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The AVALON HILL

GENERAL

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Who Really Started World War II?

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly pretty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.

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COVER STORY

WHO REALLY STARTED WORLD WAR II?

"The streets of our country are in turmoil. The universities are filled with students rebelling and rioting. Communists are seeking to destroy our country. Yes, the republic is in danger from within and without. We need law and order. Without it our nation cannot survive..."

If you think that's a typical Spiro Agnew commentary on what's happening today, be prepared for a shock: it's an excerpt from a campaign speech made in 1932 by one A. Hitler, who went on to promise... "elect us and we shall restore law and order. We shall by law and order be respected among the nations of the world."

On the strength of this promise, it is easy to see why the infamous Third Reich came into being with Hitler ascending as the sole master of Germany.

The rise of the Third Reich is the subject of

(continued page 3)

Avalon Hill Philosophy - Part 29

In this installment of the Avalon Hill Philosophy we turn the podium over to one of our oldest, and certainly highest paid, "irregular" employees. Jim Dunnigan has been working for us since 1966, primarily designing games (including JUTLAND, 1914, PANZERBLITZ AND ORIGINS OF WORLD WAR II). He has not been idle in other areas. His ("incorrigible" as he puts it) curiosity has led him to poke into just about every facet of the game business, often to our benefit for he has not been stingy with his advice and observations.

Jim is also the president of the Simulations Publications Corporation, a New York firm which he founded. Simulations, in addition to doing considerable contract work for Avalon Hill and other game publishers, also publishes Strategy & Tactics magazine (among others). S&T is one of the oldest, and certainly the most successful, imitator of the General. In fact, they have done the General one better by publishing games right in the magazine along with the history articles, etc., that comprise the rest of the magazine. Jim also is the editor of S&T ('natch).

Jim came to write this installment of the AH Philosophy by way of a request, on our part, for permission to re-print an article from Game Design (another Simulation's product) for the General. About the same time Jim saw the July-August issue of the General and, from our vantage point, went through the ceiling at a few of the things said in the last installment of the Avalon Hill Philosophy. We stand corrected on some of the things said, partly due to ignorance, partly due to crossed wires. What with all the information flowing between Baltimore and New York it's surprising that worse occurrences don't happen.

Specifically, the following errors in fact occurred. FLYING FORTRESS was withdrawn from the Luftwaffe design competition before we reached a decision on which game to publish. This was done because Jim had reached the conclusion (with which we still don't entirely agree) that air games do not have sufficient appeal. He also wanted to re-work FLYING FORTRESS but didn't have the time.

At this point Simulations had just completed PANZERBLITZ and had to beg off participating in the production of our Spring '71 game (LUFTWAFFE). Our interpretation of the results of the 12 O'CLOCK HIGH/FLYING FORTRESS tests were also a bit off. This is understandable as Jim uses a computer and some other mathematical mumbo-jumbo in interpreting his test results and we're not always sure, after he's given us a report, who's on first.

The scoreboard, as we understand it now, is supposed to read like this; using the popularity of PANZERBLITZ (which scored highest on the latest available survey) as 100, LUFTWAFFE scores 76.1, FLYING FORTRESS 72.1 and 12 O'CLOCK HIGH (Luftwaffe's predecessor) 66.9. So in this case we were both right and wrong. Also, it was pointed out to us that the seeming inaccuracy in FLYING FORTRESS pertaining to the use of B-29's, P-51H's and P-80's was clearly marked as a "What if?" scenario Order of Battle. However, on the earliest (unpublished) prototypes of the game this was not made explicit. Again we were right and wrong. Now that the truth has been served we will turn the soap box over to Jim.

The bulk of this article is an abridgement of

the Designer's Notes column from GAME DESIGN NO. 3. Games you see mentioned in the article that are unfamiliar to you (such as KURSK, GRUNT, Tac 14, BARBAROSSA, etc.) were published by Simulations.

One may wonder, "Why all this innovation?" Is it innovation for the sake of innovation? To a certain extent, yes. A good game should be simple enough to be played and understood easily. This means that you can't have too much "dirt" in it. "Dirt" being defined as the necessary mechanics (read rules) to make the game go. Too much dirt and there isn't much energy or attention left for what the game is trying to say. How does the game say what it's trying to say? By allowing the players to "play" with it. But you don't get much playing done if it takes all your energy and attention just to get the plaything going. Try to cover too much in one game and you cover nothing. What this all boils down to is the fact that you should build into the game only the most important elements of the situation you are studying. Thus the game on the Franco-Prussian war should emphasize the fact that two armies blundered into each other for most of the "campaign." A series of errors and chance engagements, so to speak. This was one of the more important aspects of the campaign on a strategic level. The armies blundered in a fashion familiar to armies before the use of air reconnaissance. Without this one element you can't really have a game that realistically recreates the campaign. But this does not apply to all pre-air reconnaissance campaigns. The Leipzig game, for example, shows that the "central position" was more important. Particularly in view of Napoleon's superior use of what reconnaissance then available to him. This, however, was unique to campaigns conducted by Napoleon. The American Civil War had no Napoleon. Most campaigns were of the "blunder" type.

Can you see it now? Concentrate on the most important aspect(s) of the situation. Do it well. To do it well you often have to create new ways of doing it. Looking at things this way, game-simulations have gone through three distinct phases so far. When this type of game was first developed in the mid-'50's the emphasis was on re-creation of modern "semi-strategic" (divisional) level simulations. With few exceptions this "rut" continued right up until 1914. The sole exceptions being the naval games (MIDWAY and BISMARCK) which, of course, required a different approach. JUTLAND and 1914 were hints of another solution, in my mind an incorrect one. Bigger does not mean better. ANZIO proved this. ANZIO was supposed to be the "compromise" game between the unwieldiness of 1914 (although it's strong historical "realism" was considered, with some validity, to be a positive feature) and the popular "playable" simplicity of BATTLE OF THE BULGE, STALINGRAD and D-DAY. It didn't work. ANZIO will no longer be available once the current inventory is sold. JUTLAND will also be dropped, as will the other naval games, through no fault of their own, of course. Naval games simply don't sell. GUADALCANAL will also go. This was a game that went out of its way to ignore those elements of the campaign which were most important (mainly naval and air). Earlier games, for all their crudeness, were at least simple. Often they did not zero in on the critical aspects of the situation they covered. But

they were simple enough for most players to handle. And their simplicity allowed what elements of the campaign that were shown to be explored. An outstanding example of this is the initial force imbalance and later weaker side build up in BATTLE OF THE BULGE and STALINGRAD. D-DAY also has it to a certain extent, except that the attacker was initially weaker. The first "wave" of games (ending with JUTLAND) showed too many people that a much better job could be done. The reasons why Avalon Hill did not solve the problem and why they did do what they did are the subject of a future article. Such matters don't really concern us here. The 1914 "solution" was less a solution than it was a probe in the direction of alternatives. Out of the 1914/ANZIO debacle came the realization that each game must be a unique problem with unique solutions. Thus came the "third" wave, mainly the Test Series and S&T games (including PANZERBLITZ). Each game attempted to treat its own problems with unique solutions. At present this seems to be the "solution." At least until something better comes down the pike. Which will probably happen.

Taking these games as the current "state of the art" they can be easily understood by simply applying the "uniqueness" principle to whatever game you are doing. This does not mean that every game must be as simple as, say GRUNT,

KURSK or TAC 14. A large minority of game players (but still a minority, we KNOW that) desire more complex "muscle" games (as we call them). A current example is WAR IN THE EAST. But for all its complexity it still concentrates on those aspects of the campaign that were most important. There is no "dirt" for the sake of "dirt." At the same time the game is structured so that as the more complex versions are played the game merely gains in realism without changing into a "different" game.

All the foregoing was a roundabout way of driving home the point that, for a game to do what it's supposed to do, it must use unique rules and other design features in order to get its message across. This presupposes, of course, a fairly set idea about what the "ideal" game should be. Stated briefly, my idea of the "ideal" game is one that is fairly easy to play (KURSK and 1940 are about right, I feel) and place major emphasis on the most important aspects of the campaign (at least as far as the designer is concerned). These two games fit the bill, I feel. Even though KURSK and 1940 use essentially the same play mechanics. This, of course, is not as contradictory as it may appear. Both games covered campaigns having both motorized and non-motorized units, with air power. The scale was about the same, each hex in 1940 equalled 13 kms, in KURSK 16 kms (identical to the 1914 scale). Each game used two day moves. There WERE differences, however. The French army had a psychological problem the Russian army had already gotten over. The German army was basically the same. In 1940 the Germans have the edge, in KURSK the Russians do. 1940 emphasizes the German need to destroy the French army as an effective force. In KURSK they must do the same, although because only 40% of the eastern front forces are involved in KURSK (compared to 90% in 1940) an absolute decision is not possible, or at least difficult to obtain. More difficult than in 1940.

The question now arises, how does one isolate the "key" problems in a situation so that they may be incorporated into a game. This is where the skills normally listed under the job classification "Historian" come into play. This point has probably been belabored much too often. It is true, though, you must be able to do your homework. A "bad" game, in this respect, will not look bad taken by itself. But compare it to a game on the same subject done with attention to the historical particulars and the "non-researched" game usually comes out a decidedly second best. A few examples of this exist. BARBAROSSA and STALINGRAD both cover the same situation. Yet few people will insist that STALINGRAD is a better game. Of course, BARBAROSSA has the advantage of better play mechanics. But these were developed BECAUSE of what research of the situation revealed. Another example is BATTLE OF THE BULGE and BASTOGNE. In this case BULGE has the better play mechanics (or simpler, at least). Still, BASTOGNE is clearly superior as an accurate re-creation of the campaign.

Learning how to do historical research is another project unto itself. It's not really all that complicated, although it becomes easier to do and more productive the longer you're at it. This certainly does not disqualify amateurs, but you've got to start somewhere. I started late, not getting into military history and "science" (there's quite a lot of the technical stuff to be mastered) until I was 18, and in the army. I didn't really get around to DOING anything with all that acquired trivia until I was 22 years old, when I wrote the ARDENNES OFFENSIVE monograph (which also got me the job of designing JUTLAND). Still, it took some 500 hours of research to do

JUTLAND. If you are willing to spend the time on it you can research backgrounds for some game situations in a hundred hours or less, depending on your previous experience with the subject and material related to it. Once your data is assembled you have to "play" with it. This is what is usually construed of as "designing." This is also where you should convert the salient points of your research into game mechanics. Or, rather, into the important "aspects" of the game. All is not said in the game's mechanics. Such things as the scale and scope of the game, not, strictly speaking, mechanics, must be made to reflect the "points" you wish to emphasize in the game. This is important. I have mentioned before the importance of knowing what you want to say in the game, and then trying to say it. Anyone who tries to create a true "simulation" of an event is chasing after the "Holy Grail." There are too many limitations inherent in the "board game" format. Take a game which did try to do the impossible, 1914. Very realistic in its way, but how close did it REALLY come to "simulation?" What it gained in "realism" (not necessarily the same as "simulation") was not equal to what was lost in playability. And, as had been said many times before, if a lot of people cannot play the game all that you have put into it is lost to a great number of people. As ye sow, so shall ye reap.

Therefore, except for games with pretty much identical situations, you will have to develop fairly unique elements for each different game. Again, KURSK and 1940 are about as close as you're going to come in the way of "identical" games. And even then there are many very significant differences. The question, now, is exactly how does one build in these "unique elements?" Let's take 1940 and KURSK as examples (this way we examine two games in about the amount of time it takes to do one game). Of course, one of the "unique features" of both 1940 and KURSK was the "man for man" superiority of the Germans over their enemies. Part of this could be seen in the number of weapons each side's units had. The Germans were simply more heavily armed. This advantage tends to snowball. Tactics is important. German tactics was often superior. But this was not the chief German advantage. The main German advantage lay in all the "little" advantages they had. Deciding just how large their "advantage" was has to be done in conjunction with Combat Results Table construction. The CRT will show, in practice, what effect the German advantage has. There are two approaches to the CRT problem, both of which are usually combined before you are finished. The first method is to take the "standard" casualty rates for the period (compiled, usually, from official sources, such as staff officer's manuals for the modern period). This sometimes works the first time around, but not usually. More often you have to go to the second method. This entails compiling casualty figures for the battle itself. In France 1940 the battle was, compared to KURSK, somewhat less bloody. More units were destroyed due to isolation than to violent combat. In KURSK out and out butchery was more the rule. The CRT's, of course, had a game that changes considerably from situation to situation. Even within the same game, as was the case with KURSK. All this, of course, is just scratching the surface. In future columns we will explore many game elements in more detail. For now, you ought to reflect on what was said this time. Reflection, as much as persistent physical effort, is responsible for bringing a game from one's mind to reality.

GAME DESIGN is available from Simulations, 34 East 23rd St., NY 10010. A one year, six issue, subscription is three dollars.

COVER STORY *— continued from page 2*

Avalon Hill's brand new game — ORIGINS OF WORLD WAR II. Extensively researched, ORIGINS is probably the most authentic historical documentation of the pre-war years ever published. That's because over 100 different works were consulted in the preparation of this brilliant expose of who really started World War II.

And if you think Germany started the war, wrong again. France, Britain, Russia, and the United States could have stopped Germany before the shooting began. Why didn't they?

Playing ORIGINS OF WORLD WAR II one finds out. The game re-creates the political battlefield as it existed between 1935 and 1940. It is a 2 to 5 player game with each player taking the part of the diplomats of the major powers, armed with the same diplomatic muscle of his real life counterpart.

The game-set includes five scenarios of varying political objectives. For discussion, here, we refer to the HISTORICAL GAME in which 5 participants represent the nations of Great Britain, France, Germany, Russia and the United States. A typical game takes six turns which last approximately one hour. Object is to gain understandings with certain nations and control over others. To do so, players pair off in efforts at "peaceful coexistence." When such cooperation fails, or one player disgracefully reneges on his deal, such conflicts must be resolved. Players then consult the Diplomatic Conflict Table which is slanted in favor of the player who has exercised the best political strategy.

ORIGINS will retail for \$8.98 in stores, and will be available September 25th on. Beginning October 1, 1971 we will accept mail-orders. BUT — it will cost you \$1.00 more through the mails than at the retail level. To order direct, send \$8.98 plus \$1.00 for handling — total of \$9.98 — to "Order Department," The Avalon Hill Company, 4517 Harford Road, Baltimore, Md. 21214.

Greater Luftwaffe Realism

by Lou Zocchi

Many fans have written to me asking if Luftwaffe could be played in monthly intervals instead of quarterly. In reply to those letters I would like to say that both of you will be happy to learn that it is possible. But before divulging how this can be done, I'd like to pass on a bit of wisdom learned at my mother's knee, or some other joint! Increased realism does not necessarily increase playability. As a matter of fact, too much realism can make a very interesting historical situation, utterly unplayable.

A close study of the Campaign briefing booklet will show you exactly when each combating U.S. and German unit becomes available for combat. It also shows when the American units change equipment. I do not recommend playing monthly intervals because it causes the game to last between 20 and 30 hours, but when using Luftwaffe as a tie-in for a re-creation of WWII, time is no longer a consideration since games of this dimension take days or weeks to play out.

If you would like to try monthly attack intervals, here is what must be done. Order two more sets of U.S. counters and one more set of German counters. Each American fighter group will take up both sides of one fighter unit counter. You can do the same for the bomber units if you want to assume that bombers are able to withstand more punishment than fighters. If each counter is to represent roughly the same number of planes as every other counter, use the notes on unit strengths from the Campaign briefing booklet as your guide.

Each full strengthened German playing piece will represent two Gruppen of fighters instead of one full Geschwader. The German replacement rate is correspondingly paired down so that 3 aircraft factories make one full strength fighter piece (two Gruppen) each month.

American replacement factors for bombers and fighters should be calculated from the actual number of each type of aircraft lost during WWII. Since your fighter counters now represent 75 planes instead of the 150 they represented in the regulation game, you can multiply the number of fighter replacement factors by 2. Getting the proper number of bomber replacement factors depends largely upon what strength each bomber counter represents.

When playing monthly attacks, a separate bomber must be sent to knock out each specific target complex within each city. In the regulation game, it is assumed that all the targets within a specific city are destroyed when the bomber passes over it. In the monthly version, a city such as Berlin with four complexes would have to be attacked by 4 separate bomber counters to destroy each of the complexes within it. A-20, A-26, & B-25's will fire like B-26's.

One of the reasons I have become known as a man outstanding in his field is because I designed Luftwaffe. The other reason is, that is where A.H. found me. I was trying to put out a fire in my bathroom at the time. Fortunately, it never reached the house!

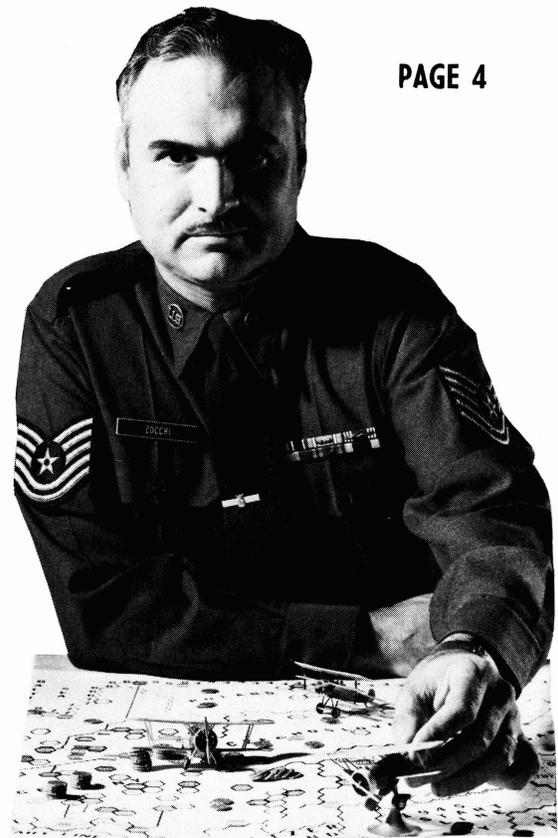
AH NOTE: Apparently it did reach his house. Zocchi is currently living in a box . . . feel free to

write to him before he completely flips out at: 2076 Comm. Sq. Box 1585, APO San Francisco 96276.

T/Sgt. Lou Zocchi, a long-time advocate of battle games as a form of adult relaxation, has received more than his share of chides concerning the childishness of playing games, especially for a living (which the royalties of Luftwaffe will certainly provide him with).

For many years his own family called him "immature," due to their lack of understanding. He recalled to our reporter the day the situation came to a head: "I was sitting in my bathtub listening to the usual snide remarks about my immaturity. I made some rebuttal which my wife took such offense at that she came right in and sank all my boats."

Now the good Sarge is on an airplane kick. Won't be as easy shooting down his planes, eh Lorelie old dear . . . ?



Luftwaffe- a Battle of Wits...

by Dennis Milbert

One of the keys in finding a winning strategy of a particular game, lies in the examination of that game's Combat Results Table (CRT). When an ecstatic wargamer tears the plastic off his newly acquired copy of Luftwaffe, he finds a CRT that covers the entire front of the inside box. Fortunately, due to AH emphasis on playability, the CRT is extremely easy to use. But even so, a wargamer may shy away from a full scale analysis of all those little numbers. I performed the analysis since I was curious to see if a "magic" combat strength existed, where one could employ his FW-190's and obtain a maximum kill rate. The results are presented here for your consideration.

Procedure: Basically this involved computing the kill rate one could expect on the average for each aircraft at each combat level. As you see, this could get quite tedious (indeed it was), but an interesting result was derived. In all cases

aircraft effectiveness increases until a certain combat level is reached; thereafter, effectiveness remains fairly constant no matter how high a combat level is reached. This means that 20 factors of fighters will kill on the average twice as many aircraft as 10 factors. While this doesn't seem exactly earth shaking, it allows us to examine the idea of massing monstrous numbers of fighters before attacking. Because, no immediate benefit is gained from massing fighters.

However, each aircraft has an Optimum Combat Level (OCL). If aircraft are employed at this level or above, the plane will have a maximum Kill Rate (KR). If your loyal fighters are used below the OCL, they will suffer a deterioration in performance. Lastly, I recomputed the KR for fighters attacking superior types such as a P-47 and a FW-190. This gives KR (-1) and KR (-2) for one or two columns being subtracted on the CRT.

German Aircraft

NAME	FW-190	ME-262	ME-109	ME-163 HE-162	ME-110	JU-88 TA-152	ME-410	HE-219 DO-217	DE-520
OCL	7	9	8	12	8	9	5	3	5
KR	0.050	0.57	0.45	0.27	0.45	0.38	0.65	0.50	0.17
KR (-1)	0.36	0.39	0.31	same	0.31	0.28	0.45	0.33	0.10
KR (-2)	0.24	0.26	0.21	same	0.21	0.18	0.29	0.22	0.07

American Aircraft

NAME	P-39	B-26	P-38	B-17 B-24	P-40 P-51	SPITFIRE P-47
OCL	2	2	5	11	8	7
KR	0.08	0.05	0.30	0.25	0.40	0.55
KR (-1)	0	same	0.20	same	0.31	0.36
KR (-2)	0	same	0.13	same	0.21	0.24

Discussion: Because of the fact that the KR is constant for a wide range of values, an extremely powerful result can be derived that was not immediately foreseen. Luftwaffe behaves in a manner that mathematicians describe as a differential game. The equations are beyond the scope of this article and, it is interesting to note, Luftwaffe only approximates the situation that the equations describe exactly. The concept can best be illustrated by an example.

Assume 16 factors of FW-190's jump a formation of 24 B-24 factors. Because the KR of the FW-190 is 0.50, we know it will kill 8 factors on its first turn. The B-24 KR is 0.25 so they will get 6 factors on their first turn. Subtracting we have 10 FW-190's and 16 B-24's for the second turn. The 10 FW-190's get 5 B-24's and the 16 B-24's get 4 FW-190's. Now the new levels are 6 FW-190's and 11 B24's. If the attack is pressed for another turn, we will have on the average one FW-190 factor and eight B-24 factors at the end of 4 turns of attack.

Once this technique is grasped, the outcome for an air battle can be automatically determined. You can tell, before you commit your fighters, the probable outcome and how long it will take. It will be instructive to do another example.

If 26 FW-190's attack 24 B-24's, the new levels will be: 20 fighters and 11 bombers for the second turn, and 17 fighters and one bomber factor for the third turn. Remember, these are average results and statistical deviations will occur.

It can be seen from the examples that when sizable formations are encountered, the German can use every fighter he can get. Not because larger numbers increase combat effectiveness, but to insure enough fighters will survive bomber defensive fire. As was demonstrated, a difference of 10 factors means a quick victory or a bad defeat. German players, ALWAYS break off combat if you are below the OCL and the formation consists of more than a few factors. An examination of Basic Game strategies will illustrate all the concepts shown above.

German Strategy: You should go for close escort fighters (if any) and bombers as soon as possible. Drop your tanks when you do this, because you must force the Amis to do the same. Then break off combat and refuel. And don't forget to maximize distance from bombers when doing this, air base attacks can get inconvenient. Shortly the enemy fighters must turn back, leaving you free to jump the main formation. If the Americans have a substantial number of secondary and diversionary strikes, assign a roving killer group or two, at OCL or better, to mop up what you can. Needless to say, German strategy is to maximize combat after the "pre-emptive" strike.

American Strategy: This can best be described as exercising "psychological judo." Being where your opponent isn't will insure victory. An intelligent use of delayed strikes at widely separated targets will be an asset. Unfortunately, you have two conflicting means of gaining success. You must either, one, minimize bomber air time, or, two, maximize combat levels of your bombers. The first can be achieved by attacking nearby targets, like Amsterdam. In the more advanced games regions in North Germany hold amazing promise, especially when coupled with Baltic Sea raids. The second idea is achieved by using large bomber formations and close escort

fighters to survive fighter attack. As has been shown, a stack of 24 factors can be quite hard to reduce, especially if fighters aren't available. In order for the formation to remain intact for as long as possible, you should attack a high density target area. And none of these are near the coast, at least in the Basic Game. Here the Oschersleben targets hold promise. This demonstrates why the Italian front remains secondary for air battles. While fighter airbases are sparse, so are targets and a few roving killer groups (at OCL + reserve) will sow havoc among the bombers.

In closing, I wish to say that Luftwaffe is the best example of a battle of wits I have ever seen. While German strategy is somewhat mechanistic, he must try to foresee American plans. Conversely, the Ami that can keep the German off balance through raids, minimum bomber air time, and use of formations can insure that the German panzers will not give much opposition to a D-Day invasion.

Dennis Milbert
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Bologna-Anzio Mini-Game #4

by Tom Smiley

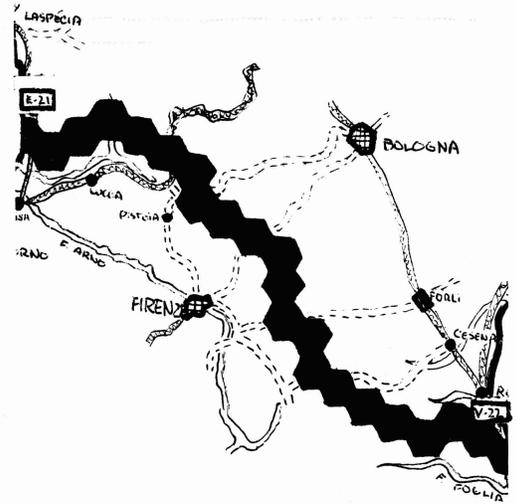
The only problem with Anzio is that nobody ever finishes it. Face-to-face it takes too much time. By mail it takes too much postage. This is sad because one of its main attractions is then missed. Everyone plays the first invasion, and the Diadem offensive; but few people get to the offensive on Bologna, and the Po valley and this part is just as exciting as the drive on Rome:

The Game begins on the September I turn, and goes through April IV.

Victory Conditions: The Allies must pass through all cities except Piacenza and Brescia, and isolate Genova. The German must prevent the Allied player from accomplishing his.

The Germans sets up first on or behind the Gothic Line. As shown, it runs a wavy course from E-21 to V-22.

On the Allied Order of Appearance, the 92nd and Brazilian divisions are already on board and are not brought on again. The British 78th



division, which was in the Middle East, is brought on Oct. I, the other units arrive as shown.

ALLIED UNITS AT START – Sept I

4-5-12	3-4-12	3-4-12	3-4-12	5-5-12	2-1-12	2-1-12	2-1-12	2-1-12	2-1-12	1-1-12	1-1-12
1-1-12	1-1-12	1-1-12	3-4-12	3-4-12	2-1-12	1-1-8	6-6-12	5-5-12	5-6-12	6-6-12	2-1-12
3-4-12	3-4-12	3-4-12	1-1-12	4-5-12	4-5-12	4-5-12	4-5-12	2-3-12	3-4-12	7-7-12	1-2-12

GERMAN UNITS AT START – Sept I

BOLOGNA				GENOVA		VICENZA		LASPECIA			
3-4-12	2-3-8	4-6-12	0-1-4	3-5-8	1-2-8						
ANYWHERE											
4-7-12	4-6-12	3-5-12	3-5-12	3-5-8	3-5-8	3-4-12	2-4-8	2-4-8	2-4-8	2-3-8	2-3-8
1-2-8	1-2-8	1-2-8	1-2-8	2-2-12	1-1-12	1-2-8	1-2-8	1-2-8	1-2-8	X9	

Allies have ports at Salerno, Naples, Anzio, and the Rome and Salerno invasion areas. They also have one counter accumulated.

Allies have 10 repl. factors (5 steps) accumulated, the Germans none.

Italian Units may be brought into play. The German may station the MR and SM units in either Genova or LaSpecia. The Allies have the

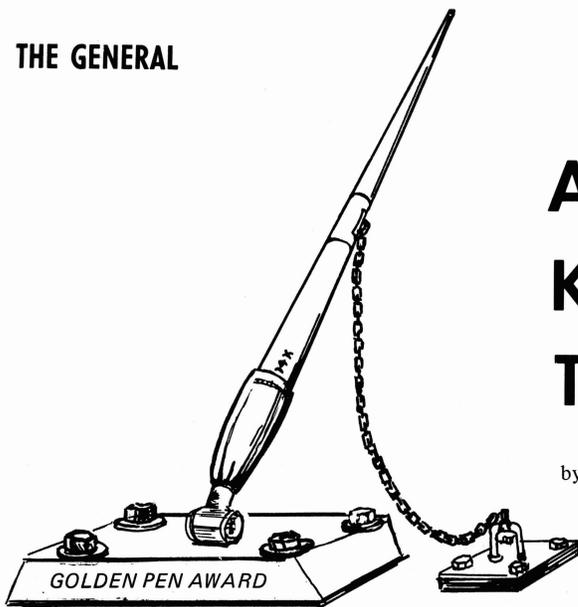
1st Armored Infantry Brigade and the Nembo division to place in the line anywhere.

Hopefully you will enjoy the challenge of the Fall offensive against the Gothic line, and remember, the Objective is Bologna.

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Afrika Korps Thesis

by Tom Hazlett



Tom Hazlett is the winner of this month's Golden Pen Award for his "Afrika Korps Thesis," reprinted by permission from Panzerfaust Magazine. This article was voted best of '70 by readers of Panzerfaust, 124 Warren Street, Sayre, Penna. 18840.

Although neglected by many who prefer more complex games, Afrika Korps must rank as one of the finest produced by Avalon Hill. The simplicity of the rules, while not detracting from the complex strategy, eliminates the necessity for constantly leafing through the rule book so common with the more recent games. Thus, the players may concentrate on strategy instead of the rules.

Some rules do need to be cleared up, however. Although the movement from E18 directly to F19 has been stated to be an illegal maneuver many times, some people still try it. Don't let them succeed.

The most controversial rulings deal with the capture of supply units, with the example on page 15 of the Battle Manual leading the way. The basis for disputing this ruling is that the captured supply unit must move through an enemy zone of control. Still, Avalon Hill must have been aware of that problem when they put the rule in. They have further shocked conservative players by stating recently that supplies captured as the result of an automatic victory may be used to sustain that attack. Going one step farther, they say that isolated units may attack at automatic victory odds if the attack allows them to capture a supply to sustain the attack. Also, isolated units may attack if a supply unit can move next to the attacking unit. For example, British units on X12 and V10 isolate all German units to the east if the only Axis supply is at W3. However, the supply may move up to V9 and sustain the attack of "isolated" units on U9 against V10. All of these rulings have been confirmed by A.H.

AXIS FORCES: Though the Axis army does not consist of as many pieces as the Allied Army, it nearly always has more factors on board. The armored units can be concentrated into a very powerful force which can smash any Allied position. Besides being stronger, the German units are much faster than either the Italians or the Allies. Their speed enables them to penetrate deep behind the British lines, forcing them to surrender vast amounts of territory without a fight. Because of their many abilities, German units should be saved when possible, even at the cost of losing Italians.

The Italian units, though slow and weak, are valuable as garrison and soak-off forces. They can add needed factors to a crucial attack. Heavy Italian losses makes formation of a line very difficult, thus exposing the German armor to possible encirclement. Since the Axis Army can't really afford any losses, it should avoid battles at less than 5-1 except where necessary, as at Tobruch.

AXIS ATTACK: To define the German problem is very simple: drive the British into Tobruch and take it or Alexandria by November. Failure to do so will probably result in an Allied break-out since the Germans will be hard-pressed to defend both areas. As the Germans you have neither the men nor the supplies to stop and slug it out with the British for every position, so you must take each line by out-maneuvering the Allies, giving him an option of withdrawing or becoming surrounded. A position taken without a fight should be considered a greater victory than a D Elim at 3-1 against the same place. The following April 1 move is subjected to analysis and suggested with the above in mind:

Trenta - W3 The garrisoning of the homebase is necessary if you want to receive supplies and reinforcements.

21/3 - N19 This unit prevents the British from blocking the O19 pass and is ready to move either north or south with the rest of the division.

21/5 - N17 and 21/104 - N16 These are in position either to strike at the escarpment line or to move to the southern escarpment. They also protect: Supply - O17.

Rommel - O15 From here Rommel can easily reach any friendly unit.

Ariete - H3 This unit isolates Bengasi. (It can reach this point by moving from W9 to S9).

Some people move this unit to the South with the 21st Division, saying that a northern advance by this unit is a sheer waste. It is my opinion that this unit's relatively poor mobility handicaps it in the desert, while the capture of Bengasi and the destruction of 2/2sg is rather important.

Pavia, Savena, Brescia - K5 These units are in position for a rapid advance along the road. Savena can assist in 2/2sg isolation next turn.

Bologna - K3 This unit completes the isolation of Bengasi.

You may notice that the placement of the Italians around Bengasi differs slightly from convention. It is designed to discourage those irritating 1-5 attacks by 2/2sg from G2 which, if successful, tie down three Italian units for two extra turns. If it attacks and gets an AB2, retreat him back through Bengasi to I2. Next move Bologna holds and Savena goes to H3. It's now surrounded by two units instead of 3 and has no hope of escape.

April 11 - This move depends somewhat on the British turn. If 2/2sg is dead, Savena and Bologna can join the rest of the Italians in advancing down the road as far as possible. If the 21st division can join Ariete in a 4-1 attack, the other Italians will prevent isolation and the escarpment line could fall a turn early. A safer move which is just as good is to send the armor to a southern escarpment square such as P22 or T26, while 21/3 moves to U29. Rommel can either go with the 21st Division or wait a turn to assist the 15th. Some people will argue that this move leaves the center open for the Allies to send a unit to menace your supply lines. It is my contention that the British will need every factor they have for defense. At least four factors must be positioned between M21 and P28 to stop the German armor. More units must be placed further to the East to contain the recce unit. Any spare 1-1-6's can't go anywhere anyway. The Italians block the coast road. If the British want to send out a unit, they will have to use a 2-2-6. Not too many Allied commanders are going to do that at this point.

May 1 - The 15th Division should head for Mechili to join the Italians, who this turn move to block the central desert against British raids. The armor should continue eastward; R29 is a good square. The recce unit should also move east as far as possible. If the British aren't paying attention, it can take Alexandria on June 1.

May 11-June 1 - The May 1 move should have forced the British back to the Tobruch heights. It will probably take you a turn to clean up several delaying units; then you must drive the enemy off the heights and into the fortress. If you can get a good shot at 2/3, take it. Otherwise pick the weakest square and smash it. An advance after combat should force the defenders to retreat into Tobruch. If the British defense gives you strong units on the "I" row, look closely. You can probably hit a flank and advance, cutting off part of the Tobruch defense.

If any British units managed to get behind your lines, they did it by going to the south. It will take them several turns to get in a menacing position. You shouldn't have to worry about them until you have occupied the Tobruch Heights. You can kill them now by forming a line the width of the board for two turns.

During the first few months keep alert for the possibility of sneaking into Tobruch. Supposedly competent players will quite often leave an opening. If you have a chance for a 2-1 or 1-1

against only 2 or 3 factors, take it, especially in PBM where the results are more favorable to the attacker. Such an attack isn't as costly as a three month siege against British armor and could win the fortress without a loss.

Assuming your opponent hasn't made any mistakes, the situation could be this: The British armor, entrenched in Tobrukh, is contained by the Italians. You've just eliminated the British units behind your lines by isolation, you've got some supplies and you're ready to move. The question is: where? The answer depends on British losses. If they have all three armored units in Tobrukh and a couple 2-2-6's available for reinforcements, losses would be too great in an attempt to take the fortress. For one thing, two Italians or an armored unit would be needed to soak-off for a 3-1. Attacks at less than 3-1 against a large garrison should be reserved for moments of desperation. Under these circumstances head for Alexandria, leaving Italians on H24 and H26 to keep the touchy Tobrukh garrison where it belongs. Supplies shouldn't be too much of a problem at this point since you've only made two or three attacks. They will become a problem, however, so still avoid combat whenever possible. When you do attack, space the attack a couple of turn apart so you give yourself a chance to get the supply back and move it back towards the action. Keep units on the east-west escarpment to threaten both sides, Recce units in the desert can threaten to cut off the Allies, especially if supported by armor. Automatic victory is our most potent weapon. Using it you may be able to break through a weak spot and isolate the entire Allied Army. Try not to let the British slip behind your lines. If some do, you will have to form a line across the board to isolate them. A good British commander will be able to keep a force intact and form a line anchored on Ruweisat or Alam Halfa that you can't outflank. Providing you have the supplies, and you should have, a couple of attacks on the massed 1-1-6's should complete the disintegration of the enemy and you can walk into Alexandria. You then have plenty of time to take Tobrukh. The British will run out of men long before you do, unless you roll nothing but 2's.

If, in July, the Allies have lost 2/3 and a couple of 2-2-6's you probably want to go after Tobrukh. Hit the strongest unit at least 3-1 and soak-off with an Italian. Make sure there are enough Italians in the 3-1 so you can lose them in an exchange. You don't have so many units that you can afford to lose an extra one through carelessness. Also, make sure that British forces in Egypt can't sneak through and capture a supply or isolate your army. After three or four attacks the British will have only 1-1-6's in Tobrukh. If you have 18 factors left, you're in. If you have less than 18 left, suggest a game of *Bismarck*. The turn you're sure to capture Tobrukh, move your homebase garrison. If you then think you're strong enough to take Alexandria, charge! In the far more likely event that your army has been shattered by the siege, relax, build up supplies and reinforcements, attack just often enough to keep the enemy off balance, and, along about February, head for Alexandria. At this point even Mussolini would have a tough time losing.

In their hints on strategy Avalon Hill mentions something about a garrison at Bengazi. This idea is ridiculous! A unit wasted there will be dearly missed at the scene of action.

To summarize, while the threat of isolation is not as strong as it once was, it still exists. Avoid battles whenever possible, especially at less than 5-1. Either Tobrukh or Tripoli must fall by November. Pick one and stay with it.

ALLIED FORCES: Like the Germans in D-Day, the Allies have a lot of pieces but few of them are worth much. The 1-1-12's are useful in disrupting Axis supply lines since they are the only ones that can match the German speed, but two of them can't pose a real threat. The few strong units on the board the first summer usually sit in Tobrukh, leaving 1-1-6's and maybe a few 2-2-6's to contain the Germans. About all they can do is try to delay the Germans and disrupt their supply lines. Though an expensive tactic, a double row of 1-1-6's will stop the strongest German drives, since the back row can't be attacked in strength. The British can't mass enough factors for an attack until they receive their November reinforcements. Even then they should try to conserve every piece since they have a long wait for their next reinforcements. Not until he is permitted to use the substitute counters late in the game can the Allied commander even dream of winning a pitched battle with the Germans.

BRITISH DEFENSE: If through some miracle the Allies can hold on to Alexandria and Tobrukh until November, they have practically won the game. The November reinforcements will, at the very least, halt the Axis advance and should be able to retake some territory. Anyhow, they should enable the Allies to hold their ground until March when the 3 to 1 replacement ratio will wear the Axis into the ground. If the Germans do capture one of the objectives, the situation is not hopeless, but it is tougher, especially with the new rule interpretations. Still, while isolating a unit probably won't kill it, the Germans must waste supplies and time to free it. Also, they can't use captured supply units to sustain an automatic victory if there are no supply units to capture. Keep all supplies in Tobrukh and Alexandria. If they sneak into one of those places, the game is over anyway. You must make him fight for every gain.

April 1 – Move all 1-1-6's out to sea. Don't leave one at Alexandria. If it is threatened you can move a force back in plenty of time. Bring in a supply at Tobrukh and send it east. It will garrison the Homebase in May. Many line-ups, differing only slightly, have been suggested for the escarpment. Mine is: 22 Gds. – G18,2/3-H17, 9A/20-K18, 7/31Mtr. -L19. Many people attack out with 2/2sg. Often, I prefer not to, since if the attack is unsuccessful, 12 Italian factors will face the escarpment line on May 1 instead of 8. That could be the difference between a 5-1 and a 4-1 on a 1-1-6 on the escarpment. If successful the attack will delay two Italian units for an extra turn, but they aren't badly needed on May 11 anyway. The threat of the 15th Division is enough to force a withdrawal from the escarpment.

April 11 – the 1-1-6's should be deployed to the south to block any Germans on the southern escarpments. The western escarpment lines should be held another turn. If the 21st Division is out of range and only 8 Italian factors are in the area, you can replace the 2-2-6's with 1-1-6's. The 2-2-6's are then freed for other duties. If you're feeling adventuresome you can even send one west. However, it would be better to send a 1-1-6.

May 1 – Staying in the same defenses another turn would be disastrous. In the west the 15th Div. and the Italians could get an automatic victory on the escarpment line and cut off most of the army from Tobrukh. In the south, where the 21st Division has stretched the lines very thin, and automatic victory might be possible also. The time has therefore come to withdraw to the heights around Tobrukh. Of course, 1-1-6's should be left in the western passes to make the Italians waste time and supplies to eliminate them. Units should also be sent to protect the J34 pass. A careful watch definitely should be kept on the 21st Division. If it is near the Egyptian border, send some units out to sea to protect homebase.

When the retreat is made into Tobrukh itself, leave a 1-1-6 outside, if possible, to force the Germans to waste another supply before getting a clean shot at the Tobrukh defenders. If the Germans attack Tobrukh, keep it reinforced by sea. With the rest of your army, move west from Alexandria and threaten to surround the attacking force. Send a unit south to keep pressure on the supply lines.

Sooner or later the drive on Alexandria will start. When it does, fall back as slowly as possible without being surrounded. As you retreat, leave small units behind. The Germans will have to waste either supplies or time and men to kill them. When you can afford to counter-attack, don't. Your extra troops will cause the Germans more headaches when added to doubled defense lines or sent westward to raid his supplies. An attack may kill an Axis unit but the exposed attackers will be smashed by a powerful German counter-attack. Only when the position is desperate should you consider the possibility of attacking, unless of course, the German is without supply. If you can't safely get a 3-1, a 1-2 is the best type of attack. I'm speaking of a situation wherein a strong German force is driving on a smaller Allied force. Of course, if you outnumber the Axis and can launch a sustained offensive, go ahead.

When those impressive November reinforcements arrive, don't get excited and start attacking everything in sight. Those reinforcements are all you get, except for a few troops in May, for 18 turns. This force has to hold off a reinforced German Army until August.

If Tobrukh is guarded against counterattacks by two Italians while the rest of the Germans move east, try to move some men out of the fort for a 1-3 on the Italians so you have to retreat outside the fort. If you can shake some men loose this far behind the Axis lines, the Germans may have to retreat from Egypt. If a 1-3 isn't possible, try a 1-2 to push the Italians back.

In conclusion, Afrika Korps is a game of maneuver, more so than any other Avalon Hill game. Because of the small armies and unusual supply rules, one misplaced unit can snatch defeat from the jaws of victory.

I would like to hear from anyone who disagrees with my opinions which I've advanced in this article. If I don't hear from anyone, I'll assume that everyone thinks my strategy is perfect. (That should get some letters.)

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Stalingrad Breakthrough

by Lawrence R. Valencourt

The Second Wave (airlanded) would then include the Panzer-Grenadier battalions of the rifle regiments, organic transport to those who landed as needed, and the remainder of Division Headquarters itself.

The Third Wave (airlanded) includes the Panzer Regiment. The Fourth Wave (airlanded) is comprised of the Anti-aircraft regiment, while the Fifth Wave (airlanded) is composed of the Rocket Projector regiment.

Finally, the last and Sixth Wave (airlanded) contains anyone not already brought in to include the Engineer battalion, etc.

Though you would have to fictitiously alter the course of the war to play out the hypothetical situation this scheme would demand, it could have happened! It is late 1944, the Luftwaffe jets have conquered the skies over the Ostfront, and the "Hermann Goring," for months building up and training in reserve, is now airlifted on an air assault mission against the Russian forces. Panzerblitz Situation No. 13 (Airborne) is about to begin!

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Have you ever tried to play Stalingrad using the Blitzkrieg or Guadalcanal attrition tables instead of the usual combat results table? By using this type combat results table the German armor is able to exploit its breakthroughs after a battle. This type of CR use also places a greater burden on the Russian defenses. In this game the Russian needs a defense in depth - tough to do with only 34 corps. However, careful play by both players gives a more realistic game. You can use a PBM sheet to keep track of your losses. Russian replacements can still be accumulated but to be restored to strength the weak unit must return to the supply city. Also Russian units can reach a point where they have no attack capability but still have defense factors remaining. As in the normal game defense factors are what are counted as replacements.

For the German a new method of attack must be used. At least three coordinated attacks are necessary to insure a penetration. Two attacks by infantry and armor on either side of a weaker unit being attacked at say 5+1 will permit the armor in the center attack to advance deeper after the battle - the flanking attacks would hopefully eliminate the enemy zones of control from the immediate battlefield. See illustration.

I feel this method of combat results is more realistic because at first the Germans make deep penetrations but the Russian replacement rate still plays a major role in the outcome. Who has ever reached the outskirts of Moscow by December, 1941 except against a remarkably inferior Russian commander: the real Germans did.

Give this system a try and see how it changes the initial battle but not necessarily the war.

Figure 1:

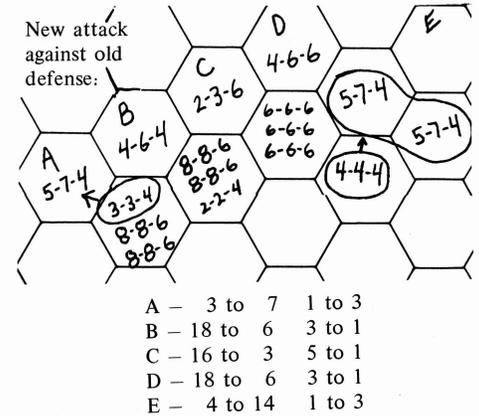
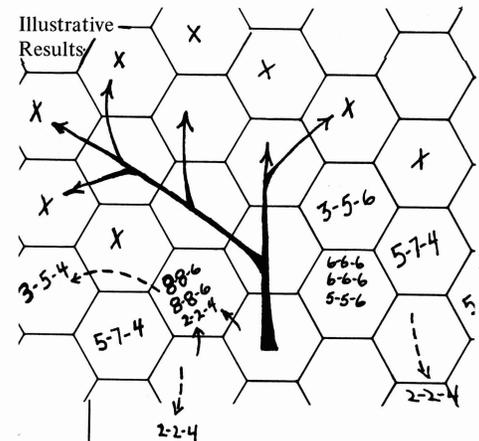


Figure 2:



Results:

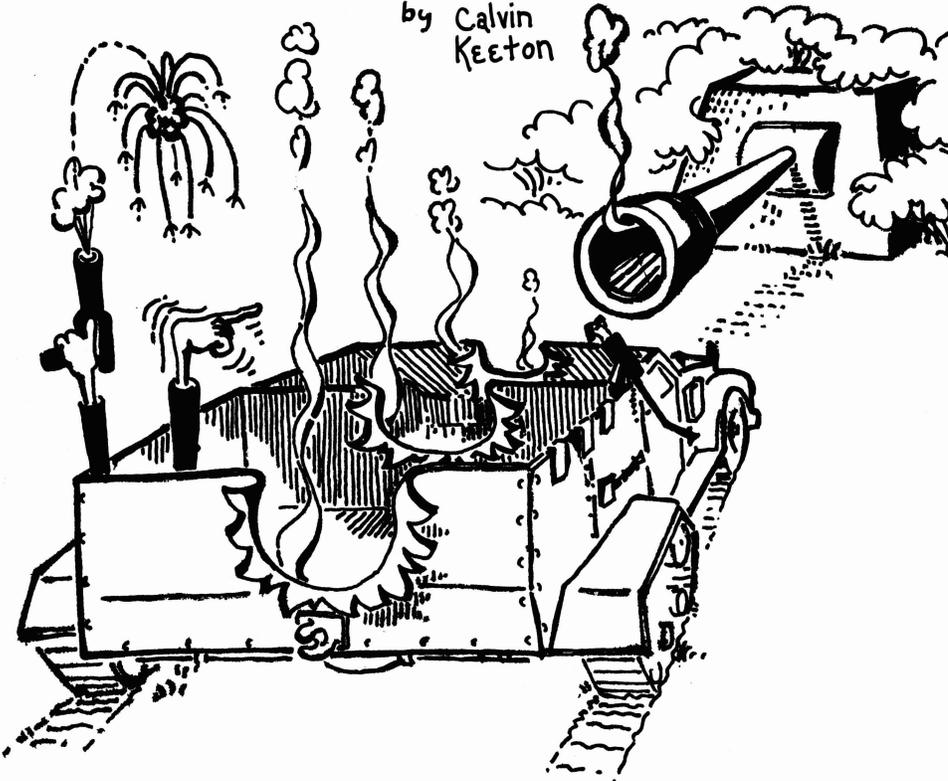
roll results:
A 3 A-1, back 2
B 3 O-1, back 2 A + 1
roll last:
C
D 2 A-1, D-1 (Bad results)
E 5 A-2, back 2
Now roll Battle C:
C 6 A-4, back 4 A + 3 (elim)

Had battle D gone favorably we could have advanced to Squares X.

Thus you see, there are all kinds of advances possible for the German.

GUESS WHO...

by Calvin Keeton



"... likes to Spot 88's with Half-tracks?"



The Luck Factor

by Richard Shalvoy

Does it always seem that your opponent in any game you play has personally bought control of the New York Stock Exchange? Why is it that you can never roll a one and your friend on the other side of the board can never shoot a two, especially when the battle is 3-1 doubled? We are all victims of bad luck at one time or another. I have developed a primitive system that will allow you to figure out how lucky you've been and which will suggest remedies for your luck (if your opponent will agree). Maybe just once, you'll be able to tell your friend who has taken to bemoaning his luck every time he loses to you that in reality, *you* had the worse luck.

The Combat Results Table has been so thoroughly analyzed that I will simply extract probabilities of certain results occurring from it. For example, at 6-1 odds, 80% of the time, you

Odds	Actual Game	N
1-6	0-2	2
1-5	None	
1-4	2-1	3
1-3	5-8	13
1-2	1-1-2-2	6
1-1, 2-1	None	
3-1	2-1-3	6
4-1	6-2-0	8
5-1	3-2	5
6-1	2-0	2

Now we subtract the actual game results from the weighted average results. As a crude way of comparing results of luck, I assign factors to the results of the battles. Let an A-elim at 1-2 or worse be equivalent to 4 factors; let a German exchange take 10 factors and a Russian exchange 7; a Russian D-elim takes 7 factors. Admittedly, this system ignores the difference between AB-2 and DB-2 at various odds, but this is a crude approximation to reality only. Perhaps a point system could include some of the more subtle

Odds	Difference (Actual Weighted)	German factors	Russian factors
1-6	-0.4-0.4	Return 1.6	
1-4	0.5(-0.5)	Remove 2.0	-
1-3	-4.1(-4.1)	Return 16.4	-
1-2	-2(-.2)-.2-.2	No change	Remove 1.2
3-1	-4(-.8)-1.2	Return 12.0	Return 5.6
4-1	2(-.4)-(-1.6)	Remove 16	Return 3.8
5-1	No change	No change	No change
6-1	.4(-.4)	No change	Return 2.8
TOTAL FACTOR CHANGE		Return 12.0	Return 11.0

should get a D-elim and the remaining 20% gives you a DB-2. I'll write this as 8-2. The order of preference for battles is arbitrary to me but I'll take and order of D-elim, DB-2, Exchange, AB-2, 1/2 A-elim, and A-elim. I'll list the theoretical results in this order. 2-1 for example is 3 D-elims, 1 DB-2, 3 Exchanges, 1 AB-2, 1/2 A-elim and 1 A-elim; this is listed as: 3-1-3-1-1-1.

Now this set-up is all well and good if you have fought ten battles at each odds, but since this rarely happens, we must weight the theoretical (average) results for the number of battles that are to be compared with it. If we have seven battles at a certain odds, we multiply the average results by 7/10 to allow for direct comparisons. The general case is to multiply the average results by N/10 when you have fought N battles at that particular odds. Doing so, I can draw up the following table for a game of Stalingrad, now in its sixth turn.

Average Results	Weighted Average
2-8	0.4-1.6
5-5	1.5-1.5
7-3	9.1-3.9
2-2-3-3	1.2-1.2-1.8-1.8
4-3-3	2.4-1.8-1.8
5-3-2	4.0-2.4-1.6
6-4	3-2
8-2	1.6-0.4

differences, but I'll leave that to other articles. At 1-6 we see that the German has lost 0.4 more A-elims than if he had had average luck, so we credit the Wehrmacht with 4 times 0.4 = 1.6 factors. At 3-1 we see that the German should have had 0.4 more D-elims (2.8 more Russian factors off the board), and the German should have had 1.2 fewer exchanges thus returning 12 German factors and 8.4 Russian factors. Putting all these results in table form gives:

The German losses so far are 74 factors, the

average should be 74-12 = 62. For the Russian we have: 112-11 = 101. The partial loss factor for

the Germans is given by the actual losses divided by the average losses = 74/62 = 1.19. For the

Russians, this partial loss factor is = 112/101 = 1.11. To get the LUCK FACTOR

(finally), we divide the German partial luck factor by the Russian partial luck factor. This results in the *Luck Factor* = 1.19/1.11 = 1.07

Now what does all of this good stuff mean anyway, I can hear you ask. Very simply this; if either side's losses have been exactly as they should have, given average luck, then the partial loss factor for that side should be 1.00. The smaller the PLF, the better your luck has been. If each side has had equally bad (or good) luck, then the luck factor should be 1.00. By putting your partial luck factor on top in the division for the luck factor, we find that again, the smaller the luck coefficient, the better your luck has been. From this discussion, you can see that my luck has (typically) been not the best, but still reasonably close to average, so I really don't have too many grounds for griping.

Now that we can actually *see* how lucky we've been, what good does all this do us (besides being able to impress your opponent the next time he complains about his misfortunes in battle)? One possibility would be to return the factors in imbalance as we figured out earlier as replacements at certain time intervals. This would not negate the territorial gains taken through skilled generalship or good fortune, but it would serve to minimize the whimsical effects of Lady Fortune. I still feel that the main advantage of figuring out the Luck Factor is just the sake of knowing how well Dame Fortune has bestowed her gifts on you. I realize that the use of factors in figuring out a Luck Factor is not the best of all systems and a different method has to be used for a game like Bulge. Anyone having suggestions for good or bad is welcome to write me at:

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French Strategy - 1914

by Louis J. Jerkich

When making strategic or tactical plans, one must ask as the French General Foch did: "What is the essence of the problem?" In 1914 the problem which both players face is how to obtain as many victory points as possible, thus winning both the campaign and the war. The Allies have an initial 66 points and the Germans have 30. How can the Allies prevent the Germans from gaining points and how can they gain some for themselves?

The key to this problem lies in retaining valuable terrain and acquiring the only two German-held squares of any point value – Metz and Strassburg. Although the Allies obtain 40 points for taking Metz, since the Germans in turn lose 20, the real value of Metz to the French is 60 points. Likewise, the real value of Strassburg is 30 points. The conclusion is obvious: Metz and Strassburg are very much worth the effort to take them.

The Allied strategy, therefore, should not only provide for defensive countermeasures to the German plan, but should also provide for a strong offensive on the French part. Both of these considerations must be reflected in the initial deployment on the mobilization chart.

The following initial deployment, which I call French Plan VI-L, provides the basis for the French strategy.

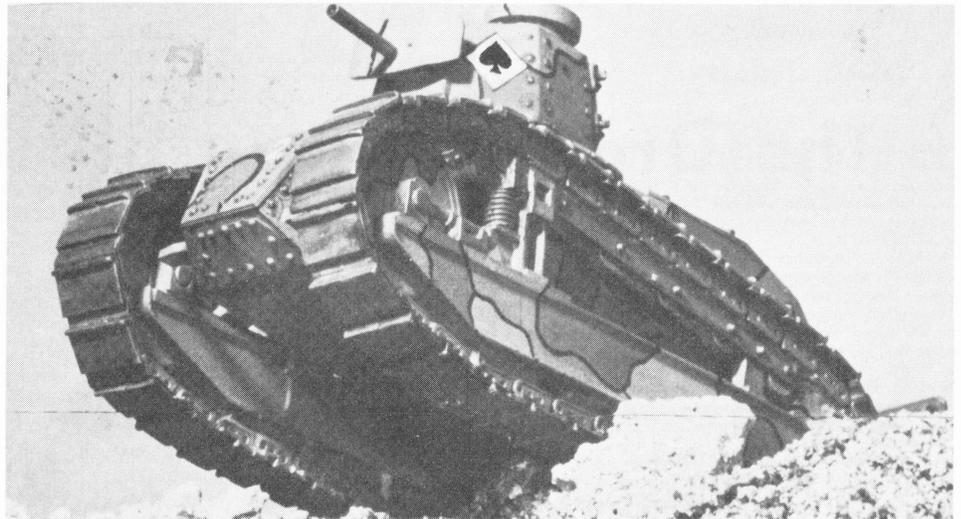
FRENCH PLAN VI-L:

(Deployment squares are indicated by either grid coordinates, mobilization squares (MS), or the name of a city.)

Deployment Square	Unit
Verdun, Toul, Epinal,	
Belfort	6-9-3 in each
S-9	6-9-3, (2)-1-4
T-10	6-10-3
Maubeuge	6-9-3, 2-4-3, (2)-1-4, 6-0-2
MS-10	6-10-3
MS-12	2-4-3
MS-13	6-9-3, (2)-1-4
MS-15	6-9-3, (2)-1-4
MS-16	6-10-3, 2-4-3
EE-23	1-1-3
FF-23	6-10-3, 6-0-2
FF-24	6-10-3
FF-25	6-10-3
FF-26	6-10-3
Nancy	1-1-3
Epinal	1-2-4
LL-38	6-10-3, (2)-1-4

All twelve (12) of the mobilization squares from MS-22 to MS-33 inclusive.

One 6-10-3 on each square



Renault FT-17

MS-23	6-0-2
MS-24	(2)-1-4
MS-25	(2)-1-4
MS-26	(2)-1-4, 6-10-3
MS-27	(2)-1-4, 6-0-2
MS-29	(2)-1-4

At first glance this plan may bring back echoes of the French Plan 17. Most of the French forces are again amassed on the German border while the Belgium frontier seems relatively unprotected. However, the execution of Plan VI-L does not disregard the German strategy as Plan 17 did. I will now proceed to show how the French offensive should be conducted and what the benefits of Plan VI-L are in relation to the various German strategies.

In conducting the offensive, the French player must try to gain ground at the fastest rate possible. The forst of Metz should be attacked immediately on turn one and the ridge south of Metz should be secured or regained (if the Germans have taken it on their first turn). French forces should push into the clear terrain east of Metz and also try to destroy the fort on II-26 and the forts of HH-24. At the same time, another force should advance up the valley to Strassburg while other units converge on it from the south. If the Germans can be forced to give up the rough terrain between Metz and Strassburg, by all means take it.

Using Plan 17 against the Schlieffen 1906 plan I have managed to get the French to UU-25 in thirteen turns. Metz was captured and the German right wing got no further than Ghent. The French barely missed cutting off the German supplies and the Germans obtained a Marginal Victory. My Plan VI-L, however, makes up for the deficiency of Plan 17 when used against the Schlieffen or similar plans with a strong right wing. As long as the EB units and Supply Limitations aren't being used the strong French right wing can sweep into Germany and reach Mainz in less than thirteen turns, attempting to cut the German supply line. Having besieged Strassburg, as many French units as possible should blitz to Mainz via the Rhine Valley.

German forces between the Rhine and Moselle will be forced to pull back to prevent being outflanked. The German player will also be forced to draw from his right wing in an effort to halt the French.

While the French drive for the Rhine, their left wing must halt the German advance. All French forces from Lille to MS-16 are used for this purpose. These can be reinforced by the 6-9-3's in Verdun, Toul, and Epinal. The French left wing can form a barrier stretching from Antwerp through Brussels and Charleroi to Givet, and then along the southern rough terrain squares to Longwy in two turns. Later, the line can be strengthened by the arrival of the BEF and a few "A" Corps from the right if absolutely necessary.

For the Germans to halt the French right, they will probably need to take enough units away from the Belgian front that they will be susceptible to a French counteroffensive there. If the French reach the Meuse, their front will be shorter and more defensible. A decisive victory will be within their grasp.

Supposing that the Germans build up behind the Meuse before marching into Belgium, the French will have about six turns in which to prepare a defense. At the same time they should drive as deep into Germany as possible. The same holds true if the Germans march through Holland first.

Any German "inverted Schlieffen" Plan is, of course, doomed from the start by an impassable wall of troops – a ready-made defense for the French.

In the event that the Germans are strong enough to hold the French off in the south but yet strong enough to attempt an advance through Belgium in the north, the French will be forced to play defensively. This will most likely result in a stalemate which will be won by the person using better tactics – but that's a subject for another article.

Louis J. Jerkich
418 E. 274th Street
Euclid, Ohio 44132

The Organized Wargamer

by R. C. Reed — Staff

The response to the last installment of the Organized Wargamer was so bountiful that we had to skip an issue to get the information organized in some sort of coherent order. I had asked for suggestions for sorting and separating unit counters in the previous column and presented here are some of the best and most representative suggestions.

Robert Freisseis, an IFW member from Milwaukee, Wisconsin writes: "You can use egg cartons: this is a good way to keep home-made games or variants separate, but it is not the best idea for games which you move around all the time. Another, the best I think, is to use stamp holders, available in most stationary and hobby stores, these heavy paper-like compartmented sheets are excellent for holding units. You can write unit ID's on the stamp holders or Xerox the counters and paste their pictures below the counters. I find this especially good for the *Panzerblitz* game. It takes only four sheets for a complete set of *Panzerblitz* counters, but this is also good for any game with a large number of pieces such as *1914* or *Anzio*. This is also good for games with step reduction to keep track of the various steps . . ."

J. P. Hope of Arlington, Virginia says that "I have found that 'Diamond Safety Matches' make excellent counter containers. The plastic tray in *Panzerblitz* will hold thirty-two of these boxes and game set-up is much quicker using labelled boxes. The entire game can be stored in its original container without additional space required for tackle boxes, ice cube trays, etc. These boxes come in packages of eight each and sell for 11 cents per package. One problem I have found in converting eleven games, being a non-smoker and having an electric stove, is that there is a great surplus of matches in my apartment . . ."

A simple solution, offered by W. K. Moro of Sparwood, British Columbia, is to "organize counters by affixing a piece of hard cardboard to the back of the troop counter card and making a tape hinge to another hard cardboard sheet for the front; one can keep the counters in their position as per the new games simply by using a paper clip on the open end."

Another resident of British Columbia, Graham F. Lucknott from Victoria writes of his gaming group: "We have developed a system (sample enclosed): place photograph corner mounts on sheets of paper or cardboard in any Order of Battle. These corner mounts provide neat pockets which hold the units in place under most conditions. Each corner can be marked to indicate which unit it is for." This seems to be one of the quickest and simplest methods reported.

Finally, we reproduce in its entirety an article from Bill Freeman of Concord, Mass. Bill has presented a 'how-to-do-it' thesis for those readers who require a method presented in specific detail:

"Figures A, A₁, A₂, C & D show a compact method of organizing countersheets for immediate set-up, use during the game, and storage. It has the distinct advantage of being adaptable to any Avalon Hill game. It does not require a myriad of tiny boxes, bags or other home grown bulk. It does have two disadvantages: it requires the use of the counter frame that the unit counters came in, and the holding straps for the kit must be periodically replaced every several years. Of course, it requires in construction one element that is saved later on: time.

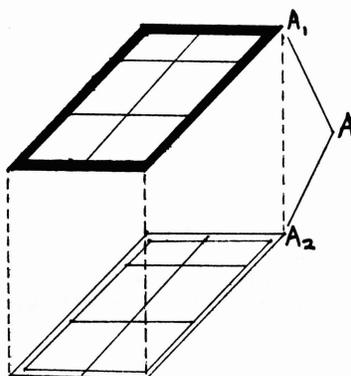


Figure A₁ shows counter frame with counters removed. A₂ shows a piece of cut posterboard pencil outlined to aid in the application of rubber cement, which is applied to the back of A₁ and to the top of A₂. Pressed together, excess cement should be removed with a rubber "magnet" (easily made by forming a ball of excess, dry rubber cement). Figure B: counter sheets of a similar size (as in *Panzerblitz*) may be stacked after being set-up in figure A. For unequal sheets of similar size, the larger sheets go to the bottom. In special cases separate kits can or may have to be made to accommodate dissimilar counter sheets.

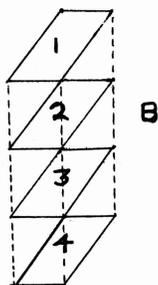


Figure C: two additional posterboard sheets are cut to the dimensions of the "bottom" counter sheet. These form the "binding" for the counter sheets. Plastic or plastic-cloth tape (don't use

Scotch "Green Plaid" tape, not enough "stick") should be placed at the sides away from the hinged side. This tape, six shown in C, provides a slick surface for the tape holding straps and prevents the straps from picking-up the underneath posterboard during periodical application and removal of the tape.

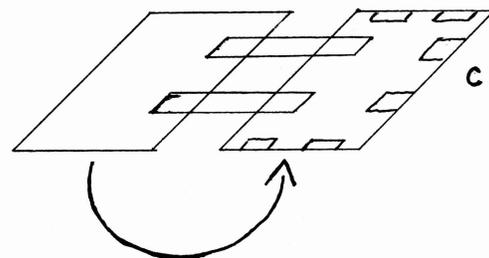
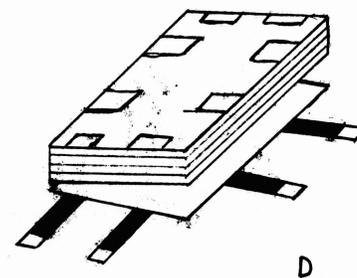


Figure D: the complete "kit." The darkened areas of the tapes extending are "sticky" and the white ends are where the tape has been folded over to form a "tab" for easy grip. These holding straps as well as the binding are removed during the game, leaving only the posterboard-backed counter sheets. Of course, the arrangement of units within the counter frames should follow either a "play" or "PBM" set-up, depending on how the counters are to be used."



That should give you an overall view of what gamers are doing to diminish an annoying problem associated with the hobby.

The next question I would like to ask the readership is what tricks do you have for facilitating the actual progress of play in games like *Anzio*, *1914*, and those other games where constant referral to the rule book is necessary to keep track of ranges, distances to objectives etc. This problem is especially acute in *Anzio*, and *Luftwaffe*, and to a lesser extent, *Panzerblitz* and *Guadalcanal*. This is a wide open question. As an extra added incentive, the subscriber who sends in the best trick or idea on the question will be awarded a \$5.00 gift certificate. Other good ideas will be included in the next OWG column. Send in your comments: communicate!

The Question Box

BLITZKRIEG questions and answers to date:

Q. Must cities in the opponent's country be taken by the Minor City Capture Table?

A. No. Merely move into the city.

Q. If the attacker gets automatic victory against a unit next to a city square, can he use the city for port movement or air transport that same turn?

A. Yes.

Q. May SAC bombers be used to aid in the reduction of Minor Country cities?

A. Yes. This is an exception to the rule that SAC attacks cannot be made in conjunction with ground forces. At least 4 factors of ground troops must also join in the attack.

Q. May a unit retreat several squares through mountains?

A. Yes. Mountain squares do not affect retreats. Also, infantry may retreat through several woods squares, but armor and artillery are eliminated if forced into woods.

Q. Which cities are ports?

A. The cities on the sea; there are no "inland ports" in Blitzkrieg.

Q. Since Airborne units must be dropped within 20 squares of the city they flew out of, can they be air transported to a friendly city and then flown out and dropped within 20 squares?

A. No.

Q. Can Rangers invade on a beach separate from the one being invaded by friendly infantry units on the same turn?

A. Yes. The landing of Ranger units is not considered an "invasion." The statement in the Battle Manual that says "...subject to the one invasion per Turn rule." Refers only to the fact that Ranger units cannot land on a beach that was just invaded by enemy troops.

Q. What happens when a SAC attack is made against a city containing both ground and air units?

A. The attacker has two options: (1) he may attack the ground units only. If he succeeds in destroying all ground units, all air units are also destroyed. If one ground factor remains, the air units are untouched. (2) He may soak off against the ground units (at no worse than 1-6) and attack the city's supply capacity. If the city's supply capacity drops below the number of aircraft factors in that city, the excess aircraft factors are immediately eliminated. For example, if there are 8 TAC factors in a city that is bombed by 7 SAC factors, the city's supply capacity drops to 5, and only 5 TAC factors can then be supplied. Three of the TAC factors are immediately eliminated.

Q. If a unit uses two unconnected roads in its move, may it carry over unused fractions of road moves from one road to another?

A. Yes.

Q. During Prepare for Play, may either side place units in At Sea boxes that are *not* adjacent to their Home Countries?

A. Yes.

Q. On the Order of Appearance Card, are units listed after "On Board" separate from units listed after "Turn 1"?

A. No. All units above the line on the card ("On Board" AND "Turn 1" units) are placed on the board during the set up.

Q. Just what is a "friendly" Minor Country city, and how does such a state affect air transport, supply, etc.?

A. A "friendly" city is one that may be used for supply, air and sea transport, air base, etc. All Major Country cities are considered "friendly" when they are captured and under the complete control of one or the other side. Complete control means that no enemy units are in or adjacent to the city.

Physical capture of a Minor Country city does not necessarily mean that that city becomes friendly. All cities in a particular Minor Country must be captured (with the Minor Country City Capture Table) in order for any of them to be

considered "friendly." Which side captures the cities does not bear on whether or not they can be considered friendly.

For example, on Blue's first turn, he captured V-20, EE-25, M-14, U-11, and X-27. None of these cities may be considered friendly at this point since CC-15 was not captured. Red, in his turn, captured CC-15 with the aid of air-mobile and invasion troops. On Blue's next turn, all cities in that minor country are friendly to the side occupying them, and can be used for sea movement, supply, etc.

Q. May units that have entered At Sea zone B on their previous turn, invade a beach in zone A or zone C in this turn?

A. Yes.

Q. Can FTRs intercept paratroops?

A. No.

Q. Can FTRs intercept bombers along their flight path or only at the target?

A. Only at the target.

Q. Can paratroops go to sea?

A. No.

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2nd Annual Wargamers' Survey

In conjunction with OPERATION CONTACT, a referral service initiated by the International Federation of Wargaming, The General is re-printing the following survey. Its purpose is to determine the best direction in which to move for presenting improved services to the wargamer. In order to guarantee maximum response, all Contest 45 entries will be voided unless accompanied by this survey. A photostat or handwritten copy is all that is required when forwarding this survey with your contest entry.

- a) The three wargaming publications, in order of preference, that I feel best satisfies my wargaming interests are: 1) _____ 2) _____ 3) _____
- b) The three persons, in order of achievement, I think have made substantial contributions to wargaming within the last 12 months are: 1) _____ 2) _____ 3) _____
- c) The person who I feel has made the singular most important contribution to the specific wargaming field is: 1) Boardgaming _____, 2) Diplomacy _____, 3) Pre WWI Miniatures _____, 4) Post WWI Miniatures _____
- d) The three wargaming organizations, in order of achievement, I feel have contributed significantly to wargaming within the last 12 months are: 1) _____ 2) _____ 3) _____
- e) The 5 Authors, regardless of magazine, I think have best satisfied my interests through their literary efforts within the last 12 months are: 1) _____ 2) _____, 3) _____, 4) _____, 5) _____

Do NOT sign your name. Upon receipt, this survey will be detached from your contest entry and added to all other similarly anonymous surveys that will be tallied on October 15, 1971. Results will be reprinted in the Nov-Dec 1971 issue. The only personal information we ask of you is in the following:

- f) Age _____, g) Years in school _____, h) Years in wargaming _____, i) Major Interest - number 1 thru 8 in order of preference (1 being first.):
 ___ Boardgame Play, ___ Boardgame Design, ___ Diplomacy, ___ New Games & Variants, ___ Pre WWI Miniatures, ___ Post WWI Miniatures, ___ Naval Miniatures, ___ Other, listed here _____

Infiltrators Report

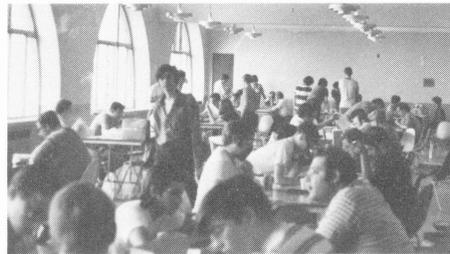
CONTEST NO. 44 was a bit of a "bummer." It seems as if somewhere between the rough draft and the final printed version the words "with supply No. 2" were deleted after "15th Panzer Division at Msus..." Obviously, this made quite a part of the contest obscure. Disaster was avoided, however, because enough of our readers are acute enough to see through these difficulties. Below is the correct answer assuming the "with supply No. 2" had been included (which quite a number of our contestants assumed anyway): Attacks at 3-1 on 4/5 and 9A/20 means that Tobruch can only be defended by two 1-1-6's which can easily be overcome on the next German attack. This contest illustrates a common weakness found in bad "Tobruch tactics." The British disposition looks relatively strong because of the interlocking positioning of the light units. But the final purpose of any tactics should be to buttonup the heavy units the turn before the June reinforcements. The aforementioned German attack precludes this. The game is all but over after this point.

SEVERAL SCORES OF CONTESTANTS submitted the winning solution and from these a random drawing was held to pick the ten winners. They are: L. R. McAnemy, Silver Spring, Md.; Mike Loomis, Santa Rosa, Calif.; Chuck Jensen, Chicago, Ill.; W. Lee Penn, Darien, Conn.; Brian Libby, Portland, Me.; George Paulik, Manistee, Mich.; Les Lightstone, Southfield, Mich.; Thomas Fisher, Elizabeth, N. J.; William Searight, Seattle, Wash.; Robert Harmon, South San Francisco, Calif. Congrats and a full dress salute to these gentlemen.

CONGRATULATIONS also to authors of the five best articles lead by Prof. J. E. Pournelle's "Simulating the Art of War - Part III"; followed by Daniel Kronmeyer's "What? Another Stalingrad Variant"; Dennis G. Mehaffey's "Panzerblitz MSM"; Mitch Gniadek's "A Look at an Old Favorite"; and co-authors John S. Hathaway and Harley Anton for "Waterloo Analysis."

HIGHEST BIDDERS in the Auction of Collector's Items obviously went berserk in their quest to complete their library of vintage games. Led by J. Richard Wagner's highest overall bid of \$35.00 for Civil War, other winners were as follows: The remaining two Civil War games went to Theodore D. Fosdick \$30.01 and James Eggerman \$26.76. Both Dispatcher games went to Norris Morton \$7.00 and Kevin Hohensee \$6.00; the Battlefield version of Gettysburg went to James T. Reilly \$15.51; both Management games went to Carl Kotck \$15.00 and Louis Moynihan \$15.00; the two Nieuchess games went to William Spahn \$15.00 and Jules F. Koetsch \$8.75; one original Verdict went to James T. Heslin \$10.00, the remaining game was found to be incomplete thus not sold; both Verdict II games went to Peter Valeri \$15.50 and James Eggerman \$14.24; four JZ Advertising games went to Arnold Smith \$15.00, Stephen K. Howard \$10.13, Sidney Sackson \$7.32, and Thomas L. King \$7.01; no bids were received for Imagination and Word Power. All lower bids have been returned.

"CONVENTIONS 72" is Spartan International's newsletter detailing all pertinent info on upcoming conventions. A five-issue subscription is available for 50 cents total from SICL Conventions West, 4121 Long Beach Blvd., Long Beach, Cal. 90807; or from SICL Conventions East, 3600 Chestnut Street, A-119, Philadelphia, Pa. 19104. A sampling of info included is the following listing of their convention itinerary through the next 12 months: New York - Nov. 20, 1971; Philadelphia - April 22-23, 1972; East Con. (Fall River) - June 23, 4, 5, 1972; South Con. (Birmingham) - July 8-9, 1972; L. A. Con. V - Aug. 12-13, 1972; and Capital Con. - Washington - August 1972 (date to be announced). In addition, Mini-cons are tentatively scheduled in Los Angeles during November, February, and May 1972...



THE MSC put together another successful convention in MilCon III which was held July 10-11 at St. John's, Jamaica, New York. Total attendance for the two day event was almost 350. Eye-witness accounts said the displays and tournaments involving miniatures was truly impressive. The AH division tourney was the largest on the East Coast. It was, of course, no surprise to learn that AH staff member and convention representative, Randy Reed, won first prize in the AH division. The convention was so successful that plans were immediately made to hold another convention in mid-winter. But the MSC leadership is undecided as to whether Christmas or the end of January is the most convenient time to hold this new get-together. If you have an opinion or preference drop MSC a line at 89-67 Hollis Ct. Blvd., Queens Village, NY 11427.

LEN LAKOFKA writes: "The first Mount Prospect convention is now history. Ninety wargamers enjoyed the one day convention which featured a twenty player naval competition, A Napoleonic "Little Wars" series of battles and other miniatures battles." Over \$100.00 worth of prizes and trophies were awarded at this first (hopefully) annual affair. The first annual "Gateway-to-the-West" convention was held in St. Louis on July 17. The IFW featured a number of AH games and armor miniature tournies which netted the winners over \$150.00 in prizes and trophies. The seventy-five gamers who attended, look forward to next year's event tentatively slated for the third or fourth weekend in July. Reporting on the 4th Annual Lake Geneva Convention, Lakofka related, "the two day event greeted 241 games on Saturday and 157 additional on Sunday plus unnumbered visitors who came to gape. Over \$300 in prizes were awarded." In 1972, the convention has grown to the extent where two halls will be used at Lake Geneva, along with more events and larger cash prizes.

DON GREENWOOD has published his long-needed *Stalingrad* Strategy Booklet. This fifty page manuscript represents the first in a projected series of Booklets that will eventually cover other AH games. In this first effort, articles on Stalingrad have been gleaned from other wargaming journals and the best of these have been presented in this mimeoed manuscript as covering all the aspects and controversies of *Stalingrad*. The *Stalingrad* Strategy Booklet is available from Don Greenwood and his Panzerfaust Publications for \$1.50 postpaid. Mail to: 124 Warren Street, Sayre, Pa. 18840.

EFFECTIVE END OF PRICE FREEZE, IFW has announced they will increase their prices to \$7/yr. for dues and \$6/yr. for Subscriptions. But for the increase of the extra dollar the IFW plans next year to hold five national conventions, publish the *International Wargamer* as a 24-page mag, and increase the number of free tournies and games. Interested? Write: IFW, 1806 N. Richmond, Chicago, Ill. 60647.

IT HAS BEEN BROUGHT to our attention, with some partisan delight no doubt, that Interest Group Baltimore wargamers have been cornering the market on East Coast Convention tournament victories. They have copped first place honors in five major tournies since last Thanksgiving including Fall River and MilCon III. Plans are currently underway for their Third semi-annual Open House to be held during the Thanksgiving holidays this year. If you would like to learn more about this unique group write: IGB, 4118 Glen Park Road, Baltimore, Md. 21236.

S & T MAGAZINE, in issue No. 28, once again shows that it is the best bargain for the Simulations Gamer. Its literary subject matter broadens with every issue; from the very fine "Soviet and German Weapons & Tactics" article by James F. Dunnigan to one on "The Dark Ages Military Systems Profile," by Stephen B. Patrick. A re-review of Luftwaffe is included in this issue also. Their earlier review resulted from "crossed-wires" in that it was prepared without the benefit of the correct set of rules. S & T apologized for this mis-assumption and will see to it that it doesn't happen again.

WE HAVE BEEN INFORMED that the National Invitational Tournament has begun its recruitment campaign. Any wargamer interested in a new type of tournament play should look into the N.I.T. All entrants rate themselves and then are matched with opponents of equal ability. Entrants play six games in each tourny; write Tim Fox, 58 Cutler, Grand Rapids, Mich. 49507.

BECAUSE IT EMPHASIZED the 9 Principles of War, students in the Department of Military Science, U. of California at Davis, have been experimenting with Blitzkrieg. U.S. Army Capt. Justin R. Hughes, Military History Instructor there, claims the experiment "was reasonably successful" in getting those points across. A fellow instructor, CPT Art Hotop, was so impressed with the games' use that he authored a feature article, "Teaching Methods," which appeared in the Army ROTC Newsletter nationally circulated by HQ, U.S. Continental Army Command, Fort Monroe, Virginia 23351....

