

The AVALON HILL GENERAL ... a losing venture published bi-monthly pretty close to the first day of January,

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the Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It also helps sell our merchandise, too.

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COVER STORY

IFW President Len Lakofka ponders the fate of his last remaining Focke-Wulf Geschwader during a test of Avalon Hill's brand new LUFTWAFFE game.

"Probably the most playable game in their line," equivocated Len during the play-test period, "I've lost just as many games being the American as when I was the German," Len quipped during a moment of humility. Len spent quite a few moments during Avalon Hill's Hobby Show at the Luftwaffe Game Table. With his help and that of several IFW cohorts who managed to spend a few hours at the table, Luftwaffe comes to the public a most accurate portrayal of the real life event.

Luftwaffe covers the time period 1943-45 during which the Americans were dropping everything but the kitchen sink over Germany. You won't get the sink with the game; but everything else you need to recreate the same excitement Len experienced during the test phase.

Look for it around April 1 in local outlets – \$8.98 retail; \$9.98 mail order.

Avalon Hill Philosophy - Part 26

Making Connections

Len Lakofka is a "positive" person. He's a doer, He makes connections. He is President of the IFW in addition to guiding two gaming societies and publishing two Diplomacy fan 'zines. On the side he contributes articles to a variety of gaming magazines – all, that is, except The General. Panzerblitz Magazine selected Len as "1970 Wargamer of the Year" (despite this latter indiscretion.)

Most of his personal "free" time has gone into expounding the virtues of wargaming. Instead of spending his vacation at a local spa, he chose to help Avalon Hill personnel man their booth at the Hobby Trade Show in Chicago. It was during this time when Len discussed with Avalon Hill how to help wargamers make connections with other wargamers – an idea suggested to him by Alister M Macintyre of the Central Ohio Wargamers.

"Write it down," we suggested. He did just that:

"In the United States the hobby of wargaming has always been a fluid entity. Prior to the emergence of Avalon Hill Games, the hobby of wargaming was limited, almost exclusively, to small groups of miniature figures collectors who, on occasion, would create rules so that they could recreate battles for their collections. When the Avalon Hill Company pioneered the adult wargame, in board game style, many more persons were introduced to the competitive aspect of wargaming. Still, a person would buy an AH game, play it with a friend or two, but then, most often, find a void in which no new competition could be found.

"The General was the first step in creating a broadly based permanent market of "hard core" wargamers and a means via which persons, interested in the hobby, could contact one another. Of course, I refer to the "opponents wanted" column in this magazine.

"It was this unique innovation that began the process of tying together the various segments and factions of wargaming aficionados. This merging of purposes and interests were fostered by the large number of wargaming clubs that sprang up around the country. Their interest, while primarily in Avalon Hill games, also lapsed into the areas of miniatures, game design and military history. Such national clubs as the INTER-NATIONAL FEDERATION OF WARGAMING, and SPARTAN INTERNATIONAL INC. have completely bridged the gap, in their diversified activities, between the Avalon Hill Board game and the miniature's player.

"Yet it can be noted that the *hobby* of wargaming is still in its infancy. This is due to the fact that the huge number of persons who buy Avalon Hill games, or buy miniatures, are still not in contact with one another. Percentage wise, few buyers of Avalon Hill games, subscribe to *The General*. To them the hobby, i.e. the organized side of wargaming, clubs, special interest magazines, general hobby publications, conventions and face-to-face meetings, are unknown.

"It is the informing of this huge faction of potential wargamers that we must address ourselves. To this end, the IFW is starting a project which, it hopes, will accomplish this very task. They wish to make available, first in major metropolitan areas, then on a statewide basis, lists of local clubs, gamers who like to play ftf games on a regular basis, conventions, and regular wargaming meetings. These lists would be compiled and updated every 3-6 months and made available to local hobby dealers and any wargamer who would wish them. Thus, when you went to your local hobby store, he could give you a list of persons in your area with whom you could play the game you just bought, or places you could go for AH gaming and miniatures play in your area. The list would give information on how to obtain lists from other locals, so that if you traveled you would know where other wargamers could be found. Such a project benefits everyone! The dealer, when he tries to sell a game or miniatures, is often stymied by the objection, "... but I have no one to play the game with." If he has a place to play he will buy the game. If he starts to play the game he will, very likely, be introduced into other aspects of wargaming by the people he meets. Thus hobby clubs, of all types, will find a new member for their products and magazines - to say nothing of the dealer who can now sell this same person miniatures, other games, and books on all aspects on wargaming and associated fields.

"To accomplish this task we need; a basic list of wargamers, clubs, and regular meetings in a locale and persons who can go to their local hobby shop and have the dealer pass out these lists to customers. The IFW is going to make a concerted effort in the metropolitan areas in which it has large member concentrations. But to make the project ultimately successful we need aid from everyone, including local clubs especially, via submission of their names for the preparation of lists and via contact of local hobby shops to carry the lists once prepared. If you would like to appear on the first lists, to be prepared and distributed by May 1, 1971 send the following data to IFW c/o Lenard Lakofka, 1806 N. Richmond St., Chicago, III. 60647; Name, address, city, zip code, phone, games you wish to play, days and/or times when you will be available to play. From clubs and local meeting groups, please send the name of at least one representative along with location of meeting, time and date(s). Every listing of an individual onthese lists will carry with the statement that you wish to be called or written to first - so you will not have people standing at your door. If you wish to aid in the distribution of these lists, via your club magazine, or in hobby shops please contact the same address as above. This project has shown excellent success in Columbus, Ohio where a group has already attempted it. Now it will be your aid that can make it a national success."

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Bulge - as it Really Was . . .

By Richard Thomas

During the past few years, there have been many articles on The Battle of the Bulge, most dealing with the strategy and tactics of how the competent German player can turn a rough game into a lesson on lightning war and envelopment for the fretting American opponent. Out of these articles has come the strategy of the southern offence and the all important attack against the 99 inf. division, both of which I think are good moves. Wargamers have also been reminded about the north-south road net running through Houffalize, a target of grave importance to the German. What I don't think has been given enough "publicity" in the General is the faulty placement of some of the American units, and the incorrect boundary between the 6 Panzer and the 5 Panzer Armies. As I continue this article, I shall try to describe the thought process I used, and the important information I used to formulate the new Start set-up I'm trying to "sell to you."

My sole source for the new set-up is the monumental work by the Office of the Chief of Military History; European Theater of Operations, The Ardennes, Battle of the Bulge, by Hugh M. Cole. The book is about 900 pages long.

Looking from north to south on the battle map I saw some familiar units. On the north flank is the 3 battalion, 395 inf., bracketed on the north by a unit of the 102nd Cav. group, and on the south by the 99th Rcn. Troop. Next in line was the 2nd division. Then came the rest of the 395th infantry. This contrary to AH's set-up which shows a unit called the 361st regt. as being first in line to the north. If OCMH's book is to be trusted, we now find out there was no 361st regt. with the 99th division, at the time of the battle. The regiments of the 99th inf. are the 395th, the 393rd, and the 394th, from north to south. The separation of the 2 battalions of the 395th in the south with the 3rd bat. in the north would not appreciably affect the play so I didn't bother with this point. Therefore, the first part of my set-up is to leave the 2nd inf. division where AH put it.

South of Monschau about 8 miles was where the boundary of the 99th and 2nd inf. divisions met. This would be roughly 3 squares on the battle board. Here the 2 battalions of the 395th took over from the 2nd inf. division. Since the major strength of the 395th inf. was with these 2 battalions, and since the 395th can't be broken down into battalions to place the 3rd battalion at Monschau, the second part of my placement puts the 395th on RR-8, which is historically correct. Then follows the 393rd, and the 394th. However, these two regiments each had a frontage of 2 to 3 miles each, and they were 8 miles east of Elsenborn, which is roughly 3 squares east of the Monschau-Elsenborn road! This would place them on UU-7 (for the 393rd), and UU-8 (for the 394th). Besides being a little out on the limb, this placement would put the two regiments right in the middle of the German 6th Panzer Army assembly area for the AH game, so I decided on a compromise between historical accuracy and panzer fodder. Therefore, in the new set-up, place the 393rd on TT-8, and the 394th on TT-9. During set-up, you might find it hard to get a

394th regt. so what I suggest is to change the 361st regt. into the 394th.

Before continuing on, I would like to say a few words about the 102nd Cav. Group.

The 102nd Cay, Group held the line north of the 2nd inf. and that 1 battalion of the 99th. It was deployed in a fashion similar to the 14th Cav., holding a line between two large formations, in the case of the 14th Cav. it was V and VIII Corps, while in the case of the 102nd the two formations were either the 99th and a division to the north, or the 99th and the VII Corps. In any case, the 102nd could have been available, and was in the area of the Bulge board, (although with only 1 sqdn, the 38), however, I have decided to include it into my set-up. Just make another 4-6 Cav. Group, (most Cav. Groups had the same number of Sqdn's at this time, 2 or 3, I'm not certain), and name it the 102nd. Place it at RR-4, just north of Monschau, where the real 38th Sqdn. was.

South from the 99th inf. division is the 14th Cav. Group, correctly placed in the Losheim Gap.

Next in line is the 422nd regt., then the 423rd, and finally the 424th, which is on the east side of the Our River! The positions of the first two units is correct, except the 422nd should be at UU-12 and the 423rd at TT-14. The 424th as stated above, was on the east side of the Our River, with a front line of approximately $4\frac{1}{2}$ miles, (roughly 1-2 squares. The main concentration of strength was south of the Our River bridge 3 miles, so in the new set-up, place the 424th at SS-15, and not in St. Vith.

No game can realistically represent the gallant action of the 28th inf. division, and it's delaying action which held the Germans in check until other commands could take over. I, and I think Avalon Hill were faced with the problem of how to take into account the strung out companies and plantoons that stopped the enemy in the first critical hours. The first regt. in line from north to south was the 112th inf. This unit held a line of 4¼ miles that extended from Oberhausen to Kalborn, which is do east of Houffalize. Thus it would seem to be correct to position the 112th at NN-22. To the south of the 112th is the 110th with a frontage of ten miles, extending from the 112th boundary in the north to the town of Hoscheid, which is east from Wiltz. From Wiltz south to Diekirch is the responsibility of the 109th inf. (Excuse me; from due east of Wiltz on the Our River to Diekirch is the responsibility of the 109th). Thus we can put the 112th, as mentioned above, at NN-22, the 110 at NN-26, and the 109th at Vianden and be historically correct. With one problem. The bridge at PP-26 is left uncovered, and the German can advance across it quite easily! Again I had to resort to compromise, and I suggest this set-up, which moves the 112th south to NN-25, taking over that sector from the 110th, which can now cover the bridge mentioned above by placing itself, the 110th, at 00-27. Place the 109th at Vianden. So, by sacrificing some historical accuracy, we have a placement that fulfills the criteria of covering Clervaux, the PP-26 bridge, and Vianden.

During the Battle of the Bulge, the 9th Armoured never fought together. South of the 109th inf. was Combat Command A of the 9th Armoured. The command consisted of the 19th tank bat., the 60th armoured inf., and the 89th and 90th Rcn. battalions. This force was due east from Diekirch about 5 miles, (roughly 2 squares). However, if we put CCA on SS-30, the bridge at RR-29 would be left uncovered, so resorting to compromise again, I decided to place it at RR-30, which would be near correct, while covering the bridge.

CCR, 9th Armoured Division, the armoured reserve of the VIII Corps, was stationed at Trois Vierges on the 13th of December, in position to support the corps left and center. Trois Vierges is on the Bastogne-St. Vith road at the terminals of the Clerf River. Therefore, place 9th/CCR at MM-23.

Combat Command B of the 9th Armoured had been transferred to the V Corps shortly before the Ardennes offensive to support 2nd inf. in its attack toward the Roar River dams that was to take place on the 16th and 17th of December. This command was stationed at the town of Faymonville, 12 miles north of St. Vith, on the night of the 15th. When the offense struck, the unit was released to the VIII Corps on the night of the 16th, when it moved south and took part in the defense of St. Vith. Faymonville, as stated above, is 12 miles north of St. Vith, and about 3 miles southwest of Elsenborn. Therefore, place 9th/CCB at QQ-11.

The 4th inf. division was stationed on the Our River line south of 9th/CCA, and Avalon Hill has correctly positioned this division. This ends my new American set-up, now for the German, and the results of the new positions.

The 6th Panzer Army, as everyone knows, was charged with the main burden of the offense. It's boundary with the 5th Panzer Army started south of Losheim about 2 miles, (approx. 1 square). In my new set-up, therefore, place the southern limit of the Army at grid 11, retaining the eastern boundary at grid UU, inclusive.

The results of this new set-up are to allow the German a fairly easy time in the south, while slowing him down in the north. He will no longer find it an easy matter to block the Monschau-St. Vith road. An attack against the 395th might push said inf. regiment back into the rough, but it is a simple matter for the American to move the 394th from TT-9 to SS-9, thereby blocking the road to St. Vith. The German could try against the 393rd, with an attack against the 395th, and put one on the 14th Cav.; if both the attacks had an A advance 1, you would have the 394th trapped, but what good would it do you when you pushed the 14th Cav. and the 393rd back onto the road?

A German headache in the north is, however, compensated by smooth going in the south, where he has the choice of which regiments to route. It is fairly easy to achieve a breakthrough in at least 1 area, and probably 2.

The American now finds that the southern arena is not as secure as it used to be, but 9th/CCR is nearer to the danger area than it used to be. In the north, he can count on having a good front to delay the German, using 9th/CCB for the St. Vith area to check any possible river crossings in that part of the "woods."

I would be interested in hearing from anyone interested who has any comments on this subject, and would like to have a PBM game with someone. My address:

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1914 Strategy & Tactics

by A. Augenbraun

This article should prove useful to you for its purpose is to help improve your game by comparing the strengths of both sides and by discussing the strategical alternatives as well as some tactical hints.

To get an overall view of the relative strengths of the opposing forces, I have compiled the following charts, all of which apply to the advanced game *without* the use of game variations:

I. NUMBER OF UNITS AT START

	"A"	"R"		Siege	Other	
	Corps	Corps	Cavalry	Art	Units	
German	26	16	11	7	17	
French	21	8	10	0	10	
Dutch &						
Belgians	2	0	2	0	8	

The Germans have a slight numerical edge over the Allies, but this alone is not too significant. Both sides should be able to defend at an approximate one-to-one basis, but neither the Germans nor the French can maintain a strong defensive line if they shift their weight to either the left or right flank.

II. OFFENSIVE FACTORS AT START

	"A"	"R"		Support	Other
	Corps	Corps	Cavalry	Art.	Units
German	182	80	44	32	41
French	126	48	20	24	9
Dutch &					
Belgians	12	0	3	0	20

III. DEFENSIVE FACTORS AT START

	"A" Corps	"R" Corps	Cavalry	Other Units
German	312	128	33	46
French	210	72	10	16
Dutch &				
Belgians	16	0	2	26

Charts II and III clarify the picture. The German offensive strength, while more powerful than the French, will find itself evenly matched against Allied defenses. On the other hand, German defensive factors appear able to have an easy time of it against any Allied offensive. The ratio here is about 2½:1 in favor of the Germans. German cavalry is twice as strong as that of the Allies while other units are evenly matched.

IV. TOTAL REINFORCEMENTS

	Number of Units	Offensive Factors	Defensive Factors	
German	9 Inf.	33	50	
French	11 Inf., 1 Cav.	35, (1)	43,0	
British	11 Inf., 3 Cav.	41, (10)	69,4	

But the German player must take the Allied reinforcements into consideration. Chart IV shows that total reinforcements for the Allies are double those of the Germans in all areas: number of units and offensive/defensive strength. The German also must bear in mind that the optional East Front Rule will, at least to some extent, weaken his forces.

The graphic evidence presented above indicates that while the Germans can easily execute defensive operations against the French, they will have their hands full if they assume an offensive posture.

This brings us to strategical considerations. At the start of the game, the French possess all of the point-yielding areas except for Metz and Strassburg. Since the Allies possess no siege artillery, the Allied commander may as well forget about taking those two German strongpoints. It then remains for the Allies to hold onto what they already have, and that means waging a defensive campaign.

The Germans, in order to win, must wrest the point-yielders from the French. Thus, offensive plans are needed for the Germans. However, I have already established that it will not be easy for the Germans to destroy the Allies. It must be the German intention to push the enemy back from the point-yielding areas and keep him at a distance by converting to the defensive. Of course, every possible opportunity to eliminate enemy units should be taken by both sides.

Since the Germans are to be on the offensive initially, they must examine their alternatives. The middle of the board contains the movementrestricting Ardennes. Speed and maneuverability will suffer if an offensive is launched through here. Besides, since the geographical targets are, for the most part, to the north and south, this alternative will not yield very much direct profit.

In the south, mobility is hampered by the rough terrain-forest which stretches from southeast of Strassburg to the Swiss border, but the squares east of Strassburg and west and southeast of Mentz can be utilized as staging areas. The going in this area is otherwise relatively easy.

The best site for an offensive is the Belgian plain. Once the Germans clear the bottleneck northeast of Liege, they will have smooth sailing all the way to the coast at Boulogne.

An ideal pattern of attack is shown below although an attack through Belgium alone should also produce good results. The dark areas are the impassable forests and rough terrain where movement is restricted. The dots represent pointyielding cities in Belgium and France.



The Allied defenders don't have much of a problem. They should place most of their force in the north where the Germans are most likely to strike initially and where the Germans are sure to strike eventually. Remember that most of the point-yielding squares and cities are in the northern half of the board. Some forces should be placed in the Verdun-Nancy-Toul area both to protect the economic squares therein and to protect the Allied flank from the south.

There are a few tactical hints of which I would like to remind you before I conclude. 1) Always try to cut off your enemy's retreat route when attacking. This will usually result in his loss of an additional step. 2) Avoid attacking frontally. Remember that your primary aim is to push the enemy back, not destroy him. You should attempt to turn the enemy line by striking at his flank. This will also help make it possible to get behind the enemy line and cut off his escape. 3) Arrange your attacking forces so that you are able to hit the enemy in waves. Keep the pressure on him. 4) Try to move weakened units to rear areas as soon as possible so that they can start receiving replacements.

I hope that my analysis of 1914 and my suggestions will help improve your winning capacity in this game regardless of which side you take. Good luck!

Alan Augenbraun 1755 Ocean Parkway C5 Brooklyn, New York 11223

Plan of the Month

Festung Italia

by Geoff K. Burkman

Perhaps the single most important facet of a successful German defense in *Anzio* is the fortress line. Forming an impenetrable wall across the path of the advancing Allies, a well-built line will hold until hell freezes over (which it regularly does during air strikes and often during invasions). At any rate, it is a basic truth that the fortress lines are the key to German victory in the Italian campaign.

The vast majority of *Anzio* games are divided into three time/campaign segments: Phase I invasion to 1st air strike, Phase II - 1st air strike to Sept., 1944, Phase III - Sept., 1944 to game's end.

Cassino or Rome?

Phase I of your defense is the most variable situation in the game; it depends entirely on exactly where the Allies make their initial invasion. Should they land at Salerno, you will have an easy time of it constructing a Cassino Line (K51-M49-O47-Q46-S44-V21). This defense is perhaps the best available on the entire board; no wonder the Germans used it. It requires a mere six forts, leaving seven to begin your next line well in advance, and has only two really critical points. Both of these are easily shored up with the plentitude of reserves the Germans will possess using this line. One hinges at Formia, where the Allies can pull a sneak retreat behind your lines. This is prevented by garrisoning 151, which, by the way, supported by a unit on H51, presents a hardy defense of the Terracina beaches. The other trouble spot is the fort on O47. Since this square is completely boxed in by High Appenines, it is difficult to put additional units into the fort without waiting a move. This could be disastrous should the Allies attack in force and win, leaving you to counterattack with weakened troops. It is therefore imperative that you keep a reserve of at least a division directly behind the fort (on O46, to be exact). As the saying goes. "it's better to be safe than sorry," so follow this advice even if 1SS is in that fort. Of course, the defense of the immediate flanks of the fort line against commando raids and/or invasions is a foregone conclusion. When it comes to crushing fort lines, invasions rank second only to air strikes.

Most mildly daring Allied commanders will, however, invade further up the Italian coast, almost always at Naples or Termoli, but often at Pescara or Mondragone. Such assaults will invariably threaten any plans for a Cassino Line, if not render them useless entirely. The German must, therefore, prepare to make his first big stand further north. This is accomplished through the c o n st ru c t i o n of a R o m e L i n e (E44,H42-K40-N38-Q36-T34-V34). Like its southern cousin, it utilizes a minimum of forts, allowing ample preparation of the next line. It has only one point of weakness and requires the garrison of only one beach (although it is a bit of a long one). Its only big disadvantage is, in fact, that it surrenders a great deal of Italy to the Allies, including many useful ports. But for many games, it will have to do, and it usually does it well. A quick glance reveals the solitary weakness of the line; the fort near Rieti. The situation here is similar to the one in the Cassino Line, with the exception that it occurs only when the Allies attack from and successfully hold Rieti itself. It is thus the best of ideas to position some reserves on N37 and to place mountain troops in the fort (the latter is also suggested, perhaps more so, for the fort on Q36). The beaches from Civitavecchia on south must be well-held to prevent the flanking of your line, but happily the east coast need not be guarded at all; there is no invasion spot, and commando raids can't quite make it from the Pescara beach. Count it and see.

One more situation deserves comment. Once in a blue moon or two, you'll face an opponent who will make his first invasion at Rome, Civitavecchia, or even Livorno. Where will your fort line go? Probably nowhere! I'm betting on the Germans successfully crushing any invasion north of Terracina or Pescara within a few months, which means that you won't even need a fort line. Even if you fail, you can usually get up a line along the Fiume Arno that will hold. At any rate, don't let it worry you. Few Allied players will risk their game on a long-shot invasion, and the ones that do often aren't the best of players. They're too greedy.

General suggestions for Phase I -

- a) Build your fort line from the coast inwards, since the flanks are the easiest areas for the Allies to penetrate.
- b) Whatever your line, conserve forts. Make it short and sweet.
- c) Always be on the lookout for flanking invasions.
- d) Do everything in your power to crush the second invasion before the air strike comes. Doing this will win the game then and there for you many a time.

Interim (Phase II)

Whatever your first fortress line is, the odds are that it will be broken by the Allied air strike, if not already crushed by the second invasion. Your forces will be crippled, harassed constantly, and retreating continuously. Only an extremely tenacious German will be able to halt the advance of the Allies in the spring and early summer of 1944.

During this hectic period of the campaign, the

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German has only two real objectives. The first is to withdraw his forces quickly and safely to the second MLR; every unit lost along the way is bad news for the Germans. Only the destruction of a large segment of the Allied forces would result in an equal trade. The second concern of the German is to insure that there will be a fort line ready for occupation when he arrives! Should the line be incomplete, a very hard defensive war must be waged to hold until it is finished. At the same time, strong measures should be taken to prevent punitive commando raids or full-fledged invasions up near the new line.

At any rate, by September of 1944 your defenses should be well established. You will be prepared for the winter withdrawals ahead of you, and ready for the final Allied air strike. Victory is most likely yours if you haven't lost by now.

Not One Millimeter

The last phase of your defense, Phase III, can be the easiest to endure, yet it is the most crucial of the entire game. Nearly all *Anzio* games are tight, down-to-the-wire contests resolved at last by the second air strike (almost always in favor of the Germans).

Roughly speaking, you have two options for your second fort line. Both will enable you to defend all of Northern Italy. Each line requires a relatively small number of forts, so that completion of either line during Phase II should be rapidly accomplished. The Firenze Line (E22-G22-I22-K22-M22-P21-R21-U20) is the weaker of the two, since it must be protected on two sides from sea attack. On the other hand, it puts another 35-mile wide strip of Italy in German hands, possibly the margin of your victory or defeat. The Gothic Line (F21-I19-K18-M18-O18-R17-T17-V17) offers slightly stronger positions and a left flank which needs coverage only against commandos. In my judgement it is the better of the two, since it can more easily be evacuated during the Allied aerial blitzkrieg.

The existence of one of these two lines is essential to assuring victory in your campaign. Holding the entrances to North Italy will permit the unhindered construction of a Vicenza Line (V5-V7-V8-W8-Y8). Such a line will prevent the Allied from capturing your last basion of Nazidom, Vicenza. They will be unable to fulfill their victory conditions and you will win.

On various occasions, you will be unable to complete a Gothic-type line in time. No sweat. As soon as you see that you'll never get your intended line up, abandon work on it and commence the construction of an emergency line (S6-S8-T8-U10-U12-U13-W14). Its main drawback is that with a little luck, the Allies will be able to surround units on the front near Ostiglia or Ferrara and second combat their way to your Vicenza Line. But it will take luck.

General suggestions for Phase III -

- a) It is essential that you keep North Italy clear of Allies. Guard all beaches, notably Genoa, extremely well.
- b) Conserve troops. You'll need 'em all.
- c) Don't worry about partisans. They are simply a necessary evil you can't do too much about.

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With this issue we begin a series of articles reprinted from out of the past. Articles selected for this series are those voted "most outstanding" by readers of the periodicals in which they appeared. Our first Golden Pen award goes to Don Lowry for "Exploiting the Initiative in Bulge," reprinted here by permission from 1970 The International Wargamer, Vol. 3, Nos. 2 & 3.

Among the nine principles of war recognized by the U.S. Army, is one called the *Offensive*. This is defined as follows: "Seize, retain, and exploit the initiative." In BULGE the very nature of the game delivers the initiative to the 'German' player on a silver platter. Retaining it is absolutely essential. Exploiting it? Well now, that's what it's all about.

The exploit to the maximum the advantage which the initiative gives us, we must call on two other principles of war: *Mass* and *Maneuver*. The latter is self-explanatory, and the former merely means "to achieve military superiority at the decisive place and time." But exactly how does this apply to BULGE?

Well, let's review the obvious. Our objective is to reach the Meuse River in considerable force while maintaining at least one supply route leading back to the eastern edge of the board. Secondary objectives are St. Vith, Bastogne, and Spa, whose possession would lessen the amount of force that must cross the Meuse. Our opponent is aware of our objectives, of course, and will try to block every road west. And there is our answer: our opponent must defend *all* roads leading west, while we can take our pick of which ones to advance on at any given time.

For example: Many 'German' players evidently make the mistake of concentrating so much force on their attempt to take Bastogne, that they virtually neglect all other routes. I say "mistake" because this allows the defender to ignore the other routes and concentrate almost all of *his* forces around Bastogne also. But by attacking along other routes first, we would draw defending units away from Bastogne. Then a sudden switch of forces into the Bastogne front would meet fewer defenders – for one turn at least. Thus it is by *maneuver* that we are able to "achieve military superiority at the decisive place and time" – mass.

As long as we have the initiative, our opponent is reduced to merely reacting to our moves. If we concentrate in the south he must do likewise; if we concentrate in the north he must match that. But, he is always one move behind us. We concentrate first — or, as Forrest put it, "Get there first with the most men." To continue a head-on attack against the main concentration of the enemy's power is foolish if there are other routes less heavily defended which lead toward our objective therefore, you must be prepared to switch your forces back and forth almost continuously in order to achieve a local superiority of force in decisive proportions. In other words, "Hit 'em where they ain't."

Your ability to do this will depend primarily upon your lateral lines of communication. That is, the roads connecting the various routes west. You must keep these connecting, or lateral, routes as short as possible and free of enemy zones of control. When the game begins, we do not control the road connecting our forces north of St. Vith with those south of it, and it must be our number-one objective to clear that road and thereby gain freedom to maneuver on a boardwide scale. We must also constantly be on the lookout for a way to lengthen our opponent's lateral communications and thus reduce his ability to switch forces back and forth to match our own maneuvering. This ability to employ forces against the enemy faster than he can counter our moves creates a situation called "interior lines" (so-called because it usually, but not necessarily, results from a central position with respect to the enemy). This situation, in conjunction with the initiative and superior forces, should prove decisive.

Getting off to a good start is essential. Since each move will influence all those that follow it, the first move is obviously the most important one of the game. Aggressive use of the Sixth Panzer Army (northern group) and part of the Fifth (central group) in the area from St. Vith north, will mean that few American units can be spared to go south to the Bastogne front. An army-sized push south and west from the Vianden-Diekirch area toward Martelange will have the same results on that end of the board while increasing the number of approaches to Bastogne he has to defend. (Forces operating on this axis also represent the ability to advance on Wiltz from the southeast.) A corps-size push along the Clervaux-Bastogne axis will still gain ground, and it will force the coverage of all the middle routes.

Eventually, of course, the capture of Bastogne is absolutely essential, but an indirect approach will find it more lightly defended then if we attempt the obvious. By the time you've taken St. Vith and have a clear road between the northern and central sectors, you should have attracted considerable American forces to the defense of the Malmedy-Werbomon and St. Vith-La Roche roads. You can then switch large forces toward a thinly-defended central sector perhaps in the area of Houffalize. Also, by this time, your southern drive should be nearing Martelange, and the 'American' player finds himself defending a long semicircle around Bastogne with very few units. If he also switches several units southward from the northern area, you might find it profitable to bring one or both of the second two SS divisions in on the northern front to draw some of them northward again. This accomplished, the SS divisions can also switch to the central front.

So our strategy is to move aggresively in the north and the extreme south (so as the draw defenders to these areas) while clearing the St. Vith-Clervaux road. Then, we suddenly shift our power to the center and drive on Bastogne.

An Initial Tactical Setup

Presented here is the northern half of an initial tactical set-up and the rationale behind it, that will get us started on fulfilling our strategy. I will assume all rules are used except one-way traffic. The southern half will be covered in Part III.

Most people usually think of tactical surprise in terms of the open-mouthed astonishment of the enemy soldiers. But it is only necessary to surprise the COMMANDER, not the troops. In fact, an attack the enemy has seen coming for hours, or even days, can be a surprise. The necessary ingredient of a tactical or strategic surprise is to "Accomplish your purpose before the enemy can effectively react." Thus, no matter how much warning the enemy is given, if we can seize our objective before our enemy can react with effective countermeasures, we have achieved surprise. I will attempt to apply this principle to our first objective.

I said, in Part I, that our ability to switch our forces back and forth would depend on our lateral lines of communication and that, therefore, it must be our number-one objective to clear the road through St. Vith for our own use. The enemy also knows the importance of St. Vith and will move to protect it. So we must seize it before it can be reinforced. We do this by eliminating, or blocking out, all units that might move to reinforce the St. Vith area. The accompanying diagram shows the forces in the northern area disposed so as to have a good chance to accomplish this and also various secondary objectives.

At the northern extreme of the board is the largest American concentration of power, the 2nd and 99th infantry divisions. These two divisions are, in fact, so far north as to be unable to interfere with our westward movement from where they are. Wouldn't it be nice then, to keep them where they are? This would not only keep them out of the defenses of St. Vith, but out of our way altogether. There is no move that will guarantee such results, but the set-up shown WILL offer fair odds. The first attack, by the 9th SS Div., does guarantee, however, that at least the 2nd Div. will be cut off. This is so important

Waterloo - Part II

by Raymond Hosler

Part II is Hosler's sequel to his Jan-Feb 71 article, "A Shocking French Victory," which appeared as the Plan of the Month.

On infrequent, but somewhat catastrophic occasions the PAA will lose to the French. The fault almost invariably lies in the PAA strategy. Of course, the French may have a lucky game to top this off. To avoid such a humiliating experience the PAA must follow the following plan I have laid out.

A. SET UP

Situate the Prussian Army within reach of the Quatres Bras ridges (i.e. BB-20, Z-24, etc.). Put a small outpost of twelve factors around CC-17. If the French places all the cavalry at Fleurus, be sure to have a 4-4 on DD-13. A 1-6 must be

that I violate here one of my standard operating procedures (I try to avoid attacking at odds that might result in an exchange unless there are enough infantry factors involved to absorb any losses). At 6-1 odds we're guaranteed an advance of 1 square. So we drive the defender northward along the road, and even if it turns south at Monschau it cannot get past our advanced units' zone of control.

The second attack is on the 14th Cav. Gp. using the 1st SS Div. and six Volksgrenadier regiments, at 4-1 odds. Since the 14th Cav. is surrounded in such a way that it can not move out and counter-attack because the odds would be greater than six to one – and since at 4-1 there is no chance of "A back" – this guarantees that the 14th Cav. cannot move to the St. Vith area to get in our way there. It also offers very good odds (80% PEM, 83-1/3% FTF) of eliminating the enemy's most mobile unit right here. Do NOT advance the 1st SS Div. (for reasons given later).

The third attack is a soak-off against the 99/361 at 1-2 odds. Here we want anything but "D back 1" (a 20% chance PBM, 16.67% FTF) which would put it in a position to move down the road through Malmedy into our path. And, the fourth attack (see rule No. 8 under "Rough Terrain") is a 1-1 against the rest of the 99th Div. in the hope of getting a "Contact" or "Engaged" (50% chance either way) "D back" would put these two regiments where they can move south through Malmedy, and "A back" would leave the road through Elsenborn open.

The overall odds, then, of blocking out these two divisions are as follows: Chance of blocking all six regiments: 40% PBM 41.65% FTF; chance of blocking all but one regiment; 50% PBM or FTF; chance of blocking all but two regiments; 80% PBM, 83.3% FTF; chance of blocking all but three: 100% PBM or FTF. The important thing to consider here is the 50% chance of blocking all but one regmt. This is because it will take at least three American units to adequately defend the St. Vith area. Why? Because the two regiments of placed on EE-23. Put a 4-4 on U-26 as a reserve. Commit it to T-23 if the French make advances down Tilly road. Make sure a couple of Prussian cavalry units are within reach of Tilly road as they will be needed if the French push there.

B. FIRST STAGE 7am/16-3pm/16

The average French player will attempt to split your army by sending a detachment to Nivelles and the rest to the east of Quatre Bras. Oddly enough this is what you want. Plan your reactionary moves accordingly. Place four 6-4's and a 8-4 behind the Quatre Bras ridges. The 8-4 goes on AA-27. This strong line makes a French attack very risky. Don't make a stand on the Tilly-Quatre road, but use delaying tactics with your 1-6's. As the French approach Tilly you will be forced to split your army. It's advisable for 10-15 factors, composed of at least one 1-6, to fall back

the 116th Panzer Div. at QQ-17 will be in a position to outflank any two-unit defense.

The fifth attack is a 5-1 against the 106/422 with all retreat routes blocked. So any results except "Contact" will eliminate the defender, and even that will result in elimination unless the retreat routes are opened by the sixth attack ending with "A back". So we have these odds of knocking off the 106/422, PBM 90%; FTF, 91.5%.

The sixth attack is at 1-2 against the 106/423and is undertaken solely for the purpose of blocking the retreat routes of the 106/422. The 423rd can't get to St. Vith because of the 1st SS Div. on TT-11 and the rough terrain. No advance should be made after eliminating the 422nd. A German unit on TT-14 would give the 423rd a chance to attack, with any "A Back" results putting it on the road to St. Vith.

So, we have definitely blocked out the 106/422, 106/423, 14th Cav. Gp., and the entire 2nd Div. with a good chance of blocking all or most of the 99th. The two panzer Regiments at QQ-17 threaten to cutflank the St. Vith defense, and the 116/406 is in position to block any reinforcements coming from the south. Thus, with a little luck, we'll have our surprise accomplishing our purpose "before the enemy effectively can react." Then on the second turn the forces that attacked the 106/422 should advance and repeat the performance on the 106/423. If at all possible, move 2 or 3 regmts. to PP-11 to block the road to Malmedy, while keeping the Elsenborn-St. Vith road blocked. And above all, clear the road through St. Vith.

If our luck is bad, there's still the south. I've got another "surprise" brewing down there, and the odds are very good of getting either one or the other. It's all in Part II.

Part II will appear in the next issue. Meanwhile, why not visit Don either in person or via mail – he is proprietor of a new hobby shop devoted almost exclusively to the sale of military models and related materials: Lowry's, P.O. Box 1123, Evansville, Indiana 47713. on the Tilly road. Over at Nivelles maintain the minimum of troops. A reserve at W-31 is usually sufficient until reinforcements arrive from Braine Le Comte at 11am/16th.

C. MIDDLE STAGE 3pm/16-11am/17

By the 3pm move the French player will be at his desired position and most likely attacking. At this point the French strategy will be revealed. The only case in which the following moves could not occur is if the French took their whole army down the Tilly road which rarely happens. Most French players head for Quatre Bras. The PAA can counter this attack by making the best use of the Quatre Bras-Nivelles road. Place a strategic reserve on W-31, W-32, and V-33. From here they may strike out at Quatre Bras or Nivelles. You can be sure the French will drive through Y-23, Z-23, and AA-23. But here is where the PAA will be waiting. Violent counterattacks must be made by the PAA. The French can only bring units up on three hexes. The Quatre Bras ridge units are to be used for counterattacks.

If the French try to penetrate the forests their hopes are nill. The PAA should allow the enemy to advance to the fringe, then attack. This way a Back-2 will be D-elim. since they are forced to retreat through a forest square.

On the Nivelles front reinforcements and lack of good terrain will delay the French. A superb defense can be held on squares X-36, X-39, and Y-35. The French are limited to two squares for attack whereas the PAA can counterattack in three or more squares.

After about four turns of this the PAA will be forced to withdraw to the Genappe. The casualties at this point should be heavy for both sides. Plan the retreat ahead of time and be sure each unit has a place to defend.

D. LATE STAGES 1pm/17-5pm/17

The Genappe river and ridges to the east provide a temporary defense line for the PAA. The defense should expose as few units as possible. Make sure they have a clear retreat route as well as time to carry one out. The Genappe line is not meant to be held for a long period of time. It's just a convenient place to retreat to after the Quatre Bras — Nivelles battle. On the Spm turn the last retreat should take place-to Waterloo.

E. FINAL STAGES 5pm/17-end

As the French advance toward Mt. Saint Jean they will lose a turn to movement. This gives the PAA a chance to set up a defense. The L row 36 40 ought to be the first line of defense. Try to have all the big units in the line. If you have an excess of 1-6's place them on each flank with a strong center line, otherwise keep the flanks strong. At this point the only answer to victory is ATTACK!! Fight for every foot of terrain and watch those flanks! Use the terrain to your advantage, especially rivers. After 5 or 6 turns the Prussian IV corps, from Wavre, will relieve the east flank. Victory will now only be a few more Vive La France screams away.

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Simulating the Art of War Part II - by J. E. Pournelle, Ph.D.

In Part I, Jan-Feb 71, Professor Pournelle pointed out that one way to simulate the art of war is through abstracting certain principles, then setting up the rules so that failure to heed the principles is punished. He then examined surprise and uncertainty, and outlined rules which incorporated them into play. In Part II, Pournelle examines other principles of war and their application to the design of an advanced version of Afrika Korps.

The Principle of Pursuit

Pursuit is not one of the nine "official" principles of war recognized by the US Army; but Napoleon and many other Great Captains have called it the key to victory. In real warfare, the enemy does not usually suffer his greatest casualties in battle, but in pursuit. It is when men break and run that they are killed or captured. In fact, in most decisive battles throughout history the loser has at the moment of decision held as much or more strength than the victor. It was later, during the pursuit, that his army was destroyed. On the other hand, many battles that might have been decisive were not, because the victor either would not or could not pursue. For example: at Arbela, Darius held far more strength than Alexander, yet the Macedonian losses were almost trivial in comparison with Persian casualties - nearly all of them sustained after their formations broke and them ran. Alexander pressed the pursuit relentlessly, driving his men with curses and threats, because he knew that if the enemy ever regrouped he might not be able to win again. On the other hand, King Pyrrhus (circa 280 BC) twice defeated the Romans, at Heraclea and at Asculum, but each time took such losses that there could be no pursuit. As a result Rome held and eventually dominated the world. Asculum, by the way, is the place where Pyrrhus, congratulated on his victory, said "if the gods are pleased to grant me such another, I am undone." It was the original Pyrrhus victory.

Now Avalon-Hill games have pursuit built into the CRT, in a sense. That is, it takes overwhelming superiority to achieve victory; and that victory is usually far more decisive than ever is the case in the real world. Thus, "D elim." *must* assume pursuit of some kind, otherwise the enemy wouldn't be eliminated at all. On the other hand, there is no provision for actual on-the-board pursuit, and the resulting fruits of victory. Look, for example, at Afrika Korps. Rommel was a past master at the art of pursuit. He drove DAK forward after every victory, relentlessly pressing the defeated 8th Army units, trying to bag them, and, incidentally, capturing guns and tanks by the hundreds.

A second source of unrealism in Afrika Korps is the confusion of strategy and tactics that is inherent in the move-by-move nature of the game. That is: you cannot exploit an enemy strategic weakness unless he has also made a grave tactical mistake; and in fact tactical mistakes are the crucial errors of the game. This is not itself unrealistic, as it was German tactical superiority that allowed Rommel the successes he had. However, in the real world these tactical victories could be exploited in ways not really allowed in the game. (And, of course, the real world allowed strategic errors, such as Rommel's dash to the wire.)

The war in Africa consisted of rapid movements across long rages, usually not followed by battles because DAK ran out of gas; and much shorter range but more intense battles lasting sometimes for days. The game tends to reverse reality. That is, in the real world, German units were outside Tobruch with 3rd recce, plus elements of Italian Ariete and Brescia, by April 11, only nine days out of Agedabia. In the game, no units can get to Tobruch, even unopposed, in less than a full month. On the other hand, in the real world the Gazala battles including the Cauldron crisis, lasted from 26 May to 15 June, a total of two full weeks and a little bit; during this time, units moved rapidly, vast operations were carried out, entire armies were engaged, multiple battles took place, and the British lost control of the whole area around Tobruch. In the game two weeks is only one move by each side, surely too little playing time to accomplish such decisive results.

Following Gazala and the Cauldron, there were five more days of battles in the ridges, then the capture of Tobruch. By the first of July, Afrika Korps was engaged at Alamein, having fought battles at Mersa Matruh. Incidentally, most German analysts - and I agree - think that Rommel's pursuit of Eighth Army was too vigorous this time. His forces simply weren't up to it. Had he waited to regroup, repair some of his armor and incorporate captured armor into his force, the final outcome would probably have been different. But the point for our article is that under the rules of the game, none of this is even possible. There can be no complicated series of battles lasting over several "days" with actionreaction; such battles take months of game time and bring the British reinforcements inevitable nearer. Secondly, there can be no dash for the wire, no all-out pursuit across the desert, no charge to el Alamein and repulse at Ruwasait, no loss of precisely 18 tanks (out of only 55) to 18th Indian Brigade with the result that the campaign was lost.

Attempts to change this situation usually result in play-balance upsets, and for that matter in loss of realism. In the desert world, dashes like that cost heavily, although normal movement down the road was not particularly punishing. I think I have come upon a solution to the strategic movement problem for *Afrika Korps*; the rule may be applicable to other games as well.

Movement Rule for Advance Afrika Korps

1. Units may trade combat factors for movement factors at the rate of four movement squares for each combat factor. This represents equipment losses, fatigue of the men, etc. The reduced combat effectiveness lasts until it is next the turn of the player who chooses this option. That is, the unit must attack at reduced effectiveness, and suffer enemy attacks on it at the reduced effectiveness for our turn; it is restored at beginning of player's next turn. 2. The road bonus for units which begin their turn on the road and do not subsequently leave the road is 30 squares. The road movement bonus for units not beginning their turn on the road is 10 squares. The bonus for units which do not *possess* the road is 10 squares.

Discussion

The two rules bring the game much closer to reality. Rule 1 requires that we use a roster system for *Afrika Korps*, and particularly for German units; but this is no bad thing. One of the problems of AK is those big German 7-7-10 units which cannot be risked because if one is lost so is the game. A roster system allows us to reduce them without eliminating them, makes attacks more feasible, and livens up the game quite a bit. We should in fact exploit the possibilities inherent in this device. After all, there aren't that many units to keep track of.

The road bonus is *still* small. It could be argued that a 40 or even 50 square bonus would be more realistic; after all, 600 miles in a week is not blinding speed. At least under this rule 15th Div. can take part in May assaults on Tobruch; unfortunately, the effect of the two rules is to make it nearly certain that Tobruch will fall. Therefore, we add an *ad hoc* rule to keep the game playable:

3. Infantry units in Tobruch have their defensive combat factors TRIPLED. Armored units receive only 3/2 as much strength. Armored infantry is doubled.

When we examine this *ad hoc* rule, we see that it makes a lot of sense. Infantry are much better employed defending a fortress than armor, which, immobilized, doesn't gain so much effectiveness from fortifications and mine fields. Also this forces the British player to use his armor out in the open, which is an additional realism.

We need another explanation though: possession of a road. You possess a road if one of your combat units has already moved along it and no enemy combat unit has subsequently moved



... FORGOT ABOUT AUTOM

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along it. Thus the opening move road bonus for the German player is only 10 squares. This is quite realistic; you don't go charging down a road when you expect combat quite the way you do when the road is yours and you're only ferrying the stuff along.

We've eliminated some of the unrealities of the movements in AK, but we haven't even touched the problem of pursuit which we started with. nor have we solved the problem of how to have long battles that don't take up a lot of playing time. At least we now can have some long range strategic movements, although the historical situation still cannot happen in the game.

Combat Rules for Advance Afrika Korps

I must confess I am not satisfied with the following. Unfortunately I haven't anything better. Let us begin by designating the player whose move it is as "A" for attacker (although at times in the sequence that follows he will defend.) His opponent is D.

4. Before a player moves, he may declare that he intends to make extended attacks on this move. He then proceeds to move in the usual manner, and combats, if any, are resolved. Every victorious unit – those of either A or D – may advance one square, provided that the square is empty of enemy units. Survivors of any exchange are victorious for the purposes of this rule. Retreating units are turned upside down, and may not be moved during extended combat. This applies to both A and D units.

4.1 All units taking part in combat during the engagement are reduced by one combat factor, except that no unit may be reduced to less than one combat factor.

4.2 D may now move his units as follows: Armor, armored infantry, and motorized units: 2 squares. Recce units, 3 squares. All others, 1 square. This movement factor is doubled for units on roads, but it requires one full factor to enter and/or leave roads. D may make attacks if he so chooses. He may not enter an enemy zone of



control without attacking. D units in A unit zones of control at the beginning of this movement-phase need not attack, but if they do choose to attack the usual requirements for attacks apply.

4.3 The new attacks are now resolved. All units participating in combat in this phase are reduced by one combat factor, except that no unit may be reduced below one combat factor. Retreating units turned over as before.

4.4 A now moves his forces the number of squares described in 4.2. Combats are resolved. All victorious units may move one square. If this results in further combat opportunities. A may choose to attack or not at his option.

4.5 Every A unit engaging in extended combat remains reduced in combat effectiveness by one factor, during D's turn. Every D unit forced to retreat during combat moves at 1/2 movement factor, and fights at combat effectiveness reduced by one factor except that no unit has a combat factor of less than one.

4.6 DURING THE EXTENDED COMBAT every unit forced to retreat has its combat effectiveness reduced by one factor in addition to the one factor subtracted for engaging in combat. This applies so long as the unit is upside down. Units may be reduced to zero effectiveness, in which case they are eliminated if attacked. Such units may be reinforced, but not moved. Upside down units are turned over at the end of a player's turn.

Hidden Movement Rule for Advance Afrika Korps

5. The German player is provided with three numbered counter called "markers" and three envelopes. Up to three units may be concealed in the envelope corresponding to each counter. The markers remain on the board, and the hidden units are considered to be on the square with the marker corresponding to the envelope containing the units.

5.1 The British player is provided with two such markers, and may conceal up to two units for each marker.

5.3 Players must reveal which units are concealed with a marker if any enemy units places the concealed unit marker in its zone of control. Markers are automatically eliminated when placed in enemy ZOC, but are re-created at player's home base. When marker represent nothing, it moves as a supply unit would move; when it represent units, it moves as the slowest unit in its stack.

Isolation Rule

6. If an enemy unit is isolated at the beginning of a player's turn, that enemy unit is eliminated at the *end* of the player's turn. (I.E., if I surround an enemy unit, he has only the next turn to escape; otherwise the unit is eliminated at the end of my next turn.)

Discussion

The extended battle rule makes some sense without the hidden unit rule, but not a great deal. With the hidden unit rule, however, a player may bring his forces up for an attack, keeping some units concealed. The defender reacts, the player attacks, bringing out his strength – and incidentally being able to employ, at reduced strength, forces used in a previous automatic victory. He is able to pursue his enemy, and turn a victory into something very large. Given skillful players, this set of rules does not destroy the play-balance of Afrika Korps. It does change the game quite a bit. For one thing, the British player now finds himself forced to use much the same tactics that were actually used in North Africa. On the other hand, changing the isolation rule makes things more realistic in that a week unsupplied is enough, and now no one will go charging off to the other player's home base without protecting his lines.

There are a lot of other methods for providing realism in Afrika Korps, and in a future article I will try to discuss a Tournament version of that game. The above is an attempt – a clumsy one, I'm afraid – to introduce the principles of mobility and pursuit into the game of AK. If anyone wonders why I give the Germans more powers of concealment than British, I refer them to the campaign, by the way. German air reconnaissance and radio security were both better than 8th Army's, with the consequence that DAK usually knew where the British were, while 8th Army was lucky to know the location of DAK within a hundred miles.

The AK campaign is in many ways a beautiful illustration of the principle that you can't simulate a real campaign in a playable game. There were just too many factors at work over there, and each rule change usually requires a set of ad hoc rules to keep the whole mess playable. To top it all off, some of the most important factors are so intangible as to be impossible to assess. For example: one reason the Luftwaffe was so much more effective than the RAF in the desert was the aircraft designs. Another, and possibly even more important reason was that the Chief of the German Aviation Medicine program for DAK put umbrellas and cooling air bottles out on the flight line so that German pilots on ready alert status were cool when they took off. They fought British pilots who had been flying for over an hour in the desert heat. When the Germans attack British bases, the British pilots on alert were already overheated ... Now how do you assess the effects of something like that? I happen to know Dr. KJK Buettner, who was in charge of Aviation Medicine for the Luftwaffe, and he things the effect of those umbrellas and air bottles was more decisive than the differences in aircraft . . .

Conclusion

This started as a discussion of pursuit, and did in fact touch on some of the principles of pursuit. The important discovery is that when we want to incorporate pursuit into the rules we find it gets pretty complex. Further, we see that something like pursuit is already built into the AH CRT or we couldn't get the results the CRT gives us. We may conclude that Avalon Hill has to some extent chosen (probably not deliberately) to eliminate pursuit as a factor in their games, by incorporating it automatically into the combat results table. If we want to have games in which ignoring the principle of pursuit costs you the game, we will have to adjust the CRT accordingly. When you do that, you find yourself inevitably thrust toward the roster system, resulting in a lot of bookkeeping, longer games, and probably less fun. I would welcome suggestions on how to escape that dilemma.

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Vyazma

Russian **Emphasis** on **Close Assault Tactics**

by Bill Freeman

PanzerBlitz Situation No. 3, "The Battle of Vyazma" is an excellent introductory game to this "series" of games and demonstrates many, if not all, the facets of tactical warfare. Belieing its title, PanzerBlitz, this situation can effectively show the inevitable superiority of properly prepared infantry over panzers in tight combat. Additionally, this game demonstrates and foreshadows many of the problems and Russian

Mine	s: 2-DD-10	R/182: 2-DD-5	R/84: 2-X-5
	2-GG-2	R/183: 2-DD-5	(R/12 + R/416): 2-EE-1
	2-GG-3	R/141: 2-CC-10	R/61: 2-X-5
Xs:	2-GG-5	R/142: 2-DD-9	R/62: 2-X-7
	2-GG-6	R/143: 2-DD-9	(R/31 + R/422): 2-V-6
	2-EE-8	R/144: 2-CC-7	(R/32 + R/423): 2-V-6
	2-GG-1	R/145: 2-EE-6	R/412: 2-U-5
(R/1)	61 + R/411): 2-Z-9	R/146: 2-EE-6	R/413: 2-BB-7
1.	62 + R/421): 2-V-6	R/147: 2-EE-2	R/414: 2-CC-6
	1: 2-DD-6	R/148: 2-EE-2	R/415: 2-CC-2
enes		R/84: 2-X-7	R/33: 2-CC-7

Although not perfect; this deployment will meet all of the above needs superbly.

Intentions: The German mobility is reduced to a snail crawl. Antitank units are generally protected from long range fire, all other units are poised to counterattack wherever the German attempts to run the obstacles (excluding wagons, of course.) The three German infantry platoons are of little consequence except as woods piercing and spotting units. The Guards and antitank units can be quickly moved to counter-attack any major assault, in conjunction with main-line units. The German will most likely attempt to either weaken or force a withdrawal of Russian infantry units from the woods and obstacles with antitank, H. and M. fire, before the major assault. Panzer units will likewise attempt to fire at "range" on spotted units, to aid in this withdrawal. The minefields will most likely be avoided.

It is essential for the Russian to use the woods and CAT to attack the German units stopped or dispersed on top of mines or Xs. Exception to overruns in 2-CC-9, should the Germans cross or withdrawal to hills and next wood line. Antitank units must be used at the last critical moment to aid in the defeat of German units on the obstacles. Even so, many will lost. Under no circumstances should Russian units retreat across clear terrain, overruns will quickly decimate them. H. and M. units can be withdrawn to Bednost should Panzers breakthrough to the rear. Some protection by infantry would be ideal. In any event, as long as a line is held intact with units and/or fields of fire: the German loses. Finally, unless I'm down on my Russian, the "y' in "Doroya" should be a "g" for "Doroga" = meaning "road."

solutions that the Germans would later face before Leningrad, the Moscow outskirts, Stalin-

For the Russian, the game can be broken into three parts before the German even enters com-

bat: 1) intelligence; 2) terrain; and 3) intentions.

Without the optional "Hidden Deployment" and because of the situation's "Orders of Battle,"

both sides possess a first-rate intelligence of the other's strength. This is of primary importance to

the Russian player: he deploys first. As in 1914, and to a lesser extent, in Stalingrad, the game

Intelligence: a. The German units are com-

pletely know; ranges and strengths. b. Reduced

range and firepower of PzKpfw III over PzKpfw

IV. c. Lack of significant Russian mobility and

transport. d. Need to prevent overruns due to German mobility. e. Need to engage German with

CAT due to Russian immobility and a lack of

strong artillery support. f. Russian superiority in

infantry. g. Need to hold at all costs, a "crust"

situation, due to Russian immobility during a

retreat (rout). h. Need for sited antitank, howit-

zer (H.) and mortar (M.) areas. i. Need to reduce

German hilltop fire of German antitank, H. and

Terrain: Necessity for "close" terrain to mini-

mize German mobility, overruns, and enable

Russian CATs. Area 1-Y to 1-CC would be ideal

under these circumstances, but this is unavailable

for blockages ("X"s) and mines. However, area

2-CC through 2-GG is quite similar. Consider a

Russian deployment as follows:

grad (disastrously), and Kursk (fatally).

begins and can end here.

M. units.

Bill Freeman 4307 Durand Ave., Apt. 207 Racine, Wisconsin 53405

Confessions of a Game-aholic

> by Dave Slick with the permission and help of my wife

Those of you who enjoy a pleasant husbandwife wargame relationship as described in previous issues of the GENERAL should count your blessings, for the good will which the typical wargamer's wife displays toward the typical wargame is seemingly not a universal quality on the part of the former. My spouse, for example, is not intrigued at all by the prospects of wargaming; and thus I feel that it is time I set the record straight by presenting the "other side" of the family-wargame story.

First, a little background information is needed about the combatants so that you can better appreciate the subtle aspects of the ensuing marital war. Cindy and I were married in October 1969. Cindy is now 17 years of age; I am 19. Cindy and I have a small baby girl and a similarly sized income, earned solely by my part time job and subsidized by my scholarships at A.S.U., where I am a full time student. I started wargaming in 1965; between '65 and '69, I joined many small wargaming clubs and I had several period of inactivity; however, in 1969 my wargaming commitments and general level of wargaming activity rose to unprecedented heights. The final point of background which needs to be made is that prior to our marriage, Cindy promised me that she would "learn" at least three wargames "soon after" our entrance into the blissful marital state. Thus the stage is set for the blow by blow description of the events which led me to write this article.

The trouble began in June of 1970 and lasted through the summer, the period of time in which the only thing which matched the fury of the intolerable Arizona sun was the fury of the equally intolerable atmosphere which existed in our home. If you've ever spent a summer in southern Arizona you know what I mean. It is easy to sum up my wife's feelings at the time by using her own words: "I hate wargames, wargamers, wargaming, war movies, gaming conventions, gaming magazines, gaming clubs", and so on. Cindy made no attempt whatsoever to learn how to play any of my "stupid games" as she called them; and she made no attempt at being pleasant with the few people who came to play me in person. Cindy and I were at each other's throats constantly with our petty bickering worsening matters by the day. Our marital relationship was suddenly perched on such a shaky foundation that in a desperate attempt at compromise I deliberately pulled a wargaming no-no

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by "throwing" some of my PBM contests (which will probably cost me a tournament Stalingrad title). However, this was not enough, and matters worsened still. Finally, September came and the changes effected by my change in daily routine brought an end to the "war".

Now before the women's league of wargamer's wives and fiancees comes crashing down on my mailbox, allow me to examine the causes of those events which included my schedule, the baby, my occupation, and our ages.

Probably the main contributor to the crisis was my daily schedule, which ran typically as follows: one, 7:30 A.M. – go to work; two, 5 P.M. return from work, shower; three, 5:30 P.M. play wargames, either FTF or PBM, and eat; four, 11 P.M. – go to bed. On weekends I merely substituted more of number three for numbers one and two. There is now little wonder in my mind as to why Cindy exhibited such hostile behavior; all of my spare time was devoted to my hobby, which had become a second full time occupation.

Another major contributor to our troubles was the baby. I wasn't much help to Cindy in those first few months with the baby; my wife was on twenty-four hour duty as I had a habit of sleeping right through those middle-of-the-nightsessions. Those of you who have had children know what I'm talking about; those of you who haven't have an unforgettable experience awaiting you.

I'm sure that my job did not help matters any. I worked (and still do) as a transformer-repairplant-yard-laborer. The eight plus hours of one hundred plus degrees in the sun each day burned away what was left of my patience and common sense.

I feel that the final contributor to the illness which struck my home last summer was the fact that Cindy and I are young. I'm sure that you are all familiar with the fact that the divorce rate for young married couples in this country is quite high, 90% last I knew. So while our disagreements did not reach that conclusion, I assert that it was more natural (for lack of a better word) for us to fall into disagreement than, say, an older couple.

Nowadays, I still play my games and Cindy doesn't like it, but things aren't nearly as bad as they were before. Perhaps it was just a matter of growing up on our part. However, two facts stand out: one, I have not purchased a wargame since I was married; which reflects point two, Cindy Slick is not exactly in love with wargaming, which proves that there is at least one wife who does not share her husband's enthusiasm for this hobby.

That brings me to the real purpose of this whole article. Cindy and I are relatively sure that there must be others who have suffered or are suffering through similar plights. We are interested in contacting these people for the purpose of exchanging helpful correspondence on the subject. We hope that we have shown others in similar circumstances that they are not alone; and we hope that we have been helpful to at least one other couple. And for those of you who are still bachelor wargamers — beware of the conflicts between women and wargames. Your most serious strategic and tactical challenges may arise off the board.

David P. Slick 3308 N. 66th Street – Apt. 2 Scottsdale, Arizona 85251

Ostrieg

· by Mark Teehan

Avalon Hill's game of *Stalingrad* is certainly one of the big all-time favorites of most wargamers, whether they be veterans or beginners. Probably because of this, many articles have appeared in *The General* dealing with Stalingrad and have covered the broad spectrum experienced by individual wargamers. This still, however, does not change the fact that no comprehensive, strategically and tactically detailed article has ever been written on the German side in *S-grad*. In this article, I hope to change this situation.

GERMAN TACTICAL DOCTRINE

Although it's strategy in *S-grad* that will ultimately make or break the German commander, let's start with a discussion of some of the more salient tactical concepts which should govern the German conduct of operations. Sound tactics are important to the German in *S-grad* and are acquired through experience.

I. Type Tactics

There are two different types of tactics which you can employ as German commander-annihilative tactics and exhaustive tactics. An example of annihilative tactics would be executing 4) 3-1's instead of, say 2) 6-1's; exhaustive tactics would be the opposite - the 2) 6-1's instead of the 4) 3-1's. Annihilative tactics are clearly superior to exhaustive tactics even though they will result in heavier German casualties. Your tactical object as German commander is to destroy (annihilate) the Soviet forces adequately enough to permit your strategic aim being realized-capture of the three big cities. You must realize, however, that the choice of which type of tactics you employ is not yours, but the Russian player's. If, as an example, after the Nemunas River is broken. the Russian player stands and fights, i.e., lines all his units up between Riga and Minsk (a la Thomas Fowler's "Tactics of Defense"), you can employ annihilative tactics. Any time the Russian stands and fights in open, undoubled terrain allowing all his units to be hit, instead of delaying with a minimum and holding the rest in reserve, hit him with all you've got. The key to success with annihilative tactics lies in the soakoffs - always soakoff at a minimum of 1-3. If you run 3-4 soakoffs at poor odds (1-5.1-6), chances are that you'll lose most of those units and then, only then, will it become a battle of attrition which the German can never hope to win. Another possibility with annihilative tactics is the 1-1 "blitz." Once you have broken the Nemunas R. and the Russian has lined all his units up from Riga to Minsk, hit him with about 6) 1-1's. You've got about 50% chance of eliminating three Soviet units, and by employing Rumanian 2-2-4's with 4-4-4's and 5-5-4's, you'll minimize your critical German losses. The important thing to remember about 1-2's and 1-1's is: "Mass, not driblets." As Guderian used to say, "Klotzen, nicht klechern" ("boot 'em, don't spatter 'em"). One or two 1-2's or 1-1's are mere pinpricks which require either much luck or telekinetic control of the die in order to produce satisfactory results. Four or more 1-2's against a river line, on the other hand, will generally be enough to guarantee success. An exception to the "Mass, not driblets" rule is the 2-1. Here the potential losses of a tactical defeat are so high, inspite of the basically low probability of defeat, that only one 2-1 should ever be attempted in one month. There will be critical times when you, as German commander, will be forced to resort to a 2-1; this should never occur much more than 2-3 times per game.

There will come a time in every game when the German must switch to exhaustive tactics (quality 5-1/+ attacks) which emphasize advancing with the least possible casualties (unfortunately for the enemy as well as yourself). The basic reason for this is the insufficient number of German units to cover long defensive fronts and simultaneously conduct a full scale offensive. This situation is in turn aggravated by German losses and their inability to be replaced adequately.

II. Initial Operational Tactics

Now let's discuss initial tactical operations along each sector of the Eastern Front, starting with the Central Front (from the Baltic, R-28, to Brest-Litovsk), where Army Groups North and Center will usually be operating. The single most important tactical operation on this Front is breaching the Nemunas R. line (and not, incidently, capturing Brest-Litovsk) by July 1941 (that's July '41). In this context the indirect approach should be employed on the tactical level - Brest will fall indirectly as you advance on its flanks, the central Nemunas and Lwow gap. Contrary to what others have said on this subject, the most important square in the Nemunas R. Line System is V-19- this is where you want to break the Nemunas.

Now let's move down to the South Front, from BB-15 SE to the Black Sea, where Army Group South will be operating. In South Poland, the prime tactical operations of Army Group South are breaching the Bug River Line System and opening up the Lwow gap. The Soviet defensive position which is key in this area is CC-14; without Soviet units at CC-14, EE-12 on the San River becomes untenable as a strong defensive position. The mountain position GG-12 is also important once you shatter the Soviet border defenses. Turning now to the southern portion of Army Group South in Rumania, the key tactical operation here is breaching the Prut River at NN-14. If the Russian is experienced you'll find either a 6-9-6 or a 7-10-4 at NN-14; otherwise, against a 5-7-4 or 4-6-4, you'll have no trouble in getting a 3-1. Against a 7-10-4 or 6-9-6, attack NN-14 at 1-1 surrounded and add 3) 1-2's along the rest of the Prut.

III. Miscellaneous Tactical Principles

1. When attacking with armor at 3-1 in open undoubled terrain always provide infantry support to cover any exchanges. Your Panzer units are your trump cards and they must be kept intact. This is especially true early in the game.

2. Try to build up your replacement balance early in the game to cover possible armor exchanges which might occur when attacking a double river position at 3-1.

3. After May 1942, utilize 2-2-4's and 3-3-4's as infantry replacements as much as possible in order to compensate for numerical shortages and increased defensive frontage.

4. The key to crossing rivers is to create an operative front of sufficient length so as to stretch the defenders resources and thus allow

you to cross at enemy's weak points. The smaller the river line frontage that the Russian has to cover, the easier it is for him to concentrate his forces on the small area threatened and frustrate you attempts.

GERMAN STRATEGIC DOCTRINE

I. German O/B

Before moving up to Finland, let's suggest the use of an O/B for the German in *S*-grad; the German commander needs an O/B to facilitate both operational planning execution. A model O/B would have 4 Panzer Armies, 1 Panzer-grenadier Army, 8 Infantry Armies, and 1 Mountain Army (5-5-4 and Rum. 2-2-4 to operate in Finland) for the German forces. The Finns and Rumanians should be organized into 4 Infantry Armies, 2 each. A good way to group your Panzer corps is as follows: 1st Pz. Army (24 factors), 2nd Pz. Army (18 factors, 2) 7-7-6 & 1) 4-4-6), 3rd Panzer Army (18 factors, 8-8-6, 6-6-6, & 4-4-6).

II. Finland

Finland is literally and geographically in a class all by itself in S-grad. One cardinal rule regarding Finland which will always serve you well is: Never underestimate the importance of operations on the North (Finnish) Front. Although a sideshow for both sides, it is the German in Finland who can more or less relax while the pressure is on the Russian. The Soviet commander must rapidly liquidate the Axis forces in Finland so as to free all available units for action on the decisive Central and South Fronts. By conducting a withdrawal in Finland along sound tactical lines the German player can achieve a decisive success in tieing down valuable Soviet units which are desperately needed elsewhere by Stavka. The basis for any German operations in Finland should be Carl F. Knabe's "In Defense of Finland" (Vol. 2, No. 6 - March, 1966), except with a 5-5-4 instead of a precious 6-6-6. Your Finnish trump card as German commander is the weather - when the Russian packs up to leave in Nov. 1941 at the earliest, there's a 50% chance of snow! Remember - delay, defend, and never, never attack in Finaldn (assuming Stavka stations 6-10 units on the North Front).

III. Strategic Defense Evaluation System (SDES)

The primary purpose of the SDES is to pinpoint the weakest sector of the Eastern Front for you graphically and thus help you select the operational plan best suited to the situation. You want your main blow to hit the weakest Front of the Soviet defense. Basically, the SDES consists of figuring out how many defense factors you opponent has on each Front, converting it to a % breakdown, and counting the number of 5-7-4's and 7-10-4's (6-9-6) he has per Front. These results are then matched up with corresponding figures (per Front) for a sound Soviet defense where discrepancies occur for your opponent's defense, you simply penalize him. At the end, you just tally up the minus charges, and you have a composite evaluation of his defense. I don't have room here to include the Evaluation Procedure and Interpretation of Results (you may write me for further details) but the criterian for judgement are as follows: North Front (Finland) - 31% (68 defense fctrs.); Central Front (R-28 to Brest incl.) - 32% (71 def. fctrs. = critical strength level), 6) 5-7-4's 2) 7-10-4's (6-9-6 for one allowed); & South Front (BB-15 to Black Sea) -37% (15% from BB-15 to GG-12, 22% south of GG-12), (81 def. fctrs. = critical strength level), 6) 5-7-4's, 1) 6-9- 1) 7-19-4. Avalon Hill's "Suggested Defense" has a rating of -5 (-4 on the Central Front, -1 on South Front, therefore, your main attack vs. Central Front; interpretation = Average, Fair, OK. The "Shagrin Defense" which appeared in the *General* has an SDES rating of -3, all charged against the Central Front. The SDES interpretation is "Good, Playable" – Mr. Shagrin's defense is the best that has appeared in *The General*.

IV. Operational Strategy

Now we come to the crucial core of German strategy in S-grad German operational plans can be classified into two types: 1) the basic "which city first" type (unorthodox political-socioeconomic) and 2) the more detailed and subtle type which emphasizes above all destruction of the Soviet armed forces first and then capture of the three big cities (orthodox military). A characteristic of the unorthodox-political type is the "independent" capture of one city (Stalingrad) by secondary forces while the other two are taken successively by a strong main force. On the other hand the more orthodox military strategy usually concentrates all available forces on each city successively, depending heavily upon a success ful "type" strategy - that of annihilation. Against a competent and experienced Russian the only operational strategy which has even the slightest chance of success is the orthodox military (5% at that . . .).

The first basic guideline in formulating operational strategy is always keep your main strength concentrated - don't dissipate your armor along the length of the Eastern Front. Always keep a minimum of 3 Panzer Armies operating together (usually the 1st, 2nd, and 3rd, with the 4th separate). Ideally, all four should operate together. The second operational guideline is that of surprise/deception - always try to keep the Russian guessing as to your intentions (like where your massed Panzers will strike next.) Shift your massed armor north and south of Brest-Litovsk early in the game so as to keep the Russian off balance-if you 1-1 "blitz" in the Center, employ your armor in the Lwow gap for that month. Another important guideline to follow when formulating operational strategy is never employ the bulk of your armor in Rumania - the 3-river system is too restricted and your ability to switch massed armor around Brest is destroyed (surprise gone). The key to Rumania is either assign the minimum number of units needed to hold the Prut River Line, or assign 3-4 German Infantry Armies and 1 Rumanian Army to crack the River lines - never something in between.

Whichever type of operational strategy you decide to use, be it the unorthodox socioeconomic type or the orthodox military, you'll have to further decide which of the three cities to take first (of course in the case of orthodox military strategy this is a secondary consideration). Stalingrad can be definitely ruled out as a first objective/city. The laws of advance in *S-grad* would prevent you from taking the city which before Nov. 1942, and even then you would have to commit the bulk of your armor. Moscow is a tempting "1st city" target to most German commanders – certainly if it can be captured during the summer of 1942 the German situation is ideal. The problem with Moscow is how to

take it as the first of the three big cities - it's an extremely tough nut to crack (realistic first city capture date vs. competent Russian - Sept. 1942, if at all). The "Moscow first" people usually never even reach Moscow, much less win the game; they attempt to take Moscow directly from the west when the bulk of the Red Army is still intact and able to concentrate in the confined Rzhev-Smolensky-(Dnepr R.)-Orel triangle for defense of the capital. The bulk of the Red Army must be destroyed or seriously weakened FIRST before Moscow can be taken as your first city. Therefore, if you ever decide on Moscow as your first city, use an orthodox military operational plan (with a strong "type" strategy of annihilation) as your strategic guideline. The best way to take Moscow (at all) is second- after Leningrad is taken. Although its capture first by the German is not nearly as decisive as the capture of Moscow, it does not pose all the thorny operational problems which the capture of "Moscow first" presents. Leningrad is the only one of the three cities that can be taken at a comparatively early date (May 1942 vs. a competent Russian), thus cutting the Soviet replacement capacity by 1/3 before the crucial '42 Summer Campaign. Against a competent or super-expert Russian, Leningrad will generally be your best "first city." If you operate the way J.K. Norris does with a strategy of exhaustion the whole game, you better aim for Leningrad first- it's really your only choice (chance?).

In summary, remember to carefully evaluate the initial Russian defense using the SDES - this will show you his weakest Front and indicate the best location for your main attack. Then decide on a basic operational plan which includes an O/B, strategic phases, and a time-table/objectives chart. The important point is to decide what you're going to do strategy-wise before your first move, and then act on it. Your best method is to formulate, self-wargame, and then revise (if necessary) several operational plans before playing a real game. In effect, you'll be conducting a "strategic/tactical staff study" to test and resolve any problems associated with your operational plan. Some of the questions such a "staff study" could resolve would be "how many Panzer Armies should be allotted to Army Group Center," "how many infantry armies should Army Group South have in Rumania," and "what is the earliest possible time that the Divine and S. Bug could be breached." (all as examples). The answers to questions such as these would depend on the framework of the specific operational plan being considered. (e.g. "main drive from Center objective Leningrad with subsidiary drive in South," "converging attacks from E. Prussia/ Rumania intermediate objective Kursk followed by all-out assault on Moscow from S/W, S, & S/E with defensive lines Divina R.-Smolensk and Dnepropetrovsk-Kharkov-Voronezh," or "main attack launched from southern flank - S. Poland

and Rumania objective Moscow with Nemunas held defensively"). Finally, your decision on just which operational plan to implement will depend on the initial Soviet defense. Here we have the true "wargame" – testing a preconceived operational plan before it is executed in the form of a real war.

Mark F. Teehan Saundrie Marlborough Woods Halifax, Nova Scotia, Canada

The Interters - Yes, We Get Letters AT

After reading Raymond Hosler's article, "A Shocking French Victory," I fail to see how it became the "Plan of the Month" (in the Jan.-Feb. 1971 issue). Irregardless of the most brilliant maneuvering done beforehand, any plan which rests its final results upon a series of 2-1 attacks is certainly not a sound plan, by any standards.

First, after initially obvious maneuvers, Mr. Hosler suggests making a 2.1 attack on the Quatre Bras ridges "if possible." The entire concept of making attacks at 2.1 odds is faulty. Common sense should tell you that the probabilities of success are not high. There are two possibilities of success; two of a too expensive success, an exchange; and two of defeat. The minimum attack a commander should make is a 3.1 to ensure success, at least in gaining position.

At any rate, he envisions the eventual French seizure of Quatre Bras by 9 AM on the 17th. This is a bit too late in the game, unless they have also eliminated a very large part of the P-A-A army (which will probably not be accomplished by making 2-1 attacks). Also, 7 factors of cavalry is certainly not sufficient to tie down enough allied troops at Nivelles to yield decisive results more quickly at Quatre Bras.

"This leads to the final and crucial step;" a series of 2-1 attacks everywhere. "That's exactly what the P-A-A doesn't expect." It is probably true that no competant player would expect the French to gamble so foolishly. An attack on morale is only effective if it not only is unexpected, but is also based on sober calculation, and leaves the enemy in such a disadvantaged position that he has no alternative other than a desperate countermeasure, which will probably fail.

A loss at the wrong point may throw away the chance that the French had for victory. Success in these 2-1 attacks will, of course, bring about the rout and defeat of the allied army. For that matter, a group of successful 1-1 attacks would produce the same effect in this, and indeed, most wargames.

However, a wargame is essentially a contest of skill and an exercise of the mind. As such, defeating opponents by making 2-1 attacks with impunity is meaningless. There are times when a 2-1 attack is the only alternative to flat failure (as in the AH version of Stalingrad with the Germans against a good Russian defense), but even if they must be made, the idea is to calculate the risk involved with the possible results of a successful combat and determine the best place to launch such an attack. Apparently, Mr. Hosler is used to exceptional luck when rolling these odds.

Looking over his campaign ideas, it is obvious to me that he compensates for the lack of method and subtlety with which the first part of his campaign is conducted by his own good luck in rolling uncalculated 2-1's along the entire allied line. I only wish he had not tried to persuade others (who may not be as lucky as he) to use his own poor tactics in the hope of success.

Mr. Jeffrey M. Bale 7645 N. Sheridan Road Chicago, III. 60626

Gentlemen:

I want to thank you for the excellent coverage you gave our upcoming convention in the Jan-Feb issue of the *General*. Things are moving along smoothly towards finalizing our plans. I enclose a copy of the Convention Newsletter No. 1 for your information.

To correct a few items in the Jan-Feb report: you will notice admission to the convention does not include the tournaments, as one might think your report implied. A schedule is not available from me - this newsletter is, at 10 cents a copy, refundable with any registration (registration also includes the 3 issues we will be putting out). No. 2 will have accommodations, more events in formation, and No. 3 will have the schedule. No. 2 will be out by 3/1/71, also 10 cents. The banquet menu will be fruit cup, assorted relishes, green salad, baked Virginia ham, mashed potatoes, two vegetables, rolls and butter, ice cream and cookies, and coffee. This is our 1st East Coast convention, not our second. Brochures are in limited supply and are sent only as they last. Prize lists are not fixed as yet, but will be fairly extensive for the AH tournament, having cash, trophies, and J/M subscriptions to 8 places. The naval tournies will have specially designed trophies with the Massachusetts in 1:1200 scale mounted atop them.

The Capital Chapter will hold a "minicon" March 13. Tom Karwaki should supply you with info on it. The SICL will be throwing two small tournaments – one in one of the 5 "basic" AH tournament games, and one in Tony's *Sink the Bismarck* game using search and naval miniatures in one game.

Thanks again for the coverage,

Phil Pritchard Commissioner, International Affairs Harvard University Richards Hall 303 Cambridge, Mass. 02138

To the Editor:

I note that each month a fair number of ads in the General request information regarding various non-AH wargames. I have made a list of over 40 such games for my own use, since in some cases this information is hard to come by. I am in the process of duplicating this list, and will be happy to send a copy off to each of the first 200 or so readers who request it and send me a stamped, self-addressed envelope to return it in. My list includes the name of each wargame, the price and at least one place from which it may be ordered.

J. Richard Wagner 2933 North 70 Milwaukee, Wisconsin 53210

Dear Sirs:

... I had last played an AH game while attending the Armor Officers' Advanced Course at Frt. Knox in 1969. It was observed by my opponent (an Infantryman) that *Battle of the Bulge* should require as a prerequisite completion of the career course. This was, to be sure, due in part to the relative incapability of Infantrymen to grasp mobile warfare. In *Panzerblitz*, however, I think you may have made his awed statement prophetic.

The new game is strikingly more versatile than its ancestors, due largely to the mapboard. In addition, it permits considerable exercise in the science of task organization (stressed ad nauseum in Career Course). Application of the task force concept is basic to Panzerblitz, and the player learns many painful lessons in this fundamental consideration without the loss of life attendant to such lessons in combat.

Having commanded tank and mechanized infantry units in combat, and armored cavalry in training, I was skeptical after the first reading of the rules. The reservations largely disappeared after "live-fire" practice. I feel, however, that certain features beg for comment:

Branch antipathy aside, I simply cannot swallow the striking way in which the WESPE and HUMMEL batteries dominate the battlefield. In most cases (e.g., Situation No. 12) the batteries are used in an interdicting role – indirect fire. I suspect that at least one person on your staff has tried to hit a moving tank with a large-caliber indirect fire tube directed by FO. Assorted orientals have tried it on me, and it is just not effective enough to warrant the inflated AF. The (justifiable) lack of counterbattery capability in the Russian elements adds to this virtually unchallenged dominance. This AF, I feel, should be reconsidered, particularly when applied to tank units.

In task-organizing, I find myself using your organizational tables in the Campaign Analysis booklet. Sometimes, however, the TO&E and list of counters do not balance out. I am sure this is due to legitimate losses that occurred prior to the actual situation's occurrance or simply modifications due to equipment shortages. In such situations you might have spared the player some anguish by detailing the actual task organization.

Despite the above niggling gripes, I feel that Panzerblitz is a real breakthrough in concept, and hope to see games using the same concepts and different scenarios. I hope to find some AH fans in the Knox area.

Timothy R. O'Neill, Cpt., Armor U. S. Army Armor and Engineer Board Fort Knox, Kentucky 40121

Dear Sir:

Your newest game, Panzerblitz, is a masterpiece. When I first ordered it, I did so only to maintain my collections of all your wargames. Judging from your previous release, I thought that it would be a unplayable monster with 352 units. But your use of several playable situations and the German and Russian unit organization information make it the best one you've put out.

Greg Degi 22A Sheridan Ave. Fort Riley, Kansas 66442

Dear Sir:

Recently, I acquired your latest release, Panzerblitz. I found it to be a most flexible and entertaining game. I have an objection to one rule, however. That is the rule that forbids all vehicles from crossing the wooded green hex sides.

In view of the other rules in other A.H. games that prohibit armored units from entering wooded areas, it was not suprising to find such a rule in Panzerblitz. However, I feel that it is unwarranted.

As a former armored officer in the Army, I found that the only true natural barriers to armored vehicles are water and slopes. Vegetation in any form cannot prevent a full tracked armored vehicle from moving. It can and does slow down any vehicle, but it is not impene-trable. I make this statement with the experience of an armored cavalry platoon leader in Vietnam in particular.

This assertion requires some clarification. Tanks can knock rather large trees over without difficulty. With an experienced driver the danger of throwing a track is minimal. Any tree that is too large to be knocked over is also too large to grow side by side with another large tree. This holds true for large groups of trees as well. To summarize, any tree that cannot be simply run over, can be by-passed. Smaller tracked vehicles have the same quality in that they can move through smaller openings between those trees that they cannot run over.

Movement through wooded hex sides in Panzerblitz for *full-tracked* vehicles could accurately be treated in the same fashion as movement across a barrier.

All of the preceding is not to imply that there are not problems for armored vehicles maneuvering among densely grouped trees. Firepower is limited both by the vegetation and by the difficulty in moving turrets since the gun tubes on tanks can be obstructed by nearby trees. This could be handled by reducing the attack factor of armored units by % on the turn after they cross the hex side.

Of all the terrain features on the Panzerblitz game boards, the ones most likely to be barriers to armored vehicles are the gullies and stream beds. Often such terrain features have severe slopes on one or both sides resulting from the water washing away the soil along the bottom of each bank. Further there is often MUD at the bottom of the most innocent looking stream. Thus these terrain features combine the two elements that prohibit armored movement, water and slopes. Perhaps it would be accurate to treat gullies and streambeds other than fords as barriers also.

Michael A. Plesko 6628 N. Sheridan Rd. 121 Chicago, III. 60626

Contest No. 42

PANZERBLITZ: "Gamble At Bednost"

This month's contest is Situation No. 1 of a *Panzerblitz* game. All optional rules are employed. You are the German player. It is the German 9th turn move. You have lost a CP(203), a 20mm(51), a 20(4)mm(53), a 50mm(21), and a security platoon(123). The Russians have lost all



units not shown on the diagram. All units still in play are shown on the diagram. The Russians have launched a last-ditch offensive on his half of Turn No. 9. You, as German commander, must initiate a counter-attack plan that holds the best possible chance to preserve a German Marginal Victory.

Simply fill in the areas of the chart below. Under the attack section fill in the number of the battle that each individual unit is participating in. Number your battles consecutively, with CAT attacks following direct fire attacks. Be sure to compute the correct odds for your attacks (considering range, types of units attacking, etc.). Also list final positions of units where indicated. Clarity, organization, and economy of movement will be factors in determining winners.

unit code	position	attack order		target/	odds	final
		d.fire	CAT	defender	ouds	pos.
22	U-5					U-5
41	R-5					R-5
42	S-7					S-7
52	Q-4					Q-4
112	P-5					
113	U-6				-	
121	U-6					
122	V-7					
185	U-5					
186	V-6					

Headlines of 3 Best Articles:

The Question Box

When submitting questions to us for answers, please note the following:

1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.

2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.

3.) We wish we could answer technical questions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.

4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.

BULGE questions and answers to date:

Q. In the Basic Game, can new units enter or pass through the ZOC of "engaged" units? A. No.

Q. Are units in fortresses required to withdraw counterattack when an "Engaged" or "Contact" is rolled?

A. No. Zones of control do not "pass through fortress walls." Units inside are never required to attack or withdraw even though adjacent to the enemy. Of course, the reverse also is true.

Q. Suppose the ISS attacks and defeats a unit of RR7; it then moves onto the vacated square. But the units on RR6 and RR8 are engaged; thus

the US cannot do anything in that sector. Can the 1SS back out of that square in its next turn? A. No. Pulling back would mean moving through enemy ZOC. The 1SS has unwittingly committed itself to battle by advancing after combat on the previous turn.

O. After an Engaged has been rolled, can the attacker bring up reinforcements if the defender does not exercise his option to do so? A. Yes.

Q. If German units are immobilized by a SAC attack and are forced to retreat in a ground attack on the next turn, are they eliminated instead? A. Yes.

If a unit moves directly from square UU19 to 0. TT19, has it used its entire movement allowance

for that turn? Yes. However, it is possible to move from UU18 to BB33, from NN25 to KK23, from UU18 to MM25, or from MM25 to RR30 in one turn. It is NOT possible to move from TT18 to KK26, or from LL12 to JJ14 in one turn. (We assume a movement factor of 4 here.)

Q. In reference to the optional rule mentioned only on the last page of the appendix (limiting German attacks to two per road), if German units are completely surrounded, may they participate in an attack by units from outside the encirclement?

A. Yes. If any of the units in an attack are supplied, all others participating in that particular attack are considered to be supplied. (Note: this is not true for Afrika Korps.) Isolated US units can always attack. If the special optional rule limiting the Germans to two attacks per road is not used, isolated German units can always attack

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All ads for opponents will be inserted as a free service to subscribers, one ad per subscriber per issue. Ads will not be repeated from issue to issue; however, subscribers may re-submit the same ad or new ads for each succeeding issue.

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

"For Sale, Trades," and requests other than for opponents will be inserted only when space permits. Ads received after the 15th of the month preceding publication will appear in the following issue. Subscribers using the reverse side as a contest entry are assured that it will be picked up.

1	2	3	4	5
6	7		9	10
	12	- 13 -	14	15
16	17	- 18 -	19	20
21	22	23	24	- 25
26	27	28	29	30
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O. May the US make his SAC attack on an empty square in order to restrict the retreat of German units under ground attack?

Yes. German units may not retreat through a square under SAC attack, and the US may bomb an unoccupied square.

Q. If a Volksgrenadier unit is isolated when US air supremacy comes into effect, is that unit immobilized?

A. No. The movement factor of German units is never reduced below 2.

Q. May retreating units move toward the enemy if routes away from the enemy exist?

A. No, not unless the retreat route is the only one available. Units must always be retreated in the general direction away from the enemy if possible. Specifically, attacks at soak-off odds with the intent of having the unit retreat into a greatly advantageous position toward the enemy lines (or behind them) is outlawed. This will, on occasion, conflict with the "retreat to the nearest road" rule, but a retreat should be a retreat, not an advance.

Q. May fractions of moves be carried over from one road to another?

A. Yes, For example, a unit may move four squares on one road, three squares across country to another road, and then move one more square on that road (same road or different road).

Q. If defending armor become Engaged, may they on their turn move away and have other, new, units take their place in the engagement? A Yes, but at least one of the originally engaged units must remain on each square that new units are brought onto.

Q. If a river and a road are on the same square,

can units cross the river without delay? A. Only if the road CROSSES the river on that square. Bastogne cannot be taken on the first move.

Q. Can German units reach SS9 of the 16 AM turn?

A. Yes. They start on UU8, move to TT9, and take the road to SS9.

Q. Do new units entering from edge squares like HH, I, and 7 enter at the road bonus rate?

A. Yes. Q. Can one friendly unit move into an enemy ZOC (and attack no unit) while a second friendly

unit attacks the enemy unit? A. No. All units in enemy ZOC MUST attack some enemy unit.

Q. If a unit in a fortress is surrounded, can it move one square outside the fort to a vacant square and attack only the unit(s) that it is then adjacent to? A. Yes.

Q. May the victorious unit ALWAYS advance into the vacated square?

A. Yes.

Q. Using the optional weather table, if the weather clears up on the roll before the German 24 AM turn, when is the movement rate of the German units reduced?

A. 24 hours later: during the 25 AM turn.

QUESTIONS RECEIVED ON PANZERBLITZ

Q. Can either side voluntarily destroy their own armored vehicles?

A. Yes, but it doesn't make much sense.

Q. Does a colored hex side obstruct the line of fire?

A. In some cases, yes. It depends on the respective elevation of the attacker and defender. Consult the Target Elevation Table and the Examples of play card as there are many different situations.

Q. For victory conditions do you count truck and wagon units?

A. Yes, but you don't count counters which contain no men (such as mines, blocks and fortifications).

Q. Are units on hilltop hexes such as the plateau like hill top on board 2, that are not forest or town hexes, subject to the overrun rule by armored units?

A. Yes, only hexes with orange sides are hilltop hexes. A clear hex is a clear hex, no matter what its elevation is. Clear hilltop hexes are clear

Q. If a unit is fired upon from a woods hex or a town hex, can it return fire without meeting the SPOTTING RULE conditions?

A. No. SPOTTING RULE conditions must always be met.

Q. Using the INDIRECT FIRE rule may a friendly unit call in artillery fire even though a friendly CP unit does not see the enemy unit? A. No.

O. Can block units ever be destroyed by engineers or artillery? A. No.

Q. May a unit on a hilltop hex fire at a unit on a slope directly behind a brown hex side (the "reverse slope")? A. Yes, this is shown on the back of the

Examples of Play card, see note C&D, also note that this is not always the case. The exceptions are covered in the rules folder under the "Special Notes" part of the OBSTACLES AND ELEVA-TIONS section of the rules.

Q. In situation 10, may the Germans win a marginal victory by destroying all 12 Russian units on board 1 without even entering board 3? A. Yes, but the Russians may then win a decisive victory by moving all of their forces onto board Also note an error in Situation 10. The north direction indicator should be turned to the left (pointing towards board 2)

Q. When making the initial set up of units can the half hexes on the sides of the boards be used if a unit in such a hex would be half on one board and half on another?

A. No, units must be completely on one board as indicated.

Q. What happens in Situation 1 if 3 German units are destroyed?

A. Decisive victory (a printing error).

Q. If there are several units on a hex that have identical defense factors, how is it decided which is the "weakest"?

A. You may attack any of the units in this case.

Q. What would happen in a situation such as No. if the Russian player refuses to attack the German position?

A. Nothing, no battle, no "victory",

Q. In situation I may all the CP's be placed in one fort or may two be placed in one fort or may only one be in each fort? A. All three may be in one fort, but the fort, as

stated, must be on a HILLTOP hex (one with six orange sides).

O. The TEC states that it costs a truck unit 2 MF to enter a clear terrain hex, does this mean EACH clear terrain hex?

A. Yes. This applies for all movement penalties of this sort.

Q. When a unit becomes dispersed, does he still have zone-of-control on the hex he occupies?

A. Yes, enemy units may still not move through a dispersed unit. The dispersed unit also retains its normal defense factor.

Q. If a unit moves TO a fortification, does it cost him a movement factor to enter UNDER the fortification, rather than just sit on top of it? A. There are no movement penalties for moving onto or into a fortification counter.

Q. On the optional rules concerning Panzerblitz assault, MUST the infantry attack the overrun unit or may it attack any adjacent unit? A. It must attack the unit being overrun.

O. If only a transport or CP unit is placed under a fortification counter, does the fort counter still have its full defense factor?

A. Yes, any unit with people in it will do it (granted, it's not realistic, but it saves a whole lot of hassle).

DESIGNERS NOTES ON PLAYER OUESTIONS

The letters sent in so far, on the basis of 10,000 games sold in two months, indicate no critical problems with the rules. In all cases the most that was needed was a clarification. Errors were made on some of the situations, but these can be corrected by the players, who are also encouraged to devise their own situations. Many people have inquired about a "westfront" version of PanzerBlitz. This game (Tactical Game 1) will be published this year in S&T magazine, along with a further redesign of the "PanzerBlitz" rules. James F. Dunnigan, Director of Research & Design, The Avalon Hill Company.

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THE ARMORED SCHOOL at Ft. Knox, Kentucky, Major D. Neck, Command Staff Department, is currently investigating the use of AH games... "to see if we can incorporate ideas of your games into our tactical military map terrain problems." We don't know about that, but we guarantee that our games will keep the officers sufficiently preoccupied where they can forget about the Viet Nam thing.

A UNIQUE 2-DIE COMBAT TABLE has been developed by Rev. Ken C. Haydon, and introduced with great success to the M.T.U.F.M.C. Club, 444 E. Wadsworth Hall, Michigan Tech U, Houghton, Michigan 49931 by their President, Donald E. Clark, Jr. Too detailed to reproduce here, it lists probabilities that make for even more realistic battle results. Our own research department is giving it the old once over.

MILITARY MODELING – the latest Donald Featherstone publication is a comprehensive collection of facts and information on making military models. Precise and detailed instructions are given for making model soldiers, military vehicles and buildings, and converting and adapting existing models. From its pages can be learned the art of moulding and casting soldiers, soldiering and glueing, painting, construction of diagrams and their display cabinets, guns, vehicles and buildings, etc. The book also deals lengthly with the assembly and conversion of plastic models. The publisher is A. S. Barnes & Co., P. O. Box 421, Cranbury, N. J. 08512.

WARGAMING IS CATCHING ON more and more on college campuses as seen by the establishment of clubs at such places as the West Point Military Academy, St. Johns University, and Villanova University, yet there have been no intercollegiate play-by-mail tournaments and only a few face-to-face encounters. The major reason for this lack of activity is poor communications.

For this reason a Collegiate Association of Military Strategy Clubs open only to college recognized clubs should be established. The purpose of the organization would be to publish addresses of clubs and announcements of intercollegiate tournaments and their results. It would definitely not be to disseminate articles on strategy, etc.

If your college club is interested in an intercollegiate organization of this type, please send your address (hopefully a permanent on campus address) to the address below and you will receive, in turn, a list of other college clubs and where they may be reached. Tom LeFevre, President; Rensselaer Military Strategy Club; R.P.I. Student Union; Troy, New York 12181.

IN CONTEST NO. 41, the trickiest part of all was figuring out what we meant by "advance into

Russia." By way of definition, "advance into Russia" means:

- a) win a battle so that you occupy a square in a Russian ZOC.
- b) advance across rivers so that the Russian will either have to counterattack or give up the squares into which your ZOC extend.

In judging the results of an attack now under the German ZOC. For example, a 3-1 attack against the Russian 29 inf. could net the Germans 7 squares (the square the German occupies plus the six squares in his ZOC). The best results, as mathematically determined, can be shown in chart form. For those wargamers who have not analyzed games in this manner, the chart below should give you a fair idea of how it is done. In the chart, P(WIN) means the probability of winning the specific attack, P(ADV) means the probability of advancing into the Russian's square, GAIN means the number of squares gained on the attack if successful, E(SQ) means the expected number of squares one would gain on the average. The TOTAL is the number of squares gained on the average with all of these attacks:

unit	odds	P(WIN)	P(ADV)) GAIN	E(SQ)
29inf.	3-1	6/6	6/6	750	7SQ
4arm.	1-2	2/6	1/6	350	3/6SQ
7arm.	2-1	4/6	4/6	250	1 2/6SQ
12inf.	1-1	3/6	2/6	6SQ	250
3inf.	1-2	2/6	1/6	6SQ	1SQ
28inf.	1-3	0	0	0	0
4cav.	3-1	6/6	0	850	8SQ
				TOTAL:	19 5/6SQ

Thus, the most correct contest form would look like this:



Any other results are, in our opinion, less than optimum.

THE TEN CONTESTANTS THAT CAME closest were picked by a random drawing from approximately sixty contestants that captured twenty or more squares of Russian soil. They were: Gary Emory, Livermore, California; Bill Tanks, Colorado Springs, Col.; Brian Alden, Rockville, Md.; John Van De Graaf, Jr., St. Claire Shores, Mich.; Robert Taylor, Farmington, Mich.; Arthur Torry, Bath, N.Y.; Mark O'Steen, Raleigh, Tenn.; Chris Hawkins, Seattle, Wash.; Harry Booth, Elkins, W. Va.; Richard Gorski, Milwaukee, Wisc.

THE FIVE BEST ARTICLES IN LAST issue were: J. E. Purnelle's "Simulating the Art of War"; Alan Augenbraun's "Winning with the Wehrmacht"; "Ships that Missed the Battle-Part I" by Stephen Lewis; "Getting it Together" by Scott M. Sherwood; and Dick Triek's "Then There Was..." Congradulations and a tip of the helmet to these gentlemen.

LARGEST WARGAMING TOURNAMENT ever thrown is scheduled by Spartan International for late '71. Prize list includes \$500 in cash and \$110 in trophies. Entry info is available from their home office @ 5820 John Avenue, Long Beach, California. Their 1970 International Championship was captured by Bob Wilson who is to compete against Bob Shupe in a play-off for the first SICL Championship which is the highest competitive honor in Sparta. Amassing a total of 12,710 points is Phil Pritchard, International Commissioner of Affairs, joining only four others before him whose point total entitled them to "retirement status."

IFW TOURNAMENTS will also be of record setting proportions, three (instead of one) being planned in the coming season: the annual Lake Geneva Convention will occur in the latter part of August (dates not determined as yet), with other sites listed at Mt. Prospect, Illinois and St. Louis, Missouri. Meanwhile

THE CAPITAL WARGAMES MINI-CON I had scheduled a miniatures convention at Fort Hunt High School, Fairfax County, Virginia – two miles north of Mt. Vernon on Fort Hunt Road – Saturday, March 13, 1971. While this notice is too late for those wishing to make reservations, we certainly direct your attention to the fact that it is an outgrowth of an idea implemented by Interest Group Baltimore, the organization featured in the Jan-Feb issue. Inquiries on future plans should go to: Thomas Karwaki, 8218 Chancery Ct, Alexandria, Va. 22308.

AN UNUSUAL APPROACH to tournament conduct is the ability-pairing method that will be in vogue at the National Invitation Tournaments sponsored by *New Aggressor*. Entrants will be matched up with opponents of like ability unless stiffer competition is requested. Complete info including rating specifics available from Tim Fox, 58 Cutler, Grand Rapids, Michigan 49507.

OPPONENTS WANTED

SICI. facado Jaca ch sce-to-tace chapter meeting monthly a tournies, prizes, fan, for info. contact Anton, 2313 Wexford Lane, B'ham, Ala Join the SICL! larley A 5216, Jo

35216, Joint WSICI. Opponent needed in Birningham area circa 16 yrs. Bitz, Doby, Binard, Sgrad, Will Jean Wang, Barthan Star, Sangara, Will Jean Mark, Barthan Star, Sangara, Sangara, Sangara, Sangara Jan, Sangara, Sangara, Sangara, Sangara, Sangara, Sangara, Jangara, Janara, Janara, Sangara, Jane G, Kigger, P.O. Box 3334 Robertsdale, Mark, 20007.

Jame G., Rügore, P.O. Box 3324 Robertsdale, An. 26667.
Newsomer to plim, wards oppoments for Tactics II and D. Day, and Diplomary, Chelle Framerky, 1101 W. Geargia Avenue, Rusenix, Aria. 85013.
Jame Recupelers, a union of wargameers interstead in promuling the astafaction gained by Dawn Stok, 3028 N. 66m information, contact, date, Artiona, 85251.
Any Tuccon are vargamear are velocine to join the Strategic Games Society. We generally meet, on Tuesday rights in the University Student Union. Corne on and join un. Hank Heltey, 645 E. University, Tuccon, Arzong a St0705.
Wanted Leuman opponents with new noise, send alionmation my sopre wargaming or space war-gaming clubs. Join the SICL and Spartan Space Society. Contact Mark Boyce, S02804 (714) 535-6300.
PM opponents for Ghess wanted. Will play all

PBM opponents for Chess wanted, Will play all who answer two games, ese as black one as white. Send moves to Nick Kenting, 720 W. Buena Vista, Borstow, Calif. 92311.

Buena Vitta, Borstow, Calif. 92311. Anyone having info. about Diplomacy miniatures or any other game or magazine printed or published by anyone other than A.H. please and to, Mark Grinoli, 10235-E, Chats, Calif. 91311. For those who would conquer try me. FTF Bilts, 1014. Jut'd. A.K., D-Day, Waterloo, Anzio, S-Grad, Krieg, Pz-Biltz, or yours. Erik Ferguson, 730-A Raleigh, Glendale, Calif. 91205.

Want fif for Bolge, Jutand, D-Day, AK, or S-Grad. I prefer Germans, but will take other side. Will travel a reasonable distance. Any takers in Riverside County? Greg McCutchen, 25950 Fore Drive, Hemet, Calif. 92343.

PHM Diplomacy, Stalingrad, Waterloo, AK, Bulge, PHM Diplomacy, Stalingrad, Waterloo, AK, Bulge, PTF above and other AH games, Genen Harris, 2010 North Beachwood OR. No. 102 Hollywood, Calif. 60028, 466-4867.

SICL member will plan or fit Anioo, Bulge, BArrig, D.Duy 1914. Politic, Kopiel, Sciand, Chans, and G-Barg, when I hay it. Also fit Diplomacy, Tac. 3, Tac 14, Battle of Morcow, Minitures, Richard Anderson, 345 Edythe Street, Larermore, CA, 94550.

Livermore, C. A. 19456. PTF in Bay area desire. Am 23, will drive resonable distance. Interstella in joining club that is active in area. Have most AH Games, Will John also, Gay Emry, 1235 Spures Street, Livermore, Calif. 94566. Need fit, La - Sam Dispo, All games. AK, Midre, homemory, and game, add, Ruler, perce for Tare, Bern, Bekring, Calif. Buller, 1091 Alexandria, San Degg, Calif. 92107.

Desgo, Calif. 92107. Wij Jaho Getyshong Issoilb) desire relatively fast moving games. No equiting in Mid-games. Randy Helder, 1408 Kikenston, Lea Alon, Calif. 94022. L enotid like information on nor-Ali megamers such as Tradigge. Will also plow Salangend with experienced playres. You take Russians with regular replacements and raiks. So seed yours set-op to: Michael Jackson, 11 Wandel, Moraga. set-up to: h Calif, 94556

Calif. 94564. Am interested in military miniatures and rules governing their play. Pirase write: Cary Carsow, 976 Stroute Strein, Const. C. alid. 93030. Wanted: Scopower, Old Generals, S&Ts, Art's, and Martinetter, Alido Info, on the loss will be minimum and Ali Infor on mort Alido and will be minimum and Ali Infor on mort Alido Alido State Saturation and Alido Alido Alido Alido Alido Saturational Alido Alido Alido Alido Alido Alido Saturational Alido Alido Alido Alido Alido Saturational Alido Alido Alido Alido Alido Alido Saturational Alido Alid

52325 Michael Coart, Freasanton, CA, 94566.
Will rayk Midway, Jatiand, Tatei I to person nunder 18, Sam Benafino County south of S.B. mountains for rinfo, call 714/703-7071 Thomas Habey Reflands, Calif. Thomas Halae 74149 Red-lands, Calif. CAppress 29313.
PTF opponent in San Bruno, Calif. I own all AH um, games, Bu haven's much practice, Jan et al. 2016. Also: a minterested in any space war games.

94066, Also am intereste in any quest -gamme. Elemente or Midway phon anyone? I'll supply proceedure you supply the opposition. Also of side is all. Jan McPiverson, 11 Campus Circle, San Prancisco, Collif. 94102. PFF arcio, or your choice, Am 29, will drive. Pete Lewis, 526 Collins. No. 4, San Prancisco, Calif. 94118. Phone 668-5500. Provol-force concents wanted any game. I will

Pace-to-face opponents wanted any game, I will drive reasonable distance. From 2460823. Herbid Jordan 107 * Topaz Avenue No. 6, San Jose, Calif. 95117.

Cold. 2017. Open Artistics for a set way. Cold. 2017. The set of the set way of the set of the s

Young amatuer, sentorma 194097. 408-648-0877. Young amatuer, good at Bulge, needs practice. I'll be Germans, with optionals to be decided on phon or fif. Can only play one game at a time. Kit Knight. 2904 Weston Way, Rancho Cordoua Calif. 95670.

we there any cluba in the below area. Will be molecular the below area. Will be indee fit any in D-bay, fitts, Bulge, Neet iformation about Diplomacy. Also keep or macking man. John Cave, 0440 Sabre, West inster, Colif. 92683.

We have rolled a slow. A-bock, 10,000? Mean-while, I still need ftf "gamere" in Saigon - Long Binh area. Note address change. No VC need apply. Capt. Hank Reach, Long Binh Exch HQ AFO SF 96491.

APO SF 96401, ..., song mon Kroth HQ Computerised war pames for more than 2 players. For details seen the a stamped envirope. SFA Richard Loomi, S27760776 Usatrateom, Sig GP O'NS, Co Sonth, AO SF 96550. Hardmed veterars wishes to meet gamers at U, of Cagbry, If there are any. 282-2012. Argona with berray to copy mission communications MJ, Nerfeld, 2545 Chicoutim Drive, Cagary 44, Alberta, Canada.

Alberta, canata. PTF anyone around Prince George area. Bulge, AK, Getty, Tact II, D-Day, Waterloo, 3 years experimee. Would like info, on Civil War experi-nce Confederates. Like to buy Sloutch hat, Avan Williams, 1685 Oak Price George, B.C.,

Canada. FBM opponents wanted for Stalingrad and Water-too. No experience at plom myself, but extensive fdt. Prefer players in their mid 20%. Will answer all letters. Please write, Bill Gard, 1 Western Avenue, Guetph, Ont., Canada.

Any game nuts in South Ontario? PBM Krieg, Willing to learn any AH game. Also Ftf, Vector,

OPPONENTS WANTED

taar, Baseball Strategy, etc. Would like to form join a club. Ken Pawulski, 5-111 Madison eet, Kitchener Ostario, Canada.

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ation but No. 5. Dwight Ivinstra, 706 Howard Wheaton, III. 60187.

Wheaton, III. 60187.
 Opponents wanted. Any AH games except U-Boat, K-Spiel, P-Blitz and Tac II. Steven Kennedy, 1716 Cardinal Drive, Indianapolis, Ind., 46227

Phon only. Will poin Stalingrad, Will be either side 4-5-6 replacement rates am novice write Phil Malloy, 1524 Melbrook, Munster, Ind. 46321.

1624 Methrook, Numter, Ind. 46321. Yoong player with little experience wishes plum in AK, D-Day will discuss sides and rules. Interested in Non-AH games (China), (Orete), Tammenburg) etc. List prices main aspecta plum etc., Contact Steve Andriakos, R.R. No. 3. Princeton, Ind. 47570.

Princeton, Ind. 47570. Want fif opponents for B-Krieg. 1914, Guad, Bismarck, Gertyn, in Richmond, Ind. area. Would also like to start club in that area. Phone 935-5310. Dave Nicholson, 1512 S. 11th, Bichmond, Indiana 47374.

Want to physical duroid. Want to physical Bitz, and Panzerblitz. Am novice at phys. Pick your side and rules. Stephen Clay, 5 Tammy Lane, Fort Madison, Iowz 52627.

I would like a few phm opponents for Pz-blita and S-Grad III. I'm a confirmed German also any ftf at the university. Randy Seger, R-B20 Quad Hall U of I, Iowa City, IA, 52240.

nd at the university. Randy Segre, R-3200 Quad Hall U of L (see UK), IA. 52340. Phen 1944, Gettysheare, or M Fancerbiltz. I Ve got some rules that lead to make Octysholer genore equal. The also interested in phon chess. I promise no mercy Michael Mulford, Rock Creek Lake, Kellong, Iowa 60136. Fanser Lehr, a fast, growing club with its own newsletter club tournaments, stationery and others benefits. Join a teich hat gives you what you put into its. Panter Lehr. David Granger 8824. E Monte, Fartway, Kamas 66200. Opponents wanted for Africs Kerps, Stalingrad, Battle of the Balge, Kriegophi, Rauerbiltz, Dist, Join Korps with Lake recruits who play to Actory some Kanna 66200. The Kentucky Korps will take recruits who play to Actory some Ath. Those there opponents for Murray, Kentucky 20271. Will phen aryzone in Anton, A.K. Bilts, or 5 Grad, Will be ether in all tou-

A-Korps one such Those interest write: Loved Humer III, Valami Lao, AK, Illik, or SGrad, Will and Standard Standard, SGRAG, SGRAG, SGRAG, Will be etber in all. Book Lack, OT Janwood Drive, Vine Gorev, Kentucky 40175. Opponent wunder for phun 1914. Standard Garaw, Will bake etiber side, Am new at game boil an good opponent. Martin McCoy, 2009 Chatwood Monroe, La, 11201. New Orliam Wargamers are still searching for new members. Wargamers in New Orleans, Long Monroe, La, 11201. New Orliam Wargamers are still searching for new members. Wargamers are still searching for new members. Wargamers in Over Orleans, La, 10122, Fronz 288-1887. PTF opponents wanded in New Orleans, La, 10127. 70122, Fronz 288-1887. PTF opponents wanded in New Orleans, La, 10127. 70122, Fronz 288-1887. PTF opponents wanded in New Orleans, La, 10127. 70128, Tam interested in particular Starway, Janwa Matsia, 893. Southgate Road, Starwayner, La, 71106, I am interested on particular games. The physical and the Ark, 1014, Whoo, Dang, Opponents wanded for Ark, 1014, Whoo, Dang, Opponent wanded for Ark 1014, Whoo, Dang, Opponent wanded for Ark, 1014, The Star, Anapolis haw, haw corf for short Datances, Alaw want hindo, in purching may and ministures, 2826-1711, kt. 1560. Gary Christensen Med. Dept. USX-Ark Anampolin, Maynon 214, Whou Wark management and anapolis haw, and the rangement and the range

Amarpoint, stary and 21402. Paceto-face opponents desired for ANY Avalon Hill Game, I own 12. Will drive reasonable distance in Maryland, D.C., Vingioia. Phone 474-0364, or write: Dave Putams 9140 Edmonston Court Apt. 203 Greenbelt, Maryland 05720.

20770. Wanted Iff opponent Fort Meade area. Have most AI games including Panaerbittz. Nevice, need experience. Also want info. space warfare. Crete, China, Korea, etc. Phose 677-6922. Robert Deemie, 8135A, Lawson Loop, Fort Meade, Maryland 20756.

Deemis, 8138A, Lawson Loop, Fort Meade, Maryland 20753, Anio, Midway, Miguard, AK, 1014, Juliand, Anio, Midway, Biamark, Bulge, Panzerbillz, Will haggle over rules. Also desire pinn Diplomez, Ronalf Wathow, 1060 Caluwy, Sen, Hillerest Hieghts, Maryland 20031, Want opponent (H1) in College Park, Maryland (University of Maryland) area. All and S&T games. Also, are there any ministures must in the area? Happy to hear from clubs. David McCellan, 2015 Kennedy Street, Hyataville, Maryland 2015 (Steened) Street, Hyataville, Maryland 2015 (297-7274).

20781 (927-7274), Those desiring quality fif opponents in the Maryland area contact intervent group Balimore. We play all AH type immanneous, We also desire f challenge by club. Call Chay Dulaney (8226-0800), 8201 Bellons Townon, Maryland 71204,

(252-6300), 8201 Bellom Towson, Mayland 71204, Want any info.on all war games except A.H. Will Jahy Mf any AH Game context Jourph Goia, 10-Littell Road, Brookline, Mass. 02146, 734-5866. Berkhine county 50-Gnd, 1914, AK, Pillits, will baggel fld only (Walch my lushy blee spen) Also info on Giness other than A.H. I pay perige Main phon opposents for Billitating I am only a Wash phon opposents for Billitating I am only a in phon games. Joes Ingnill, 81 Grant Street, Needham, Mass. 02192. Pons. relative novices AK or S-Grad. Been playing six monther. PL MK, S-Grad, Stock Market, North Shores area, bicyrling distance. Prime Street, John Hendry, 17 Price Road, Penbody, Ma. 01660.

20770.

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UPPUDENTS WANTED Basaurck, U-Beat, Any ides for isl games. All lettres answered. Contact: George Paulik, P.O. Box 68, Manistes, Mich 30600. FM opponents wanted, Waterloo, Gettyshurg, Bittatreg, Kreigpiel, Panaerbitz, 1914, Midwy, Am novice. I have no trans. Will learn other games. Info, wanted on non AH Games. 13 years will anwer all letters. Blane Keigley 201 X. Bown, ML. Pleasant, M Mich. Want ff opponents. Fays Stath & Anto, D-Day, and most other AH games. Also have some test series games. Information in Janima et al. Manangen, M. Heissel in Jaring a club, Phono T560015. Grant Portythe, 3216 Boltwood Manangen, M. Heissel, but world like to learn other stath (Jub. Prefer audite. Cabrin Mason, 3540 Wincapi Perry, Mich. 48872.

thin Cub. Prefer month. Curve Manno, 3-bio Wheegal Perry, Mich. 48872. Looking for warganese who dig actents. Jona to the second second second second second second these interested in playing implicits. Note that these interested in playing implicits a constant Tom Wesheer R.Z. Painwell, Mich. 40060. Anyone in the U.P. play warganese? An interested in MD Deployment? Join the Prusing Guard Anyone have any ideas on a warent of SAT's Deployment? Join the Prusing Guard. Have Deployment? Join the Prusing Guard. Have Deployment? Join the Minnespolid-SLPaul area and you are interested Inwarganing, WW 11 1790 Wile in the Minnespolid-SLPaul area and you are interested Inwarganing. WW 11 1197 Washino Yoning unit 8, Jamae A. Bariber, 111 2. Colombale Lanc, Circle Pines, Minn. 30014.

E. Goldenhale Lane, Circle Pines, Minn. 56014. Pion AK ether Bills either two players for each discuss rules, Steven Karhu, 634 Riviera, New Brighton, Minnesota 55112. Gang Hol My viccous Marine Butchers will skughter all corneral PBM Catadalaunal, all options, including Hidden movement. The U.S. Novy in tab. on other rampage, Pion Midrawy, all Novy in the one ther rampage Pion Midrawy, all Phon. Minn. 55105.

Paul, Minn. 55106. Pom games wanted in Afrika Korps and D-Day. We are Axis and Allies respectively. All Mississippi wargamen please rontact us for possible face-to-face play. Version Stribling, 406 Crocket, Philadelphia, Miss. 39350.

Need fif opponents in West St. Louis County. Phone 469-3308. Am 15. Brian Anderson, 70 Burning Tree, Chesterfield, Maryland 63017.

Join IFW Richard Locke, Box 665 Park call, Kansas City, Mo. 64152. Kanas City, Mo. 64152.
St. Louis area fil most A-H games. Phone (314) 434-49460. Please send info. on Battle of Britain. Interested in phra Kits. Particularly. Jutland and Bitts. Lealie Norton 1252 Danvers, St. Ousia, Mo. 2011.

53141. Pbm S-Grad, W-Loo. Either side, any rules. I will permit the humilitated to surreeder. Fif if within 150 miles. Sam Hubbert, 517 N. Montana, Batte, Mont. 59701.

150 miles. Sam Hebbert, B1T N. Montana, Batte, Mont. 20701.
Old V-3 is forming New Gaming Organization in the Northwest, Bar Games' Boots Gamos' control Ministures. Interested Total Control Linton, 1000 Orange, Heiram, Mont. 59601.
Need phun players in Bulge, U'm Americanol also in Parasettika, Bui cannot pijky Pararethila until after Feh. 25. Situation No. 10 is my Foison so such out, "UTM Russians". Tommy Cliffond after Feh. 25. Situation No. 10 is my Foison so such out, "UTM Russians". Tommy Cliffond, 10: Glorenced Area, Rash, V.A. Stark, Para-Biti all optione. Rashed, N.A. Stark, Para-etti all optione lube caregit weather, Nuclear, and Gahens. Experimental rules: Original Matrix eri's and armor stached 15 forcton high. Bartion Wright, Lundy La, Durkam, N.H. 03834.

Wanted: Opponents in Ps-Blitz, Anzio, Bulge, D-Day and real A.K. (Pm German), S-Grad (either), Bitz Tac II (Pm Blue), 1914 (3rd palyer or German), Contact: Brian Bennecoff, Box 28 Road I Egg Harbor, N.J. 08215.

Road 1 Egg Harbor, N.J. (2012) New thub workd line to play in informat New thub workd line to play in informat New York OLY, or other narely area. Write Jack Hummer Box 514 Stevens Institute of Technology, Holoken, N.J. (7030). Phm. Funereblin: (state game situation and ide) If most. All and ioner 705 Games call Mondyi thrus. Thunday after 7 p.m. 922-6126. Rick Young, 22 Diversity (Core, indiane, J.J. (7050). Opposets wanted for plan for D.Dry, Auto, McCredle 20 Annu Drive, Oglenshorg, NJ 97419.

07419. Seeking opponents in Jutland, M-Way, S-Grad D-Day, Bulge, Manhattan, Hudson County area Ift, No phon. Tel.(201) 863-7518 James Murphy, 149 Edgar Street. Weehawken, J.J. 07087.

11% to before. Tel. (2017) Best-7ris 6 attimes multiply, 11% to before the second second second second second second transformer and the second second second second second phys. Second. Am 27. Stephen Weiss, 13400 Parkchester Road, Bronz, New York, 10462. Peace call (2212) TA92393. This approprints wanted — AK, Bulge, Gettys, 1943, Antio, Bitts — am novies, will play to end, all lotters answered Mark Goodin, 209 Bast 85 Street, Mkiya, New York 115020. Phen shuttion heplest? Looking for mature, reliable opponentic Spatial size weathers. Other features and services. Do yourself a favor. For mose information, contact Alan Augustreaux, 1750 Ocean Rewy, Brookkyn, NY, 11223. Per future reference — Jim Wen SA Normal.

For future reference – Jim Venn 5A Normal Ave. Buffalo, N.Y. 14201 Call TT2-4028 if in Buffalo all games Rf need D-Day O/B's and

variants. Phen Annio (1,11,111), Panzer, Either side, i situation. Ako simultaneous movement in pl Will answer all letters. James Massar, 127 Emmons, Dannemora, N.Y. 12929.

Would like info on non-AH games. Ron Patalona, 43-20 09 Hace, Elmhurst, N.Y. 11373. Designers Unite: Phys. Testers, designers and games needed. Contact: Steve Maniand, 78 Genesee Street, Greene, N.Y. 13778.

seeded. Contact: Store Manilard, 78 Gennee Steet, Orens, NY, 13778. Fr opponent for Stalingrud or Afrika Korps willing to lake either also Phone (35) 271 2707 app 14, N. NY, 1476. Competent Alled commander world like rome German opponents for hulps, 1/4 also appreciate AK opponents. Anyone willing for try Stalingrad. HI or Battle of Britain by mail? Rale discussions fast, Joel Klein 170-14 130 Avenues, Jamitoo, NY, 11434. Wanted phm Kriegspiel only. Will discuss options. Must finish game. Dan Bolsman, 114 Highridge Road, New Rochelle, NY, 10594. Wanted phm Belge, AK, Panzerbitt, and 3-D chess. Alle Ister answered, Any ide. William Kunze, 28 Independence Avenue, NY, 11702. I am a newpoonen to war games and will give

Kunze, 28 Indispendence Avenue, N.Y. 11702. I am a newcoment to war games and will give anyone a fight fif or phen, D-Day, Midway, Tattics II, Chesses. Will answer will letters. Ray Revest 17, Deb Ellen, Dr. Rochester, New York, 14624. Der Fuchter desires a good Joo to crush in Stallingtan J phon Iff, Ef possible for opponent statist. Troy. N.Y. (2016). Phon Goad, D-Day, S-Gad, Bullge (either). Info. wasted om 3D chess, Noval wat games,

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more Diplomacy players, Still have some rags, Phm F.-Ritz, will negotiate terms.1914 with, call 314-937-7806. Ray Bowers, 612 Festur, Mo. 63028.

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miniatures, Old All games. Edward Vomacka, 1281 Bretton Boad, Valley Straam, N.Y. 15550. Experienced wargamer desires pbm S'Grad (eilher). Join the Scandinivias wargaming Society! Write to SP/4, Kon Kinolugh Det. K. Co. A (Box 9) USASAFS ROTH, APO, N.Y. 09742.

Wanted: Allied player for plum Lowry's Operation Grief. Tournament Jutiand beginner will plum as in July-Aug General, I fif most AH games in Berena area. Rick Biernacki, 530 Crossbrook Drive, Berea, Ohio 44017.

Bees, Osio 44017. Don't believe phrn Diplomancy possible care to full me in? Fuf Jutland, K-spiet, others in Columbus area. Also phrn but must negotiate on thin. Randy Cark, 5000 Borsher Road, Apt. Al Columbus, Ohio 43220: 451-8852.

Will phm Blitz, 1914. Ftf Blitz, 1914, S-Grad, Guad., Jutland or AK. To play ftf must be in Akron-Cleveland area. Contact Bob Fulton, 98 West Case, Hudson Ohio, 44235.

The Late, Hudion Ohio, 44236 Pinn 1914, BB, Stalan, Witerloc, Biltz, Ftf same pits: Antio, Famerelitz, Gand, Midway, AK, D-Day, Tac II, and Korea. (1914 options ftf only). Also sepand pily Kings, your options. Call 521-2510. S. Frank Pogg IV, 11850 Edgewater Drive No. 912, Lakewood, Ohio 44107.

44107. I challenge anyone to physical Blitz, A.K., Stal., Waterkoo, Bulge, Also ftf if any opponents in Massilion. Piesse call me, Number is 832-1292 or 477-2132; Tim Peters 528 Lincoln Way Ess, Massilion, Ohio 44646.

Masullon, Ohio 44646. Pray us a game or go soak your turrets. PEM Stalingod, AK, Aratio (we're Alless) Bulge (we're Germani show us chilenge and we'll show you your grave. Write us. Tank Command, P.A.L., 13220 Hill Drive, Novelly, Ohio 44072.
Fif or phon any A.H. wargame escept. Kricepseid, Matake players only. I am also intervised in joining a serious cho and yould like information.

on Non-AH games. Tel (216) 845-1389, Michael Fike, 7082 Parma Park, Pama Hieghts, Ohio 44130.

Our club Jagdpanther has a need for some new

members. We have a newsletter. Novices welcome, Jagdpanther, 1224 North, Portsmouth, Ohio 46662.

40602. Canne designent: We are working on new games. Cub neuroher receive game Wehrmacht freed Join Cohes wargaming Club, \$2:00 per year. Contact. Bob Norak, 28700 Euclid Avenue, Wickliffe, Ohio 44092.

Onio 44092. Gettysburg pbm. All letters answered, Allen Coleman, 314 Wadsack Apt. H, Norman,

na 73069.

19044.

Coreman, ara wannes app. Fr., Norman, Chahoma Taolo, el Oregon, Don Sanders, UO ext. 6430, Box 432, Room 108, (Burgess) Hamilton, U, of Oregon, Bagme Oregon, 97403. Panzer Bilts is accellent. Phon opponents wanted for Pr-Bilts, Kupiel, Boring, Bulge, Antio, Chees, Biogh, Batograv, Ceele and other S&T games too sumerous to mention. All tetters anywered Write to Mike Shellert, 3924 Dickey Read, Gibsonia, Pa. 18044.

Shenker, 304 Dickey Roan, Outsonna, Fa. 1999-Phin or fif in N. Phicy area. Pa-Blitz, D-Day, Tac II, S-Grad, either side. Will join club. Bill Carmack, A:205/228 Easton Road, Honsham, Pa.

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Fif Bitts or Panarebits, Fon Panarebits, Prefer fue for Bitts, All options except nuclear, Boehike, 420 South Street, Phila, Pa. 19147 WA2-4545 days or 732-9220.

Fif opp. wanted in Pgh. area. Balge, Blitz, S'grad, 1914. John Durkin, 5949 Alder, Phg., Pa. 15232.

The Unicoms challenge samebody to a phm of Panzeblitz will be Germans in any situationa. Write M.A. Knizer, 184 Boxfield Road, Pittaburgh, Pa. 15241 (or even game 137).

Will phon AK, BB, DD, Krieg. I'm Ger, Ger, Ger, either, Any club in Pittaburgh area interested in fournaments? MWV will phy any club contact Milianacher Wissenechtuwnen, Phone 276-1296 c/o Robert Paialey, 1103 Grove Drive, Pitta., Pa.

19243. Chemistry major with little time would like patient phm opporent in any game. Right WW 6 Faciest pips need not apply. Ditto Janior field marchalla. Send info., Questions. "Pencel" Thorse 655-0013 John Carroll, 26 NAPUS, Pittaton, Pa. 18640.

Opponents wanted for AK and S-Grad. I will be either side. Am 13 first sttempts at pbm. Need info on non-AH wargames like Crete, China '40 or Tratiager contast: John Moriarty, 120 White Oak Road, N. Wales, Pa. 14454.

Gak Road, N. Wales, Pa. 14454. Want. Battle of Atlanta, Civil War, and Chancellorville for friend, and myself. Interested in Trafager. Would like "info." on miniatures. Doug Cubbison 247 M M Maple, Slippery Rock, Pa. 16057.

Pa. 16057. Desperately need plon (Bulge only) and fit (all) opponents. Allo request info. for all wargames (a. Diplomacy). Perfer U.S. in Bulge and Midway. Contact: Eric Hammer, 28: N. York Road, Willow Grove, Pa. 19000. Melp! U.X.I. Student needs fit opponents on Gampa, Campas maps are available. Also need plom wor (1) laber. JC lives on, Write me, Mille, Where is the rest of Statilie Engine? John Champin 407 Breasler, Kingston, RI 02888.

Wanted ftf opponents for Jutland, Blitz, or what have you cracker Juck team in prov contact Bob Stock, 95 East Drive, Providence, Rhode Island. Call collect (401) 274-8444).

Novice adult gamer would like plan opponents in W'loo or G'canal. Optional rules and sides negotable. Wil answer all letters and finish call games. Adults preferred but will play anyone. Frank Hanigan, 2 Whitehorn Drive, Kingston, R

G2851. Am looking for ftf almost any game. PBM SGrad, Bulge, Tac II will join local club want D-Day will form club. Know either local people Dippy anyone? Call 751-5629. Pleaset Ken Church, 20 Abbots Ford, Providences, R.I.

62006. Let the ranks of warpsmedom know that "The Executioner" is amongst the, eager to trample them indictionizatily into the battlefield mack. Anio II, 6 Gnd, Pancebilla, Wateloo, D.Day, Alkorps (Discussides) Geoff Bariman, P.O. Box 408 Howon U., Frovidence, R.I. 02912. Pom, frf G-mail, using all rules, no hidden movement unices you've a physile systemi Eajootian, 100 Taher, Providence, Riode Ialand, 029061

Outpool Would like help making a game on Russo-Japenese war, land and/or Sen. Also fif any and all games including miniatures. If you know anything about the Russo-Japenese war write

02881.

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OPPONENTS WANTED

Stephen Herchak, 1629 Canty Lane, Charleston,

Need Stalin' (Russian) AK (German Blits (Blue) opponent in ftf. Am 11 and not so much of a loser anymore. Contact: John Schmidt, 3501 Bauer-Overcreek Road, Columiba, S.C. 29206.

Bauer-Overcreek Road, Columitos, S.C. 20206. Armenian Power! Opponent wanted in my area. Ilurry before ability to play is lost. Am 24 but age no barrier 877.0743 will give you opponent who is expuble but rusty. Lewis Gossell, Creatview Drive, Greer, S.C. 29651.

Will sell or Trade G-Burg, G-Canal or U-Boat for Bitabring or Bulge, Alan Singley Andersonville, Tenn. 37705.

Tenn. 37106. Phalves or fifters for Gettya. Square grid game. Am CW. huff. Any fifters in Chatty area. Wil play anyone: expert, notice, or beginner. Am Desperate for opponent. Pifver call 892-6348. Frank Desrpberty, 1628 Ferawood Circle, Chatlanooga, Tenn. 37421.

Still need flf opponents for Stalingrad, 1914, Anzio, Bitkrieg, SAT games or will learn yours, Gary DeArmond, 2311 Davenport Road, Knoxville, Tenn. Phone 573-6546.

Adult novice looking for fif opponents in Memphis area. Have Panzerblitz, Bulge, Stalingerd, Bitzkreg, Anzio, Jutland, Midway, Willing to keam others. Will drive reasonable distance. Phone 323-3806.

ustance. Phone 323-3806. Play fit in all AH wargames and S&T game, Battle of Bitlain. Doon't anyone fit in Morristown area or are you afraid of losing simbugh you will anyway, Join J.F.W. Ronald Lawrence, 1521 Hugh Drive, Morristown, Tenn. 37814.

37814. Are there any AH wargamers in the Austin area? I seek fif D-Day or S-Grad, or your other battle games. Write John Michalski, Box 21846 Bergstrom AFB, Austin, Texas 78743.

Will play ftf Bulge, 1914, AK, S-Grad. Any other wargamers in Austin area? Call me it 926-3784 or write if interested. Daivd Zimmermann, 6815 Langston Drive, Austin, Texas 78725.

Wanted: Bulge, chem pho opponents, Fellow IFW members especially. Will discuss game therory. Flay to end. Rematch old games dropped. Yeo woo, K.L. Hesteande, Box 2 Decautr, Texas 76234.

EiPaso, Texas 19925. Phon AK, none refused. Ftf 30 AH games, and fost more. Dour be giving me the negative waves, moriarity. Robert Olimaki, 4545 Sunnise Apt w. Epaso, Texas 19904. Will buy old AH Games. That's All! Disemissed!

That's All: Dissemised! New or used, Good or poor, fuf opponent wanted, most Avalon Hill games, My board or yours, 1 have Stratigical Itellinece will travel, Richard Delburgh 4610. Seloo 280 F. Worth, Texa Tule No. 457-0138. Am interested in information on Crete, B of B, Korsa, Chancelonville, All-Civil War, B of Georgia, send trephy to R. Longmirr, 1933 Canterbury, Houston, Texas 77025.

Canterbury, Howston, Texas 77025. Join the Panare Lehr, a gret etab. Contact: Larry Eorkardt Jr., 1918 Stroud Houston, Texas 77086. I need info. from any and all clubs who hold cash Tournaments. Type and number of games, length, date of entry, etc. Les McClare, 3610 County Cash, Apl. 230. hrving. Texas, 75060.

Country Can, Apr. 200, Irving, Feen, Fober, Pf opponents in SCraft, 1914, Blitz, Krieg, Jutland, Midway, am novice. Any chance of starting club in my area? Info. on Diplomacy wanted. Chess anyoos? John Vielmann, 818 W. Hollywood, San Antinio, Texas 78212.

Free Wood, earl routing, Free West, Wall, as I do not have kit 1 will be hard to beat, will take either color, all optional rules accept weather. David Long, Box 195, Dagway, Utah 84022. Any fif in Sait Lake City? David Bulter, 1305 1308 E. SLC, Utah 84102.

Any fif in Sail Labe (15)? David Bulter, 1305 130n E. S.C., Una B4102. Adult vargamer seeks opponents in the Warrentor, Prederskahar, Culppeper area, Fif otty, Can also provide travel to Washington, SICL meetings if interest. Contact: Dick desere Rt. No. 1 Box 250-6 Bioleton, Val. 22712. FIG Charlotterelle area, All M and S&T vargames. Phone 205-9711 or Write John Sheeban, 2223 Old by Road Apt A33. Charlottewille, Virginia 22001. Basire mature fit opponents in vicinity. I own 1914, D-Day, Bita, Film self-designed Milesat. Can pley others. Also, desire Intoxical data on Dation-to-Atlantic Campaign. Al. Grever 4616 Fensilit Dirky, Jonehus, Va. 24462. The Balge, U., Aff other AH wargames encept main want to bay Haly 1821. Bito, o on non-AH pana sury AH mati. In my area? Charles Archer, 2121 Marion Avenue, McLeaw, Yugeinia 22101. Capital wargamer Unite' Spartan Rf chapter Inst stanted, Merting Ministures. Expected attendence 70. Contact: Rom Bioch, 6812 Highland, Springfield, Wa. 22160 Phone 6412-2232.

PBM wanted for Stalingrad. Would like 2 games at once so each side gets to have the Germans. Basic rules, Larry Evans, RL 8 Box 8392, Bainbeidge Island, Washington 98110.

Baihbeidge Island, Washington 183110. Have Krieg, Blitz, trade for 5-Grad, D-Day AK, wont 1slo, Dolgomay, Tolkien games, Phone 822-0288, Anyone want club in area 1m novice. Also frf 1914. Akaland in area. Bill Schill, 14101 15t: Kröckland, Washington 18033. I need opponents in Spolane. Will ff anything. Somebody piesue respond. I am unbestable and will dernonstater. No., pibn. Charler, Hayes, W2821 Weie, Spolane, Washington 19205.

Opponents wanted to phan AK and Stalingra Either side, Robert Waters, 128 Canterbury Dri-Either side. Robert Waters, 128 Canterbury Drive, Parkenburg, West Virginia 20101. Desperate for 14 Miswackes and suburbs. Have several AH games and Panzerbiliz. Also novice phm Bitskiring, Steven Nepati, 2543, S. 58 West Allis, Wis. 53227 (Willing to travel but no immigrot but bus).

transport but bas). FIG or phen opponents wanled. Profer ff. Here D.Day, S.Gred, Johlsed, Blitz, Bialga, and G.Berg, Would like to join cleah. Context ema et 4(14), 766-1910. Scott Majeske, 860 Bringsmere Drive, Elit Grove, 53122. Wanted, Aff opponent for AK, Blitz, and Stalingail, or will learn yours. Any side. Any options. Help Call 438-4390. Join IFW. Lance Prickemmith, 1233 Kingston Racine, Was 3402. Tead concentus waneld for Physika.

Good opponents wanted for Pism Bulge, D-Day, and Bitta. Anybody for pism Jutiand? Write Dave Squires, 7038 M. Seneca, Milwaneke Wris. 53217. Pism opponents wanted for 1914 and Bittakring, Will be any uide, but would prefer French opponent in 1914. Send side, rules, and procedures. Will discuss rules. Edd Smith, 1908 Bulfalo Steerk, Wanschan, Wis. 53168.

Strets, Ritchurse Ontario, Canada. Will ff ary AI, collection in the Chatham area (Canada). Will ff Anizo, S-Grad, Waterion, D-Day, Will phom in S-Grad, Novice phum player-(Con. 4 Plancourt Ont. Can. Tyrone Newby to Mrs. Leonran Gratham RRI. Wanted Iff openettis in Montreal. Play most games. Need players for Stalingal phum either. Sorry about all games 1 coulds 2 complete, uniortunate difficulties, Mic Cohen, 6300 Leon-nox, Apt. 1003, Montreal Quebee, Canada, An-merer All:

swees All! Wish to find opponents and to join club, any one near Greenwich. Please contact me. Desperate! John C. Andrews, Jr., Sparrow La, Greenwich, Conn. 06830.

Conn. 06830. T here opening in ylon gane of Diplomary, Bodi her Young twen vasiat and the regular 7 man game if you are interested. Please contact Douglas Schaofer, 5 Farm View Drive, Guilford, Conn. 06437.

66437. If the large the Direct Gaussian could be a set of the s

White to: Detaild Riggs, Box 183 Westelliffe Co. 81252. Helpt I'm stuck with a Stalingrad without grids. Can anyone help me? James Polk, 4430 Reservoir Road, N.W., Washington, D.C. 20007.

Wish pbm opponent for AK. I'm the Allies. Kelly III: 46 Brandy Wine Drive: Homestead, Fla. 22020

III. 46 Bandy Ware Drive: Homestead, Pla. 32020.
 Need phen opponents in Stalingrad (German), AK (either). 1 will finish all games, Goy Henneck, Parnock Pt. Road, Aupitor, Pla. 32458.
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33609. I have been transferred to below address and will be going oversess in April. Correspondents please note address. Also: Mil-Con III will be held 10 and 11 July, St. John's University. New York. Da-mian Housman, Box 4035, Tyndall A.F.B., Fia. TTF opposents wanted in Orlando Are. Vernor Paul, 1316 Monte Lare, Winter Park, Fia. 32769 Need information on where I can get trafalge Paul, 1316 Monte Lane, Winter Park, Fin. 33769. Need information on where 1 cam get tracinger Topicomory in Atlanca Area. Large yan like, and the second second second second second second Richard 164 Bulley Gretz, Decentra, Gan South, Gal-Racher 164 Bulley Gretz, Decentra, Gan South, Ga-Malay Cam, Belley Gretz, Decentra, Gan South, Ga-Malay Cam, Heiley Gretz, Decentra, Gan South, Gan Mark, 11 you and the order's area constant. Hardward Statistical and the order's area contact. Hardward Statist, 1325 Highhand, Arington Has, He. 60005.

Collick, Tarley Scilin, Labs injusten, Annapole Ha, III. 80003. PRM Juliand, KSpiel, Chesa, Jutland according to Vo. T. Number 4, Vo. T. Number 4, Vol. 7, Barrington, III. 60010. PRM U-Boat 100. Germann, Biack, White, Sub. Wish to obtain Tarfalgar car's get hold of Mr. Commer J. Hos. Offer J et game and plant Rit i will play ff or plan. Hold J. Miles Kelly 140 Ensentalac Ville, 16:010. Will pug Good! Waitted: Information on Non-All games and magazine. Also wast back issues of S & T. Magazine, Kevin Johnson, 4928 Armilage, Chinago, III. 2009, Filler Miles Kelly, 140 Ensendal-Ville, Borniel Arroy, a barned of the Calaberger in Dony, Railward, Artikakurg, Ne are Germano, Laboy, We are looking for challenger in Dony, Rolingard, Artikakurg, We are Germano, Ind. J. Allon, 1914 as Prench. 2nd Kriegpold Arroy. 1142. Artisakur, Chicago, III. 60055.

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