

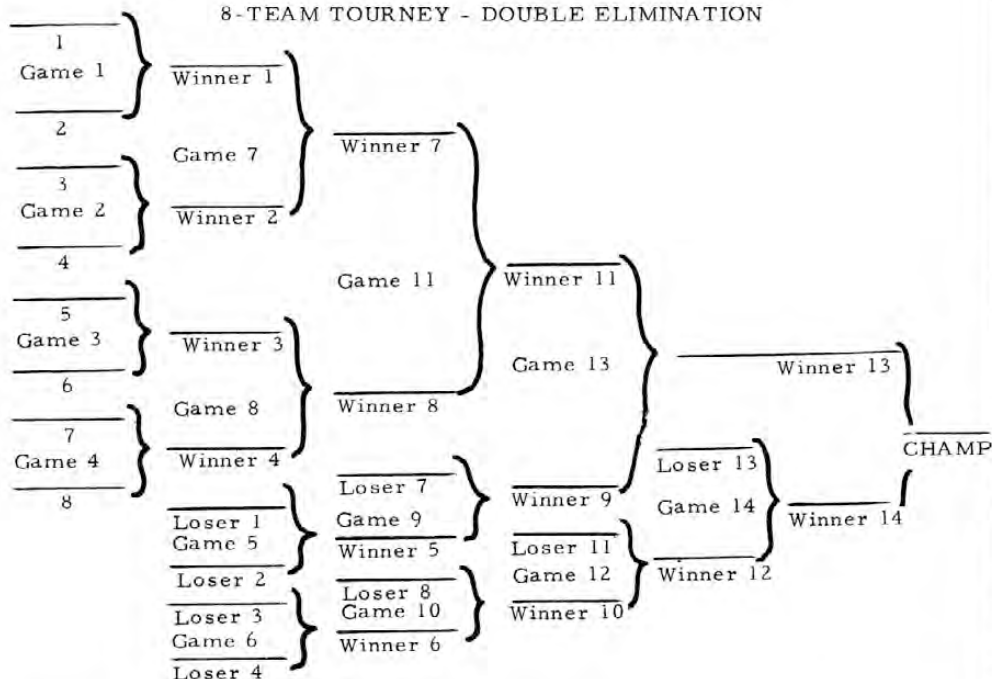
Let me sum up saying that there is no greater gaming pleasure than a Baseball Strategy league with your friends, unless it's a football league.

Baseball Tourneys

For you Baseball Strategy fanatics, here's a quick way to determine the neighborhood champ in just one afternoon of competition. Avalon Hill's design chief and team coach, Leon Forkball, has set up the following chart for conducting a double-elimination tourney. Double-elimination tourneys are widely

adopted and you remain in competition until you have lost your second game. It works like this: players draw numbers for position in first round play. In game (1), player 1 plays player 2, etc. with the winner playing the winner of game (2) in game (7). The loser of games (1) and (2) play each other in game (5) in the loser's bracket, etc. A loss in the loser's bracket means elimination from the tourney. We suggest that you place a restriction on the use of pitchers in such a tourney: A pitcher who has pitched in three innings or more of a game cannot be used as a pitcher in the following two games.

8-TEAM TOURNEY - DOUBLE ELIMINATION



1. After removing playing pieces from die-cut card, glue a backing sheet of heavy cardboard to the card thereby making a holder.

2. Arrange pieces in your holder as follows:

(a) For games with initial placement of all pieces on the actual playing area: In same order as on 'order of battle' sheets. Also as much as possible arrangement across the board in the same order.

(b) For games with staggered order of appearance: In order of appearance and by 'order of battle' within each increment. It is of course only necessary to remove men currently in use for a particular move. Once an increment is 'on board' men can be integrated with previous arrivals in one sequence.

3. Eliminated pieces are returned to the trays.

4. Replace men after each turn to the holder as in?

5. (Optional) On 'order of battle' sheet enter starting position above the line and terminal position below the line for each individual unit. Take initial positions from your opponent's to your previous operations' sheets to the extent applicable, then pick up initial positions from order of appearance data, and finally from preceding 'order of battle' sheet. This procedure should greatly reduce placement errors and insure inclusion of eliminations (show by X on first move following elimination) and after battle movement.

Address all comments to: Ed Blackmore, 1121 Colgate Dr., Tucson, Arizona.

Now its Play-by-Phone

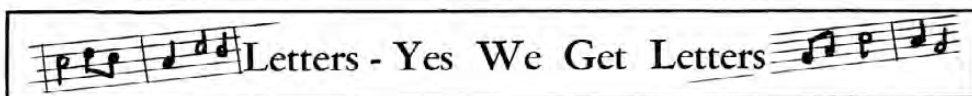
The following Play-by-Phone routine has been submitted to us by William J. M. Gilbert, 64 Pinebrook Drive, Larchmont, New York. We think it's a dandy innovation and urge you subscribers to give it a go. (Well, yes, we do own stock in AT & T - why did you ask?)

Step 1. Attacker calls and reads off all his positions. Defender reads back positions quoted by attacker.

Step 2. Attacker then lists units involved in all battles and quotes odds. Defender reads these back for verification. Verification of the legality of the moves and the rightness of odds, etc. will wait on defender's closer study of the situation at his leisure.

Step 3. Attacker then gives a person's name and defender immediately names a number between 1 and 10 inclusive. This is done for each battle. The transaction is then complete; both wish each other luck and hang up.

Step 4. Defender then looks up phone number of names quoted by attacker in



Dear Sirs:

I demand to know who submitted that lie about myself on the first column, page 8, Volume 2, Number 5 of the Avalon Hill General. I never had anything to do with such a down right lie.

It seems that any crackpot can write a notice to the General pretending to be someone else and admitting false information just to get back at someone who has beaten them. I believe the culprit to be someone in the MIT War-games Society who did it just to gain news or publicity for his association... Donald J. Greenwood, 128 Warren St., Sayre, Penna.

Dear Sir:

If you are in the steps of drawing up any new games, for spring production,

I wish you would tell me what it is, and when you believe it would be on the market.

Thank you very much. I have to rush now, my sergeant is coming this way. This was supposed to be a letter to some general or something but I thought you were worth more, after all this is my coffeebreak... Walter Berry, HQ USAFE, DCS/M (MTPP), APO N. Y. 09633.

AH NOTE: By your next coffee break, we'll have Guadalcanal ready. See Front page.

Play-by-Mail Short Cut

Here are some suggestions to make Play-by-Mail easier and quicker thus minimizing set-up time:

a previously agreed upon phone book. He adds the last digit of the phone number to the last digit of the number which he quoted to the attacker and takes the last digit of the result thus obtained to use regular PBM tables.

Step 5. In case of duplicate names or more than one phone in use, the first such listing is always used. It would also help if both defender and attacker are using the same phone book, although this is not always necessary, in any event a simple phone call will verify any challenged result!

Midway, Bismarck Style

by Peter Harlem

One of the problems of Midway is its surface battles. Yamato with eight hits still has a surface factor of 18. To remedy this I propose using some of the Bismarck attributes. First, a new system of scoring hits is needed. I add hit boxes for bow and stern guns as in Bismarck, leaving the previous hits as midships hits. The best way I found was as follows: U. S. ships, Enterprise, Hornet, Yorktown; 2 bow guns, 1 stern, 5 midships. Minneapolis, New Orleans, Vincennes; 4 bow, 2 stern, 5 midships. Astoria, Pennsacola; 3 bow, 3 stern, 4 midships. Northampton, Portland; 4 bow, 2 stern, 4 midships. Finally cruiser Atlanta; 2 bow, 1 stern, 3 midships. Japanese ships as follows: Battleships, Yamato; 12 bow, 6 stern, 10 midships; Nagato, Mutsu; 7 bow, 6 stern, 8 midships; Kongo, Hiei, Kirishima, Haruna; 5 bow, 5 stern, 6 midships. Carriers, Akagi, Kaga; 2 bow, 3 stern, 5 midships; Hiryu; Soryu; 1 bow, 1 stern, 3 midships; Zuiko; 1 bow, 1 stern, 2 midships; Hosho; 2 bow, 0 stern, 2 midships. Jap Cruisers, Atago, Haguro, Myoko, 4 bow, 2 stern, 4 midships; Chikuma, Fune; 6 bow, 0 stern (all their main batteries were up front), 3 midships; Chokai, Kumano, Mikuma, Mogami, Suzuya; 4 bow, 2 stern, 3 midships; Light Cruisers, Nagara, Sendai, Yura; 1 bow, 2 stern, 2 midships.

All gun "boxes" are used in the same way as in Bismarck. To sink a ship all midship boxes must be checked. The surface combat results table also has to be revised. There is now two ranges; "B" range, 4 squares, for Battleships only and "A" range, 3 squares or less, for all other ships. Battleships cannot fire into squares one square away. They must remain 2 squares or more.

Here is the suggested Battle results table:

B range die roll	Firing at enemy		
	Broadside	Bow	Stern
1	Bow hit	Bow hit	Stern hit
2	Stern hit	Bow hit	midships hit
3	midships	—	—
4	—	—	—
5	—	—	—
6	—	—	—

A range die roll	Firing at enemy —		
	Broadside	Bow	Stern
1	Bow Hit	Bow	Stern
2	Stern Hit	Bow	Stern
3	Midships	Midships	Midships
4	Midships	—	—
5	—	—	—
6	—	—	—

These Tables operate in the same way as the tables in Bismarck.

The only other problem to solve is: in an arial attack what hits are scored. This is solved by making all hits, scored by torpedo squadrons, midships hits. All hits by divebomber squadrons can either be scored as midships or as hits on bow and stern. Remember that when all boxes in bow or stern sections are checked, the next hit in that section is scored as a midship hit.

I find that using this system adds more to the game and a little extra touch of realism.

If you find it hard to keep track of hits I suggest a hit record board. I constructed one in about 10 minutes using simple household materials. Take a sheet of cardboard and cover it with a piece of paper the same size. Then list the names of all ships and beside each name, rule in boxes for bow, stern, midship hits in the numbers shown above. Add the battle result table as above and if you want to, the Midway time record can be added or anything else. Last, cover the board with some sort of clear plastic household food wrap and take it to the back. You can check hits off with a grease pencil which can easily be erased. You now have a permanent hit record board. When using it, keep it in view of both players.

Any suggestions? Send them to Peter Harlem, 12806 Brunswick Lane, Bowie, Md.

Is "Soaking-off" Inhumane?

by Scott P. Duncan

This article may be regarded as rank heresy against the art of "soaking-off"; however, anyone actually engaged in sending men into battle must face such a situation as I describe. Obvious sacrifice in the form of suicide missions have always been a part of warfare, but, in AH wargames, one feels no compunction whatsoever at sending out 1-6 odds or dropping a delaying "shield" in the face of withdrawal and enemy pursuit. The next time you get yourself into a battle try this suggestion to really test your strategic skill:

(1) Assign values to units equal to an estimate of the number of men in the unit (i.e. brigades = 10,000 men, regiment = 3,500 men, division = 18,000 men).

(2) Keep a record of the units lost (even though returned to board as replacements) and then total at end.

(3) Now simply multiply units lost by their value to see how many men you needed to win (as compared to opponents losses, etc.).

(4) This method can even be employed in individual battles to estimate losses from a seige, a blitz, etc.

(5) You could even establish a limit as to the number of men you could lose per game (once you've derived some statistics on average losses, etc.)

Perhaps my suggestion is a little too "humanitarian" or "philosophic" to interest a real aficionado of wargaming, but it's a thought to consider if you really want to maintain a high level of realism.

Comments?: Scott Duncan, 2508 Highland Ave., Broomall, Pa. 19008.

Between Covers

Brig. Gen. S.L.A. Marshall, *Armies on Wheels*; New York; William Morrow & Co., 1944. Dewey Decimal Number 940.542. Good survey of military thought on Blitzkrieg and armored warfare of period; it also contains a motorized division organization which the US did not use overseas.

Encyclopaedia Americana, *Artillery*; Chicago; Encyclopaedia Americana Corp., 1957. Page 308 contained a table showing allocation of various types and calibers of artillery in a standard US Army.

Richard Collier, *The Sands of Dunkirk*; New York; E.P. Dutton and Co., Inc., 1961, PP 276 -- 283 contained the order of battle of the BEF at Dunkirk.