

THE GENERAL

The AVALON HILL GENERAL

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

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It also helps sell our merchandise, too.

Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten doublespaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.

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To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

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COVER STORY

1970 could have been labeled "the year of the adult" game because it was the year Book Stores and Stationery Stores got in on the "toy" act. Of course, adult games are not toys as such, but retain this label because "toy distributors" sell more games than do distributors in any other field.

Recent statistics are beginning to reflect a different trend: as the games become more sophisticated so do the retail outlets for them. Avalon Hill games certainly fall under the sophistication label. And that's why AH Sales personnel will be manning their "traveling exhibit" at the New York Stationery Show, May 16-20; and American Booksellers Association convention, May 31-June 2. Buyers of these respective trades will be "wined and dined" as AH hopes, through the additional outlets of book and stationery stores, to make games more readily available to the consumer.

You can help, too - visit your favorite outlet of this type and bug them to stock our products.

Avalon Hill Philosophy - Part 27

"CONVENTIONS: DO IT!!"

Summer is approaching and, with that, commences other traditionally seasonal pastimes: baseball, fishing - and wargame conventions. The amazing growth in quantity and quality of these conventions has been documented by this publication. But this year the wargamer has at least three different large-scale conventions to choose from:

The IFW, under able leadership of Len Lakofka, and The Lake Geneva Tactical Studies Association, represented by Gary Gygax are sponsoring GENCON 4, which will be the fourth annual Lake Geneva Wargaming convention. This year the convention features a single elimination Panzerblitz tourny, a Team armor miniature elimination match, and a judging of armored fighting vehicles models plus many other activities too numerous to mention. Len and Gary have amassed a very impressive list of prizes which should make the convention well worth attending. It is slated to start 9 AM, August 21 and run through 'til 8 PM, August 22. The location is the American Legion Hall in Lake Geneva, Wis., just minutes away from Mr. Hefner's fabled rabbit farm. For more information contact Len at 1806 N. Richmond Street, Chicago, III. 60607, (312) 342-6857

If you don't get your vacation in August, or the old flivver won't get you as far as Wisconsin, then plan to attend MILCON III; which is the Military Strategy Confederations' annual bash at St. John's University in Jamaica, New York. It commences at 10 AM on July 11th, and runs through the 12th. This convention promises to be bigger and better than ever. This year, land and naval miniatures, diplomacy, and AH wargaming will all be represented in cash prize tourny competition. AH wargaming competition will not be judged on an elimination basis, but will take into consideration how well a player plays over a mixed five-game series. Perennial fluke losers take note! We heartily recommend that if you live on

the East coast, beg, borrow, or hitch-hike to attend. The New York convention site is too convenient to pass up. For registration information contact: MSC, Dean of Student's Office, Box 56. St. John's University, Grand Central and Utopia Parkways, Jamaica, N.Y. 11432.

For those of you who are tied up later in the summer, Spartan International is holding its First East Coast Convention at Fall River, Mass., June 5-6, 1971. This convention, previously cited in this column, should prove to be the most unique convention ever held. The meeting place is none other than the battleship USS Mass. tied to the dock at Battleship Cove in Fall River, Mass. Phil Pritchard, one of the Spartan dynamos behind this intrepid effort, has bent over backwards to make this convention a success. Featured will be Naval miniatures (what else!), Napoleonic Miniatures run by the New England Wargamers Association, Avalon Hill wargaming tournies, and a special banquet served in the Admiral's quarters in honor of Spartan International's fifth anniversary. Mr. Russell Powell, and other distinguished guests from the West Coast, will be in attendance. Plan to attend this veritable three ring circus if you do nothing else this summer. Phil will gladly furnish you with registration information by writing to him at Richards Hall, 303 Harvard University, Cambridge, Mass. 02138.

If you dismiss attending these events because of transportation difficulties, think again. Contact General friends in your area; form carpools, raise money for bus tickets. If accommodations are a hassle, see if you can borrow your neighbor's tent and find out what campsites are in the area. We have received word that there is some very cheap housing available at all these conventions. So, before you dismiss the idea because of a lack of funds, check it out with the convention chairman.

If it's still out of the question because of

RE-SUBSCRIPTION BONUS

With this issue begins the 8th year of The General. No! We are not going to increase the rates (at least not right now.) To the contrary, we are going to decrease the yearly subscription price to those current subscribers who bring in new customers.

The loyalty of our subscribers, many of whom have been with us since issue one, deserves more than a literary thank you. A rather healthy rise in the subscriber ranks has resulted in a lower per-issue printing cost - which we intend to pass on to you - NOW.

Effective immediately we will enter your one-year subscription renewal - FREE - when your order is accompanied by a fully-paid one-year subscription for someone else. In other words, it's a 2 for 1 deal. And, for each additional new subscriber you get, an additional FREE one-year renewal will be entered for you. (Five new subscriptions means five years FREE to you.)

The fully-paid order must be for a new subscriber;* it cannot be a renewal of some other person's subscription.

This offer will be valid clear through April, 1972; all renewal notices will remind you. But you do not have to wait until your renewal time; you may take advantage of this offer earlier, and as many times as you get new customers.

All you have to do is to send your name, along with the name of a new subscriber and \$4.98 to cover the cost of his subscription. Your subscription will automatically be extended one year from the date of its normal expiration. Our goal in '71 - 71,000 subscribers.

A new subscriber - one who has not taken The General since January 1970.





Defense Plan Alpha

by Daniel Lee

The primary objective of any initial German troop set-up in Anzio Game I should be to preserve the front line forces. Holding geographical areas should be secondary. The Allied player can pit 124 AF's against 50 German front line DF's (42 other DF's are in reserve) on the first turn. All 50 DF's must be in the front line and it can be expected that the Allied commander will make full use of the FTST and attack all along the line. It is not inconceivable that between one-third and one-half of the German front line forces will be annihilated immediately. Further losses are bound to occur in the confusion of the following turns if the initial damage is substantial. Not only will the German player suffer crushing losses but the Allied player will also be able to seize large tracts of defensible Italian territory. This scenario will occur no

distance factors, start planning now to hold an area convention in your town in 1972. The convention rabblerousers from the Pacific Northwest, the Southwest, and the South are still to be heard from and we know there are thousands of gamers in these locations. If you think you don't know how to plan a convention, or Open House, or Tournament, contact one or all of the fellows above and ask them how *they* got started. They will be only too willing to expound on their "trade secrets." Even an "Open-House" event is enough to get the ball rolling, get people interested, and get planning for next season. It can't burt to *Try*.

At this writing, details of smaller conventions are in the planning stage. The IFW, in addition to their Lake Geneva convention, are planning others in Chicago and St. Louis; write immediate for those details. And, while we have received no official word from Sparta, we assume that an annual Long Beach California affair is forthcoming.

REMEMBER THE BIGGIES

Fall River .								June 5-6
Mil-Con III				4			÷	July 11-12
GenCon 4 .		١.						.August 21-22

matter what the German subsequently does if he fails to protect his forces initially.

The German front line forces must be positioned in carefully selected sites where they can't be easily attacked and destroyed, which are synonymous using the FTST. This entails placing large stacks on doubled-up positions, for example. As for defending territory, the German should protect the Cassino-Formia area. This will prevent the Allied forces in the Anzio beachhead and the main battle front from linking up immediately, which will slow down any coordinated Allied attacks here, and also will allow 15 PzGD Div to escape encirclement. The German should also hold onto Rome as long as possible as it is not only an important defensive position but also an essential communications center which benefits whichever protagonist controls it. One glance at the highway grid and the location of the Tiber River bridges will confirm this last remark.

If the German is able to achieve these initial objectives, he should be able to make a solid fighting withdrawal to the Gothic Line. By the time he reaches this strong position he will have been reinforced significantly, his replacement rate will have increased and that of the Allies decreased. A slugging match will develop as the strength of the opposing forces approaches equality. Favored by terrain and the UET, the German will win. This will only occur, however, if the German can prevent the Allies from blitzkrieging through to the Gothic line in the crucial first two or three months of the campaign. The German has to buy time in this period and he can only do this if his initial forces survive the first few turns of the game relatively intact.

With this in mind, I have constructed the following initial German defense setup:

UNIT(S)	POSITION	MAX. ATT. ODDS
Lehr/309	E-46	Unlimited
5Mtn	Frascati	3-1
4 Para, 334 Inf, HuD/44	Valmoutone	1-2
2 Para, 94 Inf	H-47	1-2
715m	H-49	1-1
65 Inf, 362 Inf	Formia	1-2
71 Inf, 305 Inf	M-49	1-2
Jaegar/114	0-47	Unlimited
1027 PzGD	R-44	Unlimited
1028 PzGD	Chieti	Unlimited

The most striking aspect of this plan is the weak defense of the northern flank of the Anzio beachhead. Both this position and Chieti are weak spots in the German line. This can't be helped since both positions are so exposed. The German player has to decide whether to risk his forces here or allow the Allies to make a large advance. I have chosen to risk a large Allied advance here rather than lose valuable units. After studying the FTST, it is apparent that allowing a 2-1 or 3-1 odds battle to occur here is not good strategy since not only is there an excellent chance that the German units will be destroyed (7 or 9 DF's) but the Allied units will still probably advance two or three squares. The choice is, therefore, between allowing a 1-1 odds attack on the FTST or a 7-1 on the UET, 13 DF's would limit the Allies to 1-1 odds and the Allied units have no chance of making a worthwhile advance after combat, yet there is also a very good chance that these German units will be destroyed. I favor using a suicide unit since troops are worth more than territory at this state of the game. The situation is not as black as it seems, however. First, the most the German can lose here is one factor, not a serious loss. Second, there is a good chance that the Allies will be limited to only a moderate advance, e.g. three squares. Third, the Allied player may not chose to advance too far anyway since there is a large German force concentrated in the Valmontone-Tivoli area ready to counterattack the Allied units, which will be on clear terrain. Fourth, a moderate Allied advance won't hurt the German too much. It will only block the Rome bridges and make the Tiber line partially indefensible. A good counterattack may remedy the situation. There are other benefits to offering the Allied player this sacrifice. For one, the Allied commander will have to use many units in this attack if he wants to hold the ground he will probably overrun. This means that the other German units in the beachhead perimeter probably won't be attacked, including, perhaps, Frascati's defender. This will leave the German commander with a strong, concentrated force in a vital area. As for Chieti, the German has many strong lines of defense to fall back to along the Adriatic so the loss of the Pescara River line isn't too important. Anyway, this area is isolated from the main battle area and is not usually the site of any major Allied attacks. In the Cassino-Formia area, the escape route of 15 PzGD Div and 715m Div is protected, so these units won't be trapped. Also, the units at Formia should be available on the second turn to block routes 6 and 7 and keep the Allied forces divided for one more turn. This will allow the German time to build a solid line north of Rome. Then he can make a slow and painful (to the Allies, that is) withdrawal to the Gothic Line. It all depends on keeping your initial force intact.

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THE GENERAL

Random Thoughts...

by Lenard Lakofa, President IFW

Our industrious Author appeared last month as the "Cover Boy." He was shown testing our brand new introduction, Luftwaffe. At the bottom was the caption, "soon to be released." Within 24 hours we received 7,558 orders for Luftwaffe and 462 orders for Len Lakofka. In the "story" done on the IFW leader, an everso-slight reference alluded to his failure to be numbered among the elite of the guest-authors for The General. In fact he had submitted not so much as one article for publication during the entire seven-year life of the magazine.

There are no flies on Len. He caught the subtlety. And here is his initial effort . . .

Been losing lately at Bulge as Germans? Why does a river in *Stalingrad affect* unit differently from a river in *D-Day*? Why are the Italian units in AK so much weaker than the German units of nearly the same strength and with the same equipment? Why attack the $28 \times 109 @ 6:1$ in Bulge?

Well, now that you are interested, let's see if we can't answer some of these questions. In short, I'd like to discuss game design, and tactics.

In creating any game there must be rules, we all agree here (I hope) but what rules should we include? What concepts shall we cover? HOW shall we cover a concept? Let me illustrate what I'm discussing here.

In the Africian campaign there was a morale problem when a comparison among British, German, and Italian units is made. Let's see how we could present this morale problem in the rules. We could use a different CRT for Italian combat (either attack or defense) to reflect that, even at the same odds, they would retreat faster, not advance as far, or do as well, overall, even when they had the same weapons and strength as a German unit. This would mean that Italian and German weapons would have the same value on the unit counters for equal strengths.

We could give the Italian units a lower strength – in other words – we reflect their lower morale by saying that their strength is less, even though weapons and numbers are the same as their German counterparts.

We could add rules forbidding Italian advance unless 3:1 odds are achieved. We could say that if an Italian unit must retreat it must retreat one more hex than is called for. Thus we have accounted for the SAME concept in three ways!

So what, you say? I only wish to point out that the creation of the rules of the game must portray what occured as best as possible, but the unique way in which the rules do this is the game designer's art. AH has chosen to make the Italian weaker, than their weaponry would seem to indicate, to express the lower morale of Italian troops.

This discussion is made so that you will accept the notion that EVERY rule has a purpose! It is not thrown in because it is cute or new. It is placed in the web of the game to produce both overall accuracy and play-balance. If you try to take REALITY and explain the rule you will fall flat on your face – as many who have tried to explain the disappearance of rough terrain when retreating in Bulge, the unGodly speed of Infantry in 1914, the morbid slaughters in Stalingrad and D-Day, etc. A good game, one you will play and enjoy, must simplify concepts – as J.E. Pournelle expostulates at every chance – and present them in such a way that INACCURACY of the *individual* rules is likely, but the OVER-ALL game is accurate. If you take one rule that you brand as unrealistic and inaccurate and change it to reflect reality, you take play-balance and blow it to high heaven! Imagine, for example, if all units moved as fast as they really could in a turn?

Variants of a particular game are usually a new way of representing the same game, but changing the conceptualizations completely, to achieve higher accuracy. To add just *one* optional rule in just about any tournament game will throw play-balance in favor of one side or the other. Thus one variant rule will do the same. It is like removing one brick in a wall, substituting another, and hoping the appearance and structural values of the wall remain the same.

In Bulge, those of you who play often, know that the odds tremedously favor the Allied side -I'd say 55-60% are allied victories in which all optionals are used. If the German does win, he does so because of good rolls on a good initial attack. If the Amer. is competent, unless you do very well on turn one, the German is doomed. A good German plays 6-8 initial attacks retaining supplies for 2 to 4 for use later, and attacks the 8 at 3:1. CCR at 8:1 or not at all, 28 x 109 at 6:1, 106 x 422 @ 5:1, 106 x 423 @ 3:1, surrounds the Cav. unit, lead 99th regiments @ 3:1, remaining 99th reg @ 1:2 and the next reg of the 2nd, if at all, at 3:1. He places a fast unit or two on the OUR river and then starts to roll the dice. If he bottles up the 99th & 2nd, gets an engaged on the 4th lead unit, eliminates the CCR and get a D back 4 and A advance 4 on the 28 x 109 the AMERICAN HAS LOST! If he gets very bad rolls, i.e. 99th is forced down the road, 28 x 109 back one, 4th only a contact, then American chances loom at 65% already! The argument about so much riding on the dice (stock market) in one turn has been made. Yet what to do? You could try Don Lowry's idea and create an entire new game on the same battle (OPERATION GRIEF) and create an entire new "wall" to better produce the real situation. You can play around with the optionals a little to achieve balance against your opponent. (As an aside, here is a variation that makes AH Bulge a 50-50 game! Start with a 15PM 1/2 turn for each side! That is; American sets up. German places his units in the appropriate areas, by moving them in on the roads or the board edge, one at a time, except for 2 entire divisions, which he may place freely ([note this must be 2 actual divisions - not 6 regiments so as to equal divisions]).NOW, allow the Allied player to move all units up to 2 hexes, subject terrain, and WITHOUT the road bonus! From here play is normal BUT allow the German supplies for 11 initial attacks, 8 subsequent on turns 2 & 3 and then 6 supplies per turn for the rest of the game).

Now finally, in this mass of random thoughts, let's look at tactics of ALL wargames! Gad, all wargames you cry!

When Henry Wargamer sends in the "perfect plan", the "best defense" or "the Strategy and tactics of", what is he doing? He is saying that "From the experience I have gained in playing Albania 1888 this is the best way to proceed because it gives me good results." In short, he is, via this article, giving you the key to the sophistication in the game that he has achieved! Every game has tricks to good play! Now let's see how you can learn these tricks YOURSELF, without the help of Henry Wargamer — who isn't any more intelligent than you anyway!

After you have played the game once or twice, so that you have the mechanics down pat, you dissect three things, THE BOARD, THE CRT and THE RULES. This is done in this simple manner. Take a few units of each type and move them around on the board. Place them here and there. What does this prove? Well by moving them you will learn what avenues can cause a unit to move quickly, you will learn what avenues allow intercooperation between advancing wings. You will learn also, what avenues to cut so as to deprive your opponent of his best avenues. You will learn which hexes are more important in defense because of ease of retreat, as well as the best position to block the enemy advance. You will learn what hexes prevent enemy advance, which hexes will compromise two fronts, if captured, etc. E.g. (using Bulge again) N-28 is spotted at once as a fortification site, as is DD-24, EE-22. Putting Peiper on QQ-17 will kill the Allied player if he doesn't block the road to Houffalize, a unit on LL-30 if retreated permits the German only a one hex advance, JJ-32 allows the German to advance down the road after you. CC-34 is a terrible fortification position, because if kicked out, unless there is an Allied unit adjacent to CC-34, the German can advance next to Bastogne. La Rouche is more important than Bastogne!!!!! MM-18 compromises both the Houffalize road and Vielsalm, etc.

The examination of the CRT is next! This should be done statistically! Calculate the chances of each possible result. When you attack you can then select the BEST odds for the result you want! Eg. the 28 x 109 is hit at 6:1 because you want the best chance for the longest ADVANCE. You hit the lead unit of the 4th Div. at 3:1 because you want to be sure to keep TT-30 to deprive the Allied player the use of the 31 diagonal road! (use pure armor only) You attack 106 x 422 at 5:1 so that you won't get an engaged! Thus the 422 MUST counterattack you and kill himself! etc. You also statistically analyze every table involving probability! Look at the Russian front table in 1914. Calculate the TOTAL number of units that must go to the front if 1 through 6 are thrown and then divide by six. You now have an average statistical probability of the outcome - it could surprise you.

Finally, look at the rules. I have tried to tell you that rules should be looked at as; WHY was the rule written; THEN at; what are its effects?" If you do this you will find all of the little tricks out that allow you to, very subtly, shaft your opponent.

If you work at a game, instead of having someone tell you a good tactic, you will not only play the game better, more rapidly; you will astound your opponents at your thrilling grasp of history, tactics, and military maneuver.

Lenard Lakofka 1806 N. Richmond Chicago, Ill. 60647



Panzerblitz Situation 13

by Tom Oleson

The general enthusiasm for Panzerblitz seems tempered by criticism of the situations provided. This is easily remedied, since inherent in the game is scope for variants limited only by the ingenuity of the gamer. Here are the rules for a situation I've found to be well-balanced, and amply supplied with that nail-biting tension so essential to wargaming pleasure! Moreover, the 12 units on each side for which no situation is provided can be used.

Each player has 1000 points from which to select his combat force. Each unit has its own point total, arrived at as follows:

1. Tanks and tank destroyers

Add the sum of all four factors, for example:

- 16 AF (attack factor)
- 12 RF (range of factor)
- 12 DF (defense factor)
- 10 MF (movement factor)
- 50 points = 1 Panther tank unit

Other examples would be 52 points for a Joseph Stalin III tank unit, or 54 for Tiger IIs. Therefore, with the 1000 points provided, one could select, just as an example, all 12 Panthers ($12 \times 50 = 600$ points), plus 400 points-worth of other units.

2. Assault guns

These are all "H" (howitzer) class weapons, able to employ their full attack factor against armored vehicles only at ½ range. Moreover, some of the "H" class weapons, such as the Russian SU-152, are quite "expensive" (high in point value). For this reason, count only ½ their range, for example:

40 AF

5 RF (1/2 of 10)

- 16 DF
- 7 MF
- 68 points = 1 SU-152 unit

Another example would be 33 points for the German Wirbelwind.

3. German self-propelled artillery

Treat it just the same as assault guns, for example, Hummel = 86. Even so, these units are expensive when one has only 1000 points to spend.

4. German armored cars

Treat the two types with an armor-piercing gun just as tanks, that is, add up all four factors. For the SdKfz 234/1, which mounts a 20 mm howitzer, take only ½ of the range. Examples: 28 points - Puma 23 points - SdKfz 234/1

5. Transport

Wagons = 4.

For trucks, add together the DF (1) with one-half the MF (6), for a total point value of 7. Once off roads, trucks are so hampered by terrain that their value is excessive if full MF is counted.

Half-tracks also cost too much if all 4 factors are added. Since there is no way they can attack any armored target, or each other, and since they can not use close assault, do not count either AF or RF:

- 0 AF
- 0 RF
- 4 DF
- 10 MF

14 point value of a German halftrack unit (Russians = 12).

6. Russian cavalry

Like infantry, cavalry are most effective using CAT. Therefore, the range of 3 is of little practical benefit over a range of just 1.

10 AF

- 1 RF (not 3)
- 8 DF
- 1 MF (not 3)
- 21 points for a cavalry squadron.
- 7. CP's = 1 point.
- 8. Infantry

As explained above, the extra range which some of these units have is seldom used, and therefore would handicap them unfairly. So, consider all to have a Range Factor = 1, and add that with the other 3 factors:

26 points - Russian guards company

9 points - German security platoon

9. Towed guns

These units suffer from 3 defects: a nominal Defense Factor, little or no mobility, and in some cases, an Attack Factor so negligible that you think they must be throwing rocks at the enemy! Therefore, I've found that it works well to count only ½ of the AF and the RF, adding it to the DF, such as it is, and the MF, if any. For example:

- 11/2 AF
- 6 RF
- 3 DF
- 1 MF

111/2 - Russian 82mm (horse-drawn) mortars.

A German "88" costs 21 points. Lest you think this makes guns too cheap, repeat my experiment

of taking 70 units – mostly trucks and guns – and watch a much smaller (in number of units) force chew them up!

Victory conditions

That player wins who has the most units on the center board at the end of the 12th turn. Equal numbers would mean a tie. In order to equalize the difference between Russian and German forces, an alternative is to play two games, the winner being the player having the most units on the center board, considering both games. For example, if I am Russians in Game I, and at the end have 3 units less than you, but then, with sides reversed, in Game II, I have only 2 units more than you, you would win by 1 unit. This isn't necessary, however, to have a very close, hard-fought contest. There are no "shades" of victory, as in the other Panzerblitz situations. With the exception of an equal number of units at the end (rather unlikely), there is always a winner and a loser.

Sequence of play

Each player selects his army, taking 40 or 50 units, or whatever he chooses, for a total of not more than 1000 points, as explained above. Speaking from the experience of a number of games using this system, I have found that a well-balanced force comprising units of all types is best. This will usually total 45-55 units. Neither I nor my adversaries have done well either with a small but powerful force, or a very large force, but I'm willing to be proven wrong!

Only *after* making their selections do the players reveal what they have chosen; no fair changing then! Since the player with less units must be the aggressor, he enters first. In case of a tie, Russians enter first.

Terrain

A very experienced war-gamer once told me that he would relish a game in which he would *not* have that intimate familiarity with the terrain that comes after you'd played it many times. To achieve this element of surprise, I suggest a *random* determination of the board configuration, to be made only *after* each force is chosen. This also puts a premium on a balanced force, capable of fighting it out on board 1, 2, or 3. Nor need the center board be one of those 3. It can be a combination of half of one board abutted with half of another, with the 3rd board joined in a symmetrical way.

A die can be rolled to determine the juxtaposition of each board with the others. Chance can also determine the opposite coordinates from which the contending forces enter, to meet head on in combat for possession of that center board! The ideal situation is to have just one unit less than your opponent, so you get the advantage of entering first without having to kill too many units to catch up.

A final word: one of the beauties of Panzerblitz is its infinite expandability. I personally enjoy this situation 13 even more when several extra board sections are added next to the center board. The rules can remain the same, but there is more room for maneuver.

Tom Oleson 115-7 Hilltop Road Smoke Rise Kinnelon, New Jersey 07405

THE GENERAL



This is the second in 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. We are reprinting here Part II of Don Lowry's article with permission granted from The International Wargamer, Vol. 3, Nos. 4 & 5.

So far in this series, I have described tactics to use as the German in BULGE involving the extensive use of lateral lines of communications to switch forces from one route west to another – thus hitting the American where he is most vulnerable and forcing him to spread his forces to defend all routes in strength. Also, I recommended a strategy that avoids piling most of our forces into a direct push at Bastogne. Instead, we make the main thrusts on the northern and southern flanks, thus drawing the defenders there also – and away from Bastogne. Then we can use the tactics mentioned above and redirect our forces in a sudden drive on that vital road center.

Last issue, the northern half of a first move was described which would get us started on implementing this strategy. The primary objective in that northern sector was the clearing of the north-south road through St. Vith by blocking or eliminating most of the reinforcements to that immediate area. The set-up described had a 50-50 chance of doing just that. Secondary objectives were: block off the U.S. 2nd and 99th divisions so that they couldn't block our westward movement and eliminating the 14th Cav. Gp. and the 106/422.

Now we turn our attention to the southern sector. Here the eye is caught immediately by Clervaux. First of all, it is the center of a road net; secondly, it's a fortress; thirdly, it's on the direct road to Bastogne. The main thing about Clervaux, however, is that the units in and around it are astride the north-south road we used for communication with our units in the northern sector. More important to us than the town of Clervaux, however, are the two American infantry regiments in it and next to it. If we just run them away from Clervaux we have the town, but these regiments will live to fight another day, and will still be between us and the Meuse. But if we could get between them and Bastogne they would be out of things, temporarily at least, and some other units would have to cover the

Clervaux-Bastogne road. The American doesn't have that many units to spare.

This, then, is the purpose behind the seventh attack - a 6-1 against the 28/109. With three spaces to stack attackers on we could get 8-1 if we wanted to. But the object is not to eliminate the 28/109 but to advance as far as possible. The ideal result would be "D back 4, A advance 4" then we would retreat the 28/109 to KK-30 advance the Panzer Lehr Division to LL-27, the 352nd Volksgrenadier Div. to MM-30, the 13th and 14th Parachute Regiments to MM-28, and hold the 15th Parachute regiment at 00-26. This is made possible, of course, by the lack of zones of control on the part of units in fortresses. The Pz. Lehr Div. at LL-27 completely prevents the 28-11C + 112 from moving west while it threatens a direct advance on Bastogne. The 352nd Div. at MM-30 is in position to move next turn to block the road running south from behind Wiltz. The two parachute regiments at MM-28 prevent the 28/109 from counterattacking, and the15th Para. Rgt. at 00-26 prevents either of the other two regiments of the 28th Div. from crossing the Our River and drawing us away in the wrong direction. This attack was designed with Play-By-Mail games in mind, where the odds of getting to advance 4 are 2 in 10, or 20%. In face-to-face play they're only 1 in 6, or 16.67%.

An advance of 3 is almost as good, however. In such a case retreat the defender to LL-29, advance the Pz. Lehr Div. to MM-27 and the 352nd. Div. to MM-29, and leave the 3rd Para. Div. at 00-26. Pz. Lehr – or least its zone of control – still blocks the American withdrawal westward and still threatens an advance on Bastogne; the 352nd still is in position to move next turn to block the road running south from behind Wiltz while also blocking any counterattack by the 28/109: and the 3rd Parachute is still blocking an American move to the east of the Our. (Ed. note: it is both an AH and IFW BULGE ruling that retreat of the loser, in a battle, is the loser's option, not the winner's.)

So an advance of either 3 or 4 will serve our purpose. The odds of getting either one or the other are 2 in 6, or 33.3%, for FTF, but for PBM are 4 in 10, 40%. It will be recalled that the chances of preventing more than one unit from reinforcing the St. Vith area are 50%. Now imagine a graph ten columns wide and ten rows

high. Let's say that the ten columns stand for the 10 possible outcomes of this battle and the 10 rows for the chances of blocking most of the 2nd and 99th divisions. The 10 rows crossing the 10 columns form 100 squares. In each square one possible result of this battle meets one possible outcome of the other. We know that 5 of the rows represent favorable results up north, and 4 of the columns represent a favorable outcome here. Therefore, in 20 of these 100 squares both favorable results meet - 20% of the games played with this set-up will see results of both battles in our favor. Such results should GUARANTEE a German Victory; the American player could not possibly cope with the situation that would result. The reverse situation, however, is the one to watch. 5 of the rows favor our opponent and 6 of the columns. This means, then, that 30% of the time both results will go against us. That may sound bad, but it means that 70% of the games played with this initial move will give favorable results in either one manuever of the other, or both. To be precise: 20% both, 50% one or the other, 30% neither. I feel that getting just one of these two coups - either one - gets us off to a very good start. (For FTF play the graph is not 10 by 10 but 6 by 6, and the percentages are: 16.67% both, 50% one or the other, 33.3% neither - still pretty good odds.)

Results of"... advance 2" aren't a complete loss, either. Advance the Pz. Lehr to NN-27 and the 352nd to NN-28, and the Clervaux-Wiltz road is completely blocked, at least. Or you just might eliminate the 28/109 now, and that's one less enemy unit to get in the way next turn – and the rest of the game.

In fact, attrition can play a very important part in this game, though the Battle Results Table might seem to minimize it. But eliminating enemy units is just as important as taking ground, if not more so. I'm not talking about the concept that the destruction of the enemy forces should always be the primary object of our own forces - that's on the grand-strategy level. Our strategic objective is still the crossing of the Meuse. I am saying, though, that attrition of the enemy will help get us there. As the American player falls back toward Bastogne, the roads he must block converge, so that a slowly-dwindling force can still cover them. But once past Bastogne the roads divurge rapidly, and, if you've blooded him like you should, he's probably going to be stretched nearly to the breaking point. The time to start this attrition is immediately - if not sooner.

For this very reason the eighth attack is an out-and-out attempt to eliminate the 9/CCR with an 8-1 attack. Here the odds are 70% PBM or 66.7% FTF. Using the set-up outlined in this and the previous part of the series, we should average eliminating 2.7 enemy units of 10.8 factors in a PBM game, or 2.5 units of 10 factors FTF. This is, of course, just a statistical average; like the family with 3.6 members, it is impossible to accomplish exactly. What it means is that you will probably eliminate either 2 or 3 enemy units this turn. In FTF you're just as likely to get 2 as 3, but in PBM, 3 a little more often than 2. Of course, you'll occasionally get even more, or less, with a minimum of 0 and a maximum of 5. If you work at it you can average 3 or more enemy units per turn for a quite a while. If you do, the American front will eventually stretch so thin you can break right thorugh it.

Attacks number 9 and number 10 are a 1-2



Get across the Clerf River near Diekirch with strong forces and an eye to eliminating any American units that tarry too long in the open terrain. This southern route to Bastogne should be pushed with considerable force, partly, because it complicates the enemy's defense of Bastogne considerably. Also, our possession of this area prevents him from using it to harbor units for a future attempt to retake Bastogne. As you mush wartward the

As you push westward the enemy will probably abandon the road between Clervaux and St. Vith. If he doesn't you can surround and destroy whatever units he leaves there. Then, with the road open all the way from Diekirch to St. Vith, you can switch units from one area to another at will. The importance of this was discussed in Part I. But the further west you advance, the further apart are your units – in terms of their ability to support each other. For this reason you should keep in mind the desirability of controlling any short cuts.

> One such short cut is the road from St. Vith and Vielsam to Stavelot. This – not via Manschau and Malmedy – is the proper approach to the northern route and will be the link between this route and the Vielsam – La Rouche road.

> Further south is a loop that starts half-way between St. Vith and Clervaux, runs southwest and then turns east again to Clervaux, runs southeast and then turns east again to Clervaux. This loop will considerably shorten the distance which reinforcements from St. Vith must travel to reach the direct approach – or vice versa. And the road from Clervaux through Wiltz to Diekirch will greatly shorten the connection between the southern flank and the rest of your forces.

> The road running north and south through the center of the board from FF through Martelange, Bastogne, Houffalize, Manhay, and Aywaille to BB, is of the greatest strategic importance. While in the enemy's hands it gives him very good strategic mobility. So it is important to block his use of it – the sooner the better – then fight to gain the use of it ourselves.

Another important thing about this road is that it passes through three very important squares: Bastogne, DD-24 and CC-18. These are the three most important squares on the board, because every single possible supply route to the Meuse passes through one of them!

Obviously, then, we must keep enemy zones of control away from at least one of these – and preferably all three. Prudence would indicate the desirability of controlling at least two of them so that if you should lose one to a counterattack, it won't cut off your units west of the Meuse. It would greatly facilitate things, of course if the two which we control are adjacent, rather than separated. The hardest one to take is likely to be CC-18 so I'd concentrate on the other two. All three are desirable, however, and not too much to ask for.

Now, what happens if our opponent refuses to follow our script? We are planning heavy attacks on the northern and southern flanks in order to draw defenders there and away from Bastogne. So what if he refuses to be drawn? Well, the essential idea of good tactics is to put your opponent on the horns of a dilemma. That is: you've got him either way he goes. So, if he insists on ignoring your flank attacks, then push them for all you're worth.

There is more than one road to the Meuse! If your opponent still will not weaken the Bastogne front, cut it off and surround it. Then you'll get not only the town, but the American units defending it as well!

I'd advise you to not normally try to cross the Meuse until you control Bastogne, but if you control secure routes through both $D^2 24$ and C^2 (CC)-18, it can be attempted. Stay loose and don't tie yourself to any fixed timetable or strategy. Above all, keep pressing as hard as you can. Don't let up on your opponent for a second.

Well, let's wind up this overly-long discourse with a few observations on tactics. Some or all of these ideas may seem elementary to many of you, but perhaps some of you will learn something new. For instance: It often pays to try to get "engaged" with an enemy unit if you are sure its neighbors will be forced back. The engaged unit, not being able to pull back to the new line, is easily surrounded and eliminated of the following turn. The best odds for this are 1 to 1 or 2 to 1 (33 1/3% FTF, 30% PBM).

Be careful, when attacking at three to 1, four to one, five to one, six to one or seven – one, not to needlessly risk losing larger and/or more mobile units in an exchange when smaller and/or less mobile units could be used instead. There are times when it can't be avoided, such as the attack on the 2nd Div. described in Part II. But normally it pays to include in each attack enough 4-3's to match the defender's strength for an exchange (don't forget to allow for the doubling or tripling of the defender). Of course, use 8 to 1 odds when you can get them, eliminating the possibility of an exchange.

It is often useful to group the panzer and panzergrenadier units in stacks totaling 24 factors. Since most of the American units, you will be attacking, are 4-4s and will normally be encountered on doubling positions, it makes sense to group your units in stacks that are multiples of 8. The SS panzer divisions are just the right size (except 1SS which has one excess factor). The other panzer units (after the Fuhrer Escort Brigade arrives) can be arranged into 3 such stacks - two of them composed of 10-4, 8-4 and 6-4; and the third is 12-5, 8-4, + 5-4. This leaves one 6-4 and one 5-4 left over to serve as replacements and to do odd jobs. Don't hold to these groupings very rigidly, however. Flexibility is essential to good tactics.

Try to take advantage of every opportunity to attack enemy units when their retreat routes are blocked. Sometimes you can surround one unit by driving away its neighbor, as in diagram No. 1. Here the 6 to 1 attack guarantees the stack of 7-4s is blocked from retreating north, northeast, or northwest because the 12-5, 8-4, and 5-4 will maintain the position shown. The 1 to 4 against

(continued page 10)

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respectively. The hope, of course, is to "engage"

one or more of these units so they can't be

placed more directly in our path and can prob-

ably be wiped out next turn. Not quite as good,

but still desirable, would be results of "Contact" or "D back" – thus breaching the Our River line,

at least. The odds here are: Battle No. 9 - PBM:

Engaged - 20%, D back - 20%, Contact - 20%,

A back - 40% - FTF: Engaged - 16.7%, D back

Battle No. 10 - PBM: Engaged - 30% - FTF:

Engaged - 33.3%, D back - 16.7%, Contact -

16.7%, A back - 33.3%. Again, the important

thing is the combined odds of the two attacks.

The chances of both attacks ending in "Engaged"

are 6% PBM or 5.56% FTF: the chances of

getting "Engaged" on one or the other attack are

44% PBM or 44.4% FTF. The odds of both attacks ending in "A back" are 12% PBM or

16.7% FTF. So the chances are 88% (PBM) or

83.3% (FTF) of at least breaking the Our river

line

16.7%, Contact - 16.7%, A back - 50%,

Order of Battle - Luftwaffe

Here's that portion of the research material that didn't make the game's Campaign Briefing Manual because of space limitations. We include it here for those who have asked for our heads because we left it out...

The following list shows all U.S.A.A.F. combat units committed to the European theater. The letter following the Group identification

number indicates the type of unit. F=Fighter, B=Bomber and R=Reconnaissance. Most of the Reconnaissance and Transport groups have been omitted from this list because the contributions to the war effort, while vital, were generally of a passive nature. Under the Type column you'll find the equipment used by the unit when it first entered combat. The date upon which it first fought is listed under the Air Force which commanded it. When several Air Forces commanded a unit, the date on which it began service with each is listed. Double dates mean the unit left and returned on the second date. The date upon which units began operations with new equipment is listed in the CHANGE FROM ORIGINAL EQUIPMENT.

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U.S

THE GENERAL

Mar45

	GROUP	TYPE	8th AF	9th AF	12th AF	15th AF	SQUADRONS	FROM ORIGINAL EQUIPMENT
	357 F	P-51	Feb44				362 363 364	
	358 F	P-47	Dec43	Jun44			365 366 367	
	359 F	P-47	Dec43				368 369 370	P-51 Apr44
	361 F	P-47	Jan44				374 375 376	P-51 May44
	362 F	P-47		Feb44			377 378 379	
	363 R	P-51		Feb44			160 161 162	F-5 & F-6 in Aug44
	364 F	P-38	Mar44				383 384 385	P-51 Jun44
	365 F	P-47		Feb44			386 387 388	
	366 F	P-47		Mar44			389 390 391	
	367 F	P-38		May44			393 393 394	P-47 Feb45
	368 F	P-47		Mar44			395 396 397	
	370 F	P-38		May44			401 402 485	P-51 Mar45
	371 F	P-47		Apr44			404 405 406	
	373 F	P-47		May44	3-9423	1221-1222	410 411 412	
	376 B	B-24	1010T	Oct42	Sep43	Nov43	512 513 514 515	
	379 B	B-17	May43				524 525 526 527	
	381 B	B-17	Jun43				532 533 534 535	
	384 B	B-17	Jun43		<u>.</u>		544 545 546 547	
	385 B	B-17	Jun43	0-+42			548 549 550 551 552 553 554 555	A-26 Jan45
	386 B	B-26	Jul43	Oct43 Oct43			556 557 558 559	A-20 Jan+3
	387 B	B-26	Aug43	00145			560 561 562 563	
	388 B	B-17	Jul43 Jul43				564 565 566 567	
	389 B	B-24						
	390 B	B-17	Aug43	5-1-44			568 569 570 571	A 26 Am/4E
	391 B	B-26	0	Feb44			572 573 574 575 576 577 578 579	A-26 Apr45
	392 B	B-24	Sep43	Mar44			584 585 586 587	
	394 B	B-26		Apr44			596 597 598 599	
	397 B 398 B	B-26 B-17	May44	Apr44			600 601 602 603	
	401 B	B-17	Nov43				612 613 614 615	
	401 B 404 F	P-47	140745	May44			63 64 66	
	405 F	P-47		Apr44			509 510 511	
	406 F	P-47		May44			512 513 514	
	409 B	A-20		Apr44			604 641 642 643	A-26 Dec44
	410 B	A-20		May44			648 649 650 651	A-26 Apr45
	416 B	A-20		Mar44			668 669 670 671	A-26 Nov44
	445 B	B-24	Dec43				700 701 702 703	
	446 B	B-24	Dec43				704 705 706 707	
	447 B	B-17	Dec43				708 709 710 711	
	448 B	B-24	Dec43				712 713 714 715	
	449 B	B-24				Jan44	716 717 718 719	
	450 B	B-24				Jan44	720 721 722 723	
	451 B	B-24				Jan44	724 725 726 727	
	452 B	B-17	Feb44				728 729 730 731	
	453 B	B-24	Feb44				732 733 734 735	
	454 B	B-24				Jan44	736 737 738 739	
	455 B	B-24				Feb44	740 741 742 743	
	456 B	B-24	F 1 44			Feb44	744 745 746 747	
	457 B	B-17	Feb44				748 749 750 751 752 753 754 755	
	458 B 459 B	B-24 B-24	Feb44			Mar44	756 757 758 579	
	459 B 460 B	B-24 B-24				Mar44	760 761 762 763	
	461 B	B-24				Apr44	764 765 766 767	
	463 B	B-17				Mar44	772 773 774 775	
10	464 B	B-24				Apr44	776 777 778 779	
J.S.	465 B	B-24				May44	780 781 782 783	
	466 B	B-24	Mar44				784 785 786 787	
	467 B	B-24	Apr44				788 789 790 791	
	474 F	P-38		Apr44			428 429 430	
	479 F	P-38	May44				434 435 436	P-51 Dec44
	482 B	B-17 & 24	Sep43 (Pathfind	lers)			812 813 814	
	483 B	B-17				Apr44	815 816 817 840	
	484 B	B-24				Apr44	824 825 826 827	
	485 B	B-24				May44	828 829 830 831	
	486 B	B-24	May44				832 833 834 835	B-17 Jun44
	487 B	B-24	May44				836 837 838 839	B-17 Aug44
	489 B	B-24	May44				844 845 846 847	Nov44 withdrawn to U.S.
	490 B	B-24	Jun44				848 849 850 851	B-17 Sep44
	491 B	B-24	Jun44				852 853 854 855	
	492 B	B-24	May44				856 857 858 859	Added C-47 Aug44 and A-26's N
1	493 B	B-24	May44				860 861 862 863	B-17 Sep44
			1 A A A A A A A A A A A A A A A A A A A					

Exploiting the Initiative in Bulge

(continued from page 7)



the 7-4s is a soak-off. The 7 to 1 against the 4-4 guarantees an advance, thus cutting off the 7-4's retreat to the sought, southeast, or southwest.

When it comes the American's turn, he must attack - at 1 to 4 and nowhere to retreat! Compare this to diagram No. 2, where the soak off attackers occupy their own square. This is a definite mistake, because, if the soak-off leads to "A back" this will allow the three 7-4s to advance and escape the trap.

I hope that the ideas which I have presented in this series will be of some benefit to you, and will get some people out of some rather deep mental ruts concerning the play of BULGE. I would enjoy receiving any comments on any of this.

> Don Lowry P.O. Box 1123 Evansville, Indiana 47713

Simplified 1914 with Optional Rules

by S. Frank Fogg IV

For some of the people who purchased 1914, which was advertised on a level with Blitzkrieg, their purchase may have turned out to be a time-consuming headache. The deadly SRT table (strikes again), the fortress rules, and other assorted goodies are way too much to handle in a 2 hour time limit (which is the average amount of free time I have) and this means I often have to play a much shorter game. However, never being one to waste 8 dollars, I decided to re-read the rules and write down changes so I could use a UET system instead (such as in Blitzkrieg, Basic game) which saves setup time (only the highest steps need to be set up) and play time (no groping for substitute counters.) When I got to the rules, I also saw some improvements which would cut down play time slightly (every little bit helps) and while I'm not knocking 1914 or the SRT system, I am sure there are those of you out there who don't always have the time or want to take the trouble usually associated with playing 1914 FTF, so here are my changes, and you can adapt them as you like.

All rules apply except as follows; Standard game: 1. Cavalry has an attack factor of 1 in standard game only, but are not doubled behind rivers.

2. Units suffer casualties according to your favorite UET system, even in rough terrain.

3. German player wins by getting a ratio of 3 to 1 in victory points. Allied player wins by avoiding this.

4. Allied player may transport up to 10 infantry units per turn by railroad. German player may transport up to 12 units 15 squares. A cavalry unit is applied toward this as 3 infantry units.

5. The railroad bonus is applied similar to the road bonus in Afrika Korps except that it must be applied all at once. [i.e. Unit "A" moves 1 terrain square next to the railroad, then onto the railroad, then down the railroad 8 squares. He now has 2 terrain moves left (note: he originally had a movement factor of 3)].

The stacking limit for each side is: Infantry;
 Cavalry; 5, Mixed; 3.

7. Fortifications: when attacked from a side of a square containing a fort, (inside, like in Metz, of course) you add the number of forts on that side to your defense factor. (see example A).

8. Supply: units must physically occupy or be next to a railroad square to capture it.

9. To be supplied, you must be able to trace a supply line not more than 3 squares to a railroad which must then run to the respective supply points without going through enemy units or their zones of control.

10. Units without supplies for 3 turns are elimiated (at the end of the 3rd turn.)

11. Replacements: German and French player each receive 9 attack factors per turn starting at turn 5. 12. Replacements are started at the respective supply points.

13. Units must always attack adjacent units except when across rivers.



Example A: When attacked from side A, the defense factor is 11, from side B, 10. When Attacked from both sides, the defense factor is 12.

ADVANCED GAME

 Corps is 1 infantry unit of 4 attack factor or better. Every other unit is considered ½ corps.
 Using the inverted counters rule cavalry use 1 for defense factor when forced to instead of 0.

3. Whenever a cavalry unit attacks a non-cavalry unit, the defender rolls the die to determine the effect. A roll of a 1-5 indicates normal procedure (as in the battle manual.) If a six is rolled, the cavalry unit is destroyed and the defender does not reveal his identity. Should a cavalry unit attack other cavalry and infantry units in combination, the above table is rolled, and if the attacker is not destroyed, the cavalry unit fights the defenders cavalry units. If he is not eliminated or driven back, then the defender must reveal his infantry units in that square.

4. Whenever infantry and cavalry units attack in combination, the cavalry battles are always fought first (roll the table, etc.)

5. Amphibious movement: Allied player rolls the die twice for each unit withdrawing by sea that did not land by sea. If a 3 or 4 is rolled on either roll, that unit is not allowed to withdraw. If a 3 or 4 is rolled both times, the unit is eliminated. Possible combinations for elimination are: (3,4) (4,3) (3,3) (4,4). Some combinations for not being allowed to withdraw are: (3,5)(1,4) (4,6), etc.

While my rules sometimes change play procedures, they do not drastically change the end result, except maybe for the number of remaining units at the end of the game. The reason for the change in cavalry rules is that some cavalry units probing might certainly be ambushed by a strong infantry units and be destroyed. At points where there is a die roll table, (such as Sea Withdrawal) it represents the number of men (steps) that you would lose through such a tactic. These rules are very open-ended and by changing the die-roll tables and subtracting some of the rules, or by adding your own, you can get your end result as you like it. You will find your gaming time cut down considerable, and the time that you save in initial set-up means you have even more of the former. Please send you comments, and any questions should include return postage. Send to: S. Frank Fogg IV, 11850 Edgewater Dr. No. 912, Lakewood, Ohio 44107.

Gettysburg What Price Victory?

by Alan Augenbraun

It is noon, July 4. The Battle of Gettysburg is over. Lee's entire Army of Northern Virginia is still on the board; not one of the 52 Confederate factors has been lost. All that remains to oppose this mighty host is one meager battalion of Union artillery. It is plain to see that the winner of this bloody struggle is none other than the Union commander. Since the Confederates have not eliminated *all* Union units as per the victory conditions, they have lost. This, I am sorry to say, is not what I call "realism."

Even more ridiculous is the possibility whereinthe Union commander does not even bother to bring on his arriving forces. With only Gamble's and Devin's Cavalry units, he leads the South on a merry chase around the board until noon of July 4. While the entire Army of Northern Virginia is confronted by only two enemy factors, it still loses the game because it failed to catch the enemy cavalry in an insane game of Tag.

Certainly, these are far-fetched cases, but they are conceivably possible, and they succeed in pointing out the weakness of the existing victory conditions, a weakness which I would like to rectify. A look at the historical background of the Battle of Gettysburg will provide the key for correcting this failing.

Lee's success against several Union generals gave him the confidence to invade the North a second time. The purpose of this incursion into Federal home soil was fourfold. First and most important. Lee aimed to extract vitally-needed supplies from an enemy state. Second, his presence in Pennsylvania would serve to deter the flow of Northern reinforcements for Grant at Vicksburg. Third, by winning a daring victory in the North, Lee would be adding fuel to the fire of the peace movement in Washington and would enhance the diplomatic status of the South in the eyes of Europe. Fourth and last, Lee sought to shift the war from the Confederate States to the United States' home ground.

As Lee advanced into Pennsylvania late in June, the Army of the Potomac under Gen. Hooker concentrated at Frederick, a town about 40 miles from Gettysburg, and threatened Lee's line of retreat. Lee, in turn, massed his forces northwest of Gettysburg.

On June 28, Meade replaced Hooker and moved his army northward to prevent Lee from crossing the Susquehanna River on the way to Philadelphia. The advance elements of Meade's forces met Heth's Rebel infantry near Gettysburg, and thus the battle was begun.

Lee's plans had called for the capture of Harrisburg – near the Susquehanna – and its abundant supplies and munitions. He could then afford a running fight with Meade on the way to Philadelphia for he would be able to keep his artillery firing without a stop.

Thus, it was up to Meade to stop Lee's advance, and the burden of the offensive must therefore be placed on the North, not the South. As Longstreet said to Lee at Gettysburg, "If he the enemy is there, it will be because he is anxious that we should attack him - a good reason, in my judgment, for not doing so." Under the existing How-to-Win rules, Longstreet's advice is ignored; it is the South which must attack or lose.

A simple and uncomplicated change in the victory conditions is necessary, as I have shown, from the standpoint of both playbalance and historical realism. I propose that the requirements for winning be restated as follows:

 The South wins if it eliminates all enemy units by noon, July 4, or if the enemy fails to launch an offensive.

 The North wins if it eliminates all enemy units by noon, July 4.

3. Any other conditions result in a draw.

These new requirements for victory preclude the ridiculous possibilities mentioned earlier simply because the onus of attack is now placed on the North as well as the South. The Army of the Potomac can no longer sit and wait for victory at the Union end of the board nor can it win by cagily avoiding contact with the South. Likewise, the South must get out and fight if it is to win the battle.

Under these circumstances, the South will most likely dig in (temporarily) while the Union, forced on the offensive, marches northward against them. This is as it should be. The superior Federal force now has the disadvantage of launching the assault while the weaker Confederates are placed on the defensive.

With both sides required to take action in order to win, the challenge and stimulation necessary for good wargaming are now present in *Gettysburg*. The Blue and the Gray can return to the battlefield knowing that theirs will be a meaningful contest and that the victor will come away the better man in a match of skill and wits, not just a waste of time pitting the tactically and numerically weak against an enemy strong in numbers, position and advantage.

Alan Augenbraun 1755 Ocean Parkway C5 Brooklyn, N.Y. 11223

Air Battle for the Reich

by Warren Jervey

The most important item on the mind of any would-be Goering is how to concentrate his gerschwaders to stop the allied bombers from hitting his aircraft factories.

This is accomplished by a careful initial set-up, centrally located assembly points which all fighter groups in the area can reach in one turn, and by use of a good strategy.

Before giving an initial set-up it is necessary to give a few simple lessons in tactics.

1) Always allow the enemy to move his aircraft across the start line in order to save fuel.

 Always select a point where you can assemble all your fighters in the vicinity for a massed attack.

 Never drop the external fuel tanks when attacking unescorted bombers, this allows you more turns in the air.

4) Whenever there are enemy fighters in the area strike the first blow, this causes your opponent to be at a disadvantage, as you have destroyed some of the forces before he could hit you.

 When you do have to refuel, land at bases near enough to the bombers so that you can intercept them quickly.

6) As soon as a bomber group has hit its target leave it alone and go after other groups that have not yet hit their targets.

Now the set-ups of the three zones and tips on how to use the aircraft in each zone.

Baltic Sea

Ju88 - Bergen

Mello's - Kolobrzeg, Rostock

Gather your aircraft over Bergen, when you have been told that there is a raid coming. Next

move your aircraft to where the raid is expected and then hit the enemy every turn until the raid is over. When the raid is over, stage the remaining planes to an area where they are needed.

Netherlands - Central Germany

Fw190's - Furstenau, Guttersloh, Paderborn, Quackenbruck, Kassel

Me109's - Wiesbaden, Frankfurt, Darmstadt, Manheim, Ashchaffenburg

As shown by the set-up, the Fw190's are positioned to stop raids on factories near Braunschweig. The Me109's have a dual purpose: (1) to stop raids on the area around Braunschweig or (2) stop raids on factories Furth.

I suggest that the Fw190's assemble over Munster and the Me109's to assemble over Wiesbaden. This will allow for a quick concentration and for a possible attack the next turn.

Italian Front

Me109's - Munich, Furstenfeildbruck, Augsburg

Me410's - Landsberg, Kaufbeuren

Me110's – Vienna, Frankenau, Gyor, Piestany The Italian zone is divided into two sectors.

The first sector is located in southern Germany. The aircraft protecting this area also have a dual purpose, (1) protect factories near Furth and (2) stop raids on the area near Vienna.

The second area defenders should only be responsible for the defense of eastern Austria and northern Hungary.

I would appreciate any comments on set-up or tactics from General readers.

Warren Jervey 1304 Madison Street Radford, Virginia 24141 THE GENERAL

The Organized Wargamer

by R.C. Reed

In our efforts toward "subscriber involvement" this article is the trial balloon of what might result in a monthly series. Mr. Reed is a guiding force of "Interest Group Baltimore," and feels that The General needs something relating to the "nuts and bolts aspect of AH wargaming." Show your preference (or lack of it) when voting in the best-article-bit....

PANZERBLITZ – THE WARGAMER'S KIT

Several years ago, I had the idea of creating an all-purpose wargame that would have consisted of an unmarked hex-board and plastic transparent overlays on which various *terrains were super-imposed* and blank counters provided. The idea being that a player could make his own wargame, play it, then re-arrange it when he grew tired of a certain situation. I never pursued that gem, but Avalon Hill has done it for me and done it far better – in *Panzerblitz*.

The concept of an ever-expandable wargame is a boon to the wargamer and some people have already taken advantage of the opportunities presented in the basic game package.

David Bodycomb, a student at The Johns Hopkins University in Baltimore, has created a comprehensive set of rules for divisional-level Panzerblitz. The game uses between fifteen and twenty-one boards and about eleven sets of counters for each side. One of the more interesting aspects of his game concerns variable Oob's and arrival times. Each side starts with a basic force and then uses secret die rolls on various tables to see what types of units, what numbers, and when those units are available to them. Neither side knows beforehand what strengths can be expected from the opposition. Furthermore, when the game begins, neither side knows whether they are on the offense or defense. David has streamlined the movement rules, added artillery concentration rules, and generally speeded up play of the game. His rules are available for 70 cents plus a SSAE by writing to David at 1402 Dempster St., Evanston, Ill. 60202

Mr. John Miller, of Baltimore, has created a multi-commander PBM *Panzerblitz* game. The new wrinkle to this one is that he is acting as gamesmaster and all of the players in the game must communicate through him. Each sub-commander is given only the information on enemy units he is in contact with or can see via spotting rules. He is only aware of those friendly units on his flanks which he can see or is in physical contact with. The only people who see the "Big Picture" are the overall-commanders, and even they are not sure what the enemy is doing. If you are interested in this unique variant, drop John a line at 3034 Stafford St., Baltimore, Md. 21223.

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Start making plans now to attend a Summer Convention. If you've never been to one – you're really missing something. *The General* will publish information on all such gatherings to keep you informed. Now that Avalon Hill has gone over to the Bookcase Format, people are being forced to find ways to organize unit counters. Nuts and bolts drawer trays, plastic bags, plastic ice-cube trays, see-thru tackle boxes are among some of the attempts. With the advent of *Panzerblitz* and multi-set games, this becomes an important problem. If you have any solutions, drop us a line c/o *The General.*

Back on the Domestic Front

by Russell E. Saltzman

Shortly after college graduation and marriage (my first on both counts and my only on the second) I acquired my first play-by-mail opponent. Barely able to contain the eager anticipation I felt toward encountering his initial move, I rushed in the house and began clearing away the dishes from the dining room table and setting up the game board. My new wife, a tender little thing with a voice to match and an unusually out of sorts temper, approached seductively and demanded, "What's this?"

"This is my war game," I replied.

"Your what"?

"War game, Dear," I again explained, though cautiously, while busily setting up the little red and blue squares that came with the game. War gaming was a part of my life I had failed to mention before we were married.

On cue my wife said, "You never told me about this part of your life."

"I never told you because I didn't think you'd understand," I said summoning what I thought to be a proper amount of emotion in my voice.

Apparently it worked because she softened a bit and said, "I don't understand."

After observing me a few moments, however, she became interested in the game and asked, "What are those little red and blue squares?"

"My army," I replied. "Or at least the red ones."

"Army?" she questioned weakly. "Like toy soldiers?"

"Yes."

"Toy soldiers, even," she said, though more to herself than to me. "How can you still play with toys?"

"This isn't a toy," I began indignantly. "This is a game of advanced chess requiring keen skill, precision planing, high intellectual concentration and steel nerves," I continued in a gesticulatory manner with my right forefinger waving in the general direction of the board. "Besides, it's cheaper than bowling."

Ignoring the brochures I was holding in front of her, my wife asked, "What will our friends say when they find out?"

"They don't have to know."

"And when can I put dinner on the table?" "Which table?" I asked, already knowing the

answer. "That table?" she said, indicating my walnut

veneered command post. "Oh, in about five or six months," I answered with my usual disregard for personal safety.

The screech she emitted – just before she lunged – held a certain tonal quality which, despite the short time we had been married, I was beginning to recognize as anger. While dodging her I reconsidered my last reply and decided to retreat to my desk with game in hand. Once I was there she seemed to calm slightly and began to prepare the table for dinner, though occasionally casting a mistrusting glance in my direction.

Despite sneers, snorts and assorted other demeaning remarks during the course of the next few months, I won the war against my opponent. But the dining room table remained clear of any further conflicts and was used for what it was essentially designed: dining.

Russell E. Saltzman Post Office Box 141 Olathe, Kansas 66061

Taking Stock

by Mike Matson

It was late in the afternoon and I had just walked into the New York Stock Exchange. Looking about me, I saw trading was quite brisk. The most active groups of people seemed to be the Spartan Kriegspielers and the Trojan Deathheads. As I later learned, they were manipulately Abacus in an attempt to get a 3 in the last digit. Something about counterattacks in the Ardennes. Their muttering was Greek to me and since I wasn't here to horse around, I moved on. Arriving at the transaction board I signaled my boys for a conference.

"Okay, you guys, the situation is like this. The Krauts are moving toward Alamein and we need to play the numbers right in order to stop them. Concentrate especially on Ford. Am Zinc, and Ampex. Understand"?

The boys nodded and drifted off to do their jobs. Meanwhile I anxiously scanned the big board awaiting the results. Ford moved easily toward a 9 and held. D-elim. A nice piece of work. Manwosky deserved a new violin case for that. Ampex followed suit. Exectlent! Am Zinc, the crucial stock, however, was floundering. 217 and 218 and there it stayed. No, I thought. A O, not an 8! I scanned my watch. One minute before closing time. I rushed to the trading booth.

"Two hundred shares Am Zinc!" I cried. The number shifted to 220. With a sigh of relief and thoughts of my now bald-headed opponent, I turned to leave. But shades of Rommel's ghost, who should I see but my opponent buying one hundred shares of the same stock I had just bought! I the last digit read as the bell rang for closing. My opponent, noticing my look of anger and frustration, grinned and then said, "Don't look like a mad bull, Mike, just grin and bear it!" Suddenly feeling sick, I left.

Mike Matson 664 Surf Street Lewisville, Texas 75067

Itetters - Yes, We Get Letters Prov

Dear Editor:

I would like to take this opportunity to reply to Lou Zocchi's recent letter in the Jan-Feb issue of the *General*. First, let me apologize to Mr, Zocchi and all of those first year *General* subscribers for not being as clear as perhaps I should have been.

However, I must point out that Mr. Zocchi has misquoted me when he states that I made the statement: "First years' articles in the General were waste of space garbage which the General was forced to use." If he will look at his November issue he will see that what I actually said was: "The first (period) being the wasteof-space garbage you were forced to use ... Mr. Zocchi has wrongly taken this to mean that I inferred that all of the articles in those early issues were so much trash. This is incorrect, What I was referring to was the general tone of production and layout prevalent in those early days. For example: in Vol. 1, No. 1 (a 12 pp. issue) the contest blank itself took up two entire pages! A subscriber's directory took up a third, and not only was the printing not set in reduced type - it was often double-spaced!! I think it took me about 15 minutes to read the entire Although much of this waste was elimithing! nated by the 4th issue, I'm sure that everyone can see the point I was trying to draw in establishing a comparison.

I'm afraid I must shoulder much of the blame for not making this point clearer, but I must stand on record as denying the insinuations which Zocchi has credited me with. No one enjoyed those early issues of the *General* more than I – and it is true that I reread each issue many times. No one could deny the importance of those first great articles: Knabe's Plan Red, etc.; and neither do I. But Mr. Zocchi has painted a villain where no such thing exists. I certainly didn't imply that A.H. was "forced to use it (Zocchi's How to Win Without Really Trying)", but rather that they were forced to waste space by enlargements and double spacing through a lack of good material at the time.

Few people have stood by the *General* as long as I have, and I'm not about to knock it now. But in this day of finesse, the wargamer has come to expect more, and constructive criticism is to be welcomed in my point of view. In my comparison of the *General's* content over the years I meant no slur for individual articles. I apologize to Mr. Zocchi and others if that is the impression they got. However, I wish he would investigate the facts, rather than his own interpretations before accusing people of losing perspective.

Donald Greenwood 124 Warren St. Sayre, Penna. 18840

Dear Sirs and Readers:

I have just had a landmark experience with A.H. On Feb. 7 I mailed in my order for one Panzerblitz p.b.m. kit and one Stalingrad p.b.m. pad. Then on March 1 I became worried; I hadn't one S-Grad p.b.m. sheet left and had four S-Grad games ready to be played. So I sent in a letter to A.H. telling them my desperate situation. I explained the fact that I needed S-Grad sheets immediately. I figure my letter got to them on the 2nd or 3rd. Mr. Shaw understood my problem and solved it in one stroke. He sent one S-Grad p.b.m. pad SPECIAL DELIVERY to me and by Saturday the 6 I had my sheets; now the strange and expensive process had taken place. spent 87 cents to rush me one lousy p.b.m. pad! They lost a lot of money but it proves one thing: A.H. cares about their customers and solves their problems even at a loss to them selves!! Three cheers for A.H.!

Fuehrer Grenadier Brigade c/o Mike Kelly 140 Ensenada Drive Carpentersville, III 61010

Dear AH,

Have finished reading William B. Searight's article in Vol. 7, No. 5 and would like to say that, although it was well written and presented a very difficult defense, there were a number of errors in placement of units which I feel should be pointed out. My criticism is based on the placement of the 1-2-2's at E-11, G-11, S-34, Y-41 and T-32. Each of these units are illegally positioned because of AH's rule stating that "AII Statics must be placed on Coastal Squares only." Coastal Squares are defined by AH as "Any land square to which a red arrow points."

Additionally, the two statics located at C-8 and C-9 appear to be in useless positions since no seaborne landing can be performed against these squares and to drop airborne on them for purposes of supplying those units would be folly in that the reserve units on the starred squares could make immediate and disastrous attacks against these units.

The North Sea defense is very weak in that it does not provide for a large enough back-up force to make immediate counter-attacks against a successful Allied invasion and should the Allied player make a series of 1-2 attacks against squares 1-14 J-16 and K-17, coupled with two successful air attacks against Amsterdam and Rotterdam the German will find himself faced with a possible breakthrough by as early as the third week. The authors example of the most fruitous

The authors example of the most fruitous Allied opening move is also open for dispute because he does not exploit the weak points which I have listed above, namely squares I-14, J-16 and K-17. A victory in the first attack (I-14) disrupts German movement to Rotterdam and Amsterdam and allows the Allied player to develop an expanded beachhead on Southeast axis. The same holds true for the J-16 attack although the K-17 attack is employed more for the purpose of pushing back or eliminating area.

Tsgt Robert A. Burge Det 6, 1021st Fld Acty Sq PSC No. 2, Box 11727 APO San Francisco 96201

Dear Sir:

In his article "1914 Strategy & Tactics," Mr, Augenbraun stated the importance of a German offensive through the Belgian plain, I agree with him, but I think he underestimated the importance of the Ardennes.

A sizable German force attacking through the Ardeenes while a larger force attacked Liege and Namur would be ideal. The French would then have to defend around the Sedan area, while at the same time go to the rescue of the Belgians. This would probably weaken the French southern front (units to reinforce the central and northern fronts), thus freeing a few German units in the south. The French would be off balance for a couple of moves, but that is all the Germans need to penetrate the French lines, wherever a break may appear.

Joe Dulaney 22100 Erwin No. 202 Woodland Hills, Ca. 91463

Dear "General",

I believe there is a much better Russian strategy for the "Battle of Vyazma" than that suggested by Bill Freeman in the last issue. Since the Germans win by killing Russians, the longer they are kept away from the Russian line, the less time they have to do so.

The Russians must form a line across the board, but it does not say WHICH board. Board 1 is far more suitable to defense than board 2. Therefore, if the Russians withdraw immediately from board 2 eastward to board 1, it is virtually immobile for the Germans to catch up to them in time to accomplish anything.

The Russians have 9 transport units, 13 infantry companies, 2 mortar units with a movement factor of 1, and only 6 gun units which are impossible. If the Russians set up with the 9 wagons and trucks *loaded* on the roads near hill 129, and the 6 other movable units heading east under their own power, the 6 immobile guns left behind can easily delay the Germans while the Russians retreat eastward. Killing these does not even give the Germans a marginal victory.

Using this strategy, I believe that a German victory in situation 3 is impossible, and this isn't the only Panzerblitz situation where immediate retreat is the best set-up.

Tom Oleson 115-7 Hilltop Road Smoke Rise Kinnelon New Jersey 07405

Contest 42 Analysis

The problem is to design an attack that creates the best probable chance to prevent the Russians from destroying *any* German units in the 10th turn. The Germans have lost seven units (CP's count as three units destroyed each) which is the maximum number of units that the German can lose and still have a Marginal Victory,

The Russians have recklessly charged the German position in hopes of destroying a German unit with the units that survive the German counter-attack. The Russians have four AFV's that have their effective strength doubled against armored targets; they also have available 36 infantry and cavalry factors for close assault. Therefore, generally speaking, the Germans have to destroy or disperse the Russian armor and prevent the infantry and cavalry form destroying anything on the CAT portion of turn No. 10.

This can be accomplished if the Germans attack the armor with AT guns and follow-up with a close assault on the three AFV's adjacent to the town. The cavalry and infantry units are ignored in the attack. The attacks are made in this fashion: a) the 41st and 22nd AT guns attack the

 a) the 41st and 22nd AT guns attack the 934 & 935 T-34c's @ 3-1: 83-2/3% chance of success (D or X).

OT S	uccess (D or X).		TOOK TIK			
		attack	order	10		
unit code	position	d. fire	CAT	target/ defender	odds	final pos.
22	U-5	No. 1		934,935	3-1	U-5
41	R-5	No. 1		934,935	3-1	R-5
42	S-7	No. 2		933	4-1	S-7
52	Q-4			-	—	Q-4
112	P-5		No. 3	412	3-1	Q-5
113	U-6		No. 4	812	2-1	V-5
121	U-6		No. 5	934,935	1-3	U-5
122	V-7		No. 4	812	2-1	V-6
185	U-5		No. 5	934-935	1-3	U-5
186	V-6		No. 4	812	2-1	V-6

Contest No. 43

"Breakout at Genappe"

Nearing the 156th anniversary of the battle of Waterloo (June 16th), Contest No. 43 find the French commander near the Genappe River at a critical juncture in the game.

Your task as the French commander is to (a) break the PAA defensive line; (b) destroy as many PAA units as possible; while at the same time (c) conserve the dwindling French strength as much as possible.

To accomplish this, you have at your disposal six 64's, two 3-6's, and one 2-6. The only units that could influence play for the next turn and a half are shown on the diagram. Simply indicate your placement of French

Simply indicate your placement of French units by writing *each* unit's combat factor in the desired hex. Next, tally the odds with which you are attacking the individual PAA units in the chart provided. Clarity and neatness help in determining winners. Deadline for contest entries is June 15, 1971.

ODDS CHART

unit	odds
Brause	
Langen	
Stulpnagel	
Picton	
Steadman	
Gey	

Name		
Street Address		
City		
State	Zip	



Headlines of 3 Best Articles:

b) the 42nd AT guns attack the 933/T-34c @ 411, 100% - buns of 100%

- 4-1: 100% chance of success (X).c) the 112th Engineers CAT the 412/wagons
- @ 3-1: 100% chance of success (D or X),
 d) the 113th Engineers 185th Submachine.
- d) the 113th Engineers, 185th Submachinegun, and the 122nd Security CAT the 812/SU-76 @ 2-1: 100% chance of success
- (D or X). e) the 186th Submachinegun and 121st Security CAT the 934 & 935/T-34c @ 1-3: 50% chance of success (D).

Which means that the chances for Russian success hinge on the outcomes of battles a) and e) against the 934 & 935/T-34c's. These units would have to survive both these attacks and then make a 3-1 attack against the 22nd, 186th, and 121st, which has a 33-2/3% chance of success (X). The odds of these three events happening work out mathematically:

1/6 (failure German "a)" attack) X 3/6 (failure German "c)" attack) X 2/6 (success Russian attack) = 6/216 = 1/36.

This means the Russian have one chance in 36 to win the game. There is the opportunity for a 1-1 CAT by the cavalry and infantry, but this has no chance for success. This is the best combination of units and attacks. There are many other combinations, but none present the Russians with a success probability as low as 1/36.

The most correct answer to the contest would

New Replacement Parts List

is reprinted here for your convenience. It	Mapboard 3.00
reflects latest prices and price adjustments on the	Troop Counters-Allied
Parts List that is available from AH when	Troop Counters-German 1.00
including a stamped self-addressed envelope	Game I Instruction Folder
(SSAE). Save your self the dime; keep this page	Battle Manual
handy. Handling and postage costs have risen to	Game I O/A Card-German
the point where our parts business has become a	Game I O/A Card-Allied
losing venture. That's why we must require the	Game I Time Record Card
\$1.00 minimum and \$.50 handling charge. Any	Initial Placement Map Card
order received that includes less than \$1.00 will	Unit Elimination/Step
returned unfilled. And orders that are underpaid	Reduction Card
will be filled only for those parts (at our	Game II O/A Card-German
discretion) covered by actual money received.	Game II O/A Card-Allied
AFRIKA KORPS	Game II Time Record Card
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Mapboard	BATTLE OF THE BULGE
Troop Counters 1.00	Game Box 1.50
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Combat Results Table	O/A Card-Allied
Joindat Habita Habita	O/A Card-German
ANZIO	Time Record Card
Game Box	Battle Results Table Card
Game box	

25¢			MA	AY-JUNE	1971			25
D	isco	unt		no less th	han 4 coup	is worth 25 c oons can be c eceived accor	used in an	v
C	oupo	on	Any	number a		vill be return ay be used in please		
25¢	GOOD	TOWARD	THE	PURCHA	SE OF A	ALL PRODU	CTS	250

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We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Mini-ad. All you do is strike out the words provided below that do not apply.

1.	Print	MOULE	nitu	and	atata	in	Daw	- A-	above.	

Cross out words and phrases below not applicable.

Insert copy where required on lines provided.
 Print your name and address where indicated.
 We cannot list specific items for sale or trade. Interested

parties must write you direct for complete details.

I am: novice, average, expert player of: high school, college,

adult age desiring: FTF and/or PBM opponents for

_ . Also seek (LIST GAMES) members for ____ (LIST CLUB)

___. Will trade or sell games. Please reply to:

NAME (in all caps)		
STREET	Р	HONE
CITY	STATE	ZIP

All Ads must be on a special printed form; those received that are not will not be accepted.

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Hit Record Pad	Outside Bookcase Sleeve
Set of 4 Zone Cards	Inside Game Box w/tray
Search Board Screen	Troop Counters-German
BLITZKRIEG	Troop Counters-Russian
Game Box	Instruction Folder
Mapboard 4.00	Campaign Analysis Manual
Troop Counters-Blue 1.00	Set of 8 Situation Cards
Troop Counters-Red 1.00	Mapboard Clips
Instruction Folder	STALINGRAD
O/A-Blue	Game Box
O/A Card-Red	Mapboard
Time Record Card	Troop Counters1.0
Attrition Table Card	Instruction Folder
	Battle Manual
D-DAY	Time Record Card
GameBox	Combat Results Table Card
Mapboard	
Instruction Folder	TACTICS II
Battle Manual	Game Box
Order of Battle Card	Mapboard
Time Record Card	Instruction Folder
Combat Results Table Card	Reference Folder
GETTYSBURG	Time Record Card
Game Box	Weather Table Card
Mapboard 3.00	Combat Results Table Card
Troop Counters	U-BOAT
Battle Manual w/instructions	Game Box
O/A Card-Confederate	Mapboard 3.00
O/A Card-Union	Ship Counters
Time Record Card	Instruction Folder
Combet Results Table Cald	Set of 2 Emergency Range Cards
GUADALCANAL	Attack Record Pad
Game Box1.50	Attack Results Table
Mapboard	WATERLOO
Troop Counters	Game Box
Instruction Folder	Mapboard
Battle Manual	Troop Counters
O/A Card-Japanese	Instruction Folder
0/A Card-U.S	Reference Folder
Time Record Card	Time Record Card
Casualty Reduction Pad	Situation/O-A Card
Casualty Table Card	Combat Results Table Card
	1914 WWI GAME
JUTLAND Game Box	Game Box
Task Force Board-German	Mapboard 3.00
Task Force Board-British	Troop Counters-German
Ship Counters-German1.00	Troop Counters-Allied
Ship Counters-British 1.00	Battle Manual
Instruction Folder	Mobilization Chart Pad
Battle Manual	Introductory Game Card
Battle Area Marker ea25	Unit Counter Chart Card-German25
Range Finder	Unit Counter Chart Card-Allied
Fleet Search/Hit Record Pad	Set of 20 Game Variation Cards
Time Record Card	1914 Combat Table Card
Gunnery Tables Card	
KRIEGSPIEL	PLAY-BY-MAIL
Outside Bookcase Sleeve	Complete Kits-specify game 1.98 Instruction Folder-
Inside Game Box w/tray	specify game
Mapboard-Black	PBM Pad-specify game
Mapboard-Red 1.50	Grid-Coordinate Sheet
Troop Counters 1.00	PBM Results Table Card28
Instruction Card	
Battle Manual	MISCELLANEOUS
Set of 4 Defense Cards	22" x 28" Plain Hex Sheet, white, unmounted cardboard 1.00
	Set of Blank Troop Counters,
LUFTWAFFE	white, uncolored1.00
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Mapboard	
Plane Counters-German	THE GENERAL
Plane Counters-American 1.00	Magazine Back Issue
Instruction Folder	No. 1; Vol. 3, No. 1; Vol. 4, No. 4; Vol. 6
Campaign Briefing Manual	No. 6)
Target Pad	
Order of Battle Card-German	\$1.00 MINIMUM ORDER
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MIDWAY	Parts Order includes proper amount in
Game Box1.50	
Search Board 2.00	check or money-order. Please add 50 ¢
Battle Board 2.00	to total to cover handling and shipping.

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NZE RBLITZ tside Bookcase Sleeve 1.00 ide Game Box w/tray 2.00 board-1, 2, or 3 ea, 1.50 op Counters-German 1.00 op Counters-Russian 1.00 ruction Folder .50 npaign Analysis Manual .75 of 8 Situation Cards 1.00 oboard Clips ea, .25
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CELLANEOUS x 28" Plain Hex Sheet, iite, unmounted cardboard 1.00 of Blank Troop Counters, iite, uncolored
GENERAL azine Back Issue
00 MINIMUM ORDER C.O.D.'s please — make sure your ts Order includes proper amount in ck or money order. Please add 50 d

Infiltrators Report

KRIEGSPIEL has been selected by the Department of the Army as the wargame "more suitable for our purposes" than any other in the line. Previously, Guadalcanal had been used as their training vehicle to give "Operations Research/ Systems Analysis students a taste of War Gaming." In finding KRIEGSPIEL better suited after complete evaluation, Avalon Hill has granted the U.S. Management School, Ft. Belvoir, Virginia, Milton S. Killen, LTC, Ord C, School Secretary, authorization for the use of this game as a training module

ENGINEERING ANALYSIS & DESIGN is the name of a course taken by aficionado, David P. Slick. They were given a project: to design a new type of toy or game. To determine the design elements for a game, a survey was undertaken by the students involved. Since the project was under the direction of Mr. Slick, naturally attention was focused on the subject of wargaming. Non-wargamers prepared the survey which was sent to randomly selected Opponents Wanted advertisers of The General. (To those who answered but received no reply to questions, Mr. Slick offers his apology.) The statistics: 80 surveys sent, 56 returned. "Most wanted" game for future design: France '40, "Most prefered" design factors: full zones of control; hidden movement (upside down counters as in 1914); limited stacking as in Stalingrad and Bulge. A complete analysis, too lengthy for reprinting here, might be available from Mr. Slick, along with other pertinent comments: 3308 N. 66th Street. Apt. No. 2, Scottsdale, Arizona 85251

SPARTAN INTERNATIONAL has finally sanctioned its first national open cash tournament for DIPLOMACY. The contest will be divided into two rounds: the first for eliminations, the second for the Championship. All players will participate in three games in the first round. Performances in both rounds will be scored by a special point system developed especially for the tournament by the SSD. All participants making the second round will receive \$5.00, while the tournament winner will be awarded an additional \$50.00, according to Public Relations Chairman Paul Mankiewicz. Entry fee is \$6.00/SPARTANS, \$7.00/others. All contestants finishing their first round games will receive a \$1.00 refund. All games will last a minimum of ten (10) game years. There is only one fee for both rounds. Registration deadline is June 15, 1971. Entries are being accepted at 5820 John Avenue, Long Beach, CA 90805. All prizes are guaranteed by Interstate Law. Please address all correspondence, checks, and/or money orders to Spartan International, Inc.

JOHNS HOPKINS UNIVERSITY, right here in Baltimore, was the scene (April 24) of a tournament appealing to "Diplomats & Wargamers." The JHU Strategic Games Society sponsored the three-part event in which Panzerblitz, Waterloo, and Diplomacy games were the soup d'jour. Old friend Brian Libby was behind it all. And because they plan additional such events, area players would be advised to contact him at JHU Box 2117, Baltimore, Md. 21218.

FEATHERSTONE DOES IT AGAIN. It seems that we push a different book of his in every issue. Well, here's another. And it's a dandy. The world's foremost authority on "miniatures" has a brand new one titled, "Handbook for Model Soldier Collectors." In addition to the encyclopedic coverage of the hobby of model soldier collecting itself, the book contains a list of the world's principal places of military interest. There are 107 regimental museums in Great Britain alone. Of great relevance to us is his listing wargame clubs and societies along with details on more than 50 relevent magazines and journals. It's the closest thing we've seen yet as a "bible" for the industry. This one is available for 8 clams mail order through Sportshelf, P.O. Box 634, New Rochelle, N.Y....

WHILE THERE ARE NO MILITARY MUSE-UMS in Catonsville, Maryland, Avalon Hill's "birthplace" seems to be earning ironic notoriety of its own. All those early wargames, from Gettysburg on down to Stalingrad, were borne and bred at 305 Gun Road in Catonsville, by Catonsvillians, for Catonsvillians. Now, Catonsville is the subject of an anti-war Broadway Play, "The Trial of the Catonsville Nine." It is such a hit that seat prices have skyrocketed to around \$35 (and that is men's room seating) and is being made into a movie. The Play is written around the real-life episode involving the Brannigan's mutilation of draft records housed at the Catonsville Selective Service Board. "If only it had happened in 1951," wailed Avalon Hill's Marketing Director, who was called to the colors in that year by the same Catonsville Draft Board

MEANWHILE, AT MCLOUGHLIN COLLEGE, York University in Toronto, there's strange things going on in Room 038. Dr. Harold Basford is teaching his evening course on games which include (what else?) Avalon Hill titles. The Canadian Broadcasting Company found out about it and blabbed it to the whole area. Now we fully understand why our supplier in Canada – Canadian Merchandisers, 1111 Finch Avenue West, Unit 25, Downsview, doubled their volume with us, becoming Avalon Hill's largest distributor anywhere. (And that includes Catonsville, Maryland.).....

JOHN D. WILLIAMS, owner of Ridgewood Drugs, Inc., claims to be the only outlet for Avalon Hill games in Kansas City, Missouri area. Now all you mail order customers know where to go: 4227 Blue Ridge Blvd., Kansas City. Williams happens to be an AH nut. He'd be delighted if his customers made him the "AH Center" in that area.

MAIL ORDER CUSTOMERS take note: ever rising costs of mailing merchandise directly from our factory to you have forced us to make economic changes. ALL mail-order purchases of games will require - from you - an extra dollar per game to cover handling. Parts orders will require an additional 50 cents (see Mike Kelly Letter this issue.) This means it will be cheaper if you make your purchases from stores in your area. And if none carry them, make big noises to the proprietors (remember The Alamo? They listened and now they've got a Souvenir Shop.) Forget about Special Delivery - it being guite inconsistent. P.A.L. and S.A.M. are used for shipments to APO and FPO addresses: P.A.L. costs you \$1.00 and is guaranteed airmail; S.A.M. is free but moves only when there is space (Space Available Mail.) UPS (United Parcel Service) is our first choice. It is dependable and fast. But UPS requires a signature of recipient thus it cannot be used to box number or rural route number. Where UPS service is not available, all games and parts will be shipped via (sob) Parcel Post. Play-by-Mail kits will be sent ONLY via Printed Matter (slow but inexpensive) unless they can be inserted into games that are ordered at the same time. Also effective this issue is a costincrease in Parts. (see page 14)

"AHIKS WEST" is the official publication of the Western Region of the Avalon Hill Intercontinental Kriegspiel Society. A.H.I.K.S. is an adult gaming society established for the promotion and enjoyment of play-by-mail historical simulation map gaming. Formed in 1966, the society now emcompasses all aspects of mapgaming, from the introduction of new games to face-to-face gaming conventions. Ahiks West is edited and published by Ted Holcombe, Western Regional Director, 6765 N Oak Ave., San Gabriel, Calif. 91775.

FOR SCIENCE FICTIONITES Lewis Pulsipher has compiled a 4-page listing of brief descriptions of games connected to the field of space wargaming. Yours for a six-cent stamp: 8244 Swift Road, Battle Creek, Michigan 49017

OF THE ENTRANTS IN CONTEST NO. 42 only three had the answer deemed most correct by this erudite staff. These tactical wizards are: Joel Davis, Boulder Colo.; Brooke Duvall, Baltimore, Md.; and Dan Sutphen, Chicago, III. Their answers matched exactly to the prepared solution above. Seven other contestants came very close and are also this month's winners. They are: William Childers, Kendall, Fla.; John Kolak, Sacramento, Cal.; Dwight Kucera, Riverside, III.; Ron Nordfelt, Riverside, Cal.; C.L. Olney, Atlanta, Ga.; William Rose, Detroit, Mich.; and Robert F. Stock, Providence, R.I.

THE FIVE BEST ARTICLES IN LAST ISSUE WERE: Ostkrieg, by Mark Teehan; Vyazma, Russian Emphasis On Close Assault Tactics, by Bill Freeman; Festung Italia, by Geoff Burkman; Simulating the Art of War Part II, by J.E. Pournelle, Ph.D; and Don Lowry's Exploiting the Initiative in Bulge. Congrats and a seven gun salute to these Gentlemen. ham, Aia. 35216. Phone 822-8884. Sicl best club in warganing. Need ftf AK, D-Day, M-way, S-grad, Bolge. G-barg, J-land, W-lou, Where are wargament down in heart of dixie. (Mobile or Baldwin County). Phone 947-2435. James G. Kågore, P.O. Box 334, Robertsdale, Ala. 35657. Im³t fibere any Fif opponents in or around FL. Smith, Ark. If there is, contact Richard Gebhart, 8201 So. 22 Terr., FL Smith, Ark. or call 646-7531.

551. opponet for Afrika Korps. Will play either Walter Hillman, 506 Magnolia, No. Little side. Ark. 72114. e Ftf. Contact Gar Olmsted, 7409 E. 18th,

885-7319 or Hank Helley of Strategic Games Society, Gar Olmsted, 7409 E. 18th, Tucson, Ariz, 85 Phm Par z, 85710. m Panzerblitz choose your side and situation i send your first move. All letters answered. ne Nokin, rue de la Kelle 6, Lasne 1338

Reme Nokim, rue de la Kelle 6, Lame 1338 Belgium. Wanted: One German and one Russian player in Stalingrad playm. 45-6 replacement rule in effect. Ray Hoeler, 6781 S. Cherry St., Littlaten, Colorada 80122. Anybody Dare to challenge me at Plam Ak Germann Wr., East Hartfrod, Conn. 06118. Novice wants fast Plam opponent for Bulge, Perfer American. Don't write if you're really great! But don't underestimate me! Joe Markley, Cowles Ave., Plantsville, Ct. 06479. Football Straigey variant is the basis for play in Oops football league, 1971 league now in planning stages, Fif only in Orange County Ares. Write for details. Jim Reilly, 200 M. Mukwy Dr., Lot 134, Ansheim, Ck. 92605.

Lot 134, Anaheim, Ca. 92805. Am interested in Pbm for Wloo, D-Day, A.K. Am fairly new but possess much punch. Any and all opposition welcome to bite the dust. Jeff Kingston, Defensive Tackle, Atwater High Football, 2096 Eucalyptus, Atwater, Calif. 95301

95301. Any Claremont College wargamers: Blitz, Pbtz, other AH; S&T games; send campus mail/phone 2717. Jan Straus, Story House, CMC, Claremont, Calif. 91711. PBM Stalingrad. I'm Russians. Write: Mark

Calif. 91711.
FBM Stallingrad. Ym Russians. Write: Mark McKibben, 11418 Woodley Ave., Granad Hills, Calif. 91344. All replics answered.
Will Pom or Fri Anrio. Bulgs, B-kring, K-spid.
Will Pom or Fri Anrio. Bulgs, B-kring, K-spid.
Weill, G-Bulg, S-and, D-Day, 1914, Diplomacy, Chess. Also ff Tac 3, Tac 14, Tac 3/20, B of Mos, Ministures, go. Richard Anderson, 345 Edythe St., Livermore, Calif. 94550.
Fill and phm any AH. Intro needed to club. Can drive reasonable distance. Desire info on non-AH games, magazines. Phone 1415) 447-5267. Gary Intery, 1326 Livermore, Calif. 94550.
Want fff opponents in Long Beach-Los Alamitos area. Have experience in Siggad, M-way, D-Day, would like to learn others. Also interested in joining local Culos: Dave Barrey, No. 4, 218 Norton, Long Beach, Calif. 90805, 428-5227.
Attention The Peninsula Strategic Games Club wondt like to announce that it is looking for new members. Anyone that is interested please contact Errset Spacek, 213 Lains Stret, Montery, Calif. 9340. Jhn. 375-5290.
Warmonger 26 needs phm opponents for D-Day, Anchio, W.R. Rives, 1146 Lucille, Newman, Calif. 93300.

95360. German Bulge player needs Americans to fight against. I am 15 and an amateur. No experts need apply now. Phm only. Will argue over optionals. Kit Knight, 2904 Weston Way, Rancho Cordova,

Kir Kinghi, 200 Relich way, Fancho Condon, Will phin AR, Waterloo, Ftf all AH games except Anzio, Krieg, Tactics II. Will drive. Will be any side. Call 635-6135. Also pbm Bulge. Jim Lampman, 2441 Aramon Dr., Rancho Cordova, Curr Geron.

Lampman, 2441 Aramon Dr., Rancho Cordova, Calif. 95670. Want to start a wargame club in Riverside, Looking for young wargamers. Call 6856171 after 5:00. Chris Sexton, 5027 Pedley Rd., *Riverside*, Calif, 92509. Incompetent novices wants ftf opponents for Builge, Anrio, Panzerbilte, Midway and Bittzkrieg (module rules). Willing to try others. Would also like info on non-Avalon Hill games. Phone 448-7931, John Henry, Fit. Computer Programming Center, San Diego, Calif. 92147. Phm D-Day. T will take cither side for two games, an new to phm. If you take Germans send

Phm D-Day, I will take either side for two games, I am new to phm. If you lake Germans send set-up. Mike Pelkey, 1775 E. 20th, San Bernardino, Calif. 92409. Fif opponents wanted for almost any AH wargame. I challenge you, therefore you may choose the game. I am 28, and have seldom lost. William Wilsterman, 4886 ML. Armour, San Diego, Calif. 92210. Wargamers in Korea or near Kimpo Airbase please contact me for If games and testing or research jobs. T/Sgt. Lou Zocchi, 2076 Comm. Sq. APO, San Francisco, Calif. 96276.

jobs T/Sgt. Lou Zocchi, 2076 Comm. Sq., APO, San Francico, Calif. 96276. Wanted Hf. opponents Bulge, Biltz, AFK, Gettyaburg, 1914 or any other. Norman Cado, 1009 N. Parton, Santa Ana, Calif. 92701, Fff in any AH, S&T TSG, Gamescience or others, 50 or so all cutal, will drive reasonable distances in Bay area on weekends. After six phone (707) 542-528, Walter Hukman, Ir., 2170 Noger's Way, Santa Roaz, Calif. 95404. Are there any AH game players in the Simi area? I have all AH games and quite a few "Strategy and Tactics" games. I/d like to hear from yoa. Eric Doberstein, 2179 Bitzgerald Rd., Simi, Calif. 93065.

Director wants opponents fif only and to purchas or duplicate the following: B of B, Viet, Confrontation, China, Asia 40, Trafalgar, Hannibal and other lesser known games. Dr. Henson, Box 7756, South Lake Tahoe, California error. 95705

ents wanted for pbm S-grad, and Anzio II. All letters answered. Also pom for Battle of Britain. Mitch Gniadek, 17201 Corla Ave., Tustin,

Britain, Mitch Gniadek, 17201 Corfa Ave., Tustin, Calif. 92660.
Fif opponent for 1914, Anzio, Biltzka, Bulez, Sgrat, Kiragpi, Pabitr, Tac El, Jutland, Midway, and Bismarck in SF Valley. Novice 17. Also wanti info. on wargaming clubs in LA area. 348-4140.
Joe Dalaney, No. 202, 22100 Erwin, Woodland Hills, Calif. 91463.
Edmontoniand Some of you must read the General. Play fif Bitz, 1914, Anzio, Jutland, Panzerbiltz, We in North Edmonton have a rapidly expanding club – Corp. Cali or write. Top competition. Kirk Lambercht, 12337 – 134
Ave., Edmonton, Alberta, Canada.

Looking for people who want to play Diplomacy by mail. Method easy to work out. Mark Taylor, 1329 Landowne, Caigary, Alberta, Canada. Want info: Space, Naval, Air War Games, Pon opponents in Canada using Toronto or Vancouver stock exchange results. Mast play to bitter end, Will finish all games started. Dave Richardson, 9330 – 71 Ave, Edmonton, Alberta, Canada. Phon opponents wanted Bulge and D-Day, basic or thournament. Dicker over optionals in Bolge. Will answer al letters. Prefer players in their mil 20%. Bill Gard, 1 Western Ave., Guelph, Ontario, Canada.

OPPONENTS WANTED

20's. But Gara, 1 weaken water Canada. Any game nuts in South Ontario? Pbm krieg. Willing to learn any AH game. Also Ptf Vector, Bazarr, Baseball Strategy, etc. Would like to form or join a club. Ken Pawulski, 5-111 Madison Ave. Witchener, Outario, Canada.

or join a club. Ken Pawuiski, 5-111 Madison J. S., Kitchener, Ontario, Canada. Coaching lines, established sport game newspa will branch out into war game coverage. We r a war game editor and articles, articles, arti Any game, any aspect. Subscription is f Coaching Lines, 218 Summerhill Ave., Toront Coaching Lines, 218 Summerhill Ave., Toront

Canada. I am looking for pbm opponent for Blitzkrg, Anzio, D-Day, Stalingrad, Battle of the Bulge, will play either tide in all. Will answer any reply. Doug Schaefer, 84 Farm View Drive, Guilford,

Doug Schaefer, 84 Farm View Drive, Guittora, Conn. 06537. The United Galactic Federation wants and/or needs youl Space, AH, non-AH games, and game design our specialty. Have newsletter, mag, good organization, info files, etcl. Alan Scholz, 750 N. Gulf Blvd, Belleair Shores, Fla. 33535. Have quif ff, chess. – 1 hate to ase grown men cry. Let me humilate you phm. Play 2 games. Wy move as white lip-kn. Mercy for none. Obliteration for all Mark Connell, 15000 N.E. 1 rhh Ave. Minm. Fla. 33161.

Obliteration for all Mark Connell, 15000 N.E. 10th Ave, Minmi, Fla. 33161. Want to hear from AH wargamers in Miami area. Wants info on Battle of Brittian. Like to hear from auyone who will teach novice phy-my argaming. Also phyn check 891-6278. Danny backer, 885 N.E. 127th St., N. Miami, Fla. Newson, St. 2010, St. 20

33161.

Datect, 600 FeE, Larin Du, Fe, Minni, Fu All wargamers in Dade County please contact me for ffr play. Will introduce you to others in Dade who play. Willer Childees, 13470 SW. 67th Ave, Kendali, FL 33156. Master Tactician wishes to play any Panzerbiliz player with mascohist tendencies. Any situation, any side. Send all tear stained letters begging for mercy to: Jonathan Lockwood, 3131 El Prado, Tampa Fla. 36609.

and more some number transfer transfer to agging in organized and the lockwood, 3131 EI Prado, Tampa, Pa, 38609; FI Afrika Corps, Jutland, Phom A.K. Have unbeatable plan of attack as Rommel. I challenge you to hold Tobruk! I am also a stud at Pamerbilitz fift. Bob Cichowski, 1008 Densmore, Winter Park, Fa, 32789. Pbm opponents wanted for B-krieg, Bulge (clicher), Fift, B32789, Cardiovan, Georgia 30125, Army Sargeant wants fif opponents in the FL Stewart-Savannah, Ga, area. Also phen first fire staffort, 6 Davis Aver, Figures T, Kardon, Janes Y, Stafford, 6 Davis Aver, Fis Stewart, Ga, 31313.

Stafford, 6 Davis Ave. Ft. Stewart, Ga. 31313. Wanted AH opponent to play D-Day, Blitzkr U-Boat, Stalingrad or any games you have. Butch Brooks, C-3 Warner Hills Apts., Warner Robins,

Georgia 31093. Pbm Pz-blitz; however, need pbm kit and rules.

Brooks, C.3 Warner Hills Apts, Warner Robins, Georgia 1092, Herrik Hills Apts, Warner Robins, Pföm Pzolifiz; however, need phm kit and rules. Here's your chance to phys a real German – the one sat front. Bruno Benthien, 34 E. Jackson St., 68 Mannheim-Kläfertal, Germany. Nörice to phym Biltz, Frefer basic and blue of tournament red. Alio phm Segrad, Russians. Send opening sci-up. Stephen Virotexk, 5136 S. New England Ave., Chicago, Illinois 60638. Attention all wargarning and history nuts! To help supplement your hunger for more gaming and historical info, subscribe to the KF Journal. For info, write Thomas Sobottke, 219 Middaugh AC, Clarencon Hils, Ill. 6051, et al. State 101, a Gattysburg with anyone. I an a novice but will give you a run for your money. Enterosh Jodya, 450 E. Park, Ruhmst, ILL 60126. Opponents wanted, but I can't find tem. Fed Meccia, 9210 Chem, Evanston, IL. 6020. Join 1, F.W., S1,C.L. Richard Locke, 2232 Welsy, Evanston, ILL 60201.

Join I.F.W., S.I.C.L. Richard Locke, 2232 Wesley, Evanaton, III. 60201. Wanted iff opponents for Biltz, B-Bulge, A-Korps, Doug Mogle, 126 Parkcrest, Freeport, III. 61032. Looking for opponents? Join OKW in Glerwiew, Illinois, north of Chicago. Write or call Mike Forester at 1541 Huntington, Glerwiew, III. (312) 729-0664. Small dues, all members of High School are. School age.

School age. School age. Phon all conners in Chess, Breakthru, Ploy, Jumpin, Mob Strategy, Football, Feudal. Late Marinello, Box 311, Hinckley, Illinois 60530. Ftf all AH games (mine or yours). Phin K-spiel, Politz, Ta-cli, 1914. (Either in all). Bill Fort, 316 – 4th, Lincoln, Ill. 62556. Sgrad and Chess phun opponents wantod. Will take either side. Any ftf opponents wantod. Will take of the State of the State of the State of the State side of Moscow and Deployment. If interested, also write: Jon Brezon, 120 Augusta St., Oak

f Moscow and Deployment. If interested, ite: Jon Brezon, 120 Augusta St., Oak

Park, Illinois 60302. Pbm 1914, Midway, experienced. Anzio novice. Please adult players who know the game and will play to conclusion. Also interested in a workable Jutland. Frank Farrell, 718 Highland, Oak Park,

Judand, Frank Farrell, 718 Highland, Oak Park, Illinois 60304. Fim Panzerbilitz. Have played other AH games, but have no idea how to go about playing this game. Therefore, would like only those of comparable ignorance to apply. Tom Stockfisch, 2121 Birch, PK. Ridge, III. 60068. Ftf opponent in Rockford-Love Park area, where voo? Will play anything you have. I have 3 games. 877-3832 for (ff. Doug Schandelmeier, 717 River Pk. Der, Rockford, III. 61110. Want data about non-AH games and computer gamet. Is there anyone else in Quad-Cities? Have AK, Bulge, Grad, Jutland, DD, Antio. Game theory my primary interest. Louis Cortney, 3806 – 45th St., Rock Island, III. 61201.

AK, Buige, Grad, Juttand, DD, Anzo. Game theory my primary interest. Jouis Cortneys, 3806 – 45th Sc., Rock Island, III. 61201. Opponents wanted for face-to-doc AH, S&T, and WWII miniatures games. The Springfield Tactical Society has recently been formed. We are interested in contacting other central illinois wargamers. Doug Cragee, 2 Linden Lane, Springfield, III. 6270. Ziland, Midaway. Will learn others.

Ptt Bismarck, Jutiand, Midway, Will Jearn Omers, Interest in naval and armor miniatures, wargaming club and designing wargames. I am 13. Mature opponents desired, Phone 332-6561 Help! Also

Panzerblitz. Eric Brewer, 4043 Morningside, Bloomington, Ind. 47401. Pbm 1914 (standard game) as Allies, and D-Day as Allies (basic or tournament). Write: Donn Cinnamon, 2615 W. Virginia St., Evansville, diana 47712

Indiane 47712. Eff or phm opponents in Stalingrad and Battle of Bulge. Also wonted iff opponents in Antio, Waterloo, Gettysburg, and Guadaleanal. Steve Andrikos, RR 3. Princeton, Ind. 47570. Need opponents for Jurtland and Bitmarck. Will join clubs. Age 13. Phone 879-0873. Sam Willis, 2016 Oriole, Mich. City, Ind. 46330. A wargame club is being formed in Valparaiso. Iff. AG488.

Andrew Baird, 1003 futnois, vasparaiso, ind. 46383. Wanted information on warguming clubs in Kansas urea, Bill Jordan, 706 N. Linn, Frontenac, clubs in

Kansas 66762. Confirmed loser seeking ftf AH opponent in

Confirmed loser seeking th' AH opponent in Kansas City Area. Available weekends only since too many losses depress me. All inquiries mawered with varied degrees of defeatism. Russell E. Saltzman, (913) 764-0965, P.O. Box 14), Olathe, Kansas 60601. I would like to know if there is anvone interested in ff wargamig in the Colgy Kansas urea? Dean Durnam, Box 11, Selden, Kansas 67757. Wanted phom opponents for Gett, A-K, Stalingrad. Lovell Hunter III, Valandi Lee Apts, No. 4, Rt. 7, Murray, Ku. 20171.

Stalingrad. Lovell Hunter III, Valarani Lee Apts., No. 4, Rt. 7, Murray, Ky. 42071. New Orleans wargamers wants to join you if you live in N.O. area. You name it; we have it. We meet on Saturday night, east or west bank. Sidney Kuhn, 8630 Chase St., New Orleans, La. 2012.

Values, Values 585-366

Rayman Ru, Rungston, Raine Octors, protocol, S85-3661, Age 28 wargamer wants ftf opponents for any AH war game. Available any time, Gave up working for living so as to devote full time to wargame. Contact Edward Shepherd, 20 Envirolew Ave. Peabody, Mass. Tel. 599-86069. Pion AK or 52 grad. Fif those and stock market, weekends or vactions only. Willing to learn others. Best transit for fif is bicycle. Phone 531-5337. John Hendry, 17 Price Rd., Peabody, Mass. 01960.

Max. 01960. Pim AK, Bulge and ftf, Want info on sp games and non AH games. Want complete u AH games. Also wish to join wargame club start one locally. Paul Ross, 17 Gilmore, Dra-um 01076. on space

start one locally. Paul Ross, 17 Gilmore, Dracut, Mass, 01926. If you live in Del., Penna, D.C., Va. or Md., drop IGB a postcard to be included on our information list. No obligation. Interest Group Ballimore, 4118 Glen Park Rd., Balto., Md.

21236. Ftf any AH games, Have six, Will learn others, Any clubs in Bethesda area? Please write: Jon Pedersen, 5011 Rockmere Ct., Bethesda, Md.

20016. Will play Anzio, Jutil. or P-bilitz ftf. Can possibly play Buige, AK, Blitz, Battle of Britain, Staling, Midway or Bismarck ftf. Would like old wargame mag, to photostat and return. Harry Hammond, 5149 Burnie Acres Dr., Ellicott City, Md. 21043.

Young officer fresh out of IGB training school

Young officer fresh out of IGB training school winhes Iff or play by phone in local area. Have contacts in Caroll and Howard Countles. Request info on Victam game, will buy. Tad Holtsinger, 2630 Turt Yalley Dr., Ellicott City, Md. Wanted Ftf oppon. in Mont. Co. and NW Wash. Age 23. Mack Tuck, 1890 Asmoothstone Way, Apt 5, Gaithersburg, Md. 20760. Wanted ft Opponents Bittz, Bulge, Panzerbitz, 1914, Jutland, AK, Midway, D-Day, Segrad, Anzio, B O B, Bismarck, Kriesgeid, Cettysburg, Ronald Watson, 1900 Callaway St., Hillcrest Hgts, Md. 20031.

20031. Physician Age 27 wishes adult opponents for AH games. Have Panzerbiltz, Biltzkrieg, Bulge, Kriegspiel, Will acquire others face-to-face or play-by-mail. Phone 585-59322 or write Anthony Talbert, M.D., 10115 Day Ave., Silver Spring, https://www.silver.org/actional.com/silver.spring. 20031 Physic Md. 20910. Wanted pb

910. 9 pbm opponents for Stalingrad. Will play side. David Tonkin, 2519 Thomas, Berkley, rither side. I Mich. 48072

etitier use: Dornal Tolnain, 2:179 Tolmana, Berkney, Mich. 48072. Opponent wanted for tournament Bikrieg, Bulge or Signal, Ethier side. Competine player out new to phm. Robert Coughlin, 715 Einwood, Clawson, Mich. 48017. The newly formed Jeunesse Doree Army challenges all men of wit in any enthrafting game of phm Bilirkrieg, Will expand phm possibilites. To establish preliminarize. Contact: Ronald Zahm, 9664 Hazelton, Detroit, Mich. 48239. My club must have game Hanntbal. Mark Swanson, 531 Chippewa Dr., Fremont, Mich. 49412.

My club must have game Hannibal. Mark Swamon, 531 Chippewa Dr., Fremont, Mich. 49412. Would like to phm Diplomacy. Am novice to Diplomacy, phm. Alto wants info on non-Avalon Hill, non-test series games. Robert Matthews, Rt. 1, Ladington, Mich. 49431. Opponent wanted for phm D-Day. Til take Germans, will baggle over rules. Tournament game onit, Age 25, 4 yeare experience. An new at phm, answer all letters. Michael Paul, 1178 E. Barrett, Madioon Hie, Mich. 44071. Thm or RT basic Bitt, Sq., Getty, AK, Stalingnod, Analysk, UBoat, H. Bulg, St. 1990. The Stalingnod, Analysk, UBoat, H. Bulg, St. 1990. The Stalingnod, Analysk, UBoat, H. Bulg, St. 1990. Wantser, Mich. 49600. The Mich. gamer context in Kalamazoo coming up. Call or write Make Gibson, Fhone 5 to 9 evenings, 685-6127. Address 10539 N. 22nd St. Phinwell, Mich. 499030. Please hury. Phm Anzio, Waterloo, Pim Allied, French All neles, without modon invasione, 146091 Handen Circle, Scuthfield, Mich. 48075.

w pay An games III. Gave me a phone call, Phone 557-458. Les Lightstone, 1609 Harden Circle, Scuthfield, Mich. 48075. Any AH enthusiasts in Bernddi, Minn. area contact me. I have most of AH's games except Naval. Desire (Ff, any game or PBM Bilitz, PH 751-5138. Gary Gliess, Box 304R, R No. 3, Bendidi, Minn. 56601. Looking for new players in AH games (have most), will play by mail. Our club is looking for new player and members, would like to hear most), will player with 5-0 record seeks pbm opponents. Either side, all letters answered. David Beckmann, 6353 Marrian Dr., Eden Prairie, Minn. 55343.

OPPONENTS WANTED

Wanted opponent for Waterloo or Stalingrad by mail. Choose your side. Paul Clements, 2200 Regent Ave., North, Minnespolis, Minn. 55422. Will PMM AK, Bulge, B-Krieg, K-Spiel, Pz. Bitr, S-Grad, and W-Loo. State side and rules desired. Will also GM Diplomacy and Nuclear Destruction. Will also GM Diplomacy and Nuclear Destruction. Several openings in both games are available. Ray Bowers, 612 Moore, Festus, Mo. 63028. Now carrying complete line of A-H games in Kansas City area at Ridgewood Drug's, 4227 Blue Ridge, K.C., Ray Town, Indey, area, Missouri. PBM mayone – all AH, most TSG/SRAT. Either dide, negotiate rules. Ron Jacob, where are you? I lost your address when moving. Want good or better condition C-vilie – alimost any price. Mari Jumper, 22 Williamsburg Rd, St. Louis, Missouri 63141. **OPPONENTS WANTED**

FTF opponents wanted for most AH games. Special preference for Panzerbitz and Midway. Age 20. Phone 25:2023 or 79:50:925. Ed Norraiks, 31:49 Weist 142, Cleveland, Ohio 44111. PBM Guad, B-Bulge, and Waterloo, Play more than one game preferable. Frank Fogs IV, 11850 Edgewater, No. 912, Lakewood, Ohio 44107. Wanted PBM or FTF opponent in Bulge. All letters answered. I will be either side. Send in roles and side. Write me to set up FTF, Ed Fegan, 14:121 Cherokee Trail, Middleburg Heights, Ohio 44:130. Back home: as of 6/L PBM Antio III, AKS S Grad, D-Day, Bulge, PzBlitz, Waterloo, 8090 winner. Rile discussions first, of course. Geoff K, Barkman, 715 Myrtle, Terrace Park, Ohio 45:172. Are there any more wargaments in Toldoil II so.

Are there any more wargamers in Toledo 11 so, call me at 382-5755 or come to the house. Need more people to play against. Jim Fucas, 2030 Riverview C., Toledo, Ohio 43614. Will PBM most AH games, either side. Any options. T. C. Gordell, 5844 Rocky, Rill Rd., Worthington, Ohio 43085. Also will buy old APAE Footbhal Cares or emails

options. I. C. Coridell, S884 Rocky Rill Rd., Worthington, Ohio 43085. Also will buy old APBA Football Caroo or games. PBM opponents wanted. Any number of games. Have room for all. Nike Shefler, 3924 Dickey Rd., Ottownia, Pa. 13044. Philhdelphia area gamers club plays FTF once a week. AH, Ministures, Dipl. Want to plays Call or write John Panozzo, 1823 Creek Rd., Hatfield, Minister Strategames est.

write John Panozzo, 1823 Creek Rd., Hatfield, Pa. 19440, Phone 855-4562, Will pbm Anzio (either, undefeated at both) Bulge (Germany), Bitz (Bio), Panzerbiltz (Russ.), Al Holden, 708B Rothermel Hall, Kutztown State College, Kutztown, Pa. 19530.

College, Kutztown, Ps. 19530. Opponents wanted in Mercer area. FTF Bulga, JutianJ, Bismarck, and 1914. Wanted Pz-Bittr, B. of B. Write or call 41/2-662-3429. Jeff Brown, 224 W. Market SL, Mercer, P. 16137. General Lee wishes opponent in Gettysburg. Panzerbitz, and/or Bulge, FTF or PBM, contact me. General Lee Girer, 1837 E. Washington Lane, Phila, Penna. 19138. Wanted: Adult player for D-Day '61; preferably Alided. Must use PBM roster system as outlined by Bob Huitman in Panzerfaust. Preferably East Coast location, and fast replyer who will finish game. Donald Greenwood, 124 Warren, Sayre, Pa. 18840.

18840. Wish to seek opponents in Philadelphia area. Play all AH games. Michael Irwin, 508 Fieldhouse Lane, Swarthmore, Pa. 19081.

Adult FTF opponents wanted in Prov also Info on ton AH games. We play most AH games. Call 401 - 274-8444 Collect. Bob Stock, 95 East Dr.,

Forw, R.I. 02904.
Would like for serious minded Naval wargamers in Charleston area to contact me. Jan Stafford, 3342 Stoneybrook Rd., Charleston Hts., S.C.

ios. at to phm Bulge or D-Day. I'll be German in

Want to phm Bulge or D-Day, 'I'll be German in D-Day and American in Bulge. Are there any wargumers in the Black Hills areal' Telephone: 754-5380. Tom Killinger, 408 N. 5th St., Hot Springe, S.D. 57747. East Tennesse wargamers wanted for weekend and summer get-togethers. Have Luftwaffe, Anzlo, Stallingerd, BlitZkreig, 1914, S&T games. Play most AH games. Tournament is possible. Gary DeArmond, 2311 Davenport Rd., Knoxville, Tenn. 37920. Phone 573-6546.

Adult opponents preferred for pbm or ftf S'Grad, D-Day, Blitz, Bulge. Info. on non-AH. wargames. All letters answered. All games finished. FTF Nashville area only - Phone 865-5617. Harold Ross, 323 Forrest Park Rd., Madison, Tenn.

Rois, 323 Fortes and the same series of the same series of the same series of the same series of the same series will answered. Telephone Number: 214-352-1143. Roth, P. O. Box 20008, Dallas, Texas 75220.

PBM AK. FTF AH games and many S&T. Anyone have new Panzerblitz situations? Robert Olimiki, 4545 Sunrise Apt. 2, Elpaso, Texas

Autyone mee raw rankeronic automic Actions, Robert Jolinski, 4345 Sunrise Apt. 22, Epaso, Texas 79904. Are there any Lakedo War-Gamers. Contact Guy Hall, 1516 Clark, Laredo, Texas 78040. Desire FTF: Have dozen: AH and similar games. Prefer historical, have finished designing prototype "Atlanta" game. Happy to learn new games, happy to play old ones! Happines is prototype "Atlanta" game. Happy to learn new games, happy to play old ones! Happines is having an opponent! Lee Greever, 4616 Ferndiff Dr., Lynchburg, Va. 24502. PMM Builge Tourney Historical as per General Mar-Apr. 1971. I'm US, all rules except one-way tarffic. Charles K. Atcher, 1211 Marion Ave., McLean, Va. 22101. FTF opponents wanted B-Barg, Radford, Roanoke area in Anzlo, SGrad, D-Day, Pálitz, Genal, Builge, 1914. Will PM if you sapply pads. Will be any side you want in PBM. Warten Jervey, 1304 Madison, Radford, Va. 24141.

Will play pbm AK (Allies), Bulge, (Amer.) Also: Anyone interested in joining a great club with newsletter, tourneys. Many positions available. Dave Hall: E. 1922 Garden; Spokane, Wash.

90218. Western Wargamers seek new recruits. Join now while chance of advancement is good. Novices welcome. Make new friends. Drivional Command positions open. Newsletter, Tourny's. Contact Paul Jaegar, N. 13516 Pittsburg, Spokane, Wash. 00219

Paul Jaegar, N. 13516 Pittsburg, Spokane, Wash, 99218. Enter the premier fourny of Western Wargamers! Join the Western Wargamers! Newsletter, Tournys, hints, Join now while chance of advancement is good! Pat Raymond; W. 311 Rainier Way, Spokane, Wa. 99218. FTF opps. wanted, All A-H games, Battle of Britain, Phone 4655462. David Dix, 110 Minden Aver, Oak Hill, W. Yu. 25901. Wanted opponents for Bulge, Bitz, AK, Tac. II, and Waterloo phm. Jon Ritchey, 1309 Crawford Dr., Brementon, Wu. 98310. PBM D-Day, Peblitz, Surgad, 1914. (ff Bitz, Juthan, Mdway PBM Ancio III, want life); how to get S&T, TTolkein, Diplo. 3 Crete games. Bitl Schill, 14101, 121st Ave, Kirkland, Wu. 98033. J 4 year old novice wargamer wants to challenge

Schill, 14101, 121st Ave., Kirkland, Wra. 98033, 14 year old norice wargame waints to challenge iomeone to a pbm game. I own almost all Alg games. Come on, you novices Richard Gorski, 7409 W. Burdick Ave., Milwaukee, Wisc. 53219, Wish to be 3rd person in pbm Jutland. Simultaneous and hidden movement. Does anyone have the guts to face a stranger or a friend under conditions of war. E. Smith, 1908 Buffalo, Waukesha, Wis. 53186. Avy naval gamers in Milwaukee area? Ministures or game. Have Jutland and Midway plus others. Steven Repati, 2843 S. 85th, West Allis, Wis 53227.

99218 Wester

18840 Wish 1

I the only nut in Nebraska? Want info on how to start club start club – anybody! Also info on other hesides AH and on Miniatures. PLEASE! Bullock, 412 Toluca Alliance, Nebr. games her Steven B

Steven Ballock, 412 Tolica Alliance, Nebr. 69301.
Want opponents (FTF) and info on clubs in the south N.H. area. Nearly all AH games. Fred McGarry, 5 Linke Dr., Apt. No. 1, Derry, N.H. Would like opponents for Panaer Biltz and AK. Charles Dernet, 429 Rive Drive, EP. N.J. Or407.
Will be Germans in both games.
Adult If Groponents for any AK, 5Grad, Tactics II, Jutand, Mdawy, D-Day, Battle of Bulge, Naterico, 1914 or will learn your game. Am willing to travel into NYC. T. Feffe, 2 Allison Dr., Englewood Cliffs, N.J. Or32.
FBM Biltz, Waterloo, Panzer (either). Any options, FTF, Biltz, Waterloo, Panzer (dither). Any cuptions, GTF, Biltz, Waterloo, Panzer (dither). Any cuptions, GTF, Biltz, Waterloo, Panzer (dither). Any Awar, Jensey Cly, N.J. Or332.
Looking for mature TFF opponents for all miniatures in Hudson County, All gifts will be matched with gifts. "Legion" "Kondor" St. Peter's College Wargame Society, J. Felix Stanch, 246 Lexington Are., Jensey Cly, N.J. Or304.

Stanoch, 240 Lexington Ave., rewy, way, to 07304, Wanted FTF opponents for Blitz, 1914, Bulge, Jand, Sgrad, Doby, AK, Mway, Pellitz and Luftwaffe, also PBM Bulge. Searching for club and info. on NorAH Wargames including iministures. Phone 227-0875. John Anattasio, Hook Mr. Rd, Montville, N. J. 07045. Need opponent. PBM D-Day, FTF D-Day, Bulge, M-Way, S-Grad, W-Loo, No prior PBM experience. Am 24. Piease call 673-7895 after 6 p.m. Peter 249 Reynolds Terrace, Orange, New Jersey

Seeking opponent for Bulge (no one way rule): 1914 (Allies) D-Day (Allies). Will discuss rules and procedure. Jose Delgado, 4 McLean, Red

1914 (Allies) D-Jay transs. and procedure. Jose Delgado, 4 McLean, Red Bank. N. J. 07701. FTF waited. Bergen County, N.J. Adult only (over 21). Most AH games. Write: Streker, 995 Tenneck Rd., Apt. 3N, Teaneek, N. J. 07666. Wanted PBM Bulge, A.K., D-Day, Korea (S&T) Seried and 3-D Chess., my idide William Kunze, 28 Independence Ave., North Babylon, N.Y.

11702. Looking for FTF opponent in NYC area. I have 12 AH games. Peter Pappakostas, 4741 Matilda

12 Art games, Peter rappatostas, 4-41 Matioa Ave, Brons, New York 10470. Sparta can fill your FIT or PBM orders, For full details contact Alan Augenbrann, 1755 Ocean Parkway, Brooklyn, N. Y. 11223. PBM gamers wanted for Biltr and Kriegspiel. Send choice of side or options to: Ralph Stevens, Irish Lane, Cambridge, N. Y. 12816. All letters will be answerd.

will be answered. Any Wargamers in the area? Tele. UL 3-2253. Matthew Lohden, 134 College, Clinton, N. Y.

Matthew Lohden, 134 College, Clinton, N. 1. 13323. All should play the two-board Simov game, FTF now, working on PBM, Richard Bareford, 62 Lith Str. Carle Piace, N. Y. 11514. Wanted FTF piayer in Carle Piace area. Hwe most games: Wanted PBM piayer to play Afrike Korps, I. will be German, Gettysburg, I will be South: Want to join cub, Rob Hummler, 82 Knollwood Dr., Carle Piace, N.Y. 11514. PBM Famer, Anaio (H. II, Hill, either side James Massu, 127 N. Emmons, Damemora, Na.

12929. Wanted: FTF opponents in New York City area. Any side. Stalingrad, Guadalcanal, A.K., Midway, Tel. 779-5263. Daniel Alexander, 33-45 92nd St.,

Jackson Heights, New York 11372. Let's hear from Minitankers, WW II and Civil War miniature games. Jod Klein, 17014 130 Ave., minimute games, Joa Klein, 1704 Jou Xve., Jamaica, NY, 11434.
Wanted PBM on FTF opponents for Jutland, Stalingrad, Blitz. 1 am new to PBM but ready to fight. Also 171 try AH games you provide. Contact Dean Kunigisky, 387 McKinley, Niagra

Contact Dean Kunigisky, 387 McKinley, Niagra Falls, NY, 14035. New York Rangers challenges any Fascia to FBM Battle of Bulgs. Sent self-addressed envelope. Any options in tournament playing O.K. (obvious) Pri American. Send recent copy PBM results chart. Stuart Schoenberger, 240 Stephen, N. Bellmore, NY, 11710. Mature experienced FTF opponents desired. 1 have eight years experience. Almost all wargames, plus Battle of Britain. Inovative rules and many different versure seperience. Almost all wargames, plus Battle of Britain. Inovative rules and many different versure seperience. Almost all wargames, plus Battle of Britain. Inovative rules and many different versure seperience. Almost all wargames, plus Battle of Britain. Inovative rules and many different versure. Second, D-Day, Anzio, any Will PBM AK, Bulge, SGrad, D-Day, Anzio, any Lenzer, 6820 Providence Lane W., Charlotte, N. C. 28211.

nents wanted Charlotte and Piedm FTF opponents wanted Charlotte and rieumon, area Anzio, D-Day, Bulge, Tactics II, Blitzkrieg; can and will travel. Ronald Reinstein, 2538 Kenmore Ave., Charlotte, N. C. 28204. Phone:

3754668. Wish to play FTF any opponent AK Panzer Bulge, Jutland, 1914, Bismarck, GettyB, S-Grad, Anzio, or Chess. Call 946-4031 after six o'clock. Any time on Saturdays, Sundalays. Ed Biddays. Ed Rodmen, 113 Isabella Ave., Washington, N.C. 27890.

Rodman, 113 Iasbella Ave., Washington, N.C. 27889. Wanted Information on all No-AH games: Middle, Earth, Traflager, China, Henry Thomson, 3576 Nace Cr., Milwaukie, Oregon 9722. Fifteen year old wargamer would like FTF opponent in Portland area. I have Bulge, D-Day, 1914. Midway, S-grad. Would also like info on Battle of Britain wargame. Scott Albee, 12638 S.E. Foster Rd, Portland, Ore. 97236. Any wargamers in Portland! Will be either side in ministures. Also interested in starting club. Write, phone , yell or show up in person. Anthony Ward, 3262 N.E., 88, Portland, Ore. 97220.

C. 28211. FTF

375-4668. Wish to