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The AVALON HILL

GENERAL

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The AVALON HILL **GENERAL**

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The Avalon Hill Philosophy—Part 16

The Time/Motion Study

The following report has been prepared by Mr. James F. Dunnigan, Research Director-at-Large, in an attempt to define what it takes to make a good, popular and widely purchased Avalon Hill-type game. The basis of this report is a series of time/motion studies recently conducted by Mr. Dunnigan and his associates on eleven AH-type games.

Only seven of these AH-type games have actually been published; the remaining four are in prototype stage and not available for observation outside of their use during the time/motion study. We call particular attention to the "ITALY" game which is not to be confused with "ANZIO." The former can be construed as "the

one that got away" and, as such, is being compared to the latter game in a controlled test now being conducted by selected members from our consumer-test-panel group. From this ANZIO/ITALY experiment the AH design department hopes to gather additional information into the pros and cons of battle game design. Meanwhile, we present the following report which, we hasten to add, represent the opinions of Mr. Dunnigan's group in their entirety. We include it in our Philosophy because it happens to be an unbiased viewpoint that considers areas other than mere design of the games themselves. Our capsule comments appear in italics:

COVER STORY:

Midway Revisited - How One Man's Decision Brought Victory 27 Years Ago

Twenty-seven years ago last month, the battle for supremacy of the Pacific was decided — the fate of which rested squarely on the shoulders of Baltimorean C. Wade McClusky, Rear-Admiral U.S. Navy (Ret.)

It is the rare conflict that is decided by the decision of one man. But the battle of Midway, more than any other important engagement, went in favor of the out-numbered U.S. Forces when McClusky, "...decided to stay on course 315 degrees until 12:00 o'clock, then turn northeastwardly before making a final decision to terminate the hunt and return to the Enterprise. Call it fate, luck, or what have you, because at 11:55 I spied a lone Jap cruiser scurrying under full power to the northeast."

Concluding that the cruiser was a liaison ship between the occupation forces and the striking force, McClusky altered his course to that of the enemy cruiser. At 12:05, he spied the Japanese striking force.

The rest is history. Had McClusky gone off in a different direction, as did all the other search groups, the enemy would never have been spotted. Consequently, they would have rendezvoused in force, annihilated the U.S. Navy, occupied Midway Island and, as a result, been able to have maintained control of the Pacific Ocean for who knows how long.

As historians recall, McClusky's decision paved the way for the destruction in detail of the enemy forces before they were able to unite in strength.

(Continued on page 3)

GAME	SET UP TIME		MOVE TIME	GAME LENGTH	Average Number of Units		
	Scratch	Semi			Start	Middle	End
Blitzkrieg	25m	10m	7-15m	1-2 days	see note, about 100		
Afrika Korps	10m	5m	4-8m	2-4 hrs	23	40	40
Bulge	25m	15m	5-10m	3-6 hrs	65	80	85
Stalingrad	7m	5m	3-8m	2-4 hrs	102	90	85
Jutland							
w/sweep	45m	45m	(sb) 3m	2-8 days	-	-	-
w/o sweep	15m	10m	(bb) 12m	2-8 days	-	-	-
1914	35m	20m	7-15m	3-8 hrs	120	133	130
Anzio							
I	40m	15m	5-10m	2-4 hrs	64	60	70
II	50m	20m	6-10m	6-12 hrs	26+	70+	70+
III	70m	35m	8-16m	2-5 days	42+	90+	100+
Italy							
Strategic	10m	5m	5-10m	.5-1 hr	33	30	28
Tactical	20m	10m	5-10m	1-2 hrs	14	20	21
Combined	20m	10m	8-15m	1-3 hrs	60	62	60
Strategic	20m	10m	6-12m	1-2 hrs	33	37	35
Tactical	20m	10m	8-15m	1-3 hrs	14	26	32
Simulation	20m	10m	10-20m	2-4 hrs	60	66	70
Luftwaffe	15m	5m	4-8m	.5-1 hr	60	55	50
Tannenberg	25m	15m	7-12m	1-3 hrs	81	100	110
Russian Front							
Barbarossa	10m	8m	4-8m	.5-1.5 hrs	56	48	40
Stalingrad	10m	8m	4-8m	1-2 hrs	53	48	52
Citadel	10m	8m	4-8m	1-2 hrs	57	50	45
Berlin	10m	8m	4-8m	.5-2 hrs	71	60	55

NOTES: In the first column, GAME, unless otherwise noted, refers to the intermediate version which is most played (eg-Standard Game in 1914, etc.). Under SET UP TIME there are two columns. The "Scratch" column refers to set up with counters not partially sorted. That is, after the previous game the counters were simply thrown into their trays. The "semi" set up refers to the habit of many experienced players to either partially sort counters after a game and/or to mark on the back of them data which will aid in setting up the game. TIME is in minutes and is an average for an "average player" who knows his way around AH games. The MOVE TIME is also an average, for both players. Some players often take their time in some games, although the above times are for players who have settled down to "play" and not procrastinate. The GAME LENGTH is the average time it takes to complete a game. Many of the long games are never "finished" as one player usually concedes before the game is officially over. This has been taken into account. A "day" equals 10-12 hours. The AVERAGE NUMBER OF UNITS refers to the average number of unit counters on the board at the specified times. In some games it is difficult to compute an average. For example, in Blitzkrieg and Italy the use of breakdown counters may vary. The same is true for Anzio and, to a more limited extent, 1914. Blitzkrieg is the most difficult. Records kept on 17 games indicate that a "rough" average is about 100 counters. It varies from player to player. For Italy we assume almost total breakdown of units in certain versions of the game. The high number has been given. For Anzio we have given the low number. In 1914 it hardly matters as only landwehr units may be broken down. Luftwaffe poses another problem because of the various OB's available. An "average" in the truest sense of the word has been given. Players may choose OB's with the number of counters they can best handle.

WHAT MAKES A GOOD GAME?

Based on data collected over the past few years I have come to the tentative conclusion that three elements go into making a "good" game:

1 — Marketing Elements — This includes a "hot" title as well as effective packaging. For example, things being what they are (unfortunately) the more you see of such people as the German SS in a game the better chance the game has of being a "hit".

2 — Situational Elements — The key word here is "inbalance". That is, does one side have a large advantage in the beginning of the game which is offset by a later advantage in the game for the other side. This subject will be covered in greater detail later. But an excellent example of the above "inbalance" is BULGE.

3 — Mechanical Elements — The Time/Motion Chart covered that in detail. Put simply, the easier and "faster" the mechanics of play the better game you'll have.

Perhaps a mention here should be made of "inter-player competition." Since lack of this element is the reason 99% of free-lance games are rejected, we consider this too important an element to leave out at this point. We're sure that omission of it here is quite accidental... it's like the story of how Phil Rizzuto and Chris Shenkle could not agree on who was the greatest Yankee Rightfielder of them all; Roger Maris or Charlie Keller. When someone inadvertently brought up the name, Babe Ruth, there was stunned silence for 30 seconds.

The most important element in a good game is "inter-player competition." While it goes without saying that a battle game inherently contains inter-player competition, certain games have much more of it than others. For example; Jutland has very little inter-player competition; the search and battle procedures by-and-large result from chance rather than outguessing the opponent. For the Confederate player, Gettysburg is more a battle against time than against the Union player. Chancellorsville's demise as a game is chiefly due to emphasis placed on time

rather than on strategic competition. Afrika Korps and Stalingrad are such hits because the chance elements are minimal; every move is predicated by moves of the opponent. When the designer begins introducing a myriad of chance elements is when he begins walking that thin line between a good, fast competitive game, and one that bogs down in mechanics.

I have approached the problem of spotting a "hot" title from an "engineering" point of view. That is, the situation has been analyzed as a complete "system". Seen in this light a game may appear to be a "hit" while in fact it did not reach its full potential because of a flaw in one of the above three areas. Other games, of course, bombed because of across the board failure in two or three areas. I would like to discuss the above three areas in detail, as well as covering selected AH and non-AH games in light of the data examined.

MARKETING MAKES SALES,
NOT GAMES

Obviously, the first step in choosing a new title is the selection of the subject for the game. This, as we all know, has been handled quite competently by AH. Yet as a whole the marketing program has not been a resounding success. Most of the fault can be traced to the design of the games produced. After this a game may continue to sell "well" but data available to me shows that a game spoiled by poor design will also sell below its full potential. This can be determined by reviewing the figures for the most "popular" and most "played" games.

GAME	% LIKING	% PLAYING	PACKAGING
	MOST	MOST	INDEX
Blitzkrieg	17.4%	13.2%	1.34
BULGE	13.8%	15.8	1.16
Stalingrad	11.9	13.7	.59
Afrika Korps	11.3	15.8	1.56
JUTLAND	10	4.5	.45

The higher the packaging index the greater the number of people who have purchased the indicated game as their first AH game over the years. What is plainly obvious from the above chart is that some games have not lived up to the high quality of their marketing and situational elements with regard to their play mechanics. On the other hand, some games (such as Afrika Korps) seems to have used their excellent play mechanics to increase overall sales.

The most important lesson to be learned from all this is that excellent marketing work (with regard to title and subject) can be either enhanced or hurt by the design of the game.

Substantiating Mr. Dunnigan's remark here is an industry axiom; "It's better to publish a bad game with a great title than a great game with a bad title." Of course, the panacea is to publish a great game with a great title. Let's see how Dunnigan proposes to accomplish this:

A BAD SITUATION OFTEN
PRODUCES A BAD DESIGN

Of course, a bad design job can be produced even with a good situation. But first, we must determine exactly what we mean by "situation." A game subject must present, in order to provide a good "designable" situation, two things. First, the subject must be narrowed down to provide a

manageable game situation (JUTLAND and 1914 were a bit remiss in this area). If the situation is allowed to remain too large you will have too many counters on the board for two players to handle. Secondly, and more importantly, the situation must present a "situational inbalance." That is, one side must have an advantage. One side must be on the offensive. The other side, however, must also have an advantage later in the game (such as a higher replacement rate or larger reinforcements). The longer this inbalance is maintained during the game (without, of course, threatening to bring about a rapid victory for one side) the more interesting the game will be. The game may be as long as an interesting state of inbalance lasts. Usually, however, the game should be kept as short as possible (less than an hour) so that more games may be played rather than just one long one. It's easier, I have found, to design a good short game than to produce a long interesting one. Usually, a long game is that way simply because of too much "dead" (not connected to resolving the inbalance) motion. Many "optional" rules tend to be "dead."

Obtaining a good situation is best done through the designer, who can experiment with the subject and, hopefully, extract the optimum situation.

WHAT MAKES A GAME

You might say that people play AH games for three reasons. First, the subject interests them. Secondly, they enjoy playing the games. Thirdly, the games are there, they are available to the potential player. The weakest link in this chain thus far has been the second. Some games are hard to enjoy. The rules are sometimes difficult to follow. Often the games are too long (at least for the amount of inbalance involved) or contain too many counters for the players to easily handle. The time and motion studies I have conducted on various games has pinpointed weak spots in various games and has resulted in a list of design "do's" and "don'ts":

1. SET UP TIME FOR A GAME SHOULD NEVER EXCEED 20 MINUTES — In other words, the total number of counters in the game should never exceed 200. Number of game components should be kept to an absolute minimum consistent with ease of play. You should also pass along in the game rules any ideas which will aid in setting up the game (such as keeping counters separated). Additional components can also aid set up, such as facsimiles of the mapboard showing starting position of units. You could also put this data on the mapboard itself. Counters should be interchangeable. Unit designations enhance the game, but they should not bog down the set up procedure.

2. TIME REQUIRED FOR EACH MOVE SHOULD NOT EXCEED 10 MINUTES — You should never have more than 20 counters (or stacks) per side on the board. Granted, some players can easily handle more, but some can't even handle 20. The point is that too many counters befuddle the player. He can't resolve the "puzzle" aspect of the game (that is, the "inbalance") if there are more units on the board than he can handle. Also, the board itself should be as "clean" as possible. A few ambiguous features on the board (is that a road square?) only slow down the game. Although the game moves should be short, the designer should cram as much "action" as possible into each one. Any "dead" motions in a move should be eliminated. This is

COVER STORY

(Continued from page 1)

What most historians are not aware of is that McClusky is given credit for sinking four Japanese Carriers (according to official Naval historian Morrison) when, by his own admission, he was so shot up during his return from his initial attack upon the Kaga and Akagi that he was dispatched to sick-bay for the duration of the battle. Even so, his value to the cause was immeasurable.

Where is he today? Rear Admiral McClusky is still working in defense of his country. The modest hero is involved with the National Civil Defense agency between trying to figure out how to duplicate his real-life feat in the game of Midway. McClusky's eye-witness account appears in the Battle Manual that is published with the board game.

You only have to play the game once to learn of the great, almost unsurmountable challenge, that faced C. Wade McClusky and the U.S. Forces that 4th of June 1942 day.

the designer's job, he has to pull all the pieces together and make it all work.

3. EACH GAME SHOULD NOT EXCEED ONE HOUR — The chief reason for this is that I have found it exceedingly difficult to sustain a state of interesting imbalance for more than an hour. There should, of course, be as few moves as possible. Six to twelve is about right. Players, I have found, really dig being able to play many short games rather than one long one. There are exceptions, of course, but game variations can be included to satisfy this.

The majority of subscribers may disagree with Mr. Dunnigan's remark regarding shortening of the play. However, Mr. Dunnigan is quite right in this premise when it comes to mass-sales. True, the great AH fanatics love nothing better than to sit down to an 8-hour game. But the larger segment of the game-playing public desires the game to be minimal in time length.

The above points do not tell the entire story. There are numerous other details which bear, directly and indirectly, on this subject. However, they are best explored in person, or as they arise.

CAPSULE EVALUATION OF SELECTED AH STYLE GAMES

BLITZKRIEG — This is not really a game but rather a "hot" title married to an amateur game designer's kit. Mechanically it makes many mistakes. Too many counters (although their interchangeability lessens the adverse affect on set up time) plus the easy resolution of the game's imbalance often makes for poor "games." On the other hand player's can do just about anything they want with the game. What you have, in effect, is a game that is enjoyed more than it is played. This "kit" aspect of the game makes it pretty much of a "one of a kind" although it may be possible to do something with that idea. It will take considerably more research and work to come up with anything concrete. For the present, it sells well so why knock a good thing?

AFRIKA KORPS — If this game suffers from anything, it is that it is TOO simple. But at the same time this simplicity is its chief asset. This simplicity makes it obviously the best "first game" of the entire line. Redesign of this game would have added more variation in optional games while leaving the game's intrinsic simplicity intact.

BATTLE OF THE BULGE — The game is too long. The "balance" of the game usually shifts decisively between the 8th and 12th turn. At this point the game should end. Set up time could have been shortened by using divisional counters plus interchangeable sub divisional counters. A new combat system could have allowed an obvious decision to be reached by the 12th turn. The game is played as much as AK yet it is liked more. One might conclude that more sales could have been achieved with a mechanically more "clean" game.

STALINGRAD — Although a bit more popular than Afrika Korps, it is "most played" by 16% fewer people. There are two reasons for this. One, the game is too long and, secondly, the "imbalance" of the game is usually destroyed by the sixth move. The game has many good points, of course. But its shortcomings certainly don't help it.

JUTLAND — The game is too long, for one thing. The battle procedure is too cumbersome. Most of this stems from the use of 2" ship counters and off the board maneuver. Still, the inclusion of some battle situations involving small numbers of ships would have "cleaned up" the game considerably. The game is more modified "tabletop" than AH.

1914 — World War I is one of those few situations which are extremely difficult to turn into good games. Too many units (even after paring down thru consolidation there are still close to 100) and too small a front make it an intrinsically static situation. One possible solution: make a board including only Belgium and the area up to Paris while ignoring the rest of the front 'a la the East Front Rule.

ANZIO — Biggest mistake was the 448 counters. This error alone just about doubles the set up time. Largest contributing error; the need for EXACT placement of individual units. That is, each unit must be identified exactly when setting up the game. A minor error is not giving exact location for set up units. Few people know enough Italian geography to find all those one-horse towns. Most of the games are also too long. Balance disappears (as it does in most all other games) quite soon. As for the game as a whole, only time will tell.

HISTORICAL REALISM AND AUTHENTICITY

This sort of thing is essential for the AH type game. I feel that it is best provided by the inclusion of historical data in the battle manual (or some similar method). By doing this you needn't let the need for Historical Realism etc. interfere with the design of the game. Including this data (plus a bibliography) gives you a defense against nits who doubt (often with good reason from what I've seen) things you have included in the game. I prefer this method primarily because, as I have said, it allows me to keep the need for "realism" out of the design of the game.

Thus endeth the gospel reading for today. The facetiousness of this remark notwithstanding, we are grateful to Dunnigan and associates for their time spent on formulating this report. Take it from us, a great amount of what is found in his report is gospel according to what goes on in the game industry. Add to this treatise what we know to be true regarding game preferences and voila, we've arrived at another cross-roads in the philosophy of game publishing. Actually, we're a couple of blocks down the street as owners of ANZIO will testify. ANZIO represents a sort of reversal in the trend toward complexity. While it is possible to play a long, drawn out version its mini-versions satisfy the desires of many adherents to shortening of the play of battle games.

Let's face it; there is relatively little glamour to the title of ANZIO itself (we have long since exhausted the glamour titles) thus for the game to have enduring interest it will have to survive on the merits of its design alone.

We are committing ourselves in this direction. We fully anticipate publishing battle titles in the future along the design-lines so aptly spelled out for us by James F. Dunnigan — considered to be the foremost expert in the area of historical game research and design.

As usual we welcome your comments.

Club of the Month

"In view of the situation on campuses all over the nation it is easy to see why students of St. Johns University rose to protect it from the same cancer which has infected other colleges. The St. Johns Military Strategy Club would like to affirm the principles of law, order and justice" . . . went Damian Housman's reply to the Long Island Press regarding a student lockout over support of ROTC. Housman is president of the St. Johns University Military Strategy Club which, name to the contrary, believes in more than just playing military games. Housman received notoriety in his club's support of the YAF (Young Americans for Freedom) who were locked out by university officials after they demonstrated in support of ROTC without obtaining permission to so demonstrate. Such an interesting group is certainly worthy of report in this, the third in our series on wargame clubs. As told to us by Damian Housman himself . . .

"We began in October, 1968. Several PBM opponents got their heads together and decided that a University would provide the best environment for a wargame club. The people who were there at the start were Damian Housman (president), John Ford (Vice Pres.), John Hudson of New Bern, N.C., Rick Mooney of Friendswood, Tex., and Richard Sidorsky (Recruiting Officer).

"It was conceded that most of the experienced talent would be found outside the University, and so we decided to allow non-students to join. Because of school regulations prohibiting non-students from joining school organizations, we found that we had to create a separate organization for them: the Military Strategy Confederation.

"Elections were held for the Club in November, and for the Confederation in February of 1969. Fortunately, the officers elected to both coincided and so a major problem was avoided. The officers are: Damian Housman, President; John Ford, Vice Pres.; Robert Cuervo, Secretary; William Fornaro, Treasurer; Tony Morale, Editor of D-ELIM, which is the organization's newsletter. (This is an appointed post); and Richard Sidorsky, Recruiting Officer.

"While wargaming forms an important part of the club (the most important part), we felt that since we were to be a part of the University Community, we must give members an opportunity to develop their knowledge of warfare along scholarly lines. We encourage disagreement both at meetings and in the magazine on controversial subjects such as the Volunteer Army, the ABM system, the question of ROTC in the school, etc. We also encourage members to go to military science classes given by the ROTC instructors at no cost to those attending. While we are not actually connected with the ROTC program at our school, our faculty moderator is Capt. Grisham, U.S. Army, and instructor in military Science at St. John's University. Capt. Grisham

earned a Purple Heart among other awards while in Viet-Nam.

"When a member of this organization makes any statement on military life, you should listen closely. Of all organizations of this type, we have the highest percentage of men who are former servicemen, men on active duty, and men on reserve duty of some kind. It is believed that over half of our members have been in the service.

"All is not quiet on the campus front. Our members are both liberals and conservatives. However, the conservatives far outnumber the liberals, as might be expected. Most members who actually attend the University are also members of the conservative Young Americans For Freedom, and a few are officers of both. The campus leftists, on April 25, demonstrated against the ROTC program. YAF officers (all members of

the SJUMSC) were part of a planned counter-demonstration which pulled in over 1200 students in favor of ROTC as compared with only 150 leftists. When YAF was thrown off campus (illegally) by the administration, the SJUMSC called a news conference to let the world know what the real story was.

"On the wargaming front, we now have PBM games going with many outside groups and individuals. When a person joins our group, he must fill out an ability rating sheet. We take the member on his word as they have nothing to do with rank in the club, but assist in assigning games. A member would merely defeat his own purpose by over-rating himself.

"We have also initiated a policy which we hope catches on with the general wargaming world. We have printed up what we call a "Certificate of

Surrender." This includes all needed specifics of a game, and is to be signed by the loser. With general adoption of this plan, we will have eliminated the practice of overstating the number of victories and understating the number of defeats.

"The SJUMSC was among the groups which play-tested the B&O/C&O game for the Avalon Hill Company, and made some suggestions pertaining to the game itself and to its marketing."

If not the largest, the SJUMSC certainly appears to be among the soundest of wargame organizations. Inquiries into membership should be directed to: Damian Housman, St. John's University Military Strategy Club, Grand Central & Utopia Parkways, Jamaica, New York 11432.

... Anzio Without Really Trying

by Geoff K. Burkman

Believe it or not, Game I *Anzio* offers great promise as a classic Avalon Hill wargame. Both sides have immense potential that cannot be overlooked. In this article, I will deal with each side, delving into some of the little tricks that I have used to stomp opponents into the dark, deep, Italian mud.

The Germans

The initial placement of German troops will have a lot to do with the chances of German victory. The player that loses great amounts of men, no matter what the cost to the Allies, will surely lose the game. Below is a set-up worthy of consideration:

Unit	Position
1027	U-41
Jgr114	O-47
305	M-49
65	K-52
4	H-47
HuD44	H-47
334	G-46
Lehr/309	E-46
1028	R-44
94	M-49
71	K-51
715m	H-49
5	H-47
2	G-46
362	G-46

This defense offers a minimum of German units to the rampaging Allied offensive, yet covers everything coverable. It is quite useless to try and cover either of the extreme flanks, since there is no terrain to aid the defense. It is much less costly to allow the inevitable 7-1's and then fall back to the defense positions left. This defense keeps the bulk of the German forces at Anzio, where they cannot possibly be cut off by big advances, and are opposed by no more than eight divisions anyway. Everywhere along the front odds better than 1-1 have been made impossible against major units. Advances in the center of

more than 1 square are not obtainable, since High Appenines block the way. The 71 division makes sure that the Allies will probably not be able to cut Route 87, the only escape route available to 15PG. With the above defense, and average or even better than average luck for the Allies, the German will be left with a considerable force with which to set up defensive lines. After that, the game will boil down to attrition.

AH made a big mistake when it came to losing factors. Adroit use of their ruling, by stacking units properly will considerably lessen German losses. Take for example the stack of units on H-47 in the above set-up. A result of ½ D elim will mean that the German must lose seven defense factors. If HuD44 and 5 are removed, a total of eight factors, the 5 division will be able to return to battle immediately. Thus, losses to the German were actually only five factors. Your 2-4-8's and 1-2-8's are extremely valuable when stacked alone, since when they have to lose half, they are also immediately replaceable. Here is another example where the German can get something for nothing. When 5 division is stacked with any 3-5, and the stack must lose ½ its factors, don't remove the 3-5 and accumulate one. Lose everything and accumulate four, then bring both units immediately from the dead pile. Net effect: 0 casualties!

Lastly, a few words of advice. The German must always take advantage of the terrain. Use every line of defense available. Don't leave a position unless it means your units will be surrounded. Although counterattack is generally unadvised, if you can get away with it, more power to you. The German player must stall as long as possible, yielding slowly, taking every Allied unit he can down with him. Adroit use of mountains behind rivers, impassable lakes, and High Appenines will allow the German to keep most of his line free of 3-1 or better attacks. The Allied player will be forced to rely on luck and

time-consuming flanking maneuvers to roll back your line.

The Allies

On the first turn, the Allied player has one objective: Kill. Kill or cut off as many German units as possible while you have that 1st turn surprise. Wherever odds of 3-1 or better are allowed, take them. A few well-placed advances may mean the game. A powerful pincer movement aimed from the mainland and beachhead at Frosinone may pay off in the isolation of several divisions.

As the game proceeds, the Allied player will find it extremely difficult to obtain good odds in his attacks. Don't fret. Attack at 1-2, the best odds on the table. Losses are minimum, no more than ¼ of the defender, which means half of your attacking forces. And you can rub out ½ of the defender if you hit it right. But 1-1's and 2-1's still pay off, even if they are costly. Remember, the German has many defense lines between him and the Gothic Line, and you've only got a few months to break all of them. So attack, attack, attack; never letting up the pressure. Sooner or later he will crack.

One nasty trick the Allied player can use to good effect is to try and sneak by the German lines. He does this by making a 1-3 attack against units where he can retreat past them behind the German lines at minimum cost. If this plan meets with righteous indignation, as it often does, simply pile up units behind the 1-3 so that you have no choice but to retreat towards German lines. You can always rationalize the situation by saying that your troops are sneaking past German troops in an offensive much like the German invasions of France.

That's about it. The Allied player must count heavily upon having some kind of luck in rolling the die. He must also have a lot of guts and courage. Cheating also helps.

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The Professional Blitzkrieg

by 1st Lt. Peter I. Menconi

War is not a game. In life, it is a serious, scientific application of force to achieve an objective. To do justice to the realism of war simulators such as Blitzkrieg, the individual player must exercise some of the care and planning used by the real-life general. Most defeats are caused by a haphazard, thoughtless utilization of troops; as a soldier, I should not want to take orders in combat from the average wargamer.

As my first step to organize a new game, I cover the board with an adhesive-backed clear plastic. This enables me to actually write on the board with colored grease pencils (important in the planning portion of a turn). After punching out the counters, I take the cardboard holders and glue them into manila folders, then arrange each side's starting line-up into piles of armor, infantry, etc. I then place them into the folder starting with the 1st Armor in the upper left corner, laying them in order until I run out of the starting line-up counters. Each turn's series of reinforcements are then placed in the folder. Substitute counters are arranged by type and number in the right half of the holder. So much for initial organization.

I play only PBM with all rules (except possibly weather). As *Blue*, you should get U11, M14, X27, V20, EE25, BB31 and EE34 on Turn 1. Strategically and nuclearly (?) bomb cities NN33, JJ38, OO40, JJ46 and/or NN48-9 depending upon how Red has indicated where will be his main advance. As *Red*, you should have VV25, WW32, VV42, UU37, JJ46, JJ38, OO40 and NN33 on Turn 1. Targets for air attacks (the object of which, by the way, is to deny air bases to the enemy on turn 2) are HH31, EE34, BB31 and/or V33.

Practice as much deception as possible in your initial set-up. For example, the troops assigned to take M14 can be split between I12, D8 and G4, which makes them look like garrison forces instead of invaders. Forces for VV42 can start at 3F45. A good example is deployment for X27. The forces for this city I split between S25, V33 and P29 with the garrisons for these cities even deeper inside Blue territory. When the time to move comes, the strike appears to come from out of nowhere — units nearest to X27 attack BB31 instead, while the units apparently tied down inside Blue move into position to support offensives in either II or III Corps areas (OK — I Corps is the desert area, II Corps contains NN33,

III Corps is south and west of Pinsky). The whole idea is to de-emphasize the magnitude of the attack so to lull your opponent into a correspondingly small effort.

Units At Sea are also helpful in deception. If Red sticks them in A, Blue will worry about trouble on the north and west coasts and possibly divert badly needed units to stationary positions in coast cities. Red, meanwhile, can use the sea-based troops to attack VV25, thus utilizing his units twice. Both sides should use tactical air against "backwash" cities (M14, X27, VV25, WW32) thus thrusting ground units ahead to permanently secure forward territory.

Do not be afraid to use substitute counters for air units. Spread SAC especially between three or four cities. I usually place only 9 — 10 air factors in any one city (e.g., 5SAC & 4FTR or 2SAC, 4MDM, 4FTR). Remember always that a nuclear attack will wipe out all non-FTR air units in a city.

The use of nuclear weapons necessitates some modifications to the usual troop arrangements. Never put big stacks in cities: especially stacks of "prime" units (para, rng, arty) because this situation just *begs* for attack. When on the offensive, insure that your after-attack advances do not leave any tempting targets. Also avoid placing valuable troops on road junctions or any terrain feature the enemy may wish to block. As the attacker, never waste your nukes. Use every one you get because they will not accumulate; *but* choose your targets with care — hit *cities* the enemy may want to use, but do not hit one you will want in the next turn. Nukes are especially good against empty *road squares* — they delay the enemy advance while you prepare a suitable welcome for him.

Books have been written on the subject of attack and defense, but here are a few notes on Blitzkrieg application. For the attack, never use 1-1 and 2-1 attacks unless you are desperate. Pick a strategic square (it need be only square in an entire defensive line to cause evacuation of the entire line) and get a 4-1 or 3-1 surrounded on this one square. If you can get more than one square, so much the better. Use the after-combat advances to consolidate your positions. Wherever possible, end an advance with your units adjacent to enemy forces — thus forcing him to attack in return. Insure that you leave enough factors spread out behind your spearhead to prevent the

enemy use of paratroops in his counter-attack. When presented with a "point" instead of linear defense (a good example is a Red defense of OO40 with Red units on OO40, OO41, PP41 — this set-up often results after Blue cracks a linear defense to the east of the city), attempt to cut off the defending units — surround them. If he counter-attacks (and you *know* he will), you can maintain the isolation by a careful routing of your retreats. Unless he is extremely fortunate — or you have left an opening — your opponent's forces will be eliminated for supply at the start of your next turn (remember to neutralize the city as a supply source by placing a unit adjacent to it).

On defense, remember all the advice given to *attackers* and prepare counter-measures. Placement of several infantry brigades (1-4) behind a line will prevent paratroops. For example, if Red stands on a line between HH31 and the mountains in II Corps, he can prevent effective landings within five squares of his line using only seven factors (at I134, KK32, KK34, LL29, MM31, OO30, NN33). Blue's only landing zones (LZ's) are therefore far behind the lines or in the middle of woods or mountains — and immobilized upon landing. Back up the line with arty or armored divisions on every *other* square: this prevents enemy advance through the line for more than one square. Also place units in *front* of your line along avenues of approach. A two-factor brigade about two squares down the road from your line will reduce or eliminate the strength of an enemy attack upon your main line since he must use 10 — 14 factors to open a path for attack in the same turn.

When you decide you want "x" factors on a square (for attack or defense), utilize the units which must use the *greatest* amount of their movement rate to reach the square (e.g., if Blue is planning a strike against UU37, he would pull infantry from HH31 instead of NN33). Thus (especially in the first opening moves), you waste the minimum amount of movement and will save forward units for the "way-out front" dashes so characteristic of the Blitz.

Finally, when you've finished planning the move — go away! Wash your hands, kiss your wife, run around the block, but get the game out of your mind. *Then* come back and decide if you still think your ideas are good ones. Check and recheck your planned advances. *Then* record on the Pbm sheet and spot check your *recordings*. (Whenever I move a unit, I give it a 90° degree clockwise turn — turning the unmoved units when I've finished moving — then turn them back when they are recorded.) After this, start with battle No. 1 and actually move your units in the most likely results of the battles; stand back and look at your final dispositions as your opponent will look at them with his counter-attack in mind. Last step: check the boxes, circles and CTD & stocks on the back side (I forgot a circle once, and so I lost a bunch of arty needlessly).

Work?! Yes, definitely it *is* work. Painstaking attention to detail, however, will result in greater precision, fewer mistakes and much faster, victorious games. Most important of all, the general level of competence in wargamers will take a much-needed step upward.

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Survey -- Si?

by R. C. Giberson

I hope the title didn't scare you away from reading the article. Surveys have appeared before in the GENERAL, would you believe three times since issue Vol. 3 No. 6? They have not been immensely popular judging from the Gift Certificates received. However, this one will be an exception. This survey concerns what articles have won Gift Certificates or what should you write to win one. For obvious reasons the period covered is Vol. 3, No. 6 through Vol. 5 No. 6. You may recall that with great fanfare the GENERAL boasted (Vol. 3 No. 5) that you would be "paid" for your articles but not exactly. Actually your peers would vote and gift certificates would be awarded. Also at the end of each year special awards were to be made in selected categories. The former was done, the latter has not been. Not that I blame them, it is easier to count ballots than make subjective decisions.

For what help it might be, to would-be authors, consider the following facts since Gift Certificates have been given-up to and including Vol. 5 No. 6.

Total number of signed articles 147
Total number of authors 107
Total number of gift certificates 61*

*Plus Vol. 4 No. 2 which wasn't published — at least I couldn't find it. I do know that I won one in that issue.

Frequently appearing authors are J. Johnson 8/6, M. Brundage et. al. 7/6, R. Giberson 6/2, G. Burkam 3/2. 8/6 means 8 articles, 6 "wins". 20 authors had two articles published. Seven of them have 2/2 records, five of them have 2/1 records. There were 26 authors with 1/1 records.

What do the authors write and what should you write? Consult the following Table. Columns

C and E are the ones to note. Col. C gives the relative position of winning articles. Thus if a given type of article, when it won, always won 1st place it would have a value of 1.0. From this it is seen that Strategy (of a general type) is the most popular, with Game Variants ahead of Game Plans. Col. E measures the relative winning frequency. If a given type of article appears ½ of the time and wins ½ of the time it would have a value of 1.000. Again Strategy is the best, Humor a strong second, with Game Plans ahead of Game Variants. The Strategy column might be assumed biased since it contains all of M. Brundage et. al. articles and wins. If we put him in a class by himself (which he is!) then the Strategy figures still hold their leading position with Col. C 2.6 and Col. E 1.489.

I'm sure the GENERAL does not want to receive a great influx of Strategic Humor as a result of this survey. They already get enough of that down in their own catacombs. Remember also that a pre-selection has taken place by the editors maybe your article is in the circular file.

Now lest you think it too simple, let me point out that obtaining a Gift Certificate in a given issue is also very much a function of the competition. In addition, to a greater extent than I'm sure AH would like to admit it must depend on the contest. By their own admission only 10 per cent "voted" on Vol. 5 No. 6 (the Baseball Contest) — why we vote better than that in government elections. Did you agree with the 10 per cent?

Well good luck on your writing attempts and VOTE for SURVEY — Si?

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SURVEY OF ARTICLES WINNING GIFT CERTIFICATES

TYPE	F	W	A	B	C	D	E
Game Plans	43	18	41.9	29.5	3.2	29.3	1.007
Game Variants	33	13	39.4	21.3	2.9	22.4	0.951
Strategy*	20	14	70.0	23.0	2.4	13.6	1.691
Other**	20	4	20.0	6.6	3.3	13.6	0.485
Humor	12	7	58.3	11.5	3.4	8.2	1.402
PBM	9	2	22.2	3.3	5.0	6.1	0.541
Historical	6	2	33.3	3.3	5.0	4.1	0.805
Survey	3	1	33.3	1.6	4.0	2.0	0.800
Sport Game	1	—	0.0	—	—	0.7	—
TOTAL	147	61	41.5				

*The first two classes are articles dealing with specific games. This category is articles of a general nature.

**I couldn't decide where these go. The author assumes no responsibility for the accuracy of the above Table nor for total agreement on the classifications made and assignments there to.

A W/F x 100 E B/D
B W/61 x 100 F Frequency of article of given classification.
C Discussed in Text W Number of Gift Certificates in each classification.

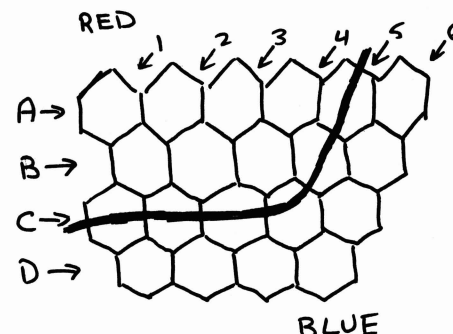
D F/147 x 100

To correct an erroneous inference by Mr. Giberson, winning authors are judged solely by contest rules — not just "to a greater extent." It is true that "pre-selection" takes place. But once the articles have been selected, the readers determine 100% who are to receive gift certificates for the five best articles. And as to certain authors appearing more frequently than others, with us it is the egg that came first: in the early stages of the magazine we noted that certain authors were receiving kudos more regularly than others. Naturally we encouraged a continued relationship with such authors and while not every article from such a person is published, we do give such manuscripts considerable scrutiny (before flicking them into the circular file.)

Waterloo Rivers

by Naomi Goldwasser

All too often, in the game of Waterloo, I have seen PAA give up a valuable river position when, with a little imagination, the player had victory in his grasp. Similarly I have seen the French player give up what could very well have been a successful assault. This article is designed to clarify some of the more basic principles of Waterloo Rivers... they are different from the rivers in the other AH games... they are much more complex; and, consequently, much more interesting.



CASE I:

Blue attacks a single unit on B3 from C3 and C4. It is clear that in most cases this unit will be either a 6 or smaller since otherwise odds of 3-1 could not be obtained. Now let's assume the field is carried, should Blue advance? Basic principles would indicate an advance which would leave units on C3 and C4 thus forcing Red to take two soak-offs. However, in the game of Waterloo, soaks are very inexpensive and the unit advanced to B3 would be surrounded from B2 and B4. If more than one unit is advanced the counter-attack will probably also include units on A2. Red should plan his attack so that there is at most one survivor left on B3 in the event of a multiple unit advance... this is very important (and even worth the risk of an exchange) since the single unit cannot both engage Red on A2 and break the riverline against Red on B2 and B4. The conclusion is obvious: Blue should not advance after combat, which brings us to the next problem:

Why should Red defend the river at all? Since Blue will not advance beyond C3 and C4 why risk a D-Elim on a small unit placed on B3? In short, if you can't get a 7 there (or a six to tempt an unfavorable exchange) don't defend at all... the unique properties of Waterloo Rivers preclude an immediate advance anyhow. Of course if Blue comes up to the river at C3 and C4 he invites a counter-attack... when Red survivors will be doubled on defense next turn.

However, Red may not choose to counter-attack if there are no "small" Blue units to get a piece of. So let's assume there are no small units and Red falls back to A1 and A3. When Blue attacks he will have no small units for soaks, furthermore any retreated soaks will be eliminated. Hence Blue must attack *along* the river, which just postpones the problem... or Blue can take the deliberate loss by attacking without available soaks... taking great care to bring up reinforcements to C3 and C4 which will include smaller units for use as soaks in the next turn... which, as you can see, will be a replay of the turn just past... only Blue is certain to have suffered... in short if Blue wants the river at this point he has got to be prepared to pay the price. Whether or not he is willing to do so or whether or not Red chooses to defend on the river or one square back will largely depend on their available local strength and objectives... which must be decided as of the moment... otherwise these games could be played by computer and we could all go back to Chess and Go.

CASE II:

How about the defense of square B4. Here, clearly, Blue can get 3-1 odds on anything except an 8. So unless Red is fishing for an exchange again there is no point in defending the square, unless, of course, the only thing Blue has in the neighborhood are halt, lame, and blind. Now let's assume Red defends from B3 and A4. Blue may not be willing to attack these squares for reasons seen in Case I although he may choose to do so, bring troops into the unopposed square C5. Blue should not bring anyone small into C5 as it tempts a counter-attack (again, remember the spooky soak-off rule employed in Waterloo). If Blue brings only large units to C5 and does not attack from C4 and B5 he has bought an interesting ball of wax if Red retreats to B3, A3 and A4. Blue again faces the sticky problem of a soak with a major unit... which will be eliminated by retreat... and, assuming the advance of only two major units the survivor would be blitzed in the counter-attack which is certain to follow. If Red allows it Blue may be willing to pay this price in order to bring up small unit strength to C5 to break the river line on both sides *and* contend with Red on A3 *and* leave at least one survivor to shield the next group of reinforcements to C5! (Meaning Blue must be prepared to commit at least three minor units).

Summary:

Red should ponder carefully whether the river line is best defended from the river or one square behind it... his available strength may be the major determinant. In planning his attack Blue should realize that he is going to run the risk that an aggressive Red will charge him at least two major units for the price of crossing the river... Blue must, once the battle is joined, fully commit himself by constantly bringing reinforcements up to the river; and Blue must be willing to invert his usual train of thought and use major units across the river to screen minor units moving up to it!

Your tactics will be largely determined by your strategic design... just how important is this river to hold or take and just how willing are you to accept the losses of crossing or holding?

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The Mathematics of the CRT -- Part II

by William J.M. Gilbert

"The Soak-off," for those who are not aware of this terminology, is the practiced art of sacrificing your weakest units against heavy odds to obtain better odds in a battle involving your strongest forces. Sometimes this becomes a malpracticed art. Gilbert tells you how to distinguish between the good and the bad...

What is the least expensive soak-off available? In the games of W-Loo and Bulge this is frequently a specialized problem, but any of the games using the standard CRT would find the following figures applicable. Each cell in this table gives the expected loss to the attacker multiplied by six. For instance if a 5 attacks a 14 at 1-3 the probability is A-Elim is 1/3 so the expected loss is $5X \frac{1}{3}$ or $1 \frac{2}{3}$ which, when multiplied by six, gives a tabular entry of 10. This is done only to make the table easier to read and print. For the purpose of this discussion odds of 1-2 or greater are not properly being considered as "soak-offs" — although they most certainly do have a role in soak-off thinking.

(Defending units across top, attackers on side).

	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>2</u>	4	6	6	8	8	10	10
<u>3</u>	X	6	6	6	9	9	9
<u>4</u>	X	X	X	8	8	8	8

	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>
<u>3</u>	12	12	12	15	15	15	X
<u>4</u>	12	12	12	12	16	16	16
<u>5</u>	10	10	10	15	15	15	15
<u>6</u>	12	12	12	12	12	12	18
<u>7</u>	X	X	14	14	14	14	14

	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>
<u>3</u>	X	X	X	X	X
<u>4</u>	16	20	20	20	20
<u>5</u>	15	20	20	20	20
<u>6</u>	18	18	18	18	18
<u>7</u>	14	14	21	21	21

These numbers, when divided by six, will give what you can be expected to suffer in losses per attack... of course on any one attack either you are going to lose the entire unit or nothing at all, but in the long run the results will be quite accurate... and quite inexorable!

Some interesting conclusions can be drawn.

For instance against a defending 9 soaking off with a 3 is a better proposition than with either a 2 or a 4; however against a 10 either a 2 or a 4 is better and against a 12 the four is the best of all. Similarly a 5 is the best attack of all against either a 13, 14, or 15 and otherwise it doesn't seem to make much difference if you use a 3, 4, or 6!

Summary: These tables will be of use as follows:

(I) You will be able to make up your mind more quickly as to which is the best soak-off; and frequently alternate choices are equivalent or nearly so... so there need be no great sweat in coming to a decision.

(II) Many factors can be saved. Take a sample case: Let us assume that 12 times during the course of a game you must soak-off against a 12. If you always did it with 2's your expected loss will be 20 factors... if you had used 4's instead you would have lost only 16 factors.

(III) Strategic considerations will always affect tactical decisions. For instance, if the defender is 15 and you have no 5 available the costs in using a 3, 4, or 6 are identical. However, your strategic concept may dictate that you cannot afford the loss of a six on this turn or, if looking ahead one turn, you expect to be soaking off against a 12 you may not be willing to risk the sacrifice of your only available 4 in the neighborhood.

Similarly, especially in S-grad, a 7 soaking off against a doubled 7-10-4 is not only the best proposition from a cost standpoint; but, if promptly replaced, is able to get back into the swing of things much more quickly (in fact this is one, albeit costly, way of transferring Panzers from one theater to the other).

(IV) Finally, the table should be partially ignored if the survival of the *unit* is more important than the cost. For instance if CCCP is soaking-off against a German 11 both a 2 and a 5 will show a net cost factor of 10, but Russians would be out of their minds to use a 2 (aside from the fact that they are worth their weight in gold elsewhere) if they were short of troops to maintain the line because the 2 has only one chance in six of surviving whereas the 5 has four chances in six.

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A Philosophy of PBM

by Richard Shalvoy

Subscribers of this magazine are familiar with the name Richard Shalvoy. In his article he chastises the "dog-eat-dog attitude, win at any cost spirit" that pervades the art of wargaming. "It seems impossible to play someone who won't take advantage of any mistake you make," he laments. On the face of it, isn't this what competition is all about: the ability of one player to capitalize on his opponent's mistakes. However, Shalvoy sees the situation in a different light especially regarding Play-by-Mail.

In the Nov-Dec 1968 General, was an article that I noted with great interest — a statement on handling of PBM errors, "PBM Mistakes-Rulings." Like many other persons, I had made a variety of mistakes in PBM games and have seen these errors handled in a number of different manners most of which were governed by the interests of the attacker in winning the game and often led to an early end of the game in an exchange of unfriendly letters. In this article I hoped to find an unbiased and logical method of resolving errors that would ingratiate not embitter those playing the game. I was sadly disappointed in this respect. Many of the decisions were arbitrary and weighted to punish an innocent opponent, which is not in the best interests of wargaming. The fact is that most players view an opponent's error as an opportunity to make beating him easier and try to take as much advantage of the mistake as possible. In a series of premises below, I will present a different point of view and demonstrate its interpretation by a critique of the above-mentioned article.

There are essentially three ideas in my system that you should be willing to accept as a mature wargamer. First — PBM should duplicate Face-to-Face (ftf) games as well as possible and to improve on ftf whenever possible. Second — Victory in PBM should be brought about through skillful use of troops and a minimum of luck (of course the chance element should not be excluded, that would be completely unrealistic, but I feel it is taken into account fairly well in the CRT). Third — an opponent is not an enemy, who is to be defeated by any means possible, but a fellow wargamer, who you can respect and with whom you should feel a spirit of camaraderie. The essential derivative of these statements is that an opponent's error should not necessarily be

used to defeat him, but should be corrected before play is continued, more often than not, by the opponent, but if by you, in a fair and unbiased manner which will help to further a spirit of friendly and relaxed competition. If you accept my arguments, you are ready to escape much of the pettiness and bitter feelings that occur without fail between less mature warriors.

A few comments that apply to a number of situations should first be mentioned. Section 1—the OB and Section—3 the attacks are both sources of information as to the opponent's intentions and neither is an absolute reference. Except for the case of Situation 9 as mentioned in the above-mentioned article, *never* alter your opponent's attacks, Sec. 3. Doing this causes more problems and injustices than any other. If you cannot fairly resolve the problem, send the turn back for correction (sttb in the rest of the article).

The Situations discussed below correspond to those in the article in the Nov. General, "PBM Mistakes-Rulings". In most, you will note that my solution and that of the article will differ greatly and that the one described in the article will go against the premises I discussed earlier. Compare the two solutions; decide which one you would prefer, if you made the mistake, and the feelings that would be developed if you received a letter from your opponent who had corrected your turn using each system. Also in viewing the results, visualize a game of movement, such as Bulge or Stalingrad.

I agree with the handling of Sit. s-9, 11, 12, 14, 16, 17, and 18. They are treated fairly and in an unbiased manner, which should generate a minimum of ill feelings.

Sit. 1: The ease of making this error and the effects of resolving it is simplistically as in the article are evident in an example. You are the Russians, you fail to note the position of a unit previously in X-19 that you move to Minsk. Will your opponent's reply slaughtering the unit in its old position and capturing Minsk and Smolensk by running through the resulting hole in your lines cause you to turn cartwheels of joy? Don't you believe it! My proposal is that if a logical position is evident for the unit (as above) place it there, if no position is obvious—sttb (see above). Remember, you aren't trying to beat your opponent through his errors, but through your skill as a wargamer.

Sit. 2: If the OB doesn't tell you where to put the unit, but Sec. 3 does and the move is legal,

then place the unit in the designated square and play from there. Simple, yet fair.

Sit. 3: Since we have said that Sec. 3 is never altered by the receiver, see if switching the units on the OB is legal (and if the odds of the battle are correctly computed). If the odds are ok, and the switch on the OB is legal, make it and resolve combat; if a switch on Sec. 3 is needed to correct the odds of each battle do so and resolve combat. If neither of these is possible—sttb.

Sit. 4: Also applicable to Sit. 5. If the unit's line of march is evident and it is not in a battle line or in an attack, reduce the unit's advance to a legal amount. If it is actively engaged in defense or offense, you had better sttb or you may have an angry opponent on your hands.

Sit. 6: This error is very hard to resolve independently. If the unit cannot move due to zones of control and returning it to the initial position does not lay open his front, make the correction, otherwise, sttb.

Sit. 7: Remove the weakest units from the stack and place them a square to the rear, where they may neither attack or be attacked. If the units are in battle or if the above is not possible, sttb.

Sit. 8: The governing factor here is Sec. 3. Handle as in Sit. 3—check odds, legality of changing the OB positions, and if ok make the corrections, if not and/or if you are unsure of what the attackers intentions are—sttb.

Sit. 10: Same as No. 8. To be safe, it is best to sttb.

Sit. 13: If the attack is obvious from the OB and seems logical (might you make it in his position), use the first emergency stock and resolve combat, not advancing units and retreating your units as you feel best. If this is not clear, sttb.

Sit. 15: Remember that your opponent is an honorable man — he should be to play by these rules. If you can get the results to your battles using the original CTD, send a clipping and continue; if not choose a new CTD and use the results from this. If it happens too often, however, try using a CTD a day later or suspect your opponent as not being the man you thought he was.

Sit. 19: Send the correct interpretation, void any attacks on the incorrect turn, sttb and continue from there.

Sit. 20: Use AH as the arbiter if time allows. If not, choose a mutually respected player and have each player send his point of view to him and agree to accept his decision.

This series of reviews forms a relatively complete set of means for handling mistakes. A spirit of chivalry has been evident. The goal prevailing my system has been to improve the mood of many wargames, that is, that your opponent is out to beat you by any means possible and that if you slip up, may Allah have mercy on your soul. If you can trust your opponent to be playing an all-skill game, you will probably be less hostile to him. Of course, if his errors don't cause an ambiguous situation or violate the rules, then he is bound to suffer the wrath of your armies. But the overall idea is that he will hate himself, not you for his ultimate destruction.

Richard Shalvoy

300 Man Dorm

Rm. 307B

RPI

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Psychoanalysis - Part II

by Jared Johnson

No. This is not a new Avalon Hill game. It is the 2nd in a series of tests our friend Jared Johnson likes to conduct during his off-hours from college. In this case, a scoring system follows so that you may rate yourself regarding the extent of your involvement in AH gaming.

1. When you play the side with the disadvantage in any game, you do so because: (a) you want to have an excuse if you lose, (b) it will be a challenge and an even greater victory if you win, (c) you have guilt feelings and a subconscious desire to lose in order to punish yourself, (d) your opponent won the toss.

2. After you have just had your army annihilated by rolling a six for a 2-1 battle, you: (a) roll the die again to see what you "might have rolled," (b) examine the die carefully for flaws and beveled corners, (c) throw the die across the room and get another one, (d) complain about the Combat Results Table.

3. When playing *Midway*, you: (a) carelessly leave your ships moved to the intersection of four areas so that when your opponent calls out one of the areas you can easily rationalize saying no to him by saying to yourself that they aren't really in that area, you meant to move them elsewhere, (b) get a stiff neck from trying to keep from trying to peer over the boundary to your opponent's side of the board, (c) watch your opponent's arms and eyes carefully while he is moving his pieces because that is a fair way to cheat.

4. On the first of every other month you are: (a) expecting *The General*, (b) expecting *The General* in three weeks.

5. In choosing sides for a game you are: (a) democratic and agree to toss for sides, (b) authoritarian and demand that you get your choice because it is your game (if it is his game, you are democratic).

6. When you have learned of a new rule clarification, you: (a) carefully explain every detail of it and its implications to your opponent out of the fairness of your heart, (b) carefully explain every detail of it and its implications so as to make sure your opponent has no excuse when you use it to beat him, (c) tell your opponent in the middle of the game, only after it is too late.

7. At the start of each game, you: (a) fight over which way the board is turned, (b) fight over who sits where, (c) ask your opponent which side he wants first, so you can demand the same side yourself, (d) tell your opponent you know you are going to lose.

8. When your opponent accidentally moves a unit too many squares you: (a) ask him since when does that unit get to move so far, (b) ask him quietly how that unit got there, so that he has to retrace the route and admit the mistake himself, (c) are quick to jump on him and yell, "Cheat! Cheat!"

9. It is quite distressing when: (a) you discover that you originally misread the rules and you have played fifty games of *Midway* all wrong,

(b) your baby brother gets ahold of the pieces to *Bulge*, *Blitzkrieg*, and *Stalingrad*, and mixes them all up, (c) your cat has just eaten the 101st airborne division, (d) you have to use 50 combat factors in *Bulge* to get decent odds on a punk 4-4-4 unit in a fortress.

10. When you first walk into a room where a game is being played, you ask: (a) Who's winning? (b) Who's losing?

11. Then you comment further: (a) Looks like Blue's had it. (b) Doesn't look like this game is going to last much longer. (c) I'm glad I'm not playing Blue.

12. After which: (a) Red gives you a hearty welcome, (b) Blue ignores you, (c) you duck, as Blue hurls the boxtop at you.

13. When you are playing an inferior opponent, you: (a) give him a chance by making a few deliberate mistakes, (b) make a game out of seeing how fast you can beat him or frustrate him to the point where he wrecks the board, (c) often lose.

14. When the rules state "average playing time - 2-4 hours" you had best set aside: (a) 2-4 hours, (b) 8-10 hours, (c) 8-10 days, (d) a long hot summer.

15. When you have already won one game, you want to: (a) make it two in a row, (b) quit while you're ahead.

16. When you are leaving a game set up overnight, you: (a) develop insomnia thinking about it, (b) hope the cat jumps on the board because you are usually losing, (c) have a compulsive urge to change some of the pieces around hoping your opponent won't notice it.

17. The best thing about multi-player (team) AH games is that: (a) as Supreme Commander, it gives you a chance to boss everyone else around, (b) there is always a scapegoat, (c) misery loves company.

18. The first thing you turn to in the newspaper each morning is: (a) the funnies, (b) the editorials, (c) the want ads, (d) the stock market page to find out the results of your last series of reckless attacks in a PBM game.

Now - let's see how you made out: score 2 pts for each (a) answer, 1 pt for each (b) answer, deduct 1 pt for each (c) answer, and deduct 2 pts for each (d) answer.

RESULTS:

0 = you are well adjusted to life; the perfect opponent.

to + 15 = you are an aggressive, serious minded fellow.

to + 30 = you are a typical game nut.

over 30 - you may expect an attempt on your life within your next three contests.

-1 and below = you are either a friendly, good-humored and philosophical person or just a plain lousy player.

Jared Johnson

1548 Rochelle Drive

Chamblee, Georgia 30005

A PBM Alternative

by Raymond K. Witmer

Relating stock market results too cumbersome?
Try this. . .

A1 - 1	B1 - 6	C1 - 5	D1 - 4	E1 - 3	F1 - 2
A2 - 2	B2 - 1	C2 - 6	D2 - 5	E2 - 4	F2 - 3
A3 - 3	B3 - 2	C3 - 1	D3 - 6	E3 - 5	F3 - 4
A4 - 4	B4 - 3	C4 - 2	D4 - 1	E4 - 6	F4 - 5
A5 - 5	B5 - 4	C5 - 3	D5 - 2	E5 - 1	F5 - 6
A6 - 6	B6 - 5	C6 - 4	D6 - 3	E6 - 2	F6 - 1

To use it, the attacker lists each individual confrontation (including all attacking and defending units, odds, location, etc.) numerically in the order he wants to resolve them. He mails this list to the defender with a stipulated date on which both parties are to mail their half of the code that produces the resulting dice rules.

One party *always* provides the letter half of the code and the other *always* provides the number half. If three battles are to be fought, then each player must mail three keys. If the attacker sent letters A, B, and F for battles I, II, and III while the defender supplied numbers 2, 5, and 3 for the individual contests, the result for battle I is A2, or a dice roll of "2." For battle II, the result is B5, or a dice roll of "4." The third battle has keys F and 3, so its outcome is F3, or

a dice roll of "4." Note that the numbers and letters are paired in the *exact* order given. Neither player is allowed to arbitrarily pick whatever combination he chooses.

If you examine the table closely you will discover that there is no possible way to predict in advance what will happen when the dice are "rolled" and that each number has an equal chance of coming up. This is as close to real dice rolling as you can come through the mail. While using stock market prices is good, I find my system better if the individual contestants do not mind a slightly slower game.

Raymond K. Witmer
224 Lincoln Avenue
Lancaster, Pa. 17603

Letters — Yes, We Get Letters

Dear Sir:

From reading some back issues of *The General*, I get the impression that the club situation in the U.S. is far from happy, it is not my place to criticize, but I would suggest that by insisting on democratic methods you will overcome many of your problems. One has to temper enthusiasm with experience, go out to win, but to coin an old British phrase "Play the game". I was shocked to see that some of your advertisers pander to the very worst instincts. One does not need to pretend to be a Nazi in order to fight D-Day or Bulge. This kind of publicity would most certainly kill any latent interest in wargaming on this side of the Atlantic. Many of us have bitter memories of the years between 1939 and 1945, as of course have many Americans.

I am a relative newcomer to this hobby and am still trying to find my feet, wargaming can give one a lifetime of interest and intelligent relaxation coupled with a wider circle of friends. We must look to you as leaders in this field, don't let us down.

Michael H. Nethercott
20 Moray Close
Rise Park
Romford, Essex,
England

Dear Sir:

I would like to make some comments on the General, page by page. First, The Avalon Hill Philosophy — Part 15. This bit of material was a complete waste. I'm hardly interested in whether AH is worried about the sport's strategy that its customers are lacking. After a page and a half of this trash, you finally got to a good topic, the problem of the perennial loser, and how he stands in the wargame bit. I am one of those who has amassed a rather formidable PBM record (17-3), in a rather short time. It is rather amusing really, for I totally agree. I have never had such incompetent FTF players as I have had enemy PBMs.

Club of the Month we can do without. A short ¼ page resume on each club, like the S & T article on the previous page, is more than enough.

You seem to like the work of Jared Johnson, but I for one am getting rather sick of his silly articles. His early articles, like AH Psychoanalysis, were rather well written, but as of late, are little more than patched-up messes of "wargame clichés".

Inverted Schlieffen was an article that would have been much more appropriate as a "suggestion" in the Infiltrator's Report. 3-Player Waterloo was pure nonsense, something for the teeny-bopper set of the wargaming circles.

The D-Day article was obviously a space filler; either that or one for use in a basic game. And who plays that?

Divide and Conquer was one of the better articles of the issue. It was quick to point out the weakness of Tactics II; mainly that Red definitely has an advantage. Maybe that's why I sold my copy of the game.

If Heth Had Gone Forward... almost made it but not quite. Please try and keep articles of a historical nature out of the General. Although they are sometimes interesting, which is very rare indeed, a wargamer can find better material any time he wants down at the library. Amateur historians have no place in your magazine. However, I do endorse the publication of OoB's for various campaigns that are not yet AH games.

Both the combat results article and the PBM article were mere reshapes of ancient articles, and neither one was particularly good. Keep these to a very, very low minimum.

Figure of Merit Fallacy was the only good article of the issue. It combined good ideas with excellent application and example.

Lastly, I'd like to comment on the extreme lateness of the delivery of my copies of the General. I HATE IT! WHY DO I HAVE TO GET MY COPY FOUR WEEKS AFTER EVERYONE ELSE?

Geoff K. Burkman
715 Myrtle Avenue
Terrace Park, Ohio 45174

Dear Sir,

First of all, I just bought your *Anzio* game and I am indeed impressed with it. No doubt about it, this is the best game which you have ever produced; however, contrary to the statement in the front of the battle manual, the instructions are poorly written and hard to understand in places. I do agree with you though that without too much trouble one can decipher the misprints, mistakes, and omissions. I really did enjoy playing the game from the first time I tried it. Many thanks for the tremendous effect it must have cost you to produce the game.

Second, the quality of *The General* has improved fantastically in the last several issues. Keep up the good work!

Third, I must take issue with J.E. Pournelle's article (The Figure of Merit Fallacy) in the May-June *General*. His comments and example of "cost/effectiveness" are grossly misdirected and his statement that Mr. MacNamara ever advocated any such system in the form presented in the article is, of course, specious. I know this to be so, and I am sure that Mr. Pournelle knows this also. Just why the issue is brought up in the article is hard to discover; it certainly has no real connection with the remainder of the article.

Following his comments on Mr. MacNamara, Mr. Pournelle continues, in the vein of his earlier article on morale, to skim the line between board games and games with miniatures making suggestions which are at exactly the wrong level of scale and abstraction for both. For instance, his comments about breaking units into component types (anti-tank units, infantry, etc.) is fine from an organizational standpoint but completely neglects the fact that such units are almost never deployed according to such setups. Thus, the Avalon-Hill system is best after all in that it more accurately portrays the actual possibilities one would encounter in commanding the army than the system which he suggests.

Similarly, Mr. Pournelle's earlier article on morale suffers from the same type of malady. Why talk about "morale factors" when each move is a month or a week? The real type of factors which produce these changes in individuals or groups are, at present, unmeasurable to anyone; hence, Avalon-Hill has wisely left such considerations out of their games. In spite of the foregoing comments, I always enjoy reading Mr. Pournelle's articles, if only to take issue with them.

(Dr.) Cipher A. Deavours
Dept. of Applied Mathematics
Thornton Hall
University of Virginia
Charlottesville, Virginia 22901

Dear Sirs:

I received your brochure announcing the sale of "Anzio" with mixed emotions. I'm grateful that you brought out the game, but I'm afraid that you might "balance" it for your inept fanatics. Several of your war games have left me sadly disillusioned as to the competence of your fans. The cries for "balanced play" have been numerous and innane.

Conflict between opposing forces has always taken place when either side, feeling he has a definite advantage, closes with the opposition. Situations, economic, political and military alter the advantages or disadvantages of an army's ability to wage war. 1914 came the closest to this reality. Unfortunately, it was just a bit too real. A friend of mine played it and, using all the options, laid down a gas attack that wiped out ten billions of our community... That's going a bit too far!

Seriously, I just can't imagine Wellington stopping the Battle of Waterloo because Napoleon's cavalry was decidedly more maneuverable, and had to be penalized for that advantage. Or, Napoleon getting extra time to build a bridge over the trench that tragically decimated his cavalry. War isn't fought that way!

Rommel whipped a third-rate tank force into

the scourge of North Africa by mobility and cunning, despite the overwhelming numerical forces and consistent inability of Goering to supply him with the necessary tools for war... like gasoline and ammunition.

Your company seems to have adopted a "Maginot Line" concept of warfare. It is outmoded, unrealistically balanced and totally illogical for the "arm-chair general" who craves the challenge of the unequal fight. It's beating the odds that makes wargaming so interesting.

Secondly, luck has very little to do with the outcome of a conflict. The political atmosphere colors the results of battle. France lost Indo-China because General Giap exploited western indecision at the Geneva "peace talks."

How extremely tragic was the confrontation of WW I where nations were "over-treated" into a conflict that no one wanted. We are in that same position now. For example: if Greece fights Turkey, which side do we take? If Bulgaria attacks Czechoslovakia, what side will the Russians take? And — — — in either case, will one of them receive unexpected aid from an alien country, e.g. Russia aiding Greece or the U.S.A. in Czechoslovakia?

Political situations are a necessary part of warfare. They affect the troop morale, e.g. demonstrations against war in New York versus the 1st Cav. morale at Hamburger Hill. A soldier wonders why he is fighting. Widespread disillusionment fosters malcontent and finally, if unchecked, revolt. A prime example was the Russian Revolution, which got its impetus from political unrest as well as military defeats.

It would be to your advantage to include, not as an option, but as part of the basic rules, the political side of war. Countries sue for peace when they are unable to ensure the national political stability. And bear in mind that Goebbels kept the German political machine rolling long after Germany was decimated. Political environment is the Siamese twin to a nation's military prowess. It may seem to the uninitiated that it isn't needed, but without it, the honesty of true wargaming is lost. Also, I might point out that it could drastically reduce the time limit of an extremely complex game just as it would add flavor to it. The socio-political situation could be set up to inaugurate, run concurrent with, and continue after a war.

War is an extension of a politically and economically motivated foreign policy. So, please, no more "balanced" games, rather, a more honest (realistic) concept of warfare. Thank you.

Robert Daidone
1724 New Hyde Park Road
New Hyde Park, New York 11040

Gentlemen:

I am a sophomore at the Charles Wright Academy, an independent, college preparatory school for boys here in Tacoma. Also, I am a member of the Pacific Northwest War Games Association. Also, I am interested in all kinds of history.

Recently, we were assigned a term paper and I selected as my subject in Modern and European History *Operation Sea Lion*. Besides the formal paper on which I got an "A" incidentally, I supplemented the paper with my own war game, *Operation Sea Lion*, and got the blank chart and pieces from you. I wrote the instructions, made the chart, did a lot of research on the units and made a game of it.

My history teacher and my headmaster thought I should write and tell you about it as they thought it was an unusual idea for a term paper. They also suggested that you might be willing to reward what they thought was a bright idea, although an "A" on the paper was a pretty good reward as far as I was concerned.

Charles R. Swanson
2101 Cascade Place
Tacoma, Washington 98467

Dear Sirs:

As the owner of all of your military games, from two versions of Gettysburg to Anzio, I feel that I am qualified to make a comment on your newer games.

I feel that Avalon Hill has gone a bit too far in their newer games. The boards, while being more attractive to look at than the old ones, are also much more complicated when it comes to deciding the type of terrain the unit is on. The towns are harder than the old ones to find, and much more time must be spent trying to find them. The games have also leaned toward the more complicated side on replacements, units in play, and overall computations of options.

As I have played many games, of all types, and many of your games, I find that games like Jutland, and 1914, even perhaps Anzio, will eventually wind up on the bottom of my stack of games. Why? They are played the least. I would not sell them, but neither do I play them. I feel others feel this way too. Look at the last page of the General. How many advertisements are there for Jutland? For 1914? and for Anzio? Compare that with the persons looking for opponents in Bulge, A-K (old as it is), Blitz, D-Day, W-Loo, Stal!!

I hope that I will find the next A-H game to be more easily playable. (There is the key word, playability). I will be sure to purchase one whenever it comes out, but it too may reach the bottom of my stack if it isn't quite a bit easier to find opponents willing to play. For someone in an isolated location, the intricacies of PBM on an advanced(?) game simply take too much enjoyment from it.

Keep up the good work, and let me know when that next one is on its way out to the players.

Capt. Richard R. Nichols 95th Supply Sqdm., Box 8 APO New York, N.Y. 09677

Dear Sirs:

Many were the times that I was angry at Ann Landers or a politician or television producers, but until this moment I have never been angry enough to write a letter expressing my views.

Your game "1914" has the potential of being your best game, but it has several drawbacks. It is not too long or too complicated, but rather, it is poorly put together. Your map is glued (or whatever) to your mapboard in a messy and quite unattractive manner. This is partially excusable, for I can imagine the difficulties in assembling it.

However, the totally atrocious way in which you print your unit counters is unexcusable. They are printed off the counters and the counters are impossible to tear or cut apart without ruining them. The symbols on the counters are too small, and the symbols only cover about one third the total area of the counter. Your unit counters also do not match your unit counter table (your division symbols, etc. are incorrect).

I have practically every Avalon Hill game there is, and I have mastered every one. But "1914" is filled with contradictions (for example; the example given on page seven of the Battle Manual is incorrect).

All I can say is that your "1914" is very sloppy and that Avalon Hill has greatly disappointed me with this "new" game. If the RAND Corporation and the U.S. Army really thought up the concept for "1914", I can see why we are losing in Vietnam.

Name Withheld
Williamsburg, Virginia

Gentlemen:

I have played your earlier Dispatcher game and find C&O/B&O to be far superior in terms of enjoyment, competition, and ease of play.

Andrew Sperandio
801 Marengo Street
New Orleans, La. 70115

We don't normally print letters that blow our own horn. However, we thought it proper to print the above which makes a comparison between two Avalon Hill games of similar nature. Too, it serves to remind us to call your attention to the Question Box for this month which clarifies some of the problems encountered during the initial run of C&O/B&O (all 144 of them.)

Air Power in 1914?

by Lawrence Valencourt

For those of you who crave realism here is some more from that Valencourt storehouse.

Attached to each side is a reconnaissance squadron of aircraft. Type of aircraft is really unimportant as we aren't interested in aerial combat, just reconnaissance.

These squadrons can make one reconnaissance flight per turn. It is assumed that several flights over the same area would be required for positive identification. (Thus only one identification per turn.) As you no doubt guessed by now this rule is only applicable to the advanced games with inverted counters. Thus both sides know the location of any units in any one square within range of the reconn squadron.

For a typical range of each squadron you could have a limit of 400 miles. This would then be about 40 map board squares. Thus the squadrons would be required to start from a town (only towns have the necessary air bases is assumed — as in Blitzkreig) and reconn over a square within 20 squares of this base. Once they return from this reconn your opponent shows what units are in said square reconned. Thus you would also know what (or is it who) is in another square in addition to those which you are engaged in combat with; and which your cavalry have ferreted out for you.

On the next turn this unit would revert to its inverted position and obscurity.

One has to be careful to keep his squadrons protected in case a cavalry penetration attack reaches the base and destroys your reconn squadron. The only way to eliminate your opponent's eye-in-the-sky would be in a ground attack. However if he flies the squadron to the rear for safety then no reconnaissance is possible on that turn. Therefore it is obligatory for you to press the attack to prevent him from gaining effective use of his aircraft.

Of further interest might be the assignment of several (3 or 4 squadrons) fighter squadrons to each side. These could be of varying range and fire power as required for realism. They could then be used to destroy the reconn squadrons in flight. Dog fights would no doubt develop between fighters and some battle results tables would have to be formulated. The allies of course would have Snoopy's Squadron while the German's had the Red Baron.

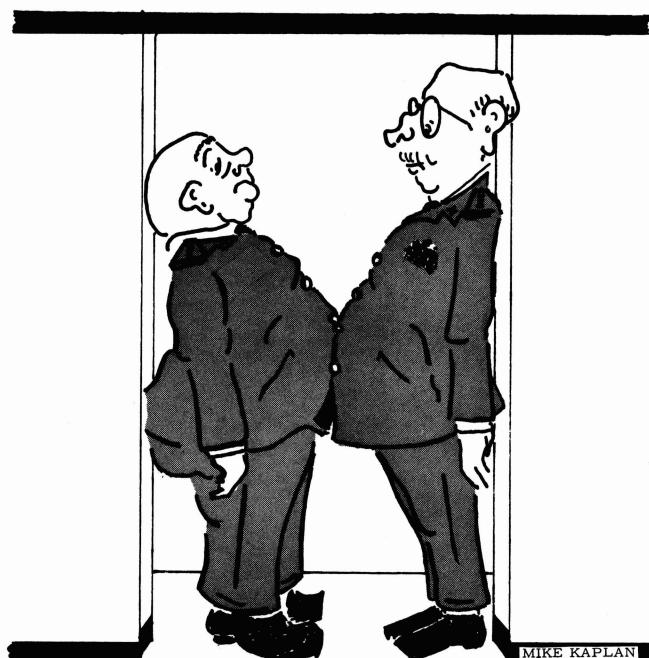
Other than the reconnaissance effect mentioned originally though, I wouldn't let the aircraft have any other effects on the battle. Sorry, even Snoopy is of no more help to the Allies!

Lawrence R. Valencourt
13 Cornwallis Square
Haslet Park
Newark, Delaware 19711

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
California Diplomacy League P.O. Box 1973 Los Angeles, Cal. 90053	Paul Mankiewicz	8
Der Deutschland Wehrmacht Box 526, Reidsville, Ga. 30453	Der Fuehrer	85
United Naval Wargamers 5105 W. 84th Shawnee Mission, Kansas 66207	David Gentry	6
Maven Strategy Assn. 108 Cedar Lane Closter, New Jersey 07624	Michael Rothman	4
Trojan 13th Army 15243 University St. Allen Park, Michigan 48101	Joe Babay	5
Ringwraiths 8430 S. Federal Rd. Shepherd, Michigan	Kit Burrows	6
Society of Admirals 974 17 Ave., SE Minneapolis, Minn. 55414	Chris Morris	4
The Minutemen 3935 Revere Drive Toledo, Ohio 43612	James Brenizer	11
Conchordian 217th Light Mtd. Inf. 224 Lincoln Ave. Lancaster, Penna.	Raymond K. Witmer	4
Panzer Abtekung 1718 Northport Drive Madison, Wisconsin 53704	David Glasser	10



THE BATTLE OF THE BULGE(?)

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name _____

Mailing Address _____

Name of Newsletter or Mag. (if any) _____

Total Membership _____

President's Signature _____

(Check One):

_____ This is a first time registration

_____ This is an address change registration.

This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue . . . record your selections where provided on the Contest Entry Blank below.

Subscriber Discount

The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill merchandise; including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid your order must be accompanied by a minimum of 4 coupons (\$1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please . . .

GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS

25¢

25¢

SAVE THIS COUPON

GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL
PRODUCTS

JULY-AUG 1969

THE GENERAL OPPONENTS WANTED ADVERTISEMENT

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

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

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

Contest No. 32

We all know that to successfully play some AH games and rattle your opponent, it helps to have the rules memorized. So, let's see how well you've done. The object of this contest is to match up the following rulebook quotations with their respective games. The quotations are re-printed exactly as they appear in their respective games. Each quotation is peculiar to only one game.

1. "A replacement period occurs at the end of every third complete turn."
2. "If, by accident, two ships ram, regardless of the combination of types (both are assumed to be dead in the water.)"
3. "This is compared to the relative fortification strength of 20 to get an odds comparison in the usual manner."
4. "A statement or objection once started must be completed."
5. "Issue each player a Playing Piece and 14 colored Stock Markers to match."
6. "Substitutes may be inserted only in positions stated on individual counters."
7. "Dividends can only be paid from surplus."
8. "Players are cautioned to study the Chance Tables before electing to play them."
9. "If that road is blocked by enemy zones of control you may enter reinforcements on the next unblocked road looking clockwise."
10. "Players select 3 chesspieces, each of the same color and design."
11. "The player with the highest number of Revenue Points is the winner."

12. "Swamp and Land Reclamation Projects are in green."

13. "Strategic bombers may attack unoccupied squares."

14. "There is no BTA cost for road movement regardless of the distance traveled, except in passing through villages."

Ten winners submitting perfect or near-perfect entries will be named. Entries must be post-marked by August 15, 1969. Be sure to list the three best articles in this issue.

On the ENTRY BLANK, simply fill in the number of the game on the quotation line provided, as shown in the example of quotation No. 1.

ENTRY BLANK		AH GAME
QUOTATION		
1 <u>5</u>	8 _____	Baseball Strategy — 1
2 _____	9 _____	Guadalcanal — 2
3 _____	10 _____	Blitzkrieg — 3
4 _____	11 _____	B&O/C&O — 4
5 _____	12 _____	Tactics II — 5
6 _____	13 _____	Midway — 6
7 _____	14 _____	Bismarck — 7
		Management — 8
		Verdict II — 9
		U-Boat — 10
		Gettysburg — 11
		Anzio — 12
		Shakespeare — 13
		Squander — 14

Headlines of 3 Best Articles:

Name _____
Address _____
City _____ State _____

Question Box

ANZIO:

Q: Units stop before crossing a hexagon side containing all High Appenine or swamp. BUT on the next move by these units can they then proceed into the Appennines or swamps?

A: Yes, at the rate of one side per turn.

Q: The Initial Placement diagram shows AT START positions on a line through certain squares. Must units be directly on the line or may some be placed behind the line?

A: Only ON the line.

Q: Does GAME I end with the November IV move?

A: Yes.

Q: Are defenders in major cities doubled when attacked?

A: No.

Q: Is a unit defending behind a river still doubled if attacked by a unit on a river which runs through a city such as a unit defending on E44 and attacked by a unit from F44?

A: Still doubled.

Q: Assume a German unit is defending on square K51 and is attacked from square L51. River Liri runs through both but River Garigliano through only L51. Is the German unit tripled or doubled?

A: Tripled — river plus mountain.

Q: Is the first invasion Reaction Table rolled automatically if the Allies invade north of Civitavecchia?

A: Yes.

Q: Are defenders doubled in major cities, as in other AH games?

A: No. Surprised? Also, forts don't double units.

Q: How can a unit be "forced to retreat across a river" if the retreating unit has the choice of going back one or two squares?

A: The rule is incorrect. You are right, a unit cannot be forced across a river, though often a unit is forced to retreat onto a river square. Therefore, units are not allowed to retreat across a river, they must stop on the first river square. The retreating units suffer no casualties.

Q: Using the SRT, what happens when the defender is inverted because of a battle, and still adjacent to the attacker? Is the defender eliminated?

A: No. The defender in such a situation is only eliminated if 1) the attacker advanced into the defender's square and the defender didn't retreat, or 2) if any attacking units ADVANCING AFTER COMBAT place the inverted counter in their zone of control. To put it another way, after the movement portion of the attacker's turn inverted counters can only be eliminated by units advancing after combat.

Q: Where is Anzio?

A: E — 49. There is no square D-50.

Q: On the opening turn of the game, it is possible for invading Allied units to come into contact with Italian units. Must they stop and fight these Italians?

A: No. In fact, the Allied player may ignore these Italian units, move through them, and even fight from a square containing these Italians.

C&O/B&O:

Q: The reverse side of the Timetables lists the 12:00 Noon Situation. On the C&O card, how can trains No. 190 and 195 be in Clifton Forge?

A: Our mistake. Remove these trains from the Situation Card.

Q: On the B&O Situation card, Train No. 10 starts at S. Chicago. I find that a collision occurs around Garrett, Indiana. What gives?

A: Our mistake again. Start Train No. 10, 1 section east of S. Chicago.

Q: Shouldn't there be two train No. 12's because it takes longer than 24 hours for it to travel from St. Louis to Washington?

A: Yes and No. A schedule change starts train No. 12 out of St. Louis at 10:00 P.M., which is in the same turn as when it arrives in Washington at 11:00 P.M. Since the rules suggest that you should move en route trains before dispatching new departures, what you do is in turn 11 (10:00 to 11:00 PM) move train No. 12 into Washington, then immediately return it to its starting terminal of St. Louis. You can then move it out it's three spaces. However, if train No. 12 is late then use a coin to represent one of the train counters until such time as the actual counter becomes available.

NOTE: these scheduling and timetable errors have already been corrected and those interested in receiving the revised Timetables and Departures cards simply request the "entire set" and we will forward them gratis. The "entire set" includes new Dispatcher's Cards which had to be adjusted to conform to Timetable changes. For the time being, correct the B&O Timetable for train No. 12 to read: Lv St. Louis at 10:00 PM, Ar and Lv Cin at 7:00 & 7:20 AM; Ar and Lv CU at 7:20 & 7:40 PM; Ar WA at 11:00 PM. Correct train No. 12-24 to read: Lv PIT at 3:20 PM, Ar and Lv CU at 7:20 and 7:40 PM; Ar WA at 11:00 PM. Correct train No. 11's arrival in St. Louis to 8:20 AM instead of 8:20 PM. On C&O 12:00 NOON SIT card, delete reference to starting positions of trains No. 195 and 190. On B&O SIT card, start train No. 10 at "1 section east of S. Chicago." Make corresponding changes to the Dispatcher's cards.

Q: Can a player route his trains on an opponents track, announce it thereby losing no freight loads or penalty, and still pick up freight loads on his opponent's track?

A: No.

Q: Rule No. 4 under "Train Movement in General" states that trains cannot remain stationary *except* in layover terminals and major towns... what's to keep me from holing up freight trains in a major town awaiting the placement of a freight-load at a nearby terminal?

A: By inference this rule does sort of contradict the "trains must keep moving rule." To be explicit, freight trains may *not* hole up in major towns, or anywhere for that matter. Amend rule No. 4 to delete the phrase, "and major towns."

NEEDLESS TO SAY the summer months bring many visitors to the offices and plant of Avalon Hill. While we cannot acknowledge the arrivals of all visitors, we would like to extend our gratitude to several subscribers who took the time and trouble to visit with us... Scott Duncan and Omar DeWitt in particular. Our marketing director with whom both Scott and Omar spent several hours states that the former claims "big things are in the works for the IFW" of which he is a guiding force in its Philadelphia branch. Scott also claimed that while AH games are not very much in abundance in his area, they can be purchased at either *Emerson Bookstore*, 1633 Chestnut Street, and Camden New Jersey's *A. Ponnack* store also on Chestnut Street in downtown Philadelphia. The retail situation in DeWitt's Williamsville, New York, area is not very bright claiming that he either finds them in a few hobby shops or orders them via direct mail. DeWitt is one of those "charter members" of the wargame society having been with AH games ever since the incorporation of this company back in 1958. While not currently a member of any specific wargame organization per se, DeWitt is very much in the picture as part of Project Analysis Corporation's research staff. As such, DeWitt has contributed no small part to the reorganization of the rules and instructions to most AH games — most of the Answers printed in our Question Box are finalized by Mr. DeWitt. It is always gratifying to meet with such devoted subscribers as Duncan and DeWitt, and invite others with similar leanings to visit us if they can on our "public visitation day," Tuesdays, 8:30 — 11:00 AM. We do ask that visitors write or phone ahead of time for appointment. If, by chance, visitors show up on times other than specified, we cannot guarantee that they can be given the tour. Much of our work is governmental and as such must be considered as classified, meaning, no outsiders can be allowed through the offices. However, we are granted a Tuesday morning hiatus during which the production schedule is juggled for the express purpose of allowing visitors to see what's going on.

A MILITARY STRATEGY CONFEDERATION sponsored by the St. John's Military Strategy Club (see Club of the Month) will feature competition in three categories: Classical Battles, Naval Battles, and Theatre of War battles. Unfortunately, the convention is being held July 26, Saturday, at the St. John's U Student Hall so you don't have much time to enter. Complete information is available from their spokesman, Damian Housman, provided of course you get this copy of *The General* before their entry deadline.

MAGAZINES DEVOTED TO WARGAMES seem to be dwindling especially those that emanate from the campuses however the consolidation of several and merging of others has brought an uplift in the quality of many such as (in alphabetical order): *D-ELIM*, St. John's U organ, well organized potpourri of opinions and data including the full length article by Alan Augenbraun on his Philosophy in PBM, a portion of which has been quoted elsewhere in this report; *IFW Monthly*, 4658 N. Spaulding, Chicago, Ill. 60625, a plethora of articles gives the wargamer just about every thing he needs to know in the art, including the lead article in Vol. 2, No. 5 by

Infiltrators Report

James F. Dunnigan entitled, "The Game That Shouldn't Have Been Designed." Its back page has directions on motoring to their 2nd annual Wargame Convention being held August 23 at Lake Geneva's Horticultural Hall; *PANZER-FAUST*, Box 280, RD No. 2, Sayre, Penna., is in part a spill-over of the IFW Monthly, with many of the same contributing authors. Ignoring their bombast against The General for not providing greater publicity for their tournaments, we still recommend this publication highly because it gets right down into the nitty-gritty of wargaming minus all that puerile propaganda. On the other hand, if you enjoy Hedda Hopper, you'll love Sparta's *S.N.C.L. MONTHLY*, 5820 John Avenue, Long Beach, California 90805, which tells it like it is. This 65 page chronicle hides nothing and even reproduces for public eyeing a multitude of correspondence written to and from Russell Powell's wargame organization; *SPACELANES*, 5756 E. 7th St., Tucson, Arizona 85711, deals solely on the subject of space warfare. There is a growing cult in this area and Phil Pritchard's publication is the one to have; *WORLD WAR II*, 212 W. Main, Bennington, Vermont 05201, seems to be the closest thing to *S&T* in the way of copy and layout. Although basically a mimeo-type magazine, its publishers apparently are privy to much historical info including photos which are reproduced in its pages, best value is still *S&T*, a review of which is withheld here because of a pending merger involving its publishing house.

HERE'S THE PERFECT PLAN for ending the war in Vietnam: as suggested by a Yale professor, give every enemy soldier who surrenders a new car, \$5,000 in cash, and an airline ticket to any place of his choice. If *all* enemy troops participated in this surrender deal, total cost would match the amount it takes for the U.S. to conduct the war for 2 months.

CONGRATULATIONS once again to Avalon Hill's baseball team for going undefeated in first-round play of their Baltimore Unlimited League action. AH devotees at the Naval Academy may see this team in action Saturday, August 23, 2:30 P.M. when they will be entertained by the Academy nine in the annual exhibition game on the Upper Lawrence Field.

CONTEST 31 WINNERS found only 17 entrants completely eliminating all "enemy" units; with but four accomplishing this at no loss to attacking units. The sealing off of retreat routes was the factor here with stocks earning "D-2" the more advantageous than those earning "Exchange." An "Exchange" in the first battle situation opened a retreat route for subsequent battles; an exchange in the third battle was preferable over that in the second battle because fewer attacking units were lost. Since only 10 winners could be named, the 2nd place tie

between 13 entrants was resolved in a random drawing. Winners were: Vance vonBorries, Louisville; Michael Bell, Scarborough, Ontario, Canada; Joe Frank Bradley, Russellville, Arkansas; and Robert Stephenson, Belmont, Mass. with perfect "kills." Near perfect entrants included: Jim Curtis, Bartlesville, Oklahoma; Michael Massengale, Petersburg, Virginia; James McElroy, Farmington, Michigan; Lawrence Valencourt, Newark, Delaware; Richard B. Wright, Springfield, Mass. and Steve Ikemura, San Diego, California.

WE ALSO CONGRATULATE Gary Gygax, Lake Geneva, Wisconsin for the best article "If Heth Had Gone Forward." Kudos go also to Professor J. E. Pournelle for "The Figure of Merit Fallacy," Donald Wolff for "Inverted Schlieffen," Alan Augenbraun for "Strategic Defense of France," and Jared Johnson for "Loser's Syndrome."

THE SPARTAN NAVAL SOCIETY will conduct two Naval Battles August 16th and 17th as part of their regular Spartan Convention. You may bring your own ship; registration fee for conducting combat is 50 cents, returnable at the conclusion unless, of course, your ship gets "blown out of the water." The wargame will be the highlight of the convention sponsored by Russell Powell, Inc., 5820 John Avenue, Long Beach, California 90805. Other events, according to spokesman Dan Hoffbauer, will include competition in AH games, displays of miniatures, and competition between armored antagonists. Cost for attendance to this 2nd annual event is \$2.50 per guest.

ALAN AUGENBRAUN, reporting in his "Philosophy of PBM" is not in agreement with those who feel that game-players should bend over backwards to extend every courtesy to an opponent who has in some way erred. "Anyone familiar with the rules of Chess will recall that it is forbidden to touch a piece unless you are going to move it," he relates. "The only exception is *J'addube*, or *I adjust* in which you announce your intention of adjusting a particular piece." Augenbraun feels, then, that once your opponent makes his move, that's it, and it is part of the play of his adversary to seize upon the opportunity to take advantage of the error regardless of how extensive. "Some wargamers," he continues, "argue that if you take advantage of opponent's errors you are not winning by your own skill. I believe that skill at wargaming includes not only knowing the right thing to do but knowing what *not* to do as well." You can argue with him on this philosophy at his 909 Eastern Parkway, Brooklyn, N.Y. 11213 address.

"DON'T PLAY AN AVALON HILL GAME unless you are above average" is a slogan AH has used for many years; in billboard, magazine, and bumper-sticker advertising. Proving the point is

die-hard AH fanatic Jay Rockstroh who was cited in McDonogh's "The Week," his high school magazine, for making the honor roll with a 90.0 to 94.9 average. Think of how high his grades would be if he didn't spend so much time at the game board, also related in this magazine in a feature article entitled "Rockstroh, Hill engage in Wargames." Rockstroh and his high school pals have formed an informal wargame club on the campus of this Owings Mills, Maryland private school, engaging in combat whenever free time allows.

SUMMERTIME IN ALABAMA might not be the coolest place to be unless you happen to be involved in a wargame convention. Dave Summer, 505 1st Avenue, Atmore, Alabama 36502 thinks that it's time for a southeastern wargame convention and is soliciting help in this regard.

WHILE THE CURRENT LINE OF GAME-SCIENCE games will be going out of print over the next few months, they are still available in limited numbers from Project Analysis Corp., 50 Fairfield Ave., Albany, New York 12205. CONFRONTATION goes for \$7.00 postpaid; VIETNAM for \$4.98 postpaid; BATTLE OF BRITAIN by Louis Zocchi for \$5.98 postpaid. Game-science, now a division of Renwal Products Inc. will probably switch to the general games field shortly, and these wargaming titles will go out of print entirely. Of the titles listed, Lou Zocchi's BATTLE OF BRITAIN is undoubtedly the best, and in spite of the fact that these games represent competition to a small degree, we feel that loyal AH fans should at least be informed of the situation.

From IFW's Phil Pritchard comes the following potpourri of info:

"It seems that the inevitable has happened. As expected, John Rancourt's Common Market, like AWA, turned out to be strictly a one-man affair. There has been no response to the GENERAL announcement, and several clubs dropped out when I tried to institute some controls. Perhaps this indicates how few clubs are really producing anything of value to sell these days.

"IFW is altering its publications to meet financial and labor problems — The monthly will now be 40 pages per issue, and called the International Wargamer. It will run a game every now and then to help replace the defunct quarterly. Subscriptions will most likely be \$4.50 — \$5.00 per year, with IFW membership \$6.00 — \$6.50 per year. Galaxian will go offset as hoped this August at \$1.50 per copy, with some 24-32 pages of triple-columned, illustrated space warfare/game design theory/science-fiction rating material (articles only) on glossy stock as *S&T* has done. War of the Empire's rules were NOT printed in Galaxian, but are available from Gary for an extra 50 cents (plus 50 cents game fee to get into a game and for copies of The New War Reports). *SPACELANES*, is attempting to unify U.S. space wargaming groups, fantasy wargaming groups, and any others who come under the general heading "science-fiction". It is running currently around 12 pages per issue, first class, at 2/25 cents or \$1.50 per year (monthly)."

For news on the Lensman game, and anything else displayed above, write to Phil N. Pritchard, 5756 E. 7th Street, Tucson, Arizona 85711.

