Rosenberg, Mark: (AK — 4:2) (BL — 3:2)
 Ross, Dooner: (MD — 17:1, 17:4)
 Rowland, John: (BB — 5:6)
 Rubin, Richard: (BIS'79 — 16:2)
 Rudolph, Mark: (DD — 4:12)

Russell, Frank: (AK — 3:1)

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Saha, Mark: (OR — 10:3, 13:5) (RW — 11:3, 11:6) (STAL — 11:2, 13:3) (3R — 12:5) (TB — 13:6) (Misc — 11:1)
 Salcedo, Ron: (STAL — 15:3)
 Saltzman, Russell: (Misc — 8:1)
 Sanders, Stephen: (SST — 17:4)
 Santosuosso, Antonio: (AL — 18:1)
 Sapp, Bill: (Misc — 3:6)
 Sassin, Fred: (1776 — 20:3)
 Saunders, Joseph: (BB — 5:3)
 Saviet, Mark: (MD — 4:2)
 Schmidt, Otto: (3R — 16:4)
 Schulz, Ralph: (Misc — 4:5)
 Searight, William: (AK — 5:6, 7:4, 9:1) (DD — 7:5, 11:5) (FR — 9:4) (MD — 14:5, 20:6) (STAL — 6:3, 6:6, 8:6) (Misc — 5:2)
 Self, Kennedy: (MD 17:1, 17:4)
 Shagrin, Richard: (BB — 4:1, 7:4) (MD — 3:6) (STAL — 2:5, 3:5) (3R — 14:5) (WAT — 2:3, 3:3)
 Shalvoy, Richard: (STAL — 3:3, 4:1, 11:3) (Misc — 6:2, 8:3)
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COMPANY HISTORY

In celebration of Avalon Hill's Silver Jubilee, an informal history of the world's first and largest wargame publisher was compiled. The 32-page, full-color booklet exposes the successes, failures, truths and myths of The Avalon Hill Game Company from 1958 to 1983. With a forward by Charles S. Roberts on the founding years and liberally illustrated, the Company History is wonderful nostalgia for the thousands of gamers who started wargaming with Avalon Hill products. The Silver Jubilee booklet is available for \$2.50 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add the usual 10% postage and handling (20% for Canadian orders; 30%, overseas).

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LETTERS TO THE EDITOR

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The "Letters page" in *The GENERAL* has rarely resembled the self-serving hype that many periodicals publish and, as such, is worthy of inclusion in this index. The letters printed give the current reader an insight into how the readership of the period reacted to *The GENERAL* and our wargames as these evolved. It also serves to show how little things have changed, as is evidenced by the complaints regarding delay of the magazine which made their first appearance in Vol. 1, No. 4! Oftentimes the reader reaction to certain articles as portrayed via the letters page proved more interesting than the articles themselves. Indeed, in some cases, the letters become necessary reading to keep up with errata for the articles printed in previous issues. Finally, the letters page has become an exchange of ideas, a spot for the many who do not or cannot submit articles to place their views and variants before their peers.

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- Whit Stillman (comments on realism) 1:2 (3).
- Conrad Jarrell (praise for humor in advertisements) 1:2 (4).
- Arthur Fossa (variant with miniatures) 1:3 (6).
- James Smith (reply to Anon., "Afrika Korps Replayed" 1:5) 1:6 (6).
- James Dunnigan (reply to Anon., "Afrika Korps Replayed" 1:5) 1:6 (6).
- Steffan Kullengren (improvements for rules) 7:2 (14).
- Ken McGurn (problems with the game) 9:5 (13).
- Charles Starks (reply to Hazlett, "Tournament Play" 11:3) 11:5 (29).
- Tom Hazlett (reply to Lockwood, "The Paleveda Gambit" 12:5) 13:1 (33).
- Bruce Downing (reply to Preissle, "Face Lift for a Classic Beauty" 18:1) 18:3 (45).

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- Norman Beveridge (reply to Zucker, "Design Analysis" 17:3) 17:5 (45).
- Jim Pulles (variant log pad codes) 17:5 (45).
- Tom Oleson (reply to Zucker, "Design Analysis" 17:3) 17:5 (45).
- David Bieksza (solution to Contest 102 in error) 18:5 (45).

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- Bruce Hooke (praise—but balance problems) 11:6 (29).

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- Robert Reuschlein (reply to Burkman, "Anzio Without Really Trying" 6:2) 6:3 (14).
- Marc Nicholson (setup aide) 7:3 (14).
- David Roberts (reply to Oleson, "Allied Strategy in Anzio" 10:5) 11:1 (29).
- Jerry Schott (criticism of the "updated" game) 15:5 (33).

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- Lawrence Valencourt (reply to Young*) 6:1 (14).
- Joel Klein (an opening-move suggestion) 7:4 (14).
- Randy Heller (reply to Shagrin, "Heller's Folly" 7:4) 7:5 (13).
- Bruno Sinigaglio (hints on new version of the game) 16:1 (33).

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- Gary Lawson (reply to Moon, "Child of the Sixties Grows Up" 16:2) 18:1 (45).
- Jack Greene (reply to Proctor, "Tactical Side of Bismarck" 18:1) 18:3 (45).

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- Keith Bennett (meaning of the colors Red & Blue?) 6:1 (14).
- Stan Kaplan (reply to Pelto, "The Pessimist's Blitzkrieg" 6:6) 7:2 (14).
- Mark McCandless (reply to Griffin, "Strategic Bombing The Key" 7:2) 7:3 (14).
- Mark McCandless (reply to Anon., "Blitzkrieg—Troops for the Minor Countries" 2:6) 7:4 (14).
- Lewis Pulsipher (variant rules) 11:1 (29).
- Alan Skinner (reply to Greenwood, "Surface Raiders" 12:2) 12:4 (29).
- James Stahler (variant, Hidden Movement) 12:4 (29).

- Glenn Roberts (variant Fortress) 12:5 (33).
- Editor (variant rules, "Fortifications") 13:1 (33).
- Stephen Herchak (reply to Thomas, "Blitzkrieg Propaganda" 16:5) 17:1 (45).
- Thomas Butcher (reply to Harmon, "New Look at an Old Friend" 20:4) 20:6 (45).

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- Gerard Verzaal (reply to Greenwood, "The Best Alternative to Play Balance" 13:5) 13:6 (33).

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- Don Holshuh (reply to Reed, "Design Analysis" 12:3) 12:5 (33).

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- Robert Olimsk (why phase out this great game?) 8:6 (14).

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- Tyrona Bomba (Add & Corr, "Plan of the Month" 7:1) 7:2 (14).
- Robert Burge (reply to Searight, "Gamble or Play it Safe?" 7:5) 8:1 (13).
- Keith Lewis (variant, Patton's 3rd Army) 9:5 (13).
- Mark Matuschak (reply to Gygax, "D-Day Defended" 10:1) 10:3 (21).
- Robert Burge (reply to Gygax, "D-Day Defended" 10:1) 10:5 (21).
- Gary Gygax (reply to Burge*) 10:5 (21).
- Tim Latanishen (praise) 11:2 (29).
- Robert Beyma (reply to Greenwood-Roberts, "Beach by Beach" 11:1) 11:4 (29).
- David Roberts (reply to Beyma*) 11:6 (29).
- Mark Saha (comments on "updated" game) 14:5 (33).

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- Harry Bee (Dune variant) 17:4 (45).

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- Jim Stahler (reply to Owens, "Historian's Guide to AH Wargames" 19:6) 20:3 (45).

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- Allen Kerns (praise) 9:1 (13).
- Phillip Costaggini (suggestions for new Order of Battle) 9:6 (13).
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- Dan Richardson (reply to Wessels, "Is Defense Really Necessary?" 9:6) 10:5 (21).
- Larry Wessels (reply to Richardson*) 11:1 (29).
- Phil Kosnett (Add & Corr, "More French Alternatives" 13:3) 13:5 (33).

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- Robert Harmon (Add & Corr, "FITW: A Commander's Notebook" 18:1) 18:3 (45).

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- Doug Kewley (reply to Files, "Togetherness for Confederates" 5:2).
- Thomas Wilbur (reply to Augenbraun, "Gettysburg—What Price Victory?" 8:1) 8:3 (13).
- Anon (reply to Boslet, "A Realistic Solution" 10:6) 11:3 (29).

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- Thomas Norton (complaints on GI delay) 18:6 (45).
- Chester Morrison (reply to Norton) 19:2 (45).
- JJT (abbreviations) 19:3 (45).
- Scott Tomasic (abbreviations) 19:3 (45).
- Robert Kaliski (reply to Norton) 19:4 (45).
- Robert Miller (errata and point values) 19:4 (45).
- Fred Oerther (criticism) 19:5 (45).
- John Ockelmann (reply to Oerther) 20:3 (45).
- Alan Lipka (reply to Collier, "Glass Anvil" 20:1) 20:4 (45).
- James Collier (Add & Corr, "Glass Anvil" 20:1) 20:4 (45).

- Ray Andrews (solution to Contest 113 errs) 20:4 (45).

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- Thomas Springsteen (Add & Corr, "Gladiator" 18:4) 18:6 (45).

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- John Kato (problems) 6:4 (11).
- Gordon Neufeld (praise) 6:6 (14).
- Joseph Seliga (praise) 6:6 (14).
- John Kato (variant, Hidden movement suggestions) 6:6 (14).
- Mark Saha (praise, suggestions) 9:6 (13).
- Mark Saha (reply to Davis, "Guadalcanal: The Island, the Campaign, the Game" 10:6) 11:3 (29).

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- Tim Williams (criticism and variants) 18:4 (45).
- Claude Drong (solution to Contest 103 errs) 18:6 (45).

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- Stuart Gilbert (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
- Robert Thorne (reply to Witmer, "Jutland Rebuttal and Six Variations" 6:5) 6:6 (14).
- Stephen Lewis (reply to Gilbert* & Throne*) 7:1 (14).
- Anthony Bernier (variant, rubberband firing!) 8:2 (13).
- J. Northgraves (variant, 3rd player) 9:1 (13).
- Dean Miller (Add & Corr, "Probable Possibilities" 12:3) 12:5 (33).
- David Wilson (a "playable variant") 15:3 (33).

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- Bill Mauzey (praise for the advance announcement) 12:5 (33).

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- Charles Debaugh (praise) 7:2 (14).
- Craig Ashby (will not buy game) 7:3 (14).
- Chris Hilburn (praise) 7:3 (14).
- Dana Brussel (reply to Ashby*) 11:4 (29).

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- Steve Beard (praise) 19:1 (45).

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- J. E. Pournelle (long letter on his historical position) 9:4 (13).
- Karl Skadowski (variant, victory conditions) 9:5 (13).
- Mark Saha (reply to Duncan, "Luftwaffe Analysis" 10:2) 10:6 (21).
- Robert Harmon (Add & Corr, "Breaking Par" 10:5) 10:6 (21).
- Robert Harmon (historical comments) 11:1 (29).
- Robert Duncan (reply to Hazlett, "A Fast America Win" 11:2) 11:4 (29).
- Norman Kluksdahl (beef-up the P-38) 13:3 (33).
- Dave Sandberg (reply to Harmon, "Calibrated Luftwaffe" 13:1) 14:1 (33).
- David Goodwin (variant, balance) 14:4 (33).
- Kenneth Erby (Add & Corr, "Tactical Level Luftwaffe" 18:4) 18:6 (45).

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- Craig Kurumada (don't use the word "Jap") 13:5 (33).
- Melvin Safstrom (problems with rules & history) 14:5 (33).
- Editor (Add & Corr, "Pacific Theatre via Midway" 15:5) 15:6 (33).

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- Ronald Jacob (reply to Valencourt, "Air Power in 1914" 6:2) 6:3 (14).
- Thomas Wilbur (reply to Valencourt, "Holland 1914" 7:4) 7:5 (13).
- Michael Carr (reply to Valencourt, "Air Power in 1914", 6:2) 6:3 (14).
- Joe Dulaney (reply to Augenbraun, "1914 Strategy and Tactics" 7:6) 8:1 (13).
- A Velez-Diaz (a Phd and an MA can't figure out how to play) 9:1 (13).
- Seth Fine (reply to Crow, "German 1914 Assault Tactics" 8:6) 9:1 (13).
- Paul Purman (criticism of game length) 15:5 (33).
- Mark Lowenthal (Add & Corr, "The Schlieffen Plan and 1914" 6:4) 6:5 (14).
- Patrick Regan (criticism) 6:5 (14).

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- Craig Ransom (variant ideas) 10:6 (21).
- Craig Ransom (more variant ideas) 12:2 (29).

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- Mark Saha (reply to Sheinberg, "Tiger by the Tail" 9:6) 10:1 (21).
- Bill Fisher (praise) 10:2 (21).
- Lane Marinello (praise) 10:4 (21).
- Richard Noonan (variant) 10:5 (21).
- Lewis Pulsipher (wrote the "Italian Variants" in "An Origins Trilogy" 10:3) 11:1 (29).
- Len Scensey (reply to Pulsipher*) 12:1 (29).
- Michael Ziegler (hints on play) 12:2 (29).
- Robert Sellen (praise: classroom use) 12:5 (33).

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- Greg Degi (praise) 7:6 (13).
- Michael Plesko (terrain problems) 7:6 (13).
- Tom Olsson (reply to Freeman, "Russian Emphasis on Close Assault Tactics" 7:6) 8:1 (13).
- John Jacobson (use bingo chips to mark units) 8:2 (13).
- David Huss (reply to Stanton, "Airborn PanzerBlitz" 8:3) 8:4 (14).
- Hank Roach (more articles needed!) 8:5 (13).
- Nick Jewett (variant, Impulse movement) 9:2 (13).
- Richard Thomas (variant, Spotting rules) 9:3 (13).
- Keith Gross (reply to Hopp, "PanzerBlitz Revisited" 9:1) 9:4 (13).
- Steve Powlesland (Germans need help) 9:6 (13).
- Robert Chiang (ideas for situation #10) 10:3 (21).
- Rolf Luchs (reply to Thomas, "Experimental PanzerBlitz" 10:1) 10:3 (21).
- Mark Saha (ideas for situation #4) 11:1 (29).
- Carl Hoffman (reply to Miller, "The Professional German" 11:2) 11:4 (29).
- Steven Yancey (reply to McAneny, "The Pieces of PanzerBlitz" & Harmon, "Beyond Situation #13" both in 11:4) 11:6 (29).
- Editor (corrections for problems noted in entry above) 11:6 (29).
- Jeffrey Jones (reply to McAneny, "The Pieces of PanzerBlitz" 11:4) 11:6 (29).
- Jonathan Penner (reply to Hoffman*) 12:1 (29).
- Michael Orth (reply to Hoffman* & Yancey*) 12:1 (29).
- Roy Easton (Add & Corr, "Battle for Berlin" 12:1) 12:3 (29).
- Mark Matuschak (reply to Harmon, "Situation #13" 11:4) 12:3 (29).
- Ian Straus (reply to Harmon, "The Fallacy of PanzerBlitz—Design Analysis" 12:2) 12:6 (33).
- Mark Brazas (reply to Saha*) 13:3 (33).
- Robert Chiang (Add & Corr, "Series Replay" 13:6) 14:3 (33).
- Lorin Bird (variant, movement rules) 15:3 (33).
- Tom Olsson (Add & Corr, "Panzerblitz Situation "X" 15:4) 16:5 (45).

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- Steve Spoulos (praise) 12:1 (29).
- John Libby (reply to Foes, "PBM—the Hard Way" 12:4) 12:6 (33).
- Randy Bostwick (variant, OOB for situation #3) 13:2 (33).
- Ramiro Cruz (Add & Corr, "Panzer Leader, 1940" 15:2) 15:5 (33).
- Anon. (Add to "Panzer Leader 1940" 15:2) 16:2 (33).
- S. Hogan (plea for unification of design in the PB, PL & AIW games) 16:6 (45).
- Brett Miller (praise) 17:5 (45).
- Oscar Oates (Add & Corr, "Para-Leader" 20:2) 20:4 (45).

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- David Botger (Add & Corr, "Richtofen's War Analysis 11:5) 12:1 (29).
- Mark LaPlante (variant "bounce") 13:3 (33).
- Eric Waggoner (variant, "clouds") 13:6 (33).
- Robert Duncan (variant "climb & dive") 14:2 (33).
- Editor (Add & Corr, "Unexpected Maneuvers" 14:4) 14:6 (33).

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- Peter Olafson (reply to Jarvinen, "Viipuri Defense" 13:6) 14:4 (33).
- Lorin Bird (reply to Jarvinen, "Barbarossa Repulsed" 14:3) 14:5 (33).
- Jim Eliason (reply to Hamblen, "Design Analysis" 14:1) 15:5 (33).
- Mark Brazas (reply to Greenwood, "Series Replay" 16:4) 16:5 (45).
- Gene Boggess (playing aid for postal play) 16:6 (45).
- Don Pieron (reply to Hamblen, "TRC Series Replay" 16:4) 17:1 (45).
- Mark Brazas (reply to Brazas) 17:2 (45).
- Ron Lambert (reply to Jameson, "Tactical Alternatives in 1941" 16:5) 17:2.
- David Jameson (Add & Corr, "Tactical Alternatives in 1941" 16:5) 17:2 (45).

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- George Phillis (no need for "idiocy factor") 11:2 (29).

- Tom Hazlett (comments on Command/Control) 11:2 (29).
- Joel Davis (comments on criticism in other magazines) 11:2 (29).
- J. E. Pournelle (praise) 11:2 (29).
- Larry Bucher (comments good & bad) 11:4 (29).
- Ed Newby (reply to Phillis*) 11:5 (29).
- Thomas Hilton (Americans can win!) 11:5 (29).
- Stephen Tietz (praise, tips for play) 12:1 (29).
- Charles Starks (reply to Jarvinen, "Saratoga" 11:5) 12:2 (29).
- Ron Magazuy (flaws—but praise) 12:2 (29).
- Keith Mohler (add ships?) 12:3 (29).
- Mike Thomas (praise, tips on play) 12:4 (29).
- Bill Hecker (reply to Kanterman, "Design Analysis—Command/Control" 12:4) 13:2 (33).
- Mark Matuschak (reply to Gross, "Occupation as the Key to Victory" 13:1) 13:3 (33).
- Dwight Hamner (reply to Jarvinen, "Game Theory and 1776" 13:5) 14:1 (33).
- Richard Jarvinen (reply to Hamner*) 14:3 (33).

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- Frank Avent (plea for expansions) 15:1 (33).
- John Scales (reply to Greenwood, "Design Analysis" 14:5) 15:2 (33).
- Nathan Wallace (reply to Avent*) 15:3 (33).
- Pierre Frioud (reply to Hill, "Design Analysis" 14:5) 15:5 (33).
- Michael Mahoney (where is COI?) 15:6 (33).
- Jim Roche (Disturbed over gamettes delay) 16:1 (33).
- Roger Eastep (comments on coming gamettes) 16:4 (33).
- Lorin Bird (Soviet organization) 17:3 (45).
- John Sivertsen (slowness of SL production) 18:1 (45).
- Mark Cotter (inordinate coverage) 18:2 (45).
- Michael Fullerton (suggest contest for SL names) 18:6 (45).
- Rick Walton (Japanese, advanced SL rulebook) 19:5 (45).
- Bill Nightingale (Add & Corr, "Quiz on Basic Infantry Tactics" 19:3) 20:1 (45).
- William Bowers (reply to Alsen) 20:6 (45).
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CONTESTS

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Contests have been a tradition with *The GENERAL* since the very first issue, despite efforts by more than one editor to do away with the time-consuming feature. Twice, contests were omitted in an attempt to judge how the readership would react to such a move. As the reader can plainly see, the response was such that they were immediately reinstated, much to the chagrin of the editors. Devising new and challenging puzzles which are more than just "luck of the draw" exercises is a considerable undertaking which often consumes more time and space than the number of replies to each would suggest to perfect a puzzle which is challenging and *legitimate* (correct and answerable in only one way). However, many readers indicate that, while they do not frequently enter the contests, they often "play along at home" and try to solve the puzzle in their head without going to the trouble of getting out board, pieces and rules. For this reason, and because the contest is often tied to the feature presentation of each issue in its current format, the contests are probably with us to stay for a long time to come.

The contests were not always tests of skill, however. In the early years of *The GENERAL* they often resembled random chance drawings simply because this was simpler for the harried editor (who had neither the time nor expertise to design a contest on a specific title). Fortunately, with our expanding in-house design staff, each contest can now be constructed by the designer or developer of the game on which it is based and therefore usually offers a fine test of wits for the enthusiast. Traditionally, the answer to each contest has been printed in the immediately following issue—at first as a separate article. Later, more often than not, the solution was incorporated into the regular "Infiltrator's Report". In the "Report" also, the winners of each contest are announced.

Non-specific contests are indicated by brackets around the "subject" of that contest.

1. Afrika Korps (1:1)
2. Baseball Strategy (1:2)
3. Stalingrad (1:3)
4. Football Strategy (1:4)
5. Midway (1:5)
6. [Select the Most Popular Game of 1964] (1:6)
7. Waterloo (2:1)
8. LeMans (2:2)
9. Battle of the Bulge (2:3)
10. [Identify the game by certain facts] (2:4)
11. Blitzkrieg (2:5)
12. Baseball Strategy (2:6)
13. Guadalcanal (3:1)
14. U-Boat (3:2)
15. Management (3:3)
16. Battle of the Bulge (3:4)
17. Stalingrad (3:5)
18. Baseball Strategy (3:6)
19. Gettysburg '64 Edition (4:1)
20. Jutland (4:2)
21. Football Strategy (4:3)
22. [Identify Counters] (4:4)
23. [Figure Battle Odds] (4:5)
24. [End the Vietnam War] (4:6)
25. [Playtest Registration] (5:1)
26. Gettysburg '64 Edition (5:2)
27. [Reader's Survey] (5:3)
28. Bismarck (5:4)
29. U-Boat (5:5)
30. Baseball Strategy (5:6)
31. Blitzkrieg (6:1)
32. [Rules Quotations] (6:2)
33. Bismarck (6:3)
34. LeMans (6:4)
35. [Select New Game Titles] (6:5)
36. [Who and What in Wargaming] (6:6)
37. U-Boat (7:1)
38. Kriegspiel (7:2)
39. Football Strategy (7:3)
40. Battle of the Bulge (7:4)
41. Stalingrad (7:5)
42. PanzerBlitz (7:6)
43. Waterloo (8:1)
44. Afrika Korps (8:2)
45. Blitzkrieg (8:3)
46. D-Day (8:4)
47. [Market Survey] (8:5)
48. [Identify Games by Attack Examples] (8:6)
49. France, 1940 (9:1)
50. [Readers Survey] (9:2)
51. [Design AH Advertisement] (9:3)
52. Midway (9:4)
53. Afrika Korps (9:5)
54. Battle of the Bulge (9:6)
55. Luftwaffe (10:1)
56. Richthofen's War (10:2)
57. Stalingrad (10:3)
58. Blitzkrieg (10:4)
59. Afrika Korps (10:5)
60. D-Day (11:1)
61. PanzerBlitz (11:2)
62. Afrika Korps (11:3)
63. panzerBlitz (11:4)
64. Stalingrad (11:5)
65. Third Reich (11:6)
66. Anzio (12:1)
67. [Cryptogram] (12:2)
68. Battle of the Bulge (12:3)
69. Third Reich (12:4)
70. 1776 (12:5)
71. Chancellorsville (12:6)
72. Wooden Ships and Iron Men (13:2)
73. Russian Campaign (13:3)
74. Alexander (13:4)
75. War at Sea (13:5)
76. Starship Troopers (13:6)
77. Afrika Korps (14:1)
78. Kingmaker (14:2)
79. Arab-Israeli Wars (14:3)
80. Victory in the Pacific (14:4)
81. Squad Leader (14:5)
82. D-Day (14:6)
83. Gettysburg '77 (15:1)
84. Panzer Leader (15:2)
85. Air Assault on Crete (15:3)
86. Submarine (15:4)
87. Midway (15:5)
88. Cross of Iron (15:6)
89. Anzio (16:1)
90. Bismarck (16:2)
91. The Russian Campaign (16:3)
92. Magic Realm (16:4)
93. The Russian Campaign (16:5)
94. Dune (16:6)
95. War & Peace (17:1)
96. Crescendo of Doom (17:2)
97. Afrika Korps (17:3)
98. [Asylum Murder Mystery] (17:4)
99. Circus Maximus (17:5)
100. Stalingrad (17:6)
101. [Identify Games by Rules] (18:1)
102. Air Force (18:2)
103. Guns of August (18:3)
104. Gladiator (18:4)
105. Third Reich (18:5)
106. Crescendo of Doom (18:6)
107. Storm Over Arnhem (19:1)
108. Battle of the Bulge '81 (19:2)
109. Gunslinger (19:3)
110. Oh-Wah-See (19:4)
111. Struggle of Nations (19:5)
112. Victory in the Pacific (19:6)
113. G.I.: Anvil of Victory (20:1)
114. Titan (20:2)
115. Frederick the Great (20:3)
116. Starship Troopers (20:4)
117. Bull Run (20:5)
118. Air Force (20:6)

SERIES REPLAYS

Index Key: Order of Appearance—Game
(Players and Commentator) Volume:Number

Since Don Greenwood introduced the first Series Replay a decade ago, the masterful play illustrated by the experts has proved a boon to many readers. Even the less-than-clever actions by the not-so-expert among these players served for the neutral commentators (themselves master players) to highlight points on proper and improper tactics and strategies. Many current readers learned competency in the various games below by playing along vicariously. Many innovations and ploys were first illustrated in these replays. More than any other regular feature in the magazine, the colorful art and commentary of the Series Replay has yet to be duplicated elsewhere in the hobby press. Despite the immense effort even a simple replay represents, these will continue to be stock-in-trade for *The GENERAL*.

The name of the Neutral Commentator has been italicized. Thus far, only one Series Replay has appeared that did not have a Neutral Commentator to guide the readers through the action.

1. Midway (Barr, Greenwood, *Totten*) Vol. 10, #2
2. Stalingrad (Evans, Oleson, *Phillies*) Vol. 10, #4
3. Afrika Korps (Garbisch, Hoyes, *Greenwood*) Vol. 10, #5
4. Battle of the Bulge (Reed, Lowry, *Roberts*) Vol. 10, #6
5. Panzerblitz, Situation 6 (Plock, Livermore, *Easton*) Vol. 11, #1
6. Waterloo (Sinigaglio, Beyma, *Anton*) Vol. 11, #2
7. Midway (Uhl, Greenwood, *Totten*) Vol. 11, #3
8. Origins of World War II (Barents, Drakert, Hendry, Caton, Birsan, *Pulsipher*) Vol. 11, #4
9. Stalingrad (Greenwood, Reed, *Phillies*) Vol. 11, #5
10. Third Reich (Nofi, Glynn, Euler, *Greenwood*) Vol. 11, #6
11. Anzio (Oleson, Saha, *Davis*) Vol. 12, #1
12. Panzerblitz, Situation 4 (Livermore, Plock, *Easton*) Vol. 12, #2
13. Waterloo (Roberts, Libby, *Anton*) Vol. 12, #3
14. Afrika Korps (Hazlett, Libby, *Burdick*) Vol. 12, #4
15. Anzio (Oleson, Saha, *Menconi*) Vol. 12, #5
16. Wooden Ships & Iron Men (Uhl, Greene, *Hamblen*) Vol. 12, #6
17. Panzer Leader, Situation 15 (Plock, Livermore, *Reed*) Vol. 13, #1
18. Diplomacy (Naus, McCallum, Birsan, Prosnitz, Beyerlein, Plog, Lakofka, *Buchanan*) Vol. 13, #2
19. Midway (Uhl, Greenwood, *Hilton*) Vol. 13, #3
20. War at Sea (Hamblen, Uhl, *Greenwood*) Vol. 13, #4
21. Afrika Korps (Beyma, *Burdick*, *Hazlett*) Vol. 13, #5
22. Panzerblitz, Situation 4 (Chiang, Bolar, *Phillies*) Vol. 13, #6
23. Alexander (Plock, Livermore, *Hamblen*) Vol. 14, #2
24. Stalingrad (Baruth, Angiolillo, *Balkulski*) Vol. 14, #3 and Vol. 14, #4
25. Victory in the Pacific (Carus, Barr, *Greenwood*) Vol. 14, #6
26. Squad Leader, Scenario 1 (Blumberg, Wetzelberger, *Greenwood*) Vol. 15, #1
27. Caesar's Legions (Poulter, Hind, *Greenwood*) Vol. 15, #4
28. Panzerblitz, Situation 10 (Plock, Livermore, *Chiang*) Vol. 16, #1 and Vol. 16, #2
29. Cross of Iron, Scenario 102 (Suchar, Mishcon, *Greenwood*) Vol. 16, #3
30. Russian Campaign (Jarvinen, Beyma, *Hamblen*) Vol. 16, #4
31. Anzio, Four Player Variant (Barrera, Diez, Duerr, Duerr, *Oleson*) Vol. 16, #6
32. War at Sea (Moon, Hamblen, *Greenwood*) Vol. 17, #1
33. Victory in the Pacific (Wright, Roehl, *Hendrix*, *Greenwood*) Vol. 17, #2
34. Cross of Iron, Scenario E (Anderson, Spoulos, *Allen*) Vol. 17, #3 and Vol. 17, #4
35. Third Reich (Watney, Palmer, Nicholas, Wein) Vol. 17, #5 and Vol. 17, #6
36. Wooden Ships & Iron Men (Carpenter, Burt, *Uhl*) Vol. 18, #3
37. Storm Over Arnhem (Moon, Greenwood, *Allen*) Vol. 19, #1 and Vol. 19, #2
38. Gunslinger (Murphy, Ifert, Martin, Ransom, Fratelli, *Hamblen*) Vol. 19, #3
39. Victory in the Pacific (Sinay, Resman, *Lutz*) Vol. 19, #6 and Vol. 20, #1
40. Bull Run (Martin, O'Neil, *Hamblen*) Vol. 20, #5 and Vol. 20, #6