

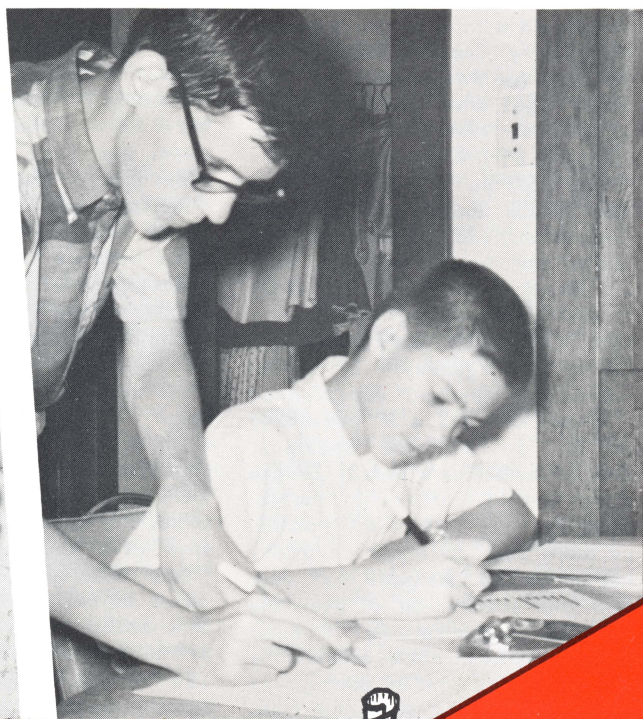
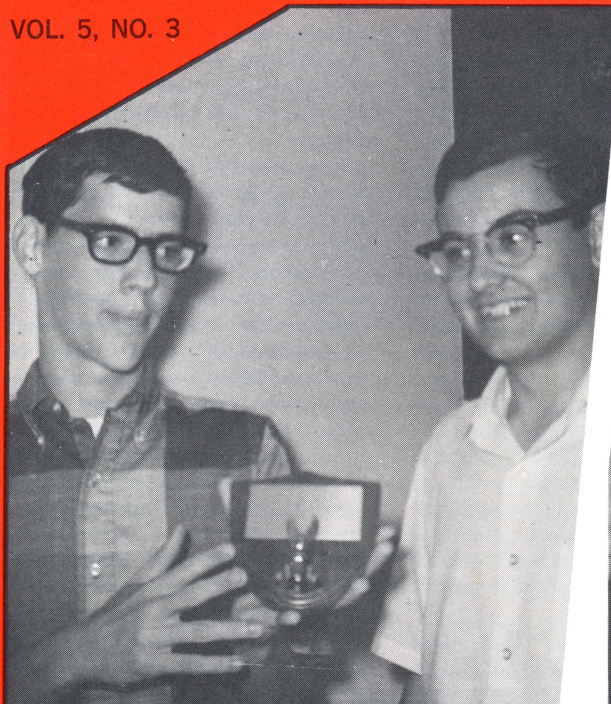
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The AVALON HILL

GENERAL

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The AVALON HILL **GENERAL**

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

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## The Avalon Hill Philosophy—Part II

### Realism vs Abstraction

Recent surveys administered both by The General and purists among the wargaming cult have produced a rather sharp division between adherents to realism and adherents to playability. Under the assumption that a game cannot be both realistic and playable, consensus favors playability 60-40. While it is possible, and the battle games seem to prove it, to produce games that are both realistic and playable the only really successful games have been abstractions. We only have to look to Monopoly to prove this point.

While the game-makers over in our research department are loath to admit it, AH's battle series cannot be considered successes from a mass-market standpoint. However, the true history buffs and realism nuts are great enough in number to guarantee a certain degree of success for any battle game that is produced. As a matter of fact, other game producers who have published battle games of an abstract type have failed in their quest to move such games off the store shelves in profitable numbers.

However, even with the design staff at AH oriented toward "realism," there is a limit to how far one can carry this philosophy. Jutland and 1914 are classic examples of realism-to-the-T. More detailed research has gone into their design than into all other battle games combined. The research team of James F. Dunnigan Associates, with their never-exhausting supply of inside dope, has been able to transcend the most minute battle detail into excitingly realistic battle games. Pardon, we mean simulations. Because that's exactly what we have in Jutland and 1914; games so realistic that they are simulations of the real thing. In fact, it is being brought to our attention that these games are too realistic...so realistic as to become boring after several playings.

With Jutland and 1914, we have finally satisfied the appetite of the hard-core historical buff. But in the meantime, the hard-core game-game fanatics have had to "give up" on these titles because they feel that the intricacies of realism slow the action down to a walk. In short, there's too much complex detail for what competitive fun can be had. Thus, the game-makers have come to the conclusion that a wedding between realism and playability results in a rather quick divorce.

The alternative is abstraction. Stalingrad is an excellent example of the proper combination between realism and

playability. While recapturing essentially the same overall conditions as they actually existed, Stalingrad is not over-encumbered with a myriad of details. With all of its units, this game can be played rather quickly. Action abounds on every turn. Small wonder that Stalingrad is still a favorite among many of the hard-core players even though it is an "old" game. Another game continuing to be a favorite is Afrika Korps. Again, complex-simplicity is the keynote. In both Stalingrad and Afrika Korps, a high degree of abstraction has been built into their design. They have proved to be the panacea for all concerned.

Outside the area of battle games, we have found that it is not possible to produce a realistic game that is fun to play. And after all, isn't the important thing about a game how much fun it is to play? A case in point is a stock market game we have been testing for over a year. We designed it too realistically. It lacked inter-player competition. Although it had re-captured the action of the stock market in its truist form, it simply wasn't any fun to play. We scrapped the whole idea.

The next step down, then, was to inject some abstraction to get play moving quicker. Also, areas of inter-player competition were injected. As we leaned more and more in this direction, the game became less and less realistic from a realistic standpoint.

The stock market, itself, is no game, at least not from the standpoint of one player attempting to outscore his opponent. Unlike the stock market, war lends itself much more readily to inter-player competition because that's what the participants basically are trying to do - to beat the other guy. At this point it is safe to conclude that the degree of realism and abstraction is determined by the subject matter of that area of life we are attempting to portray in game format. We are therefore willing to sacrifice absolute realism in favor of a design that is, first and foremost, fun to play.

Jutland and 1914 are fine games...oops...we mean simulations. Their publication has done much to enhance the quality of the AH image. Their publication has done much to broaden our distributional base thus making the rest of our line more readily available to the public. Within this framework, we are proud of these two titles. But we are even "prouder" of what we'll be introducing next Spring.

## COVER STORY:

### *If Ever There Was an Unsung Hero...*

If they ever hand out unsung hero awards in wargaming, Russell Powell should win hands-down.

With expeditious help from wife Donna, Russell Powell has taken the spark of an idea that flamed back in 1966 and kindled it into the most democratic wargaming "league" existing today -- the Spartan Wargamers.

Although beset with growing pains, financial crises, and petty bickering typical of many such wargaming organizations, the Spartan Wargamers have flourished while many others have either floundered, reorganized, or been consumed by the fires of personal animosities. Hardly a wargame club today is the same organization it was two years ago. Even such early stalwarts as Red Lions and Aggressor Homeland have switched names and experienced drastic organizational and personnel changes. Not so with the Spartans. They have experienced a steady growth pattern that puts all others to shame. The reason for this is Russell Powell; who has been able to stand up above the power-plays and intrigues that often undermine the leadership of even the most uptight organizations. Russell has had to weather such storms by groups of dissidents bent on taking over club leadership. Alas, the coups have failed mainly on the strength of Russell's loyal friends who realize how much time, effort and money...over

(Continued on Page 3)



# Success Thru Patience

by Jared Johnson

What causes the downfall of many good wargamers? They are in a hurry! Granted that time is of the essence in many instances. However, not always. In his fervent desire to annihilate his opponent, a player often makes rash decisions, and decides most often in favor of the plan which will allow him to act the soonest, usually without weighing other merits. Consider the game of Bismarck. In the long run it is rarely wise for the Bismarck to stay and fight a battle which he can withdraw from, even when it is an easy victory. However, he is overwhelmed at the moment of conflict by the desire to sink the British BB. Likewise, not a lot of games are played to the time limit, although it would be to one side's advantage to do so. The Bismarck is always anxious to pop into port, when he might fare considerably better in leading the British navy around the

Atlantic for a few days.

Consider Afrika Korps. How often does the German commander conduct a reckless 2-1 attack against Tobruch which wasn't really necessary, yet? Suicide charges are fine as a very last resort, but many players just don't realize what suicidal tactics they are employing too early in the game. Many players faced with a tough situation will make a bad decision in favor of a plan that will "break the ice" the soonest; usually, a series of suicide attacks.

How tempting it is in Bulge for the U.S. to surround one of those miserable German 10-5 panzer units at 1-2 odds hoping for a D back 2. What happens when his units are retreated and a gaping hole left in his lines?

In Stalingrad, how easy it is to go overboard with those 1-2 and 1-1 attacks against river positions right after you have had a short run of good luck.

The success of such a strategy rests upon the continuance of your luck and not upon the merits of your tactics.

In Midway, how tempting it is to launch a "devastating" attack before the time is ripe. (In the long run, perhaps not devastating to the enemy.)

This is a serious problem with many wargamers. They are over-anxious, too eager to rush in and slaughter the opponent. His means are contradicting his desired ends. A competent general knows when to let his opponent attempt the bravado tactics. A competent general knows when he should be content plodding along at a snail's pace.

Take heed: All of you power-happy generals who want to cross the Meuse by the 25th turn, who want to take Bastogne by the 17th, who want to sink the Atago the minute it comes onto the board, and who want to pop into port the first hour of May 26th.

You may be better off taking it slow but sure, because "haste makes waste."

Patience is often the greatest virtue of a successful general.

Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005.

## COVER STORY

\$100 a month...the Powell's have put into the league.

To fully understand the reason for the Spartan's growth, let's go back to that day in May, 1966 when the Powell's invited a group of neighborhood boys to see wargames for the first time.

"My husband and I," relates Donna Powell, "were standing around after church one Sunday discussing the topic of hobbies. Russ and I had been playing AH games for over two years so we immediately started talking about wargaming. Well, the topic drifted and bounced and suddenly Russ found himself sponsoring this club.

"We had no intentions of going nationwide at that time. Russ bought every A.H. game on the market and some not on the market. He started giving them as prizes in tournaments and I knew right then that something was growing inside of him but I couldn't put my finger on it.

"Before we were married Russell had played a lot of Chess and had played in a few tournaments. He had always wondered why wargaming had not been brought to that level.

"On July 4th at a picnic when we were talking about the club Russ told me what he was planning. He had decided that he would like to see wargaming organized like Masters Chess. After discussing this in depth I agreed with him and after that he was no longer the same.

"He planned out the basis for his

club, the system it would be run by and presented it to the members in the middle of July.

"It was accepted by a 100% majority and then we started recruiting.

"In September of 1966 Russell and I started the neutral competition League which has existed from then until now. His League was not readily accepted due to the untrusting nature of the clubs already organized.

"The Reichshutzers, Scarf, and Lan-cers were the first to join the League. It wasn't until around the month of December that things really looked up. FOE, the Marauders, the Raiders, and the Army of California joined the League, along with segments of Win Incorporated. Around June of 1967 Aggressor Homeland, and OKW II joined the League. They were followed in December or approximately that time by Spectre II, the newly formed Imperial Guards, United Wargamers of America, and a few local clubs that were not advertised.

"That had brought the League up to almost 140 people. Recruitment got heavy in all clubs and shortly after International Task Force joined this month, and the creation of the Seabees (a SPARTAN club) our League has 185 registered members.

"Our League (which is 100% democratic) has over 35 tournaments running with more than 12 additional about to start. We furnish trophies, cash awards, free Avalon Hill games (with over 30

having been given out in 23 months), and some free Gamescience games in the process of going on the prize lists.

"We have through this League furnished these services for over a year now: A monthly report to inform all League members of what is going on in the League. It averages around 30-40 pages a month. An arbitration service for treaties, disputes, League territorial procedures, decisions on AH games, and variants taken from AH games, etc. A uniform code of ethics, protocols, and laws that governed all clubs fairly and democratically since the League has been formed.

"We keep complete files on all letters written and received and provide these facilities for League clubs references.

"All in all I feel that in bringing good honest, worthwhile, competition to the wargamers we are promoting the hobby to a level never before attained. We feel our territorial warfare system (done with maps, forms, and by certain laws) is unmatched by anyone.

"In short may I say that my husband and I only wish to bring this hobby up to where it belongs. Equal to or above Masters Chess.

"To us wargaming is serious. A lot of young men want to have fun in their hobby. We want to give them the best chance they ever had to have it.

Anyone know where we can find about 20 more Russell Powells???



## How to "Elim" the Russians in 1914

by Geoff K. Burkman

One of the major problems the German player has in an advanced game of 1914 is what to do about the Russians on the Eastern Front. He must send a force that can defeat the Russians or at least hold their own, without necessitating the withdrawal of additional forces from the Western Front before the French, British, and Belgians have been bumped off. The Basic game has the German sending 61 points to engage the advancing Russian army. The de-

cision the German player must make is whether to add to this number, increasing his chances against the Russian armies but lowering his strength for use against the Allies, or by decreasing his forces on the Eastern Front, adding bulk to his Western Army but lessening his chances for success against the Russian. The German must weigh the possible results with the possible risks and then make his commitment.

The following table presents the results of each option column in percentage format (with figures rounded off to the nearest whole unit):

Factors sent to East:	25	45	75	110	175	245	325
doubled losses-----	14%	11%	8%	---	---	---	---
'normal' losses-----	25	33	31	19%	3%	---	---
static situation -----	11	22	22	36	25	14%	11%
gain 50 VP's -----	--	--	6	19	19	19	36
gain 75 VP's -----	--	--	--	8	19	14	22
gain 100 VP's -----	--	--	--	---	---	3	14
pass 1 turn-----	33	17	--	---	---	17	---
pass 2 turns-----	17	17	17	17	17	17	17
pass 3 turns-----	--	--	17	---	17	---	---
pass 4 turns-----	--	--	--	---	---	17	---

Some of the results are surprising; for instance, you have a better chance to get 75 Victory Points by sending 175 factors to the East than you have if you send 245 factors. Even more astounding--you can send 75 factors to the East and the odds are that you will sustain no more losses than if you had sent only 25, and you have a chance to obtain 50 Victory Points. It is my opinion that if you are the type who deals with all things in moderation, this would be the logical choice.

But then there are other strategies, too. You could send the bare minimum to the Eastern Front, 25 factors. This, however, is a little too foolhardy--you run the risk of even more losses to the Russians and you will have little to do with the extra units anyway; the front can become extremely crowded. On the other hand, you could send nearly your entire armed forces to fight the

Russians. The object of this would be to get a large number of Victory Points in the East and hope you can hold what you've got in the West. This extreme, as is the other one, involves too much risk and chance--the odds are that you will get no more than 50 Victory Points and possibly will get nothing. Not only that, it might result in the loss of Metz, something that would scrap any further hopes for victory. Thus the best answer lies in moderation, using 75 or possibly 110 factors in your Russian campaign.

Please do not get the impression that I reject the possibility of using the extreme methods--there will always be the time it will pay off--and the German will be victorious, perhaps without even advancing into Belgium. It's an interesting thought...hmmm.....

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

## Belgium?-Never

by Andrew P. Engebretson

Lt. Carl F. Knabe has with his usual incisiveness laid his finger on the key to German success in 1914 in just one word; attrition. (The General, July 1968)

For once, Lt. Knabe may not have gone far enough -- he suggests an all-out attack with 3/4 of the German army along the France-German border, while readying about 1/4 for a strike through Belgium. Delaying the thrust of the right wing is recommended because, among other things, a corresponding delay in the entry of the British results.

But why not go all the way--ignoring Belgium and bringing the entire weight of the German army to bear on the line Longwy-Belfort?

Obviously this approach avoids spotting the Allies the 30 points which they gain through a German invasion of Belgium and just as obviously the British entry is delayed until at least move 10. Less obvious, however, is the fact that the Allies are not bound by the rules to emulate their real-life counterparts in committing the bulk of the French army to a bloodily futile thrust into Alsace-Lorraine. Instead, subject to the vagaries of game variation, the Allies are usually free to adopt a plan along the lines of "Plan Michel" (as they did in 1940 without calculating the effect of armor on the value of the Ardennes as a defensive barrier.); if forced to an offensive stance by game variation, they can quickly enough shift units to the Northwest to correct matters.

In short, by assuming the strategic defensive and relying on fortifications to hold a weak German left wing, the Allies appear to be fully capable of frustrating the whole purpose of the Schlieffen plan, which was to turn the Allied left flank. The German's failure in this regard leaves him at deadlock with equal or slightly superior allied forces, as happened in the actual event.

Dead lock is no use to the German; "tactical victory" likewise only leads to ultimate defeat in the war. Decisive victory is the only answer for the German and piling up victory points by seizing iron mines does not suffice. (Invading Belgium and Luxemburg gives the Allies 35 points, which obliges the German to amass 175 points to win decisively by that means, a most doubtful venture.)

The German alternative is Lt. Knabe's insight pushed to its logical conclusion--an all-out assault along the Longwy-Belfort line, while ignoring totally Belgium and possibly Luxemburg.



Consider the following:

1. It is possible for the German to mobilize 41 corps (25 active and 16 reserve) together with 4 8-0-2 artillery brigades along the mentioned line, which consists of 18 squares, by sending the minimum of units totaling 25 value points to the east. The worst possible result in the east would eventually lead to a reduction of only 7 corps, which could be badly impaired, since a requirement of 12 corps going east can be satisfied by 5 corps of 2 cavalry divisions each and the balance in infantry. The odds against this worst possible result are remote; something like 47 to 1.

2. With 41 corps, plus artillery, the Germans are able to attack every square on a front of up to 20 squares with battle groups of 2 corps each, which ideally should consist of one active and one reserve corps. Losses on the attack should be charged to the reserve corps, as they drop only one attack factor for each step lost.

3. If on losing a step, the Allies retreat a unit, wherever possible the German should advance his unimpaired active corps into the vacated allied square. In this way, the allies are prevented from reinforcing the unit without pulling it out of the line, while at the same time the German can reinforce his depleted corps on the next turn without making further adjustments.

4. While defensively a French active corps goes to a higher rate of attrition with the loss of just one step, a German battle group can lose three steps before its combat effectiveness against 6-10-3's diminishes.

One could say more, but surely the reader gets the picture. It all adds up to one word--attrition.

It must be remembered that the German need not wipe out the entire French army in toe-to-toe slugging. It will be enough to continue the pressure until the allies come to the end of a turn and are unable to fill all of the gaps in the line. At that point, the Allies are left with the choice of submitting to a chewing up of the line by successive flanking of the segments or pulling the line together and allowing a final decisive flanking of the entire front. In the latter case, the German proceeds to drive for the rail lines (which are ALWAYS his operational objectives) well behind the existing front in order to achieve a decisive encirclement.

All this might be moot but for the one technological advantage held by either side, the German siege artillery. The great mortars make it possible for the German to grind their way through all of the French fortress system. Generally, the German should begin at the wings and work toward the center.

## Fast-Play Jutland

By Richard C. Giberson

Some Barb will probably say "play the basic game", but no true nut plays the basic game of anything do they? Therefore, what follows is considered an advanced tournament game with all the optionals.

My first experience with JUTLAND was played in scale time, the six maneuver and fire turns took six hours (real time) for the one hour to be marked on the record card. Even Jellicoe did not have it so bad. The question is -- what slows you down? The answers:

1. Knowing which group of ships has been moved. 2. Knowing which ships

Game variation might entirely deprive the German of this advantage but the odds against this are 19 to 1. The cards hold equal if not greater disasters for the Allies.

Historically, the Schlieffen plan originated in Count Schlieffen's conviction during his incumbency as Chief of Staff, which ended in 1906, that existing German armament could not cope with the French forts. This judgment was borne out in 1914 when the Germans battered at Liege for 2 weeks before the Krupp mortars came up on August 14 and ended matters in 24 hours. The 305's were available, on loan from Austria, as early as 1910, 4 years after Schlieffen's death.

Thus in 1914, the Germans did have the means to come to grips with the French forts. It is a matter of record that Moltke realized as early as 1912 that if the French lunged into Lorraine (per plan 17) then the whole Belgian adventure would be pointless for the French would be handing the Germans what they most earnestly sought--the opportunity to close with and destroy the French army. But by 1914 the German military had, psychologically and politically, locked itself into the Schlieffen plan.

To return to our problem here, one can sum up by stating that the approach advocated seems to have the virtues of concentration of force and simplicity of execution.

Comments and suggestions may be sent to:

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have fired on a particular turn. 3. Looking back and forth between the ocean and your sheet to determine movement factors and combat factors for individual ships.

Solution -- use a lot of little 1/2 inch square counters. The Table describes the counters and how they are used. With this system you can tell at a glance the situation on the board.

That reminds us of the real time killer--lack of a board. Avalon Hill says the game is too big for a board. What they mean is they couldn't put a big enough board in the box. All you need is a basement floor at least 13 feet by 13 feet (preferably bigger). You then cover it with a checkboard linoleum. One problem of course is that the size of squares must be exactly the size of the movement factor. I am sure for about \$200 you can get such a board. Now the next thing you need is a big electronic scoreboard which covers one wall of the basement (for those pikers who want to save money a large blackboard will do). This scoreboard must contain every ship, its current movement factor and combat factor. Finally, you need a secretary to keep the scoreboard up to date. Now if you grow weary of the game you can take the secretary to the show--unless your married of course!

### COUNTER CODE

TOP	BOTTOM	
Numbers 1 to 15	0	Numbers give current movement factor. When the 0 is up ship has been moved that turn.
Numbers 1 to 14	x	Numbers give current battle factor. When the x is turned up ship has fired on that turn.

Each ship will need a battle counter all the time. Only Flagships need movement counters at the start, but as ship movement factors are reduced each ship would have one. Plastic trays with a number of compartments are suggested for storing the counters in some sort of order for easy access.

Comments? I didn't think so. 1422 Agnes, Richland, Washington 99352.



# See How They Run...

by Norman Beveridge, Jr.

What is the most popular sport in the world? Soccer you say? No, for there is one sport which draws more attention from more people that enjoy sports than all three types of football combined; Rugby, Soccer, and American. That sport is auto racing.

By far the best auto races are the road races, rather than the oval shows like Indy. And the best road races are on the Grand Prix circuit. And of the four classes of cars which race on this circuit, the Formula I surpasses Formula II, Formula III, and Formula Junior (which are smaller cars). This is my subject for this article.

No doubt most of you who bothered to read this are familiar with Avalon Hill's fine games of baseball and football. A few of you may have seen their Le Mans game, which I believe ranks with the other two. A little experience, enthusiasm, and a small group of people can turn the game into a gala simulation of the real thing.

However, those few of you who own Le Mans know that the cars provided with it are dated, and are sports cars, which do not race in the Grand Prix. Therefore, I have done some research and calculated some approximate figures for several F.I. cars:

car name:	speeds:	(gear) turns:	down shift:	H. B.:
Honda I	18-16-14-12-10-6	2	2	8
Honda II	19-17-15-14-11-7	2	2	8
Honda IIA	20-19-17-14-10-5	2	2	8
ATS	21-19-16-13-11-9-6 1/2	3	3	5
BRP	20-18-15-12-11-9-5	3	3	8
Ferrari V6	20-18-16-14-11-9-6	3	3	8
Ferrari V8	22-20-18-16-13-10-7	2	3	7
Lola	18-16-14-13-10-5	2	2	10
Lotus 25	20-17-15-13-11-7	2	2	9
Scirocco-BRM	19-17-16-13-11-9-6	3	3	9
Lotus Ford-A	20-17-15-12-10-6	2	2	8
Lotus Ford-B	19-17-14-12-11-7	2	2	8
Cooper Messaretti*	18-17-15-13-10-9-7	2(3)	2	10
Ferrari*	17-15-13-12-10-6	2	2	8
McClaran Ford*	16-15-14-12-11-5	2	2	8
BRM*	19-16-14-12-11-9-4	3	2	9
Eagle*	18-16-13-12-11-6	2	2	8
Repco-Brabham*	17-16-14-12-10-7	2	2	8
Lotus BRM*	18-15-13-12-11-7	2	2	8

(Those with asterisks (\*) appeared in an earlier General. They are not mine but got me started on my research.) Note: The Cooper Messaretti turns red turns in second, and yellows in third. H. B. = hard brakings.

Both the Le Mans and Monte Carlo courses are on the Grand Prix circuit. The following information is provided for those who find statistics interesting:

1) On Le Mans, one kilometer is 14 squares long.

2) On Monte Carlo, one kilometer is 54 squares.

3) One turn on Le Mans is 15 seconds long.

4) One turn on Monte Carlo is 4 seconds.

Monte Carlo is obviously superior. I was not satisfied with just two courses, and have found it quite easy to copy real courses in any scale or design my own. However, the types of turns are quite inadequate, so I have added the following turns, ranging from slightest to sharpest:

roll	dry Pink	wet	dry Green	wet	dry Blue	wet	dry Black	wet
1	1-3 PS 4-6 SC	PS	1-3 SO 4-6 PS	SO	SO	SO	SO	SO
2	SC	SC	SC	SC	1-3 PS 4-6 SU	PS	PS	PS
3	SC	SC	SC	SC	SC	1-3 SU 4-6 SC	1-3 SU 4-6 SC	SU
4, 5, 6	SC	SC	SC	SC	SC	SC	SC	SC

PS=pit stop

SC=safely cornered

SO=spin out

SU=smash up

## 1900 Variant for 1914

One of the difficulties of the 1914 situation, if not THE chief difficulty, was the large size of the armies in relation to the amount of front available. This was not always so. In 1900 the armies were much as they were in 1914. The main difference was that they were considerably smaller. The 1900 Variant reflects this altered situation. This is all it reflects. All other elements of the game are the same.

### CHANGES FOR THE 1900 VARIANT

Initial Deployment: forces available

FRENCH	GERMAN
18 6-10-3	21 7-12-3
6 6-9-3	10 5-10-3
3 2-4-3	2 3-4-2
2 6-0-2	2 4-4-2
1 1-2-4	2 2-2-2
7 (2)-1-4	2 1-1-2
	4 8-0-2
	8 (4)-3-4

BELGIAN: one 3-4-2 each in Namur & Liege. Two 1-1-2's & one (2)-1-3 in Brussels.

BRITISH: two 4-7-3's, one 1-2-3 and one (2)-1-4.

The Germans may reduce 305 forts with their 210 artillery. They must roll a 1 or 2.

CONDITIONS OF VICTORY: The German marginal victory will now result in a draw. They must win a tactical or decisive victory in order to win.

All other elements of the game are the same.

The above situation is not an exact recreation of the 1900 situation as this would require too much re-design. It is merely intended to speed up the game.

Pink and Green turns are easier than Yellow turns, and can be safely cornered one gear faster. Blue and Black are extremely sharp, and must be taken one gear slower.

With these innovations and additions, I have been able to develop this method of simulation into an extremely realistic duplicate to the Grand Prix championship races, and everyone who participates finds it interesting, relaxing and enjoyable. Perhaps if you battle nuts (I am a die-hard player myself) need some rest from combat you could take time to delve into this fascinating battle of wits and machines.

Norman Beveridge, Jr.  
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Houston, Texas 77035



In a year of reading the General, I have seen many articles advising the German player in The Battle of the Bulge, but none giving hints on strategy for the American player. I, for one, believe that playing the Americans in Bulge is every bit as exciting as playing the Germans and I offer this article to beginning American players of Bulge so that you may learn to say "nuts" to your German opponents effectively.

This is for Battle of the Bulge with all Tournament and optional rules except One Way Traffic: To set up a strong defense, it is helpful to know the German objectives and the routes and timetable he must use to achieve them. There are five attack routes which the German can use; two in the north, the Elsenborn - Malmedy - Wevermont route and the St. Vith-Vielsalm route; two in the center, the road to Houffalize - then north at EE 27 and across to LaRoche or straight west to LaRoche route, and the Clearvaux-Bastogne route; and one in the south: the Diekirch - Martelange route. The game is divided into three separate time periods; Dec. 16-17; Dec. 18-21 and Dec. 22 on. In the first time period, the German must breakthrough your line in force on at least one of the five attack routes; in the second period he must crack the Ourth River in force on at least one of them, and in the third period he must crack the Meuse and hold it. If you can deny him any of these objectives, you will beat him easily.

In the first period, the Eisenborn route is the easiest to defend and few German commanders will make a determined attack there. I usually find the 2nd Division strong enough to hold it alone. On the first turn I always send at least one unit of the 99th division to St. Vith and the rest to the mountain square which cuts the road between TT 10 and St. Vith. This makes St. Vith very difficult to take, but, if the German cuts the road first, you can still reinforce St. Vith by way of Malmedy from the north. When 7th armored division arrives, I always send at least one 7-4 to 00 15 and the heavy ground behind St. Vith and reinforce it with at least one unit of 1st division. This way you can hold out long, even after St. Vith falls, and every engagements is an American victory.

In the central front, you cannot defend the Houffalize road but I always pull 9th Arm/ CCA out of Diekirch on the first turn and put it in Bastogne and send the remainder of the 7th Arm div to hold the river crossing at EE 27 above Hoffalize and the remainder of 1st div to hold the crossing in front of La Roche. You can be surrounded too easily trying to hold Houffalize but if

## Learn to Say, "Nuts"

by David Bush

you get a chance, build a fortification (I don't use fortresses in this stage of the game because a doubled factor controlling 7 squares is more valuable than a tripled factor controlling only one) on EE 27 so that you can block Houffalize and still be able to escape north of the river. Your most crucial defense, however must come on the Clearvaux road and here you must sacrifice units to gain time. Every single rough terrain square which controls a road is priceless. Clearvaux must be held to the death but I seldom put more than one unit in it since the German can surround and destroy two as easily as one and the others are needed to cut roads. You must fight for every single road space but try to prevent yourself from being surrounded. If you can hold out long enough for 10th armd to reach Bastogne your chances will be greatly increased. You must also hold the Wiltz road. In the south, try to free a unit of the 4th div to help block roads, and hold Diekirch. You will eventually be surrounded and eliminated but this will take the German several turns. You must be sure to keep the Germans out of Martelange until 10th Armd reaches Bastogne, however.

The period Dec 18-21 is your most crucial defense and best chance to stop the German. Bastogne will be your first worry so I will treat it first. If your road cutters have done their job and 10th armd reaches Bastogne, you can put up a stout defense. The two 7-4's of 10th Armd and the one of 9th Armd make Bastogne a tough nut to crack but if your road cutters have been blessed with an engagement or two so that 101st Airborne gets there too, you can make it impregnable. By placing the airborne troops and any remaining road cutters in stacks of one or two on the hills southeast of town and on the road square north of and adjacent to Bastogne with a unit of 82nd airborne holding the roads behind it, the German will not be able to surround Bastogne and will have to soak off against the

paratroopers and get 84 factors against the city to even get 2-1 odds. But if you accomplish this watch out because the German will quickly turn to attack you somewhere else. Thus you should strengthen your river crossings above Houffalize and in front of La Roche with 82nd Airborne and 9th Division.

By this time your north line behind St. Vith will be crumbling and you must begin counter attacking. Stavelot must be held (you can use 30th Div) and any units you can spare from the south should be sent to Vielsalm. Also a fortification should be built on crossroads DD 24. I often use a platoon system here (Vielsalm Road) with one or two units holding the road while a second group forms a second line behind them. When the first units are retreated, the second ones then are the blockers while the retreated units form a new line. If the enemy is advancing too swiftly, counter-attack! A 1-2 surrounded attack against strong Panzer stack offers a 20% chance of eliminating many enemy factors and even a contact or engaged is a tactical victory because you force the German to fight for a square he otherwise would have had free. If you can keep the German out of Manhay and hold La Roche until 3rd Armored arrives on 21 AM he won't be able to crack the Ourth and you can beat him.

I have ignored the northern route because it is easy to defend and the far southern route because the German cannot supply it beyond Martelange without taking Bastogne. Nevertheless, if your opponent puts much strength against them you must block him. The object all along is to shift your strongest defense opposite his strongest offense.

If things go bad and the German takes the Ourth by the 21st, you probably won't be able to keep him from the Meuse but you should continue your slowing tactics and hope your reinforcements and airpower get a chance to stop him. But most important, you must attack his supply lines. As his panzers cracked the Ourth and begin their mad dash to the Meuse, he may have left pockets of resistance not quite isolated and you should attack Manhay or Bastogne with them. Even a 1-2 gives some chance of success and delays his advance. But if you have fought your earlier battles strong and hard the German may find himself running short of units at just the key time. Then you can tell him "nuts" with vigor.

David Bush  
141 E. 15th Ave.  
Columbus, Ohio



## "Simultaneous Hidden" Movement

by Paul Perla

I have placed the title in quotes because actually, movement under this system is neither totally simultaneous nor totally hidden. It is more or less a conglomeration of several different ideas, however I have found this to be a comparatively un-complex (notice, not simple) method of including simultaneous and/or hidden movement in most AH games.

As originally developed, I intended to use numbered counters to represent stacks, but as I didn't want things to get too involved, I decided to just turn the stacks upside down. (This is especially effective in Blitz with its many different sized units.) But for those of you who are real fanatics with time and counters to burn, the first method is a much more fascinating way to play.

### MOVEMENT

1) Movement is carried out by reversed stacks or units, and is conducted in phases, two phases to a turn. Player A moves his first phase then player B then A again then B.

2) A unit or stack may move up to half its regular allowance per phase and may not carry over any unused factors to the next phase.

3) All other movement rules apply.

### COMBAT

1) When a unit moves into the zone of control of an enemy unit, it must stop.

2) The player who moved into combat is the attacker and remains so in that battle for the rest of the turn, no matter what other movement is made.

3) Once contact is made, the units that have contacted each other may not move until the next phase.

### COMBAT PROCEDURE

1) In the first phase, Blue moves into contact with Red, becoming the attacker. Neither side may move these units during the remainder of the first phase. The strength of the units remains concealed.

2) Before the second phase begins, Red (defender) rolls die if he wishes to break contact. If he rolls a 1 or 6, contact is broken, and he may move his units in the second phase. If not, the

battle becomes an engagement.

3) Now each player is permitted to bring up more reinforcements during the second phase, with blue remaining the attacker. Battle may be divided according to the rules of the game.

4) Combat is resolved at the end of the turn, with each side revealing the strength of their units for the first time in the battle.

5) Second phase battles are carried out in the same manner, and they are also resolved at the end of the turn.

### GENERAL RULES

1) Hidden units within 2 squares of an enemy unit at the end of a turn are revealed as long as they stay within two squares of an enemy unit. Revealed units however are concealed when moving until they stop two squares from an enemy unit.

2) All game rules not affected by these modifications remain in force. (forests, mountains, etc.)

Although not the best system to use this does provide a rather simply-complex method of adding these factors to a game, and it is not necessary to use both simultaneous and hidden rules at the same time. Any questions you may have or any suggestions on how to improve this method are welcome. Address all correspondence to:

Paul Perla  
7205 Schley Court  
Pittsburgh, Pa. 15218

## Wellington's Waterloo

*(How to Lose a War in a Single Day)*

by Tom Storslee

A soft breeze blew from the west at the small town of Waterloo. The warm earth glowed with the heat of the afternoon sun. But the village which was usually known for its drowsy atmosphere today vibrated with the news of Boney's Coming. A soldier on a lathered horse raced through the cobblestone streets and pulled up in front of a red brick inn. The rider leaped from the saddle and burst through the door.

But this was no ordinary inn for housed within its humble walls was the Duke of Wellington who had established headquarters there. The Duke was in the midst of his afternoon tea (imported of course) when a rude knock pounded at his door. The messenger, for such he was, was let into the commander's presence.

"Quatre Bras has fallen! The surviving troops are routed. Most of the Prussians are destroyed. The war is lost!"

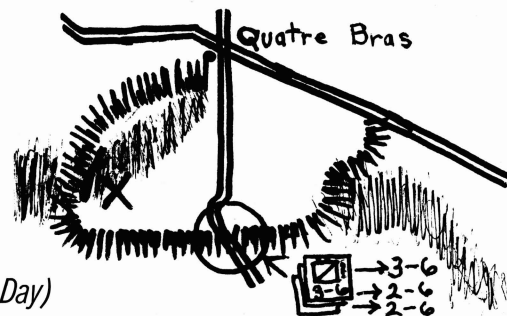
The Duke's face whitened and then flushed in rage. The messenger saw

a struggle within Wellington to compose himself.

"What do you mean Quatre Bras has fallen? How did it happen?"

The following is roughly what the messenger should say:

Quatre Bras is the key point of the whole terrain. It's early fall would mean allied defeat. Quartered at the northeast corner of the French occupied city of Gosselies was the cavalry and horse artillery of the French totaling seven factors. This force was moved along the northern primary road toward Quatre Bras. With the road bonus this force reached the square circled in the diagram. (It is the road and slope square.) This strategic position taken during the first turn completely destroyed the natural defenses of Quatre Bras. The zone of combat and the woods prevented the PAA forces from moving to the hilltop square (labeled X in the diagram). Because of the lack of sufficient troops the PAA forces could not hold the area without the doubled de-



What I am offering here is a radical opener for the German commander in Bulge. For the most part it is based on the percentages for its success, and with the right throws of the die the American player will be left in utter desperation. For those of you who play by mail and don't feel that the PBM odds chart gives you a fair chance, here is a suggestion. Use the same stocks figure that you would for PBM, but instead of using the last digit, take the whole number and divide by six. Then the remainder will be the throw of the die; no remainder means the equivalent of a toss of six. This way the regular results table can be used. The following is my suggested lineup of attacks, in the prescribed order. You may add or drop at will.

<b>Radical Opener - Bulge</b>					
By Joseph W. Saunders					
#1. 167 Inf. Div	VV30	vs	12, 16 reg.	1-2	
#2. 276 Inf. Div	UU30				
352 " "	TT30		8 reg.	2-1	
#3. 5 para Div	RR28				
562 Inf. Reg	QQ28				
Lehr Pz Gr	""				
7 Pz Reg	""		9 CCR	7-1	
#4. 13, 14 para Reg	PP27				
406 Pz Gr	""				
17 Pz Gr	PP26				
312 Pz Reg	""				
150 Pz Brig	""				
15 Para Reg	0026				
Lehr, 1, 2	""		109 reg	8-1	
#5. 23, 24, 561 Inf. Reg	TT15				
153, 553, 554 " "	SS15		422 reg	3-1	
#6. 9 SS Div	TT11				
52, 123, 124 Inf. Reg	UU10				
51, 679, 680 " "	UU 9				
36, 915, 916 " "	TT 9		14 cav	5-1	
#7. 2 SS Pz Gr	UU13		423 reg	1-2	
#8. 35 Inf. Reg	SS 9		393, 395 reg	1-2	
8 Pz Reg.	0022				
154 Inf. Reg	0023				
Peiper	PP19				
4, 310 Pz Reg	QQ17				

fense factors. If all PAA troops were concentrated to hold this area, they could be attacked from behind by a cavalry charge (30 to 40 factors) that originally feinted an assault at Tilly.

This plan would work only if the commander was bold and reckless. All French troops had to back the frontal attack vanguarded by seven cavalry factors. The seven factors were wiped out but by the second turn the French were entrenched in the hilltop square (marked X) and Napoleon could proceed to destroy the PAA resistance at basic odds.

#### HERE ARE THE STEPS FOR A SURE WIN:

1. Place the seven cavalry factors in position on the first move.
2. Back up with forces that can reach position X by second turn.
3. Feint at Tilly with cavalry (30 to 40 factors) then turn toward Quatre Bras. (This will either occupy the Prussians or tie up troops to defend the Quatre Bras rear.)
4. Always attack at least 2-1 odds and defeat PAA by sheer numbers and fierceness of attack.

I guarantee this plan to work. The seven cavalry factors are usually lost but it is made up later with the basic odds. Move fast and the PAA reinforcements will be useless. The game should be won before the entrance of the Prussians.

One out of three times with this offense the Amis will be foolish even to try to hold St. Vith, unless they don't want to see a regiment or two anymore. Peiper and the 4 and 310 Pz serve their purpose on the first turn by protecting several spaces, and then in the second turn they are available to displace the defender on 0017. If the Germans have been lucky, (2 of 6), on the 5-1 attack, they will either have the hill at QQ13 or be next to it. Either situation is an enviable one, and it is well worth the one out of six risk of an exchange for the fortress. But there is a one of two chance that the Elsenborn-St. Vith road will not be cut by that battle, so a 1-2 is necessary to the north. If you think about it, an attack on NN25 is not really necessary, for only an advance of one space would be allowed anyway. Therefore, save this attack and place one unit each on 0023 and 0022 to deter him from taking up position near there. I use attacks 3 and 4 to eliminate my foe. The 8-1 is better against the 109 Reg because there is no exchange there. Furthermore, an attack on the 8 Reg

does more than just cut off the 4 Division; there is a good chance to trap a regiment there in an engagement, and then surround it next turn. As soon as Monschau is free, infiltrate one to three regiments through the woods there. One is enough, for it forces the foe to cover it with at least one unit. He can ill afford this one to one coverage. Use this same maneuver SW of Martelange and in the woods between Houffalize and Vielsam. The Americans' fear of being outflanked will force a move on his part. One further piece of advice, probably well known, is that most of the German Panzer strength should be pooled near Houffalize early in the game and then directed toward the weak point that is observed.

For the sake of American players, well placed fortresses can mean the difference in a close game. A fortress on the road slightly to the east of Martelange will serve as a capable roadblock. Its placement is determined by a careful study of the condition in the south. Since the main drive of the Germans heads NW after passing Bastogne, and



the road situation deteriorates for them, use the fortress again. But an important observation must here be made. Between Bastogne and Rochefort, Bastogne and Marche, and Bastogne and Hotten, there is not one road by which German units may travel laterally, that is maneuver easily. To the NE of that only two short lateral roads exist. Haven't you ever been the German player and found the pace of your attack slowing down west of the Ourthe River? Now you know why - no lateral roads to maneuver on. Therefore, it is the wise American player who uses fortresses to block the roads. The first blocking fortress should be built on DD31. But you ask why not on Bastogne. Well, build one on Bastogne later, but DD31 is more a hindrance to the movement of troops north of Bastogne. To cover the road to La Roche, place a fortress on BB29; since he can not cross the river, he might be pressed to attack

the fortress, garrison it with a 7-4. Then comes the "Wall". When the 7 Armored comes in, stop the CCR at DD25 to build a fortress. Then build fortresses at CC26, BB27, La Roche, Y29, Y30, and maybe Y31. Two regiments of the airborne should be used to build part of the "Wall". GG20 and GG21 are also good spots for fortresses. A fortress at Y38 will help to cover the south flank. And if the decision is in doubt, place a fortress at Y19. But the real big stopcock should be built in the beginning at JJ23 and II24; with a unit on the hill at II22 to guard the river. The best counterattacks for the Americans will take place on the northern flank of the Germans, as far east as possible, but watch out for the entrapment there by breakthrough German troops near Manhay and Aywaille. All comments and criticism should be sent to Joseph W. Saunders, 3708 Yuma St. NW, Washington, D.C. 20016.

delaying battles.

As soon as Brest Litovsk falls your powerful Panzers should wheel east and take Minsk. The infantry should be up to the Divina and if they were lucky, might even have a bridgehead. In Finland, retreat towards Helsinki, tying up as many Russian units as possible. In the deep south, the Rumanians should form a defensive line on the Dnestr after crossing the Prut. The German forces should move North, between the marshes and the northern end of the Southern Bug. They should then move on Kiev.

As soon as Minsk falls, your powerful Panzers should turn north, crossing the Divina and advancing towards Leningrad. The remaining forces should get as close to Smolensk and Moscow as possible without overextending themselves. A defense line should then be established running from the swamps south of Lake Ilmen to the Pripyat Marshes. In the south, Kiev should be taken and your Panzers must move on Bryansk and Orel, thus forcing the Russians to fall back to a line running roughly from Smolensk to Orel or Kursk. Establish a defensive line from Kursk to the Crimea.

Your advance on Leningrad will be quite hard to stop due to your powerful armor concentration. Take reinforcements away from the north, if possible, by threatening elsewhere. With proper handling of your forces you will capture Leningrad by late '41 or early '42.

## Yes, a German Victory in Stalingrad

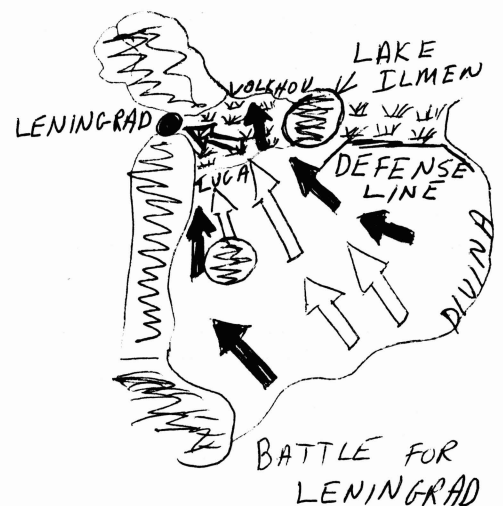
by Ron Salcedo

Contrary to what the Stalingrad Battle Manual says, a northern campaign in Stalingrad can be quite productive. This can be done as follows:

On the presumption that your opponent uses a setup slightly similar to the AH one in the Battle Manual, you should set up your 6 most powerful Panzer Corps in stacks of 3 north of Warsaw. Also put the bulk of your Infantry south of Brest Litovsk. Stack your 3 6-6-6's south of Warsaw and put as many Rumanian forces as possible in Rumania. Also, put the full 8 combat factors in

Finland to assist the Finns.

On the first turns, the Panzers north of Warsaw should attack the flank of the Bug River, moving towards Brest Litovsk. Infantry, at the same time, should hit the Nemunas at V-19 and at Kaunas, with 1-1 and 1-2 odds. If the possible loss involved is not too great, attack Brest Litovsk with infantry only at the best odds, even before the Panzers get there. In the south, the remaining Panzer and Panzer grenadier forces should take Lwow and in the deep south, a bridgehead across the Prut should be established. In Finland, fight



By now the Finnish campaign will most likely be over and regardless of the outcome there should be little or no Russians left in Finland. After giving Leningrad a proper garrison, cross the Volkhov or else the Svir, whichever is easier. The infantry should drive as close to Moscow as possible and then establish a defensive line along the Volga area. Meanwhile, the Panzers

and the remaining infantry should cross the Kolp and then hit the Volga in the Yaroslavl area.

While all this is going on, what is happening elsewhere? Your other Panzers should cross the river at Orel and cross the Oka south of Vladimir near the Moscow-Stalingrad railway. These movements should push the Russians back from Smolensk to the Ugra, thus shortening your defensive line in front of Moscow. Maintain the defensive on all other fronts unless you get a lucky break. In that case, move towards Stalingrad.

Now you must decide whether to attack Moscow from the east, or starve the Russians out. This decision depends on the Russians strength. Moscow must fall before August of 1942 to give you a good chance of winning.



### BATTLE FOR MOSCOW

After Moscow falls, advance down the Railway towards Stalingrad. Now, there are no defensive strongpoints due to poor terrain. This advance will force the Russians back from their defensive positions near the Sea of Azov. Now you simply fight a battle of annihilation until the Russian surrenders or until your conquering armies enter Stalingrad.



### BATTLE FOR STALINGRAD

Ronnie Salcedo  
78 Charles Street  
New Rochelle, N. Y. 10801.

## Letters — Yes, We Get Letters

I, too, have run into the uninitiated's normal reaction to the first contact with wargaming. But I immediately attempt to point out that wargaming is merely a mental exercise, only using a medium which is a little less common than the Scrabble board or chess. Why do you insist on trying to defend yourselves in other ways? The problem now is that some people have begun to take it all too seriously. Most of these quasi-military clubs are stark, raving ridiculous. How can high school and college students possibly pretend to give each other ranks and address each other as if in the service? I think it's childish. I engage in the games to both meet people and to pit my mind against theirs. What fun is there in playing a game by mail with someone who never writes? I'm not looking for a win on the won-loss record; I'm looking for a challenge and a friend, win or lose....

K. T. Hoffman  
266 Carroll Street  
New Bedford, Mass. 02740

The following a rebuttal to Mr. Guthrie's provocative letter (Vol. 5, No. 2) on "lack of freedom" within the wargaming world.

When I read your letter to the editor I really couldn't quite believe you were serious. How can these supposedly totalitarian wargaming clubs force you to be a member of one of them? How can they possibly make all wargamers join? The only way one could do so would be to be more beneficial to the wargamer than the other clubs. Totalitarian? With a little investigation. Mr. Guthrie, you would have found out that SPARTA and Aggressor Homeland elect their leaders. Boldland has just merged with IFW which elects its leaders. I have no information on Big Army, but would not be surprised if it, too, elected its officers. If there is a pattern to be found among these "totalitarian" clubs of yours it is a pattern of democracy.

One of your main points was that the totalitarian clubs you mentioned were conspiring to deny wargamers any choice in their hobby. This is completely ludicrous because the clubs you so loudly condemn offer choices to wargamers, not deny them. We now have the full range of clubs, from the wargaming ones to ones devoted solely

to the providing of services for their members. And there is always the option of not joining any club at all. You couldn't ask for more choices than these, and choice is a good definition of freedom.

You made the charge that a certain neutral club (you mean SPARTA) subverted Aggressor Homeland. You go on to say that the leader of Aggressor Homeland is a high-ranking member of SPARTA, and then insinuate that he subverted Aggressor Homeland so as to gain control of it from the outside. Again, had you investigated to uncover the truth of the matter you would have found out a number of illuminating facts. I am the leader of Aggressor Homeland that you speak of. I was a long-time member of Aggressor Homeland before I had even heard of SPARTA. I commanded the entire Army of Aggressor Homeland at the time I joined SPARTA. And, finally, the leader of Aggressor Homeland at that time, Victor Gervol, gave me the leadership of the club when he retired. I will supply a photo-copy of his letter to me if you would like one. Can't you imagine a person being in two clubs at once and not trying to harm one or the other? Are you that narrow-minded?

But it was in your final proposal that you really surpassed yourself. You demanded that Avalon Hill not print the advertisements from the clubs you mentioned in the GENERAL. Yes, you really want to let the wargamers enjoy their freedom. We certainly are lucky that you are here to keep us from falling prey to those clubs. Democracy would be too much for us to handle.

Bruce Sullivan  
7873 El Dorado Plaza  
Long Beach, Calif. 90808

Dear Sirs:

Concerning your article by Mr. Seagrigh (July-Aug. 68) I think it is completely absurd. Even though he is right about the ignorance surrounding nuclear development, I don't believe he is right in brushing off the atomic threat as "trash." We now have more than enough nuclear weapons to destroy the whole world. I think it is high time for some cool straight thinking. No ignoring or panicking about this probably cool middle of the road thinking will solve it.

Stephen Woodruff  
John St. Ext.  
Westerly, R. I. 02891



Dear Sir,

In an effort to improve the quality of the **General**, AH requests the bi-monthly contest entrants to name the headlines of the three best articles in the issue. Choosing the three is a chore, because it is often difficult to find three well written columns. Too frequently the reader finds misspelling, incorrect word usage, illogical construction, and poor punctuation. Regardless of content, many of the articles are quickly thrown together and not proofread before they go to AH. This must not continue.

Occasionally your staff is guilty of these errors. In any case it is the job of editors to edit. Obvious mistakes in copy should be corrected by the staff before publication. Notations to that fact should be made after the article. One way to improve the quality of the work in general is to require the disclosure of the name of each author. Anyone with any pride will be loath to sign his name to an inferior product.

Contributing writers should use careful, precise wording. A dictionary, thesaurus, or synonym finder is helpful in selecting the exact word for its meaning. For improvement of style, the writer should consult any of the good English composition manuals. The best one is probably Strunk and White, The Elements of Style.

A useful method for theme writing follows. It is not easy, but the toil is worthwhile if it improves the General.

(1) Briefly outline the points to be made.

(2) Do all necessary research. Check your facts, and where the material is not common knowledge, note the source. If you propose to alter a rule, you should be able to defend the change.

(3) Write the first draft quickly to develop the main ideas. Do not waste time on grammar and form so long as you know what you mean.

(4) Completely rewrite the first draft. Choose your words carefully, and use them sparingly.

(5) Set the paper aside for a day or two. When you come back to it your mind will be fresh and alert to detect mistakes. If the narrative flows smoothly and logically makes its points, the essay is almost complete. Proofread for punctuation and spelling. If you have the slightest doubt about a spelling, look it up.

(6) Type the final draft, reserving a carbon copy for yourself so you know what you have submitted.

(7) Proofread. Proofread. Proofread. Good writing.

Eric Shimer  
Illicer's Mill Road  
Bethlehem, Pa. 18017

## Official Avalon Hill Game Clubs...

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

CLUB	PRESIDENT	MEMBERSHIP
South Alabama Directorate of Inter-Collegiate Strategists 1371 Ridgewood Mobile, Alabama 36608	Pat Knapp	a select few
The Galactic Empire 5756 East Seventh Street Tucson, Arizona 85711	Phil Pritchard	11
The Great General Staff 5723 S. Kenwood Chicago, Illinois 60637	Mark Zumpher	4
East Horizon 1403 E. 77th Indianapolis, Indiana 46240	Duane Clark Fiant	5
1st Shock Army 7611 Riverdale Road #315 New Carrollton, Maryland 20784	Patrick Otero	7
Dual Monarchy 2713 Urbana Drive Wheaton, Maryland	T. F. Morin & Robert Hoess	18
Wargamers Club of America 52 Gray Street Boston, Massachusetts	Michael Nicholson	26
Panzer Lehr R. D. #3, Box 189 Battle Creek, Michigan 49017	James Pulsipher	6
The Voltiguers (SAC) 16502 Grays Bay Blvd. Wazata, Minnesota 55391	John Kuechle	10
4th SS Volksgrenadiers 141 Pine Road Briarcliff, New York 10510	James Anderson	11
Stonewall Brigade P. O. Box 763 Newbern, North Carolina 28560	Stonewall	4
Imperial Guards (SAC) 5712 Wells Circle South Ft. Worth, Texas 76114	Bill Gray	12
Royal Guards 147 Bloxom Drive Newport News, Virginia 23602	Steven Seefeldt	4
A. H. Portuguese Club Av. Duque de Avila Lisbon, PORTUGAL	Antonio Calcada	8

## Club Registration

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

Club Name \_\_\_\_\_

Mailing Address \_\_\_\_\_

Name of Newsletter or Mag. (if any) \_\_\_\_\_

Total Membership \_\_\_\_\_

President's Signature \_\_\_\_\_

(Check One):

☐ This is a first time registration

☐ This is an address change registration.

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, 1 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.

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SEPT-OCT 1968

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

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

## Contest No. 27

The IBM 360/30 computer, having just gotten over the indigestion it received from AH's last survey, is now ready to give it another go. Contest winners will be picked at random, the offer of a gift certificate an inducement to get another large response.

### The Best of the Best

The purpose of this survey is to better ascertain exactly which areas of tactics, strategy, and playability make for games that are fun to play. For each group, assign "3" to your preference; "2" to your 2nd choice, "1" to your third choice. When there are only two choices to a group, use numbers "3" and "1".

#### ZONES OF CONTROL:

- ☐ Full zones of control (Stalingrad)  
☐ Partial zones (Gettysburg)  
☐ No zones (1914)

#### GRIDS

- ☐ Square Grid  
☐ Hex Grid

#### MOVEMENT:

- ☐ Consecutive  
☐ Simultaneous (in experimental stage, only)

#### HIDDEN MOVEMENT

- ☐ As in Gettysburg  
☐ As in Guadalcanal  
☐ As in 1914 (upside-down counters)

#### RETREATS:

- ☐ Allowed thru normally blocking terrain  
☐ Not allowed thru blocking terrain

#### STACKING

- ☐ One Unit maximum (Tactics II)  
☐ Stacked according to Units (Stalingrad)  
☐ Stacked according to combat factors (Waterloo)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Headlines of 3 Best Articles:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# AH Baseball Team Cops Crown

**Avalon Hill Defeats Blue Caps By 8 To 0**  
Randy Murphy limited to two hits as Franny Steedman hurled a three-hitter and Ed McGarity paced the Blue Caps.

**Avalon Hill Blanks Parkville Nine, 10-0**  
George Sweitzers had two hits and four runs batted in to lead Avalon Hill to a 7-to-1 victory over Parkville in the Monumental Unlimited League.

**Sweitzers's Two Hits Pace Avalon Hill Win**  
George Sweitzers had two hits and four runs batted in to lead Avalon Hill to a 7-to-1 victory over Parkville in the Monumental Unlimited League.

**Avalon Hill Takes Unlimited Loop Title**  
Avalon Hill won the Baltimore Unlimited League championship yesterday by blanking the Blue Caps, 6 to 0.

**Monument House Bows To Avalon Hill, 11-1**  
Ed McGarity's three hits, including a home run, paced Avalon Hill's 11-to-1 victory over Monument House.

**Avalon Hill Crushes Mohawks By 18-6**  
George Sweitzer got four hits, including a home run, to lead Avalon Hill to an 18-to-6 victory over the Mohawks in an Unlimited League game.

**FAVORITES WIN AS EXPECTED**  
Avalon Hill In Squeaker But Rest Coast

The city-wide, unlimited baseball tournament went through second round action yesterday and results were as expected as Avalon Hill, Dundalk, Fitzberger and the Y-Eagles all won. Avalon Hill, the defending champion, squeaked by the Pirates, 2-0, thus eliminating that team; Dundalk routed the Pirates yesterday.

**Avalon Hill Scores 2-0 Win Over Pirates**  
Avalon Hill's Fran Steedman led his own cause by driving the winning run while pitching the 2-to-0 tournament win over the Pirates yesterday.

PARKVILLE	AB	R	H	E	AVALON HILL	AB	R	H	E
Geniry, 2b	2	0	0	0	Dains, 2b	4	1	1	0
Corne, ss	3	0	0	0	Wann, rf	4	1	1	0
Bum, lf	3	0	0	0	Stedman, lb	4	1	1	0
Stett, 3b	3	0	0	0	E. McGarity, 3b	4	1	1	0
Smith, 1b	3	0	0	0	Sweitzer, c	4	1	1	0
Evans, cf	3	0	0	0	Har'cus, cf	4	1	1	0
And son, c	3	0	0	0	M. McGarity, ss	4	1	1	0
Seben, cf	3	0	0	0	Horne, 1b	4	1	1	0
Mather, cf	3	0	0	0	Shaw, 2b	4	1	1	0
Packer, p	3	0	0	0	Stew, p	4	1	1	0
Totals	27	0	0	0	Totals	36	7	11	0

For the second straight season, the Avalon Hill baseball team took top honors in the Baltimore Unlimited Baseball League. A 6 to 0 victory in the final playoff game assured them the top spot and an invitation to the Maryland State Tournament finals.

With essentially the same personnel as last year, but with a new look in the pitching corps, the locals beat down the pressure that had been applied by the rest of the league in their efforts to dethrown last year's champs.

"The road was much tougher this year," relates manager Tom Shaw. "When you're king-pin, all the other teams are out to get you. Consequently you face their best pitching game after game."

"As a result, the team batting average was down over that of last year. Currently, we've only got two .300 hitters and they're both pitchers."

When asked what the team did specifically to overcome such pressure, Shaw replied, "we had to dig deep into our bag of tricks to stay one step ahead strategically."

"For example; whenever we had a situation where there was less than 2 out and baserunners at first and third, we always attempted the delayed double-steal... regardless of the speed of our baserunners. What was the opposing team to do in this instance? If they threw to second to get the runner, our man on third usually made it home before the relay. But usually, no attempt was made on the man at second. Thus, we've set up a 2nd and 3rd base situation which negated the possible double-play. By the time the other team catches on to these tactics, you're through playing them for the season."

"And, too, we have a home diamond tailor-made to our attack. Our short right-field fence is built-to-order for our left-hand pull hitters, and our right-hand late swingers. It can work both ways, so I was careful to instruct our pitchers to pitch the right-handers tight and the left-hander's outside. This way, most of the opposition hits would land away from the right field sector."

"That's all I'll tell you now; we still have the tournament coming up. We were runners-up last year, so I'm reserving our surprise strategy for these games."

Avalon Hill will have its work cut out for them. Since the tournament features only those top teams from other leagues around the area, its back to Baseball Strategy for a refresher course for Manager Tom Shaw and his coaching staff.

## COMBAT RESULTS METHOD:

- ☐ Basic system (Stalingrad)
- ☐ Substitute Counter reduction system (Blitzkrieg)
- ☐ Step-down reduction system (1914)
- ☐ Written reduction Pad system (Guadalcanal)
- ☐ Elim-Engaged-Retreat system (Bulge)

## DIRECTION OF RETREAT:

- ☐ Dictated by winner
- ☐ Dictated by loser

## ISOLATION &amp; SUPPLY:

- ☐ Replacement City system (Stalingrad)
- ☐ City source system (Blitzkrieg)
- ☐ Supply quota system (D-Day)
- ☐ Line of supply system (Bulge)
- ☐ Supply Counters system (Afrika Korps)

## ARTILLERY:

- ☐ 1914 system
- ☐ Guadalcanal system
- ☐ Gettysburg square-grid system
- ☐ Waterloo system

## VICTORY CONDITIONS:

- ☐ Conditional elimination (Stalingrad)
- ☐ Point system (1914)
- ☐ Territorial objective (Bulge)

## COMPLEXITY LEVEL:

- ☐ Tactics II
- ☐ Stalingrad
- ☐ Blitzkrieg
- ☐ 1914

## AIR POWER:

- ☐ D-Day
- ☐ Bulge
- ☐ Blitzkrieg

## ROUGH TERRAIN FACTORS:

- ☐ Combat factors added to defender
- ☐ Combat factors subtracted from attacker
- ☐ No effect

## LUCK ELEMENTS:

- ☐ Die roll using 1 die
- ☐ Die roll using 2 dice
- ☐ No dice - use matrix system (Football Strategy)

## Infiltrators Report

Our thanks to the 1,000 plus entrants to Contest #25 giving us your survey preferences. The 10 prize winners picked at random have been sent gift certificates for AH merchandise.

Gift certificates have also been sent to the following "authors" for their outstanding articles in last month's issue of *The General*. Heading the list is Carl K. Knabe II for Belgium - *When?*, followed by Jared Johnson's *Peace-In*, Alvin Files' *Togetherness for the Confederates*, Sidney Trevethan's *On Strategic Defense*, and Richard C. Giberson's *Jutland Play-by-Mail*.

Continuing our benevolent mood, we've also sent gift certificates to the 10 winners of Contest #26: Robert Gwinn, San Francisco; Manuel Guarinna, Mexico City; Tom deShong, Washington, D.C.; Gordon Brever, Kansas City, Mo.; Gary Smith, San Francisco; James E. Devoe, Littlestown, Pa.; Howard Kingamon, Dallas, Texas; Brenton Anderson, Iowa City, Iowa; Charles Cartright, Miami, Fla.; and Nelson Doinger, Chicago, Illinois.

Here is a TIME-SAVER suggestion by Jay Bennett, Wyndmoor, Pa., for all players of 1914 who find writing and planning mobilizations troublesome using the current system. The only necessary equipment is two boards of the Football Strategy or Midway or Bismarck type. You merely stand them up on their edges and use them as screens. One board has its joint located on square GG-26; one edge runs north along the GG column; the other edge runs southeast from square GG-26 (along the Franco-Prussian border). The other board is placed with its joint at MM-32; one edge runs south along the MM column; the other edge runs southeast from MM-32. With the boards placed thus, both players can mobilize at the same time by placing their units in their positions on the board without using the cumbersome mobilization charts since neither player can see the other's side and the screening boards run along the borders where no one is permitted to place troops.

Still there are two problems: one square MM-37, which is completely German territory, is blocked by the screen and, in the north, the German-Dutch border can be seen. If the German player wishes to place units in these areas, it would be best to make a notation of the squares and units. Still the method should prove to be a great time-saver in the time-consuming step of mobilization.

Congratulations to Mark Rudolph (east) and Richard Rubin (west) prize winners in P.O.W.'s 4th annual PBM tournament. A total of 15 prize winners were announced by the publicity man for the tourney, the only co-sponsored competition held in the wargaming world. Kudos to the Pennsylvania Organized Wargamers and Aggressor Homeland for bringing this type of competition to fruition. Plans for next year's tourney are being formulated at their HQ, Box 280, RD#2, Sayre, Pa. 18840.

"Join the common market," asks Bill Dobbins whose organization is willing to act as intermediary for all territorial claims. A newsletter @ 50¢ a throw will inform subscribers on all "the action and odds and ends." Queries received at 18090 NW Avalon Drive, Portland, Oregon 97229.

New club registrations get stranger and stranger. Latest to enroll is *The Galactic Empire*...boasting not one magazine, but two: *Spacelanes* and *Galaxian*, not to mention a 20-page Manual of *The Galactic Empire* edited at 5756 E. 7th Street, Tucson, Arizona 85711 by Paul Pritchard, Sirius Sector, Prefect of Centarus, Sol III. Wierd, man.

Also on the tournament circuit, this one with live talent, the Pacific Northwest War Games Assn. announced the winners of their annual bash in Seattle. Prizes of AH games, S & T subscriptions, and cold cash were awarded to many including Ben Turk, winner of the AH division; Doug Baker, winner of the Diplomacy division; and runners-up Richard Shagrin, Greg Long, and Doug Beyerlein. Other features of the tournament included displays of tabletop wargaming and Fletcher Pratt Naval material. The U. of Washington may again be host to the next tournament, details of which are now available at 3934 S. W. Southern, Seattle, Washington 98116.

Organizational Magazines and Newsletters on our recommended list number: *The Courier*, Box 547, Fredericksburg, Va. 22401, the official news organ for Boldland, in its 2nd year of publication; *The Galaxian*, 5756 E. 7th

St., Tucson, Arizona 85711, just starting; *The Kommandeur*, 844 Ashcomb Drive, Valinda, Cal. 91744, highly informative quarterly publication in 3rd year; *The Panzerfaust*, Box 280, RD#2, Sayre, Pa., in its 2nd year covering all areas of gaming; *Das Schwarz Korps*, 16 Oliver St., Hartford, Conn. 06106, two issues; *The Spartan*, IFW, 2249 N. Broad St., Phila, Pa. 19132, bi-monthly newsletter approaching 2nd year of publication, *The Spartan Gladiator*, 5820 John Ave., Long Beach, Cal. 90805, voice of John Powell & Company currently in series 3 meaning 3rd year (we assume); *The Spartan Phantom*, 2233 South Louisville, Tulsa, Oklahoma 74114, two issues devoted to "candidus immunitus publicus"; *The Stormtrooper*, no address, no editor, but interesting articles; *Strategy & Tactics*, 50 Fairfield Avenue, Albany, New York 12205, most professional of the lot...a must.

The ever expanding publication offices of S & T (*Strategy & Tactics Magazine*) has done it again. Coming in the Fall will be a highly informative one-shot magazine entitled, "German Weapons & Strategy." Its publisher, Project Analysis Corporation, 50 Fairfield Ave., Albany, N.Y. 12205, has gathered the finest historians available for the compilation of this remarkable work. As an aside, much of the reasons for the design of AH's 1914 is substantiated in the pages of this literary effort which is the culmination of over 3 years of doggedly intensive research. Many surprises await the reader. Many myths have been exploded. A must for the connoisseur of German military history.

The Olympics - 1968...not the one in Mexico, but the one sponsored by the Spartan Neutral Competition League (see cover story) will commence November 1, 1968. Registration is required by October 15th for PBM tournaments featuring all AH and Gamescience PBM games. An inquiry, better still, a one-dollar-bill should be sent to their 5820 John Avenue, Long Beach, California 90805 address.

Disagreement over the execution of plans in *Wargamer's Clinic* precludes the inclusion of Exercise #4 in this issue. As soon as the protagonists emerge from their respective hospitals, the series will be resumed.

Congrats to AH's baseball team. The league championship was secondary compared to their 4 to 3 destruction of Navy at the Academy early in August. "Bring on West Point," we gloat.

According to Craft, Model & Hobby Industry Magazine, Games as a hobby is 5th down from the top of the hobby list. In 1st place? Plastic kits, of course. For every game sold as a hobby, 9 plastic kits are sold. Take heart; the ratio is about 1 on 1 between model railroads and games.

**COVER PHOTO CREDITS:** Top-to-bottom; Doug Walker presenting "Spartan of the Year" award to Marc Herbert; Russell and Donna Powell at Waterloo; Spartan stalwarts at award dinner—Herbert, Bill Groover, Raymond Betts, Larry Dingle, Steve Sents, Walker; Herbert and Betts computing combat factors, or writing an article for *Life Magazine*.



## OPPONENTS WANTED

Sadist, 1371 Ridgewood, Mobile, Alabama 36608, flirts down the scarlet jauntlet for PBM competition in AK, D-Day, Wioo., Bulge. We are Germans, Allies (4 SAC), French, Germans. Desire response from individuals or groups. All opponents accepted.

Brand new 1914 game for sale. I have two, one must be sold off over \$4.00, postage paid. Need opponent for Guad. and AK. Send side. All letters answered. Richard Nichols, 121 Illinois, Jacksonville, Arkansas 72076. Opponents desperately needed! Want in person opponents in Dallas area. Texas kana areas. Any wage. Also PBM 1914, Stalingrad, Blitzkrieg, AK, Midway, Waterloo. Experienced player. Have special AK modification. Robert Schoofield, 3714 Belmont, Texarkana, Arkansas 75501.

I want PBM club, relative beginner at 1914. One standard one won't. Phil will try to cover those I want. Phil Pritchard, 5756 East Seventh Street, Tucson, Arizona 85711. The Galactic Empire goes super-nova!

Wanted: Expert Waterloo PBM opponents. Refer PAA but will take French. Also face-to-face the Anaheim area. Any AH game. Dave Hammons, 704 Anna Dr., Apt. 5, Anaheim, California 92805, 774-4585.

Will play Jutland by mail. Write for info. Will consider new ideas. If explained, beware of Yankee. The Nisil Squad is coming. No one stops the Nisil Squad. Dave Okada, 1784 N. Genevieve, Anaheim, California 92806.

Opponents wanted in the Ventura, Oxnard, Camarillo area. Face-to-face in any game. Will be either side. Also forming new club. Contact Jim Berrian, 409 Rowland Ave., Camarillo, California. Phone 482-9487.

I am interested in buying good hex. Gettysburg, if possible. Please contact David Beymer, 482 Mission Terrace, Camarillo, California 93010. Phone: 482-3241.

PBM opponent wanted for Bulge, 1914. Will play either side, rules to be determined. Club challenge desired. Mike Bellante, Duane Halford, 1451 El Camino Drive, Concord, Calif. 94521. D-Day '65, Waterloo, Guadalcanal for sale. \$4.00 each or highest bid. I'll pay postage. Also desire a Russian S-grad opponent of moderate skill with a desire to finish game. Bob Wieting, 8217 Birchcrest, Dooney, Calif. 90240.

Wanted opponents for any AH game and Battle of Britain. Face-to-face or PBM, will play either side. Am a member of Spartan Club. Stephen Stens, 1008 W. 131 St., Gardena, Calif. Phone: 324-9589.

Opponents for PBM 1914 wanted. Also face-to-face in this area for most games. Contact Mark Huffman, 10333 Atessa Ave., Granada Hills, Calif. 91344. Phone 360-9732.

Anyone in Lafayette-Orinda area, I'll play you face-to-face in any game. Waterloo to 1914. Contact Vince O'hara (Jr.), 3231 Burton St., Lafayette, Calif. 94549. Phone: 2833-8096.

Join the Spartan NCL. 207 members. Complete with all game variants, regular AH and Variant tournaments internally and with other clubs--play for territory if you like. Bruce Sullivan, 7873 El Dorado Plaza, Long Beach, California 90808.

Opponents wanted for pbm D-Day and Bulge. (I'll be Allied in D-Day, Germans in Bulge). Write David Baran, 816 Hanley Ave., Los Angeles, Calif. 90049. If I don't reply, I will have enough opponents.

Play by mail or face-to-face. Blitz, Bulge, D-Day, Bismark, etc. Adults or teens. Ralph T. Morehead, 849 So. Gramercy Dr., Los Angeles, Calif. 90005 (213). 3863714.

Wanted opponents in Los Angeles and out lining areas. Have car. Face-to-face only in AK, S-Grad, Tactics II, 1914, Jutland, G-Canal, Midway, Blitz, and D-Day. Steven Morrison, 236 S. West Lake, Los Angeles, California 90057. Tel. 389-9457.

Teenage novice desires to PBM, B.B. (allies) with another teenager. All opponents. If your letter is not answered in two weeks, I have an opponent. James Strickland, 951 30th St., Richmond, Calif. 94809.

Competition without conquest? Participate in the upcoming national ability test and support the future improvement of wargaming competition. Charles Hoch, St. Francis College, Alcala Park, San Diego, Calif. 92037. Can PBM all games.

Saigon Warrior needs F-T action after 1, Nov., '68 in vicinity Beale AFB, California. Deep interest in military strategy; need experience. Own Blitz, Tactics II. Write George Dorner, MACV J237 APO San Francisco, California 96222.

The Panzer Gruppe Guderian and Panzer Army now controls: Stanislaus,

## OPPONENTS WANTED

Touloume, Mono, and Inyo counties. We challenge any wargaming organizations in, Amador, Calaveras, Alpine or Mariposa counties. OC Panzer Group Guderian. J. Gibson, Rt. 1, Box 965, Sonora, California.

Beginner wishes PBM for Blitz (either), Bulge (Germans), AK (either). Will answer all letters. Write Bob Koudens 158 Castle Creek Rd., Walnut Creek, Calif. 94529. I am also interested in joining club.

Zonk! I will defeat anyone at 1914, Blitz, Tactics II, (Germans, either, Red) PBM. I'm also looking for a club to join. Anyone interested, send me details. Dave Baskin, 12 Mango Dr., Willowdale, Ontario, Canada.

Opponents wanted pbm Bulge. Contact John Glendenning, 3301 Norwood Ave., North Vancouver, British Columbia, Canada.

Small clubs unite! Boyar cossack wants to merge with you! Need PBM or face-to-face opponents for all games! Contact Richard Simmons, 477 Locust St., Denver, Colorado 80220 or call 355-3333.

The future of wargaming lies in our hands. Dedicated wargamers unite by joining Deaths Head. PBM players needed in AK (I'm British). Must be experienced. Write Ray Hoeler, 6781 South Cherry St., Littleton, Colorado 80120.

The 4th Reich has defeated the 69th Army of Ohio, 3rd Reich, Sadisto, and 69th Army of New York without losing a game. Is your club next? Ted Harpham, 207 Rowland Park Blvd., Wilmington, Delaware.

Having improved our record to 46-0, the 4th Reich again asks for victims in AK, Stalingrad, Blitzkrieg, or D-Day, FTF or PBM. We are Germans, either, Blue, Allies, Venge Meconi, 714 Woodside Rd., Wilmington, Delaware.

Live combat in all board war games. Will travel. 1914 PBM rule discussion desired. Tenth Legion, P.O. Box 1062, Melbourne, Florida 32901.

Novice wishes opponents for D-Day, Tactics II, AK, Bulge. All inquiries answered promptly. Richard Gould, 2065 Beecher Rd., Atlanta, Georgia 30311.

Support the peace movement or I'll kill you! Contact me for in-person combat. Jared Johnson, 1548 Rochelle Dr., Chamblee, Georgia. (The Laughlinstock State), 30005. 457-8771.

Join: The Aggressor Homeland (SAC). Write: James Nelson, 617 Fifth Ave., Sheldon, Iowa 51201.

13 year old novice wants face-to-face opponents for Midway (either), D-Day (Allies), AK (Allies), Contact Bob Skolnik, 10358 South Lowe, Chicago, Ill. 60628.

The great general staff will PBM AK (either), Blitz (blue), Bulge (German), or Waterloo (either). Will play FTF any game. Contact Mark Zuapan, 5723 South Kenwood, Chicago, Illinois 60637.

Novice would like opponents for S-Grad, B-Krieg, G-Burg, Bulge, D-Day, PBM only, adult only. Will play any side. All letters answered. Not interested in joining a club. James Vlasak, 3608 W. Leland, Chicago, Ill. 60625.

Wanted: Information concerning Gamescience Corp. I own several Avalon Hill games and I want to learn more about Vietnam, Diplomacy, Battle of Britain, Confrontation, and Nuclear War. Darrell Williams, 2376 Magnolia, DesPlaines, Ill.

Join Aggressor Homeland! You'll never regret it. Aggressor offers many things to most wargamers, such as Fun, Conquest, Excitement, Thrill, Promotion, Medals, Etc., Etc. Write: Jim Kronenberg, 400 Indian Circle, East Peoria, Illinois 61611.

Anyone around here play Confrontation? AH? Well don't just a-sit that! Call: Dave Milligan, 2745 Garrison, Evanston, Illinois 60201. Phone: 475-8219.

Join I.F.W. In person games in my area. Richard Locke, 2232 Wesley, Evanston, Ill. 60701. Phone: 869-0035.

Opponents wanted for Bulge, Blitz, S-Grad, and D-Day: I'm German, Blue, either, and either. Contact: Jonathan Rost, 8015 Salisbury Ave., Lyons, Illinois 60534.

Like to wargame? Join U.W.A. today. Play for points worth cash prizes! Imagine! For just playing wargames you can win money. For info, contact me. Write: Adamo 700 N. Wille Street, Mt. Prospect, Ill. 60056.

Are there any persons within 30 miles for face-to-face play? Will PBM: AK, D-Day, 1914, Bulge, Blitz, Stalin and Confront-Tation. Experienced Opponent preferred, age 18. Mike Howe, RR#2, Rock Falls, Illinois 61071.

Need pbm opponents for Gettysburg and Tactics II and face-to-face opponents for most AH games. Michael Healy, 1328 Ashland Ave., Rockford, Illinois 61103. 963-1552.

Wanted: Opponents for D-Day '61 and Gettysburg. I will take either side in both games. If interested contact Dave Scott, 205 East Clay Street, Troy, Ill. 62294.

## OPPONENTS WANTED

peaceful games. Bring own game. Contact John Mallory, 508 S. Mich. St., Plymouth, Ind. 46563.

Wanted: Confrontation and Hitler moves East 1941-1943 (hardback) in good condition. I will pay postage. Also seeking information about Tolkien Society of America. Contact John Fry, 1332 South 1 1/2 Street, Tene Haute, Indiana 47802.

Wanted: Allied opponents for Afrika Korps and Waterloo, a Russian for Stalingrad, and a German for D-Day. Mr. Rick Meyer, 7310 Ideal Ave., Fort Wayne, Indiana 46809.

PBM opponents wanted for Bulge. Write Bill Young, 1603 N. Webster, Liberal, Kansas 67901.

4th Reich has retired in the face of Panzer Lehr opposition, 4th SS Panzer Army beware! Join Panzer Lehr the Giant-Killer. We accept all challenges. Oberleutnant David Granger, 5824 El Monte, Shawnee Mission, Kansas 66205.

Wargamers from Cincinnati area unite! Join the "Commandants" today. For information phone or write Michael Rust, Paulena Drive, Cold Spring, Ky. 41076; 441-2044. Prefer High School and College age.

Opponents wanted for PBM Blitz. Send choice of side, set-up, first move, and optional rules desired. Have little experience in PBM. Send to: Cecil Hernandez, P.O. Box 147, Abbeville, Louisiana 70510.

I am seeking face-to-face opposition in the Baton Rouge area. Please contact Mike Clothier, 6722 Glen Oaks, Baton Rouge, Louisiana. I will also accept 1914 PBM games.

Will play PBM will buy pads when answered) to 1914, D-Day, Blitz, Battle B, Waterloo, Stalingrad, terms to your choice. Interested in joining out of town clubs. Contact Eric Guttag, 6612 Whittier Blvd., Bethesda, Md. 20034.

Opponents wanted, face-to-face only, in Camp Springs, Allentown-Temple Hills area. Will play any AH war game or confrontation. Write or phone David Testerman, 5302 Middleton, Lane Camp Springs, Md. 20031. 449-8163.

Opponents wanted for Bulge, Waterloo, Stalingrad, and Chess as Germans, PAA, Germans, and White. Jeff Herring, RD 2, Chestertown, Md. 21620.

If there are any AH wargamers in the Woodlawn-Randalltown area, will you please contact me at 942101 if interested in a game. Roger Greerick.

The Dual Monarchy, a nationwide organization, is a wargaming club for the energetic wargaming aficionado. Become a part of one of the fastest moving groups today! We PBM anybody, in any game. Join now! Contact us at: 2713 Urbana Dr., Wheaton, Md. 20906.

Wargamer's club of America (formerly We Conquer All) is a good club, worth joining. We never claimed any torreny, though we could have. Try us and see. Michael Nicholson, 52 Gray St., Boston, Mass.

2 PBM opponents for series of 1914 historical simulation games: Judge 1, 2, 3. PBM: C-Canal, S-Grad, AK, Bulgies. All replies answered. Ilmar Paegle, 12 Marie, Dorchester, Mass. 02122. PBM, D-Day also.

"Sleep well tonight WCA protects your rights". WCA is two years old this month. The Wargamer's Club of America has survived where others died. WCA wants you! Paul Mitchell, 113 North Ave., Natick, Mass. 01760.

Will play any AH game face-to-face, or will PBM Bulge, AK, D-Day, 1914. Someone please write soon. Ted Boyniski, Jr. Butternut Dr., Sutton, Mass. 01527.

Panzer Lehr wants PBM opponents for AK, S-Grad, D-Day, and Tactics. Write to: Franz Lehr, 2545 S. 1st, St. Louis, Mo. 63103.

Looking for friends and opponents? Join Aggressor Homeland and get both! For details write Mike Carr, 945 W. Hoyt, Saint Paul, Minn. 55117.

Achtung! Prussian Militarism lives on in the Prussian Militia. Join the Guards and be part of the Great Movement. Write Mike Wright, 428 Hooker St., Jackson, Mississippi 39204.

Trade: Will trade one unused Vietnam and one hardly used Confrontation for a Blitz in good shape. Contact Bob Berg, 4001 East 106th Terr., Kansas City, Mo. 64137.

Opponents wanted for D-Day and/or Bulge. I will be Allies. First two letters for each answered. Write to: Edwin Henry, P.O. Box 194, Louisiana, Missouri 63353. All optional-tournament rules.

All wargamers in St. Louis please contact me. I am trying to have a convention in St. Louis. Also I will answer club solicit. No neutrals though. Read Boies, 1414 Andrew Dr., St. Louis, Mo. 63122. pbm D-Day, S-Grad.

Allied opponent wanted for D-Day PBM. Will play either side. Send challenge to Brian Bennec F. RD1, Box 38, Egg Harbor, N.J. 08215.

## OPPONENTS WANTED

and Tactics II. Will buy Viet Nam and Confrontation. All Wargamers attending MSOE this fall, please contact me for possible future games. Daniel Clapp, 139 Ridgewood, Glen Bridge, N.J. 07028.

Attention Wargamers. We are in the process of forming a new club for the Southern New Jersey area. Anyone who is interested, please contact: Jack Guejko, Coroman Manor Apt. - Apt. M-15, Lindemulld, New Jersey.

PBM: Quad - either. Bulge-German, AK-German, D-Day-either, Stal-German, Gettys-either, Waterloo-either. I'll answer all letters. F-T-F too. Bruno Sinigaglio, 102 East Pitman St., Penns Grove, New Jersey 08069.

College student desires face-to-face competition in 1914. All rules have third player. Also play Bulge, AK, G-Canal, Stalingrad, Jutland. PBM challenges accepted. Contact: Tom Conry, 83-45 Commonweath Boulevard, Bellerose, N.J. 11426. F17-7137.

In order to pursue the attainment of purely intellectual wargaming, the 4th SS Volksgrenadiers hereby relinquishes all territorial claims and thus denounces all infantile "territory grabbers". Militance for games only. Jody Fitzgerald, Sawmill River Rd., Briarcliff, N.Y. 10510.

Axis: Bold as love, battling for the world, and winning, choose your theater. All optionals used. Write Gregg Bugitosa 218-74 St., Roseton, N.Y. 11204. See if you can stop Axis.

Third Reich needs members in the Northeast and Western sections of the U.S. If you are interested in joining, write to Carl Pawlak, 114 Pierce St., Buffalo, N.Y. 14206.

Beginner (age 18) wants to join Aggressive small club (20 or less members) would like to PBM Blitz, any optionals. All answered - address letters to Arthur Lasky, 161-32 Jewel Ave., Flushing, N.Y. 11365.

Boldland is for people who wish to experience the real treat of Wargaming. Join now. Quick response to your letters. Richard Zaranko, B.A. 47-51, 190 St., Flushing, New York 11358.

Attention Confederates! "The Confederacy" has formed! All who wish to join this potential territorial power, contact President Ron Salcedo, 78 articles St., New Rochelle, New York 10801. Former Warmasters and IFR members are most welcome.

Need opponents in USA/EUR or U.S. East Coast for Blitz PBM. Prefer (in-sist on!) serious player. How do you resolve battles without a newspaper? L.J. I. McConnell, B Hwy. 3d Bn, 80th APT, APO, N.Y. 09175.

The 2nd SS "Das Reich" Panzer Division needs new recruits in N.Y.C. also want F-F opponents all games. Kenneth Bower c/o Grant Willis, 274 Mott St., Apt. 5F, New York, N.Y. 10012.

Will play any game for Bulge, S-Grad, D-Day, AK, either side. Also F-T-F opponents in Rochester area contact: Vic Karen, 170 Seneca Pkwy., Rochester, N.Y. 14613.

Face-to-face Blitz, Guad, Jutland, and Midway. I am a beginner at the art of wargaming. Write to: Jim Olsen, 46 Mariner Circle, West Islip, New York 11795.

College age and up face-to-face in Raleigh, Durham, Chapel Hill area? Most AH land games. Also PBM, AK, and BB. William D. Beatty, 1757 Brooks Ave., Raleigh, N.C.

I will be third player for one game of PBM "1914" with ALL advanced and Historical simulation optional rules, (except multiple command if desired). Write for details: David Bush, 141 East 1st St., Columbus, Ohio 43210.

Wanted PBM opponents in AK (Germans). Contact Terry Hollern, 3291 Dresden, Columbus, Ohio. (Jr. High thru High School students preferred).

Wargamers! Join Aggressors 10th Army now! We will soon launch an attack. Get in on all the action. To join write Eric Nelson, 200 Iowic Cr., Ewon, Ohio 45323.

PBM opponents wanted for AK. Write Mark Nixon, RR1, Wilmington Road, Lebanon, Ohio - 45036.

Teenage face-to-face opponents wanted to play most AH games in Toledo area. For information call 893-9203. Ask for Dave Border, 4831 Eastwick Drive, Toledo. I've been playing for years.

Join the WCA! Experience not necessary. Plenty of action. Rapid advancement. Can come from any State. Also want live opponents in Akron-Canton area. 1st Corp Commander, Don Schafer, 1672 Robinwood Dr., Uniontown, Ohio 44685.

FTF opponents wanted in East Bartlesville area for Gett., Square, Blitz, Guad, Bulge, and AK. Prefer Junior High or High School opponents. Contact: Jim Gray, 4819 Oakbrook Dr., Bartlesville, Okla. 330127.

Want adult face opponents in Central Okla. area for Stalingrad, AK, Waterloo, and D-Day. W. Woods, 228 Merkle, Norman, Okla. 73069.

All clubs free are Terr. and Tournament maps ours. We need members to join the best. We invade all land south of 40° lat. and Canada. Bill Dobbins, 18090 NW Avalon Dr., Portland, Oregon 97229.

## OPPONENTS WANTED

Fairmont Pkwy., Erie, Pa. 16510. 456-2489. All Wargamers attending college of William and Mary this Fall, please contact Edward Lytwak, 30 Seanoor St., Jeannette, Pa. 15644.

Attention all club-seekers in Penna. and all over the country! Join the Fushier Escudat Club. A club with a bright future. Send age, experience, games owned. Richard Morten, 6 General Washington Drive, Media, Penna. 19063.

Miss that feeling of esprit d'corps in your club? We're looking for recruits tough with opponents but with something to give our Gernish Empire besides Kills. Larry Kasper, 53 Mt. Lebanon Blvd., Pittsburgh, Penna. 15228.

Anyone who would like to form a club in R.I., please contact Andy Taylor, S. Glenfield Rd., Barrington, R.I. F-T-F, G-Canal, T-Land, Blitz, Midway, S-Grad. PBM G-Canal (Jap), J-Land (Brit), Blitz (Blue).

Mennen's left cheek challenges all. Rookie outfit is a strong and ready to kill. Will play per. to per. Waterloo or Gett. Refuse to play gloating winners contact: David Tulley, 586 Buttonwoods Ave., Warwick, R.I.

Wanted: Allied PBM opponents for 1914 and Bulge. Send me rule to play by. (No Historical rules). All letters answered. Houston club, please contact me, Mark McMillian, 8518 Bluegate, Houston, Texas 77025.

Desire PBM game of Bulge. Will take Americans. Am desperate. All rules, face-to-face, will be even better. John Holmes, 1948 Martha's Rd., Alexandria, Va. 22307. SO 8-0170.

Will play anyone in any game, any time FTF and will play anyone in PBM AK. Have 6 yrs. experience. Contact Jim Mermysman, 5101 8th Rd., South, Arlington, Virginia 22204.

Anyone want to join, or merge with the Iron Brigade? Small club, we challenge anyone. We play f-t-AK, Bulge, Blitz, Guad, Gettys, D-Day, 1914, Jutland. Steve Tang, 1548 Cameron Crescent Dr., Reston, Va. 22070.

Good local players as well as experienced P-B-Mers wanted for high quality PBM club, now forming. Get in on the ground floor. Write now to: Tom Hazlett, 6 Echo Point, Wheeling, W. Va. 26003.

Der Totenkopf SS is now in Washington, looking for PBM opponents. All AH wargames, anywhere in Spokane area. Will PBM Gett., with any club. Bruce Jones, W. 1804 Gordon, Spokane, Wash.

Wanted, PBM opponents in Blitz, 1914, AK. All games accepted. Also, F-T-F opponents in Madison area. (Any game). Will be either side. Reds, send units at sea. Contact Kurt Grier, 710 Woodward, Madison, Wis. 53704.

PBM Blitz or D-Day, any AH game face-to-face. Reply given to accepted opponents only. James Pendick, 3218 So., 31 St., Mill., Wis. 53215.

Wanted PBM opponents for 1914, AK, and many others. Also anyone who will be a student at Mass. I. T. next year, especially wanted for PBM. Scott Wurcer, 1318 South 50th St., Milwaukee, Wisc. 53214.

Rally 'round the Stars and Bars, Rebs! The X Corps Confederate Army congratulates brother Corps joining Confederate Army wargaming fraternity. Southern gentlemen may send applications to: John Rockholz, 1419 McArthur Ave., Columbia, South Carolina 29204.

Hitch up with Aggressor now! Be there when Aggressor's 17th Army marches in victory. Fast advancement in rank and meet great game players. To join contact: Gregg Keizer, 713 S. Clouds, Sioux Falls, S.D. 57103.

Join Aggressor. (What else?) We need Mid-Westerners. Save America from the Red Lions! Also PBM D-Day. My record unbeaten. Write: Philip Grant, Box 416, Mitchell, S.D. 57301.

"Forrest's" Cavalry of Tennessee" wishes to meet you face-to-face over any AH game if you live in the Chattanooga or Cookeville area. Contact James Worley, Box 468, Tennessee Tech., Cookeville, Tenn. 38501.

Democracy, game designing, tournaments, prizes, point system, friendship, and competition are all characteristic of the United Wargamers of America. 62 members distributed in eleven states. Interested? Write: Mark Dundee, 3200 McCracken Pike, Donaldsonville, Tennessee 37124.

The Gestapo: an organization of strategists and Tacticians. Rank is determined on application of Strategy and Tactics in test game and solutions to different situations. Contact: Greg Pitts, 1708 Lakespur Dr., Arlington, Texas 76010.

Imperial Guards H.Q. are moving to Fort Worth, Texas. All wargamers in the F.W.-Dal. area are encouraged to join. The area needs a good club, write Bill Gray, 5712 Wells Circle, South Ft. Worth, Texas 76134.

PBM Gettysburg, AK, Bulge, S-grad, D-Day and Waterloo. Wish also to join a wargaming club. Rickey Mooney, 8 Whittier Dr., Friendswood, Texas 77546.

Wanted: Applicants for a new formed Spectre, Spectre II. Also want F-T-F in the Houston area for Gettys, Wioo, D-Day, Bismark. Contact Greg Baker, 3424 Del Monte, Houston, Texas 77019. Phone: JA 2-8113.

Opponents wanted for Avalon Hill games in Clear Lake area of Houston. Contact Jack Cairl, 1715 Ramoda 77058, Houston, Texas or Phone HU 8-3688.