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GENERAL

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Ship to Ship Combat on a Grand Scale

FULL YE

FULL YEAR \$4.98

The AVALON HILL GENERAL

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

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, tool)

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COVER STORY:

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

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

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

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

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

The Avalon Hill Philosophy - Part 3

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

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

THE GENERAL: Mr. Dunnigan - what exactly is your organization Kampf? DUNNIGAN: Actually, Kampf is something of an experiment. All of the people involved in Kampf are college students either graduate or undergraduate and what we are trying to do in Kampf is to find a new approach to presenting history.

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

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

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

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

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

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

niversary, May of 1966. Here it is exactly one year later. What happened? DUNNIGAN: Well, first my Spring finals happened. And then the new G I Bill happened which allowed me to attend school during the Summer. I also had KAMPF to contend with and after a two week vacation in September it was back up to Columbia for the regular Fall semester. About that time I believe you finally cornered me (in stack level 5 of Butler Library I believe) and found out that I thought you had said sixty instead of fifty. Now maybe they'll move your office out from under the boiler room. Seriously, because I had to prove a point to Avalon Hill, the delay was caused by my researching the historical data from every conceivable source imaginable, cross-indexing this information over and over again.

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

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

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

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

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

THE GENERAL: In other words in this game there are going to be a heck of a lot of floating hulks lying around on the living room floor. How have you reflected this in the rules of the game? DUNNIGAN: You will notice that each ship is assigned a protection factor. This protection factor reflects two things. For one it reflects the amount of heavy armor piercing shells that would have to hit the ship in a short period of time in order to detinate the ship's magazines. In the case of the heavily armored battleships this was practically impossible. The protection factor also reflects the ability of the ship to stay afloat in the face of water line attack usually by torpedoes but often by shell also. For example, the Konig has a protection factor of 14. This means that it would take 14 hits in one battle turn in order to sink this 26,000 ton battle ship.

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

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

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

DUNNIGAN: On the British side the 19,000 ton battle cruiser Indefatigable, the 27,000 ton battle cruiser Queen Mary and the 17,000 ton battle cruiser Invincible were literally blown out of the water by the German battle cruisers. In addition the 13,000 to 14,000 ton armored cruisers Defense, Black Prince and Warrior were similarly shot to pieces. The British also lost 8 destroyers. The superior protection of the German ships enabled the Germans to come out of the battle with far fewer losses. The Germans only lost one battle cruiser, Lutzow, and this 26,000 ton ship was not actually sunk by the British but was in fact scuttled by its German crew because it was unable to get back to port, due to its slow speed caused by 24 heavy shell hits. At that time the British Fleet was between the Lutzow and The High Seas Fleet. The Germans also lost the 13,000 ton predreadnought battleship Pommern which took two torpedoes amidships during a night British destroyer attack. The Germans also lost four light cruisers and five destroyers. The British even admitted after the battle that the inferiority of their own shells and the superiority of the German protection undoubtedly saved as many as half a dozen German battleships from certain destruction.

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

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

THE GENERAL: Obvious, then, this

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

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

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

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

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

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

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

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

DUNNIGAN: A game that has been carefully designed according to reliable historical information is like a piece of precision machinery. When you set out to alter it, say for purpose of "play balance" you must either do extensive redesign work or else watch the game change considerably, usually for the worse. JUTLAND was a good example of this. From the very beginning the Germans realized that they were losers. Their idea of a "victory" was to merely cut the British fleet down to size so that they could LATER engage them in a full scale "battle for the North Sea.". The British, on the other hand, had their prestige and the "Trafalgar Tradition" to worry about. Unless they won a great victory the world would realize, as Jellicoe and a few others already had, that the British fleet was not invincible. And then there was the problem of the British trying to get through the German controlled Baltic to Russia. In dealing with the problem of "conditions of victory" and "play balance" we thought primarily in terms of "incentives". That is, we sought to recreate in the game the same incentives which originally brought the two fleets together. By sticking to the historical format we neatly avoided the "play-balance" trap. Again the key to the whole problem was good, solid, nothing left to chance research.

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

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

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

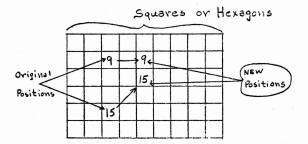
ED NOTE: Information on Kampf can be obtained from: 8512 Fifth Avenue, Brooklyn, New York.

Simultaneous Movement

by Frederick R. Guest

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

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



Type and Value of counters Kept on a sheet of paper

9=	12th 6th	Infantry
15=	2nd	11
	5th	11
	10th	11

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

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

	(A)					(8)						
	Α	В	С	٥	Ε	F	A	В	د	D	E	۴
1				15,	15						15	
2					7							
3				19						,9	15	
4		9-	7		-			9-				
5												
6												

- (A) No battle because Redwas in and out of square E2 before Blue 9 got into position D3.
 - (B) Battle takes place with Red 15

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

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

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

EXAMPLE of Table when Both Armies are Moving:

	Q ED	MCT 0										
Die	1	- 1	2.	- 1	3.	- 1	4.	- 1	5	- 1	G.	-1
1	-	-	-	2	_	3	-	4	-	5	-	6
2	1	1	-	1	1	2	-	3	•	4	-	5
3	2	-	-	1	-	2	-	3	-	4	-	5
4	-	2	-	-	1	2	1	3	1	4	-	4
5	1	1	-	-	-	1	-	2	-	3	-	4
6	-	-	1	-	-	_	Ŀ	1	_	2	-	3

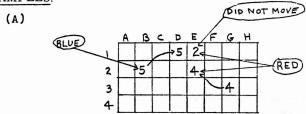
Round oss to
the neavest
whole number
When deter -
mining odds

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

I suggest a retreat movement of 1

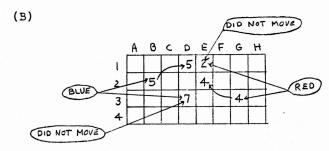
move in cases where more than one factor is lost. Also, a forward move of 1 move in case the opposing player loses more than 2 factors. This rule also applies to the BLITZKRIEG Table.

BATTLE EXAMPLES:



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

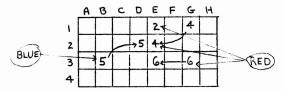
trition Table is used in resolving the battle with Red 2 since Red 2 is on the defensive. The table to be used for the remaining forces of Blue 5 versus Red 4 is the, "Both Armies Moving Table," as previously described.



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

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

EXAMPLE OF SOAK-OFFS:

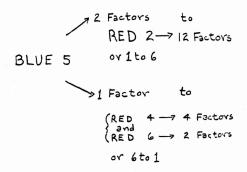


Blue 5 = 3 factors Red 2 = 12 factors Red 4 = 4 factors Red 6 = 3 factors

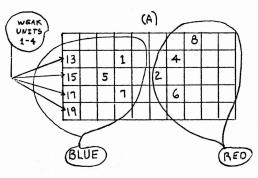
Blue 5 must soak off against Red 2 at least 1-to-6. This leaves Blue 5 with only 1 factor to use against Red 4

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

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



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



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

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

EXAMPLE:

	PI	TURN	
TYPE	1	2	Total
Armor moves	3	3	6
In's moves	2	2	4

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

TYPE	Moves per Phase	oż Moves
FTR	12 Subdivised 4 4 4	24
TAC	12	16
MDM	3 3 3	20
SAC	3 3 3	40
Air Transport & Para	3 3 3	30
Armor	3 1 1 1	MOVES PER TURN
Int. & Artillery *	2 1 0 1	4
Ships-BB,CV,CA	3 1 1 1	6
SUBS	0 1 0	2

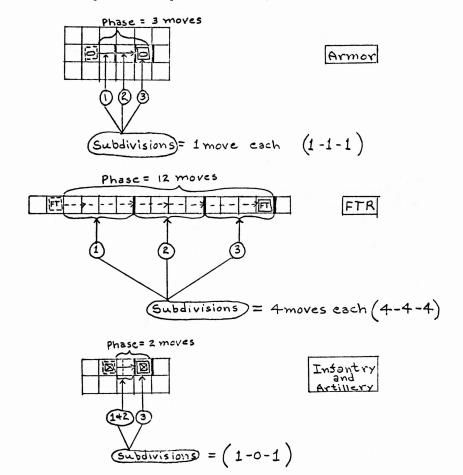
^{*} It is assumed that Infantry and Artillery do not move consistently at the same rate.

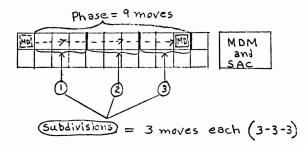
MOVES TO BE MADE BY PHASE ONLY:

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

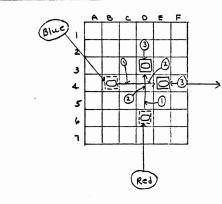
(lines) cross. Moves should be made in phases and not by subdivisions.

The following are examples of Phases, Subdivisions and Moves:

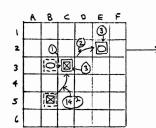




Armor Vs Armor

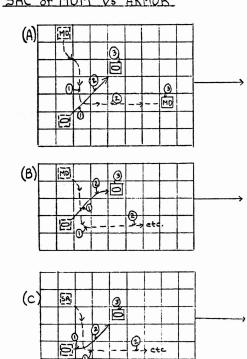


Armor vs Intantry



Examples of Moves

SAC or MDM vs ARMOR



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

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

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

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

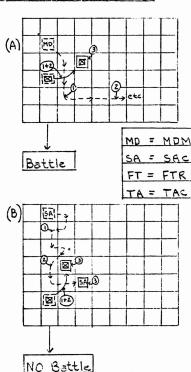
Armor moves 3 squares per phase Subdivided into 1-1-1 moves

No Battle

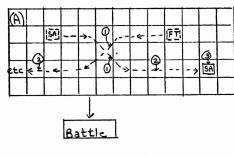
Battle - Since subdivision No. 1 of MDM meets subdivision No. 1 05 Armor

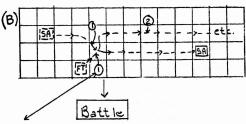
Battle

SAC or MDM VS. Infantry or Artillery



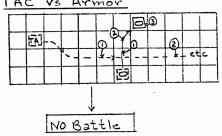
FTR vs MDM or Sac



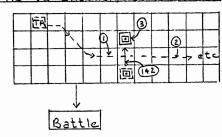


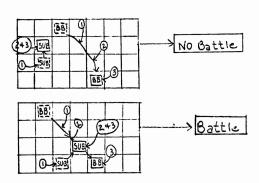
NOTE: FTR elects To remain on intercepting square 3 moves.

TAC VS Armor



TAC vs Insantry or Artillery

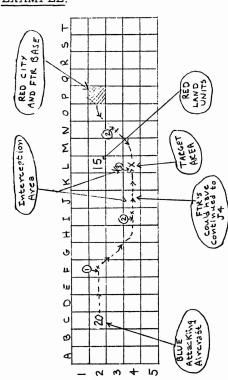




4. MORE ON AIR MOVEMENT:

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

EXAMPLE:



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

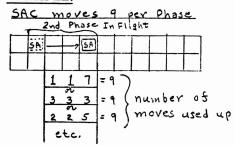
In the above example, even though fighters move at a rate of 4 squares per subdivision, Red fighters moved only 2 squares during the second subdivision of the phase. This represents the remaining moves (after being detected) of the attacking aircraft for the same (second) subdivision. This lag compensates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

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

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

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

EXAMPLE:



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

5. MISCELLANEOUS:

- a. Artillery Range 2 squares -- 1 roll of die per 4 attack factors -- Roll of 1 or 6 opponent loses 1 factor.
- b. Navies should be allowed to blockade ports. No supply or reinforcements through a blockaded port.
- c. Strands of War In the "Art of War on Land," Lt. Colonel A. H. Burns, D. S. O., mentions four strands of war; these could be built into the game:
- l. The commander quality & capability.
- 2. The troops quality and capability.
 - 3. Morale.
 - 4. Resources.

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

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

The Red Army

by Victor J. Gervol, Jr.

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

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

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

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

PAGE 8

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

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

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

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

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

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

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

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

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

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

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

Material strength for the Russians was as follows: Spring 1945

Tanks: 13,400

Front line aircraft: 16,600

Men: 5.3 million

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

Material was as follows:

Tanks: 3,500

Front line aircraft: too few to matter

Men: 1.8 million

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

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

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

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

Navy & Air Force in Guadalcanal

by Richard C. Giberson

Anyone familiar with the Battle of Guadalcanal realizes that the Navy had a prime role in the overall action. Some of the great naval battles of the war were fought there. This is the first of a two part series describing a method by which naval and air power can be included in Avalon Hill's Guadalcanal game.

NAVAL STRENGTHS

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

SHIP MOVEMENT

Ship movement consist of 4 turns before each land movement portion and 4 turns after each land movement portion--thus ships move a total of eight turns during one regular Guadalcanal turn.

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

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

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

C. Surface Combat is resolved.

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

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

TURN 4 (Day) JP moves ships, AP moves ships, Surface combat.
NORMAL LAND MOVEMENT OCCURS
-INCLUDING TROOP AND SUPPLY LANDINGS.

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

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

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

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

^{*} Indicates earliest date of arrival on playing board.

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

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

SHIP MOVEMENT RESTRICTIONS

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

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

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

SCORING

Only ships that are sunk score. BB-15 pts. CA, TR-12 pts. CL, DD-9 pts. Surface combat, Air power and Logistics will be discussed next month (issue that is). Comments and otherwise to Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

Escalation . . .

by John Michalski

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

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

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

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

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

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

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

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

Rommel's Thrust - 1941

by Doug Cragoe

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

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

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

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

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

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

An armored Reconnaissance Battalion (with 30 armored cars).

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

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

Assault on Tobruk

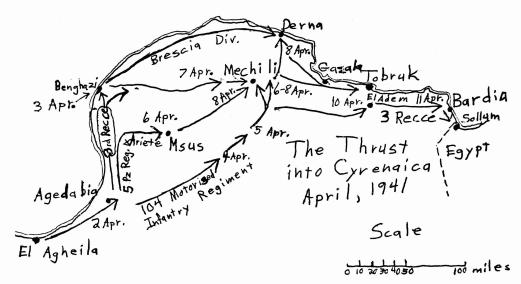
Rommel's first attack was carried out on April 12, 1941. The Brescia Division (holding the western front of the fortress) would attack in addition to 21st Panzer on the South East. The 21st was stalled infront of an anti-tank ditch, so Rommel decided to renew his attempts a few days later when more artillery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

The second major attack was made by the 15th Panzer that had just arrived. The 21st Panzer would make a supporting attack from the south-east. The attack was launched on the 31st of April and beat back the British holding positions, threatening Axis supply lines. After this, however, the Afrika Korps did not have sufficient forces to take the fortress.

Operation Battleaxe

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

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



How to Capture Antwerp Without Really Trying

by Richard Shagrin

Friends, Romans, Countrymenlend me your ears! I come not to praise the Americans, I come to bury them. Even though the Avalon Hill company has seen fit to aid the "poor American", the Germans (you and I) can still easily stomp. All that is required is a

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

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

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

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

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

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

ARMY	GROUP NORTH
SS7	9SS
SS8	18/35
SS9	18/36
TT9	26/51
TT11	26/52, 62/123
UUll	62/124, 340
UU1 3	560/915
UU14	560/916
TT15	12, 277/553
SS15	188

ARMY GROUP SOUTH

QQ17	277/554, 116/310
PP19	79/153
0022	3/13, 116/312
OO 23	79/154
0026	150, 326
PP26	2
PP27	5
QQ28	Lehr/1, 3/14, 3/15
RR 28	167
RR 29	276, 352/703
TT30	Lehr/2, 116/406
	Lehr/l grenadiers,
VV 29	352/704

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

I would like to mention the aid and

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

A H Psychoanalysis

By Jared Johnson

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

- 1. If you see that your opponent is about to make a 29-10 attack which he thinks is 3-1, you will: (a) tell him before he rolls the die, (b) hardly be able to wait to tell him....after he rolls the die, (c) suggest he check everything over carefully before he's finished because although you don't want to win a crucial battle in this manner, you still can't bring yourself to inform him of his mistake outright.
- 2. While your opponent is taking his turn you: (a) watch him carefully to make sure he doesn't cheat because you are paranoic, (b) keep straightening up all of the units on the board everytime they are jiggled, because you have an obsession with keeping everything neat and orderly, (c) look through the rules for some new loophole.
- 3. When you are losing, you: (a) start to complain about the crooked dice, (b) start leafing carefully through the rules, (c) give up easily so you can start again and get revenge, (d) go on suicide charges because you get a thrill out of watching your units get eliminated in reckless battles you didn't dare risk while you still had a chance.
- 4. When your opponent has made a big blunder early in the game, you: (a) ignore it because you don't want to win that way, (b) quickly take advantage of it because you know you will be able to win no other way, (c) refuse to take advantage of it but still point it out to your opponent saying how you could kill him if you wanted to but your going to give him a break because you don't want to ruin the game so soon, and rub it in how stupid he is, (d) usually don't spot it in the first place.
- 5. When you receive your opponent's PBM sheets after a one-month interval you: (a) quickly make your move and return them the same day just to spite him, (b) decide to keep him waiting

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

- 6. You become angry at Avalon Hill for changing the rules to their games so often when you receive the first PBM sheet from a new German opponent and he is: (a) isolating the 4-4-7 at Msus in Afrika Korps, (b) fighting an 8-1 battle against the 4-6 cavalry unit at TT-10 in Bulge, (c) setting up a heavy defensive force to prevent an invasion at South France in D-Day.
- 7. It is a traumatic experience when you: (a) have to look at your opponent's units upside down, (b) learn that Avalon Hill has just come out with a new revised up-to-date version of a game and you have just purchased the old set, (c) have just set up most of the units on the Order of Appearance Card, but the last piece in your hand and the vacant spot on the card do not match, (d) lose an all-skill game by one lousy roll of the die.
- 8. The main disadvantage to playing PBM is: (a) you have a neverending fear of making a stupid mistake on the Battle Sheet, thus check everything over ten times before sending it off, (b) you don't get the satisfaction of watching your opponent sweat, (c) it seems ridiculous to spend a couple of dollars on stamps for a game that would cost nothing in person.
- 9. While your opponent is taking his turn, you: (a) keep asking him if he's finished to upset him with your eagerness, and make him think he's made a mistake which you see and he doesn't, (b) chuckle to yourself every time your opponent moves a piece, (c) look over the board, shaking your head, and mumbling tch, tch, (d) All of the above.
- 10. When you are playing a war game you: (a) actually see the armies moving across the land, the clash between armor and artillery, the cavalry men on horses splashing and charging across the river, the fierce fighting and the smoke of the battle, and hear the gunshot and cannonfire, the planes diving overhead, and the commanders shouting their orders to their troop, and feel the thrill of victory as your men charge across the battlefield and up the hill to rout the enemy, (b) see a bunch of little pieces of cardboard on a paper map with hexagons all over it. Comments to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005. After completing the test check page 15 for evaluation of results.

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

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Winners - Contest #18

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

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

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

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

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

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

CONTEST NO. 19

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

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

Ten Winners to be Named

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

Vote for Best 3 Articles

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

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		${\tt Goodyear}$	I.B.M.	U.S. Steel
La	st	Heth's	McIntosh's	Direction
Di	git	square	square	of attack
ı				
1	1	11-10	11-10	frontal
. :	2	11-10	11-10	frontal
۱ :	3	11-10	11-10	frontal
١.	4	12-10	12-10	frontal
1	5	12-10	12-10	partial enf'de
1	6	10-10	10-10	partial enf'de
. '	7	10-10	10-10	partial enf'de
	8	10-11	10-11	partial enf'de
1	9	12-11	12-11	full enfilade
1	0	12-11	12-11	full enfilade

10	12-11	12-11	full enfilade				
Attacking odds:							
Headlines of 3 Best Articles:							
Name							
Address							
City							
State							
	•						

PAGE 14 THE GENERAL

True Spirit of Blitzkrieg

by Steve Bachmann

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

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

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

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

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

Where Avalon Hill Games Are Available

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

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

Birdies Toy House

Levine's 123 E. Pikes Peak

Colorado Springs, Colo.

Woodward & Lothrop Washington, D. C.

Little Folks Store, Inc. 133 N. Monroe Street

1259 Broadway Walnut Creek, Calif.

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

vour favorite dealer has not yet been issue.

Harvard Cooperative Society

Hutzler's Brothers Howard & Saratoga Streets Baltimore, Maryland

Tallahassee, Florida 32301

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

Toy Fair Stores, Ltd. 122 Town & Country

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

Bowen's Toyland Bedford Shopping Center Bedford, Massachusetts

Jordan Marsh Company Boston, Massachusetts

1400 Massachusetts Avenue Cambridge, Mass. 02138

Martin's Games, Inc. 263 Pierce Street

Birmingham, Michigan

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

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

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

Belk Tyler Company Rocky Mount, N. Carolina

listed, drop us his name and address so that we may include him in the next

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

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

Hess' Allentown, Pennsylvania

David's Bookshelf Morrisville Shopping Center Morrisville, Pennsylvania

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

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

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

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

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

The Forgotten Attack

By Robert Shalvoy

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

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

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

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

PAGE 15 THE GENERAL

The Infiltrator's Report

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

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

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

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

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

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

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

AH games of Jutland and D-Day will be given away. Prizes will be awarded for the most traveled wargamer, the most represented club and the best club display. Games will be provided if you wish to play. Tickets will be available 01 May for \$.50.

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

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

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

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

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

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

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

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

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

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

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

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

The Marauders (s.c.s.) are establish-ing a beached in Orange County! All wargamers in the Orange County vicin-ity wishing to join contact Marc Her-bert, 814 Hilda St., Anaheim, Calif. 92806; Phone 776-9809, Multi-player game of Stalingrad is now organizing. Eleven Russian commands are open. No fee. Write Danny Evans, 3405 Westchester, Bakersfield, Calif. 93309, Also need opponents in Guadal-canal.

33309. Also need opponents in Guadal-canal.
Habe Kriegapeil, worde Reisen wire
bither, 412 Burlingame Ave., Burling
ame, Calif. 94010.
Achtung! I challenge anyone who thinks
they have a good U.S. strategy in the
basic game of Bulge, Pbm. I'm bored
with nobody to play. Send challenges
to Phillip Heaton, 4736 Kenneth Ave.,
Carmichael, Calif.
Achtung! Military aficianados. Der
Totenkopf SS wante you. Held defend
true military tactics and strategy by
joining our club. Address all inquiries
to: Der Totenkopf SS, Krieggruppe II,
954 Kittiwake Lane, Chula Vista, California 32011.

fornia 92011.
The Marauders (scs) want you! Faceto-face and Pbm. Tournaments and
prizes. If you live in the Orange County
area, contact Larry Dingle, 10891
Marian, Garden Grove, Calif. 92640
or phone 534-2957.
Spartan #I needs new members. We
are not a conquer the world club. We
believe in fun! Not childish war. We
are neutral to the wargaming world.
Dexter Selby, 3604 North Farnwood,
Long Beach, California.
Why spend your money for Pbm Pads.
Why spend your money for someone
elses war! Join the Spartans and win
prizes through organized competition.
Join now and win! Lee East, 261E.
A neutral compensation of the special competition.
A neutral compensation of the special competition of the special competition.
A neutral compensation of the special competition.
Win prizes! If you're tired of
getting nothing for your money join us.
All applications to Russell Powell,
5820 John, Long Beach, Calif.
Join a club that gives something in return. Join the Spartans! I won a free
Bismarck game by becoming club champion in Bismarck. Write for complete
details. Paul Heiser, 225 MiraMar,
Long Beach, Calif. 90803.
For Sale - D-Day '61 in good condition. fornia 92011. The Marauders (scs) want you! Face-

For Sale - D-Day '61 in good condition. Best offer plus 1/2 postage. Also for sale - Midway in good condition. Best offer plus 1/2 postage. Dave Werner, 1460 Holludale Ct., Los Altos, Calif.

94022. Opponents wanted, clubs or individuals Opponents wanted, clubs or individuals. Pbm Bulge, Blitz. Either side. Full optional rules preferred. Write Strategic Self-Defense League (SS-DL), c/o S. J. Jolly, 6061 Nancy Dr., LaMesa, Calif. 92041
Ares challenges any San Fernando Valley wargamers to Blitz Pbm, Bulge Pbm, AK Pbm, and all other current AH wareames. Contact: Keyin Peet.

Pbm, AK Pbm, and all other current AH wargames. Contact: Kevin Peet, 12323 Collins St., North Hollywood, Calif. 91607. 213-761-495. Here it isi A new bi-monthly maga-zine. The costyou ask, only 15 (cheap) with an opportunity to write your opin-ions. Opponents wanted and strategy. Write Panzer, 4137 Silver, Pleasanton, Calif

Calif.

Want to rule the world? You bet you do! Anyone interested in developing a game based on the world today. Contact C. T. Alderson, 880 Plum Riverside, Calif. 92:507.

Achtung! SS Storm troopers needed to drive and command our king tiger Panzers. Join the Michel Wittmann lst SS Panzer. Pixton to California Command our Totenkon SS.

Pansers. Join the Michel Wittmann Ist SS Panser Division der Totenkoff SS. Waffen SS unite to (mash Aggressor Inferiors.) KGFI, Pat Oppelt, 3904 Jones Ave., Riverside, Calif. 92505. Attention: Sacramento Wargamers. Contact Richard Arc, 265-58th St., Sacramento, 455-8973 for live games. I'm also starting pbm Management & Air Empire. If interested, send stamp-ed, self-addressed envisor for rules. Air Empire. If interested, send stamped, self-addressed envelope for rules, Idesire 2 pbm opponents for Bulge. (1 ger., 1 american). Prefer inexperienced opponent. Jeff Kane. 1634 Manitoba Drive, Sunnyvale, Calif., 94087. For sale: Bulge (like new), A. K. (very good), D-Day (good), Bismarck (good) and Stalingrad (fair). Will listen to any reasonable offer. Recent copies of of the General, also available. Wm. Schumacher, 18424 Collins St., Tarzana, Calif.

Schumacher, 18424 Collins St., Tar-zana, Calif.
We're not an elite club, there's too many already. We only promise good games and sportsmanship, whether good, or bad, join the Army of California now. Contact Bill Haggart, 9627 Mary Knoll, Whittier, Calif. 90605 (sac).

Whittier, Calif. 90605 (sac).

For sale, like new: Blitzkrieg with new Pbm kit, \$5.00, you pay postage. Guadalcanal with new Pbm kit, Afrika Korps, Waterloo, Battle of Buige, to highest bidder. Doug Turnbull, 106 North Street, Woodland, Calif. 95695. Canadians! Face-to-face combat any A.H. wargame. Pbm A.K. Want to trade new Gettysburg '64 for new or relatively new Tactics II. Contact soon Louis, 4839 - 21st Ave. N. W., Calgary, Alberta, Canada. Phone 288-5054. Yankees too!

Statnic Aggressors: God is not dead! He will meet you in sovereign Colorado: face-to-face, the only manner. Pbm is for cowardly skulkers. The Divine Judge and his Angels await you with Heavenly fire. Forrest, 601 N. Wahsatch, Colo. Springs, Colo. 80903.

satch, Colo. Springs, Colo. 80903.

Tired of setting up a new board for every pbm game? Play chess! Each game is simple to set up. No chance

OPPONENTS WANTED

involved. Send side or move to: Ken-neth Wong, 63 Lewis St., Bristol, Con-

neth wong, 63 Lewis St., Bristol, Con-necticut 66010.

Fighting on 2 fronts does not tax the 4thSS war machine at all. Therefore, we invade not only Pennsylvania and New Jersey. But Main, Vt., and N. H. as well. Reply in all cases must reach our H.Q. before May 30th. M. Ray-mond Clark (M.O.E.), 206 Clemen

mond Clark (M. E.), 206 Clement Road, E. Hartford, Conn.
In an unannounced lighting campaign 4SS acquired virtual control over L. I.,
NYC and Mass. II, however, anyone was lost in the shuffle he should file his challenge before May 30 to Alan Lasser, Gruppen en Puhrer 4SS, Whale-head Road, Galos Ferry, Connecticut 06355. Phone: 464-7354.
The undefeated warmongers of the 4SS claim supremecy over the Bay state after total conquest of Conn. & R. I. kwkw-8 (4-0), R & S (4-1), Agne (4-3), OB East (2-01), Cobra (5-0), 10 Corps CASCP (3-1), 0.00.00. (1-0-1).
Massachusetts wargamers, do you oppose us? Write Joseph Angiolillo, Jr., 16 Oliver St., Hartford, Conn. 06166 pose us? Write Joseph Angiolillo, Jr., 16 Oliver St., Hartford, Conn. 65106. An almost ultimate goal of any good wargaming club should be the acquisition and assimilation of Pennsylvania. 4thSS, then, opens its summer campain w/a challenge to all the clubs in that state and N.J. Direct all replies to Gary Daixko, Gruppenfuhrer, 4SS, 139 Adelaide St., Hartford, Conn.

139 Adelaide St., Hartford, Conn.
The 4thSS Panzer Army has spoiled the records of the X Corps, Cascp and Aggressor Armies East. We are now invading Maine, New Hampshire, and Vermont. If you oppose us, write. Obserstgrupenfuhrer Raymond von Piche, Commanding, 21 Chapin Place, Hartford, Conn. 06:14.
Aggressor liberates when it conquers. We want to promote wargaming, not ourselves. Make the world safe for all wargamers; fight for and support Aggressor Homeland. Write Richard Shalvoy, 15 Ludlow Manor, E. Norwalk, Conn. 06:85.
Waterloo opponents wanted (either side) by expert chess player, but novice war

Waterloo opponents wanted(either side) by expert chess player, but novice war gamer. Fred Townsend, 10 Bermuda Rd., Wethersfield, Conn. 06109.

Join the 4th Reich! High positions open! There will be a test game involved in which only superior players have a chance!! Write Ted Harpham, 4th Reich HO, 207 Rowland Pk. Blvd., Wilmington, Delaware 1990.

De you wish to join the best, fastest-

Do you wish to join the best, fastest-growing wargaming club in the U. S., the 4th Reich? If you've got ability, if you're above average, write: Vince Meconi, 714 Woodsdale Road, Bellevue Manor, Wilmington, Dela. Join the fastest growing club in the world. We are the most promising club ever formed, Join Red Lions. Contact me by airmail (15¢): Chris Forester, Flat #3, 55 Netherhall Gols., London NW3. England

438-4888.

Girls!!! Don't play (AH war) games. Girls!!! Don't play (AH war) games. Now, with your attention, I will an-nounce a Le Mans Pbm game. (New specification cards obtainable from AH: 30¢.) For rules, write Jared Johnson, 1548 Rochelle Drive, Chamblee, Ga. Attention serious minded wargamers! Join ANZ, the clubr unb yeery mem-ber. We don't war, we game. Member of United Nations of Wargaming. To Join or inquire, write: PhilipMusgrave, Rev. 205. Kalius. Hawaii 1967:14.

join or inquire, write: Philip Musgrave, Box 295, Kailua, Hawaii 96734. Opponents wanted in Chicago area. Face-to-face in Waterloo, Midway, Stalingrad. Will take either side. Con-tact: John Sanford, 10224 Morgon St., Chicago, Ill. 60643, Age 14, Phone: PR 9.4612.

perienced at Gettysburg '64.

Anyone experienced at Gettysburg 164. Choice of sides at Pbm. In person; AK, Gettysburg '64, U-Boat, Guadalcanal, Midway, Bulge, Richard Locke, 2232 Wesley Ave., Evanston, Ill. 60201. Phone 869-0035.

Do you play for enjoyment, not winning? Do you like meeting other serious wargamers? Do you would be serious wargamers? Do you want others to see them? Try Uscac, Grant Noble, 234 Fir, Park Forest, Ill. 60466,

Grant Noble, 677 2...,
III. 60466.
Anyone living in or near Wichita and
who wants an opponent for AK, S-grad,
B-krieg, Bulge, or D-D-3y live or over
the phone, contact Hal George, 1403 N.
Vassar, Wichita, Kansas 67208, Phone:

the phone, contact Hal George, 1403 N. Vassar, Wichita, Kansas 67708, Phone: MU 2-8812.

Am interested in purchasing chance game in good usable shape. If you are interested, please contact: John Moon, Box 1486, 31 McAlister Dr., New Orlands, La. Giller, and Prench horn) Mike Crowe regrets to announce his termination of all plem correspondence. Sorry for the great delay and no hard feelings, Mike Crowe, 6114 Kathy La., Shreveport, La. 71105. Norco wishes to contact any opponents wishing to plm A. K. (ger.), D-Day (ger.), Guall, (U.S.), Stalin, (ger.) (all basic) contact Nelson Cameron,

OPPONENTS WANTED

2416 Highland, Shreveport, La. 71104. 2410 Highland, Shreveport, La. 71104. Slince its inception. Aggressor Armies East has beaten We Conquer All, Fire, 8th and 13th Spectre armies, Pfw, OB East, Connecticut Dusk, Fanatic, and 4th Army Uscac. Just a reminder to the world. Join today! Gen. Brian Libby, 16 William St., Portland, Me. 044103.

Libby, 16 William St., FURLAND, Acc. 04103.
Thrush is on the move. Thrush claims Maryland. No challenges by June 1st, 1967. Maryland is ours. Either join us or fight us. Send replies to: Tom Wendorf, 3007 Duncan Drive, Adelphi,

Wendorf, 3007 Duncan Drive, Adelphi, Md. 20783.

Do you want to be a Red Lion? Well, be one! Senda wire, letter, or runner to: Stephen Stackwick, 1706 Lakeside Avenue, Baltimore, Maryland 21218. Believe it or not, I'm a Red Lion too! I need players for pbm game of Management. College or older players only please. Write Steve Dimond, P.O. Box 13, Old CourtRoad, Brooklandville, Maryland 21022.

Maryland 21022.
The time has come for all Dwarves and The time has come for all Dwarves and associated forces to unite under a common banner. Join the Dwarves of Moria now! Write Cole Harrison, 3611 Spring St., Chevy Chase, Maryland 20015 for

membership inquiry. Invincible pure aryan oberfeld marschall Invincible pure aryan oberfeld marschall looking for new incompetents to destroy. Will play any WWII games or Blitzkrieg by phm or face to-face. Anyone desiring to die, please contact Bill Senn, Box 73, Herculaneum, Mo. The Royal Society of gamesters will take any side of any game against all comers. We prefer team play. Write: The RSG, Cof Gary, Grand Duke of Ticknor, 504 Wayne Ave., Silver Spring, Maryland 20910.

Maryland 20910.
Wanted: Pbm opponent now for Stalingrad, Bulge, AK, any side; I'll play pbm Blitz after June 10. Send rules to Edward Morris, 334 Harvard St.

to Edward Morris, 334 Harvard St. E4, Cambridge, Mass. 02139. Competent college age general wishes to take on Russian defenses at 4-5-6 or either at Waterloo. Write Mike Whini-han, Winthrop H31, Cambridge, Mass.

Do you live in N.Y., N.J., Penn, or Del.? There are now openings in the WCA for these areas. Join now and avoid the June rush. Michael Nicholson, avoid the June rush. Michael Niconalson, 51 Grove Rd., Natick, Mass. 01762.
"We Conquer All!" Join up now! We are trying to save Mass. I Need troops. No experience required! The WCA wants you! No tests and no dues. Write to Paul Mitchell, 113 North Ave., Nature 1 North Ave.

tick, Mass.

Don't sit back on your diff and go on to Don't sit back on your diff and go on to the next ad! Instead, join the WCA. No dues. No tests, no experience ne-cessary. Write David M. Ayads, 60 Donna Rd., Needham, Mass. 02194. We the members of the original third reich challenge all you phonies (those who call themselves members of reich's such as Pz. Armie Corps, etc.) to D-Day 48 Ger., Blitz Blue, Stalingrad Ger., Bulge Ger., A.K. Ger., Larry Callan, 40 Lagdon Ave., Watertown, Mass.

Mass.

Join our march to victory. Join Spectre's forces, land or sea. Or, if you prefer to lose, play us in any game you choose. Spectre High Command, 735 Elmwood, Dearborn, Mich. 48124. Go

Go Chancery.

I would like to buy issues 1-1, 1-2, 1-3, I would like to buy issues 1-1, 1-2, 1-3, 1-4, and 3-1 of the General, (no copies). I will pay up to \$1.50 with the coupon or \$1, 25 without. Will sell to first or lowest offer. John Kuechle, 16502 Grays Bay Blvd., Wayzata, Minn. 55391. Am wargamer with 25 plus Blitz games exper. Desire two opponents, one Red and one Blue. I will furnish my pbm blanks, they must do same. Write blanks, they must do same. Write terms. John Casey, 1061 Anderson

terms. John Casey, 1061 Anderson Place, Owatoma, Minn, 55060.

Game players wanted from Lemay, Missouri or S.I. U. Campus, Edwards-ville. Contact Richard Schumacher, 9333 Clyde, Lemay 25, Missouri.

Join Red Lions - an exciting and active AH club. We are already in a 4 game tournament with Aggressor. Contact Read Boles, 1414 Andrew Dr., St. Louis, Missouri 63122. Also, still in need of face-to-face opponents.

Do you wish to join a club interested in gaming as such and not claiming states. If so, the Army of New Zion is for you! Write James Maxeiner, 22 Woodcrest Dr., St. Louis, Mo. 63124.

9th Army Aggressor needs more experienced members. We want the best! All challenges in by June 1. Colonel Kevin Kelly, 631 W. 66th Terr., Kansas City, Missouri 64113. Aggressor will

City, Missouri ovil.5. Aggressor will triumph!
Anyone for a Pbm game of Stalin. (I take Germans) using aircraft from Skr. Contact Steven Jacobson, 615 W. Meyer, Kansas City, Missouri 64113.
New Order: That defaded word should strike terror in yourheart. If itdoesn't send a reply or surrender appeal to find out the sension of the sense of the

find out the meaning of horror and hu-miliation. Write: No. 1202 Harvard,

miliation, Write: No. 1202 marvary, Billings, Montana. Computer seeking individual or group to play Phaser I. A former Rocketdyne Employee. IBM and RCA programmer, Phaser I programmed for AK as allies contact R.D., 2655 Dyer, Reno, Nev. 89502. Wanted live opponents from Elizabeth

Wanted live opponents from Elizabeth and surrounding areas to play all games. No Pbm, I would like to acquire back issues of the General, 1964-1966. Write Lewis Ritter, 120 Berwick St., Elizabeth, New Jersey 07202.
Pbm Blitz opponent wanted either side. Any reasonable rules. Send rules desired and first move, if applicable, to Lee Davisson, 13 Springwood Dr., Lee Davisson, 13 Springwood Dr.,

OPPONENTS WANTED

OPPONENTS WANTED

Princton Jct., New Jersey 08550.

Try something new and rewarding, Join the ranks of the Red Lions. Write: Stephen Marin, c/o Lt. Col. Laddie Marin, c/90 Scty. Wing Box 635, APO New York 09193.

If you live in New York State join Control. Fight with the best war club yet. Send list of games, experience, and phm equipment to: Laurence Rusiecki, 34 Sharon Sr., Brooklyn, NY, 1121.

pbm equipment to: Laurence Rusiecki, 34 Sharon St., Prooklyn, N.Y. 1211. Pbm opponents wanted for Waterloo (either side), Also in person (any game) at 117 Wheeler Hall, Dartmouth College, Hanover, N.H., or (after June 1st) at 6 Sterling Place, Gedarhurst, N.Y. South Shore Viet-Minn forever. Attention! Anyone having ideas for games on: Marne (1914), Kursk Offensive-Rus. WWII or battles in Europe, any front, after Dec. '44, contact H. Jagegr, 82-17 77th Ave., Glendale, N.Y. I am also looking for WWII Jap OB.

OB.

Want to join a military miniature club want to join a military militature club utilizing 1/1200 scale model ships and aircraft. Write now to Martin R. Ham-lin, 1 Swan St., Hudson Falls, N.Y. 12839. We utilize Fletcher Pratt's

12339. We utilize Fletcher Pratt's rules for naval wargames. Red Lions wants you! Excellent new war club is expanding rapidly. You don't want to be caught in the rush, do you? Join now! Contact me: Joel Klein, 170-14 130th Ave., Jamaica, N.Y. 11434 or 212-723-1946. Challenge anyone in New York, New Jersey, Penn, and Coan, to Pbm Bulge, (either tournament optional rules), Stalingrad, (either) and D-Day '61 (either). Write to Gary McCarthy, 4 Carriage Lane, Levittown, N.Y. 11756. The South Shore Vietminh wants you! For membership we give preference to

For membership we give preference to those in our Southern Long Island area. Send us games, age, and experience. South Shore Vietminh, 9 Reynolds Dr.,

South Shore Vietminh, 9 Keynolds Dr., Long Beach, N.Y. 11561.

Opponents wanted face-to-face combat.
Play any AH game, any side. Contact
Michel Zaleski, 27 Bellaire Drive,
Huntington, N.Y. Long Island 11743 or

Michel Zaleski, 27 Bellaire Drive, Huntington, N.Y. Long Island 11743 or call HA 1-1195.

Rejoice Americal!! The elite legions of the Praetorian Guard are on the march. All opposition to us will feel their on first and taste Praetorian steel. Join or be conquered. Group Leader Frank Phillips II, 1000 Oakland Ave., Monroe, N.Y. 10950.

Looking for German opponents in Battle of the Bulge Tournament Games with all option rules, James Vooys, RD \$\frac{\pi}{2}\$, Palatine Bridge, New York 13428.

Amyone, anywhere: Stalingrad Pbm? New Yorkers: Play any game face-to-face, Interested in forming group to play Diplomacy, Would like information from clubs, Chauncey Bancroft, \$2.W. 91st St., New York, New York 10024. Telephone 799-1508.

Achtung Rochesterians! Club forming in Rochester area. We are looking for opponents! All Ahfanatic without.

sonable distance phone or visit either Bill Mitchell, 365 Durnan St., 467-1007 or Tom Kurmis, 60 Townsend St. 467-4895, Rochester, N.Y.

4895, Rochester, N.Y.
Will play either Stalingrad or Blitzkrieg
(either Red or Blue) prefer face-to-face
but will pbm. Seek either singular or
multiple players. Al Gilyon & Dave Ali
9 Elmwood Lane, Syosset, N.Y. 11791.
Does anyone have any old "General"
issues they wish to get rid of. Interested? Write to Mike Jensen, 72 Delton
Street, Tonawanda, New York 14150.
A bargain of a deal.
Interested in buying Gettys '188 in good
condition. Drop postcard with price of
game to Tony Leal, 60 Old Lyme Rd.,
Williamsville, New York 14221.
Opponents wanted for pbm A-K, Bulge,
Waterloo, Stalingrad. Any sides and
any rules within reason. Experienced
in wargaming, but new to pbm. Contact Hu Odom, 3421 Park Rd. or Rusty
Allen, 3345 Willow Oak Rd., Charlotte,
Allen, 3345 Willow Oak Rd., Charlotte,

Allen, 3345 Willow Oak Rd., Charlotte

N.C. The 8th Army of Ohio and the 69th Army of Ohio are on the march. Aggressor Homeland 4th Army watch out!
Also, if you have a cartage tape recorder, write: 2323 BelleFlower, Alliance,

Also, it you have a catego were, write: 2323 BelleFlower, Alliance, Ohio 44601.
Inexperienced General in need of opponents for Battle of the Bulge, Guad, or both, Pbm, call 732-2068 or write to David Liebman, 185 North Fourth St.,

both. Pbm, call 732-2068 or write to David Liebman, 188 North Fourth St., Batavia, Ohio.

Feudal wargaming seeks nobles who favor personal combat with others of valor. Over 80 members are now in contest to attain lordship. Let your skill determine your fate. Greg Koerper, Holbrook Rd., Chagrin Falls, Ohio. Cleveland Heights area: Adult gamers interested in face-to-face struggles this summer (after July 1st) call 462-2457. Tom Becker, 2231 Grandwiew Avenue, Cleveland Hist, Ohio 4410. It am retiging my post in control and joining Aggressor Homeland. My reason is that aggressor is a better club. Eric Nelson, Box 309, Enon, Ohio.

Join the most feared Army around - the 4th Aggressor. Our banner has forced Spectre to its knees. Will you be next? Write: Ron Glavic, 430 Timeridge Trail, Cates Mills, Ohio 44040, Viva Aggressor Patrolandol!!!

Hello there this is an opponents wasted ad to get you ver you. to ion our club to ion cur.

Aggressor Patrolando!!!
Hello there this is an opponents wanted
ad to get you, yes you, to join our club,
Anyone, anywhere, especially over seas,
write Cliff Berwald, 1605 Blossom Pk.,
Lakewood, Ohio 44107. Linn Harramis
is back in Spectre, so join up.
Recruits needed for new club, 3rd SA
Panzer Army. No test or dues. Ranks
are open. We claim Northern Ohio.
Recruits and opposing forces contact,

OPPONENTS WANTED

SA H.Q. 906 Bellefontaine, Marion, Ohio 43302.

SA H. Q. 906 Bellefontaine, Marion, Ohio 43302.

I will play anyone in Stalingrad (balanced game) or the Bulge (all optional rules except one way traffic) by mail. I use the German Army (Stalingrad); either in (the Bulge) R. Netter, 2376 Ayers, Toledo, Ohio 4306b.

Help! I haven't played for three month's would like face-to-face opponent. Will also join clues in Toledo area, no pbm. Tim Fuchs, 2030 Riverview Ct., 382-5755, Toledo, Ohio 4516t.

I would like face-to-face opponent. Will also join clues in Toledo area, no pbm. Tim Fuchs, 2030 Riverview Ct., 382-5755, Toledo, Ohio 4516t.

I would like for engage and American Stripping of Guad, and the stripping of Guad, and the stripping of Guad, sing all pulse except the Marine withdrawal DB-KK29, LBR-JI28. Openings to: Ray Woloszyn, P.O. Box 686, Warren, Ohio 44482.

Notice! The Imperial Maximus Legion calls for volunteers. Join the club that gets your talents recognized. The only club where victory will gain you recognizable prominence. Write to: First Consul, 2733 S. Irvington, Tulsa, Okla. Where are all the wargamers hiding in the Eugene area? Come out and show yourself. I take on all comers, in all games! Also have pbm. Call, write to: Carl 88 W. 25th Ave, Eugene, Ore, 97405, 343-8757.

Have been playing for four years. Very few opponents for me. Have won most of the games played. Wish I had some other opponents. Never have pbm. Mike Ostermayer, 524 Haliare Road, St. Davids, Pa.

Pobm Bulge, Grade, and Akopponents de-

St. Davids, Pa.

Pbm Bulge, Grad, or AK opponents desired, (either side). Try us or cringe in cowardly submission. Also face-to-face opponents wanted in tristate region. ace opponents wanted in tristate region. Write: Bob Cohen, 3716 Sassafras, Erie, Penna. 16508.
Spectre has nothing to offer you save

Spectre has nothing to offer you save this: a long record of experience (with a few, believe it or not, victories). We appeal to you to help rebuild Spectre. Write M. Barnhart, 321 Penn, Hanover, Penna. 17331. Attention Wargamers! We want mem-bers who don!! "indules in childish war-

Attention Wargamers! We want members who don't "indulge in childish warfare." Join the International Federation of Wargaming (Useca until 01 Maylwrite: William Speer, 103 Spring Rd. Malvern, Pa. 19355 - Commander IFW. Semi-experienced owner of all current AH wargames would like to play face-to-face war games with Phila. area wargamers. Contact Tim Lemmer, 236 Pine St., Phila., Pa. 19106 WA 5-

cust Lane, Pittsburgh, Pa. 15238 pbm cust Lane, Pittsburgh, Pa. 15238 pbm D-Day, Granal opponents wanted too, Need friendly opponents for Tactics, Guadal, Stalingrad and D-Day '62. Also all Penna. Wargames Clubs non-aligned with Aggressor please contact me for a statewide defense council. Write Don Greenwood, Box 280, RD 2, Sayre, Penna. 18840. Penna. 18840.
Rally 'round the Stars and Bars, Rebs!

The X Corps Confederate Army at Uni-versity of South Carolina challenges

versity of South Carolina challenges all damn Yankees south of the Mason-Dixon line to battle. John Rockholz, Box 3313, Columbia, S.C. 29208. Achtung! The third and fourth Reichs are obsolete! The Imperial Fifth Reich is taking over! Others may either join or die. For mergers or funeral ar-rangements contact: Nolan Hudgens, rt, 5, box 153, Chinquapin, Greenwood, S.C.

rangements Court. Received.

Fag. 5. box 153, Chinquapin, Greenwood, S.C.

Europeans - is there anyone in the area of Switserland who would like pbm. In S-Grad, AK, Waterloo, Buje. Please contact Jim Arnold, 113 Chemin NE, Ruth Cology Geneva, Switzerland.

Opponents wanted for pbm Bulge, Guad, Waterloo, Gettysburg, Blitz, any side, almost all optional rules - am novice and prefer same. Contact Dean Bailey, 216 W. Poplar Street, Johnson City, Tenn. 37601.

The Citadel: For sale at a 50% cut in original price. Waterloo and Tactics are both in excellent shape. Will pay 1/2 of postage. Contact Walt Corey, c/o The Citadel, 8015 Corteland Drive, Knoxville, Tenn. 37919.

Do you feel left out? Ans is now re-

Knoxville, Tenn. 37919.

Do you feel left out? Anz is now recruiting in all states including Hawaii. To inquire, buy subscription to Herald or Join. Write to GHQ Box 295, Kailua Hawaii 96734 or Kidwell, 4426 Lealand, Nashville.

Nashville, Tennessee.
Wanted pbm opponent with little exper-

Nashville, Tennessee.

Wanted pbm opponent with little experience to take German side in Afrika Korp. W. C. Hopkins, 601 Dolphin, Corpus Christit, Texas 78411.

Grusade forces liberate Louisiana (Guadal-US) Southern Texas (D-Day '65-Allies) and Arkansas! Aggressor respond by June 3! Mike Mullinax, 11866 Chewwick, Dallas, Texas 75218.

For sale: One D-Day game plus four pbm pads for \$6.50. It is '61 version, used but complete. Game without pads \$4,50 and It will pay postage. Robert Hickson, 5305 Gulfway Drive, Groves, Texas 77619.

54. 50 and 1 mm er, Hickson, 505 Gulfway Drive, Groves, Texas 77619. San Marcos, Texas is hereby declared a free city not subject to the control of any club or organization. For the se-ven, Michael R. Childers, 3137 Tilfer, Texas 77017.

Houston, Texas 77017.
The victorious 5th Aggressor Army has The victorious of angeressor arm, our defeated all opposition including our astounding defeat of FOE. Our troops have successfully liberated Puerto Rico and the Caribbean Isles. Greg Norris, 5218 Braes Valley Dr., Houston, Tex. 7202

77035.
Aggressor Armies Central stands su-preme in the American Heartland! 5th Aggressor Army's jackboots have crushed all rebels and registers who

OPPONENTS WANTED

OPPONENTS WANTED
have dared to show their faces!!! Join
now!!! Doug Burton, 2511 Seaboard,
Midland, Texas 79701.
Attention Disbelievers! Aggressor has
utterly crushed FOE defection!! FOE's
power in the Midwest was forever
smashed by Aggressor Homeland 5th
Army!!!! Civilization Swee!! Join
Aggressor today, Major General Bruce
Sullivan, 2412 Seaboard, Midland, Tex.
79701.
Does anyone in San Antonio play AH
Wargames? Have Bulge, D-Day, Tactics, Stalingrad, AK and Midway, No
phm. Have car, will travel. Contact
Kevin Kelley, 178 Carousel Dr., San
Antonio, Texas or phone OR 4-1656.

Antonio, Texas or phone OR 4-1656

Soldiers of the South! Take pity on those unfortunate ones who aren't part of the Action Team, Aggressor Homeland, After all, we can't all be winners. David Seroskie, 5916 Jewell Ct., Alexandria, Va. 22312.

Opponents desired for Waterloo, Stalin-

Opponents desired for Waterloo, Stalingrad, and Afrika Korps. Although I prefer French, German, Allies in these games, I will play either side in any one of them. Chuck Carey, 2002 Westfield, Alexandria, Virginia 22308. Longbeards, join the Dwarves of Moria first corps. Baruk Khazad! Khazad aimenu! We are the old Noe-numenoreans. Charles Welsh, 6917 Cherry Lane, Annadale, Virginia 22003.

Lane, Annandale, Virginia 22003. Are you tired of clubs that favor the

Are you tired of clubs that favor the German or Allied of clubs that favor the German or Allied side? If so, then you want a versital club! The Red Lions is such an organization. Contact Bill Stone, Box 547, Fredersburg, Virginia 22401.

Top calibre generals needed for OKW command staffs. We believe in wargame excellence and OKW invincibility. Our goal is to be the best. Join now! Write: Robert Beyma, 701 N. Hope St., Phoebus, Virginia 23363.

Wanted: Gettysburg Hex. for sale: Chancillorsville. P. B. M. for D-Day '61 will play Allies. The best offers accepted. Join Red Lions great new wargaming club. Write: Chuck Lane, 1492 Five Forks Rd., Va. Beach, Va. 23455. 23455

Brian O'Neill are you still alive? Please write! USCAC, please tell me what is childish about being the number one club in the country? Aggressor tri-umphs! Col. William Stewart, Com-mander 51st corps 11th army, 3223 60th S.W., Seattle, Washington 98116.

60th S. W., Seattle, Washington 98116.
Forward march!! The 11th Army,
War Lords, of Aggressor marches on.
Join both and the state of th

Rejoice world OKW is here! Our cause Rejoice world OKW is here! Our cause just, our Panners ready, our troops willing. We are out to destroy all evil. We are taking enlistees on all fronts. Many commands still open especially in the East. If you wish to join our Grand Army for our glorious adventure write today for tomorrow we march, to conquer the world. Paul Scroggie, Sprague, Wash. 9903. Wash. 99032.

Join the Red Lions Rebellion! Battle with the Good Guys! No experience? We'll make an expert (?) out of you! For fast service, write Michael Johnson, 108 Bridge St., Logan, W. Va

troyers for Pacific battles. Western Enterprises, 0020 s/240 St., Hales Corners, Wisconsin 53130, USCAC wants members regardless of playing ability. Age, or other club affiliations! Find out what we have to offer that other clubs don't. Write to Geneva, Wiss. 53147.
For sale: Sets of AH troop counters, used, complete 25¢ plus 10¢ postage. Is anyone in Milwaukee available Sundays for gaming. John Michaleki, 1118 So. 35th St., Milwaukee, Wis. 53215. After six, 645-0731. Age 19.
Praetorian Guard invades Wisconsin! We need ment combat aggressor. High command posts available. Men of Aggressor: Defect now or be annexed forcibly. Contact Richard Rubin, 53217.