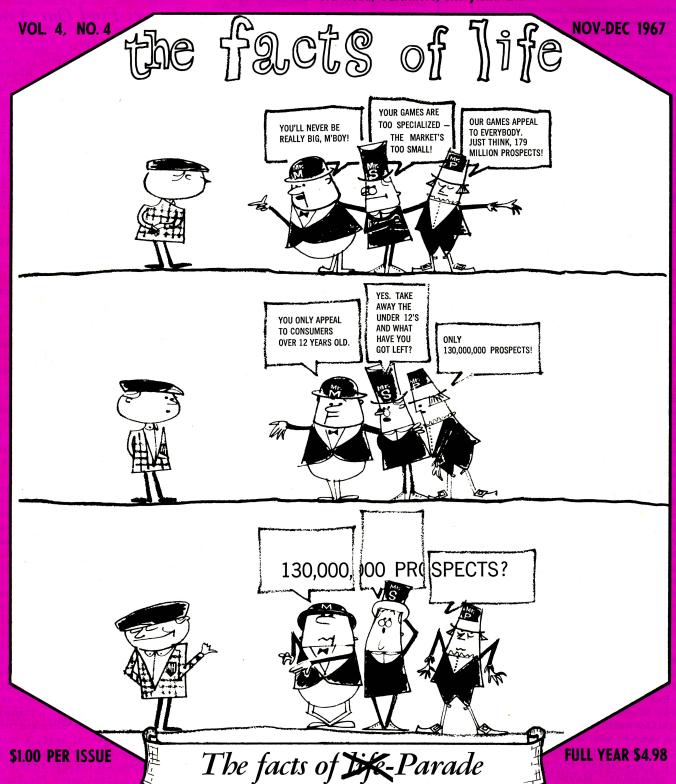
The AVALON HILL

GENERAL

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214



The AVALON HILL GENERAL

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

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

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

All back issues, except Vol. 1, Nos. 1 & 4, which are out of stock, are available at \$1.00 per issue. Full-year subscriptions @ \$4.98.

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COVER STORY:

The facts of **K**Parade

...Parade Magazine, that is. If you don't already know about it, recent editions of Parade Magazine features an article on..."a movement that seems to be commanding the attention of growing numbers of teenagers, college students, and others." They were, of course, writing about Avalon Hill in an editorial entitled, "The Boom in War Games - Armchair Generals," by Herbert Kupferberg, associate editor.

This beautiful bit of publicity was seen in all 77 newspapers that syndicate Parade Magazine as a Sunday supplement. Inquiries as a result of this article have been phenominal. The avalanche of requests for information flooded our offices to the extent where we simply couldn't handle all the requests immediately. Our apologies to those of you whose inquiries and orders were correspondingly delayed.

130,000,000 Wargamers?

Tastefully written, this particular editorial reported the whole wargame scene exactly as it is...no overblown statistics...no pie-in-the-sky rationalizations to account for the "boom," but straight-forward, human-interest copy on the why's and wherefore's of the whole wargame schmeer. And we'll be honest; there aren't 130,000,000 wargame prospects. Maybe only half that number. As for the other half; well, that's who we have Shakespeare, Man-

The Avalon Hill Philosophy - Part 6

Up until now, Avalon Hill's philosophy has been quite simple - "sell games." And in the ten years that make up its brief history, their marketing department has been able to keep up with the demand for new games by producing quality products of an imaginative and creative nature.

Their selection of subjects around which to build new games has been left mostly up to the hard-core fanatics themselves...by their registration card comments...their unsolicited requests...and by surveys run in various editions of this magazine. For example; Blitzkrieg, Guadalcanal and Jutland were produced because these were the titles most requested by subscribers to The General. In a sense, then, we can report that readers of this magazine have exercised a great influence over the choice of products offered the general public.

The Also Rans

But what about the near-misses... those subjects which don't rate top interest yet receive better than fair share of requests? Unfortunately, such potential games have to be relegated to obscurity, or to await their niche in the popularity parade. These are the games that, for one reason or another, do not have consumer-appeal broad enough to warrant publication. As James R. Becker, Lakeside Toys, once put it, "the single most important factor in a game is its name. If you have a great game with a bad name, forget it. If you have a great name and a poor game, you have a better chance for success.'

Naturally, Avalon Hill likes to think of themselves as producing great games with great names. But what about those great games with bad names? Is it

agement, Dispatcher, LeMans, \$quander and the sports games for.

Reprints Available

We would like to have reprinted the entire editorial here in the pages of this magazine - but because of space limitations are offering the next best thing. We will send you, FREE, an exact reprint of the entire article. Simply send us a self-addressed envelope containing first class or airmail postage, and we will rush the complete article out to you. You may have been among those mentioned along side of the "The Fourth Reich..." "The Fifth Column..." and "The Praetorian Guard"

fair to relegate them to obscurity just because there doesn't happen to be much glamour to their titles? We don't know the answer to this -- but it's high time someone finds out.

So, Lets Find Out A'ready

It isn't often that a good new game comes along. The rarity is when three good games come along. Nevertheless three good games have come along and Avalon Hill has selected them in a test-case to settle the above hypothesis once and for all. In fact, The General is devoting this column to promoting the sale of these titles even though it will constitute a dollar drain from current AH titles. Under the assumption that it may be in the best interests of adultgaming per se, we offer the following games for your consideration:

Nuclear War

As the title indicates, this game isn't exactly hop-scotch. It is, in fact, a delightfully amusing game of satire yet ironically engrossing as players can walk away from a 20 minute game deluded into the feeling that this world cannot possibly stand long. Maybe this is why it only takes about 1/2 hour to complete a game. Besides its satiracal value, we have chosen this game because it invokes the perfect balance of luck, skill and strategic thinking that could be the panacea for all gameplayers. If we had to select a "pickhit" of the year, Nuclear War would be it. At first glance, it appears to be a relatively simple card game. Not so. The object is "world domination" by eliminating all other players who represent major powers. Actually, the object is to persuade opposing countries, thru a show of might, to join your superior form of government. But this isn't too much fun. So, your real aim is total population-destruction thru the use of propaganda and, of course, nuclear weapons. But, since you really don't want it known that you are basically destructive at heart, the game's built-in subtleties of design allows you to accomplish the former by deviously peaceful means, rather than as a clod who triggers nuclear war through careless strategy. The ultimate winner is the one who has at least I million of his own population remaining. In some cases, then, all players may be losers. Yes sir - a great game for family fun. Great as a Xmas Gift for Auntie's stocking, too.

Viet Nam

A sore subject to say the least. Nevertheless, it is a current subject for debate. From an informative and educational value alone. Viet Nam is well worth the price. While it's still difficult to tell the good guys from the bad guys, you will hold a great appreciation of America's roll in this real-life struggle after playing just one contest. Our hats are off to the designer(s) of this one. Simultaneous movement, military factors, guerilla warfare, political tactics -- all built into one amazing game. We like the quality, too. Over 150, plastic playing pieces adorn the 27" x 21" battle ground. The complete game contains rules and two distinct game versions -- all you need for an evening's enjoyment with an entirely new kind of problem in wargaming. And with Viet Nam, the problem can be solved. McNamara should be so lucky.

Confrontation

Confrontation makes Blitzkrieg seem like a coffee break. It is the most complex game ever designed. It is allencompassing in scope, a fictional game based on the world diplomatic situation circa 1940. At least it starts out that way. A period of cold-war maneuvering wherebye economic and political pressures totter the balance of world power, is usually followed by good, old-fashioned hot war aggression.

A Political-Science major would have difficulty keeping all the balloons in the air in this one. No important economic detail is overlooked. Even weapon development and technological research are built into the design. There's provision for espionage, too. Even if your right hand knows what the left hand is doing you'll need six hands to meet the challenge of this truly comprehensive game. Those who have, declare that Confrontation leaves nothing more to live for. We can't go this far. We will concede, however, that no wargamer should leave this world without attempting to meet the challenge of at least that of a subordinate commander in this game designed for 2 to 8 persons. The hugeness of its scope is matched only by the size of its vinyl-type mapboard that measures 60" x 28". Think

Available from Avalon Hill

Although the subject matter for all three seem similar, we hasten to add that there is no overlap of design concepts whatever. These are three distinctly different games - each a design-breakthrough in itself. Reasonably

priced, all three may be purchased directly through the offices of The General. All orders must be accompanied by a check or money-order in the full amount plus postage (if required) made out to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Md. 21214.

Nuclear War - \$3.25 (no postage necessary)

<u>Viet Nam</u> - \$5.00 plus 50¢ postage <u>Confrontation</u> - \$6.00 plus 50¢ postage

As Xmas gifts, any of the three would be highly complimentary to the recipient. All orders will be processed promptly as long as the limited supply for each lasts. Make sure all currency is made out to The Avalon Hill Company, c/o "The General."

The editors and staff of this magazine hope that this new philosophy (an effort to supply the growing consumerdemand for new games) meets with subscriber approval. If not, we're sure we'll hear from you.

Strategy & Tactics

We think it also in the best interests of wargaming to single out the one wargaming journal we feel best separates fact from fiction in the jungle of wargame literature. Strategy & Tactics, hardly a year old, has reached the level of mass-distribution and can be purchased in many hobby outlets. Along with Kommandeur and Kampf, two publications of a specialized nature, Strategy & Tactics was singled out in the recent Parade Magazine feature. Its contents run the gamut from board gaming to warfare with miniatures, stopping in between to report on the latest in diplomacy, play-by-mail variations, historical analysis, etal. Truly the complete wargame journal.

Its rise in popularity can be due in most part to a staff of writers, both free-lance and part-time, who know what wargaming is all about. Copy is rather briskly written, a far-cry from the puerile ramblings found in lesser publications. Well illustrated, <u>S & T</u> is our recommendation as the wargame journal no complete battle-game aficionada should be without. (Oops, there go a couple of subscriptions to <u>The General</u>).

We feel this publication more than warrants the time it would take to send them a request for subscription information. Write: Strategy & Tactics, Box 11-187, Dept. G, Loudonville, New York 12211.

Principles of War-Security

by M. J. Frankwicz M. B. Brundage, editor

ED. NOTE: Credit for this article also must go to Capt. W. L. MacMurdy, U. S. Army Intelligence Officer whose notes on this subject proved most invaluable to the editor.

Security Defined

"The proper and effective safeguard of a command and its personnel against conceivable enemy action."--Dept. of the Army Pamphlet NR. 380-1, 26 March, '62 or more simply said, "Being prepared for any Eventuality."

Security for Both

Security is probably the most important principle; for without it, the keys to success are lost. It applies not only to the defense, but the offense as well; to the strategic situation, as well as the tactical; to the General, as well as to the Private walking guard duty.

Keys to Security

We've defined it, now let us look deeper into its use and preparation.

Security lies in being able to devise a workable military disposition out of five basic capabilities. 1) Attack, 2) Defend, 3) Delay, 4) Reinforce, & 5) Withdrawal. It, also, includes the good use of (a) Terrain, (b) Intelligence, and the all important (c) Time-Distance factor.

Let us take an example where all these factors would apply.

As a defender you may have been confronted with the choice of making a Strategic Withdrawal. You needed time to accomplish your objective. You needed good security to prevent your enemy from isolating you and defeating you in detail. You then withdrew (5) from a poor defensive plain to an escarpment and behind a river (a) where you were doubled on defense (2) leaving also several small units as delaying (3) pieces along the main route of escape, giving time (c) for the units to set-up a proper defense in another sector where you could bring up reinforcements (4) so that by the time the enemy arrived to attack your main defense you were prepared to attack (1).

In this example you noted the use of all five of the keys to security plus the use of two other elements of achieving good Security. It would appear that we

left out the use of Intelligence (b) as a factor of Security. But let us, however, look at the use of Intelligence as it applies to the situation under discussion.

Intelligence Factor

If you were sharp you would know what your enemies capabilities are. You would know your enemy's Order of Appearance by heart. You would know his strengths, weaknesses, transportation capabilities, supply capacities and, most of all, have a good understanding of what objectives he's trying to reach. You would also keep tabs on the weather, and his replacement rate and centers if they are a factor.

Without this knowledge you would not be able to predetermine where you would be able to be prepared to meet him on better than equal terms. For as we discussed in previous articles the defender must eventually turn to the offensive to defeat his enemy in detail; and before that can be accomplished the enemy's offensive javelin must be broken and his security left lacking. This must be done by cold calculating analysis of the enemy's situation.

Tools & Practices for Good Security

With the keys to security now laid down let us analyze their use more closely.

It is true that the defender is preoccupied more with Security than is the offender, because the defender must protect against the thrusts of his enemy at every conceivable place on his defense perimeter. The offense should not overlook security or his enemy will find good opportunity to turn the tide of battle. The enemy could, for example, find a weakly secured flank, roll it up and snatch victory right out from under the offense. The offense should never grab more than can be secured. One should take into account what the enemy can do. Do not overextend. Prepare sound defenses of your flanks after every thrust. In other words, do not get carried away with your forward progress that you overlook your security. Take them step by step; thrust, secure, thrust. In this way you'll prevent your enemy from getting at you where you least expect it. The downfall of many a good offense is the overlooking of Security.

The defender as we had said has the greater share of the Security pie. He must be secure everywhere and be prepared to plug any hole in his line that might occur. One good tool for Security of the Defense is the use of a Strategic Mobile Reserve. Give full consideration of air, land, and sea capabilities of your enemy before placing of this Reserve in a Strategic location, so

Jutland: 2nd Time Around - Part II

by James F. Dunnigan Research & Design Director

Our new approach to game design has, quite rightly, inspired more people to ask questions concerning the historical background of the games. We would like to say a few words here concerning the use of historical sources with a game such as Jutland. First of all, don't believe everything you read. Up until Jutland this applied, as many gamers have pointed out, to AH games also. Until recently AH, like most of its customers, took the word of sundry historians when designing a game. This may come as a shock to some but there are simply no historians who do not, intentionally or unintentionally, make errors in their work. But we feel that the rigorous format of the AH game precludes many of the errors most historians are prone to fall into.

Logic and Reasoning

One important element built into the game was the mentality of the commanders and, in a more general sense, the navies themselves. This brings us to such items as the British inability to utilize the "Battle turn away" (Gefechtskehrtwendung) and smokescreens. The British had a "battle turnaway" in their tactical manuals (known as "Blue Pendant, 16 flag) but Jellicoe felt, quite rightly as it turned out, that his lower commanders were not capable of pulling it off successfully. The better trained Germans had no such problems. The same applied with smokescreens. The

that when it's needed it can get there quickly.

The good use of Terrain, natural & man-made, such as, mountains, river lines, passes, fortification & city-towns, wherever possible will be of great aid in defense, especially where you haven't sufficient forces. The depth of lines & interlocking zones of control in sectors of enemy attack will prevent the enemy from making deep penetration, & encirclements. Flanks should be placed on mountains, forests, the sea, & otherwise refused areas for better security wherever possible. Airdrop screens of weaker units should be placed behind front lines to prevent vertical envelopment by Airbourne or Airmobile units as in (D-Day or Blitzkrieg). Main avenues to the front should be occupied at key junctions to insure protection of supplies as in (Bulge) and additional tactical reserves should be maintained close at hand to prevent exploit of breakthroughs. Good use of these tools and practices will help insure Security.

British knew that the Germans used them but felt that they were of little tactical use. They changed their minds after Jutland.

The Wind Direction rule is most important. It was this phenomena which blinded the German fleet at a critical moment during the original battle. Wind blows TOWARDS the direction indicated. Smokescreens are, for the sake of simplification of a rule to reflect the position of the sun in early morning and late afternoon and its effect on gunnery. The rule we developed for this in the prototype game was far too complicated.

The conditions of victory will still cause problems simply because Jutland is SO realistic that, in re-creating the originally amorphous situation, there are still numerous opportunities for the ruthless player to exploit conditions which can never really be made "airtight" with regard to a clear cut victory. That's the way Jutland was, it's the way life, as most of you know, still is.

Refer to optional victory conditions outlined at end of this discussion.

The Gunnery Results Table was based on two premises: first; that a certain percentage of "Firepower factors" (composites of shell size, rate of fire and shell effectiveness) would hit a target at a given range for a certain number of factors fired. Our second premise was that the ideal gunnery duel was between two single ships. Using more than one ship on either side made fire control progressively difficult. Shells with dye markers had not been developed yet and it was therefore impossible to tell which shells belonged to which ship. Thus the more ships you had firing on a target the lower would be your percentage of possible hits. The critical hit option was a difficult rule to develop, we feel that the revision will reflect this aspect as accurately as possible.

One overriding factor affecting operations in the North Sea was the low fuel capacity of the destroyers. The doctrine of both fleets stressed the constant need for destroyers to screen capital ships. Thus, in effect, a time limit was placed on operations. This time limit was equal to the endurance of the fleet's destroyers. British destroyers could stay at sea for 60 hours. German destroyers could remain at sea for 54 hours. The endurance of the destroyers is based on the amount of fuel they carried. The German boats were generally smaller and thus could steam for a shorter time. The time allotted to them also included fuel expenditures for high speed steaming (such as in combat) when far greater amounts

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of fuel were consumed. Our estimates matched almost exactly with those of the British and German. (Endurance for capital ships was 150 hours, for light cruisers 100 hours.)

Final Bibliography for JUTLAND

A complete bibliography for the Battle of Jutland would include hundreds of volumes. Thousands of additional volumes would have to be added if we also wished to cover all of the technical and secondary aspects. Therefore the bibliography listed below is highly selective.

The game was designed using the "Operations Research" principle in which each "operational" aspect of the historical event was analyzed to discover its "functional" elements and their relationship with each other. An example of this would be found in our investigation of the problems surrounding the question, "What critical elements were involved in terminal ballistics of large caliber naval shells?". We found that the critical elements were: shape of shell, composition of shell, type of fuse, type of ignitor, type of burster, angle of fall, terminal velosity, rate of spin, angle of yaw and a host of other more minor factors. For the British there was an additional critical factor and that was their inefficient method of proof testing shells. In the final analysis all of the above factors had to substantiate any and all occurrances at the original battle. The same exacting method was used in evaluating all other aspects of the campaign, physical and technical as well as human. The bibliography below reflects most of the source material we utilized.

Bacon, R HS - Dover Patrol

The Jutland Scandal
The Life of Earl Jellicoe of Scapa
Modern Naval Strategy (with F E
McMurtrie)

Barnett, C - The Swordbearers

Brassey's Naval Annual 1904-1943

Chalmers, W S - Life and Letters of

David, Earl Beatty

Corbett, J - Naval Operations, Vol 3

(with volume of maps)

Cranz, C & Becker, K - Handbook of
Ballistics, Vol 1 (Exterior Ballistics)

Dewar, A C & Dewar, K G B - The Narrative of Jutland

Dewar, K G B - The Navy from Within Dorling, H T - Swept Channels

Fawcett, H W & Hooper, G W W - The
Fighting at Jutland

Frost, HH - The Battle of Jutland

Gibson, et al - The Riddle of Jutland

Groner, E - Die Deutschen Kriegsschiffe 1815-1945

Gross, O - Der Krieg Zur See, Der Krieg in Der Nordsee B and 5 (with volume of naps)

Harper, J E T - The Harper Documents:

This is not an actual publication but a series of works prepared by J E T Harper shortly after the war. They became the center of much subsequent controversy in England as to just who "won" the Battle of Jutland.

Hase, G von - Keil and Jutland | Jellicoe, J - Crisis of the Naval War - The Grand Fleet

Jane's Fighting Ships, 1905-1921 <u>Le Flemming, H E</u> - Warships of World War One

Marder, A J - From the Dreadnought to Scapa Flow, Vols 1-3

- Fear God and Dreadnought: The Correspondence of Lord Fisher

Parks, O - British Battleships - British Destroyers

Proceedings of the U.S. Naval Institute
- Rigid Airships (G Fultin, p
1565, 1921)

- The Effects of Meteorlogical Conditions on Tactical Operations at Jutland (A E True, p 9, 1940)

- A number of other articles were used to a much lesser extent than the above two.

Scheer, R - Germany's High Seas Fleet in the World War

 $\frac{ \mbox{Siney, M C}}{\mbox{Germany}} - \mbox{The Allied Blockade of}$

Transactions of the Institute of Naval Architects and Marine Engineers - A number of articles were used from among those published between 1908 and 1943.

Tripitz, O von - My Memoirs

Waldeyer - Hartz, H von - Admiral Von

Hipper

 $\frac{\text{Wilson, H W}}{\text{Wollard, C L A}} - \text{Battleships in Action}$ $\frac{\text{Wollard, C L A}}{\text{Naval Forces}} - \text{With the Harwich}$

Young, F - With Beatty in the North Sea

Notes On Sources

Most of the above books are out of print. The Barnett book is still available in paperback and provides the best short account of the battle. Naturally, not all of the sources mentioned above are of equal value in designing a game. A game requires, above all, very technical information. The most valuable sources of technical information were BRASSEY's, which contained numerous technical articles as well as, to a lesser extent, the graphical ship data found in JANE's. Both BRASSEY's and JANE's were British publications and while they were able to provide reasonably good data on British ships they were incapable of doing the same

thing for the German ships. Thus the most valuable German source is DIE DEUTSCHEN KRIEGSSCHIFEE, which went into even greater technical detail than JANE's. Much additional, and invaluable, technical information came from the TRANSACTIONS and the PRO-CEEDINGS. KRIEG ZUR SEE provided us with a wealth of tabulated data, particularly a record of German signal transmissions to complement the British ones (also included there in German) found only in a much more rare publication. The Marder books provide a valuable, up to date and comprehensive analysis of British naval policy and operational procedures. The Jellicoe books also go far to complement Marder's works. For the German side one must turn to the Scheer, Tripitz, Waldeyer and Hase books. In a class by themselves are the Parks books which, despite their lack of thoroughness in the German manner, are quite

The bulk of the research was done at the Columbia University Libraries, the Main Research Library (42nd St) of the New York City Public Library, and the Library of Congress.

In conclusion we have outlined an optional set of victory conditions designed specifically to enhance the enjoyment of play for the hard-core naval game fanatics. While they are far too lengthy to be added to the official game rules, they do reflect the true historical situation for the battle of Jutland.

Optional Victory Conditions

There are two types of victory; MILITARY, in which one side achieves a decisive, far reaching success over the other, and PROPAGANDA, in which one side achieves an indecisive, yet tangible, success over the other.

THE BRITISH WIN if they get their unsunk (through enemy action) DD's back to a BASE (A17, D13, K9, V5, CC2 or DD1) within their 69 hour timelimit AND fulfill one of the following conditions:

MILITARY VICTORY-Obtain a 3 to 1 ratio in capital ships (BB & BC) over the Germans.

PROPAGANDA VICTORY: A - They have forced all German capital ships back to port (BB 16) without losing more capital ships than lost by the Germans. This must be done within 30 hours of the Germans being "spotted". Germanships are considered forced back to port when they return with the British in pursuit and capable of putting at least one division of BB's or BC's in either AA15, Z16 or

Z17 for one hour. (BB16 includes entire German minefield area) - OR-B-They are able to maintain at least one division of BB's or BC's in either AA15, Z16 or Z17 for six consecutive hours after having been drawn out of their bases by the appearance of the Germans off the coast. THIS CONDITION DOES NOT APPLY WHEN USING THE BRITISH SWEEP.

THE GERMANS WIN if they get their unsunk (through enemy action) DD's back to base (BB16) within the 54 hour timelimit and fulfill one of the following conditions.

MILITARY VICTORY: They obtain a l to l ratio in capital ships (BB & BC) with the British.

PROPAGANDA VICTORY: A-The British fail to force all German capital ships (which were at sea when the Germans were spotted) back to BB16 within 30 hours of the German's appearance. -OR-B-AA 15, Z16 and Z17 are cleared of British capital ships before they have been able to remain there for six continuous hours. (British must have been there two continuous hours to begin with.)

NOTE: IF both sides should fulfill a condition of victory, the winner is the side which sinks the larger number of capital ships (BB & BC).

A DRAW occurs when;

A-One side has achieved a victory while the other has sunk more capital ships. B-Neither side fulfills a victory condition.

SEARCH ESCAPE-Ships going into the Skagerrak are only escaping temporarily. In order to conform to any of the above conditions they must eventually return to the above named bases.



"When does one stop being a wargame 'buff' and become a wargame 'nut'?"

Inventor's Nightmare

by S/Sgt Louis Zocchi

AH Note: There is more to designing a game than simply purchasing bex sheets from Avalon Hill. Considerable thought must also be given to marketing philosophy and, most important, a title for the game. The following recounts the problems in the life of a typical game designer who could be your next door neighbor-- we take you now to a small, ineffectual rural area of a typical American city...

Many years ago, I designed and sold a game called "M". Each player received a small printing press and plates. The plates enabled each player to print up some play money and the object of the game was to print up more money than any of the other players. The game was selling fairly well when the Treasury Department happened to notice that their money bore a remarkable similarity to mine. They took the very narrow minded view that I had copied their design. Actually, I believe the reverse was true. Anyway, I complied with their request that I stop selling "M".

I still had a large number of printing presses left and decided that I could redesign "M" to the point where it would no longer be recognizable, while still using some of the left over components. That is how I came to design "M.O." The object of this game was the same as "M" but now each player was printing Money Orders. I wanted to keep the game as realistic as possible, so my money order plates closely resembled those used by the Post Office Department. Instead of being flattered by my efforts to emulate their product, they considered me a menace to their monetary ventures and threatened to put me in Jail unless I stopped at once.

I decided to redesign the game and use up the remaining printing presses for a new game which I called "M.O.N." This game dealt with the stock market. Each player Manufactured Official Negotiables. Unfortunately, before I had a chance to get rid of all the games I had made, the Securities Exchange Commission got wind of my efforts. This batch of wild eyed bigots took the same hard line as the Postal and Treasury officials and forced me to stop production.

That is when I invented "MONO". Mono was designed to be played by only one person hence the name, mono, meaning one. Unfortunately mono is also the number of copies I managed to sell. When I realized that the game wasn't doing too well, I re-designed it so that it could be played by one or two players and changed the name to "MONOP" which tried to tell the buyer by its

name that it could be played solitaire or with an opponent. Evidently, the buying public never understood the title because few games were sold.

My next invention was a Mobile Nocturnal Pouch game which I called "MO-NO-PO". Each pouch contained tools sturdy enough to permit the player to open even the strongest safe in total darkness regardless of the inaccessibility of the safe. This time the local law enforcement agencies forced me to discontinue the sale of my game. Too bad, too, it was my best seller. My next game was called "MONO P.O.L." because it dealt with the Monopolistic Procurement Of Land. You'll find this hard to believe, but just before I went into production, another game company came out with a real estate game which was almost identical to mine. (They called it Monopoly); I decided to wait and see how well their game sold before I offered mine for market. For the past 30 years they have done very well. If they continue to do as well in the next 30 years, I'll take a chance and bring mine out, so watch for it.

Ad Campaign Winners

The "Do-it-Yourself" ad campaign, kicked off in the July-August issue of this magazine, met with a flood of subscriber entries. The entries were judged in three areas: 1) imagination, 2) layout, and 3) product-sell copy. The award committee was disappointed in that no entry met the high-standards for all three categories. It was significant that many subscribers chose to emulate the approach of Avalon Hill's current advertising. In itself, this was an endorsement of our advertising approach and tantamount to a pat on the old advertising back.

Nonetheless, many entries qualified for at least one of the three. Outstanding entrants included:

Imagination: Mark Dumdei, Tulsa, Oklahoma; Kenneth L. Benton, Spokane, Washington; Richard Gutenkunst, Mott, N. Dakota.

Layout: Joel S. Davis, Pittsburgh, Penna; Mark Dumdel; Bill Stone, Fredericksburg, Virginia.

Product-Sell: Jay Rockstroh, Baltimore, Md; Richard Mooney, Austin, Texas; Michael Barnhart, Hanover, Penna.; Kenneth L. Benton.

Our thanks also to the many near-winners whose participation in the contest helped spark a new, imaginative approach into upcoming ad plans for the promotion of adult games to the public. And to the above winners - appropriate gift certificates have been sent along with a grateful, "job-well-done." See you in our next contest...

Graphic Aids for Blitzkrieg

by Theodore Pittman

"Blitzkrieg is too complicated for two players." "Blitz by mail would take too long." I've heard these statements many times, but neither of them are necessarily true. I've developed a system which assists a player in being much aware of all the Blitz variables whether playing in person or by mail.

The most important point is to have a thorough understanding of all the latest AH rules. It is beneficial to have all related rules together. To accomplish this, type each topic of the rules on a separate sheet then add the appendix rules and the questions & answers from the General to the appropriate pages.

The next step is to have all the charts and playing pieces readily available. A 'charts board' solves the problem of flipping pages each time a different chart is needed. The board is made by photo-copying pages 6, 8, 10, 11, and 12. Next clip out the charts and place

all of them on one 8 $1/2 \times 11$ inch sheet which is then photo-copied.

The playing pieces are stored in two plastic boxes. The boxes should have 18 compartments each. Label the compartments as in figure 1.

To assist in computations of combat factors (CF) vs supply factors prepare a supply chart on an 8 1/2 x 11 inch sheet. (See fig. 2) The supply chart indicates the maximum available CF and their supply requirements. To get exact figures subtract the eliminated units CF from the totals for that turn. Note: FTR units are not added to the offensive totals, but are included in supply. BRKTH units are computed at their defense factor for supply purposes. Reinforcements are assumed to be air force units. They are not added to the offensive total because they might be FTRs.

All mathematical data can be expressed as covering three areas. These are: combat factors, strategic location,

and supply. An operations chart can be made covering these and other areas of importance. (See fig. 3). The chart is mounted on masonite and covered with plexiglass. Size 8 1/2 x 14 1/2 inches.

Section I indicates comparative attack factors for all units and the total factors on the board. (BRKTH are included in the Armored column. FTRS are not included in the total due to their non-offensive nature.)

Section II indicates CF in strategic locations. This is highly important due to the extensive time-distance factor in Blitzkrieg.

Section III indicates available supply factors. The total needed is computed in the following manner:

$$S = (A - B) (C - D)$$

or

 $S = (A \quad C) - (B \quad D)$

S = total supply factors needed

A = total attack factors on board (less FTRs)

	TURN #							
BLUE	1	2	3	4	6	8	TOTAL	
INF	106	12	12	16	12	12	170	
AR	68	12	6	6	14	6	112	
BRKTH	32	8	8	8	•	•	56	
PARA	14	٠	4	ø	•	•	18	
Beinbers	36	•	p	0	•	ŕ	36	
*FTRS	16	•	•	0	•		16	
REINF	•	o	¢	e	8*	8*	16*	
SUB TOTAL	272	32	30	30	34	26	424	
ATTACK	256	288	318	348	374	392		
SUPPLY	204	232	258	284	310	328	•	

1	G	U	RE	2A
-	a	v	~ E	ZA

					•			
RED	1	2	3	+	5	6	8	TOTAL
INF	96	12		16	12	16	16	168
AR	62	12	28	•	12		•	114
BRKTH	32	8	٠	•	8	•	4	48
PARA	18	•	•	•	•		٠	18
Bombers	36	v	æ	e	4		o	36
*FTRS	16	•	¢	•		4	•	16
REINF	•	•	•		4*	4*	8*	16
SUB TOTAL	260	32	28	16	36	20	24	416
ATTACK	244	276	304	320	352	368	384	
SUPPLY	192	220	248	264	292	308	324	

TURN #

FIGURE 2B

		CTORS	AR	PARA	1 SA	C	MDM	7	4C	FTK	25	TOTAL
BLUE	+ "	'	77	/ ALA		-	7.17/1		70	1	`-	1.11-
	+											
RED								L		1		
TRAT	EGIC	LOCATIO	W				SUPP	2Y				
7		AT SEA	RESER	VE IN	DESERT	TOTAL	Hom	E	OTHERS	To	TAL	NEEDE
BLUE	:											
DEVE	-		+	-+-				-		+		
RED	,]		ı]			11	- 1				
					CHECI	K 4/5	T			- SEC	URITY -	-1
	REPL.	WEATHER	DEINE	TERRAIN	TARVET	NAVY	NUCLEAR	DUTTER			BEACI	
	KEPL.	WEATHER	KEINF	IEKKHIN	RANGE	NAV/	MUCLEHA	AUIUS,	JUPPLY	AIK	CEMEN	<u>-</u>
					<u> </u>							
										,		

	ReINF.	FIRST	LISUL
	4-2-4 1-6 2-6	BRKTH 2-1-4	5AC 1-20
FIGURE	1-6 2-6	PARA	SAC 2-20
_	ARMER 2-6	AIR Arsault	MDM
	INF 1-4	24-1 843	MDM 2-10
	1NF	FTR 2-12	TAC

- B = Aircraft factors on board (FTRs included)
- C = attack factors in desert
- D = total defense factors of BRKTH on board

Once these simple equations are understood their use will become almost automatic.

Section IV is a check list to avoid a catastrophe due to your overlooking some detail. Each box must be considered for your opponent's army as well as your own. I recommend filling in all data at the end of your opponent's turn. Any changes occurring during your turn or your opponent's next turn are entered in small digits in the corner of the appropriate box.

Even though it is assumed that the tactical potential of each army is obvious to both players, I use Neuchess pawns to mark areas to be attacked or defended, and nuclear squares. These pawns are placed and removed during my turn.

When playing by mail we find that AH has prepared a 'charts board' and that we have an opportunity to use Neuchess pawns, map flags, and wax pencils for noting important positions. After several modifications my system finally looks like this.

The Blitz board has a plexiglass sheet over it. Both the board and the

plastic cover are mounted on a light wood base. All play is as usual. However, the special markers can be used for: location and range of aircraft, areas to be attacked, location of strategic defense units, turn-by-turn movement of specific units or groups, maximum range of specific units, invaded beaches, etc.

The particular choice of marker for any specific notation is up to you. I use the pawns for noting enemy aircraft location and defense units of both armies. The map-flags are used for enemy reinforcement units, my BRKTH units, and my attack groups. The wax pencils indicate the movement and strength (CF) of enemy groups, the projected advances of my army, and beaches invaded by each player.

Remember that all the materials mentioned are only 'aids' for your command decisions. Don't make the mistake of allowing them to dictate a decision. The system described herein has always been used to supplement a written operational plan. I've won every game of Blitz-by-mail in which I've used the system. It would be challenging to play an individual or club which also utilized this or a similar system.

For more details or comments please write: Ted Pittman, 2-10 27th Ave., Astoria, New York 11102.

What Next? Destroyers at Midway

by Steve Marston

In the Jan. '67 issue, Richard Gutenkunst's article on "Gross Injustice to Submarines", told of a way to put submarines in Midway. I have found a way to add destroyers to the game.

First, take a mess of blank counters from the box. Then select three blue counters from the pieces you have next to you, and label them DesDiv 1, 2 and 6. (DesDiv stands for Destroyer Division). The factors (surface and screening) are determined by the amount of hits needed to destroy the entire division. Example: DesDiv 1 requires 4 hits to sink it, so it has defense factors of 4-4.

DesDiv l	3
DesDiv 2	4
DesDiv 6	4

Now, take 8 red counters and label them DesDiv 2, 4, 8, 10, 11, 9, 17 and 19.

On the hit record pad, credit Des-Div 2 with four hits, 4 with four hits, 8 with two hits, 9 with three hits, 10 with three hits, 11 with four, 17 with four, and 19 with four hits. Every Jap destroyer division, when destroyed, is worth three victory points.

All American destroyers are present at start, but on the Jap side, only divisions 4,10 and 17 appear at start. Des-Div 8 comes in with Mogami, Suzuya, Kumano, and Mikuma.

The next batch of Jap destroyers comes in with the Kongo-Hiei-Zuiho group. These are the 2nd and 9th divisions. The last group of destroyers appears with the main body, the Yamato-Mutsu-Nagato group. These last "cans" are the 11th and 19th divisions.

Naturally, there must be a different way to record battle damage. Each little square in the destroyers hit record section represents I destroyer. Hence, if one hit is registered, one destroyer is sunk. Since a destroyer is sunk, naturally firepower is decreased, so, say if DesDiv 2 of blue sustained one hit, it has three destroyers left, so it now has defense factors of 3-3.

Comments should be sent to: Steve Marston, 1256 Lisa Ann Dr., Akron, Ohio 44313.

Vary Your Play

By M. W. Leach

In past issues, the General has published many "perfect plans." These are usually given for the defense in D-Day or Stalingrad, but there is scarcely one side in any A.H. game for which a "best strategy" has not been claimed. Such plans, however, further a rigid style of play that can only have unfortunate results, and ignore entirely variables due to individual opponents. This is particularly important because most wargamers meet on at least a semi-regular basis: the play-by-mail contest with a total stranger is the exception rather than the rule.

For example, I have one friend who is a religious devotee of the German General Staff. In every game of Stalingrad, he uses a plan like "Moscow at 3 to 1" (July '66 General). If the area north of the Pripet Marshes is heavily defended, his attitude is "so much the better, " i.e., more Russian units can be eliminated early. After he loses (he always does, even though we use automatic victory rule), he is too concerned over finding the tactical turning points to realize that his failure was not in execution but in design. With the knowledge that he will strike for Moscow, I can leave my South and Southwestern Fronts weaker than an ordinary "perfect plan" would dictate, and mass my main force on the Neumas.

Being alert to certain excentricities of an opponent can be most advantageous. As the German in D-Day, you may recall that an Allied player favors a particular invasion area. If so, you can rearrange a few units in your defense, leaving that beach looking fairly weak, but having enough armor within 1 turn to offer excellent prospects of crushing the invasion in the first week.

Likewise, you can turn a computerized opponent's "perfect" placement into a disaster for him. Every defense has its weaker points, and a period of study and experimentation the day before a game should locate them. If you are also acquainted, from past experience, with his plans for withdrawal after the first turn, you have greatly increased your chances of winning. The study of your opponent's methods and the adjustment of your own offense or defense accordingly can be a decisive factor.

WARNING: Do not go overboard by, for

instance, leaving the Prutt River line with a skeleton force to oppose the General Staff advocate mentioned above. There is a first time for everything, and if he decides to attack there, the

results could be very unpleasant. If this does happen, you must revise your analysis of this man's play (to say nothing of your defense) very rapidly.

Analyzing your opponent need not stop at the strategic level. In Stalingrad again, if you are facing a German who you have never known to attack at 2 to 1, you may decide to leave Lenningrad with fewer units, and employ the reserves in a counterattack at Moscow. In another instance you, as the German in Bulge, may be opposing an American who likes to counterattack at every possible opportunity. Knowing this, you can lure him into a trap which hopefully will leave the enemy with far fewer troops left to defend vital areas.

While observing the excentricities of prospective opponents, it would be wise to improve your own game by eliminating your bad habits. Everyone will, and should, develop a style of play, but that style should never become rigid. Even if you do not like 2 to 1 attacks, try one when an A* Eliminated cannot do too much damage. If you keep your opponents guessing, you will benefit later

in the game, and in further games; but if you refuse to ever make such attacks, a competent enemy will soon realize and take advantage of the fact. Likewise, an occasional raid or counterattack in A.K., D-Day, Bulge, or Stalingrad, will force the attacker to devote more troops to his own defense and security forces.

Finally, vary your general plan from game to game. Do not use the same "perfect plan" defense all the time. Try a sneak attack with the Japanese on Midway at the end of the first day, or sortie with most of the French Army down the road towards Tilly, or, as German in Jutland, try an attack on the main British Fleet for a start instead of on the Battle cruiser force. Most of the time, of course, you should not do these things, but to increase your chances for success in the long run. you must study your opponents' methods and vary your own style enough to keep them from anticipating your plans. Michael W. Leach, 9941 Harnew Road West, Oak Lawn, Illinois.

PBM Hidden Movement via Cryptogram

By Albert J. Macek

Both Capt. Mike Frankwics and Boyd Benson in their articles in recent issues have pointed out that introducing hidden movement into more Avalon Hill games, especially games by mail, would enhance the realism and enjoyability of these games. In the January-February issue of THE GENERAL Boyd Benson and Lee Trowbridge in separate articles described methods for handling hidden movement in a PBM game. Both writers emphasized that the chief drawback of their systems was the requirement for honest opponents.

The best PBM system for hidden movement would be one that could be used between enemies in a grudge match for high stakes. Such a system would have to meet two requirements.

- 1. The player sending a move commits himself irrevocably to a given move.
- 2. The player receiving the move cannot find out what the move is until his opponent tells him.

In the January-February issue, Lee Trowbridge's method met the first criterion but failed to meet the second; Boyd Benson's technique met the second standard, but not the first.

This series of articles describes a method of hidden moves which meets both of the conditions stated above.

THE BASIC IDEA: CRYPTOGRAM

The heart of the procedure is a simple cryptogram. A player will send the location of his hidden units in cipher. For example, his opponent receives the news that the location of the first infantry unit is "LABI". Later the receiver would also get the information that the key word for the first infantry's movements has been "blacksmith". "Blacksmith" is a ten letter word with no repeats. The following display illustrates the use of a key word.

B L A C K S M I T H 1 2 3 4 5 6 7 8 9 0

By performing the substitution implied above, the recipient can convert LABI to 2318. Now if the game in question uses numerical coordinates, as does TACTICS II, then the interpretation is that the first infantry is on square 23, 18. If the game uses alphabetical and numerical coordinates, as does GUADALCANAL, the interpretation is that the first infantry is on space W-18. The conversion from "23" to "W" is a straightforward conversion from number to corresponding letter in alphabetical order.

LEADING ZEROS

The first thing to consider in applying this idea to Avalon Hill games is

Burn Those Bridges

By Richard C. Giberson

An aspect of war that has not yet been incorporated in AH's land battle games is the destruction of bridges (i.e., those squares where roads cross rivers). While it is true that the delays caused by bridge destruction in modern warfare are relatively slight—it was not always so. In fact as recently as the Battle of the Bulge we find the German timetable quite concerned with getting across certain bridges. The following rules are proposed with Bulge primarily in mind; however, extension to other games is obvious.

- 1. Any unit may destroy a bridge by passing over the bridge in question. Limitations: No bridges can be destroyed that are within two squares of an enemy unit.
- 2. A destroyed bridge square is treated as a normal river square until the bridge is rebuilt. Thus the road in question cannot be used for supply.
- 3. A bridge is rebuilt by occupying the bridge square for three (3) turns. Only armor reserve (American) and panzer grenadier (German) can be used to rebuild bridges.
- 4. Bridge squares, that are also city squares, cannot be destroyed.

This should give the German Bulge player a little challenge if the American remembers to "burn his bridges behind him."

Com(ments) (plaints) to Richard C. Giberson, 1422 Agnes, Richland, Washington 99352.

the question of format. On the assumption that no game has more than 99 spaces in one direction, the largest number required to describe a space would be four digits long (for example, 9999). The first rule we would make for writing locations is that the smallest number should also take a total of four digits. This prevents the number of digits from being a clue to a unit's location. Thus the coordinate 1, 1 would be thought of as 01, 01. If the first two digits are always understood to refer to one direction and the second two are always understood to refer to the second direction, there is no need for a comma in the format.

ALPHABETICAL COORDINATES

Most Avalon Hill games use letters and numbers as coordinates. This can be accommodated, as seen before, by converting letters to numbers. A is 1, B is 2, Z is 26, AA is 27, BB is 28; ZZ is 52, and AAA is 53. The first two numbers will be understood to refer to

the alphabetical portion of a space's designation.

EXAMPLES

The following table shows the three steps involved in arriving at the cryptogram location for a unit. It is a good idea to arrive at the designation for the encoded location in two distinct steps as illustrated.

LOCATION	CIPHER FORMAT	ENCODED LOCATION
31,45	3145	ABCK
6,30	0630	HSAH
L22	1222	BLLL
AA16	2716	LMBS
D8	0408	HCHI
BBB29	5429	KCLT

All of the above locations are coded with the key word "blacksmith."

This explanation of the mechanics of the cryptogram system will conclude with an example of decoding. A player who receives the word that his opponent's first infantry is on TSHB and the second infantry on CSKL may guess that the key word is "blacksmith." On a subsequent move he may find out that his opponent's first infantry is on THTE and the second infantry is on CRKD. This will not only make him realize that "blacksmith" cannot be the key word for either unit, but that there are very likely two key words involved, since the ten letters accounted for in the two moves include only one vowel. The moves are given for the two units for a series of four hidden moves. After finding out that the key word for the first infantry is "thumbscrew" and the word for the second infantry is "rock island," the receiver of the moves can decode them as illustrated.

UNIT	FIRST MOVE	SECOND MOVE
lst	TSHB	THTE
2nd	CSKL	CRKD
lst	1625	1219
2nd	3647	3140
lst	P25	K19
2nd	JJ45	EE40

THIRD MOVE WCTU OIDN	FOURTH MOVE WCTR OARK	
0713 2509	0718 2814	
G13 Y9	G18 BB14	

In going through the processes of encoding and decoding, the best thing to do is be neat and mechanical. If you are going to convert between alphabet and numeral, as you must in most

games, use a written out display of the full alphabet on out to DDDD if necessary. Write the corresponding number clearly alongside of each letter.

In the next section of this article, there will be a discussion of the ways in which hard-working, dishonest players might keep this cryptogram method from meeting the two conditions given at the beginning of the article. Ways to forestall this cheating will be explained and incorporated into a proposed set of rules for this method of hidden movement in PBM.

Please withhold your comments until both installments have been published. Many of the weaknesses that now appear to be in the proposed system will be covered next time.

How to Capture Antwerp Without Really Trying

by John Edward Lindros

Many authors have successfully isolated the essence of German tactics with relation to wargaming. Schwerpunkt, aufrollen, all have become common terms in recentarticles. However, all these articles have one flaw in common. The fact is that every German offensive used these tactics only after a meticulously planned opening operation designed to accentuate enemy weaknesses and exaggerate strengths. Battle of the Bulge, with all tournament and optional rules except one way traffic and weather, provides the best opportunity of all the game for putting a high level of planning into the

In planning the offense terrain, deposition of enemy troops, and movement-after-combat rules must be considered. On terrain, it is obvious that four axes of advance exist; the St. Vith to Vielsalm road, the St. Vith to Houffalize road, the Clervaux-Wiltz to Bastogne roads and the Diekirch to Martelange road. All must be exploited to the maximum. Considering enemy depositions, two American weaknesses are apparent: there is only one unsurroundable Ami unit between Elsenborn and Clervaux, the 106/424. Second, lateral movement can be prevented by attacking and blocking units on the flanks, and by interdicting the transverse roads. Concerning movementafter-combat rules, proper German depositions and moderate luck allow the Elsenborn to St. Vith road and the Clervaux to Bastogne road to be interdicted and/or occupied. Finally, the rules limit us to ten attacks.

The German opening move is as follows:

2 P2/17Vianden 340/DivPP26 2Pz/7,80022 79/153SS15 18/36UU11 62/124TT9 552/DivUU30 116 PZ/406Vianden
--

12/24--Vianden 12/23--PP24 116Pz/312--PP19 326/Div--TT15 9SS/10--TT11 1SS/Div--SS7 560/916--SS6

5/AB. Div. -- RR 28

LEHR/Div.--PP27 116Pz/310--0023 277/Div--SS15 18/35--UU13 62/123--TT11

The battles should be rolled as follows; attack 4/12 and 4/16 at 1-2, and attack 4/8 at 2-1. 9/CCR is attacked at 8-1. 28/109 is hit at 6-1. Here the advance is most important. If the results are "attacker advance "4" or "3", retreat the 28/109 into Clervaux, and advance the Lehr Division to L127 or MM27. This is legal, since Clervaux has no zone of control, and can be advanced next to. The 150th Brigade column is in excellent position for a good advance on the second turn. The 116 Pz./312 cuts the lateral road, and can surround St. Vith on the second turn. Attack the 106/422 at 3-1, and don't advance if you win. NEXT, attack the 14th Arm. Cav. with the 9SS Panzer Grenadiers at 1-2. If you are retreated, point out to your trembling opponent that he must retreat you to the nearest road square, SS11, and head to Elsenborn at the RR12 junction. Note how the fact that a fortress doesn't have a zone of control is again a great help. If you have destroyed the unit, don't exactly cry over it. NOW attack the 106/423 at 2-1. The 62/123 prevents it from escaping no matter what happens. Finally, attack the 99/393 and the 99/395 at 1-2, the 99/361 at 5-1, and the 2/38 and the 2/23 at 1-3. Retreat the 99/361 toward Monschau, and occupy its position with the 1st SS Panzer Division. Now look at the situation.

Part, perhaps all of the 4th Div. is engaged, and the road probably cut. 9/CCR has an excellent chance of elimination. You have a 1/3 chance to be behind the Ami lines at Clervaux, with pressure on the St. Vith-Houffalize and Vielsalm roads. The 106th Div. is effectively 2/3rds eliminated. The 14th Arm. Cav. is isolated or destroyed.

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Part, perhaps all of the 99th Div., and all of the 2nd Division are trapped. You will find that the American will often be unable to spare a unit to build a fortress in Bastogne, and capture by the 4th turn will not be uncommon. Now you can begin your aufrollen and deep flanking maneuver, and with a little luck, can Present the Fuehrer with his Christmas Present. All comments should be sent to me at 37 Ford Ave., Fords, N.J. 08863.

Speedy Stalingrad

By Michael Whinihan and Larry Hunt

We are going to introduce here a concept, a technique for analyzing battles, which we call 'armored factors'. We are going to apply this concept strictly to Stalingrad in this article, but the method can be applied equally well in other Avalon Hill war games, for example Bulge.

As we all well know, the basis of the German army is the infantry, the 4-4-4's. Besides these, he has several lighter units, the Finns, Roumanians, etc., and eighteen heavier units. These heavier units are the eight 5-5-4's, and the ten heavy armor units, the four 6-6-6's, the two 7-7-6's and the four 8-8-6's. It is these heavier units that do most of the work in attacks, and which we will be concerned with in this article.

We have noticed in in-person games that the beginner, and even the experienced player, takes much too long to analyze his German moves. This is mainly caused by his inability to swiftly calculate the division of his armor in his attacks. We attempt here to show a method by which any German can quickly analyze his attacks by using the concept we have labeled 'armored factors'.

We assign to each unit a certain number of armored factors, according to its attack strength, just as it has assigned to it an attack factor. This number is determined by subtracting four from the attack factor of the unit. Thus a 5-5-4 has one armored factor, a 6-6-6 has two, etc. How does this help us? You ask.

Well, by using the following procedure we can analyze a battle much more quickly. First we calculate how many factors are needed to form the attack. Then we determine the number of extra factors which would be needed if we were to form the attack entirely with 4's. This number of extra factors is the number of armored factors needed to form the attack,

and all we need do is add units in the attack whose combined armored factors totals the number previously arrived at.

Let us examine a simple battle analyzed by means of armored factors. Assume that your opponent has been foolish enough to leave two 5-7-4's in S-18. Since we have three squares from which to attack this combination, we are able to use nine units. But one of these units must sacrifice to one of the sevens. So we can use only eight units to attack the other seven. To get a three-to-one against it, we need 42 factors. (It is doubled across the river). If we were to use only 4's in the attack, that would be only 32 factors. So we need an additional 10 factors; that is, we need units totaling 10 armored factors. So in place of all fours, we use,

perhaps, two 8-8-6's and a 6-6-6', which together total 10 armored factors. Then to finish out the battle, we fill in the other six units by 4's. (These ten armored factors could just as easily have been a 7-7-6 and seven 5-5-4's or any other combination of units totaling 10 armored factors as long as the remaining space was filled with 4's).

If the above method is learned and applied to a few attacks, it soon becomes obvious that time is saved and the difficulty of analyzing an attack is much lessened when armored factors are used. At the outset it may seem an unnecessary complication, but a little practice in the use of this technique, shows just how worthwhile the initial difficulty is. Send comments to Mike Whinihan and Larry Hunt, Winthrop H31, Cambridge, Mass. 02138.

Blitzkrieg For the Really Depraved

by Eric Shimer

Among the optional rules in BLITZ-KRIEG is provision for nuclear war, but, surprisingly, there is no mention of the other two elements of contemporary total war, chemical and bacteriological warfare. If a country will use atomic weapons, considered the ultimate in destruction, will it hesitate to use CW or BW? I doubt it. So, for the more deprayed AH players, or those who just disregard the Geneva Convention, I offer the following rules to bring CW and BW into play.

Chemical Warfare

- 1. Each side may attack one space per turn with poison gas. CW attacks may not be accumulated.
- The attack may be made by any one factor of either BRKTH, TAC or MDM.
 During an effective gas attack (roll 1-3 on CW chart) any defending units lose 2 BTAs from their movement factors for one complete turn.
- 4. Replacements and reinforcements may not be brought into play in cities suffering from the effects of gas attack.
 5. Gas attacks may be made strategically. Retreats through an effectively attacked space cost one factor from each retreated unit.
- 6. Strategic attack also applies to cities and troops in cities. Ungarrisoned cities under gas attack suffer damage according to the CW city attack chart. The roll for troop attrition also applies to garrisoned-city supply reduction.

Roll Effect on Troops

- Defender loses 1/2 of factors; remaining units lose 2 BTA for 1 turn.
- Defender loses 1/4 of factors; remaining units lose 2 BTA for 1 turn
- 3 Defender loses 2 of factors; remaining units lose 1 BTA for 1 turn.
- 4 Defender loses 1.
- 5-6 No effect.

Roll Effect on Cities

- Supply capacity reduced by 4 for 4 turns.
- Supply capacity reduced by 3 for 3 turns.
- 3 Supply capacity reduced by 2 for 3 turns.
- 4 Supply capacity reduced by 2 for 2 turns.
- 5-6 No effect.

Bacteriological Warfare

- 1. Each army may make one BW attack per turn. BW attacks may not be accumulated.
- 2. Any one factor of TAC, MDM, or SAC may deliver a BW attack.
- 3. Units passing through contaminated units or coming into contact with contaminated units roll the die for the BW table to determine their fate. The effects of contagion last for 2 complete turns.

4. Units in spaces adjacent to the unit(s) attacked by BW, at the time of the strike roll the die on the BW table to determine their status only if they first roll a 1-3. If the preliminary roll is 4-6, the adjacent units may move out of danger during their turns.

5. BW attack on cities and/or garrisons is similar to that for CW.

Roll Effect on Troops

- 1* Def. loses 3/4 factors; remainder immobile & cannot attack until contagion gone.
- 2* Def. loses 1/2 factors; remainder immobile & cannot attack until contagion gone.
- 3* Def. loses 2 factors; remainder reduced 1/2 BTAs for 2 turns & can attack.
- 4* Def. loses 1 factor; remainder reduced 1/2 BTAs for 2 turns & can attack.
- 5 Def. loses 1 factor; no contagion.
- 6 No effect.

Effect on Cities

- 1** Supply capacity reduced to 0 for
 4 turns.
- 2** Supply capacity reduced to 2 for 4 turns.
- 3** Supply capacity reduced to 4 for 3 turns.
- 4** Supply capacity reduced to 4 for 2 turns.
- 5 Supply capacity reduced to 6 for 2 turns.
- 6 No effect.

Roll

*Contagious disease; effects last 2 turns.

**Effect of contagion lasts until supply capacity fully restored.

CW and BW attacks may be made concurrently with either strategic or nuclear bombing. In this case the attacker secretly records which units are making which kind of attack; the defender intercepts, and surviving attackers close for their attacks.

Gettysburg Expanded

by Geoff Burkman

People have complained about Gettysburg, "Too simple", they say. "Not enough units", they yell, "and we want more complexity." The easiest way is to break down the various divisions and brigades even further...all the way to companies! Here is the Confederate organization:

First Corps:

McLaw's Div.

Kershaw: 2,3,7,8,15 SC; 3 SC Bn Semmes: 10,50,51,53 Ga Barksdale: 13,17,18,21 Miss Wofford: 16,18,24 Ga; Cobb's Legion; Phillip's Leg.

Pickett's Div.

Garnett: 8, 18, 19, 28, 56 Va Armistead: 9, 14, 38, 53, 57 Va Kemper: 1, 3, 7, 11, 24 Va

Hood's Div.

Law: 4, 15, 44, 47, 48 Ala Anderson: 7, 8, 9, 11, 59 Ga Robertson: 3 Ark; 1, 4, 5 Tex Benning: 2, 15, 17, 20 Ga

Second Corps:

Early's Div.

Hays: 5,6,7,8,9 La Hoke: 6,21,57 NC W. Smith: 31,49,52 Va Gordon: 13,26,31,38,60,61 Ga

Johnson's Div.

Steuart: 1 Md Bn; 1, 3 NC; 10, 23, 37

Nicholls: 1, 2, 10, 14, 15 La Stonewall: 2, 4, 5, 27, 33 Va Jones: 21, 25, 42, 44, 48, 50 Va

Rode's Div.

Danial: 32,43,45,53 Va; 2 NC Bn Iverson: 5,12,20,23 NC Doles: 4,12,21,44 Ga Ramseur: 2,4,14,30 NC

O'Neal: 3,5,6,12,26 Ala Third Corps:

Anderson's Div.

Wilcox: 8,9,10,11,14 Ala Mahone: 6,12,16,41,61 Va Wright: 3,22,48 Ga; 2 Ga Bn

Perry: 2,5,8 Fla Posey: 12,16,19,48 Miss

Heth's Div.

Pettigrew: 11, 26, 47, 52 NC Brockenbrough: 40, 47, 55, 22 Bn Va Archer: 13 Ala; 5 Ala Bn; 1, 7, 14

Tenn

J.R. Davis: 2, 11, 42 Miss; 55 NC

Pender's Div.

Perrin: 1 SC; 1 SC Rifles; 12, 13, 14 SC

Lane: 7,8,28,33,37 NC Thomas: 14,35,45,49 Ga Scales: 13,16,22,34,38 NC

Cavalry

Fitz Lee: 1 Md Bn; 1, 2, 3, 4, 5 Va Hampton: 1 NC; 1, 2 SC; Cobb's Legion, Jeff Davis Leg., Phillip's Leg. W.H.F. Lee: 2 NC; 9, 10, 13 Va Jenkins: 14, 16, 17 Va; 34, 36 Va Bn Robertson: 4, 5 NC

Jones: 6,7,11 Va; 35 Va Bn

Imboden's Command: 18 Va Cav; 62 Va Mtd Rifles; Va Partisan Rangers Key: Bn-battalion, Md-Maryland, Mtdmounted, Leg.-legion.

Union Organization:

First Corps:

Wadsworth's Division:

Meredith-19 Ind; 24 Mich; 2, 6, 7 Wis Cutler-7 Ind; 76, 84, 95, 147 NY, 56 Pa

Robinson's Division:

Paul-16 Me; 13 Mass; 94, 104 NY; 107 Pa

Baxter-12 Mass; 83, 97 NY; 11, 88, 90 Pa

Doubleday's Division:

Biddle-80 NY; 121, 142, 151 Pa Stone-143, 149, 150 Pa Stannard-12, 13, 14, 15, 16 Vt

Second Corps:

Caldwell's Division:

Cross-5NH; 61 NY; 81, 148 Pa Kelly-28 Mass; 63, 69, 88 NY; 116 Pa Zook-52, 57, 66 NY; 140 Pa Brooke-27 Conn; 2 Del; 64 NY; 53, 145 Pa

Gibbon's Division:

Harrow-19 Me; 15 Mass; 1 Minn; 82 NY

Webb-69, 71, 72, 106 Pa

Hall-19, 20 Mass; 7 Mich; 42, 59 NY

Hays' Division:

Carroll-14 Ind; 4, 8 Ohio; 7 WVa Smyth-14 Conn; 1 Del; 12 NJ; 10, 108 NY

Willard-11, 39, 125, 126 NY

Third Corps:

Birney's Division:

Graham-57, 63, 68, 105, 114, 141 Pa Ward-20 Ind; 3, 4 Me; 86, 124 NY; 99 Pa; 1, 2 US SS

de Trobriand-17 Me; 3,5 Mich; 40 NY; 110 Pa

Humphreys' Division:

Carr-1, 11, 16 Mass; 12 NH; 11 NJ; 26, 84 Pa Brewster-70, 71, 72, 73, 74, 120 NY

Brewster-70, 71, 72, 73, 74, 120 NY Burling-2 NH; 5, 6, 7 NJ; 115 Pa

Fifth Corps;

Barnes' Division:

Tilton-18, 22 Mass; 1 Mich; 118 Pa Sweitzer-9, 32 Mass; 4 Mich 62 Pa Vincent-20 Me; 16 Mich; 44 NY; 83 Pa

Ayres' Division:

Day-3,4,6,12,14 US Burbank-2,7,10,11,17 US Weed-140,146 NY; 91,155 Pa

Crawford's Division:

McCandless-1, 2, 6, 13 Pa Res Fisher-5, 9, 10, 11, 12 Pa Res

Sixth Corps:

Wright's Division:

Torbert-1, 2, 3, 15 NJ Bartlett-5 Me; 121 NY; 95, 96 Pa Russell-6 Me; 49, 119 Pa; 5 Wis

Howe's Division:

Grant-2, 3, 4, 5, 6 Vt Neill-7 Me; 33, 43, 49, 77 NY; 61 Pa

Newton's Division:

Shaler-65, 67, 122 NY; 23, 82 Pa Eustis-7, 10, 37 Mass; 2 RI Wheaton-62 NY; 93, 98, 102, 139 Pa

(Continued on Page 14)

Winners—Contest #21

Coming closest to throwing up perfect defenses against the calls of Quarterback Johnny Delightas were the following subscribers:

- 1. David Bush, Wellsville, Ohio.
- 2. Lois Buhler, Harrison, New York.
- 3. Tim Fuchs, Toledo, Ohio.
- Richard Citti, Rockville Center, New York.
- 5. Eric C. Erickson, Lancaster, California.
- Michael Carr, St. Paul, Minnesota.
- 7. David Swingle, Santa Ana, California.
- 8. Read Boles, St. Louis, Missouri.
- Michael Zoleski, Huntington, New York.
- 10. Antonio Leal, Washington, D.C.

A free Avalon Hill game has been sent to each of these winners.

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

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, I each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

25¢ 25¢ SAVE THIS COUPON

GOOD TOWARD THE PURCHASE
OF ALL AVALON HILL
PRODUCTS

NOV-DEC 1967

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. 22

From out of the past we salute history's great military units. We have listed a random sampling of regiments, brigades, divisions, etal, for you to place in their proper historical setting. Beside each unit in Group (A) simply write the name of the game to which they belong. Under each unit in Group (B) complete the missing information that is printed on the matching die-cut troop counter. For example; under 201st Armored Brigade you would write in "2", which is the number missing representing its combat factor as found in Blitzkrieg.

Ten contestants who submit perfect, or near perfect, ENTRY blanks will be awarded free Avalon Hill games of their choice. Entries must be postmarked no later than December 10, 1967. Entrants may submit copies or photostats one to a subscriber, only.

Vote for Best 3 Articles

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

GROUP (A) X X X X X X X X X	GROUP (B) -6 -2 -6 -6 -6 -6 -6 -6 -6 -6	86 —— 12 4-2 —— 14 4-2 —— 15 4-4 —— 16 4-4 —— 17 5 4-6 —— 18 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
Headlines of 3 Best Articles:	NameAddressCityStatePrize	

Eleventh Corps: Barlow's Division:

von Gilsa-41, 54, 68 NY; 153 Pa Ames-17 Conn; 25, 75, 107 Ohio

von Steinwehr's Division:

Coster-134, 153 NY; 27, 73 Pa Smith-33 Mass; 136 NY; 55, 73 Ohio

Schurz' Division:

Schimmelfenning-82 Ill; 45, 157 NY; 61 Ohio; 74 Pa Krzyzanowski-58, 119 NY; 82 Ohio,

75 Pa, 26 Wis

Twelfth Corps:

Williams' Division:

McDougall-5, 20 Conn; 3 Md; 123, 145 NY; 46 Pa

Lockwood-1 Md Potomac Home Brig; 1 Md East Shore; 150 NY

Ruger-27 Ind; 2 Mass; 13 NJ; 107 NY; 3 Wis

Geary's Division:

Candy-29, 57, 66 Ohio; 28, 147 Pa Cobham-29, 109, 111 Pa Greene-60, 78, 102, 137, 149 NY

Cavalry Corps:

Buford's Division:

Gamble - 8, 12, 111, 8 NY Devin-6, 9 NY; 17 Pa; 3 WVa; Reserve Brigade-6 Pa; 1, 2, 5, 6 US

Gregg's Division:

McIntosh-1 Md; Purnell Leg; 1 Mass; 1 NJ; 1, 3 Pa

Huey-2, 4 NY; 6 Ohio; 8 Pa

J. Gregg-1 Me; 10 NY; 4, 16 Pa

Kilpatrick's Division:

Farnsworth-5 NY; 18 Pa; 1 Vt; 1 WVa

Custer-1, 5, 6, 7 Mich

Of course, with all these additional Units a complete re-assessment of combat factors is necessary. But that's up to you. I suggest you assign a value of "l" to the smallest unit (company) and work up from there. Geoff Burkman, 715 Myrtle Ave., Terrace Park, Ohio

Where Avalon Hill Games Are Available

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

Walrod's Plumbing & Hdwe. 1616 Jenny Lind Fort Smith, Arkansas

. Rich & Company 35 Mission Street an Francisco, Calif. 94103

Buddy Brown Toys 12166 Ventura Blvd. Studio City, Calif.

Birdies Toy House 1259 Broadway Walnut Creek, Calif.

Hatch's Book Store Crossroads Shopping Center Boulder, Colorado 80302

The Printed Page 2035 Broadway Boulder, Colorado 80302

The Printed Page 2035 Broadway Boulder, Colorado 80302

Levine's 123 E. Pikes Peak Colorado Springs, Colo

G. Fox & Company Main Street Hartford, Conn.

The Edw. Malley Co. 2 Church Street New Haven, Conn. Yale Co-Operative Corp.

77 Broadway New Haven, Conn.

Sullivan's Toy Shop 3412 Wisconsin Avenue Washington, D.C.

144 Sloane Street London SW1, England

Liberty House

W. B. Read & Company 109 N. Main Street Bloomington, Illinois T.N.T. Sales 12955 S. Western Avenue Blue Island, Illinois 60406

Rogards 123 W. Park Avenue Champaign, Illinois 61823

Stu Dejong & Son 34 East 112th Place

Chicago, Illinois 60628

Kroch's & Brentano's Inc. 29 South Wabash Avenue Chicago, Illinois

Marshall Field & Co. l N. State Street nicago, Illinois 60690

Museum of Science & Industry 57th Street & Lake Michigan Chicago, Illinois

Kroch & Brentano's 1723 Sherman Evanston, Illinois

Marshall Field & Co. '00 Sherman vanston, Illinois

Hobby Models 601 Davis Evanston, Illinois

Chandler's Book & Stat. Store 630 Davis Evanston, Illinois

Glen Ellyn Toy & Card Shop 476-78 Main Street Glen Ellyn, Illinois 60137

Hoey's Toys 36 E. Hinsdale Ave. Hinsdale, Illinois

La Grange Hobby Center 11 W. Calendar Avenue La Grange, Illinois

Jim Reed's Allsports Inc. 115 W. Broadway Monmouth, Illinois

Carson Pirie Scott & Co. 124 S. W. Adam Street Peoria, Illinois

L. S. Ayres & Company 2222 Hillside Avenue Indianapolis, Indiana

Fort Leavenworth PX Bldg. 198

Orr's, Inc. 2226 Douglas East Wichita, Kansas

Hochschild - Kohn Co Howard & Lexington S Baltimore, Maryland

Hutzler's Bros. Howard & Saratoga Sts. Baltimore, Maryland

(An officer's signature)

Kiddie - Town

issue.

Pop's Discount 520 E. Belvedere Avenue Baltimore, Maryland

Children's Supermarkets (Lash Distributors) 2 27 University Blvd. E. Adelphia, Maryland

Children's Supermarkets (Lash Distributors) 4444 St. Barnabas Road Marlow Heights, Maryland

Children's Supermarkets (Lash Distributors) 1540 Rockville Pike Rockville, Maryland

Lash Distributors, Inc.

Jordon Marsh Company

Harvard Cooperative Society 1400 Massachusetts Avenue Cambridge, Mass. 02138

Hobby Caterers 40 Enon Street, Route 1A North Beverly, Mass.

Follettis Mich Book Store 322 S. State Street' Ann Arbor, Michigan

Martin's Games, Inc. Birmingham, Michigan

R & R Family Gifts 1558 Wealthy St., S. E Grand Rapids, Michiga

Hobby Hub 526 Frandor Avenue Lansing, Michigan

Kreiman's 321 W. Superior Street Duluth 2, Minnesota

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

Brookside Toy & Hobby, Inc. 330 West 63rd Kansas City, Missouri

Stix-Baer Fuller 603 Washington St. Louis, Missouri Steinbach Company Asbury Park, New Jersey

Bamberger's 131 Market Street Newark 1, New Jersey

Abraham & Strauss Sta-Toy Corporation c/o Sample, Inc.

c/o Sample, Inc. 1661 Hertel Avenue Buffalo 16, New York

446 Main Street Buffalo, New York

Corner Book Store 109 N. Tioga Street Ithaca, New York

Brentano's Inc. 586 - 5th Avenue 586 - 5th Avenue New York, New York

F. A. O. Schwarz 745 Fifth Avenue New York, New York

Gimbel's - New York 33rd St. & Broadway New York, New York

Lord & Taylor 16 West 39th Street New York, New York

314 Fifth Avenue New York, New York

Ed Guth Hobbys 323 S. Salina Street Syracuse, New York

Plaÿhouse, Inc. 4400 E. Independence Blvd. Charlotte, North Carolina

Benner's Grand Forks, N. Dakota

226 S. Main Street Akron, Ohio 44308

The Higbee Company 100 Public Square Cleveland, Ohio 44113

Fields Book Store of Severance Inc., Severance Ctr. 3572 Mayfield Road Cleveland Hghts. 18, Ohio

Big Top Toy Shop 2308 Far Hills Avenue Dayton 19, Ohio

Household Discount Co. 568 Adelaide S. E. Warren, Ohio 44483

your favorite dealer has not yet been

listed, drop us his name and address

so that we may include him in the next

Hess' Allentown, Penna.

Shenk & Tittle 313 Market Street Harrisburg, Penn

Emerson Company 1633 Chestnut Street Philadelphia, Penna

Strawbridge & Clothier 801 Market Street Philadelphia, Penna. 19105

Harrison J. Hays 6206-08 Penna. Avenue Pittsburgh 6, Penna

Kaufmann's 400 Fifth Avenue Pittsburgh, Penna. 15219

Merry-Go-Round 242 Thayer Street Providence, Rhode Island

Wayland Toy Shop 7 S. Angell Street Providence, Rhode Island

Dixie Toy Company P.O. Box 4203, Crosstown State Memphis, Tennessee 38104

Lackland AFB Exchange Bldg. 3430 Kelly AFB, Texas

Neiman-Marcus 2620 N. Haskell Avenue Dallas, Texas

Foley's P.O. Box 1466 Houston, Texas

Children's Supermarkets (Lash Distributors) 1230 Leesburg Pike Bailey's Crossroads, Va.

Nottingham Pharmacy 1236 Richmond Road Williamsburg, Virginia

Moseley's, Inc. 24 East Mifflin 24 East Mifflin Madison, Wisconsin

Gimbel Brothers, Inc. Dt.

Club Registration

All clubs are urged to register with Avalon Hill. A complete roster will be published in the next issue with supplemental listings added in each subsequent edition. Prerequisite in the registration of bonafide clubs is the information requested below. There is no registration deadline. However, it will be to each club's advantage to register as early as possible. The only absolute requirement is the listing of names and addresses of three club officers and the affidavit that there are at least 6 persons with membership in the said club.

Club Name
Mailing Address
Officer's Names

Membership dues (if any) are:______3. Age Limitations:___ We: are are not accepting new members. We publish a newsletter/magazine entitled_ published every____ We: would would not be interested in traveling to attend a gaming conference. We feel that our club offers the benefits of: (50 words or less)

We play: face-to-face, only PBM, only Both

We: conduct do not conduct tournaments between other clubs. AFFIDAVIT: Current membership is now _____ persons.

Morale in Waterloo

by Jim Arnold

French troops are retreating across a river in central Europe, hard pressed by Russian cavalry. They are conducting an orderly retreat. Suddenly firing breaks out on the left flank; a detachment of grenadiers flees before the officer of the guard assigned the destruction of the bridge. He panics and blows the bridge, while it was still loaded with French cavalry, infantry and guns. The line of retreat is severed and the retreat becomes a riot.

The above is an example of how morale can affect the outcome of a battle. In the rules and tables below an attempt has been made to recreate this factor.

If an attacking force is repulsed or a defender is forced back, that unit must roll to see if its morale is impaired and if it can rally.

Inf. vs Inf.	to rally	4,5,6
Art. vs Inf.	to rally	3,4,5,6
Art. vs Art., Cav.	to rally	4,5,6
Inf. vs others	to rally	4,5,6
Cav. vs others	to rally	5,6

Cavalry attacks relied heavily upon shock value in the Napoleonic wars; this is reflected in the table. Horses, when panicked, are of course very difficult to rally. The table includes soak off attacks.

If the units fails to rally, it continues to retreat two squares per turn toward the rear. (Unless this would mean that units elimination, in which case it retreats to an opening.)

In attacks by combined arms use table most difficult to rally with.

Optional Rules If Desired

1) to reflect gds. higher morale add one to their die roll.

- 2) HQs also add one to roll if move along with unit.
- 3) After troop is rallied it must remain stationary for one turn.
- 4) Since exchanges usually result in a blood bath, a special table is used for all remaining troops involved.

First Roll 1 or 2 - shaken 3-6 - no effect if shaken again.

Second Roll 1 or 2 - retreat two sqs.

3 or 4 - retreat one sq.
5 or 6 - unit remains steady

5) If a panicked unit retreats through or next to another unit, the other unit must also roll for morale (using above table).

This table allows such new and realistic situations as cavalry cutting down fleeing infantry, a seemingly iron defense broken down by spreading panic and hopefully it has recreated that unpredictable thing called morale.

Any questions, comments or criticisms, please direct to: Jim Arnold, 113 Chemin De Ruth, Cologny, Geneva, Switzerland.



"STOP GLORIFYING THE NAZIS"

Dear Sir;

After reading Mr. Mark Weitz's article in the September - October issue of the "General", I have come to the conclusion that he thinks all wargamers are like Hans Kruger. Just because Mr. Kruger glorifies the Nazis in his fairy-tale, this doesn't mean all wargamers worship the Nazis.

I think most wargaming clubs with German titles have these names for the simple reason that they are far more colorful. For instance, if you were forming a club, wouldn't you rather call it the Waffen SS than the Green Berets? The same goes for magazines. The "Panzer" sounds much better than the "Tank". Mr. Weitz says the Germans could never cope with the resistance movements. The United States isn't finding this type of fighting so simple over in Vietnam, either.

To put it bluntly, Mark Weitz is all mixed up. Ron Salcedo, 78 Charles Street, New Rochelle, New York 10801.

Dear Sirs:

Due to the trash disguised as articles that has recently appeared in your mistake (The General), I do not intend to renew my subscription. Specifically I

refer to Hans Kruger's article in the July-August issue...since it is good manners to end on a kind note, I think that Jutland is an excellent game.

Ed Turner, Raleigh, N.C.

EDITOR'S NOTE: Would you believe ...that Hans Kruger designed Jutland???

Gentlemen:

...how's about sending me a list of wargamers living in my area.

Darren French, Milwaukee, Wisc.

EDITOR'S NOTE: Sorry, Darren...our files are maintained alphabetically by name, not by geographical location. However, we suggest you scan the opponents wanted section of this issue.

Dear Sir:

We have a group here in Lima, Peru, that is quickly wearing out over twenty individual Avalon Hill war games. I felt compelled to write you and tell you that your games have a strong and loyal following here in this South American city...James B. Stedman, Peru.

AH NOTE: If we ever decide to publish "Insurrecion," we'll contact you for first-hand historical data.

The Infiltrator's Report

Goodbye & Hello Department: We bid farewell to "The Panzer," Doug Amis' wargame publication which will be terminated at the close of the year due to the press of college commitments. Just a little over a year old, "The Panzer" made significant contributions to the whole wargame crusade. We welcome "The Herald," a bi-monthly publication by The Herald Publishing & Advertising Company, P.O. Box 295, Kailua, Hawaii 96734. Subject matter of this revitalized edition of the former pub of the same name under the ANZ banner covers a wide variety of subjects. Here, you can read up on "Psychology of Wargaming," an extensive editorial on "The Hippie Movement," and even get weather reports (weather reports?). So send them 30¢ for a sample copy; how badly can you get burned?

A recent Inter Service Wargaming competition has just come to its conclusion. The 6988th Security Squadron Wargamers went down in defeat to the Navy's USS SHANGRI-LA team led by Petty Officer Third Class James Long. Long is a member of the Staff, Commander in Chief U.S. Atlantic Fleet in Norfolk, Virginia.

DATELINE: Columbus Day, October 12th - The Pentagon..."Hello, this is the Vice-President of Avalon Hill calling Colonel M.A. Huet in the Pentagon." "Sorry," came a voice at the other end, "today is a holiday and the Pentagon is closed."

"Good Lord," replied AH, "whose watching my country?"...

Once again, "Principles of War," was voted most popular article for which author Myron Brundage has been sent a \$5.00 gift certificate. Other authors of articles appearing in the July-August issue who were singled out by subscribers for individual merit were: Mark Saviet for "Midway-Unstereotyped," James J. Stein for "Son of General von-Blunder, "Joseph Pollock for "Key to German Victory in Bulge," Terry Thomas for "Red's Megaton Masetery," and Hans Kruger for "Normandy - the Way it Really Happened." Gift certificates have also been sent to these lads; in addition, their articles become eligible for the year-end grand awards.

A complete listing of "official" AH clubs will be made in the January-February edition of this magazine...an early printing deadline precluded its appearance in this issue as previously promised. Clubs who have delayed registering are urged to do so - now - to be sure of inclusion in this upcoming

18th Aggressor Army concedes to the Second Crusade in our tournament for West Virginia but we demand a re-match! We will play 3 S'grad games as Russian with 4-7-9 replacements. Hail Circus Trigon. Colonelo Marcel

Leitin, RD 2, Bromma, Alabama.

Computer war games. New war (and other) games operated by an IBM computer. Write for details. Richard F. Loomis, SVPO Box 10660, Tucson,

puter. Write for details. Richard F. Loomis. SYPO Box 1666, Tucson, Arizona 85720.
Face-to-face opponent in any AH game also Pbm Blits or Bulge. Send initial move and optional rules preferred. Will take either side. All letters answered. Ist Lt Richard Nichols. 121 Illinois. Jacksonville. Ark. 72076.
Warning: IML is hazardous to all warragamers!!! They decided to war neutral Sparta!! Sparta won't break neutrality to war these blokes! Join the Marauders SCS who support Sparta! Marc Herbert, 814 Hilda St., Anaheim, Calif. Brilliant tacticians awake! Jbin Der Totenkopf SS and take part in a truly dedicated organization. Or, play Ft-Lor in AK, Midway, Bismarck, Jutland, Blitz, or Guad. Chris Janiec, 640 5th Ave., Chula Vista, Calif. 92010. Aggressor triumph! (every Peb. Siet).

gressor triumph! (every Feb. 31st).
Der Totenkopf SS challenges all clubs in San Diego to a tournament. Acceptances of challenge must arrive before next issue of General, otherwise we

control S.D. County. Dana Lombardy, 954 Kittiwake, Chula Vista, California

954 Kittiwake, Chula Vista, California 420-0167.
Opponents wanted to play AK by mail. Pill be German. Will play Tactics or Midway (If anyone's down here) Pill be either side. Send all challenges to: Paul Worthman, 520 Wensley, El Centro, California 92243.
Waterloo opponents wanted for face-to-face. Also will play Gettysburg, Stalingrad and Chess (Pill be either). Wanted: Chancellorsville, will trade or buy. Contact Steve Stomi, 722 Larch Street, Inglewood, Calif. 90301 or call 674-4120.

4120. Need competent opponents! Then Spar-

Need competent opponents! Then Spar-tan wargamers could be the answer. We are a neutral club in the wargaming world, emphasizing individual and club competition. William Groover, 6136 E. Wolfe Street, Lakewood, Calif.

Aggressor's Holy War against the in-fidels continues. Victory approaches -Join now. IML seeks "victories" by attacking neutrals who won't fight. Help defeat these beasts. Write: Bruce State of the Control of the Control

Help defeat these beasts. Write: Bruce Sullivan, 7873 El Dorado Plaza, Long Beach, Calif. 90808.
Wargamers in and around the Long Beach area. Aggressor needs good campaign. If you fit this description write to: lst Lt. Jim Knapp. 6760 White Avenue. Long Beach, Calif. 90805 Join the Spartan Wargamers. A Neutral club. We'd do no harm to any club. Will not conflict with any club your in. Win prizes - low dues. Russell Powell, 5820 John Ave., Long Beach, California 90805.

9805. John Net., Long Beach, California 98085. Wanted face-to-face opponent for field marshall von Scheufleur, awarded knight's cross for brilliant victory in Africa. Can you succeed where Brit-ish failed? Write William Milam, Box 288, Los Olivos, California or call reactives. 600.

(805) 688-5693.
In more than one year of existence,
Ares has lost only 7 game. We play
most games. Ares, 12323 Collins St.,
North Hollywood, Calif. 91607 (213)

761-4951. Wanted face-to-face opponents for Jut-

Wanted face-to-face opponents for Jut-land. Midway, Bismarck. Prefer Naval games but willing to learn others. Willing to travel reasonable distances. Carl Nelson, 1813 7th St., Port Huene-me, Calif. 39341, 1ed. 486-0728 Adult. Blitzkrieg by mail or eye-to-eye, Pre-fer two games to allow testing of rule variations in one. Write LTJG Russell Reddoch U.S. S. Bainbridge DLGRUS; c/o FPO San Francisco, Calif. 96601. The Praetorian Guard has begun opera-tions on the West Coast. Join now if you want action not promises. Write Charles Hoch, St., Francis College, Alcala Park, San Diego, Calif. 92110.

Charles Hoch, St. Francis College, Alcala Park, San Diego, Calif. 92110. Ankundigung! All the world is our do-maine. Join now Leigstandarte SS! Also opponent wanted for AK, Bulge, S-grad, D-Day (all German). Pbm live. Contact Leigstandarte SS, 15514 Del Gado Drive S.O., Van Nuys, California Phone 981-2515.

Need Pbm opponents for: Bulge, Stal-ingrad, D-Day, Blitz, Waterloo, AK; and live opponents for above mentioned and Jutland, LeMans, Football, Base-ball, Guad, Bismarck, Midway, Tac-tics. Derek Ross, 5050 Coldwater #308, Sherman Oaks, Calif. 91403. 753-5647.

#308, Sherman Oaks, Calif. 91403.
765-6947
Attention wargamers!! Pbm AK live:
Blitz, Guad, Bulge, p-Day, Am Corp
Commander in Panzergrupe Gudren
And Panzer Army. Richard Davey,
P-O. Box 143, Sonora, Calif.
Tuolumne county has been overrun by
the hard driving couloms of Panzergruppe Gudren, 2nd Pz. Army. We
challenge any enemy in Stanislaus county, F. M. John Gibson, Rt. I, Box 965,
Conora, Calif. 95370 Phone 984-5055.
All high school wargamers in Palo
Alto, Stanford and adjacent areas are
urged to write me re: organizing an
inter-school wargame league. Steve
Sowards, 879 Cedro Way, Stanford,

inter-school wargame league. Steve Sowards, 879 Cedro Way, Stanford,

Calif. 94305.

Aggressors down, be the first to walk all over them by joining Red Lions. Intra-Club play, promotion on merit.

Write Jeff Kane, 1634 Manitoba Drive,

Sunnyvale, Calif.
Competitive ability unknown learn bet-

ter face-to-face. Prefer Adult. Have D-Day, S-grad, AK, Bulge. North-west Orange Southeast Los Angeles Counties. Contact Bill Wentland, 12008

Tigrina Ave., Whittier, California. Telephone 943-6055.

I challenge all comers to a duel to the death! (Or to the capture of Stalingrad, Leningrad and Moscow). I play (face-to-face of pbm) AK, Bulge, and Stalingrad as Germans, Blitzkrieg either, Cunnar Lindfora, 12908 E. Penn, Whittier, California 90602.

The RAF will take a hand to destroy any SS Armies. Join now, avoid the rush. Contact RAF, 905 South Flower, Denver, Colorado 80226.

Denver, Colorado 80226. 6th SS Corps of the 4th SS has moved

6th SS Corps of the 4th SS has moved its base to Trinity. If you are a wargamer on campus, my P.O. box is 339. Let me know if you wish to play face-to-face. I have all the AH games so don't be bashful. Joseph Antiolito, Jr., Box 339. Trinity College, Hartford, Conn. The Huns (Hotchkiss Union of Nefarious Strategists) will sweep all school or college clube in pbm AK, D-Day, Bulge, Blitzkrieg, Waterloo. Sides decided by agreement or stock results. Ashley Brown, Hotchkiss School, Lakeville, Conn. 06039.

Conn. 06039.
For Sale: Jutland, Bulge, and Guadal-For Sale: Jutland, Burge, and Guadar-canal all in excellent condition. Write: Howard Curtis, 146 White Birch Rd., New Canaan, Conn. 06840. Prepies-Praetorian Guard III Legion

Prepies-Praetorian Guard III Legion wants members from N. E. prep-schools for pbm. Form a provisional corps at your school. Join either individually or as a School Unit. Johnston Williams, c/o Choate School, Wallingford, Conn.

06497. The 4th Reich is looking for losers who The 4th Reich is looking for losers who play live or pim la KK, Waterloo, Stalingrad and D-Day. Germans, either, Russians and Allies are our sides. Contact Ted Harpham, 207 Rowland Pk, Blvd., willmigton, Dela. 19803.

The 4th Reich (who eise?) has won the P. O. W. Club Tournament! Need you ask why you should join the nation's most elite club? Only the best should write! Vince Meconi, 714 Woodsdale Road, Willmignton, Dela.

write! Vince Meconi, 714 Woodsdale Road, Wilmington, Dela. Attention Tolkien fans! Am interested in designing wargame based on Second Age. Either repulsion of Sauron from Eriador or the Last Alliance. Write: John Fritz. 107 Rockingham Drive, Windoor Hills, Wilmington, Dela. 19803. Southern Wargamers needed. All Fla., South Ga., South Ala. wargamers join OKH Fla. Now forming, want UNN students. Pbm AK, Bulge, Guad. Write OKH Fla., 10F S.E. 8th St., Gainesville, Fla. 32601.
Need opponent limited experience PBM Blitz, A-K, Bulge. Also need face-to-Blitz, A-K, Bulge.

Need opponent limited experience rbm Blitz, A-K, Bulge. Also need face-to-face. Opponent with these or Midway, D-Day. Bismarck, Gettysburg, Jutland. Miami Vicinity call 247-1466 Michael Sincavage, 16930 S.W. Street, Home-Sincavage, 16930 S. W. Street, Home-stead, Florida 33030.

Pbm opponent wanted for AK. Will

Pbm opponent wanted for AK. Will take any side but I would rather take German Army. I prefer experienced wargamer. Carlos Paros, Jr., 3181 S.W. 85th Ave., Miami, Fla. 33155.

Wargaming meets are being held every month in Florida. For information -write Tenth Legion, PO Box 1062, Melbourne, Florida 32901.
Live opponents wanted anywhere near

Dourne, Florida 2201.
Live opponents wanted anywhere near
Tampa Bay area, Will come to you,
Gettysburg '64 for sale, \$4.00. I pay
postage. Write: Tenney Ford, 184 S.
Tessier Dr., St. Petersburg, Fla.
33706.
Red Lions wants you! Rally to the side
of Red Lions! Defeat the Aggressor!
All Hawaiians, Alaskans, Washingtonians, Oregonians, Idahoans, Californians, Nevadans, Utahans, Arizonans
and Asians, Write to: Fred Logan,
Box 295, Kaltua, Hawaii 96734.
The Army of New Zion invites all serious wargamers to join as part of its
2nd Birthday Celebration membership
drive. If you enjoy games for their

If you enjoy games ake, write Philip L.

drive. If you enjoy games for their own sake, write Philip L. Musgrave, Box 295, Kailua, Hawaii 96734. An inexperienced Field Marshal needs an opponent of equal skill for AK. I have never used Pbm before. I would also like to join a local club. Tom Alasic, 1103 Grand Avenue, Aurora, Illinois 60561.

Alasic, 1103 Grand Avenue, Aurora, Illinois 60506.
Ultra declares herself!! We are seeking new members with experience in the Chicago area. We will play pbm or face-to-face. We are interested in all club activities and tournaments. Write or call Glenn R. Toras, 5228 W. Belor call Glenn R. Toras, 5228 W. Bel-mont Ave., Chicago, Illinois 685-1765. Klotsuke! In person: AK, U-Boat, Midway, Bulge, Guadalcanal, Gettys-burg '64, Bismarck, Jutland. Please, on club offers. Richard Locke, 222 Wesley Ave., Evanston, Illinois 60201

Wesley Ave., Evausion, ...

Phone: 869-0035.

Will pbm AK (Brit) or Bulge (US) - all

Thars face-to-face. David Milligan,

11 60201. with poin Ak (Brit) or Burge (03) - and others face-to-face. David Milligan, 2745 Garrison, Evanston, Ill. 60201. Your choice on sides and optional rules,

if any.
For sale: \$4.00 - Dispatcher, U-Boat, For sale: \$4.00 - Dispatcher, U-Boat, Air Empire and Verdict II. All in excellent condition. For further details contact Dennis Wiggins, 820 Glenaire Dr., Glenview, Illinois 60025. All letters will be answered.

Many people classify AH game clubs as "a bunch of bickering kids." Join a serious club, the Red Lions, and get the most from wargaming. Write: Bruce Ogden, 824 Forest Hill Road, Lake Forest, Illinois 60045.

Lake Forest, Illinois 60045.

Attention: Anyone interested in starting an AH club at the U. of I. Urbana campus? If so, contact John V. Urbas, 1212 W. Clark, Urbana, Illinois 61801.

Does anybody out there play Go? I will

Does anyboy out make property play pbm.
Red Lions has won again. Aggressor's Federal District, 14th Michigan, and 4th Ohio Armies have all been defeated, join the Red Lions and win with us. Bruce Kindig, 3422 Round St., Cedar

OPPONENTS WANTED

Join the winners. Join Red Lions.

Join the winners. Join Red Lions. We have overwhelmed Aggressor Federal District, Army of Michigan, and Army of Ohio. Tom Jewett, Cornell College. Mt. Vernon, Iowa 52314. Wanted: AK Opponent, I'm average player who prefers German, but will play Allies. 2nd Lieutenant in the Imperial Phalama (Kappa Theta). Mr. James Nelson, 617 5th Ave., Sheldon, Iowa 51201 That's pbm. I am a new opponent, have had Blitz and other Aff agmes for 2 years. Want opponent for Blitz. I take blue army. If interested, write Roger Fowler, 7 1/2 East 6th St., Emporia, Kan. 66801. Experienced wargamer desires oppo-

If interested, write Roger Powler, 7 1/2
East 6th St., Emporia, Kan. 66801.
Experienced wargamer desires opponents (Pbm, face-to-face) in Stalingrad,
Waterloo, D-Day '65, and Bulge. Either side. Contact Mark Gutfreund, 3151
Hickory Lane, Erlanger, Kentucky
41018 341-5394.

41018 341-5394.
Novice gaming nut desires opponent in New Orleans - Blitz, Tactics II or what-have-you. Face-to-face, the only way (can't afford pbm). Steve Austen, P.O. Box 714, Kenner, La. 70062 or (509) 720-411.

Panzer Army, will shortly expire together. The Aggressor Elephant finally, using all its strength to squish the Nazi Gnat! Rejoice, Democracy!
John Rancourt, 38 Sanger Ave., Waterville, Me.

ville, Me.
Randy Reed is good. Randy Reed is an
Aggressor. He has beaten Dusk, Thrush,
Red Lions. He will beat 4th SS and
anyone else. Try him. Randy Reed,
4118 Glen Park Road, Baltimore, Md.

4118 Gien Park Koad, Dautimure, Nov. 21236.
Well1 4th SS is being given a chance to show how great it really is? The entire Aggressor Homeland is challenging the entire 4th SS Panere Army, Will 4th SS be able to measure up? Brian Libby, Box 2182, Johns Hopkins Univ., Baltimore, Md. 21218.
Adult Opponents face-to-face wanted. All Avalon wargames. Please contact Charles Kennedy, 6900 Fairfax Road, Bethesda, Marvland - OL 6-5753.

Charles Kennedy, 6900 Fairfax Road, Bethesda, Maryland - OL 6-5753. Hoch der Kaiser! Join the Army of the WCA, Maryland Division. Prefer East Coast, but will take from anywhere. Write Lance Commander Guthrie, 3130 Laurel Avenue, Cheverly, Md. 20785.

Laurel Avenue, Onewersy, Mod. 2017.
Join the Great.
Pbm, face-to-face, either side, Blitz,
(all except Nuclear), Jutland, Midway,
Stalingrad (4-5-6), AK, Guadalcanal,
D-Day, Bulge, (all optionals except
German Supply), Waterloo, Tactics II,
AI Glixon, 4810 Falstore Ave., Chevy

Al Glikon, 4810 Falstore Ave., Chevy Chase, Maryland 20015.
Looking for individual opponents in the Washington, D.C. area. I have all Avalon Hill games. Please contact Antonio Leal, 1931 Addison Road South, District Hgts., Md. 20028.
Dis iss der Fuhrer Sprecken Der Afrika Korps vill crush all British dumkopfs! After Thankagiving will send the AFF back home to Britain. Will someone sell Chancellorsville? Fuhrer Ken Howes, 67 Lauler St., Holyoke, Mass. 01040.

Howes, or Leaves
01040.

We Conquer All! The WCA is in clash
of arms with the 4th SS, FOE Red Lions,

We Conquer All! The WCA is in of arms with the 4th SS, FOE Red Lions, 4th Reich, Praetorian Guard. The WCA has plenty of action. Want some? Paul Mitchell, 113 North Ave., Watick, Mass. 01762.

Are you a small club? Do you want large opponents to prove your skill? Would you like to align with a large club? Ally with or challenge WCA. M. Nicholson, 51 Groverd, Natick, Mass.

01762. All replies answered.

Hey, you want Tactics IT; Will sell for

\$4, 00, 1 pay postgeld, or will trade for
phre equipment or Gardalcanal or Jut-land. I want F-to-F opponents in Western Mass. Who like the stones! Marie
Stafford, 62 Hillside Dr., East Longmeadow, Mass. 01028.

Red Lions III Corps beat aggressor 14th
Mich. and 4th Ohio Armys! Join the

Mich. and 4th Ohio Armys!! Join the victory club! Rated as the best middle sized war club by Tom Jewett. Sammy Ferris, 210 Newberry Ave., Newberry,

Ferris, 210 Newberry Ave., Newberry, Mich. 4986s.
Duke of Tickner if you cannot afford a five cent stamp contact us immediately and we will work something out with our welfare department otherwise you are defeated by default. 12th SS Panzer Army of Minn, 2609 W.-7th, St. Paul Minn. 2009 W.-7th, St. Paul Minn. 2019 W.-7th, St. Paul Minn. 2019 W.-7th Minn. 2

12th SS Pz (Aggressor) Army, 1432 N. Hazel, St. Paul, Minn, 55119.
Recruits for Aggressor Army Group Federal. Are wanted from Minn., lowa & Wisconsin. Join now For details write Michael Carr, 945 W. Hoyt, St. Paul, Minn, 55117.
Isn't there anyone in the entire state of

Ian't there anyone in the entire state of Mississippi who knows how to play AH games? Becoming desperate for face-to-face opponents along the coast. Just moved here. Bill Chadick, P.O. Box 1865, Gulfport, Miss. 39501.
As outlined by Richard Hill in the General comes the General Staff. Needs

ers, age 16, Pbm 1 year, sub-to General 3. Must be able to

scribe to General 3. Must be able to enjoy organized wargaming. Steve Jacobson, 615 West Meyer, Kansas City, Missouri 64113. Red Lions emerge with new strength in Mid-West; welcomes all foes to battle in Bulge, Blitz, S-grad, Guad; also want more members. Tim Cooper, 911 St. Charliss Ave., St. Charles, Mo. 6330.

St. Charitis Ave., oh. Justice, and Gastle G

OPPONENTS WANTED

Face-to-face in Saint Louis. Any game. Field Marshall Carlos Pares, I have lost your address. Send it, please. Reichswehr der Wehrmacht needs more members. Russ Meek, 2105 Jannette Dr., St. Louis, Mo. 63136. Aspirants! Paner Lehr is on the move! Enlist now in the elite. Advance

movel Enlist now in the elite. Advance on merit. Command positions still open. Intra- and extra-club games. Write: General Wilhelm Eck, 561 Beaucaire Dr., St. Louis, Mo. 63122. Opponents wanted especially from New Hampshire for face-to-face play. All interested contact Dave Dean, Hunter Hall. University of New Hampshire, Durthen New Homestice 1822.

Hall, University of New Hampshire, Oburham, New Hampshire 03824.
The WCA is moving up! Come and join the swelling ranks. No experience necessary! Great opportunities for rapid advancement. Contact corps commander Bernard J. Figueredo, PO Box 32, Orford, N.H. 03777. The WCA rearts woul.

wants you! Opponent v mored or no in face-towants you:
Opponent wanted, must be good armored or naval commander to play me in face-to-face combat. I have Blitz-krieg, Jutland and the Bulge. Harold Coyle, 240 Henry St., South Amboy, wanted, must be good ar-

Coyle, 240 Henry St., South Amboy, N.J. 08879.
Does anyone play AHor 5kT Miniatures in J.J. area. "Remagen Bridge," Judand specialty. Does anyone have old issues of "Kampf" or the General for sale. Write Lewis Ritter, 120 Berwick St., Eliz., N.J. 07402.
Achtung Kriegapielers! Will trade D-Day '61 (good condition - no pieces missing) for Stalingrad, Bulge or: D-Day '61 (8). 100 for Judand, Guad. Contact Dave Bonforte, 62 Falcon Rd., Livingston, N.J.

Day '01 & \$1. Ou for Juttano, Cusac, Contact Dave Bonforte, 62 Falcon Rd., Livingston, N. J.

We are newly arrived from Germany, Ours is Panzerarmee Afrika. Our record in Germany was 21-0. That is how it will continue. If you wish pbm AK, Bulge -- 36 Ashwood Dr., Livingston. N. I.

AK, Buige - so constant of the ston, N.J.

Opponent wanted in Blitzkrieg, pbm or in person. Will also play Jutland or Midway in person. Any side and any and all rules played. Will answer all letters. Stephen Kitzes, 44 Appletree N I 07747.

The dying gasps of aggressor are being heard throughout the country. Help the Red Lions silence them for good. To join, write: Stephen Marin, c/o Lt. Col. Marin, 6950 Sctg. GP. Box 635, APO New York 09133

APO New York 09193.
Wanted! Any information on three-dimensional chess. Write: Neale R. Gilson, 7 Hadley Road, Armonk, N.Y.

cuison, 7 Hadley Road, Armonk, N.Y. 10504.

Opponents wanted to play Stalingrad, pbm. Will take either side, although I prefer the Russians. I am ready to accept challenges in the metropolitan area. Robert Antonucci, 2148 Stuart St., Bklyn, N.Y. 11229.

Third Reich is expanding, we need experienced pbm wargamers from all parts of the country. Command positions of the country o

in good condition. Will pay fair price with bonus if good condition. Send conditions. Also interested in War of the Ring. Send Ideas! Russell Van Coevering, 355 Whitfield Ave., Buffalo,

vering, 355 Whitfield Ave., Buffalo, N.Y. 14220.
The General Staff needs quality members to build their ranks. Requirements: Age 16, experience; general, 3 years, pbm; 1. Each member must be able to enjoy organized wargaming and advancement. Ron Robinson, 171 and advancement. Ron Robinson, 171
Elmwood Ave, Buffalo, N.Y. 14201.
Why not join the Red Lions. I just did
and it's great, everyone is friendly and
helpful. For information write to David
Spencer. 705 Harpur Drive, Endwell,
New York. PL 8-2108. Be looking for

New York - PL 8-2108. Be looking for your letter.
Opponent wanted in the games of Afrika Korps. Two out of three series of games pbm. Contact "Der Feuhrer". Sides don't matter, 105 Birch Avenue, Farmingdale, N.Y. 11735. Phil Hum-

Farmingdale, N.Y. 11735. Phill Humphreys.
Join the Minutemen. Complete military chain of command. Need 30 members from states north eagl of N.Y. 17 yrs. and over. No dues. No test. Contact General David Jacos. 98-15 Horace Harding Blvd., Flushing, N.Y. 11368.
Unused LeMans for sale - \$4.00 inc. postage. I would like to know if anyone else has AH game of Air Empire. Contact George Kaplan, 30-30 154th Street, Flushing, N.Y. 11354.
Red Lions needs your help to defeat the barbarian hordes of Aggressor! Join Red Lions. There is something for everyone. Write: Chris Lottas, 149-14

Red Lions. There is something for everyone. Write Chris Lotas, 149-14 Melbourne Ave., Flushing, N.Y. 11367. NYS. N.J. Del, Penn. This is the field of control of the Second Div. of Red Lions. We accept challenges from gentelmen warriors only. D. K. Juckett, RD 2, Harpursville, N.Y. 11377. Opponents wanted in face-to-face combat! 1 play any wargamer or club in any AH game, 3M, Parker Bros., and Chess. I will take any side as so desired. Michel Zaleski, 27 Bellairs Dr., Houtington, N.Y. or call Ha 1-1195. Diplomacy players nearly write or All Box Speed moutant polary. Allen Schill, South Shore Vietninh, 24 Harbor Ave., Islip, L.I., N.Y. 1173 Phone (516) IU-1-5562 Meet Big Brother.
Red Lions - remember that name. Our club is getting great - join for Glory! Subscribe to the Courier, and help us defeat Aggressor & Company, Join the alliance! Colonel Jost Kiem, 170-14 130th Ave., Jamaica, N.Y. 11434. Announcing the formation of AH branch of AH bra Write: Chris Lotas, 149-14

14 130th Ave., Jamaica, N.Y. 11434, Announcing the formation of AH branch to the military tactics sociaty. We fight AH and miniatures, naval and land. Anyone wanting to join or challenge,

OPPONENTS WANTED

contact Tony Morale, 39-30 Glenwood St., Little Neck, N.Y. Tel: 212-224-

9658. Will trade good condition Bulge plus Gettysburg '64 for Guadalcanal or Management. I will also sell Gettysburg or Bulge at \$4.00 apiece. Bo Sheehe, 302 Fourt St., Liverpool, New York 13088.

Sheehe, 302 Fourt St., Liverpoor, York 1088.
Wanted face-to-face opponents (experienced or inexperienced in NYC area. Have Tactics II, willing to learn others. Mostly weekends. Prefer college-level and above. Contact Steve Burstein, 420 W. 205th St., N.Y., NY, 10034
Call WI 2-6265.

420 W. 205th St., N.Y., N.Y. 10034 Call WI 2-6265. Inexperienced and bumbling player will take either side at Stalingrad. Be ready for a lot of laughs. Pvt. Gilbert, 25 W 85th St., New York, N.Y. 10024. The General Staff needs quality mem-

bers to build their ranks. Requirements age 16, Experienced General, 3 years age 16, Experienced General, J. PBM: Each member must be capable of enjoying organized wargaming. Write Richard Hill, 172 West 172 St., New York, New York 10032. Yes! Write

today. Second Crusade rolls over the Swine of Second Crusade rolls over the Swine of Aggressor-[less] SAC. Come out of your bomb shelters you cowards! Colonel Kruger: Unloose your straight jacket long enough to reply to our challenge. "P" Division, 310 Lexington Ave., New York io, New York.
Stalingrad: Prefer German. Will take

to demonstrate ability pro return game guaranteed. PBM - Face-to-Face. All inquiries answered. Send cccp-IP if interested. William Gilbert, 35 West 85th St., New York, New York

Jovess o'un St., New York, New York, 10024.

The XIV corps of the 48S Panzer Army announces the annexation of the state of Delaware. We are now in undisputed control of the following states, Maine, N. H. S. W. S. W.

crush you. All insurgents contact Brigadefurher Joseph Pollock, 10 Wilshire Dr., N. Babylon, N. Y. 11703. Kampfgruffe Viper: Elite Military organization, Rapid advancement for superior wargamers. Positions of importance available. Write: Richard Citti, 164 South Centre Ave., Rockville Centre, New York, 11570. Ally with usin our wars or surrender now! Wanted Blits either side. All rules except Nuclear capacity, air interdiction. Write to Henry Zato, 191 Brookside Drive, West Seneca, New York 14220. Bob Hultman, contact me. I lost your address. Alan Laser, B. Friedman. Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted. Elither side. Prace-to-face anything Steven Piekarel, 40 Marlow Rational Contact me. Also Stalingrad opponents wanted and the stalingrad opponents was also stalingrad opponents water and the stalingrad opponents water and

Delton St., Tonawanda, N.Y. 14150.
The 16th Army of Aggressor has moved.
Join the Holy War against the Neohazi
4th SS! Remember thermopylac?? The
4th SS's time has come!! Richard
Shalvoy Hall, Room 224 RPI, Troy, 4th So Shalvoy Han Y. 12181.

Shatvey Rail, Room 224 RFI, 179y, N. Y. 12181.
Notice Plants, foe all Avalon Hill Notice Plants of the Continuation of the Con

clubs with designs on Dayton area inquire.
Opponents wanted for play-by-mail in Stalin G., D-Day '61, or Afrika Korps. I will take any side. Tom Hook, 5198
East Earnhurst, Lyndhurst, Ohio 41124.
To all inventors: Complete Jap order of Battle for Okinawa, complete Jap Naval forces in Midway Operation; original Jap Naval-Air units, beginning of WWII. \$1.25 to Geoff Burkman, 715
Myrlle, Terrace Park, Ohio 45174.
For sale: Bulge, D-Day, Waterloo, like new with PBM pads. Wes Owens, 624 Northwest Ave, Ardmore, Oklahoma

624 Northwest Ave., Ardmore, Oklahoma

73401.

Achtung!! Der Totenkopf SS Panzers of the Michel Wittmann, 1st SS Krg. conquering Oregon. Want to command Totenkopf Tigers or be run over by them? Kriegsgruppen Fuhrer Pat Oppelt

Totenkopi ligers or ne lum over of them 'Krieggruppen Puhrer Pat Oppeit Box 155, Harriman Rite, Klamath Falls, Oregon 9780.1.

Barbariana Dertiand have left the Barbariana Homeland, Available copies of back issues of General, Volume #4.1, 13, 20 per copy includes first class postage. Order-Gerald White, 4004 S.E., Pine, Portland, Oregon 97214.

Get in step with the Iron Phalanx, join the WCP's I corp. Anyone may send their Blue Blitz move. Call rules except Weather and be brutully crushed. David Linosay, 2245 Fairmont Pkwy. Erie, Pa. 16510.

Erie, Pa. 16510.

Doesn't anybody have Gettysburg Hex for sale!!!? Please contact me soon as possible. Also, PBM opponents for Gettysburg square and D-Day myself Union and U.S. wanted. Contact Larry Cohn, 8516 Patton Rd., Phila., Penna. 19118

Interested in playing in a sports league interested in playing in a sports league with adapted A. H. games? Then write the ISSL c/o Bob Jamelli, 516 E. Diamond, Hazleton, Pa. 18201 or me, Don Greenwood, Box 280, RD #2, Savre, Pa. 18840 name your franchise.

Achtung! Praetorian Quard's 4th Guards Division establishes HQ at Brown Uni-versity. Blood thirsty aggressor jackals will be crushed! Group General Louis S. Barnes, Box 183, B. U. Providence, R. I.

OPPONENTS WANTED

Rally 'round The Stars and Bars, rebs!
The X Corps Confederate Army starts
its fall offensive. All interested students at the University of South Carolin
are welcome. Contact: John Rockholz, Box U-3313 Columbia, S.C. 29208.

Will play anyone in Memphis, Tenn. and surrounding area in any AH war-game. S-grad, Blitz, and AKpreferred. Inexperienced in PBM. I take Germans and Blue. Write: David Himmelreich, Janis, Memphis, Tenn. 38116,

age 13.

PBM Waterloo, Bulge, Stalingrad, Gettvsburg '58 and '64. No side prefer-PBM Waterloo, Bulge, Stalingrad, Get-tysburg '58 and '64. No side prefer-ences. Send your starting lineup or an acceptance and rules to Hicks, Hiltpold & Co., 511 Catalina, Corpus Christi, Texas 78411. All letters answered.

Nanted, a face-to-face opponent for Jutland, D-Day, Stalingrad, A.K. or Blitzkrieg preferably a high school student. Will take either side. Write or call Chuck Holloway, 8700 Magnetic St., El Paso, Texas 79904 - 755-6331.

Opponents wanted for face-to-face combat. Will play Bulge, D-Day, Guadalcanal, either side. I will beat anyone living in Spring Branch Area, Houston. John Phillips, 3318 Lively Lane, Houston,

John Phillips, 3318 Lively Lane, Houston, Texas - Phone HO 2-2880. We offer and expect serious wargamer's competition. Shai-Dorsai has never jost or terminated a game. We will play anyone face-to-face or PBM. Accepting members. More info: Mike Haley, 2201 Wieving, Box #204, Irving, Texas. 7506. Texas 75060.

Aggressor, most tyranical club must be destroyed! Red Lions needs your (anti-aggressors) help to accomplish this feat. Join the alliances; contact Robert Hickson, 848 Duff Drive, Port Arthur. Texas 77640. Reb is invinci-

ble!
Aggressor est fine! Join a club that will be proud to have you. We need members and allies to fight with US, Join Red Lions. Write Kevin Kelley, 178 Carousel Dr., San Antonio, Texas 78227

78227.
For Sale: good Blitzkrieg \$4.00, used For Sale: good Blitzkrieg \$4.00, used D-Day \$3.00, G-canal very good (played twice)\$5.00, Jutland brand new \$5.50. I'll pay 1/2 postage. Send requests to Brad Taylor, 111 Royal, Victoria, Texas 77901.

Aggressor Fifth and Twentieth Armies have qualled before Red Lion steel! Red Lion IV Corps takes Texas and California by default! Join Red Lions, Box 547, Fredericksburg, Va. 22401; Fight IV Corps, 1816 S. College, Tyler, Texas 75701.

OKW needs willing and experienced wargamers to fill our nationwide command staffs. We offer excellent opportunities for advancement and competitive wargaming. Write: Robert J. Beyma, Chief of Staff, OKW, 701 N. Hope St., Phoebus, Va. 23363

Join the Red Lions and help cleanse the war-gaming world of aggressor's false claims of victory. You can help stamp out aggressor. Contact Louis C. Pappas, Box 218, Toano, Virginia 23168. Red Lions rally!

Everybody laughed at the Cardinals when the season started, but look at em now! If the Redbirds can can the Red Lions. Write John RTE. G, Winchester, Va. 22601.

Opponents wanted for AK pbm sorrad face-to-face in: AK, S'grad. Send copie of sides or first move to: Craig Mackey, Beck Hall, Box 2085. C.W.S.C., Ellensburg, Washington 98926, or call 963-1824.

Anyone interested in an inter university game of Diplomacy or a variant? Each university will take a different country. Game to be run in Cerebral Nebular. Tom Rosenbaum, Rm. 313, Terry Hall, 1101 Campus Parkway, Seattle, Wa. 98105.

The Pacific Northwest War Games As-sociation is pleased to announce the founding of its Opponents Guide. If you are interested in contacting other Paci-fic Northwest wargamers send a stamp-- e-uniers send a stamp-eu seif-addressed envelope to: Douglas Beyerlein, 3934 S. W. Southern, Seattle, Wash. 98116.

Army Group Pacifiko of Aggressor Homeland is in need of new members and opponents in the Pacific Northwest and the Far East. Interested persons contact: Brigadier General Greg Long, 3526 S. W. 112th, Seattle, Washington 98146.

Wanted: Chancellorsville, also copy of Wanted: Chancellorsville, also copy of First General, Tactics II, PBM. Oppo-nents or in-person opponents for any game. PBM pads for sale 40f. Am ag-gressor member. Tom Hazlett, 6 Echo Point, Wheeling. W. Va. 26003. Ag-gressor Uber Alles!

Help! I desperately need good local competition. Will students and others contact me soon? Phone: 255-2866. Yours hopefully, Robert Reuschlein, 2225 Keyes Ave., Madison, Wis. 53711.

Praetorian Guard claims liberation of Illinois from the sadistical hands of Aggressor. Any opposition to this move should come to Richard Rubin, 8580 N. Point Dr., Milwaukee, Wis. 53217. The Alliance please contact me.

Opponents wanted in Afrika Korps, Tac-tics II, Stalingrad. I'll be British, Red, Russians. Send reply to Das Blitz Drache's c/o Commander in Chief Ernest Simmerman, 5400 N. 64th St., Milwaukee, Wis. 53219. All letters answered.