The
GENERAL

INDEX 1990-1998
Volume 26 – Volume 32
A Bed of Steel (Alan Appelbaum) Vol. 26, #6 (P) 29-34.

181. (32:3) Who Needs a Game Company (6)

179. (32:1) The Obsolescent Gamer (5)

178. (31:6) A Great Place for the Family (5)

177. (31:5) Iron Man Championship (5)

171. (30:5) The Average Gamer (4)

169. (30:3) A Warm Place in the Field (4)

166. (29:6) State of the Union (4)

163. (29:4) Blakoski's Way: Interview (4)

159.* (28:6) Regrettable Virtue (4)

158. (28:4) Safety in Numbers (4)

157. (28:3) Blues for a Red Menace (4)

156. (28:2) Don Hawthorne Introduction (4)

154. (28:1) New Magazine Format (4)

148. (27:6) Tom Shaw's Retirement (4)

146. (27:4) Youngsters and Games (4)

144. (27:2) New Magazine Format (4)

137. (26:5) Murphy's Laws of Game Design (4)

136. (26:4) Unmounted Maps (4)

135. (26:3) Hobby and Support (4)

134. (26:2) Game Expansions (4, 20)

133. (26:1) Emphasizing Games (4)

Index Key:

(Aid) Player's Aid

(Misc.) relates to no particular game or a non-Avalon Hill game

(Staff) as the author when no clear author line was provided.

Although this purports to be an index for the latter issues of The Game of english, it is also included. I have never used the author index in the original one. Any questions or complaints should be directed to Eric Miller (emiller@bellatlantic.net). I have tried to be as accurate as possible in rendering this index. Certain sidebar articles are not included if they, in my often-wrong opinion, carried no substantial gaming value. Those sidebar that are included are often listed with the author as the staff when no clear author line was provided.

ACQUIRE

Acquiring the Knock (R. Berthold, L. Waldman) Vol. 26, #3 (P) 42-44.

Acquire (Michael Anchors) Vol. 28, #4 (P) 40-41.


The Old Way to Win the New Acquire (Michael Anchors) Vol. 31, #2 (P) 53.

ACROSS FIVE APRLS


Curry Victory (Charles Bahl) Vol. 32, #3 (P) 7-8.

Civil War Battle Tactics (Thomas L. Breecher) Vol. 32, #3 (P) 9-11.

QUESTION BOX Vol. 30, #5

ADVANCED CIVILIZATION

Beyond the Eleventh Card (Jim Ellison) Vol. 26, #1 (V) 49-52.

Taking the Long View (Jeffrey Suchard) Vol. 26, #4 (P) 38-40.

Advanced Civilization (Gary Ranapone) Vol. 27, #4 (P) 29-31.

Forgetting History (Michael Anchors) Vol. 28, #1 (P) 41.

Slavery in Civilization (Kevin McPartlan) Vol. 28, #1 (P) 49-50.

Post Atomic Advanced Civilization (Richard Berthold) Vol. 28, #2.


Independent Kingdoms (Bruce Harper) Vol. 28, #3 (V) 23-24.

Judge (Con) Vol. 28, #6.

Civilized From The Start (Mark Mahaffy) Vol. 30, #6 (P) 53-54.

Good Habits for PC Advanced Civilization (Michael and Cynthia Walkers) Vol. 30, #6 (P) 57-59.

QUESTION BOX Vol. 28, #2

ADVANCED SQUAD LEADER


Squad Leader Clinic: Mortars (Jim Mishcon) Vol. 26, #1 (P) 53-54.

Desaturati (Steven C. Swann) Vol. 26, #2 (H) 34-37.

Squad Leader Clinic: Massed Armor Assault (Jim Mishcon) Vol. 26, #2 (P) 39-40.

With Friends Like These (David Meyler) Vol. 26, #4 (H) 53-55.

Red Devils (Stevens Swann) Vol. 26, #5 (H) 51-55.

Alpine Hunters (Steven Swann) Vol. 27, #1 (H) 35-40.

Pulling Old Chestnuts from the Fire (Jim Stahler) Vol. 27, #2 (P) 38-40.

Pulling Old Chestnuts from the Fire Part II (Jim Stahler) Vol. 27, #3 (V) 49-51.

Semper Avanti (Andrew Hervey) Vol. 27, #5 (H) 20-23.


Semper Fi! (Steven Swann) Vol. 28, #2 (H) 7-13.

More Old Chestnuts Part II (Jim Stahler) Vol. 28, #2 (P) 14-18.

Scenario Briefing (Mark Nixon) Vol. 28, #2 (P) 19-21.

The Numbers Game (Russ Gifford) Vol. 28, #3 (SR) 29-31.


Scenario Briefing (Mark Nixon) Vol. 29, #4 (P) 43-46.

Roasting Chestnuts Part II (Jim Stahler) Vol. 29, #1 (P) 30-33.

Roasting Chestnuts Part II (Jim Stahler) Vol. 29, #2 (P) 44-47.

Semper Fi! (Steven Swann) Vol. 29, #2 (H) 7-13.

Old Timers (Jim Stahler) Vol. 29, #2 (P) 48-51.

Six Steps to ASL (Jim Stahler) Vol. 30, #1 (P) 19.

Tactics 101 (Mike McGrath) Vol. 30, #1 (P) 53-54.

Commando (Steve Swann) Vol. 30, #2 (H) 13.

Errata (Vol. 30, #2, 17)

Scenario Index (Vol. 30, #2, 17)

American Eagles (Steve Swann) Vol. 30, #3 (H) 19-24.


AIR FORCE / DAUNTLESS

Random Appearance Air Force (Jerry Hall) Vol. 26, #5 (V) 38-40.

Eastern Skies (Andrew Viesgady) Vol. 28, #3 (V) 47-55.

Pacific Encounters (David Angus) Vol. 28, #5 (V) 40-41.

AMBUSH

The Moral Dimension (Carl Hoffman) Vol. 26, #5 (P) 33-35.

ANZIO

History in a Box (Stuart Tucker) Vol. 31, #5 (P) 58.

ASSASSIN

Preview (Rex Martini) Vol. 29, #1 (D) 56-57.

Rebuilding Western Civilization (Stuart Tucker) Vol. 31, #5 (P) 6-8.

Tricks and Taboos (Stuart Tucker) Vol. 31, #5 (P) 9-10.

QUESTION BOX Vol. 31, #5.

AIR BARON

How to be an AH Air Baron (Evan Davis) Vol. 30, #6 (P) 23-24.

SERIES REPLAY (Greenwald, Levy, Simonitch, Tucker, Knight) Vol. 30, #6 (SR) 26-40.

AIR FORCE / DAUNTLESS

Random Appearance Air Force (Jerry Hall) Vol. 26, #5 (V) 38-40.

Eastern Skies (Andrew Viesgady) Vol. 28, #3 (V) 47-55.

Pacific Encounters (David Angus) Vol. 28, #5 (V) 40-41.

ATLANTIC STORM

Who Suffred This Deck? (Jon Knight) Vol. 32, #3 (P) 19-24.

ATTACK SUB

COMING ATTRACTIONS (Vol. 26, #5, 30).

Phenging the Depths (Jim Burnett) Vol. 27, #6 (P) 32-33.


B-17


The Battle of Berlin (Larry Cirelli) Vol. 28, #4 (V) 5-13.

BATTLE OF THE BULGE ('81)

One Last Bulge (Bruno Sinigalo) Vol. 27, #5 (P) 18-19.
ROADS TO GETTYSBURG
Combat Made Simple (Charles Balz) Vol. 29 #4 (P) 14.
Paths to Glory (Steven Katz) Vol. 30 #3 (P) 5-9.
Roads To Gettysburg Official Rules Changes (Joseph M. Balkowski) Vol. 30 #3 (D) 9.

RUSSIAN CAMPAIGN

RUSSIAN FRONT

SECOND FLEET
War Under the Midnight Sun (James Werbaneth) Vol. 27 #2 (V) 26-27. QUESTION BOX (Vol. 26 #4).

SIEGE OF JERUSALEM

SIXTH FLEET
Operation Crimson Sky (Tim Earl) Vol. 27 #2 (P) 24-25. QUESTION BOX (Vol. 26 #3).

SPEED CIRCUIT
Sports Special: Alone in the Pits (Charles Balz) Vol. 27 #6 (V) 25-26. Sports Special: More Alone in the Pits (Brien Martin) Vol. 28 #1 (P) 52. STALINGRAD (PC)

STARSHIP TROOPERS Second Edition
Sports Special: Coach the Game (James Gordon) Vol. 31 #3 (V) 51-52. STATIS-PRO FOOTBALL

STELLAR CONQUEST
Stellar Empire (James P. Webbereth) Vol. 26 #1 (P) 34-36. Alone in Outer Space (Charles Duke) Vol. 32 #1 (V) 17-18. STOCKS AND BONDS
Financial Strategy (Michael L. Roos) Vol. 27 #6 (P) 44-45. SERIES REPLAY (Rouch, Bender, Greenwood) Vol. 26 #2 (SR) 21-27. Stalingrad Defended (Don Greenwood) Vol. 27 #1 (P) 50-55. QUESTION BOX (Vol. 26 #2, Vol. 27 #1, Vol. 28 #5, Vol. 30 #5).

TIRYANNO EX
Evolving Tactics in Tyranno Ex (Michael Anchors) Vol. 29 #6 (P) 15-17. QUESTION BOX (Vol. 28 #2).

UP FRONT

VICTORY IN THE PACIFIC

WAR AND PEACE
Marengo - The Italian Campaign of 1800 (Chuck Steenburgh) Vol. 26 #6 (V) 53-54. Napoleon Versus Lloyd's of London (Glenn Rahman) Vol. 27 #6 (V) 24-36. Historical Conquest in War and Peace (Charles Duke) Vol. 31 #2 (V) 54.

WAR AT SEA
Rheinuirbung on the Chesapeake (Bruce Monin) Vol. 28 #4 (SR) 27-29. WE THE PEOPLE

WIN, PLACE AND SHOW
Sports Special: A Day at the Races (Stuart Tucker) Vol. 30 #4 (P) 40-43. WOODEN SHIPS AND IRON MEN
The Frigates Fight (Michael Lee Merritt) Vol. 26 #6 (V) 37-40. The China Trade (Thomas M. Kane) Vol. 27 #2 (V) 43-44. Wooden Ships for One (Mark Hunter) Vol. 27 #6 (V) 51-55.

WRASSLIN'
Sports Special (Bruce Harper, Jim Burnett) Vol. 26 #5 (P) 37-38. Learning the Ropes (Bruce Harper) Vol. 27 #6 (P) 39-43. Down for the Count (Bruce Monin) Vol. 29 #6 (V) 41-44. DYO Wrasslin' (Dan Dolan) Vol. 32 #3 (V) 44. QUESTION BOX (Vol. 27 #3).

MISCELLANEOUS ARTICLES

5
The Great and Near Great (Don Greenwood) Vol. 26 #4 (Survey) 20-23.
So That’s What … (Geoff Flett) Vol. 26 #4 (Survey) 42-43.
Advanced Game Design (Bruce Harper) Vol. 27 #5 (D) 22-25.
Avaloncon (Don Greenwood) Vol. 27 #3 (Con) 40-45.
In the Gameroom, All Alone (Russ Gifford) Vol. 27 #5 (PBEM) 50-52.
Searching for the Perfect Game (Frank Hanrick) Vol. 28 #1 (Survey) 53-57.
Avaloncon II (Don Greenwood) Vol. 28 #2 (Con) 22-33.
Gone, but Not Forgotten (Patrick Carroll) Vol. 28 #5 (Misc) 42.
Gone, but Not Forgotten (Don Hawthorne) Vol. 28 #5 (Misc) 42.
The World’s Most Boring Article (Don Hawthorne, Don Greenwood) Vol. 28 #5 (Misc) 46-47.
Perspective: Civilization in the Classroom (Rex Martin) Vol. 28 #5 (Misc) 49-50.
Back in Style (Don Greenwood) Vol. 29 #1 (Con) 5-18.
Rhetoric of Games (Roger Waters) Vol. 29 #3 (D) 21.
Myths of the Pearl Harbor Attack (David Rickman) Vol. 29 #5 (H) 15-17.
The Rhetoric of Games (Jared Scarborough) Vol. 29 #5 (Misc) 23.
Avaloncon ’94 (Don Greenwood) Vol. 29 #5 (Con) 23.
The American Military on the Eve of War (Paul Penrod) Vol. 29 #6 (Misc) 14.
The Rhetoric of Games (David Ray Bowman) Vol. 29 #6 (Misc) 23.
The Rhetoric of Games: Rolling Four Dice in the Impulse Game Systems (Ron Fedin) Vol. 30 #3 (V) 15.
Rejoice in Thy Youth (Roger Waters, Bruce Monin) Vol. 30 #3 (Con) 59-60.
Staff Briefing: Mark Simonich (Stuart Tucker) Vol. 30 #4 (Misc) 38.
1995 Avaloncon Report (Bruce Monin) Vol. 30 #4 (Con) 52-56.
Staff Briefing: Bill Levay (Stuart Tucker) Vol. 30 #5 (Misc) 49-50.
Staff Briefing: Ben Knight (Stuart Tucker) Vol. 30 #6 (Misc) 42-43.
The Play is the Thing (Stuart Tucker) Vol. 31 #2 (Con) 41-42.
Staff Briefing (Stuart Tucker) Vol. 31 #2 (Misc) 49-50.
Deploying into Line with Age of Rifles (Mark McLaughlin) Vol. 31 #3 (P) 47-49.
Avaloncon Highlights (Stuart Tucker) Vol. 31 #3 (Con) 54-55.
Winning Ways (John Pack) Vol. 31 #5 (Con) 17.
Surviving Among the Witless (Alice Shepherd) Vol. 31 #5 (D) 43-44.
Getting a Good Start in Master of Orion II (Rick Moscatello) Vol. 31 #5 (P) 51-53.
Exploding on the Screen (Jim Pedicord) Vol. 31 #6 (Misc) 35-38.
The Gaming of History (David Spangler) Vol. 31 #6 (Misc) 52-53.
Fight Like a Man, Not an Orc (Mark McLaughlin) Vol. 32 #1 (P) 13-15.
It Doesn’t Get Any Better Than This (Stuart Tucker) Vol. 32 #1 (Con) 24-29.
Ten Tactics and Tips for Heroes of Might and Magic II (Rick Moscatello) Vol. 32 #1 (P) 38-41.
Raiders and Rivets: Great War at Sea (Charles Bahl) Vol. 32 #1 (P) 42-43.
Firing From the Hip (Mark McLaughlin) Vol. 32 #1 (D) 58.
Tactical Advice for Close Combat (Bruce Mansfield) Vol. 32 #2 (P) 35-37.
Glory, Hallelujah! GMT’s Glory (Charles Bahl) Vol. 32 #3 (P) 17-18.