# GENERAL

$4.00

★ **AVALON HILL**

c.kibler

# CODE OF BUSHIDO

**July 5th, 1939 . . .** Since May the desert wasteland of western Manchukuo has been the scene of escalating conflict between Soviet and Japanese forces along the Mongolian border. Two days ago the Japanese launched a full-scale offensive to evict the intruders. Participating in the attack is the first-rate but untested 2/28th Infantry Battalion. Resistance, light at first, has stiffened considerably and the battalion's advance has bogged down. Under relentless Soviet artillery and tank fire, the Japanese dig in along the numerous sand dunes as ranks of Russian infantry approach behind the billowing explosions of a rolling barrage. In the burning heat and swirling dust, the true test of the 2/28th's mettle is about to begin . . .

**February 7th, 1944 . . .** The 7th Indian Division, finding itself cut off and split up by Japanese forces moving rapidly through the Arakan jungle, has ordered defensive "boxes" to be formed. As two depleted companies of the 4/8th Gurkhas reach the "Admin Box" they are sent to hold an unmanned sector of the perimeter including Point 315. However, this dominating height has not gone unnoticed by the Japanese, who have ordered several of their infantry columns to make for the hill. A vicious meeting engagement is about to occur as the two forces unwittingly collide . . .

**May 24th, 1944 . . .** The U.S. 158th Regimental Combat Team landed on the north coast of New Guinea three days ago. Its mission: to take and hold the important airfields around Sarmi. Yesterday's progress was satisfactory, but resistance was surprisingly stiff. Today the 3rd Battalion, supported by tanks, artillery and combat engineers, is to capture a small village and seize a bridgehead over the narrow Tirfoam River. Little do the Americans know that the Japanese defenders number almost twice what Intelligence has estimated—and that they too have a plan: a massive *banzai* counterattack . . .

Yes, here it is at last: **CODE OF BUSHIDO**, the Japanese **ASL** module. Eagerly anticipated for years, the Japanese finally make their debut in wargaming's premier system of WWII tactical ground combat. Inside you will find the complete **ASL** order of battle for the Japanese: all the significant vehicles, guns and troop types they employed from the 1930s through 1945. Eight scenarios, whose settings range from the barren plains of Manchuria to the steaming jungles of New Guinea, pit the Japanese against a wide variety of Allied nationalities. Also included are four new mapboards (#s 34-37), fully compatible with all other **SL/ASL** boards, which depict the dense vegetation so common in tropical areas. Four sheets of overlays (village, stream, wooded hill, rice paddies, etc.) provide the means to create an almost endless variety of new terrain configurations. Chapter G of the **ASL** rules covers the many unique characteristics of the Japanese as well as new terrain types like jungle, bamboo, huts, swamp and kunai grass, among others. Fanatical soldiers who will die rather than break and run—unwavering, seemingly unstoppable *banzai* charges—individual tank-hunter infantrymen willing to blow themselves up along with an enemy AFV—these are but a hint of what is offered in this most unique addition to the **ASL** system. Your first **CODE OF BUSHIDO** scenario will be an **ASL** experience like none before—and one you'll likely never forget.

**CODE OF BUSHIDO** is now available for $40.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add $6.00 for domestic shipping and handling ($12.00 for Canadian; $18.00 for overseas). Maryland residents please add 5% state sales tax.

# THE AVALON HILL *Philosophy*

## Part 137

Back last Christmas, I received as a gift one of those "Murphy's Law" desktop calendars—you know, the ones with a pithy homily to brighten each morning and cause you to reflect on the nature of modern life for a moment. Well, it must work, for I've found more truth amongst the pages of that little calendar than I have in many of the works of philosophy I was forced to wade through at St. John's College. And I've spent *lots* of moments, with my feet on my desk, contemplating these revelations. (Although some might be lead to think I was goofing off by my low level of activity, they just don't appreciate what hard work philosophizing is.) Perhaps it's the ironic truth that appeals, or simply my perverted sense of humor, but it seems to me that many of these apply to our hobby, our industry, and our pretensions. Let me share a few (in no particular order) that seem targeted at the "art" of game design, and a couple surely written solely with game designers in mind.

*A complex system that works is invariably found to have evolved from a simple system that works.* I think they teach in "Wargame Design 101" how to overburden a game system with unnecessary rules and chrome. In fact, one of the first projects is to take a simple, popular game and re-write all the game mechanics to make it a complex demon that is totally unplayable. Of course, this can be justified under the banner of "realism", but to learn how to pontificate on *that* you must take the second semester. The second semester is where you get into advanced game design methods: how to cobble together various systems that you have lifted from other games and smooth out the edges to so claim your design is "innovative", rather than just changing the graphics and wording of an already printed design.

Let's get one thing clear before I progress too far in my ramblings. I really do have the greatest respect for game designers. They are experts at their craft. And you know the definition of an "expert": *A person who ignores the small errors while sweeping on to the grand fallacy.*

*Enough research will tend to support your theory.* One thing most "game" designers love is research. Playtesting be damned, there's not time for that. Much more important is to do lots of delving into esoteric tomes so that you can defend yourself when the reviews come in. For game reviewers now, if they take a critical tone at all, seem to all be concerned about quibbling over historical trivialities. (After all, they don't have the time to actually *play* the game and pass judgement on that aspect; they've 40 more "reviews" to complete this month.) By doing lots of research, the game designers can now— since editors always give them the last word—put into practice some further facts of hobby life: *Speak with authority;*

however, only expound on the obvious and proven facts* and *The secret to success is sincerity; once you can fake that, you've got it made.*

Speaking of reviewers and game designers, let us not forget that *There is nothing so small that it can't be blown out of proportion.* I am absolutely convinced that every game reviewer these days repeats the litenany of "nit-picking" as he falls asleep each night. Who cares that the game collapses into an impossible welter of confusion after the second turn or that one side has an inevitable lock on victory. What is really important is whether Lee was suffering a stomach ache on the 2nd of July or whether Rommel's Afrika Korps was composed predominantly of Bavarians and Westphalians (who, of course, are very mechanical-minded). Sure makes reading all these hobby periodicals fascinating for me . . . yup.

[As an aside for those designers who have not yet thrown this down in disgust, a truism for you when faced with a reviewer: *Never argue with a fool—people might not know the difference.* I know I sure don't.]

*If at first you don't succeed, destroy all evidence that you tried.* So, what happens when a designer comes across a flaw during playtesting that obviates much of his work but that he can't fix quickly without redesigning the whole thing? Why, as anyone with brains enough to do this sort of work can tell you, you ignore it. When faced with a letter from a playtester that raises such a troubling trifle, an experienced game designer never, never answers—at least not in print. If he did, it would be most embarrassing later when the reviews come in lambasting his slovenly research or tasking the mechanics of play of this simulation purporting to be a game. And if you have ever dispatched a letter burdened with such questions to a company after their little gem has landed on your tabletop with a thud, only to wonder when they will respond—you can draw your own conclusions as to how the above truism is applied. After all, *The person not here is the one working on the problem.*

Game designers are loathe to make changes to game systems. They leave that to others, we peons who actually buy the turkey. And we quickly find why game designers do this: *Every solution breeds new problems.* Why should we expect them to go to this much work, when they can have the buyer uncover all the bugs? And if the designer is lucky, all those unhappy folk will write in with their solutions to correct the flaws; and then the publisher can put out "Errata"! And, if they can get away with it, they can even charge the buyer for it!! At the very least, "Errata" nicely fills up dead space in their magazine.

Anyway, as Mayne's Law states, *Nobody notices the BIG errors.*

*There's never time to do it right, but there's always time to do it over.* This should be embroidered in red, framed, and hung above every game developer's desk. Better yet, let's force them to have it tattooed on their chest. (Well, maybe not, then they'd claim not to see it—they turn a blind eye to too much during playtesting as is.) It is becoming increasingly common to see games put into the market (and the magazine-borne ones are the worst) that have all the appearances of a "rush job". Not the least of these have flawed rules with holes you could drive a Mac truck full of logic through . . . holes which are usually patched with the classic design tools called "Exceptions" and "Errata" later. But then, I secretly suspect that most game developers subscribe to another of the calendar's truisms: *No matter what goes wrong, it will probably LOOK right.*

Speaking of which, *An ounce of image is worth a pound of performance.* And you thought this only applied to automobiles! Who wants to play an ugly game? Much better to put one out that looks "hot" (at least, the box should look sharp—the map and counters, well, you can even let that slide) than be troubled with the bother of getting the game system to work. I dare say that more time and money are spent by most companies on the box copy and art than on the rest combined. Let's talk priorities here! What's more important: selling that game to a 56-year-old granny shopping for a gift in K-Mart, or producing a challenging and informative and fun classic confrontation? So what if *Beauty is only skin deep, but ugly goes clean to the bone.* By the time the player gets to the bone (if he ever does in this fast-food world of ours), the money has been spent. (And since the game reviewers are more concerned with the surface, the buyers have no other way to find out how deep-down ugly the game is.)

One of my favorites: *The most important information on any chart is on the fold, which is torn.* You don't KNOW the trouble graphics artists go to during layout to insure they abide by this rule. And then there's those unseeable LOS dots in the crease of the mapboard. Designers long ago figured out that if you overburden a game with lots of charts and tables, it looks like they've done oodles of research, it adds more paper to the design (meaning the cost will be higher and, hence, so will their royalties), and looks impressive to all those reviewers. What's even better is that all this useless information can be presented in such a form as to be totally unintelligible. Good game artists know that most of this sort of material is pure padding, so they strive to make it illegible (and their tricks of the trade are legend)—thus not disappointing the new purchaser, who, as a wargame *grognard*, will be too proud to admit that he hasn't the faintest idea of what the hell all these numbers, modifiers, and what-not are for.

Now playing, and designing, these little gems demands a certain facility with our language. As anybody can tell you, game designers are wizards with the written word. Unfortunately, they all seem to believe that *Any simple idea should be worded in the most complicated way.* Game designers love to appear erudite. (Mail-order courses are offered in this.) Besides, they can comfort themselves with the thought that *If you do not understand a particular word in a piece of technical writing, ignore it; the piece will make perfect sense without it.*

*People specialize in their area of greatest weakness.* Game designers sure do. Just look at the topic of their most recent effort. Do you really think this fellow who has had a dozen titles on modern air combat see print has now produced the best game ever on Napoleon's victory at Borodino?

The three cards shown:

**CPL KIRILENKO**

PANIC:4    CCV:-1/0    KIA:8
ROUT: Or RNC > 4
BERSERK: (RR5) Or RNC ≤ 4
• No Def TEM, No FF/INF Bonus
• Moving Fire Not Halved
No Secondary Weapons Allowed

**PVT VAKUTA**

PANIC:6    CCV:6/1    KIA:9
ROUT: Or RNC > 6
BERSERK: (RR5) Or RNC ≤ 6

**StuG IIIG**    BOG:3/w9
Effect Number: 4 ⑤    x5-6
OVR: 2    Button Up    MG: X6

| Range | To Hit # | MG FP |
|---|---|---|
| 0 | 2 | 2 |
| 1 | 1 | 3 |
| 2 | 0 | 3 |
| 3 | 0-1 | 4 |
| 4 | 0-2 | 4 |
| 5 | 0-3 | 5 |

ARMOR:i4/s5/k6    FLANK:i1/s2/k3
AVAILABLE: 6/42-45
+ 1 To Hit Vs Moving Target
+ 2 To Hit if Bogged/Immobilized

# 501 CITY-FIGHT-IN-FOUR
## DYO for UP FRONT

By Marcus Watney

Hardly an issue of The *GENERAL* goes by without yet another *ADVANCED SQUAD LEADER* scenario. But where are the new scenarios for *UP FRONT*, *BANZAI* and *DESERT WAR*? Are we card enthusiasts to be shrugged off with just the 24 rather uninteresting ones provided with the games themselves?

Two years ago, I got fed up waiting for someone else to do the hard work and grudgingly sat down to do it myself. But it took only one evening's concentration to convert my frustration with the *UP FRONT* scenarios into the remedy of "501 City-Fight-in-Four." It has proved to be a most productive evening's work, for the result has brought hours of gaming pleasure throughout the European Region of AHIKS and at the clubs I attend. In England, it has become the standard *UP FRONT* game, played more often than any other single scenario.

Quite simply, the secret of its success lies in its flexibility. Each player is allocated 501 Design-Your-Own points with which to play the City Fight scenario (Scenario B). The removal of the first four Woods cards, the special rules and the victory conditions remain unchanged; the only rule which is deleted is 43.41. Additionally, snipers have to be purchased by both sides as per Rule 43.6, and if a second sniper is required, he must be purchased at the same time as the first. But the really big difference is that the game continues through *four* decks.

Now at last you can do more than dream about that King Tiger. At a cost of 656 points, this mammoth is doomed to remain in the box, unplayed, whichever of the 24 published scenarios you may choose. But critical to good play in 501 City-Fight-in-Four is Rule 43.4—which offers generous discounts for units bought in mid-game as reinforcements:

Arrival after one deck:    ×0.8
Arrival after two decks:    ×0.5
Arrival after three decks:    ×0.2

If you can design a defensive strategy using not more than 369 points, and survive with this squad for three whole decks, then this time the King Tiger will appear (like the cavalry over the hill) just in time to save the day for you even as the final cards are played. Arriving after three decks, its cost is now a modest 132 points.

Well that, at least, is the theory. But the great strength of this scenario is that for every strategy there is a counter. Time is the real enemy of the King Tiger, for if your opponent chooses to use all 501 points in his initial set-up, your 369-point squad is unlikely to survive long enough to hear the rumble of friendly tracks. And even if it does, just how much damage can even a King Tiger do in just one deck?

Like most people approaching 501 City-Fight-in-Four for the first time, in the early days I was obsessed with bringing on the heaviest armor I could afford at the start of the fourth deck. Many defeats later, I now prefer to bring on something more

modest, but have it in action through at least the last two decks.

And here psychology plays an important role. Initial troops and reinforcements must all be selected and scheduled by both players secretly before either side begins to set up. And, while the actual cards to be brought on later may remain hidden until their entry, you must still reveal to your opponent the point values not yet in play as you set up your initial forces. Therefore, the make-up of your own squad will likely reflect your analysis of your opponent's character. If he is a renowned "tankie" you'd better buy at least a bazooka; but if the *banzai* charge is his specialty, perhaps a medium machinegun is a better investment. If you can be objective about your own style of play, try playing out of character once or twice when facing an opponent who thinks he knows you well; it's worth it just for that look of horror on his face.

I consider Scenario B easily the best of those published (though I also enjoy Scenario R, the Paratroop Drop). The City Fight has no specific attacker or defender, and has outstanding Victory Conditions. Because only men occupying buildings score Aggressive Action Points, it is one of the few scenarios in which the primary purpose of infiltration is often to seize a valuable bit of terrain (Rule 20.8) rather than merely to kill the enemy. It is also one of the few scenarios where discarding Brush or Wall onto an advancing enemy may make very good sense. Finally, the scenario is tailor-made for

the deployment of two of my favorite weapons: the demolition charge and the flamethrower.

One limitation I have had to impose for purely practical reasons is the number of groups in which reinforcements may arrive: not more than two over the whole game. The first reinforcing batch arrives as Group E and the second as Group Z (appearing beyond Group E, not beyond Group A). If Group E does not exist when the second reinforcements arrive, they enter as Group E rather than as Group Z. Both reinforcing groups may appear at the same time. A reinforcing sniper does not count as a group.

Of course, it is important that players do not become too distracted by the prospect of late-arriving reinforcements. With 501 points to play with, it is perfectly feasible to have cheap armor in the front line from the very start. AHIKS member Andy Daglish has perfected this technique of "all-up-front" and recommends a StuG IIIB at start. At the Spring 1988 AHIKS weekend meeting, he used the hand described below with considerable success against the conventional American squad of Owen Walters:

Germans:

| At Start: | #1 | Sgt Dittinger | MP: | 51 |
| | #4 | Schumacker | Rifle: | 15 |
| | #8 | Wollack | Rifle: | 8 |
| | #9 | Streich | Rifle: | 13 |
| | #10 | Wolff | Rifle: | 17 |
| | #24 | Cpl Steiner | MP: | 36 |
| | #39 | StuG IIIB | | 361 |

Total: 501 (at start 501)

Americans:

| At Start: | #3 | Fox | BAR: | 44 |
| | #5 | Frattali | SAR: | 14 |
| | #6 | Smith | SAR: | 5 |
| | #7 | Anderson | SAR: | 14 |
| | #11 | Greenwood | SAR: | 16 |
| | #17 | Ransom | Carbine: | 16 |
| | #18 | Sgt Allen | Carbine: | 55 |
| | #21 | Maly | MP: | 14 |
| | #28 | Shelley | Mortar: | 61 |
| Deck 2: | #35 | M10 Wolverine | | 261.6 (327×0.8) |

Total: 500.6 (at start 239)

A similar hand for the Russians (again created by Andy Daglish) with a typical German force shown for comparison, is given below:

Russians:

| At Start: | #1 | Sgt Rostov | SAR: | 40 |
| | #8 | Chernenko | Rifle: | 15 |
| | #10 | Kvasnikov | Rifle: | 4 |
| | #11 | Sokoloff | Rifle: | 7 |
| | #13 | Zaharoff | Rifle: | 14 |
| | #14 | Zayakov | Rifle: | 6 |
| | #15 | Uihailoft | Rifle: | 10 |
| | #19 | Commisar Dottski | MP: | 33 |
| | #38 | SU-85 | | 372 |

Total: 501 (at start 501)

Germans:

| At Start: | | sniper | | 35 |
| | #1 | Sgt Diettinger | MP: | 51 |
| | #4 | Schumacker | Rifle: | 15 |
| | #5 | Schultz | Rifle: | 10 |
| | #7 | Beck | Rifle: | 5 |
| | #8 | Wollack | Rifle: | 8 |
| | #9 | Streich | Rifle: | 13 |
| | #10 | Wolff | Rifle: | 17 |
| | #12 | Griess | LMG: | 72 |
| | #19 | Schlaffer | AR: | 18 |
| | #24 | Cpl Steiner | MP: | 36 |
| Deck 2: | #6 | Bernhoff | Rifle: | 20 (25×0.8) |
| | #15 | Volke | AR: | 22.4 (28×0.8) |
| | #20 | Frantz | PSK: | 52.8 (66×0.8) |
| | #26 | Kubler | AR: | 24 (30×0.8) |
| Deck 3: | #30 | SPW 251/1 | | 101 (202×0.5) |

Total: 500.2 (at start 280)

Perhaps what these compositions demonstrate more than anything else is just how dangerous it is to assume armor will only appear as a reinforcement. A player who does not start his unit with a bazooka (or an AFV of his own) is just asking for trouble. How then can you best deploy your armor to avoid that inevitable bazooka? One trick of the trade, available to the Allied player only, is to bring whatever armor you can afford on at the very start and allocate it to group A. In the City Fight scenario, the Axis player sets up and moves first. It is usual

to place the panzerschreck in Group C (or, if in play, Group D) so as to be well-positioned to ambush armor entering as Group E or Z. By placing front-line Allied armor in Group A, the panzerschreck is kept at arm's length, leaving the armor relatively free to shred enemy Groups A and B.

Perhaps the greatest pleasure that 501 City-Fight-in-Four provides is between the games. Over a long, solitary winter's evening, with the rain beating down on the window panes, what more pleasant entertainment can there be than designing new forces with which to astound and amaze your regular opponents at the next meeting? But to design well, you need to have a clear idea of your favorite nation's peculiarities and the demands of this scenario. Those are the considerations that the rest of this article will address.

## ARMOR

So, what about that big tank then? Decribed below is a small, elite German force which must hold the base-line through three whole decks before salvation arrives. Group A is padding, and should hide in good terrain for as much of the game as possible; the sole purpose of this anti-tank rifle is to burn off unwanted Fire cards. Groups B and C are of comparable strength, each able to lay down eleven FP at Relative Range 3, but Group C has the better morale and will therefore be slightly forward of the other two.

Germans:

| Group A: | #16 | Shaeffer | ATR: | 15 |
| | #5 | Shultz | Rifle: | 10 |
| Group B: | #19 | Schlaffer | AR: | 18 |
| | #15 | Volke | AR: | 28 |
| | #3 | Shussel | LMG: | 54 |
| | #2 | Cpl Hessel | MP: | 41 |
| Group C: | #6 | Bernhoff | Rifle: | 25 |
| | | panzerfaust | | 25 |
| | #26 | Kubler | AR: | 30 |
| | #12 | Griess | LMG: | 72 |
| | #1 | Sgt Diettinger | MP: | 51 |
| Deck 4: | #35 | PzKw VIB | | 131.2 (656×0.2) |

Total: 500.2 (at start 369)

Be warned, not once have I won with this hand. The small size of the front-line squads limits the amount of fire that can be put out; but concentrating the squad into two groups would offer too many outflanking opportunities. And the tank arrives just too late to retrieve a position disastrous from the start. Still, everyone should drive a King Tiger once in their life, and in UP FRONT this formation is likely to be your only opportunity.

A better approach is to determine which of the armored units appearing in the game represents the best value for money for each nation. To a large extent, this must be a subjective decision (how frightened are you of becoming bogged, for example). Personally, I ignore everything except the unboxed Effect Number; the tank's prime targets are likely to be of high morale and hiding in −2 or −3 TEM buildings, and therefore difficult to shift. If the tank is to win the game for you, it is essential that it have a very high capability against infantry. Good cross-country performance is worthless if its fire then has no effect. By this standard of reckoning, the best AFVs are:

| Vehicle | | Effect | Cost | Cost/Effect |
| --- | --- | --- | --- | --- |
| German: | #39 StuG IIIB | 4 | 361 | 90.25 |
| French: | #34 Char B1-b | 4 | 315 | 78.75 |
| Russian: | #38 SU-85 | 5 | 372 | 74.4 |
| American: | #39 M8 HMC | 4 | 296 | 74.0 |
| Japanese: | #35 Type 1 SP | 4 | 269 | 67.25 |
| British: | #42 Sexton | 5 | 329 | 65.8 |
| Italian: | #34 Semovente | 4 | 223 | 55.75 |

This chart shows the Germans at a distinct disadvantage. The most economical AFV proves to be the British Sexton: a truly amazing vehicle, consisting of a 25-pdr field gun mounted on the chassis of an M4 Sherman. (The Italian Semovente cannot really be compared with the others, suffering as it does from staggeringly dreadful morale and an unbelievable 9.9% chance of malfunction.) Perhaps

the surprise, though, is the high ranking enjoyed by the Japanese; the cheap Type 1 SP is almost identical to the Sexton in terms of value for money, though its lack of a machinegun is irritating. Bearing in mind Imperial Japan's disdain for armored warfare, this does seem rather unrealistic.

For those who want a quick game, I recommend this hand:

British:

| Group A: | #42 | Sexton | | 329 |
| Group B: | #23 | Watney | Mortar: | 54 |
| | #21 | Sgt O'Niell | MP: | 46 |
| Group C: | #9 | Bell | Rifle: | 10 |
| | #10 | Moon | Rifle: | 10 |
| | #12 | Gilfallin | Bren: | 46 |
| | #7 | Cleary | Rifle: | 5 |

Total: 500 (at start 500)

This puts the brilliant Sexton straight into action, hopefully well away from the panzerschreck which would normally be placed in Group C. Usually the provision of a mortar is merely to permit unuseable Fire cards to be burnt rather than discarded. But here it plays a more important role: killing troops pinned by the Sexton before the opponent has a chance to rally them. Since it may have to come forward to provide this duty effectively, the squad leader accompanies the mortarman in order to lay down smoke.

When I said that this hand guarantees a quick win, I was careful not to say it guarantees you a quick victory! Weighted against the strength of the Sexton must be the simple lack of British numbers, the low morale of Group C (oh for a British commissar), the lack of an ASL, and the vulnerability of the SL to snipers. If the Sexton becomes bogged or otherwise incapacitated, a few short shots against Group C are likely to result in a rapid British defeat. Using this hand, I have both won and lost spectacularly, but I have never played through all four decks!

Thanks, of course, are not everything. UP FRONT is an infantry game, and with 501 points to spend, some interesting combinations of infantry weapons are possible. Let's look in detail at five of the heavier weapons.

## MEDIUM MACHINEGUNS

At 129 points, the German medium MG is the most expensive in the game. It is also the most powerful, with an extra point of firepower at all ranges over its American and British rivals. But the three cards #10 Wolff (rifle), #12 Griess (LMG) and #15 Volke (assault rifle) cost only 117 points and put out much the same amount of firepower. I do not find the German MMG a particularly attractive purchase in comparison with the excellent MG34 LMG.

The American and British MMGs are virtually identical, and are priced at 115 and 114 points respectively. I like PFC Nixon with his Browning .30-cal. The American BAR is not an attractive weapon, being only two FP stronger than a rifle and being restricted by Rule 46.4, so the MMG is a good purchase in any DYO scenario. Likewise, PFC Palmer with the British Vickers MMG goes some way to compensate for the Bren gunners Gilfallin and Scarborough (for the last sentence of Rule 46.4).

The Russian and Japanese MMGs are, at 69 and 74 points respectively, good value. The Russians have a unique problem in that their morale 4 LMG is also an ASL; this is not always desirable. The alternative LMG (#28) has a morale of "3", a little low for such a crucial weapon in my opinion. I often choose #16 Cpl Semenov and his MMG, but usually because I don't want another ASL. (I like to put the commissar in charge of the firebase.) The Japanese also suffer from a LMG identical to the Bren. At only 168% of the price of their LMG, the MMG is an economical purchase even though it does require two men to move it (well, how often does a MMG get moved anyway).

The Italians and French are in much the same quandary as the British: while the firepower of their MMGs is the weakest in the game system, their LMGs are one-man weapons also constrained by Rule 46.4. Both the Italian and French LMGs are almost identical to the British Bren. This means that while the Italian MMG (at 52 points) is not particularly attractive, the alternative of a LMG (at 30 or 33 points) is an even less pleasant proposition. For the French, the decision is even simpler—always choose the MMG (at 92 points) and never touch a LMG if you can help it because the MMG is much easier to repair and less likely to be removed following a malfunction. This is an important consideration in a four-deck game.

Of course, in deciding whether or not to purchase a MMG, it is not just a question of comparing firepower at Relative Range 3 (in my opinion, the most crucial range). Unlike all other infantry weapons, the MMG's most important characteristic is its long reach. Even at Range 0, it can put out a very reasonable amount of fire, typically two or three times that of an LMG. Whether or not it does succeed in pinning the opponent to his baseline, its presence will most certainly force him to play more conservatively right from the start, giving you the chance to seize the middle ground first. For this reason, I find the medium machinegun has a value beyond its raw points.

## MORTARS

The *UP FRONT* mortar is a strange bird, and it takes some skill to use it well. Its principal purpose is to burn up Fire cards that are unuseable elsewhere. It has tremendous nuisance value, as you will soon find out if your opponent uses one against you. You will find it firing at you with repetitive regularity all through the game, on most occasions achieving nothing but then suddenly wiping out an entire group!

The reason that its performance is so difficult to predict is that the RNC drawn to determine if a hit is achieved is added to swell the Effect Number. At Relative Range 3, most crewed mortars will hit an Acquired Target on any color RNC from zero to four inclusive. That means there is a 27.2% chance of attacking with FP2, 22.2% chance of FP3, 17.3% chance of FP4, 13.6% chance of FP5, and 9.9% chance of FP6 (plus, of course, a 9.8% chance of missing entirely). Nobody loses much sleep over a "2" attack, but suffering a FP6 attack could easily lose you the game in less than a minute.

But the real killer with mortar fire (and, in fact, ordnance fire in general) is that any Concealed card must be played *before* the Fire strength of the attack is known. I find this the toughest decision in the game system—whether or not to use a Concealed card to reduce the To Hit number. And a wise mortarman can use this uncertainty to great effect, expending a useless Fire card to finesse his opponent's best Concealed card immediately before the main attack from his buddies in the next group goes in. Little wonder that I find being subjected to persistent mortar fire easily the most nerve-wracking event in *UP FRONT*.

Fortunately for those who suffer, the mortar also has tremendous weaknesses. Foremost amongst these is its propensity to break down: 5% every single time it fires! I am uncertain what this high likelihood of breakdown is supposed to represent; historically, the mortar was (and is) a highly reliable weapon, with an absolute minimum of moving parts. (Easily the most unreliable weapon in the war was the dreadful British Sten, a weapon cobbled together in the dark days of 1940 and with an alarming propensity for jamming at the most critical moments; yet in *BANZAI* it is no more likely to malfunction than a trustworthy Lee-Enfield bolt-action rifle!) Malfunction of a mortar I therefore interpret to represent a temporary lack of ammuni-

tion, for the great handicap of the mortar as an infantry weapon is the weight of ammunition that must be carried if it is to make a significant contribution to any battle.

Another limitation of a mortar is its minimum range; often the best response to a mortar is to advance and attack it! Another problem, of all ordnance, is that it is largely ineffective when fired at moving targets. The mortar's ability to "undo" the defensive benefits of woods is of no significance in a City Fight scenario, while its inability to fire from (VP-generating) buildings is a severe limitation. All these tend to mitigate the effects of a truly remarkable weapon.

But, is it worth buying? At 60 points, the German mortar is expensive. It does have the advantage of long maximum range and short minimum range, but the excellent German discard capability means that a mortar is not so important as a means of expending unuseable Fire cards.

On the other hand, at 61 points each, the American and French 60mm mortars are a very good value. The Americans (and even more so the French) are troubled by their discard capability, and these mortars are also the only ones in the game with an initial Effect Number of "3" (increasing the likelihood of any particular final FP by as much as 5% in most cases). The French have the choice of a second, weaker mortar at 42 points; but I find it only rarely useful.

The British mortar cannot be recommended. Sadly, PFC Watney remains unpicked and unloved throughout most 501 City-Fight-in-Four encounters. At 54 points, the weapon is only slightly cheaper than that of the German, and yet its range is significantly shorter. Its uncrewed performance is execrable.

Particularly strange is the Japanese mortar . . . or mortars, for there are three of them! Why so many of them are offered is difficult to understand; I have seen one game in which a player placed two mortars in the same group, but his purpose in so doing remains undivined. Each of the three mortars has a different morale: "4" (costing 54 points), "3" (costing 41) and "2" (costing 27). The great weakness of the Japanese mortar is the reduction in its Effect Number at Relative Ranges of "2" and "3", just where the likelihood of a hit is at maximum. It can be intensely frustrating to watch your opponent extricate himself out from under your mortar barrage by calmly advancing to Relative Range 2! Still, at a cost of only 27 points, I do consider the Morale 2 mortar a good value, given the Japanese player's discard constraints. Mortars spend most of the game under cover in gullies anyway, so the low morale is no problem.

As usual, the poor old Italians are saddled with the worst mortar in the game—a laughable peashooter with a miserable Effect Number of "1". But given the Italian player's four-card hand and discard constraints, even this pathetic little joke of a weapon may be worth its 35-point cost as a means of burning unuseable Fire cards. At least it malfunctions no more frequently than anyone else's mortar.

Easily the best mortar is the Russian's. At only 33 points, it is extraordinarily good value for the money. It is rare for me to play the Russians in 501 without a mortar. Firstly, the Soviet four-card hand and discard constraint make the Russians particularly susceptible to a logjam of one or two unuseable Fire cards. Secondly, it is common for the Soviets to set up in only two or three groups, but this does make them vulnerable to natural outflanking; creating an extra two-man mortar group and designating it Group A widens the front without weakening the squad as a whole. The Russian mortar is comparable to the German except at extreme range, where a hit is unlikely. Its major disadvantage is its minimum range of "3". Even so, at almost half the price of the German mortar, it is a very good purchase.

Before leaving the topic of mortars, their deployment is worth discussing. I favor a mortar in Group A, the firebase in Group B and the maneuver element in Group C. But there is one other place well-suited for the mortar: amongst the reinforcements. It is poor practice to bring on riflemen after the end of the second deck as they are unlikely to be able to advance far enough before the end of the game to generate significant victory points. For this reason, if infantry reinforcements are to be brought on late, they should be intended as an additional firebase rather than as a maneuver group. A MMG makes a good late reinforcement, and so too does a mortar. A Russian mortarman and assistant can be brought into the game at the start of the last deck for less than ten points, and at this stage of the game may be able to go straight into action at Relative Range of "2" or "3".

## ARTILLERY

I have noticed that off-board artillery is unpopular with players; yet in this scenario I consider it a valuable asset. Yes, it is exceedingly luck-dependent, requiring both a rare Radio card and a black RNC. But it can swing the game in your favor when a moment before all seemed lost. And while your radio is functioning, however disorganized your groups may be with critical personnel pinned or eliminated, your opponent will never advance without utmost caution.

If you are going to buy artillery, do it properly and purchase FP7 artillery. Your target will likely be hiding in −3 buildings and have high morale, so anything less than "7" is a waste of time and points. Nation by nation, the percentage of cards and costs are:

| | Number | Percent | Cost | Cost/Card |
|---|---|---|---|---|
| German: | 6 | 3.70% | 126 | 21.00 |
| British: | 6 | 3.70% | 126 | 21.00 |
| French: | 6 (3) | 3.70% (1.85%) | 126 (63) | 21.00 (21.00) |
| American: | 8 | 4.94% | 150 | 18.75 |
| Russian: | 4 | 2.47% | 66 | 16.50 |
| Japanese: | 4 | 2.47% | 66 (66) | 16.50 |
| Italian: | 4 (4) | 2.47% (2.47%) | 33 (66) | 8.25 (16.50) |

This chart shows that the offboard artillery is best value for the Italians, is good value for the Russians and Japanese, and poorest value for the Germans, British and French (parenthetical values are for rare troop types).

But the Americans have the most copious supply of Radio cards, twice the Soviet, Japanese or Italian allotment. Since it is perfectly possible for an entire game to pass without the Russians or Japanese or Italians to even secure the right to make a 50% gamble at calling down artillery fire, this in itself makes the American purchase of artillery just that little bit more attractive than statistics suggest. Also, the Americans can hoard one or two Radio cards, something the Russians, Japanese and Italians simply cannot afford to do with their hand limitations.

Note that Table 3c in *BANZAI* is incorrect in its allotment of Radio cards. And what on earth does Rule 44.2 mean? There is no Radio card useable by the Germans that is not also useable by the Americans, so the second half of Rule 44.2 is more easily expressed by limiting the British to German Radio cards. The reference to American radios is irrelevant.

## DEMO CHARGES

At 50 points (for all nations), the demolition charge is overpriced. It is difficult to use, and once used is expended. The Russians, Japanese and Italians are better off spending up to 66 points on a seven-factor off-board artillery barrage; the demolition charge is attractive only to the Germans and British. But, having said that, I have seen a number of games won sudddenly by the "losing" side through the judicious use of a demo charge.

But then again, I have also had my precious demo charge rout out of the game in the very first deck!

## FLAMETHROWERS

Easily my favorite weapon is the flamethrower. In fact, it was largely because I was dissatisfied with opportunities for this weapon in other scenarios that I set about designing 501 City-Fight-in-Four in the first place. The flamethrower is tailor-made for a City Fight, thanks to its most important asset: negation of the defender's terrain (Rule 22.1). Only by bringing forward your flamethrower can you hope to winkle that high-morale group out of those VP-generating −3 buildings as the last deck plays itself out.

When using a flamethrower as the only firing weapon, you should plan to generate a Fire 5 attack. This should be sufficient to kill or pin a significant proportion of the target group, unless a −3 Concealed card is played. Also remember the other great asset of the flamethrower: moving fire is not halved so the weapon can get into action immediately after advancing from Relative Range 4.

Of course, the flamethrower also has major disadvantages. Prime amongst these is an alarming tendency to break down at just the most awkward moment. But a less obvious problem is its bulk, as portrayed by its reduced KIA values. Recently, a four-man group including a flamethrower suffered three casualties in the course of a game . . . each time the bearer of the flamethrower! The last man alive in the group refused to pick the dreadful thing up, believing it to be jinxed.

Do not make the mistake of imagining that the flamethrower is only an offensive weapon; in many ways it is more potent on the defense. If your maneuver element has succeeded in finding some buildings to hold well forward, it will be very difficult for your opponent to evict you in the face of the flamethrower.

As usual, the Soviet equipment proves to be good value for the points, and the British and American poor. At more than half the cost of a MMG, the Italian flamethrower is too expensive, even at 30 points. The German flamethrower costs the same as the British, but bearing in mind the higher costs of most German weapons at 72 points some players may consider it (relatively) quite a good purchase. However, easily the best value is the French flamethrower at a mere 34 points.

Special mention should be made of the five flamethrowing AFVs. The Russian T26S and the German PzKw II (Fl) are not particularly attractive purchases—being neither cheap nor well-armored. But the German PzKw III (Fl) carries sufficient armor for a good chance of closing with the enemy. Also, alone of all the flamethrowers, the PzKw III (Fl) has an effect at Relative Range 4 as well as 5. This can be particularly important if an AFV reinforcement entering as Group E is to have any influence on Group C. At this range, the flamethrower will probably only deliver a Fire 3 attack. But if the target is holed up in −3 buildings, to achieve the same result from any other weapon a Fire 6 attack would be needed, so it is not to be dismissed lightly.

By far the most interesting flamethrowers, though, are the weird British Wasp and Italian L3/Lf. The Wasp is appallingly vulnerable to even desultory fire, but at 152 points it is cheap enough to be considered expendable. The Italian vehicle is even more fun as it has a better chance of closing with the enemy (it is not open-topped) and at 120 points is a bargain. Amazingly, Rule 28.6 means that one of the best uses of these vehicles is in a European version of the Banzai charge: keep them on the baseline until the opponent seems short of Fire cards and then charge forward to Relative Range 5 without playing a single terrain card. Well, it's worth a try.

The presence of the Wasp and L3/Lf mean the British and Italian players are the only ones able to field two flamethrowers in a squad. This is a technical capability only; the resulting squad is so unbalanced it is hardly worth considering. I tried it for a laugh once . . . and didn't laugh very much.

## THE BRITISH

The great strength of the 501 City-Fight-in-Four scenario is that it is now played in enough clubs to make it worthwhile recording favorite squads on paper and keeping them in a game box ready for further use. A visit to another club then becomes a fascinating conflict of doctrines, for I have found that different clubs develop different styles of play and favored deployments, reflecting small shifts in accent perceived by each. I will devote the rest of this article to describing a few of the squads with which I have fought this scenario (however, you should note that I do not claim to have won with all of them) detailing them nation by nation, starting with the British.

The Churchill is an excellent infantry-support tank, well-armored and with a good punch. Unfortunately, it is also expensive. To bring it on during the third deck leaves only 235.5 points to deploy initially. The sparse hand described below concentrates on high morale for survivability and an MMG to keep the enemy at maximum range for as long as possible. It suffers from a simple lack of numbers and an extremely weak firebase; once the MMG is pinned, the enemy can advance with impunity. The anti-tank rifle is included solely to burn unwanted Fire cards. To win with this hand is extremely difficult, but if you manage to survive the first two decks cowering on the baseline you will then be well rewarded.

British:

| Group A: | #26 | Oldaker | ATR: | 14 |
|----------|-----|---------|------|-----|
| | #21 | Sgt O'Neill | MP: | 46 |
| Group B: | #2 | Cpl Barnard | Rifle: | 40 |
| | #5 | Hodge | Rifle: | 20 |
| | #13 | Palmer | MMG: | 114 |
| Deck 3: | #39 | Churchill | | 265.5 (531×0.5) |
| Total: 499.5 (at start 234) | | | | |

A more balanced and successful British hand, with everything up front, is described below. Because the flank of Group A cannot be turned, it will often contain the opponent's weakest personalities (typically little more than a mortar and an assistant). This hand seeks to exploit such weakness by placing the maneuver element in Group A, the firebase in Group B, and the anti-tank element in Group C. As usual, the maneuver element has the highest morale since to be effective it must close with the enemy. Note also the single rifleman accompanying the PIAT; with any other nation, I would select a machine pistol, but the British firepower bonus (Rule 44.3) *doubles* the number of Fire cards this single man can use at Relative Ranges of 1 and 2, offering exceptionally good value for the money.

British:

| Group A: | #17 | Shannon | MP: | 26 |
|----------|-----|---------|------|-----|
| | #15 | Shaw | MP: | 21 |
| | #3 | Scarborough | Bren: | 61 |
| | #1 | Sgt Vasey | MP: | 51 |
| | | demo charge | | 50 |
| Group B: | #4 | Tresham | Rifle: | 15 |
| | #9 | Bell | Rifle: | 10 |
| | #25 | McNamara | Rifle: | 10 |
| | #7 | Cleary | Rifle: | 5 |
| | #2 | Cpl Barnard | Rifle: | 40 |
| | #13 | Palmer | MMG: | 114 |
| Group C: | #6 | Willis | Rifle: | 15 |
| | #20 | Coleman | Piat: | 64 |
| Deck 3: | | sniper | | 17.5 (35×0.5) |
| Total: 499.5 (at start 482) | | | | |

But the most successful British hand I have ever used is the one shown next. As you would expect from what I have written earlier, it brings the Sexton on at the start of the final deck. Delaying the armor that long is risky, but it does mean that there is more to spend on the opening squad. I am a player who

always prefers quality to quantity, so the initial squad contains just nine men (some players lament the low firepower that results from a compact squad, but I am deeply suspicious of large squads fleshed out with low-morale characters whose disappearance can all too easily break the squad). It is not a warped sense of humor that puts Cpl Burns with the flamethrower; the ability of the ASL to call down smoke offers the flamethrower some cover if caught in poor terrain. Also note that when using ordnance to free your hand of high-value Fire cards, the anti-tank rifle should also be used in preference to the PIAT. The PIAT is just too vulnerable to a malfunction to risk unnecessarily.

British:

| Group A: | #22 | Cpl Burns | MP: | 36 |
|----------|-----|-----------|------|-----|
| | #14 | Vane | FT: | 72 |
| Group B: | #26 | Oldaker | ATR: | 14 |
| | #4 | Tresham | Rifle: | 15 |
| | #13 | Palmer | MMG: | 114 |
| Group C: | #17 | Shannon | MP: | 26 |
| | #11 | Davis | Piat: | 85 |
| | #15 | Shaw | MP: | 21 |
| | #1 | Sgt Vasey | MP: | 51 |
| Deck 4: | #42 | Sexton | | 65.8 (329×0.2) |
| Total: 499.8 (at start 434) | | | | |

## THE GERMANS

I very rarely play the Germans, because I find them the least challenging side, so I have only one hand to offer. I am always cautious about including extremely nervous individuals such as Beck (morale "1"). My rule of thumb is only include him if there is an even number of men in the squad. Then his inclusion does not weaken the squad since, with or without him, the breaking point remains the same (in this case, five men remaining). Of course, Hamblen is as weak as Beck but, constituting no threat to the enemy, he can expect to have a very peaceful game. His (and Posner's) sole purpose is to extend the front, and this pair should hide in a gully as soon as possible—even retreating behind the baseline if necessary.

Germans:

| Group A: | #18 | Posner | MP: | 9 |
|----------|-----|--------|------|-----|
| | #21 | Hamblen | MP: | 5 |
| Group B: | #4 | Schumacker | Rifle: | 15 |
| | #9 | Streich | Rifle: | 13 |
| | #24 | Cpl Steiner | MP: | 36 |
| | #12 | Griess | LMG: | 72 |
| | #8 | Wollack | Rifle: | 8 |
| | #7 | Beck | Rifle: | 5 |
| Group C: | #17 | Hauptman | MP: | 23 |
| | #26 | Kubler | AR: | 30 |
| | #15 | Volke | AR: | 28 |
| | #1 | Sgt Diettinger | MP: | 51 |
| | | panzerfaust | | 25 |
| Deck 3: | #39 | StuG III | | 180.5 (361×0.5) |
| Total: 500.5 (at start 320) | | | | |

## THE JAPANESE

If the Germans are uninteresting, the Japanese are fascinating. Their special problems and advantages are so different to all other combatants that Japanese squads are often of unique design. The most important Japanese advantage is that 75% break point; if nothing else, it means a player can safely fill a squad with more low-morale men than the opposition and thus, in a DYO scenario, achieve superior firepower for the same expenditure. The principal disadvantages are the very poor Panic values (they just will not get their heads down) and the lack of a bazooka. The anti-tank rifle compensates greatly, being the best in the game. It does actually hit its target quite regularly. And at Relative Ranges 3 or more, a hit once achieved does have a good chance of knocking out the enemy AFV (because of the strange Rule 30.6). At these ranges, a hit once achieved is likely to have an effect indistinguishable from a bazooka. The Japanese player should always purchase the ATR.

The Japanese infiltration advantage (Rule 45.13) and the availability of some men with very high morale makes the demolition charge (and even the

anti-tank mine) an effective weapon. If all else fails, the ATM can even be placed by Banzai charge, although the −3 berserk DRM is crippling.

The hand described below is quite different from the others I have listed. While the mortar fills a conventional role, note that the firebase in Group B has no machinegun, poor firepower at long range being compensated for by good firepower at short range. Group C is the most interesting: the two fanatics Okimoto and Shoburo, unencumbered by low morale companions, can devote all their energies to placing the demo charge effectively. But most striking is the arrival of the main maneuver element as late as the second deck; with any other nation this would be a risky delay, but the ease with which the Japanese player can advance makes this an impressively sophisticated ploy that may even lead to natural outflanking.

Japanese:

|  |  | sniper |  | 35 |
|---|---|---|---|---|
| Group A: | #10 Korata | Rifle: | | 10 |
| | #24 Yoruba | Mortar: | | 27 |
| Group B: | #15 Isishi | Rifle: | | 10 |
| | #8 Sakai | Rifle: | | 10 |
| | #13 Fusano | Rifle: | | 10 |
| | #11 Yumani | Rifle: | | 10 |
| | #28 Oi | ATR: | | 17 |
| | #9 Fuchida | Rifle: | | 7 |
| | #12 Fujita | Rifle: | | 7 |
| | #26 Sakata | Rifle: | | 7 |
| Group C: | #20 Shoburo | Rifle: | | 20 |
| | #1 Sgt Okimoto | Rifle: | | 45 |
| | | demo charge | | 50 |
| Deck 2: | #18 Ikado | Rifle: | | 13.6 (17×0.8) |
| | #7 Asanti | Rifle: | | 10.4 (13×0.8) |
| | #6 Fujiyama | Rifle: | | 10.4 (13×0.8) |
| | #4 Kobayashi | Rifle: | | 13.6 (17×0.8) |
| | | anti-tank mine | | 5.6 (7×0.8) |
| | #2 Cpl Togo | Rifle: | | 29.6 (37×0.8) |
| | | Radio-5 | | 17.6 (22×0.8) |
| Deck 3: | #35 Type 1 SP | | | 134.5 (269×0.5) |

Total: 500.3 (at start 265)

Note that *DESERT WAR* clarifies and expands Rule 21.11. British and French squads have the American limitations; Japanese and Italians, the German. Radios are not anti-tank weapons, and therefore are not counted for the purposes of Rule 21.11.

Incidentally, contrary to the implications of Rule 46, the majority of the troops fighting the Japanese were from the U.S. Army—not the U.S. Marine Corps. I cannot think of a single city captured exclusively by Marines, and therefore such a troop type is not available in this scenario.

## THE AMERICANS

One of the most surprising discoveries, which comes as something of a shock to patriotic American players of the game, is just how temperamental the American forces are. I count the Americans as one of the hardest sides to play well in a 501 scenario. The presence of many personalities with Panic levels two greater than their morale (instead of one) is a significant advantage. But, in this scenario, this is more than outweighed by the truly appalling American armor.

It is not the vehicles themselves which are the problem; it is the tendency of the crews to button-up at the first sign of trouble. With one exception, the tank crews all have morale levels of "4". The exception is the weak M20 Utility Car with a morale level of "3"! Every German, Japanese, British and Soviet tank in the game has a morale of "5". Arguably, buttoning-up is not such a terrible thing; the tank still functions, albeit less effectively, and is in no greater danger of being destroyed. Also, the American buttoned-up performance is the best of any nation. Where a low morale value is crippling is the case of an open-topped AFV. When these cards are flipped over, they become not buttoned-up but pinned, and therefore completely useless until a Rally 3 card or greater is played. Sadly, the two most attractive pieces of U.S.

armor—the M8 HMC at 296 points and the M10 Wolverine at 327 points—are both open-topped and therefore of little real value. To get a tank that can deliver at least four unboxed Effect factors without any danger of a pin, players will have to spend 418 points on an M4 (75) Sherman or 422 points on an M24 Chaffee, with weaker armor but superlative cross-country performance. But, with cost/effect ratings of 104.5 and 105.5 respectively, these vehicles are the worst value of any nation even though their buttoned-up performance is truly outstanding.

The inescapable conclusion is that the Americans are better off in this scenario sticking to infantry-only squads. Once this unpalatable truth is recognized, players can concentrate on building a hand that takes full advantage of their strengths. And there are many such strengths for the Americans. As has already been pointed out, the American mortar is very good value for cost and, although the purchase of a radio seems at first sight not particularly exciting, the American six-card hand (generous enough to permit the player to hold a Radio card until a target of opportunity presents itself) makes off-board artillery that much more effective. The good MMG also makes up for the unspectacular BAR.

One minor irritant, however, is that there is only one American soldier (Pvt Coggins) with high morale and armed with a machine pistol. Once it has captured a forward building, the maneuver element of any squad will have to fight for its life to hold that building and will no doubt face repeated close-range assaults; therefore the group should consist of high-morale men equipped with machine pistols. That such men are not available to the American player is one more indication just how demanding playing the American side in this scenario is.

The American hand described below is a peculiar one. The two men in Group A serve no purpose but to insure the American position during the first deck does not become Unbalanced (Rule 15.6). The ten points used to purchase these wimps must be regarded as a loss-leader. The men must be kept out of the battle whatever happens, even using Retrograde Movement (Rule 5.31) if necessary.

Only the firebase (Group B), built around the MMG, is positioned initially. The American six-card hand means that the risk of bringing the maneuver element into the game as a reinforcement is just about reasonable. But of course, it means the five men of the firebase are going to be under a lot of pressure throughout the first deck. It takes guts to start a game with only seven men, two of whom are cowards, and with no anti-tank defenses—but the high cost of American personality cards leaves little alternative. Actually, the firebase is a little more sturdy than first impressions suggest, for four of the five personalities enjoy Panic levels two higher than their morale ratings, so that although the group may be pinned frequently, the enemy will have considerable difficulty killing them (two Panic "6", two Panic "5" and one Panic "3").

As always, the maneuver element (whose mission is to capture and hold forward buildings and so generate victory points) is small but elite: four men with morale not less than "4". In this group is the anti-tank weapon (the better of the two bazookas) and the main offensive weapon: an Effect "7" radio. Bringing up the rear is a two-man mortar group. Note that the SL enters as a reinforcement; until then Cpl. Hull must act as SL. The strategy in the second half of the game is simple. Save a Radio card until a Fire card is drawn. Hit the most vulnerable enemy group with a "7" artillery barrage, and then try to panic the pinned men in that group with a second attack from either the MMG or the mortar (depending on the value of the Fire card).

Americans:

| Group A: | #24 Crain | MP: | 5 |
|---|---|---|---|
| | #6 Smith | SAR: | 5 |
| Group B: | #4 McElroy | SAR: | 16 |
| | #11 Greenwood | SAR: | 16 |
| | #15 Nixon | MMG: | 115 |
| | #20 Cpl Hull | SAR: | 42 |
| | #8 Burke | SAR: | 9 |
| Deck 2: | #9 Myers | SAR: | 19.2 (24×0.8) |
| | #25 Coggins | MP: | 15.2 (19×0.8) |
| | #14 Towle | Bazooka: | 59.2 (74×0.8) |
| | #18 Sgt Allen | Carbine: | 44 (55×0.8) |
| | | Radio-7 | 120 (150×0.8) |
| Deck 3: | #26 Degi | MP: | 4.5 (9×0.5) |
| | #28 Shelley | Mortar: | 30.5 (61×0.5) |

Total: 500.6 (at start 208)

## THE RUSSIANS

But to my way of thinking, it is the Soviets who are the most entertaining side to play in this scenario. The limitation of the four-card hand can be quite terrifying, particularly when consecutive attacks leave a pinned group in poor terrain without a Concealed card. But the Russians enjoy quite substantial compensations; personality cards are cheap, Concealed cards are plentiful, the mortar is outstandingly good value for cost, and the MMG and off-board artillery and flamethrower are also impressive. The great weakness, of course, is lack of a good anti-tank weapon.

On a simple points-per-factor calculation, the best Soviet tank is the SU-85, delivering five unboxed Effect factors for 372 points (a cost/effect ratio of 74.4). It is also an extremely effective anti-tank weapon, but lacks a machinegun. Personally however, I prefer the T-28C. This funny-looking tank has an appalling cross-country performance and weak armor, but it does have a machinegun and can therefore overrun. With a cost/effect ratio of 85.25, it is a perfectly respectable purchase.

If you want the tank up front, the hand below is interesting and worth trying, though success with it is far from guaranteed. An ASL accompanies the flamethrower in order to lay down smoke to cover its advance. Opportunities for Aggressive Action victory points are slight, so this squad must concentrate on breaking the opponent to win.

Russians:

| Group A: | #41 T-28C | | 341 |
|---|---|---|---|
| Group B: | #23 Podgorny | MP: | 17 |
| | #22 Igorski | MP: | 12 |
| | #7 Kristov | Rifle: | 9 |
| | #5 Storchillo | Rifle: | 9 |
| | #19 Comm Dottski | MP: | 33 |
| Group C: | #17 Kirilenko | FT: | 48 |
| | #21 Sgt Aliev | MP: | 32 |

Total: 501 (at start 501)

A more conventional approach is to bring the tank on in the middle of the game, as shown below. This particular hand is risky because the maneuver element does not arrive until the second deck, a luxury the Soviets cannot really afford. But it does generate an interesting game with a variety of options. Note the late arrival of the squad leader, and the comparative weakness of the mortar crew, who should seek a gully as soon as possible (those players of a nervous disposition may prefer to transfer an additional man from the firebase to the mortar crew).

Russians:

| Group A: | #25 Kornilev | MP: | 8 |
|---|---|---|---|
| | #27 Symsilov | Mortar: | 33 |
| Group B: | #5 Storchillo | Rifle: | 9 |
| | #18 Mihailoft | ATR: | 12 |
| | #14 Zayakov | Rifle: | 6 |
| | #9 Nosenko | Rifle: | 6 |
| | #10 Kvasnokov | Rifle: | 4 |
| | #16 Semenov | MMG: | 69 |
| | #19 Comm Dottski | MP: | 33 |
| Deck 2: | #12 Vakuta | Rifle: | 13.6 (17×0.8) |
| | #3 Petrovsky | Rifle: | 12 (15×0.8) |
| | #8 Chernenko | Rifle: | 12 (15×0.8) |
| | #17 Kirilenko | FT: | 38.4 (48×0.8) |
| | #26 Sgt Zorin | MP: | 34.4 (43×0.8) |
| | | demo charge | 40 (50×0.8) |
| Deck 3: | #41 T-28C | | 170.5 (341×0.5) |

Total: 500.9 (at start 180)

When is 501 not 501? When it's 527.3! The most interesting (and successful) 501 City-Fight-in-Four hand I have left until now to describe: partisans. Their increased propensity to panic and the other disadvantages outlined in Rule 37.1 are more than compensated for by the DYO 5% discount (Rule 43.5). This increases the maximum permitted face value of the squad from 501 points to 527.3 points.

The special advantages partisans enjoy make them a delight to play. The extra factor of concealment (Rule 37.2) neatly cancels out the lowered Panic levels, while their ambush facility (Rule 37.5) is of tremendous importance. In a City Fight scenario there is only one useable woods card, so the partisan player will have to make do with entrenched brush. But even though men in such terrain are very vulnerable, the opportunity to boost an attack by three whole Fire strengths simply by playing a Concealed −3 card is a potential game-winner, effectively cancelling out the −3 TEM of buildings. Add to these considerations the fact that partisans are permitted to use weapons as heavy as MMGs, flamethrowers and radios and marvelous opportunities become apparent.

Because partisans are permitted only one leader, it is wise not to risk the squad leader in the front line. Sgt. Zorin therefore hangs back with the mortar. The cowardly Pvt. Kvasnikov is placed with the mortar group merely to give Sgt. Zorin some protection from snipers. An alternative is to use the Commissar as the SL and place him and the radio at the end of Group B; Knezevich and the ATMM can then be exchanged for a LMG, while Kvasnokov and Kristov changes places. The major weakness, of course, is the lack of any anti-tank weapon; the best protection is not to tell your opponent that he is facing partisans until after he has set up! (Both players must reveal the nations they are playing before personality cards are selected, but troop types and partisans do not have to be declared until after that side has set up.)

Partisans:

|  |  |  |  |
|---|---|---|---|
|  |  | sniper | 35 |
| Group A: | #10 Kvasnikov | Rifle: | 4 |
|  | #27 Symsilov | Mortar: | 33 |
|  | #26 Sgt Zorin | MP: | 43 |
|  |  | Radio-7 | 66 |
| Group B: | #13 Zaharoff | Rifle: | 14 |
|  | #15 Uihailoft | Rifle: | 10 |
|  | #6 Soloviev | Rifle: | 10 |
|  | #7 Kristov | Rifle: | 9 |
|  | #5 Storchillo | Rifle: | 9 |
|  | #14 Zayakov | Rifle: | 6 |
|  | #18 Mihailoft | ATR: | 12 |
|  | #4 Yastreboft | Rifle: | 12 |
|  | #16 Semenov | MMG: | 69 |
| Group C: | #8 Chernenko | Rifle: | 15 |
|  | #3 Petrovsky | Rifle: | 15 |
|  | #20 Knezevich | MP: | 14 |
|  | #23 Podgorny | MP: | 17 |
|  |  | ATMM | 7 |
|  | #22 Igorski | MP: | 12 |
|  | #17 Kirilenko | FT: | 48 |
|  | #12 Vakuta | Rifle: | 17 |
|  |  | demo charge | 50 |

Total: 527 (at start 527)

One of the most interesting recent games found these partisans fighting the Japanese; we postulated the encounter to be occurring in China and to be involving CCP partisans.

## THE ITALIANS

The Italians are a phenomenally difficult nation to play, and therefore offer a tremendous challenge to the *UP FRONT* enthusiast. They labor under the most appalling constraints: uniformly low morale, and panic levels at best identical to morale and at worst one level lower! In comparison, American troops typically enjoy panic levels two greater than morale.

What this means in practice is that once an Italian is pinned, he is almost certain to run away the next time anyone shoots at him. Worse, an Italian squad breaks once more than 40% casualties are taken.

Together, these two rules can swing a game against the Italian player in a matter of seconds. Therefore, rapid rallying is absolutely critical for success. But with a four-card hand (two discards if no action taken), there is no room to hoard Rally cards. Truly, it is a dire situation.

In compensation, Italian personalities are the cheapest in the game. But they are not that cheap, only a few points less than the stalwart Soviets. Also, although this means the Italian player can purchase an impressive firebase for very little outlay, I am not convinced that Morale "1" and "2" riflemen are ever likely to contribute anything other than to the breaking of their squad by precipitous flight. Their weapons have the same performance as Soviet and Japanese rifles; that is to say, they contribute nothing at all at Relative Range 1. Therefore, what tends to happen is that the Allied player remains at Relative Range 1 taking pot-shots at the Italian firebase, advancing closer only when a sizeable proportion is pinned or routed.

Worse, the critical weapons of any *UP FRONT* scenario—the LMGs and MMGs malfunction on a red "5" as well as "6" (a 5.0% instead of 1.9% chance). And because Rout values are very low, and the LMGs are not crew-served, you will find that these most important weapons have a tendency to leave the game along with their fleeing operators. This is why the flamethrower and LMGs are not good choices, while the crew-served MMG is.

Taking this liability to its ultimate extreme, the Italians also have the worst man in the whole game system. Pvt. Moselli costs just two points, but with a Morale of "1" and Panic of "0", rout is automatic. Readers will no doubt agree with me that, at this price, Moselli is still far too expensive!

A major problem the Italians face is lack of a bazooka. Now, infantry guns generally are very poor value for the money; they are extremely difficult to move, cannot be concealed once used, and are no more accurate than comparable weapons mounted in AFVs. But in the case of the Italians, they are the only non-AFV anti-tank guns available (the Italians do not even have AT mines). I would therefore recommend the 47mm ATG. It also has the advantage of being Morale 5, making it tougher than most Italian personalities (though the lack of concealment means that, in practice, it is as vulnerable as a Morale 2 or 3 man).

The squad below places the maneuver element in Group C, ready to be supported by the reinforcement arriving in Group E. Group A holds the firebase and Group B the anti-tank weapon. Players willing to risk the non-arrival of a hostile AFV may prefer to switch around Groups A and B. Note that the last sentence of Rule 46.4 prevents the two Italian LMGs appearing in the same group. I further rule that this restriction extends to the MMG; to do otherwise would be illogical. Also note that, like the Americans, the Italians have very few MPs in capable hands. This makes it necessary to bring forward a LMG if the maneuver element is to have any chance in a close-range exchange of fire.

Italians:

|  |  |  |  |
|---|---|---|---|
| Group A: | #28 Ritondo | ATR: | 9 |
|  | #4 Sarducci | Rifle: | 10 |
|  | #6 Abruzzi | Rifle: | 9 |
|  | #12 Pasini | Rifle: | 9 |
|  | #7 Marino | Rifle: | 7 |
|  | #11 Giorgio | Rifle: | 7 |
|  | #16 Natale | Rifle: | 6 |
|  | #27 Salvadori | MMG: | 52 |
|  | #22 Cpl Farrio | MP: | 31 |
| Group B: | #30 47mm ATG M35 | IG: | 142 |
| Group C: | #18 Giganti | Rifle: | 10 |
|  | #2 Cpl Antonio | Rifle: | 32 |
|  | #3 Capitano | LMG: | 33 |
|  | #21 Sgt Capone | MP: | 39 |
|  | #8 Paolini | Rifle: | 12 |
|  |  | Radio-7 | 33 |
| Deck 3: | #32 L3/Lf FT |  | 60 (120×0.5) |

Total: 501 (at start 441)

Note that there are precisely 15 personalities in

the main squad. The 40% break limit means the optimum size of any squad is eight, 10, 13, 15, 18 or 20 men; these are the points at which the limit jumps by one man.

For those who prefer everything at the start, the next squad configuration brings the powerful Semovente on at the very beginning. The rest of the squad consists of the highest-morale men able to work together in a single group (thus, #3 with his LMG cannot be picked because of Rule 46.4). The danger of surrender is most acute in small groups and so the infantrymen huddle together in a single nine-man pack while the Semovente shells the enemy into submission. That, at least, is the theory. Needless-to-say, it is not always successful; the Italians are particularly vulnerable to outflanking, and the Semovente has a truely appalling tendency to malfunction (9.9%).

Note that it is important to resist the temptation to place a tenth man, such as #13, in Group B as this would degrade the squad. The squad as constructed below purposely consists of optimum numbers of personality cards required to resist breaking; ten, raising to fifteen upon reinforcement. The Deck 4 reinforcements are?spare points. Because these men have such poor morale, they should only be brought on if the initial squad is on the verge of breaking. With a mortar in the group, they may be able to contribute something at long range without risking themselves unduly. Remember that, unlike all the other nationalities, the Italians really do have to be careful about degrading the squad with weak personalities; never forget that there is no legal requirement that you bring on your reinforcements if you do not wish to.

Italians:

|  |  |  |  |
|---|---|---|---|
|  |  | 3two snipers | 50 |
| Group A: | #34 Semovente M41 |  | 223 |
| Group B: | #8 Paolini | Rifle: | 12 |
|  | #18 Giganti | Rifle: | 10 |
|  | #4 Sarducci | Rifle: | 10 |
|  | #12 Pasini | Rifle: | 9 |
|  | #6 Abruzzi | Rifle: | 9 |
|  | #28 Ritondo | Rifle: | 9 |
|  | #27 Salvadori | MMG: | 52 |
|  | #2 Cpl Antonio | Rifle: | 32 |
|  | #21 Sgt Capone | MP: | 39 |
|  |  | Radio-7 | 33 |
| Deck 4: | #7 Marino | Rifle: | 1.4 (7×0.2) |
|  | #11 Giorgio | Rifle: | 1.4 (7×0.2) |
|  | #16 Natale | Rifle: | 1.2 (6×0.2) |
|  | #13 Farinacci | Rifle: | 1.4 (7×0.2) |
|  | #25 Giovino | Mortar: | 7 (35×0.2) |

Total: 500.4 (at start 488)

All players tackling the Italian challenge ought to seriously consider selecting the Bersaglieri option (Rule 50.5). The Italian fondness for surrender is crippling and well worth the 15% surcharge to avoid, even though the radio (Rule 50.5) then becomes twice as expensive (though still a very good value compared with those of other nations). The Bersaglieri's use of German split-action cards miraculously converts the Italians from dithering wimps to Wehrmacht clones at around 75% of the cost. (I consider a Morale 4/Panic 3 Italian such as #4 costing 11.5 points to be the equivalent of a Morale3/Panic 4 German such as #4 costing 15 points.) Of course, the Bersaglieri are still severely limited by the Italian four-card hand and discard constraint, which is why they enjoy this significant discount in cost. For Elite troops like the Bersaglieri, 501 becomes 435.6 City-Fight-in-Four.

Bersaglieri:

|  |  |  |  |
|---|---|---|---|
| Group A: | #32 L3/Lf FT |  | 120 |
| Group B: | #8 Paolini | Rifle: | 12 |
|  | #2 Cpl Antonio | Rifle: | 32 |
|  | #18 Giganti | Rifle: | 10 |
|  | #3 Capitano | LMG: | 33 |
|  | #21 Sgt Capone | MP: | 39 |
| Group C: | #30 47mm ATG M35 | IG: | 142 |
|  | #19 Romano | Rifle: | 3 |
| Deck 4: | #34 Semovente M41 |  | 44.6 (223×0.2) |

Total: 435.6 (at start 391)

This is a most interesting squad. The anti-tank gun is the firebase, with Group B the maneuver

element. Although as usual the maneuver element lacks firepower even at close range, at least each member has a morale of not less than "4". Three of the men have an equivalent panic level. Released from the danger of mass surrender, this group is one of the few Italian maneuver elements that stands a chance of earning Aggressive Action victory points. The flamethrowing AFV is placed in Group A in the hopes of luring the bazooka or PIAT away from the reinforcing Semovente. The Semovente's tendency to malfunction is so great that it is not scheduled to appear until the final deck. At a cost of only 44.6 points, it can be classed as expendable; hopefully, it will land a few telling shots before being silenced by a jam, but in this squad it is not an essential component of the victory. Romano's sole purpose is to deflect the aim of the enemy sniper. His presence does not degrade the Italian squad; both seven- and eight-man squads do not break until reduced to four personality cards.

## THE FRENCH

Some players believe that the French are even harder to play than the Italians. They have the worst discard capability of any nation (one card, and only in those turns in which no action is taken), no bazooka, no anti-tank mines, no machine pistols, and not even an anti-tank rifle! They are thus poorly equipped to enter a City Fight, and extremely vulnerable to a logjam of unuseable cards.

But, unlike the Italians, they do have a six-card hand, personalities with reasonable morale, a cheap flamethrower, an outstanding 60mm mortar, and (in compensation for appalling armor) the best infantry gun in the game. If you take care to prepare a squad able to circumvent the discard constraint, I believe the French will beat the Italians more often than not. The secret is always to include in your squad one piece of ordnance and one "drill group".

The use of ordnance is obvious (burning unuseable Fire cards), but a *drill group*? This two-man low-morale group has one job, and one job only—to march back and forth at the baseline expending unwanted terrain and Movement cards (ever in the sideways mode). A squad with these two elements is freed to employ the limited French discard capability exclusively to remove Cower cards. And, of course, it goes without saying that you must never (*never, never*) deploy Reservists (Rule 51.4); to do so is nothing short of suicide.

A fairly conventional French squad is shown below, incorporating both elements: the ordnance is the outstanding 75mm Mle 19, and the drill group is in A costing a mere eight points. Eight men comprise the maneuver element (Group C); without machine pistols, the French cannot expect to advance to Relative Range 5 and must therefore try to score Aggressive Action VP by getting a large number of men a little way forward rather than ramming a small group down the very throat of the enemy. The flamethrower is for defense. Note that wherever possible, a French squad should always consist of an uneven number of personality cards (because of Rule 51.7).

French:

| Group | | | |
|---|---|---|---|
| Group A: | #19 Tardieu | Rifle: | 4 |
| | #5 Corbeil | Rifle: | 4 |
| Group B: | #30 75mm Mle 19 | IG: | 295 |
| Group C: | #20 Bernet | Rifle: | 22 |
| | #7 Laforte | Rifle: | 19 |
| | #17 Rochard | Rifle: | 19 |
| | #4 Cassavant | Rifle: | 15 |
| | #2 Cpl Dubois | Rifle: | 35 |
| | #14 Montcalm | FT: | 34 |
| | #21 Sgt Petrou | Rifle: | 43 |
| | #6 Piccard | Rifle: | 11 |

Total: 501 (at start 501)

If you are desperate to play with French armor, then the Char B1-bis is the best of a bad lot. It still offers poor value for the cost though; the crucial 74mm gun fires with To Hit numbers one worse than those printed on the card and cannot fire from the safety of a hull-down position (Rule 51.6).

Are you a gambler? Are you willing to bet that your opponent will not bring on an AFV in his opening set-up? If so, the following intriguing configuration will delight you.

French:

| | | two snipers | | 50 |
|---|---|---|---|---|
| Group A: | #19 | Tardieu | Rifle: | 4 |
| | #5 | Corbeil | Rifle: | 4 |
| Group B: | #22 | Cpl Goreux | Rifle: | 33 |
| | #26 | Lasalle | Mortar: | 61 |
| Group C: | #20 | Bernet | Rifle: | 22 |
| | #17 | Rochard | Rifle: | 19 |
| | #7 | Laforte | Rifle: | 19 |
| | #8 | Decautaux | Rifle: | 13 |
| | #14 | Montcalm | FT: | 34 |
| | #21 | Sgt Petrou | Rifle: | 43 |
| Group D: | #25 | Sarte | Mortar: | 42 |
| | #23 | Barral | Rifle: | 9 |
| Deck 3: | #30 | 75mm Mle 19 | IG: | 147.5 (295×0.5) |

Total: 500.5 (at start 353)

Tardieu and Corbeil form the mandatory drill team, while Group C is the maneuver element. It is, of course, the provision of the two mortars (in Groups B an D), instead of a conventional firebase established around a MMG, which makes this a truly remarkable squad. The 60mm mortar can be deadly; against an Acquired Target at Relative Range 3, it can conceivably mount a Fire 7 attack! Even the more likely Fire 4 attack, repeated often enough, will wear down the opposition by attrition. But it is the provision of the second mortar which will really make your opponent squirm; the first will draw out his best Concealed card, leaving his newly-pinned men vulnerable to panic as the second mortar opens up. And for the French player, the real delight is that his mortars live on a diet of Fire cards that is omnivorous—a Fire card of any strength will do, so the provision of two mortars coincidentally also alleviates the French discard problem.

In general, I would strongly advise players never to attempt to introduce an infantry gun as a reinforcement; Groups E and Z tend to be rather far from the action, and moving an IG gun is a terrifying ordeal. The only exception to this advice is for the French player. The 75mm IG is a potential game-winner, but it is also extremely expensive (almost as much as an AFV). Bringing it on in Deck 3 halves the cost. Also, the generous six-card French hand means that the precious Flank Movement card can be saved through one or more decks so as to permit the IG to enter as per Rule 35.3. Hopefully, a terrain and a Concealed card will also be available at that time, permitting entry under a combination of Rules 35.3 and 35.4.

If the tank had yet to be invented, this would be a superlative squad. Unfortunately, the squad's complete lack of anti-tank protection through the whole of the first half of the game makes its selection a nerve-wracking gamble. Against the Italians it is a gamble worth taking; the Semovente can be relied upon to jam sooner or later. Against the Germans, it is probably too risky; the StuG IIIB is a popular choice and regularly begins play at the start. In that event, it is tempting to run up the white flag immediately. The French player's only hope is to force the assault gun to button up under mortar fire and/or kill the commander with a sniper.

Finally, under no circumstance should a French player ever purchase #24 (Lebesque). Personalities #5 and #19 cost the same four points, yet have better panic levels. *Caveat emptor!*

## CONCLUSIONS

I do not pretend that any of the preceding squad compositions are perfect. I have won with some more frequently than with others, but that may have as much to do with the style of play of my regular opponents as with any intrinsic worth. The purpose in describing in some detail these squads used in recent games is to stimulate readers to adapt them to reflect their own preferences. Should the flame-thrower advance on its own, or should it be part of the maneuver group? How late dare you bring on your tank? Is an infantry gun of any real value at all? Different answers will come from different players.

But the real enjoyment comes from the universal nature of this DYO scenario. You can develop a "stable" of squads of different nationalities and carry them around, recorded on paper, in the game box. Pitting your favorite squad against that of a new acquaintance can highlight interesting strengths and weaknesses as the underlying assumptions upon which the squads were constructed are revealed. 501 City-Fight-in-Four has already become the single most popular *UP FRONT* scenario in England; I hope it enjoys similar success in the States.

Players have asked me why I chose a DYO value of 501 points for this scenario. When I was first toying with the idea, I developed an outstanding British squad totalling 501 points. But my target was the simple round number of 500, imagining it easier to remember. I spent several hours, becoming more and more bad-tempered, adjusting morale values here and there, exchanging rifles for Stens, swapping ASLs—in short doing everything imaginable to get this fine squad down to exactly 500 points. I failed. Then I said to myself, "What am I doing? This is *my* scenario; if I want it to be 501 points, then 501 points it will be!" So was born 501 City-Fight-in-Four. The final irony is that the piece of paper on which that perfect British squad was recorded has since been lost . . . and has never been seen again! And I can't remember all the details of the organization. If you find it, let me know.

☆

# THE LONG CAMPAIGN
## Polishing Up the UP FRONT Campaign Game

### By Michael Hall and Gradie Frederick

*What many people fail to realize about this game is that it is possible to play it a thousand times, and still fail to have really played THE GAME . . .* So wrote S. Craig Taylor Jr. in an article on *WS&IM* (The *GENERAL*, Vol. 13, No. 2), and this could be said about *UP FRONT* as well. Though, in the case of *UP FRONT*, "THE GAME" is achieved with the Campaign rules (whereas Mr. Taylor was referring to the multi-player option). *UP FRONT* is a squad leader card system, and normally each battle is a complete game; but the Campaign Game spans several such scenarios and adds the concept of force management to the decision-making. The Campaign *UP FRONT* Game has its own set of tactics and strategies, and it is an experience quite different from an isolated session.

In the *UP FRONT* Campaign Game, you assume the role of platoon commander, intimately familiar with the fighting characteristics of your men. You must hand-pick men for particular missions. You must conserve and develop them, so that they can fight effectively in the battles to come. At the same time, you must achieve the objectives of the current mission. The *UP FRONT* Campaign Game nicely simulates the inner tensions and pressures experienced by a commander attempting to manage his forces.

This whole new dimension of force management is added to *UP FRONT* through the use of campaign rosters, which enable you to keep track of the progression of your men over a series of individual battles. Your men earn "elan points" for performing various actions, and you can cash these points in for an increase in Panic and Morale values. Given a certain amount of experience, your men can also receive promotions. However, should a man rout, he loses all elan points and must decrease his Panic or Morale by one. If men improve through battle experience, they soon become a bargain for DYO games; and if they deteriorate under the pressures of war, they can become DYO "rip-offs". For non-DYO games, similarly, the player will gain an advantage or disadvantage, depending upon the quality of the men required in the scenario OB. A higher level game is thus created where one attempts to manage the men on the roster such that they will not only survive but improve. The better your roster, the better your chance of winning future scenarios (and the whole campaign, of course).

Given that the Campaign Game can add so much to *UP FRONT*, it is unfortunate that the *BANZAI* and *DESERT WAR* expansions did not include rosters for the added nationalities of Japan, Great Britain, France and Italy. Included with this article are the campaign rosters for these. What follows are some tips on strategy, rule clarifications and ideas for crafting campaigns.

## Strategy

There are three types of decisions you will be faced with that will affect the development of your roster: before a scenario you must decide which men to use; during a scenario you must decide what your men will do (to the extent you can, given the "fog of war" that makes this game so appealing); and after a scenario you must decide how to alter the survivors' morale and panic values with the points each has gained.

### Before a Scenario:

For non-DYO scenarios, you have little choice as to which men to choose. However, when a man

called for by a non-DYO scenario is not available (i.e., wounded or KIA), then you may substitute an available equivalently-armed man. It goes without saying that you should substitute the *best* available. In doing so, you may substitute, for example, an available Morale 5/Panic 6 rifleman for an unavailable Morale 1/Panic 2 rifleman. This is not the case in DYO scenarios; for these, the key is to craft a solid OB, and there are several guidelines for this effort.

*Shop for bargains.* Towards this end, a good rule-of-thumb is to buy your personalities in the following order of preference.

**1.** Men who have increased Morale or Panic values (as a result of acquiring elan points in previous scenarios).

**2.** Men who have some elan points, but initial Morale and Panic levels.

**3.** Men who have a KIA "8", and initial Morale and Panic values but no elan points.

**4.** Men who have a KIA "7" as a result of being recently "resurrected", initial Morale and Panic but no elan points.

**5.** Men with a decreased Morale/Panic value.

**6.** Men who have been killed and hence can only be replaced with the loss of Victory Points.

There are, of course, exceptions to the above order of preference. Of paramount importance is to *Design a sound Order of Battle for the scenario at hand.* For some tips on developing a sound OB, see Steve Harvester's article "Up on the African Front" (Vol. 25, No. 6), Jim Burnett's "Up Front by the Numbers" (Vol. 21, No. 1) and Don Greenwood's piece "Playing Your Cards Up Front" (also Vol. 21, No. 1). To develop the best OB possible, you may have to bend our rule-of-thumb a bit. For example, if you feel it is important to have your medium MG in the next scenario but he was killed in a previous one, then by all means bring in a replacement, even if it means passing up some DYO bargain riflemen. It makes even more sense to revive a man or use a slightly deteriorated man if you foresee needing him in other scenarios later in the campaign.

*Buy low.* Cheap-valued men can double their worth with just one increase in Morale or Panic level. Conversely, they can halve their worth with just one decrease. Percentage-wise, expensive men generally increase (and decrease) their DYO worth slowly. It's worthwhile to cultivate your low-value men. Placing two poor quality men in their own group is a good strategy, since they will usually be ignored and thus may live to become decent quality soldiers at bargain prices. (Or else, they will distract some of your opponent's firepower from your more valuable groups.) Should you ever have a situation where your roster is so battle-worn that you would have to purchase several DYO rip-offs of, say, Morale 1/Panic 1/Cost 8, you can always buy the Elite status for your troops—and thus bring in higher morale replacements instead.

*Replace only valuable men.* Minimize loss of Victory Points for replacements. When you must bring in replacements, do not waste your VP on a bunch of cheap men; get a few good replacements instead.

*Buy lots of men, especially early in the campaign.* The strategy of buying cheap fits nicely with the general goal of buying many. The more men you have at the end of a scenario, the more elan points

your roster as a whole will accumulate. One (slightly slimy) trick you can pull is to bring in some of your force as replacements; even though you pay a fraction of their cost and they only participate in a fraction of the scenario, they will still get elan points for being unbroken at the end (unless the game ends before they appear). In a campaign game, you should always think twice before buying artillery and other off-roster extras, because, indirectly, such support may cost you elan; in the long run, this will cost you many DYO points. Suppose French Private Tardieu (Morale 1/Panic 2/Cost 4) gets enough elan points to boost his morale so that he now becomes the equivalent to Private Bourassa (Cost 8). Now, every scenario in which the improved Tardieu participates, it's as if four points were added to the DYO total. Over the course of many scenarios with many men, this can add up to hundreds of points. So generally you should maximize elan by purchasing as many men as you can without risking high casualties.

Towards the end of a campaign, however, you may do better to go off-roster for a large portion of your purchases. By that point, your roster will be so full of holes that you may have a hard time assembling a decent force without wasting DYO points on deteriorated men or losing VP through resurrections. Any elan earned in the final scenario will do nothing to help you. Therefore, you may wish to bring in at last the artillery, tanks, snipers and what-not to assist your beleaguered troops.

### During a Scenario:

Even more nerve-wracking than deciding on which men to use for a scenario is deciding how to use them during a scenario. Since good men can be substituted for unavailable poor ones in non-DYO scenario, this can affect your play.

*Try to keep poor men unavailable and good men available during non-DYO campaigns.* This implies that for non-DYO campaigns you should treat your low-morale men as cannon-fodder while you should take few chances with your high-morale men. If this consequence of the rule does not appeal to you, then you should stick to a DYO campaign format.

However, for both DYO and non-DYO scenarios, the most obvious way in which the campaign could affect your play during a scenario is the added incentive (elan points) to perform various activities, as shown in the following table taken from the *UP FRONT* rules:

| Elan Points | Event Required |
|---|---|
| 1 | Win Scenario. |
| 2 | Wounded or Unpinned at end of scenario (each occurrence). |
| 3 | Use Hero Card. |
| 4 | Kill an Enemy in CC (fully-manned IG counts as three enemy) or destroy an AFV with Baz/Psk/PF. |
| 5 | Destroy an AFV with DC or ATMM; kill or break three or more men with DC. |
| 10 | Destroy an AFV in CC without secondary armament. |
| X | Infiltrate an enemy group and fire double FP into that group resulting in removal or pinning of at least one enemy due to that fire. (Elan points earned equal the number of unpinned men in the defending group prior to resolution of the attack.) |

# BRITISH CAMPAIGN GAME ROSTER

| # NAME/WEAPON | PTS | RANK[1] | KIA[2] | REPL[3] | MORALE[4] | PANIC[5] | ROUT[6] | ELAN[7] | SURV[8] | PROMO[9] |
|---|---|---|---|---|---|---|---|---|---|---|
| 1. Vasey/MP | 51 | SGT | 8 | T | 5 | 6 | | | | |
| 2. Barnard/R | 40 | CPL | 8 | T | 4 | 5 | | | | |
| 3. Scarborough/LMG | 61 | PFC | 8 | | 4 | 5 | | | | |
| 4. Tresham/R | 15 | PVT | 8 | | 3 | 4 | | | | |
| 5. Hodge/R | 20 | PVT | 8 | | 4 | 5 | | | | |
| 6. Willis/R | 15 | PVT | 8 | | 3 | 4 | | | | |
| 7. Cleary/R | 5 | PVT | 8 | | 1 | 2 | | | | |
| 8. Cottrell/R | 15 | PVT | 8 | | 3 | 4 | | | | |
| 9. Bell/R | 10 | PVT | 8 | | 2 | 3 | | | | |
| 10. Moon/R | 10 | PVT | 8 | | 2 | 3 | | | | |
| 11. Davis/PIAT | 85 | PFC | 8 | | 4 | 5 | | | | |
| 12. Gilfallin/LMG | 46 | PFC | 8 | | 3 | 4 | | | | |
| 13. Palmer/MMG | 114 | PFC | 8 | | 4 | 5 | | | | |
| 14. Vane/FT | 72 | PVT | 8 | | 4 | 5 | | | | |
| 15. Shaw/MP | 21 | PFC | 8 | | 4 | 5 | | | | |
| 16. Ross/MP | 16 | PVT | 8 | | 3 | 4 | | | | |
| 17. Shannon/MP | 26 | PVT | 8 | | 5 | 6 | | | | |
| 18. Whaley/MP | 11 | PVT | 8 | | 2 | 3 | | | | |
| 19. Cole/MP | 5 | PVT | 8 | | 1 | 2 | | | | |
| 20. Coleman/PIAT | 64 | PVT | 8 | | 3 | 4 | | | | |
| 21. O'Neill/MP | 46 | SGT | 8 | T | 4 | 5 | | | | |
| 22. Burns/MP | 36 | CPL | 8 | T | 3 | 4 | | | | |
| 23. Watney/MTR | 54 | PFC | 8 | | 3 | 4 | | | | |
| 24. Whitesell/R | 25 | PVT | 8 | | 5 | 6 | | | | |
| 25. McNamara/R | 10 | PVT | 8 | | 2 | 3 | | | | |
| 26. Oldaker/ATR | 15 | PFC | 8 | | 3 | 4 | | | | |
| Personal/ | 0 | PVT | 8 | | 2 | 3 | | | | |

## BRITISH TO HIT & FIREPOWER NUMBERS

| RANGE | WEAPONS / TO HIT & FIREPOWER | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | R | MP | LMG | MMG | FT | PIAT: 2 [2] | MTR: 2 | ATR: [0] | |
| 0 | 0 | 0 | 2 | 7 [3] | NA | NA | 1 [3] | 6 | 1 |
| 1 | 1 | 0 | 3 | 8 [4] | NA | NA | 0 [2] | 5 | 1 |
| 2 | 1 | 0 | 4 | 9 [4] | NA | NA | 0-1 [1] | 5 | 1 |
| 3 | 2 | 1 | 5 | 10 [5] | NA | 0-1 | 0-2 [0] | 4 | 1 |
| 4 | 2 | 3 | 6 | 11 [5] | NA | 0-2 | 0-3 [0-1] | 4 | 1 |
| 5 | 3 | 5 | 6 | 12 [6] | [12] | 0-3 | NA/2FP | 3 | 1 |

## BRITISH ARTILLERY RADIO

| STRENGTH / COST | | | # CARDS |
|---|---|---|---|
| 5 | 6 | 7 | |
| 42 | 84 | 126 | 6 |

## VICTORY POINTS:

## NOTES:

1. Improves if Survival + Promotion = 10
2. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
3. Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
4. Cannot be > 7 or PANIC; if improved enter / in Promotion column
5. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
6. Reduce MORALE or PANIC by one; enter / in Survival column
7. Five points required for improvement of one in MORALE or PANIC
8. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
9. Enter / if in play at game end; enter / whenever man improves rating.

# JAPANESE CAMPAIGN GAME ROSTER

| # NAME/WEAPON | PTS | RANK[1] | KIA[2] | REPL[3] | MORALE[4] | PANIC[5] | ROUT[6] | ELAN[7] | SURV[8] | PROMO[9] |
|---|---|---|---|---|---|---|---|---|---|---|
| 1. Okimoto/R | 45 | SGT | 8 | T | 6 | 6 | | | | |
| 2. Togo/R | 37 | CPL | 8 | T | 5 | 5 | | | | |
| 3. Yoruba/LMG | 47 | PFC | 8 | | 4 | 4 | | | | |
| 4. Kobayashi/R | 17 | PVT | 8 | | 5 | 5 | | | | |
| 5. Togami/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 6. Fujiyama/R | 13 | PVT | 8 | | 4 | 4 | | | | |
| 7. Asanti/R | 13 | PVT | 8 | | 4 | 4 | | | | |
| 8. Sakai/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 9. Fuchida/R | 7 | PVT | 8 | | 2 | 2 | | | | |
| 10. Korata/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 11. Yumani/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 12. Fujita/R | 7 | PVT | 8 | | 2 | 2 | | | | |
| 13. Fusano/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 14. Yorido/R | 13 | PVT | 8 | | 4 | 4 | | | | |
| 15. Isishi/R | 10 | PVT | 8 | | 3 | 3 | | | | |
| 16. Ashigawa/MMG | 79 | PFC | 8 | | 4 | 4 | | | | |
| 17. Yamashira/FT | 55 | PFC | 7 | | 4 | 4 | | | | |
| 18. Ikado/R | 17 | PVT | 8 | | 5 | 5 | | | | |
| 19. Komoto/MP | 12 | PFC | 8 | | 3 | 3 | | | | |
| 20. Shoburo/R | 20 | PVT | 8 | | 6 | 6 | | | | |
| 21. Kodu/R | 42 | SGT | 8 | T | 5 | 5 | | | | |
| 22. Ichiki/GL | 41 | PVT | 8 | | 3 | 3 | | | | |
| 23. Yumana/GL | 54 | PVT | 8 | | 4 | 4 | | | | |
| 24. Yoruba/GL | 27 | PVT | 8 | | 2 | 2 | | | | |
| 25. Kyoto/R | 33 | CPL | 8 | T | 4 | 4 | | | | |
| 26. Sakata/R | 7 | PVT | 8 | | 2 | 2 | | | | |
| 27. Tenyru/LMG | 35 | PFC | 8 | | 3 | 3 | | | | |
| 28. Oi/ATR | 17 | PFC | 8 | | 3 | 3 | | | | |
| Personal/R | 0 | PVT | 8 | | 3 | 3 | | | | |

## JAPANESE TO HIT & FIREPOWER NUMBERS

| RANGE | WEAPONS / TO HIT & FIREPOWER | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | R | MP | LMG | MMG | FT | GL | | ATR: [0] | |
| 0 | 0 | 0 | 2 | 6 [3] | NA | 1 [3] | 2 | 1 [2] | 1 |
| 1 | 0 | 0 | 3 | 7 [4] | NA | 0 [1] | 2 | 0 [1] | 1 |
| 2 | 1 | 0 | 4 | 8 [4] | NA | 0-1 [0] | 2 | 0 [1] | 1 |
| 3 | 2 | 1 | 5 | 9 [5] | NA | 0-2 [0-1] | 1 | 0-1 [0] | 1 |
| 4 | 2 | 3 | 6 | 10 [5] | NA | 0-3 [0-2] | 1 | 0-1 [0] | 1 |
| 5 | 3 | 5 | 6 | 11 [6] | [12] | NA/2FP | NA | 0-2 [0-1] | 1 |

## JAPANESE ARTILLERY RADIO

| STRENGTH / COST | | | # CARDS |
|---|---|---|---|
| 5 | 6 | 7 | |
| 42 | 84 | 126 | 6 |

## VICTORY POINTS:

## NOTES:

1. Improves if Survival + Promotion = 10
2. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
3. Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
4. Cannot be > 7 or PANIC; if improved enter / in Promotion column
5. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
6. Reduce MORALE or PANIC by one; enter / in Survival column
7. Five points required for improvement of one in MORALE or PANIC
8. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
9. Enter / if in play at game end; enter / whenever man improves rating.

# ITALIAN CAMPAIGN GAME ROSTER

| # NAME/WEAPON | PTS | RANK[1] | KIA[2] | REPL[3] | MORALE[4] | PANIC[5] | ROUT[6] | ELAN[7] | SURV[8] | PROMO[9] |
|---|---|---|---|---|---|---|---|---|---|---|
| 1. Ferraro/MP | 36 | SGT | 8 | T | 3 | 3 | | | | |
| 2. Antonio/R | 32 | CPL | 8 | T | 4 | 4 | | | | |
| 3. Capitano/LMG | 33 | PFC | 8 | | 4 | 3 | | | | |
| 4. Sarducci/R | 10 | PVT | 8 | | 4 | 3 | | | | |
| 5. Nardo/R | 5 | PVT | 8 | | 2 | 1 | | | | |
| 6. Abruzzi/R | 9 | PVT | 8 | | 3 | 3 | | | | |
| 7. Marino/R | 7 | PVT | 8 | | 3 | 2 | | | | |
| 8. Paolini/R | 12 | PVT | 8 | | 5 | 4 | | | | |
| 9. Napoli/LMG | 30 | PFC | 8 | | 3 | 3 | | | | |
| 10. Celozzi/R | 6 | PVT | 8 | | 2 | 2 | | | | |
| 11. Giorgio/R | 7 | PVT | 8 | | 3 | 2 | | | | |
| 12. Pasini/R | 9 | PVT | 8 | | 3 | 3 | | | | |
| 13. Farinacci/R | 7 | PVT | 8 | | 3 | 2 | | | | |
| 14. Gionelli/R | 6 | PVT | 8 | | 2 | 2 | | | | |
| 15. Ciappi/R | 5 | PVT | 8 | | 2 | 1 | | | | |
| 16. Natale/R | 6 | PVT | 8 | | 2 | 2 | | | | |
| 17. Costanzi/R | 5 | PVT | 8 | | 2 | 1 | | | | |
| 18. Giganti/R | 10 | PVT | 8 | | 4 | 3 | | | | |
| 19. Tardieu/R | 3 | PVT | 8 | | 1 | 1 | | | | |
| 20. Moselli/R | 1 | PVT | 8 | | 1 | 0 | | | | |
| 21. Capone/MP | 39 | SGT | 8 | T | 4 | 4 | | | | |
| 22. Farrio/MP | 31 | CPL | 8 | T | 3 | 3 | | | | |
| 23. Correri/R | 9 | PVT | 8 | | 2 | 2 | | | | |
| 24. Tiolle/R | 5 | PVT | 8 | | 2 | 1 | | | | |
| 25. Giovino/MTR | 35 | PFC | 8 | | 3 | 3 | | | | |
| 26. Leone/FT | 30 | PFC | 7 | | 3 | 2 | | | | |
| 27. Salvadori/MMG | 52 | PFC | 8 | | 3 | 3 | | | | |
| 28. Ritondo/ATR | 9 | PFC | 8 | | 3 | 2 | | | | |
| Personal/R | 0 | PVT | 8 | | 3 | 3 | | | | |

## ITALIAN TO HIT & FIREPOWER NUMBERS

| RANGE | WEAPONS / TO HIT & FIREPOWER | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | R | MP | LMG | MMG | FT | MTR: 1 | ATR: [0] | |
| 0 | 0 | 0 | 2 | 6 [3] | NA | 0 [2] | 5 [4] | 1 |
| 1 | 0 | 0 | 3 | 7 [4] | NA | 0-1 [1] | 4 [3] | 1 |
| 2 | 1 | 0 | 4 | 8 [4] | NA | 0-2 [0] | 4 [3] | 1 |
| 3 | 2 | 1 | 5 | 9 [5] | NA | 0-3 [0-1] | 3 [2] | 1 |
| 4 | 2 | 3 | 5 | 10 [5] | NA | 0-3 [0-1] | 3 [2] | 1 |
| 5 | 3 | 5 | 6 | 11 [6] | [12] | NA/2FP | 3 [1] | 1 |

## ITALIAN ARTILLERY RADIO

| TROOPS | STRENGTH / COST | | | # CARDS |
|---|---|---|---|---|
| | 5 | 6 | 7 | |
| Elite | 22 | 44 | 66 | 4 |
| Line | 11 | 22 | 33 | 4 |
| Secondary | 11 | 22 | 33 | 4 |

## VICTORY POINTS:

## NOTES:

1. Improves if Survival + Promotion = 10

2. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked

3. Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")

4. Cannot be > 7 or PANIC + 1; if improved enter / in Promotion column

5. Cannot be > 7 or < MORALE − 1; if 0 treat as KIA; if improved enter / in Promotion column

6. Reduce MORALE or PANIC by one; enter / in Survival column

7. Five points required for improvement of one in MORALE or PANIC

8. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.

9. Enter / if in play at game end; enter / whenever man improves rating.

# FRENCH CAMPAIGN GAME ROSTER

| # NAME/WEAPON | PTS | RANK[1] | KIA[2] | REPL[3] | MORALE[4] | PANIC[5] | ROUT[6] | ELAN[7] | SURV[8] | PROMO[9] |
|---|---|---|---|---|---|---|---|---|---|---|
| 1. Villeneuve/R | 38 | SGT | 8 | T | 3 | 4 | | | | |
| 2. Dubois/R | 35 | CPL | 8 | T | 4 | 4 | | | | |
| 3. Larue/LMG | 57 | PFC | 8 | | 4 | 5 | | | | |
| 4. Cassavant/R | 15 | PVT | 8 | | 4 | 4 | | | | |
| 5. Corbeil/R | 4 | PVT | 8 | | 1 | 2 | | | | |
| 6. Piccard/R | 11 | PVT | 8 | | 3 | 3 | | | | |
| 7. LaForte/R | 19 | PVT | 8 | | 5 | 5 | | | | |
| 8. DeCautaux/R | 13 | PVT | 8 | | 3 | 4 | | | | |
| 9. Bienvenue/R | 15 | PVT | 8 | | 4 | 4 | | | | |
| 10. Meileure/R | 8 | PVT | 8 | | 2 | 2 | | | | |
| 11. Kastler/R | 9 | PVT | 8 | | 2 | 3 | | | | |
| 12. Rousselle/R | 13 | PVT | 8 | | 3 | 4 | | | | |
| 13. Houle/MMG | 92 | CPL | 8 | | 4 | 5 | | | | |
| 14. Montcalm/FT | 34 | PFC | 7 | | 4 | 5 | | | | |
| 15. Brenton/R | 11 | PVT | 8 | | 3 | 3 | | | | |
| 16. Baudet/R | 11 | PVT | 8 | | 3 | 3 | | | | |
| 17. Rochard/R | 19 | PVT | 8 | | 5 | 5 | | | | |
| 18. Bourassa/R | 8 | PVT | 8 | | 2 | 2 | | | | |
| 19. Tardieu/R | 4 | PVT | 8 | | 1 | 2 | | | | |
| 20. Bernet/R | 22 | PVT | 8 | | 5 | 6 | | | | |
| 21. Petrou/R | 43 | SGT | 8 | T | 4 | 5 | | | | |
| 22. Goreux/R | 33 | CPL | 8 | T | 3 | 4 | | | | |
| 23. Barral/R | 9 | PVT | 8 | | 2 | 3 | | | | |
| 24. Lebesque/R | 4 | PVT | 8 | | 1 | 2 | | | | |
| 25. Sarte/MTR: 2 | 42 | PFC | 8 | | 3 | 3 | | | | |
| 26. LaSalle/MTR: 3 | 61 | PFC | 8 | | 4 | 4 | | | | |
| 27. Roche/LMG | 43 | PFC | 8 | | 3 | 4 | | | | |
| Personal/R | 0 | PVT | 8 | | 3 | 3 | | | | |

## FRENCH TO HIT & FIREPOWER NUMBERS

| RANGE | WEAPONS / TO HIT & FIREPOWER | | | | | |
|---|---|---|---|---|---|---|
| | R | LMG | MMG | FT | MTR: 2 | MTR: 3 |
| 0 | 0 | 2 | 6 [3] | NA | 1 [3] | 0 [2] |
| 1 | 1 | 3 | 7 [4] | NA | 0 [2] | 0-1 [1] |
| 2 | 1 | 4 | 8 [4] | NA | 0-1 [1] | 0-2 [0] |
| 3 | 2 | 5 | 9 [5] | NA | 0-2 [0] | 0-3 [0-1] |
| 4 | 2 | 6 | 10 [6] | NA | 0-3 [0-1] | NA/1FP |
| 5 | 3 | 7 | 11 [6] | [12] | NA/2FP | NA/2FP |

## FRENCH ARTILLERY RADIO

| TROOPS | STRENGTH / COST | | | # CARDS |
|---|---|---|---|---|
| | 5 | 6 | 7 | |
| Elite | 42 | 84 | 126 | 6 |
| Line | 42 | 84 | 126 | 6 |
| Secondary | 21 | 42 | 63 | 3 |

## VICTORY POINTS:

### NOTES:

1. Improves if Survival + Promotion = 10
2. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
3. Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
4. Cannot be > 7 or PANIC; if improved enter / in Promotion column
5. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
6. Reduce MORALE or PANIC by one; enter / in Survival column
7. Five points required for improvement of one in MORALE or PANIC
8. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
9. Enter / if in play at game end; enter / whenever man improves rating.

Most of your men will only get elan points for winning scenarios and being wounded or unpinned at the end. Hero cards are a valuable resource in the Campaign Game, and you should try to play them on men who will benefit most from the three extra elan points. It is worthwhile to give Hero cards to a Sergeant in hopes of eventually earning him a promotion to Staff Sergeant (and increasing the player's hand capacity by one)! Because of the elan points for killing men by doubled infiltration firepower or close combat, infiltration should be given extra consideration when the opportunity presents itself. If your men are not valuable and have superior CC values, then close combat is a good if risky way to gain elan points to strengthen your roster, while weakening your opponent's roster by outright killing of his men. Also, remember that the CCV of a man whose morale value has changed must be calculated separately as per Rule 20.6. Finally, when you know a scenario is about to end, and you have nothing better to do, you can always take some pot shots to pin your opponent's men; when the last deck runs out, he will not be able to rally them and thus will not collect two points for each of the men you succeeded in pinning.

Elan points, however, are not an end, but rather a means to the real end: Victory Points. Elan points improve your troops, giving you an edge over your opponent in gaining VP. At the end of the campaign, the player with the most Victory Points wins. Making your opponent lose his VP is just as good as earning your own. Hence, the key philosophy of the campaign is *What's bad for your opponent is good for you, and vice versa.* VP for various events are shown here (as taken from the rulebook, with one line added that was inadvertently omitted originally):

| Victory Points | Event Required |
|---|---|
| 12 | Win Scenario. |
| −3 + −X | Lost Infantry Gun. |
| −5 + −X | Lost AFV. |
| −1 | Per KIA (including Commander Killed losses of AFV or IG). |
| −1 | Per Replacement (not SL, ASL or Commissar). |
| −7 | Required Transfer of SL, ASL or Commissar. |

Winning the scenario is your primary goal, because not only do you reap a lot of VP, but you also get some extra elan points for your men to boot. From the VP table above, it might appear that killing your opponent's leaders is almost as important as winning the scenario, since every transfer costs him seven VP (while winning a scenario is worth only 12). However, transfers are rarely necessary, since in a campaign men other than marked leaders can serve as SLs and ASLs. Promotions will also increase the number of men qualified to serve as leaders. Even so, it is foolish to initiate close combat with your leaders; and conversely, it is desirable to get into CC with your privates attacking your opponent's highest ranking men (unless you can kill them with firepower). You should also give extra consideration to destroying enemy AFVs and IGs, since not only do your men gain elan, but your opponent will lose VP.

The options of withdrawal and pursuit can help you cut your losses or compound your advantage in the campaign. This raises many dilemmas, and you must carefully weight the particular circumstances of the situation and the remainder of the campaign. Do you risk the lives of your men in a last-ditch effort to win the scenario, or do you withdraw to see them fight again another day? Once you have the scenario won, do you leave it at that or are you in a position to go for the jugular with pursuit? Note that six men who are KIA will result in the immediate loss of six VP and losses of up to another six if they are subsequently replaced. This

adds up to 12 VP, which is the same as winning the scenario. So discretion is the better part of valor in the *UP FRONT* Campaign Game. The threat of pursuit may keep you from trying some desperate measures that you might attempt in a non-campaign scenario, but it does make for a more realistic and tense game.

*After a Scenario:*

After the battle is over, you tally up elan points and then adjust the rank, morale, panic, elan, survival and promotion columns of your roster. Your mourning for the dead will quickly be replaced by the excitement of increasing Morale and Panic values of the survivors, and the occasional well-earned promotion. The only point to keep in mind here: *Usually, it is better to increase Morale before Panic, if possible.*

## Rule Patches

It seems like the Campaign rules for just about any wargame are a bit garbled and confusing. This is probably a result of tacking the Campaign Game rules on at the end without much time for playtesting and rewriting before the game is scheduled to go into production. Many of the potential problems with the *UP FRONT* campaign rules stem from the rules being geared towards non-DYO scenarios. For DYO scenarios, many of the rules do not apply (though this is not explicitly stated). In our opinion, DYO scenarios make for the most realistic and intense Campaign game, and the rules "patches" here make DYO campaigns playable as well as clearing up some problems with non-DYO campaigns.

**42.1** The following portion of this rule does not apply to DYO: "The owning player must use the men called for by the scenario if they are still available. If not, he must choose other men from his roster with the same weapons . . . which will fill the infantry requirements of the scenarios to be played." Instead, the DYO player merely chooses from the survivors on his roster or brings in replacements in accordance with the clarification of 42.41 (see below).

**42.2** There is a potential loophole with a CPL being allowed to be an ASL, and any PFC being allowed to be an ASL. By example, a player could always replace a PFC for the cost of one Victory Point; and thus no one would ever be forced to transfer in an ASL (which costs seven VP). This rule should be modified to state that transfers must occur prior to normal replacements, and so normal replacements cannot be used as SLs or ASLs in the scenario on which they appear. Too, Rule 42.2 should be slightly rewritten, replacing "LMG" with "a weapon other than a Machine Pistol, Rifle-equivalent, or Assault Rifle" in the last sentence.

**42.41** The rule states, "Whenever a man is killed, a check mark is placed in the KIA column. That man is unavailable for future use until a scenario Force listing of him cannot be satisfied by substitution of a like-armed man from the roster." The following should be added for DYO: *In a DYO scenario, a man marked KIA is unavailable for future use until all available like-armed men have been included in the DYO Order of Battle.* This is another way of saying that you cannot bring in a replacement rifleman until you have placed all the remaining riflemen into the current OB; this forces the usage of weaker men first. Two purchasing strategies that help are changing your troop quality (so you don't have to purchase Morale-1 men) and bringing in the pathetic men as replacements (so that you don't have to pay much for them).

**42.42 & 42.44** These rules were written before *DESERT WAR* introduced the Italians, and so note that Italian Panic values may be one less than their Morale values.

**42.43 & 10.2** Note that a Hero card must be used to rally a man or double his firepower in an attack; thus a Hero card may not be played solely to give elan points to a man.

**42.5 & 43.2** These rules conflict, with the first asserting that in a Campaign one is under no obligation to play with an ASL while the second dictates that in a replay DYO scenario one must have both a SL and ASL. What then for a replay DYO scenario in a Campaign? Our solution was that the Campaign rules take precedence. Playing without an ASL can be risky, however. Lose the SL and your troops are leaderless; the reduction of your hand capacity by one card exists for the duration of the scenario.

**42.9** You may find that the personal campaign is a bit of overkill layered on top of a full roster of men. As silly as it may sound, even with a full roster, players can become personally attached to certain men as they painstakenly improve them over a series of scenarios, and can feel it when the guy is finally cut down dead in his tracks. Adding this extra man can also unbalance some scenarios. We recommend playing without this.

## Establishing Campaigns

An *UP FRONT* Campaign is defined by a finite series of scenarios agreed upon beforehand by the two players. While any series could be used, some effort in choosing a sound sequence of fair scenarios will make the campaign more balanced and exciting.

The DYO scenarios give the campaign commanders the most flexibility, but also require the most difficult command decisons. The opposing OB is unknown in its details. Consequently, the commander must carefully select forces from the roster to defeat the enemy and achieve the scenario objectives. In order to retain continuity and balance, replay DYO (43.2) can be used for most. The campaign players may also wish to prohibit or restrict the use of certain weapons, since these can have a large effect on play balance and significantly randomize the outcome. AFVs, IGs and artillery are examples of DYO purchases that *may* unbalance or randomize the outcome of a "replayed" scenario. On the other hand, these weapons can also be a lot of fun.

Determining which side is the attacker and which the defender can be done in one of three ways: 1) the attacker and defender in each can be pre-specified at the start of the campaign; 2) the attacker can be the victor of the previous scenario; or 3) the attacker can be determined by "Play Balance Bidding" (43.1) if both players wish to take the same role.

Determination of nationality can be accomplished in a similar manner. One player could design the campaign while the other chooses the side. Or if both want to play the same nationality, play balance bidding can be used, with an additional number of VP being bid to add to every scenario.

In crafting a campaign, you may wish to save some sort of titanic struggle for the last scenario, so that the player who is losing at that point might still have a chance to pull out a victory. Too, the player who has done the best job of keeping his men alive will be rewarded if large forces are required.

In order to add flavor to a campaign, it can be worthwhile embedding it in a historical context. You can let your imagination run wild in designing campaigns. If your imagination isn't working too well at the moment, then you can borrow ours. What follows is but one idea for a campaign, complete with historical background:

### Torch to the Vichy

The time span for this campaign is 8 November 1942 through 10 November 1942, during the Allied invasion of Africa codenamed "Torch". The Americans are attempting to establish a beachhead

at Arzell near Oran, but are meeting some stiff resistance from Vichy French troops. In other parts of Africa, the Allies had conferred with the local French generals to mitigate any opposition, but not so near Oran/Arzell. "Torch to the Vichy" is a short campaign with just six scenarios (which is nonetheless long enough for wounded men to return to duty, for significant increase and decrease in Morale/Panic, and for Staff Sergeants to appear). This campaign requires the *DESERT WAR* expansion in addition to the original *UP FRONT*.

*Historical Background:*

Operation "Torch" began on 8 November as the Western Allies invaded French North Africa with three major thrusts aimed at Casablanca, Oran and Algiers. As it happened, the French admiral Darlan was in Algiers at the time. He sent a radio message to the head of the Vichy government, Marshall Petain, asking if he could act on Petain's behalf. While awaiting a reply, Darlan ordered a cease-fire locally around Algiers.

However, in other parts of North Africa their officers told the Vichy soldiers to hold out. The French even successfully counterattacked the beachhead at Arzell on 9 November, displacing American and British forces. On this same day, Darlan received from Petain a secret notification of his total authority over the use of Vichy French forces in Africa. Finally, by 10 November, all the French generals had heard of Admiral Darlan's local cease-fire and used it as a convenient excuse to stop the fighting. The Germans pressured Petain into making a public announcement putting General Nogues in charge of the African defense (instead of Darlan); however, this did not succeed in superceding the secret agreement of the day before.

Perhaps not coicidentally, on 11 November, German and Italian forces overran the Vichy boundaries to occupy southern France. The French fleet, bottled up by the Germans in the harbor at Toulon, was scuttled on 27 November to avoid capture by the Axis. On 24 December, Admiral Darlan was assassinated, the great mystery of the whole affair.

*The Scenarios:*

In all six "Torch to the Vichy" scenarios, either side can purchase DYO forces using the points given in the respective scenario. For realism and play balance, only the French are permitted to purchase artillery and reinforcements (with appropriate DYO costs). In addition, since Americans rarely used flamethrowers in the European side of their struggle, the U.S. player cannot purchase the FT man in any scenario. In scenarios not explicitly dictating troop quality, either side may purchase troops of any quality, with the exception that the French player may not purchase Partisans. (Changing troop quality during a scenario reflects overall fatigue, fighting spirit and other factors, rather than transfers of men to different branches of service.)

**Scenario 1:** Paratroop Drop (Scenario R)—The Americans are the attackers. All rules of Scenario R are in effect. Desert rules are in effect, except that Woods are always removed during play as Cower cards and may not be played as Woods/Mirage. No AFVs may be purchased; attacker may not purchase IGs. Note that Americans are elite, and so must add 15% to DYO total (effectively giving them only 264 points to spend).

*[This scenario should be interpreted as an amphibious landing, rather than a true paratroop drop. The Americans hit the beaches near Arzell, but the Vichy troops were not quite as complacent about handing over their positions as at other landing sites. Desert rules (except the noted Woods cards) simulate beach conditions nicely. And Americans may not have IGs, as these are not generally available during an amphibious assault.]*

**Scenario 2:** Meeting of Patrols (Scenario A)—Desert and night rules are in effect. AFVs and IGs not available to either side. *[U.S. and Vichy troops bump in the desert outside Oran.]*

**Scenario 3:** City Fight (Scenario B)—All rules for Scenario B are in effect, except AFVs and IGs not available. *[The French and Americans battle in the streets of Oran.]*

**Scenario 4:** Outpost Line (Scenario L)—Either side may be designated attacker. Desert rules are in effect; AFVs and IGs are not available. If both wish to attack or defend, play balance bidding (43.1) is used to determine roles. *[Americans and French attempt to establish or displace the beachhead at Arzell.]*

**Scenario 5:** Rear Guard (Scenario D)—Either side may be designated attacker. Desert rules are in effect (except Woods are treated as Cower cards); AFVs and IGs are not available. If both wish to attack or defend, play balance bidding (43.1) is used to determine roles. *[The defeated attempt to retreat near the beachhead at Arzell.]*

**Scenario 6:** Mystery Scenario—Defender has 230 points to spend after scenario is defined. Lowest bid for attacking force wins right to attack with that amount to spend on crafting his OB. After bid, victory conditions are determined as per 43.33; time limit as per 43.34. Next, draw RPN, if black then desert rules are in effect in toto; another RPN, if black, then night rules are in effect. All units available for purchase.

## Campaign Rosters

To play the above campaign, you will need the French roster. This appears here, with those for the Japanese, British and Italians. *[Permission is granted to photocopy these roster pages for personal use solely.]* Some additional information has been included on these sheets beyond what is found on those in the *UP FRONT* rulebook (see pages 27-29). We have included initial Morale/Panic values, as well as ranks, for convenience; just cross these off and pencil in changes as they occur. The added firepower tables for each nationality make it easier to develop a balanced OB with just the information on the roster sheet. Also, artillery and number of cards are listed here, since this now varies across nationality and troop quality.

One last thing. There is an apparent mistake on Private Lebesque's personality card. On the card, he is listed as being Panic-1, but is otherwise identical in cost and morale to Pvt. Tardieu and Pvt. Corbeil (who both have Panic of "2"). Therefore, on the French campaign roster, Lebesque's Panic value is shown as "2", which had been listed in italics as a reminder (you may want to mark this on his card as well).

Now, enjoy THE GAME.

☆

## AREA TOP 50 LIST

| Rank | Name | Times On List | Rating | Previous Rank |
|---|---|---|---|---|
| 1. | K. Combs | 72 | 2573YOW | 1 |
| 2. | D. Burdick | 71 | 2315HHQ | 2 |
| 3. | B. Sinigaglio | 57 | 2179GIJ | 3 |
| 4. | J. Beard | 61 | 2120IIS | 4 |
| 5. | J. Noel | 25 | 2118EDJ | 5 |
| 6. | P. Siragusa | 66 | 2114FHL | 6 |
| 7. | P. Flory | 48 | 2074EHL | 8 |
| 8. | P. Landry | 46 | 2054IJO | 7 |
| 9. | D. Mattson | 14 | 2050MKY | 24 |
| 10. | T. Deane | 24 | 2029GCC | 10 |
| 11. | L. Barlow | 19 | 2017JKV | 17 |
| 12. | C. Corn | 21 | 2017FEA | 11 |
| 13. | S. Sutton | 38 | 2016GHO | 9 |
| 14. | R. Beyma | 47 | 2014DDG | 12 |
| 15. | D. Garbutt | 70 | 2006HJQ | 13 |
| 16. | B. Remsburg | 55 | 2005HIR | 14 |
| 17. | E. O'Connor | 31 | 1993GIO | 15 |
| 18. | H. Newby | 37 | 1978VKQ | 26 |
| 19. | R. Berger | 12 | 1964DEF | 18 |
| 20. | J. Spontak | 16 | 1963DCE | 19 |
| 21. | J. Eliason | 20 | 1960GIO | 20 |
| 22. | R. Shurdut | 17 | 1951GHM | 21 |
| 23. | J. Bjorum | 6 | 1950DEI | 22 |
| 24. | D. Greenwood | 7 | 1948HFL | 32 |
| 25. | D. Kopp | 17 | 1932GJP | 23 |
| 26. | F. Reese | 52 | 1921JDJ | 25 |
| 27. | M. Frisk | 26 | 1914DFJ | 27 |
| 28. | T. Oleson | 81 | 1913ZZZ | 16 |
| 29. | P. DeVolpe | 9 | 1892DFF | 28 |
| 30. | B. Schoose | 11 | 1891GIM | 29 |
| 31. | K. McCarthy | 26 | 1882DFZ | 30 |
| 32. | J. Campbell | 9 | 1875FED | 31 |
| 33. | F. Preissle | 69 | 1850MOZ | 33 |
| 34. | J. Lutz | 17 | 1830HGQ | 34 |
| 35. | M. Cox | 9 | 1830GEB | 35 |
| 36. | M. Mitchell | 9 | 1828FHN | 36 |
| 37. | E. Miller | 19 | 1812HKR | 37 |
| 38. | W. Scott | 69 | 1790MKW | 38 |
| 39. | K. Kinsel | 5 | 1781HGL | 39 |
| 40. | R. Costelloe | 12 | 1774CEH | 40 |
| 41. | M. Gutfreund | 3 | 1769DEJ | 47 |
| 42. | A. Lipka | 4 | 1754GGN | 41 |
| 43. | S. Koleszes | 3 | 1754CBB | 42 |
| 44. | E. Alexis | 3 | 1751IKS | 43 |
| 45. | K. Blackwell | 3 | 1751HGB | 44 |
| 46. | G. Smith | 26 | 1744FGM | 46 |
| 47. | P. McNevin | 1 | 1716FHM | — |
| 48. | R. Fowler | 1 | 1715CEH | — |
| 49. | M. Dultz | 4 | 1713PSZ | 48 |
| 50. | C. Sorbello | 1 | 1710CBH | — |

## MEET THE 50 . . .

Mr. Kevin J. McCarthy is 39, single, holds a BS, and is a claims examiner for the Navy Finance Center in Cleveland, Ohio.

**Favorite Game:** Impossible to pick only one
**AREA Rated Games:** WATERLOO, D-DAY, STALINGRAD
**AREA W-L Record:** 11-3
**Gaming Time/Week:** 10 hours
**Hobbies:** Weight-lifting, karate, scuba diving, reading
**Pet Peeve:** Rules lawyers
**% Time PBM:** 30%
**Play Preference:** FTF

Mr. McCarthy's views on playtesting: "I would like to see more emphasis given to playtesting in the future. I had the opportunity to participate in the *TURNING POINT: STALINGRAD* test. We witnessed a good design and development effort culminate in an excellent simulation. The time spent playtesting *TPS* reduced errors and improved the finished game. I wish more games would go through this type of thorough testing. Some games seem like they have never been playtested. Glaring errors can be found the first time you play them. It is extremely aggravating to spend your money on designs with such obvious mistakes. If more games were properly playtested, the hobby would have fewer complaints and better simulations."

# SERIES REPLAY
## DESERT WAR, City Fight

Italian Player—Lysander Moore
Soviet Player—Steve Harvester
Neutral Commentator—Rex A. Martin

*To help introduce the newest addition to the UP FRONT system, I was casting about for a Replay last year. Luckily, Steve and Lysander just happened to have the same thought. Steve Harvester has written a number of pieces on this most unique game (for our pages, in Nos. 3 and 6 of Vol. 25). Lysander Moore is his primary opponent. Coincidentally, when given the choice of scenario, they selected a DYO city fight—dovetailing nicely with the lead article in this issue. Surprising how my life occasionally turns out perfect.*

## Pre-Game

**Italian:** Steve and I have played hundreds of games in the *UP FRONT—BANZAI—DESERT WAR* system over the past five years. We have learned much from each other, have developed similar styles of play—aggressive to the point of foolhardiness—and share a common preference for scenarios with lots of close-in fighting. We both therefore favor high-morale squads with a preponderance of short-range weapons and a healthy supply of Movement cards (i.e., the Russians and the Japanese). We also like terrain with a minimum of hazards and a maximum of cover to aid our advancing troops. So you can see why we visit the Pacific front much more often than we do the North African.

Since The *GENERAL* has already seen the Japanese in action (Scenario R Series Replay in Vol. 22, No. 2), we decided to abandon the jungle for our next most favored locale—a bombed-out Russian city. Guards and Bersaglieri will give us both flexible hands, with more choices for action and fewer turns spent discarding. Using DYO to build our forces adds another element of strategy in which chance does not play a factor. And it allows us both to exercise our preference for high-morale squads. Since we likely won't engage in effective fire until we reach RR2, and since all Buildings are in play while Marsh is not, we should have the best chance outside the jungle of avoiding our dreaded stalemate position: all squads dug in at RR1 with no one willing to advance. With these elite squads in this terrain, and our slashing style of play, I can almost guarantee that this one will be decided by point-blank fire and cold steel.

And . . . flames from PFC Leone. At the cost of 30 points, he is a clear bargain for the Italians. The MMG, on the other hand, is no better than two LMGs, and would put all my eggs in one basket. I prefer two firebases to start; this cuts the damage done by one hazard or enemy fire card in half and gives the survivors of any such disaster a strong-point towards which they can flee. With his Guards able to fire and drop Wire simultaneously, such a possibility is all too real. We have agreed that both sides may purchase a DC for this city fight, and I give mine to Paolini.

I select the "cheaper" Morale-3 SL Ferraro because I plan to keep him out of the action in any case. He will sit in Group D with two Morale-1 men, there to reduce the chance of a Sniper sighting Ferraro and to bring my squad size up to a total of 20 men. Against the Russians, my "break point" is the normal 50%—or eleven men in this case. (I told you this would be bloody.) Leone, with two

Morale-2 soldiers, occupies Group A. They have a RR5-FP 17 effect, and so should draw a disproportionate amount of fire away from my two main groups. The strong Group B, led by Cpl. Antonio, will lead the advance. Ideally, they will find some buildings at RR1 into which men from Groups A and B can then transfer. But if that ideal is not realized, Group C is perfectly capable of putting up a stiff fight until the situation is stabilized.

If I do reach some RR1 buildings, Steven will be forced to advance—since my larger squad will win on victory points if he doesn't. Many times, just getting the first shot at RR3 is enough of an edge to perhaps decide this meeting. If that doesn't happen, and we do come down to toe-to-toe range, PFC Leone will be on hand to serve up roast Russkie. I also have the DC carried by my Morale-5 trooper, Paolini. The two of them had better be effective. Overall, I can't match the Russian morale, machine-pistols, and potential berserkers. This game will be a lot more colorful if we get to RR5, but I hope to win it at RR3.

**Russian:** Call me "crazy", but I love the Russian squad—and I love them best when pitted against the Italians or Japanese. The Germans are clearly a *better* unit, but what sport is there in pinning your opponent at RR0 with a superior LMG and then demolishing him at RR1 with better rifles? Give me the close-in combat, where every Move card becomes a crucial morale check passed, where every Concealment card can mean the difference between life and death, where those flamethrowers, demo charges and bayonets you've lugged through withering fire can finally make themselves felt. You can bet this is one DYO squad that won't be buying mortars or MMGs. No, I want to kill fascists up close and personal.

I considered buying a flamethrower, but at 48 points it's just too costly. I'm going to be outnumbered in any case; one of these would make my squad impossibly small. A mob of SMGs will produce the same effect, while reducing the impact of one lucky KIA and giving me some firepower at RR3 and RR4 to boot.

My strategy has been formed by my wish for entertainment—mine *and* yours—and not necessarily for the best chance to win. If winning were the only concern, I would use my superior mobility to work for flanking fire at RR2. But who wants to read through 50 turns of lateral movement? Nope, I'm going right at them to kill them all. So I will buy a 14-man squad, which gives me the same eight-man break point as a 15-man one and better overall morale (only one man as low as Morale-2). I will then put the four best SMGs in Group C, along with Chernenko and Vakuta for close combat purposes. Vakuta carries the DC. My Group B is no slovenly mob, either. They average Morale-4, and with RR2-FP 9 are quite capable of using every fire card in the deck with a flanking maneuver. Group A exists solely to keep my assault group away from Leone and his flamethrower and in range of Sgt. Ferraro. If Move cards permit, they will meld into Group B unless opportunity offers something better.

Generally, Podgorny or Zorin crews the LMG. But for this replay I want all my best men in the maneuver group. If the Morale-3 man panics, the Morale-5 Petrovsky will take his place. My plan, then, is to pin his firebases at RR2 while Zorin's group advances. They will need some gullies and buildings to reach their goal, but with the card flow I can generate with Guards capability, these should come to me sooner or later. Once at RR5, there should be no contest—especially if I can keep Leone pinned in Group A.

*An intriguing scenario devised for your enjoyment and enlightment by Steve and Lysander. The city fight is a favorite with many UP FRONT aficionados, and using elite squads makes it more colorful yet. Even the nationalities chosen are not what one might expect. The DYO purchase of forces beforehand is the final icing on the cake. But let's look at how the fellows do once the anticipation is over and they must make some hard decisions.*

*The Italian chooses to include a FT in his OB. I dislike that decision. Unless and until he reaches RR5, this is at high risk to both Sniper and regular fire for little gain. The points spent on this might have added some quality to his riflemen, or brought him more bodies—something I fear he will find in short supply even given the size of his squad now. In short, I don't find much use for flamethrowers in DYO scenarios. I never play with them, unless forced to in a designed scenario, or in an assault on a pillbox. Other than this, Lysander crafts a fairly good squad. Played with flair and daring, the Italians have an excellent chance of grabbing a victory.*

*As for the Russian, I do not agree with his reliance on SMGs. Rifles have a better range, and a higher CCV for close-in work in urban terrain. I'd get rid of the SMGs and add every rifle I could afford. Already outnumbered, he's sacrificed even more by choice. Given the high Russian break point, and his knowledge that the Italians will field a large force, I am surprised by his purchase.*

*As for the initial placement, no great subtlety here. Both are set up for a straightforward fight. Both place strong forces in the center, with weak (or non-existent) flanks. Neither appear to be planning on any sort of maneuvering other than running straight at the enemy. Bullets should fly early on. The players are quite right, this will be a bloody fight—more because they have set themselves up for that sort of game than because it is the only way to approach this scenario.*

*Turning to the deal of cards, it was excellent for the Russian—a fine balance of potential—so give him the initial advantage. For the Italian, the Brush isn't worth much as cover, so Lysander might as well clear it from his hand and hope for better. But the replacement card he took was totally useless.*

## Turn 1

**Italian:** The Brush isn't worth saving; I play it during initial set-up on my Group C (after all, Group B plans to advance). The replacement card I get in exchange is useless, but I forge ahead anyway. He can't hurt me at RR1; and if Steve doesn't have a

Move card in his four-card hand, I'll have an excellent chance to establish myself at RR2 while he sits at the starting line. In terms of victory points, that will put him under severe pressure.

**Russian:** My initial deal *was* terrific; we may be able to maintain the tradition of two-deck decisions in Series Replays after all. No way will I waste a −3 Buildings card at RR0. I save that for when I get to RR2, where the shooting starts and victory points really count. I can't hinder the Italian advance, but now there's certainly no worry about getting to RR2 and into those buildings. Burlak's boys move up—the F4 card useable as soon as I've deployed.

*Lurching forward, the Italian group B begins the action. Failed Italian entrenchments with the others. Best thing to happen might have been the draw, since it brings him something he could make use of next turn if so inclined.*

*Steve answers by moving his own Group B forward, sliding his firebase to a favorable location no doubt. And he has his own round of Entrenchment failures. The excellent draw keeps his movement options open. The advantage still rests with the Russians.*

## Turn 2

**Italian:** Gulp! If the Russkies are moving into any kind of terrain at all, I'm in too deep. I don't want a firefight at RR2 with my boys sitting in the open. So, as Monty Python advises, "Run away!"

**Russian:** Cowards! The retreat will only cost you another six victory points Liss. For I have another Move card. I don't like to get so far ahead of the rest of the SMGs, but when opportunity knocks you have to answer fast in this game. The Conceal-3 allows me to be sanguine about incurring the +2 modifier to any fire from the enemy.

*Retreat??? Not at this stage, surely! What a waste. At the very least, he could have gone to open ground (and cleared a useless card), and likely got off the first shot next turn. Or even fired on the move. But with such tenative play with such a large force, I'll predict right now that the Italian player is in for a long game. He's not in bad shape, he has the advantage of numbers, and an average hand with both Fire and Move options. Instead, he wastes his sole Move card and is right back where he started in a scenario that can be decided by position. After all the posturing concerning "aggressive play", I'd expect something more. There is simply no justification for this play. A poor draw only makes things worse.*

*And the Russian is quick to take advantage of it. His is a moderately dangerous move, but I can understand why he seizes the initiative. The enemy has given him the perfect opportunity to get into a high-modifier building at Range 2 early in the game. The Conceal-3 card should protect this high morale group well. He already had a high Fire card for use next turn. Now he has a position of excellent defense, and he gains some more bullets!*

## Turn 3

**Italian:** I use my last decent card to hit his onrushing firebase, with a +2 modifier—only to see three kills reduced to three pins by a C3. Group B strips a Cower card returning to home base. And Ferraro finally gets his hole dug.

**Russian:** The Concealment saves me any permanent damage as I reach my thick-walled buildings. But I need a Rally card badly, and the Soviets have relatively few in the deck. I consider discarding good Fire cards to locate one, but decide against this action. My lads will be hard to rout now that they are ensconced behind stone walls, I've the time to look for a Rally because of this, and I get two cards this turn as is.

*As expected, the Italian fire does little. In fact, he's lucky to have pinned as many as he did! The Italian has a good draw at least, maybe the start of something. At the very least, he might dodge some bullets from these hard-charging Russians.*

*The Russian firebase . . . in a stone building . . . will likely dominate the field. The game may well rest upon how long it takes Steve to locate a Rally card. But the draw this time brings him no help. Good cards, but only when he manages to rally his men.*

## Turn 4

**Italian:** The two Concealed cards will have to substitute for terrain as I search for Fire and Building cards. If he has a Rally card, this could be real embarrassing for me—in print, no less.

**Russian:** The Italian C2 negates my fire attack. Now, do I discard the Fire cards, saving the Flank Move card for maximum use? That's too far in the future for a guy with a pinned group and a four-card hand. Instead, I use it to advance Group C, still hoping to use that F4 card on his exposed firebase. I have no terrain in hand, but at RR1 I'm unconcerned.

*The Italian has little choice but to discard, hoping for some kind of help. Lysander gets some useful cards. Too bad he's in such a terrible position vis-a-vis the enemy.*

*Meanwhile, under covering fire, the Russian Group C jumps off—a gutsy move with already broken troops on the field, no Concealment or terrain in hand. And there is no help in the draw (although he is getting all the ammo he may need). If only Group B were healthy, any Italian move would be decimated before they got out of their holes.*

## Turn 5

**Italian:** I won't even wait for his next fire attack. I'm vacating this killing field *now*. The Red RNC on my Move card permits another retreat to RR-1. I shall return . . . but only with a terrain card in hand. My weak fire attack clears another card from my hand, for a draw of three.

**Russian:** The Wire should complicate his retreat, but only my LMG has the range to pin him beneath it. The Zorin gang hits the dirt, giving me three more chances to draw a Rally card.

*Once set in his pattern, another ill-advised retreat by the Italian. Typical fascists! And he gets what he deserves with a bad draw, and Wire from the Russian.*

*On the other hand, the Russian play is fine. But I might have been tempted to keep that F5, and place the Wire on enemy Group C. After all, Group B will have little impact until forward, and will take several turns to even threaten to occupy meaningful terrain. Let them keep retreating! Hmmmm. Maybe not such a fine play after all. The Soviet draw was again excellent, but still no Rally cards! If I didn't know better (from looking over their shoulders), I'd swear that the Italian was hoarding them.*

## Turn 6

**Italian:** My three-card draw last turn brought me a Flank Move card, which I would dearly love to use against Group B. Paradoxically, I would be happier right now if Burlak's group wasn't pinned; a flank move on my part might have flushed him out of those buildings. But as it is, with no terrain in hand and my best men hung up on wire, my play is forced. The Wire is removed, and Group C succeeds in digging deeper into the Brush.

**Russian:** Two useable Fire cards and still no Rally! I must keep them both; two consecutive turns of fire could panic an entire Italian group. I'll advance Group A, since the SMGs can't advance into rifle

range without some sort of terrain. Another possibility I considered was to make a lateral group transfer to D with my C to increase the relative range from his strongest group (and it would also make a FT attack less likely). But with Burlak stationed so strongly, I'd rather keep in contact with him—both for potential flanking attacks on the enemy B, and for possible individual transfers once my C reaches RR2 as well.

*For all his posturing about aggressive style of play, his actions thus far have been totally defensive. A two-card discard here would have been more useful, allowing him to retain the Move card and to hope for useable Fire or terrain cards. Exceedingly poor play on his part thus far. The advantage, and initiative, remains firmly with the enemy. And Lysander is doing nothing to challenge him with this sort of play. He can clear the Wire at any time, and clearly no one is going to fire from or at this bunch.*

*The Soviet play is not bad, given his many options. I question the decision to discard a Concealment card (he could instead have attempted to entrench with Group C), but the draw for him couldn't have been sweeter.*

## Turn 7

**Italian:** Group B is in little danger, so they stay mobile while I grab the opportunity to dump more trash. I'd keep the F5 card if the Black RNC Hero card hadn't just gone by—but it did.

**Russian:** At last, Group B is ready to deal out death. Or, if Group C has some Conceal/Rally cards, he can at least be kept occupied while Team Zorin moves in for a final blow.

*With no other options, having painted himself into a corner, this is about the only constructive thing the Italian can do at this point. Seems just wishful thinking on his part, though. At least Lysander got some moderately useful cards . . . considering what is coming his way soon.*

*Good luck, combined with good play has left the Russian in a dominating position. This might be a very short game. In effect, the Italian has surrendered the initiative to Steve. In competitive play in such a fast-paced game, this is what often decides the victory. Steve can now work groups A and C into good terrain at his leisure, and use B to pick off any Italians that may try to react. Eventually, the Italians are forced to move forward by the conditions of victory—right into the killing fields of fire of Steve's SMGs, rifles and LMG. The only question at the moment is if the Russians have enough bullets.*

## Turn 8

**Italian:** I knew it couldn't last forever . . . the godless Commies have rallied. They have equal FP, better terrain, and 1.5 points per man better morale than my Group C. I will have the first shot, and the faint hope that my Group B will soon come roaring back. My fire pins one man, but sometimes that's enough.

**Russian:** Curses! A single pin result screws up everything! I must waste the R4 card and hope that's the end to his petty annoyances.

*Bet Steve wishes he'd saved that Conceal-1 card now—but then, maybe it was the one that brought him that Rally card. Of more interest for the readers, think of what would have been the situation now if he'd opted to buy more riflemen instead of these SMGs. With one more rifle, he'd be able to fire Group B; but as is, he is 1FP short of a golden opportunity.*

*A good Italian draw; again, too bad he can't exploit it. For the Russian, no other option to his use of the R4. But I must question his discard of the F4. It could come into play soon. He once again gets a good draw for a well-balanced hand to play*

## Turn 9

**Italian:** My first terrain since the opening deal and no way to get to it. I must discard, but what? The Wire has better uses, but I must sacrifice it to discomfit any fire attack. Even a C1 looks good to my boys in the Brush right now, but a Concealment card is only useful once; terrain is a gift that keeps on giving. I hope I don't regret this.

**Russian:** Delays, delays. The Move card takes care of that wire. *Now* can I shoot please?

*I disagree with the Italian decision to discard the Concealment. Far better to toss that Gully, for he must Move to make use of it. And if things progress like they have been, his forces will be shot up long before he gets the chance.*

*As for the Russian, all I can say is . . . What! With the pressure at last off, Group B should fire; the modifier for the Wire won't hurt that much. How about a +2 or +3 attack on Group A, for starters? That Movement card could then be used for either of the others—preferably Russian A to draw some enemy attention. However, in Steve's position I'd suspect that the Italian doesn't have any useable Fire cards for Range 2 or he'd have used them on Group B again this turn. A wasted turn in my book. And tossing the R1 is simply bad play, giving no thought to the future. Play of the Fire and Move cards would have drawn him two new ones anyway.*

## Turn 10

**Italian:** Is a F(-1) on B or an F1 on C worth the risk of a LMG malfunction for me? No. There are still two red RNC 5s and two 6s in the dwindling deck. It pays to count your cards. I opt to discard.

**Russian:** Make that *three* useable Fire cards. My general practice in such cases is to start low, flushing out any Concealment and Rally cards and then save the biggest for last. But the F2 has a chance to find another low Fire card to combine with. I begin with the F3 attack.

*What can I say about the Italian? Yet more passive play. I guess he's hoping for a "pat hand" which will allow him to dash forward to the gully, then to the buildings. But a lot of time has, and will, pass before that comes about. You must play with the cards in hand if you hope to play for a win. Surrendering the initiative in this manner is simply irresponsible. I would have tossed either terrain card to be able to fire next turn.*

*At last, the Russians open up. A shot! If not heard around the world, at least a portent of things to come. But again a discard of a useful card. Why? Both players are too short-sighted I fear, and not looking at all the options that each card brings them. There are several ways to maximize card flow without sacrificing useful cards.*

## Turn 11

**Italian:** The Rally card appears at an opportune moment, but I need a reappearance on the field by Group B real soon.

**Russian:** The F3 fulfilled its function, forcing the play of his Rally card. Now I'll hit harder, and I pin four riflemen and the LMG gunner as my own SMGs advance. Are we having fun yet?

*Such small strokes of luck merely delay the inevitable for the Italian. But Lysander gets a good draw if only he will make proper use of it.*

*Meanwhile, the Russians reload, and then proceed to get excellent results. A passive defense will eventually collapse, and always at the worst moment. And if Russian Group C gets into good terrain over the next couple of turns, this game is all but over. Unfortunate that his draw brings nothing better than Brush. But the bullets can serve as well.*

## Turn 12

**Italian:** I needed only four firepower to hit his Group C with a modified F4 attack, but I don't have even that! No time to cry over spilt milk. I must discard. Antonio, where are you?

**Russian:** Here's where the improved staying power of the Italians versus the Russians may help him. My F0 attack panics only Ciappi. The SMG group hits the weeds.

*Again the Italian continues to sacrifice everything to hang onto those nigh useless terrain cards. And gets yet more! Meanwhile the Russian attack nets average results. The dismemberment of the Italian horde begins even as Group C hits cover. While doing all this, Steve must have become excited. How else to explain his failure to attempt entrenchment of Group A? A solid turn for the Soviets, followed by another excellent draw.*

## Turn 13

**Italian:** A Wire card and both Streams remain in the deck, but my Group B has no other choice than to relieve the pressure on Group C. Death before dishonor! Bersaglieri, forward!

**Russian:** An opportune coincidence: he moves up just as an F4 appears in my hand. The resulting F5 attack pins four and kills his ASL Antonio. With both enemy firebases pinned, Zorin's men can advance even without terrain for the *coup de grace.*

*For the Italian, trying to make the best of a bad situation—albeit, one of his own design. But even getting into the Gully at Range 0 isn't going to change things much. This is pure desperation play.*

*And one paid for as the Russians shoot up Group B. Steve opts to ignore the pinned mob to take on the moving group—a decision that could be debated endlessly. But he gets good results, so the point is moot. Two Italians down; nine to go. But following the fine play, Steve gambles with his discard. I'd at least keep some bullets; even a lowly F1 is something. Sure enough, the chambers are now empty, and the guns silent; he has let the pressure ease. With no Move cards, from a fine position Steve has suddenly gone passive.*

## Turn 14

**Italian:** Group B saves their comrades from final destruction under the Russian fire, but at a terrible price. Antonio falls; no individual transfers are possible now without Ferraro. If the SL dies, I play the rest of the game with a three-card hand! My pinned survivors choose the Gully rather than the wooden buildings as prudence dictates.

**Russian:** Out of ammo. But a C3 and a Gully promise a happy trip to RR3 for my SMGs. They entrench while I look for Fire or Move cards.

*Into the Gully to hide the Italians go (much good it will do). Best thing here is the draw—a R6 and a useable F1 card once Group C gets its act together.*

*The school of missed opportunities: even a Russian −1 attack on Italian Group C might have netted some more departures in this lowly group (mostly Panic "2"). Instead, Steve sacrifices a Hill to save a Gully! Has the Russian turned yellow? If so, a long game is in the making for we suffering observers.*

## Turn 15

**Italian:** The Roman God of War is with us; Mars bestows a R6. It goes to the men under fire; Group B can cower in safety for awhile.

**Russian:** Dare I move Zorin's boys up against the rallied Group C? The Concealment and Gully clinch the debate. Charge!

*Things improve for the Italians, especially since the Russian has shown no fire last turn (unknown*

*to Lysander, since Steve discarded the Hill). And the draw isn't bad—a useable F3 card.*

*Russian play, after my fears of passivity, return to form with a solid gamble. With a C3 and terrain in hand, I'd have done the same to bring up my firepower. Too bad that terrain is a Gully rather than the Hill he discarded!*

## Turn 16

**Italian:** My second good shot at him this game, and his second C3 comes out to nullify it. The resulting fire pins only two men.

**Russian:** The maneuver group finds the Gully, only mildly shaken. Do I snipe at the pinned men, or Ferraro? As the only SL, his importance is magnified. I go for the officer, and miss with a "0".

*A propitious shot from the Italian, not stopping but at least slowing the Soviets. He is answered by the Russians diving into a Gully (not to be outdone by the enemy, I guess) and hoping for a Rally card again.*

*The use of the Sniper is the most interesting aspect of this turn. Quite a choice faces Steve. Against the large pinned group, he hopes for a Panic on a pinned man. Against Group D, he gambles on taking out the sole remaining leader. Against C, he might again pin them down; and if he gets the LMG, this could open things up for his boys. And it seems he did not even debate taking a pot shot at the FT. The sniper's potential impact in any of these cases is enormous. He elects to fire on Ferraro and gets nothing. Lastly, Steve's discard of the C1 seems a poor decision. Simply to get a perhaps useless card in a four-card draw? I hope he doesn't regret it later.*

## Turn 17

**Italian:** Mother told me there would be days like this. Discard.

**Russian:** I want to rally Group C quickly and advance while the enemy B remains pinned and out of sight. Three cards go, including the fourth Woods.

*A round of discarding, with the Russian player getting the best of the deal. At least he has some options for activity. The Italian only gathers dust.*

## Turn 18

**Italian:** The Gully and −3 Buildings look great, if I can survive long enough to reach them. The first deck ends with my draw, with the good guys down but far from out. Now Steve must worry about all five hazard cards again; and while my position is lousy, my casualties have been few.

**Russian:** A neophyte would use the F4 at once, wasting most of its potential. I'll save it, hoping for another two-turn volley at the enemy, or for a low-FP card I can use along with it. I may get a Movement card, and want to pin the Italian C as my maneuver group advances. Or, the Italians may move forward at last and my fire will be enhanced. The key word for skilled *UP FRONT* play is "patience". Meanwhile, Group A advances to reinforce.

*At least the Italian gets an "action" card this time. He may stagger off his start line yet.*

*The Russian, on the other hand, continues his approach—and his luck (his draw couldn't have been much better). I concur with his decision to hold his fire. For several turns the enemy have shown no inclination to do anything. Were I he, I'd hold fire until something develops, improve my hand with judicious discards, and look to rally Group C. However, if the last doesn't come soon, I might just clear my guns to pick up an extra draw.*

## Turn 19

**Italian:** A Movement card! And, right now at the start of the second deck, the chances of his holding a hazard are minute. This could be the time to vacate the entrenched Brush for the −3 Buildings. But, think a moment—I don't dare advance with Group C, and the Buildings improve my defense modifier by just one over the entrenchments in Brush while garnering no victory points at RR0. Group C cannot be reinforced until Ferraro joins them. So, the individual transfer of Ferraro comes first.

**Russian:** Perfect! I get my follow-up Fire card, and Ferraro walks right into my volley. Despite the +2 modifier for an Individual Transfer, I miss him. But four others are pinned as two Wire cards go by during resolution.

*I'm not at all sure why Lysander wants the SL in Group C so desperately. Given his position, strengthening Group C looks a lost cause until he gets it into better terrain. I might instead have been tempted to shove Group C forward this turn. Still too passive for my tastes given this scenario and the VP count. Luckily he gets another Movement card.*

*As for the Russian, excellent, if obvious, play. Too bad that Steve didn't get the SL, or at least stop the transfer. Although having Ferraro in this motley mob doesn't change things for Lyss much, I'd also want to interrupt the enemy plans (assuming he has any) regardless.*

## Turn 20

**Italian:** Despite the need to rally, I can't leave my SL exposed. He completes the transfer, while my Group D advances to clear a card and possibly draw fire away from my pinned men.

**Russian:** My Group A men both transfer to Group B, giving that position FP11 at RR2. The fire against C routs only Farinacci at the cost of a jammed rifle. If this three-card draw brings me a Rally card, I can end this game fast.

*So, Ferraro reaches his haven (?) while two Morale-1 men move forward. But these won't draw fire from Group C—not from an experienced player. If Lysander wants to distract Steve, he'll have to offer more. Say, Group A.*

*Russian fire sees another Italian hit the road. And the melding of groups A and B through individual transfers will certainly improve his chances of dealing death to any advancing enemy. If Steve can rally Storchillo and Knezevich so this group can cover the building he occupies, this game is over. Indeed, if he sits tight right now, there isn't a whole lot the Italian player can do that doesn't entail a lot of risk. Eleven personality cards might not seem so many if he is forced to try and get enough forward to counter the Russian VP.*

## Turn 21

**Italian:** I can drop Group D into a Gully, but I need two chances for a Rally card more than I need to protect the two mouseketeers.

**Russian:** I complete the transfer, beefing up Group B. And drop two more cards. I'm just a couple of cards from victory, and they just won't show.

*If the Italian doesn't get lucky AND accomplish something soon, his is a lost cause as the Russian noose tightens. If he'd moved Group A last time like I expected, they could be in a cozy −3 Building now. Perhaps some bullets will encourage him to more carefully consider his options.*

*The transfer completed, Steve gets what he wants in the draw. Now all he needs is useable Fire cards. If the game ended right now—halfway through the scenario—he'd win handily. With 22VP. That's what aggressive play is supposed to lead to. If he does nothing exceedingly rash, nor become totally passive, this margin should only grow larger.*

## Turn 22

**Italian:** Of course I don't waste a Building on Group D; they use up a Cower card by dropping in the Open. I will get Ferraro into the Gully where he can direct traffic in relative safety.

**Russian:** Rallied at last, with Movement in hand. If the enemy stays pinned, I won't even wait for terrain cards, just emerge from the Gully at RR5 and start to kill.

*And just what is Ferraro supposed to accomplish in the Gully? As for the Soviet, sound and obvious play, but still no Fire cards.*

## Turn 23

**Italian:** Ferraro reaches the Gully safely; Group C rallies again, with a useable F3 card in hand. Really, could any commander have asked for more from the second string than I've gotten from Group C? I have plenty of time to get a strong firebase into buildings and turn this game around.

**Russian:** Rats, and double-rats! Group C is back again and I can't seem to buy a Fire card. Enough of this. I'll move anyway. There is a Ford in my hand in case of difficulty, and I want to be ready to close at once the next time I pin Italian C. With my card flow and Burlak's group's firepower, it can't take very long. besides, two Wires are gone already from this deck. Why be hesitant now?

*I'll repeat my question for the Italian again. Why not move Group A forward? At this range, the FT is useless. Steve didn't fire on Ferraro the turn past. And after the investment in Leone, Lyss has to make better use of him, especially now that Steve need just sit tight for a win.*

*Well, so much for sitting tight. This Movement is, at best, premature. Bad play. Notably so with no Terrain, Rally or Concealment cards in hand. Why not just discard these Movement cards, looking for Fire cards to pound on the Italian in the Brush? Hope Steve has something more in mind than just wanting to see those SMGs get to fire.*

## Turn 24

**Italian:** My fire against Burlak's position pins him and a rifleman. Now I can hope to get Group C into Buildings and begin reinforcing them—starting with a rallied Capitano's LMG. Zorin's mob advances along the Gully, right next to my lads in Group D. Ta-ta, boys. Any Movement cards I get are needed elsewhere. With a squad break of 11, I can afford to see these two disappear.

**Russian:** It seems a waste to use two Hero cards as a lowly R2, but I need to pin the Italian Group C again, and quick. Uihailot's rifle is repaired at the same time, and the Hill is discarded (I can't leave the Gully until there is covering fire.) I won't risk getting men pinned on morale checks trying to infiltrate the hapless Italian D either.

*The Italian D continues its exercise in futility. But a rare shot from the Italian brings good—well, fair—results. The Russian immediately shows them to be heroes. But Russian C should have gone to that hilltop, and then used any Fire cards that came his way to pound enemy groups B and C! If Fire cards don't show immediately, Group C could entrench. Any Concealment cards would further protect Russian C. A potential game-breaking play discarded without thought. After first brazenly breaking cover and unnecessarily rushing forward, he now exploit the movement? Caution wills out however, and a superb opportunity starts to slip away.*

## Turn 25

**Italian:** I briefly consider advancing to RR1 with Group C but discard that idea. If I knew I could use my Fire cards, perhaps yes. But I can't give Burlak first shot. I move in place instead.

**Russian:** If my F1 attack had pinned even one Italian, I would have charged out of the Gully. But it failed totally, and I can't risk landing in the open at RR5 to a group with 17 firepower. Drop two—I don't need a C2 in the Gully and I must get some pinning fire soon.

*Nothing to be said about the Italian play . . . or lack of it. Soviet fire is ineffective. Now Steve tosses the Concealment card, whereas I'd have opted to discard the Movement. He may well regret giving up that C2 (which is a pretty good card given that he must come out of that Gully at some point now that he's committed). With his draw, if he's been entrenched on that hill, I'd have called the game right now. For he could then butcher the Italians in Group B (from C) and take potshots at Group C (from B). Instead, his position appears to be deteriorating. Missed opportunities often decide an UP FRONT game, for it's quite unforgiving.*

## Turn 26

**Italian:** Group C reaches the −3 Buildings unshaken; and Paolini is ordered to join them with his Demo Charge. My position has never been stronger.

**Russian:** Russian fire sends Paolini scurrying back into the Gully, but otherwise does no damage. The F4 versus Group D is halved as Moving Fire and so pins one man. With the Italians now in a building, I have to start thinking of alternative strategies.

*The Italian position is only ''strong'' due to a missed opportunity by the Russian brought on by an attack of caution, and in relation to the Italian past. And it still looks poor from my vantage point. But now Lyss has some more Move cards to dance around with!*

*For the Russian, not much to show for all his fire. Trivial results proves truth wills out.*

---

### Series Replay—DESERT WAR

**Abbreviations:**

| | |
|---|---|
| **Terrain:** | Br = Brush |
| | Bg² = Buildings −2 |
| | Bg³ = Buildings −3 |
| | En = Entrenched |
| | Fl = Flanked |
| | Gu = Gully |
| | Hi = Hill |
| | Ma = Marsh |
| | Op = Open |
| | St = Stream |
| | Wi = Wire |
| | Wo = Woods |
| **Position:** | # = Morale, Good Order |
| | A = ASL |
| | B = Berserk |
| | C = Crew |
| | D = Demo Charge |
| | F = Flamethrower |
| | G = Guard |
| | L = LMG |
| | M = Malfunction |
| | P = Pinned |
| | S = SL |
| | T = Transfer |
| | U = Unarmed |
| | W = Wounded |
| **Cards:** | C# = Concealed, Value |
| | Cw = Cower |
| | F#ᵉ = Fire, Strength with requisite FP as exponent |
| | He = Hero |
| | M = Movement |
| | MFl = Movement, Flank |
| | MFo = Movement, Ford |
| | R# = Rally, Value |
| | Sn = Sniper |
| **Actions:** | CC = Close Combat |
| | CT = Complete Transfer |
| | EN = Entrench |
| | INF = Infiltrate |
| | CT = Complete Transfer |
| | ML/F/R = Movement, Lateral/Forward/Retreat |
| | TM = Temporary Movement |
| | R# = Rally, Number |
| | RE = Repair |
| | F#−T = Fire Attack, Modified Strength—Target |
| | — = No Action |

(Note: Lower case indicates failed attempt.)

## ITALIAN

Group A is composed of, in order, #5—#24—#26
Group B is composed of, in order, #18—#4—#6—#12—#8—#3—#2
Group C is composed of, in order, #7—#11—#13—#10—#16—#15—#9
Group D is composed of, in order, #19—#20—#1

| Turn | Group A | Group B | Group C | Group D | Hand 1/2/3/4 | Action A/B/C/D | Discard |
|---|---|---|---|---|---|---|---|
| #1 | 0/Op/2-2-3F | 0/Op/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/Op/1-1-3S | M/M/Cw/F5$^{13}$ | en/MF/en/en | —/— |
| #2 | 0/Op/2-2-3F | 1/Op/MF/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/Op/1-1-3S | MCw/F5$^{13}$/F2$^{7}$ | en/MR/en/en | —/— |
| #3 | 0/Op/2-2-3F | 0/Op/MR/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/Op/1-1-3S | Cw/F5$^{13}$/F2$^{7}$/Cw | en/Op/F1-B/EN | —/— |
| #4 | 0/Op/2-2-3F | 0/Op/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/OpEn/1-1-3S | Cw/F5$^{13}$/C2/C1 | —/—/—/— | Cw/F5$^{13}$ |
| #5 | 0/Op/2-2-3F | 0/Op/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/OpEn/1-1-3S | C1/F2$^{4}$/MFo | en/MR/F1-B/— | —/— |
| #6 | 0/Op/2-2-3F | −1/Op/MR/Wi/4-4-3-3-5D-4L-4A | 0/Br/3-3-3-2-2-2-3L | 0/OpEn/1-1-3S | C1/Cw/F5$^{12}$/MF1 | en/TM/EN/— | —/— |
| #7 | 0/Op/2-2-3F | −1/Op/MR/4-4-3-3-5D-4L-4A | 0/BrEn/3-3-3-2-2-2-3L | 0/OpEn/1/1/3S | C1/Cw/F5$^{12}$/C1 | —/—/—/— | Cw/F5$^{12}$ |
| #8 | 0/Op/2-2-3F | −1/Op/MR/4-4-3-3-5D-4L-4A | 0/BrEn/3-3-3-2-2-2-3L | 0/OpEn/1/1/3S | C1/C1/Wi/F3$^{5}$ | en/Op/F0-B/— | —/— |
| #9 | 0/Op/2-2-3F | −1/Op/4-4-3-3-5D-4L-4A | 0/BrEn/3-3-3-2-2-2-3L | 0/OpEn/1/1/3S | C1/Wi/Gu/Bg$^{2}$ | —/—/—/— | C1/Wi-B |
| #10 | 0/Op/2-2-3F | −1/Op/4-4-3-3-5D-4L-4A | 0/BrEn/3-3-3-2-2-2-3L | 0/OpEn/1/1/3S | Gu/Bg$^{2}$/F2$^{2}$/F6$^{15}$ | —/—/—/— | F2$^{2}$/F6$^{15}$ |
| #11 | 0/Op/2-2-3F | −1/Op/4-4-3-3-5D-4L-4A | 0/BrEn/3-3-3-P-P-2-3L | 0/OpEn/1-1-3S | Gu/Bg$^{2}$/F5$^{14}$/R3 | en/en/R3/— | —/— |
| #12 | 0/Op/2-2-3F | −1/Op/4-4-3-3-5D-4L-4A | 0/BrEn/P-3-3-P-P-P-P | 0/OpEn/1-1-3S | Gu/Bg$^{2}$/F5$^{14}$/F3$^{3}$ | —/—/—/— | F3$^{3}$/F5$^{14}$ |
| #13 | 0/Op/2-2-3F | −1/Op/4-4-3-3-5D-4L-4A | 0/BrEn/P-3-3-P-P-P | 0/OpEn/1-1-3S | Gu/Bg$^{2}$/Wo/MFo | EN/MF/—/— | —/— |
| #14 | 0/OpEn/2-2-3F | 0/Op/MF/P-P-3-P-5D-P | 0/BrEn/P-3-3-P-P-P | 0/OpEn/1-1-3S | Gu/Bg$^{2}$/Wo/F1$^{3}$ | —/Gu/—/— | —/— |
| #15 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/P-3-3-P-P-P | 0/OpEn/1-1-3S | Bg$^{2}$/Wo/F1$^{3}$/R6 | —/—/R6/— | —/— |
| #16 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-3-3-2-2-3L | 0/OpEn/1-1-3S | Bg$^{2}$/Wo/F1$^{3}$/F3$^{8}$ | —/—/F1/C/— | —/— |
| #17 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-3-3-2-2-3L | 0/OpEn/1-1-3S | Bg$^{2}$/Wo/Ma/F7$^{16}$ | —/—/—/— | Ma/F7$^{16}$ |
| #18 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-3-3-2-2-3L | 0/OpEn/1-1-3S | Bg$^{2}$/Wo/Gu/Bg$^{3}$ | —/—/—/— | Bg$^{2}$/Wo |
| #19 | O/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-3-3-2-2-3L | 0/OpEn/1-1-3S | Gu/Bg$^{3}$/Wa/MFo | —/—/—/TM | —/— |
| #20 | 0/OpEn/2-2-3P | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-P-P-2-P-P | 0/OpEn/1-1-3ST | Gu/Bg$^{3}$/Wa/M | —/—/CT/MF | —/— |
| #21 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-P-P-P-P-3S | 1/Op/MF/1-1 | Gu/Bg$^{3}$/Wa | —/—/—/— | Wa/Gu |
| #22 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-P-P-P-P-3S | 1/Op/MF/1-1 | Bg$^{3}$/Cw/F3$^{7}$/MF1 | —/—/TM/Op | —/— |
| #23 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P | 0/BrEn/3-P-P-P-P-3ST | 1/Op/1-1 | Bg$^{3}$/F3$^{7}$/MF1/R4 | —/CT/R4/en | —/— |
| #24 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P-3S | 0/BrEn/3-3-2-2-3L | 1/Op/1-1 | Bg$^{3}$/F3$^{7}$/MFo/F6$^{15}$ | —/—/F0-B/2n | —/— |
| #25 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P-3S | 0/BrEn/3-3-2-2-3L | 1/Op/1-1 | Bg$^{3}$/MFo/F6$^{15}$/F5$^{12}$ | —/—/TM/— | —/— |
| #26 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-5D-P-3S | 0/Br/ML/3-3-2-2-3L | 1/Op/1-1 | Bg$^{3}$/F6$^{15}$/F5$^{12}$/M | —/TM/Bg$^{3}$/en | —/— |
| #27 | 0/OpEn/2-2-3F | 0/Gu/P-P-3-P-P-P-3S | 0/Bg/3-3-2-2-3L | 1/Op/P-1 | F6$^{15}$/F5$^{12}$/M/M | TM/—/—/— | —/— |
| #28 | 0/OpEn/2-P-P | 0/Gu/P-P-3-P--P-P-3S | 0/Bg/3-3-2-2-3L | 1/Op/P-1 | F6$^{15}$/F5$^{12}$/M/R3 | —/R3/—/— | —/— |
| #29 | 0/OpEn/2-P-P | 0/Gu/4-P-3-P-5D-4L-3S | 0/Bg/3-3-2-2-3L | 1/Op/P-1 | F6$^{15}$/F5$^{12}$/M/St | —/—/—/— | St-C/— |
| #30 | 0/OpEn/2-P-P | 0/Gu/4-P-3-P-5D-4L-3S | 0/Bg/3-3-2-2-3L | 1/Op/P-1 | F6$^{15}$/F5$^{12}$/M/C2 | —/TM/F6-C/— | —/— |
| #31 | 0/OpEn/2-P | 0/Gu/4-P-3-P-5D-4LT-3S | 0/Bg/3-3-2-2-3L | 1/Op/P-1 | F6$^{15}$/Br/R2 | R2/—/CT/ | —/— |
| #32 | 0/OpEn/2-3F | 0/Gu/4-P-3-P-5D-3S | 0/Bg/3-3-2-2-4L-3L | 1/Op/P-1 | F6$^{15}$/Br/C3/R1 | —/R1/F2-C/— | —/— |
| #33 | 0/OpEn/2-3F | 0/Gu/4-4-3-P-5D-3S | 0/Bg/3-3-2-2-4L-3LM | 1/Op/1 | Br/C3/ Cw/Br | —/—/—/— | Cw/Br |
| #34 | 0/OpEn/2-3F | 0/Gu/4-4-3-P-5D-3S | 0/BgWi/F1/3-3-2-2-4L-3LM | 1/Op/1 | Br/C3/M/F4$^{10}$ | —/—/F3-B/en | —/— |
| #35 | 0/OpEn/2-3F | 0/Gu/4-4-3-P-5D-3S | 0/BgWi/F1/3-3-2-2-4L-3LM | 1/Op/1 | Br/M/R6 | —/—/TM/en | —/— |
| #36 | 0/OpEn/P-P | 0/Gu/4-4-3-P-5D-3S | 0/Bg/3-3-2-2-4L-3LM | 1/Op/1 | Br/R6/R3/F5$^{11}$ | R3/—/F2-B/— | —/— |
| #37 | 0/OpEn/P-3F | 0/Gu/4-4-3-P-5D-3S | 0/Bg/3-3M-2-2-4L-3LM | 1/Op/1 | Br/R6/R5/F5$^{12}$ | R5/—/re/— | —/— |
| #38 | 0/OpEn/2-3F | 0/Gu/4-4-3-P-5D-3S | 0/Bg/3-3M-2-2-4L-3LM | 1/Op/1 | Br/R6/F5$^{12}$/MF1 | TM/—/re/— | —/— |
| #39 | 0/OpEn/2-3FT | 0/Gu/4-4-3-P-5D-3S | 0/Bg/3-3M-2-2-4L-3U | 1/Op/1 | Br/R6/F5$^{12}$/Hi | —/CT/RE/— | —/— |
| #40 | 0/OpEn/2 | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/3-3-2-2-4L-3U | | Br/R6/F5$^{12}$/Hi | —/—/TF3-C | —/— |
| #41 | 0/OpEn/2 | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/3-3-2-2-4L-3U | | Br/R6/Hi/Br | —/—/— | Bt/Hi |
| #42 | 0/OpEn/2 | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/3-3-2-2-4L-3U | | Br/R6/Wi/F1$^{4}$ | —/—/— | Br/F1$^{4}$ |
| #43 | 0/OpEn/2 | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/3-P-P-P-4L-3UW | | R6/Wi/M/M | TM/—/R6 | —/— |
| #44 | 0/OpEn/2T | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/P-P-P-P-P | | Wi/M/C2/C2 | —/—/— | C2/Wi-C |
| #45 | 0/OpEn/2T | 0/Gu/4-4-3-P-5D-3F-3S | 0/Bg/P-P-P-P-P | | M/C2/St/F7$^{18}$ | —/MF/— | —/— |
| #46 | 0/OpEn/2 | 1/Gu/MF/4-4-3-5D-3F-3S | 0/Bg/P-P-P-P-P | | St/F7$^{18}$/RA | —/F3-C/RA | —/— |
| #47 | 0/OpEn/2 | 1/Gu/MF/4-P-3-5D-P-P | 0/Bg/3-3-2-P-3UW | | St/Br/R2/F1$^{2}$ | —/INF/F2-C | —/— |
| #48 | 0/OpEn/2 | 1/Gu/MF/4-P-3-5-P-P | 0/Bg/3-3-2-P-3UW | | St/Br/R2 | —/R2/— | —/— |
| #49 | 0/OpEn/2 | 1/Gu/MF/4-3-5-3F-P | 0/Bg/3-3-2-P-3UW | | St/Br/F5$^{10}$/F2$^{7}$ | —/Br/— | —/— |
| #50 | 0/OpEn/2 | 1/Br/P-3-5-3F-P | 0/Bg/3-3-2-P-3UW | | St/F5$^{10}$/F2$^{7}$ | —/F7-C/— | —/— |
| #51 | 0/OpEn/2 | 1/Br/P-P-P-5-3F-P | 0/Bg/3-3-2-P-3UW | | St/F5$^{14}$/M | —/F5-C/— | —/— |

THIRD DECK EXHAUSTED.

**RUSSIAN**

Group A is composed of, in order, #6—#11
Group B is composed of, in order, #3—#4—#13—#15—#22—#2
Group C is composed of, in order, #5—#23—#20—#24—#12—#26

| Turn | Group A | Group B | Group C | Hand 1/2/3/4 | Action A/B/C | Discard |
|------|---------|---------|---------|--------------|--------------|---------|
| #1 | 0/Op/3-2F | 0/Op/5-4-4-3-3C-4AL | 0/Op/5-4-4-3-5D-5S | M/C3/F4⁹/Bg³ | en/MF/en | —/— |
| #2 | 0/Op/3-2 | 1/Op/MF/5-4-4-3-3C-4AL | 0/Op/5-4-4-3-5D-5S | C3/F4⁹/Bg³/MFo | en/MF/en | —/— |
| #3 | 0/Op/3-2 | 2/Op/2MF/P-4-P-3-P-4AL | 0/Op/5-4-4-3-5D-5S | F4⁹/Bg³/F2¹ | en/Bg³/en | —/— |
| #4 | 0/Op/3-2 | 2/Bg/P-4-P-3-P-4AL | 0/Op/5-4-4-3-5D-5S | F4⁹/F2¹/F5¹¹/MF1 | en/Fo-B/MF | —/— |
| #5 | 0/Op/3-2 | 2/Bg/P-4-P-3-P-4AL | 1/Op/MF/5-4-4-3-5D-5S | F4⁹/F5¹¹/F6¹⁶/Wi | —/—/Op | Wi-B/F5¹¹ |
| #6 | 0/Op/3-2 | 2/Bg/P-4-P-3-P-4AL | 1/Op/5-4-4-3-5D-5S | F4⁹/F3⁹/C1/M | MF/—/— | C1/— |
| #7 | 1/Op/MF/3-2 | 2/Bg/P-4-P-3-P-4AL | 1/Op/5-4-4-3-5D-5S | F4⁹/F3⁹/F2⁸/RA | Op/RA/EN | —/— |
| #8 | 1/Op/3-2 | 2/Bg/5-4-4-P-3C-4AL | 1/OpEn/5-4-4-3-5D-5S | F4⁹/F3⁹/F4¹⁰/R4 | —/RA/— | F4¹⁰/— |
| #9 | 1/Op/3-2 | 2/Bg/Wi/5-4-4-3-3C-4AL | 1/OpEn/5-4-4-3-5D-5S | F4⁹/F3⁹/M/R1 | —/TM/— | R1/— |
| #10 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 1/OpEn/4-5-4-3-5D-5S | F4⁹/F3⁹/F2⁵/C1 | —/F1-C/— | C1/— |
| #11 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 1/OpEn/5-4-4-3-5D-5S | F4⁹/F2⁵/M/B4 | en/F2-C/MF | —/— |
| #12 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 2/Op/MF/5-4-4-3-5D-5S | F2⁵/Br/F1⁵/F4¹² | —/F0-C/Br | —/— |
| #13 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 2/Br/5-4-4-3-5D-5S | F1⁵/F4¹²/F4⁷/Hi | —/F5-B/— | F1⁵/F4¹² |
| #14 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 2/Br/5-4-4-3-5D-5S | H1/C3/Gu/Cw | —/—/EN | Cw/Hi |
| #15 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 2/BrEn/5-4-4-3-5D-5S | C3/Gu/M/F6¹⁴ | —/—/MF | F6¹⁴/— |
| #16 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 3/Br/MF/P-4-P-3-5D-5S | Gu/C1/Sn | —/—/Gu | C1/Sn-D |
| #17 | 1/Op/3-2 | 2/Bg/5-4-4-3-3C-4AL | 3/Gu/P-4-P-3-5D-5S | F7¹⁷/Wo/M/Cw | en/—/— | F7¹⁷/Wo/Cw |
| #18 | 1/Op/3-2 | 2/Bg/5-4-4-4-3-3C-4AL | 3/Gu/P-4-P-3-5D-5S | F4⁸/M/M/MFo | MF/—/— | M/— |
| #19 | 2/Op/MF/3-2 | 2/Bg/5-4-4-3-3C-4AL | 3/Gu/P-4-P-3-5D-5S | F4⁸/MFo/F3⁴/Bg² | Bg²/F2-C/— | —/— |
| #20 | 2/Bg/3-2 | 2/Bg/5-4-4-3-3C-4AL | 3/Gu/P-4P-3-5D-5S | MFo/F3⁴/F5¹⁵/M | 2TM/F0-C/— | —/— |
| #21 | 2/Bg/3T-2T | 2/Bg/5-4-4-3M-3C-4AL | 3/Gu/P-4-P-3-5D-5S | F5¹⁵/Ma/M/F6¹⁴ | —/CT/— | F5¹⁴/Ma |
| #22 | | 2/Bg/5-4-4-3-3M-2-3C-4AL | 3/Gu/P-4-P-3-5D-5S | M/F6¹⁴/MFo/RA | —/RA | F6¹⁴/— |
| #23 | | 2/Bg/5-4-4-3-3M-2-3C-4AL | 3/Gu/5-4-4-3-5D-5S | M/MFo/He/R1 | —/MF | R1/— |
| #24 | | 2/Bg/5-4-P-3—3M-2-3C-P | 4/Gu/MF/5-4-4-3-5D-5S | MFo/He/He/Hi | RE/— | Hi/— |
| #25 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Gu/MF/5-4-4-3-5D-5S | MFo/F1²/C2/Cw | F1-C/— | C2/Cw |
| #26 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Gu/MF/5-4-4-3-5D-5S | MFo/F3⁶/F4¹²/F8¹⁷ | F0-C/F2-D | —/— |
| #27 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Gu/MF/5-4-4-3-5D-5S | MFo/F8¹⁷/F4⁹/C1 | F3-A/— | C1/— |
| #28 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Gu/MF/5-4-4-3-5D-5S | MFo/F8¹⁷/R1/Ma | —/— | R1/Ma |
| #29 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/St/5-4-4-3-5D-5S | MFo/F8¹⁷/Wo/Sn | —/TM | Sn-C/F8¹⁷ |
| #30 | | 2/Bg/5-4-4-3-2-3C-4AL | 4/St/ML/P-P-P-P | Wo/Sn/F2¹/F6¹⁴ | F1-A/Wo | —/— |
| #31 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Wo/P-P-P-P | Sn/F6¹⁴/F7¹⁸ | —/— | Sn-C/F6¹⁴/F7¹⁸ |
| #32 | | 2/Bg/5-4-4-3-3-2-3C-4AL | 4/Wo/4Bk-P-P-P | M/Wi | MF/— | Wi-C/— |
| #33 | | 3/Br/5-4-4-3-2-3C-4AL | 4/Wo/4-P-P-P | R1/Bg³/MF1 | ML/R1 | —/— |
| #34 | | 3/Br/ML/5-4-4-P-P-4AL | 4/Wo/4-P-P-5S | Bg³/R5/F2⁶ | Bg/F3-C | —/— |
| #35 | | 3/Bg/5-4-4-P-P-4AL | 4/Wo/4-P-P-5S | R5/F2²/F6¹⁷/Hi | R5/F1-A | —/— |
| #36 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4-P-P-5S | F6¹⁷/Hi/Br/F4¹¹ | F3-A/— | Hi/Br |
| #37 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4-P-P-5S | F6¹⁷/R1/M/M | —/R1 | F6¹⁷/M |
| #38 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4-P-5D-5S | M/Bg²/R5/M | —/INF | Bg²/— |
| #39 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4I-P-5DI-5S | R5/M/M/R4 | —/CC | R4/— |
| #40 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4G-P-5D-5S | R5/R3/R1/C1 | —/R1 | R3/— |
| #41 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4G-4-5D-5S | R5/C1/MF1/F7¹⁶ | —/en | C1/— |
| #42 | | 3/Bg/5-4-4-3-3C-4AL | 4/Wo/4G-4-5D-5S | R5/MF1/F7¹⁶/F6⁴ | F3-C/en | —/— |
| #43 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/4G-4-5D-5S | R5/MF1/F7¹⁶/He | F4-C/— | —/— |
| #44 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/Wi/4G-4-5D-5S | R5/MF1/M/Br | —/TM | Br/— |
| #45 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/4G-4-5D-5S | R5/MF1/R2/F3⁸ | —/F0-B | R2/— |
| #46 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/P-4-5D-P | R5/MF1/F3³/F4¹⁰ | F1-C/F2-B | —/— |
| #47 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/P-4-5D-P | R5/MF1 | —/R5 | —/— |
| #48 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/4G-4-5D-5S | MF1/F1²/C1/Ma | —/F0-B | Ma/— |
| #49 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/4G-4-5D-5S | MF1/C1/Gu/Sn | —/INF | Sn-B/Gu |
| #50 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/P-P | F4⁷/F3⁴/He/MFo | F0-C/F2-B | —/— |
| #51 | | 3/Bg/5-4-4-3-3C-4AL | 4/WoEn/5SG | (game over) | | |

THIRD DECK EXHAUSTED.

## Turn 27

**Italian:** Paolini is pinned, but now I'll try bringing Leone into the Gully with his flamethrower. That would make Zorin think twice about advancing to RR5. He may even decide to head back to where he came from.

**Russian:** Here at last is a Fire card capable of pinning Group C, but I can't pass up the chance to kill Leone outright. He survives, though I do pin him (breaking up the transfer) and a rifleman.

*I've no idea why the Russian would want—ahead in points and position—to advance to RR5, but Leone's transfer would certainly discourage him from doing so. Too bad Leone doesn't make it; perhaps Steve would have pulled back to his former, and better, position. Instead, Steve reinforces the impression that Leone's move is somehow significant by wasting fire on it. Far better to have fired on Italian C hoping for some luck in pinning a couple of Morale-2 men. It's the sole Italian group in any position to do a damn thing.*

## Turn 28

**Italian:** Curses, foiled again. I'd love to rally Leone, but I want Capitano and Paolini back on their feet to help Group C even more. So the rally there.

**Russian:** I have a F8 card to use at RR5 with my SMGs, but I can't rush up to use it until I pin Group C. Now Italian Group B is rallied and threatening also. If I can find terrain before I get another Fire card, I will pull Zorin back to RR3.

*As expected, Lyss starts to get his troops back into order. Untroubled by the Russians, a couple of turns may see him in reasonable shape to try for a victory. I think Steve's opportunity has passed him by.*

*For the Russian, why discard that C1 instead of the (at this point) useless F8? Assuming that the Italian isn't going to charge forward—and I'd say that's a safe bet given his play in this game—the high Fire card is useless without a Hero (which Steve used up earlier). As the Russian, I always try to keep a Concealment card in my hand for use should things suddenly change.*

## Turn 29

**Italian:** Zorin lands right in the Stream he so richly deserves. Now just stand still, Steve, while I shoot you.

**Russian:** I am one FP short of using the F8 at RR4. Should I have put all my SMGs in Group C? Somehow I don't think Lyss will let me make the switch now. So I play my Ford card, grateful that Woods are now in play. But can I live to reach them? Meanwhile, a sniper shot misses Italian Group C.

*That's what you get if you stay in motion long enough dithering around looking for a perfect situation. In answer to Steve's question, there's nothing wrong with the composition of Group C now, if he'd used them instead of letting them sit at the edge for so long.*

## Turn 30

**Italian:** I have just enough firepower to make use of the F5 card for an attack. I kill Storchillo (#5) and Baibakov (#24), pinning everyone else. Capitano heads for Group C. The worm turns!

**Russian:** My four survivors hug the trees while Group B sprays Leone's position. We panic a rifleman sure enough, but miss the real prize. I am down to a three-card hand until I rally Zorin.

*The worm does indeed turn. Now Lyss obviously seeks to give it more teeth so he can use a Fire card against the Russians in Group C regardless of their terrain.*

*For the Russian, rather than this weak shot—and one that has little bearing on his current danger—*

*I'd have tossed the Sniper (on C) and F6 seeking desperately for a Rally or Concealment card. Even another Fire card to combine with the weak one for a telling attack on Italian C would be useful. However, even after all this, he's still way ahead on points. So maybe he figures he already has the game won and is just fooling around.*

## Turn 31

**Italian:** Capitano completes the transfer, enabling me to use the F6 card next turn. This may write *finis* to the Russian maneuver group. I rally Leone, since Sarducci and Pasini are hidden from enemy fire.

**Russian:** I'll dump my entire blankety-blank hand, in the process missing with a Sniper yet again. I just noticed something. If Lyss wipes out Group C, he'll have a five-card hand and superior firepower for the rest of the game.

*The Italian wastes a Rally card on Leone. Far better to have brought Group B up to snuff. Let the FT continue to draw the sole Russian fire while the other groups concentrate on the win by wiping out Russian C. With all the Russian difficulties at the moment, that'd be my play. The Russian, except for a −2 Concealment card, gets nothing worthy of note for his discard.*

## Turn 32

**Italian:** The card which was meant to finish off Zorin and company instead messes me up badly. The result on Podgorny was sufficient to panic him; but checking the OR column we find that he goes berserk instead! Before Steve's regular play, Podgorny will rush blindly into my pitiful Group D. Then, the second card has a red RNC "5", knocking out my second LMG. Rather than risk having it break completely, I call off the reduced attack right there.

**Russian:** Podgorny checks the RPC column and falls upon the pinned Romano, killing him with a thoroughness too gruesome to relate here. And Podgorny is now unpinned. I must take desperate action: Group B advances, dropping the Wire as it comes. If I give the fascists time to repair the LMG and get their best men out of the Gully, things will be much worse. The time to move is *now*!

*Ironic. First only bad luck on the Italian's part saves the Russian's bacon. The attack leaves him worse off, and leads to the loss of a man. Too bad Lyss didn't play his Rally cards these past two turns in reverse order. Then the Gully group could wade in. Again, too many missed opportunities.*

*As for the Russian, what can I say? This is absolutely the worst play yet. While Group C is in some trouble, he's dodged the worst bullet and come out well enough. With Romano's death, Steve is once again 22VP ahead in the scoring. That five-card enemy hand means little with a dwindling deck and a long way for the Italian to go to gain equivalent VP. At the moment, only half the Italians are even fighting, meaning the number of "active" personalities are equal—and the Russian has much the better morale. Any way you consider it, there is no need for this charge (without good cards to back it up yet).*

*Yet, Steve blindly happens upon the absolutely best moment for this crazy play. Even with his three-card hand, he gains a −3 Building at just the point where his opponent can do nothing in response to his Movement forward. This is indeed high satire.*

## Turn 33

**Italian:** My C3 would have won the battle with the berserker, but I decide to save it for Group C. I'm glad I did, as here come Burlak's force and I have nothing with which to stop him. I'll offer him the Brush, assuming that he wouldn't leave a building without something as good in his hand.

**Russian:** Glory be! I picked up a Flank card and a −3 Building, along with a Rally-1. As Zorin comes back, I accept the Brush and move to flank Italian C.

*My sole comment: "Better lucky than good." And the Brush so kindly and providently offered doesn't hurt either.*

## Turn 34

**Italian:** Play of my Movement card would remove both the Wire and the Flank, but then I couldn't fire at him until he was in safer terrain. I could discard my second Brush, but he would accept it and then pin me under the Wire with flanking fire before I could remove it. So, I'll use my Fire card now while he is vulnerable, then play my Movement before he gets the chance to use any doubled FP. Incredible. I kill two and pin two.

**Russian:** His chances of getting two kills with that shot were about one-in-six. But Group B reaches their objective, and that's 18 VP. Group C fires at the Italians, and would have pinned men under the wire except for his C3. So it goes.

*But Steve's luck runs out. The Italian fire is the best option for Lyss, and it serves him well. If the Russian fire had pinned some of Italian C in response, I'd say the initiative lies with the Russian again. But, in sum, I think Steve's position—despite his gain in VP—is becoming more precarious. He might well see his squad break if the Italians can destroy Group C. And the Italian is bettering himself each turn, with the Russian still in disarray. But the Italian must move to get his best men out of that Gully. At the moment, this looks like anybody's game.*

## Turn 35

**Italian:** The Wire and Flank are removed, and my casualties are quite low considering. There's only one problem. We are late in Deck #2 and the VP total stands Russians 28, Italians 8. I must counterattack, and I need both LMGs and the FT to do it.

**Russian:** I again luck out, pinning Leone with a F1 attack while Group B rallies. As we shuffle for the last deck, I feel confident. Despite some losses, I have a huge lead in points. he must come to me now, and I have more than enough firepower left to massacre him when he does.

*Other than the hit on Leone and Nardo, not much worthy of comment this round. Lyss is saving the R6 for Group C should they need it. The draw is much more interesting, for both have Fire cards they can play next turn. We'll see what they make of these. Remember, the Italian will get his shot off first.*

## Turn 36

**Italian:** Leone and Nardo rally. The Russian firebase is too powerful to ignore by firing on Zorin as I'd like. But my F2 pins no one and only clogs Giorgio's rifle. I won't entrench Moselli; I need every card in this last deck for my final assault.

**Russian:** I'm more worried about Leone at this point than the disheveled Group C. But my F3 misses the FT man, pinning only Nardo.

*Italian fire is ineffective; Russian, simply stupid. The Italian FT is two Movement cards from having any role in this game; Steve must KO the Italian firebase.*

## Turn 37

**Italian:** I rally Nardo; Napoli fails to repair his LMG. There is still time though.

**Russian:** Vakuta rallies. Now to cross bayonets with Moselli.

*Faulty Italian equipment may do in Lyss. In his shoes, I'd have been strongly tempted to rally Pasini*

to at last get B into the fight and try to salvage this game by breaking the Russian squad before the deck runs out. But I can't fault him overly, all things (length of deck remaining, relative positions, etc.) considered. But I will point out that, if unpinned, he might have moved to flank the Russian B next turn.

## Turn 38

**Italian:** A Flank card gives me hope of flanking Group B, and at least flushing him out of that 18-VP building. But I need to repair the LMG first to make that threat effective. Curses! The LMG is permanently snafu'ed. I use the Move card to instead transfer Leone into the Gully.

**Russian:** I use two Move cards to pass the morale check for Podgorny and Vakuta, who easily infiltrate Moselli's lonely outpost. I will save the DC for bigger targets, and the R5 for greater need.

*To win, the Italian must get up and get out of that Gully. But he again appears to be more concerned with Leone than warranted. A flank of Russian B could still win the game for him, but cautious play certainly won't.*

*Meanwhile Steve will pick up points where he can. But then why throw away that valuable Building card that Group C might use to garner even more with a simple lateral move? He too, I note, saves the big Rally card for a final defense.*

## Turn 39

**Italian:** Giorgio's rifle is repaired, allowing use of the F5 next turn. That will be too late to help Moselli however, who will meet two Russkies before then. Leone reaches the Gully at last.

**Russian:** Two more Movement cards assure that both infiltrators enter Close Combat. Vakuta, with a 13-6 advantage, will attempt to take Moselli prisoner (worth five VP). The final outcome is 15-12 as Moselli proves unexpectedly ferocious. Nevertheless, he's mine. Podgorny is designated as the guard (CCV and FP halved) as I still hope to infiltrate Vakuta and the DC into Group C.

*No reason to celebrate Leone joining that cowardly pack in the Gully that I can see. The Italian repair of a simple rifle is much more significant. An Italian captured seems to nigh put this game away. With such a passive Italian (seven men now in that Gully!), it looks to again be Steve's game to lose.*

## Turn 40

**Italian:** I shoot into the Woods, pinning Zorin. With Moselli captured, the victory point balance is now hopeless. My only chance is to wipe out Group C, thus breaking the Soviet squad.

**Russian:** I want a two-card draw for bullets, so will rally Zorin and Knezevich and discard a precious Rally card. I know he's coming, and I want to be ready to greet him.

*Without the Italian Group B active, this seems hopeless to me. Lyss should use the R6 right now! And then hope for many Fire cards, along with Movement cards to get B up—and a lot of luck. His one-card draw sure doesn't help things. For the Russian, things only get better.*

## Turn 41

**Italian:** I discard the Hill rather than the Brush because the latter will aid infiltration (while the Hill would hinder it). That's more important at this point.

**Russian:** I'll keep the F7 as my ace in the hole against any Italian advance. My position now looks impregnable—except for that flamethrower. If I get another building card, Group C will fall back to RR3. They don't give me any victory points in the Woods.

*A discriminating discard by the Italian, but he's still wasting time. As for the Russian, the threat of the FT is solely one of his own making. If he'd stayed at RR3 to begin with, he would be much better off. You are never "impregnable" when this close to the enemy. Things can change quickly in this fast-paced game and, as we've seen, no matter how good the card something may go amiss. As for his discard, I'll never understand his readiness to pitch away Concealment.*

## Turn 42

**Italian:** I'll save the Wire for a better moment, and drop the Brush hoping for better terrain.

**Russian:** The F6 attack pins three and wounds Napoli. Zorin's men entrench. The Italians are running out of time.

*At this late stage, Lyss better make use of whatever he can get. A few more Russian fire attacks and the deck is gone. Instead of discarding, the Italian should use that measly F1 on the woods hoping for some luck, and the R6 for Pasini. Or, alternatively, he might drop the Wire right now on Russian C and save the F1 for later use—perhaps in combination with another Fire card. However you look at it, he's frittering away time with these discards. Meanwhile, Russian action limits Italian options even more.*

## Turn 43

**Italian:** Glad I saved the Rally card instead of wasting it on Pasini. I get rid of a surplus Movement card by ordering Nardo into the Gully.

**Russian:** The Hero card allows me to use the F7 right now. Maybe I can break his squad before he can advance with the flamethrower. I kill Celozzi; everyone else in Italian C is pinned. I've now knocked out seven men.

*Sorry Lyss, but the rally of Pasini several turns ago, thus giving the strong Group B the chance of action, would hardly have been a "waste". Why, I might have, lacking a Rally card, even considered abandoning him to get out of that damned Gully and play a role in this game. Lysander's cautious and conservative play has lost him this game. And the Russian, of course, continues to blast away.*

---

### Rule Variations

For our Charlton group, *UP FRONT* is the perfect game . . . but even prefection can be improved upon. The following "house" rules are in effect for this Series Replay. We include them for your consideration.

**15.53 COMMISSAR**—Add: "After the Commissar executes a pinned man in his group, all other pinned men immediately rally!"

**20.9 BERSERK**—Insert: "After drawing a RPC to determine the defender(s) in a multi-man group, he attacks. If the RNC is black, he uses his normal CCV. If the RNC is red, he uses his pinned CCV."

**21.3 DEMOLITION CHARGES**—Add: "A man armed with a DC who successfully infiltrates a group in Buildings, Pillbox or Wall is assumed to have detonated the charge inside the Building or Pillbox, or over the Wall. There is then no defensive modifier for Wall or Pillbox against such a DC attack; Buildings are given a −1 modifier only (for interior walls)."

**26.4 MORTARS**—Besides Woods, neither Brush nor Wall modify the Fire Strength of a mortar attack.

**39.4 PARATROOPS**—Unarmed paratroops always have an inherent FP of "1" at RR5, regardless of the RNC color on the Fire card used.

---

## Turn 44

**Italian:** Okay, now he's made me mad. I've got to believe that uses up his ammo (it used up the first Stream card, too). I'll put wire on Vakuta, preventing him from infiltrating my advancing group with his Demo Charge. Next turn, I attack.

**Russian:** I remove the Wire, but there are two more in this deck. If (when) Lyss attacks, the move will insure that Vakuta has the opportunity to get in with his DC. So I keep the Movement card and discard the Brush, looking for more bullets.

*If this is what the Italian does when he gets mad, I'd hate to see him passive. The Wire isn't even a momentary distraction for the Russian, who had little else to do anyway.*

## Turn 45

**Italian:** Getting the last Stream and a high Fire card resolves all doubts. I voluntarily panic Pasini, who routs away safely. I leave Nardo in Group A, the transfer negated. Men, we are now in flamethrower range.

**Russian:** My fire attack fails to pin a single man. I am tempted to charge forward with Group B; I am tempted to flank the pinned Group C. But either course means abandoning 18 victory points. I must simply sweat this one out.

*Too late, much too late.*

## Turn 46

**Italian:** If I could use the full unmodified F7 on Zorin's group, I might break his squad. But first I would have to belly-flop in open ground at RR4 to Burlak's. I stay moving in the Gully, firing with an unmodified F3. It pins Zorin and Podgorny even as my Group C rallies again.

**Russian:** An infiltration attempt by Vakuta now would come in Column "7"—too risky. So do I rally my SL or attempt to pin Leone down? I'd rather go down shooting. I do better than hoped, both Ferraro and Leone are pinned; and fire from Group B pins the remaining LMG.

*And thus does the first Italian "hammer blow" fall. The Russian cross-fire works well enough, pinning men in both groups. But I would have rallied Group C instead, in expectaion of Infiltration/CC and to maintain four cards in my hand at this juncture in the game. Then, the combined Fire cards are used to hammer enemy Group C and try to break the Italian squad outright this turn. Three new cards might well bring some Concealment to aid in the coming close-in fighting. Another missed Russian opportunity.*

## Turn 47

**Italian:** I can't wait to rally Leone and Ferraro; I must attempt infiltration with Paolini's Demo Charge *now*, while two of his men are pinned. Paolini passes morale, then check for infiltration and gets in. Bingo! The DC is delivered . . . and fails to affect a single man as I draw four straight red RNCs. I think I am going to cry. I don't waste cards resolving Group C's attack, nor will I trying to acquire the dropped rifle for Moselli.

**Russian:** Zorin and Podgorny rally. That was nail-biting time when the DC dropped in, but I'm in good shape now with four cards again.

*The Italian's last hurrah comes a cropper.*

## Turn 48

**Italian:** Ferraro and Leone rally, giving me a four-card hand and full firepower. I now make a tough target for infiltration.

**Russian:** I manage only a F0, but it pins the SL once more and routs Sarducci. He is running out of time and men, but Leone is unpinned.

*Italian exercise in futility as a result of good Russian marksmanship. See what even a low fire-power attack can do?*

## Turn 49

**Italian:** I can't try another attack on the move; these may be the last Fire cards I get and they must be killers. I will have to hit Brush and hope to survive until my next turn.

**Russian:** His group finally goes to ground, giving Vakuta his chance. The Movement card insures he passes the morale check, and the C1 moves him a column left. I come out of the woods while Ferraro is pinned. So, here we are on Column "2"—and I miss! My discards include my first successful sniper attack, but unfortunately it only pins Giganti. I'm sweating now.

*If shooting on the move was worth doing the first time, why not now? Especially as we've seen what even a low fire attack can accomplish often enough. Lyss hasn't much time left, and a couple of Russian shots could deplete the deck or even win the game outright. By stopping, he also makes himself a prime target for that Russian DC.*

*Steve, meanwhile, does everything he can to burn up the deck. Nice play.*

## Turn 50

**Italian:** My total F7 unmodified kills two, pins two. I draw a F5 to replace it, so I will have one last turn to wipe out Group C, break his squad, and win the game.

**Russian:** Zorin turns heroic at the best possible time, shooting into Group B with doubled firepower. He pins one man, but his name is Leone. I didn't quite expend the deck with my fire attack, so Lyss will get a last hurrah.

*My God! The Italian could actually still win this.*

## Turn 51

**Italian:** I play the F5, unmodified. I panic Podgorny, who luckily doesn't go berserk. He routs normally, leaving Zorin to guard the prisoner. That uses up the deck, but I am allowed to finish my fire attack before the game ends. We reshuffle . . . and I draw a red RNC. Zorin lives; I lose. We draw for the wounded Moselli, who survives his wound. The final VP totals aren't even close: Russian—35; Italian—13.

*So it comes down to the turn of a last card. A bizarre end to a bizarre game, one that should have been over during the second deck.*

## Post-game

**Italian:** In retrospect, I gave Steve an edge which turned out to be decisive back on Turn 2. I should have landed my Group B in the open at RR1. Steve would then have put his Group B in those −3 Buildings at RR1. I could then have retreated on Turn 3, with much more room for future maneuvering. I only hurt myself with the premature move to the rear.

After putting myself deep in a hole, I feel I did well to keep the game close. The DYO decision to put two extra points into Group C rather than buy the Morale-4 ("Big Al") Capone proved wise, despite the early demise of Antonio. Leone not only drew fire away from my larger groups, as I had planned, he almost broke the Soviet squad. If nothing else, I hope I proved to skeptical readers that the Italians can be a formidable opponent when handled smartly.

**Russian:** I think we set a record for most bodies littering the field without either squad being broken. I almost won the game around Turn 23, then held on by the skin of my teeth for the victory. I don't regret my decision to advance up the Gully at that

point; it put me within one card of a final crushing attack at RR5. I had my real chance on Turn 27, when I had in hand the potential to pin Group C, charge into RR5, and then use an F8 after hitting the dirt. Instead, I got distracted by the transferring Leone and paid the price two turns later when Lyss dropped the last Stream card.

My second mistake was not to retreat with Group C on Turn 45 or later after they'd gotten themselves unpinned. Frankly, I got caught up in the excitement of the moment and didn't think of it. I didn't need the VP at that point; all I had to do was stay away from the flamethrower to avoid losing. Luckily for me, he fell one card short.

*This replay highlights, if nothing else, the contrast in styles of play that can be found among UP FRONT aficionados. And it rather nicely underlines the dangers of each style as well. Mr. Moore's play ranged from lacklustre passivity to frantic aggressiveness to salvage an impossible situation; he lost. Mr. Harvester went from adept offense to an ill-advised impatience to take advantage of his perceived strength; he almost lost. There were, as always with UP FRONT, a dozen moments where the outcome of the game was determined by the decision of one or the other player (the other dozen turning points are luck-related). But two stand out: Lysander's retreat behind his starting position on Turn 5, and Steve's charge up the Gully on Turn 23 with Group C. Each gave the opponent an opportunity to seize the initiative, something you should never willingly do in this fast-paced game. I guess that, in sum, these two blunders balanced out—leading to the exciting climax of the last couple of turns for our Replay. And who among us can say they have ever played a perfectly sound strategy?*

*Each recorded playing of UP FRONT always calls something to my eye. In this instance, it was the selection of when and what to discard by the players. Each was laboring with a four-card hand, although the "elite" Russian's was a touch more flexible. Lysander made 25 discards (14 in the first deck): three Cower cards, eight Fire attacks (of various sorts), two Concealment, two Wire, three Brush, and one each of Marsh, Building, Woods, Wall, Gully, Hill and Stream. Meanwhile, the Russian tossed 45 cards (16 in the first deck): three Cower cards, 12 Fire attacks, six Concealment, six Rally, two Wire, four Sniper, two Movement, three Hill, three Marsh, two Brush and one each of Woods, Building and Gully terrain. During the course of the game, the Italian did not take an action some 14 times; the Russian, only twice.*

*There is no question that the ability to discard during a turn in which one also takes an action is a huge advantage in this game. It is the great strength of the Germans in the system. This is the primary reason that the Russian was able to so easily cycle cards through his hand. However, his selection of what to replace and to keep is open to quite a bit of debate. Steve showed, from my vantage, a distressing proclivity to toss cards that had some use (in a couple of cases, play of which might have saved him some trouble or given him a commanding position). He simply did not seem to consider all the potential of his hand, and spent far too much time searching for specific cards. It is a common failing among UP FRONT players. They become fixated on a specific course of action, seeking the cards to put it into play, and so come to toss cards as valuable as that Hill on Turn 24.*

*Another interesting statistic for this replay is the number of fire attacks each made. For the Italian, 14 distinct shots—counting the last. And four of these came in the last six turns. Steve conducted 23 fire attacks (six in the last six turns as he sought to reach either the Italian break-point or the end of the third deck). In effect, and on average, the Russian took a shot every other turn in this game. Despite their firepower, it is rather obvious that*

*Lysander was not playing with much elan. After all, one of his groups spent most of the game (Turns #15 through #45) hiding in a gully. There, they'd have been sitting ducks if the Russian had but climbed one of those hills he so blithely discarded.*

*To me, expert play of UP FRONT rests on two things: the player's ability to cycle cards through his hand to open his options for action, and the player's skill in evaluating the potential of each card and making use of them. The really good players I've observed rarely discard (except when taking a role where they have a free discard each turn); they make use of every card, to their best advantage. When playing the Americans or Germans, it is not unknown for such players to hold a card for a lengthy period until the situation is right for its envisioned use. With four-card hands, they use the majority of their cards the moment opportunity allows. In the latter, this usually means a constant cycle of action—you'll find a couple of their groups active each turn, and hence they are replacing cards at a steady pace. Discards are judicious, and usually of cards that harm the opponent in conjunction with clearing some of the unuseable high-FP cards. In short, discarding is the last resort a player should rely on in cycling cards through his hand. I firmly believe that, with some thought and creativity, most cards can be used by the good player to advance his cause. Neither of the players in this Series Replay can be said to have showed such a belief, though.*

*Before polishing this off, I must note that—despite my comments—both Steve Harvester and Lysander Moore are fine players. Operating with the lofty advantage of hindsight, it is easy to note the errors of judgement in any playing of any game. Of much more importance than perfect play, they have here succeeded in showing what an enjoyable and challenging game UP FRONT can be. Indeed, this account would have been boring had the Russian merely taken up a defensive position and awaited the final, frantic Italian charge to their doom. One of the great things about this game is that you can pursue a wild and exciting strategy, finish up a hand in an hour, switch sides, and do so again. How many of the games on your shelf can you say that about? It may be that I have failed here to show how much FUN playing UP FRONT can be; let this rectify that. Both our players obviously enjoyed the match immensely and, for me, that's the best way to evaluate any game.*

☆

# ODD MAN IN

## Three-Player UP FRONT

### By Jay Kaufman

*UP FRONT* seems to have everything going for it as a wargame. Excitement, ease of play, one of the shortest playing times around, strategy and luck. It even has its own peculiar claim to a high level of realism with its unpredictability and fog of war. However, there is one intractable problem: unlike many other wargames, *UP FRONT* is not versatile in the numbers who can enjoy a single game. While it is relatively easy to incorporate four players (or any other even number) in this game designed for two, an odd number presents a near insurmountable problem. What follows is our variant for overcoming this hurdle and allowing the experienced *UF* fan to take a role when you've that third fellow show up for the weekly session.

## BLIND UP FRONT

How much "fog of war" can you stand? Blind play of *UP FRONT* may be the ultimate. Blind *UF* is designed for two players and a neutral referee. The referee needs to be fully conversant with the rules and must be able to make quick, subjective decisions based upon common sense. There is a burden on the referee to keep the game fair and "realistic".

### PREPARE FOR PLAY:

Place the game box (or any other convenient divider) between the two players. The referee sits so that he can see both sides. The referee secretly determines nationalities, attacker/defender and the scenario to be played in any agreeable manner. He need inform the players only of the first two. At this point, each player can draw his forces as specified in the scenario OOB; but it's much more fun to allow the players to "buy" their forces within the point limits specified by the scenario being played. If this latter option is decided upon, each player must first secretly inform the referee if he will buy armor and whether his troops will be that nationality's elite, regular or second-rate troop type.

Before the players purchase their forces (again, only if using this DYO option), the referee secretly draws a RNC for each. (In fact, from this point, let us establish that *all* cards drawn by the referee are kept secret; results are shown to the players only if specified). Each RNC drawn indicates the level of intelligence available to the player:

### Intelligence Table

| RNC Draw | Intelligence Gained |
|---|---|
| 0 | Presence/absence of armor. Enemy troop quality. Enemy strength (in terms of points). Complete victory conditions. |
| 1-2 | Presence/absence of armor. Enemy troop quality. Complete victory conditions. |
| 3-4 | Presence/absence of armor. Complete victory conditions only if attacking. |
| 5 | Presence/absence of armor. |
| Black 6 | Faulty Intelligence: Misinform the player about the quality of enemy troops and victory conditions (read the VC of a different scenario). Inform him of other conditions without error. |
| Red 6 | Faulty Intelligence: Misinform the player about enemy strength and presence/absence of armor. Inform him of other conditions without error. |

In all cases, the players must be informed accurately about terrain cards to be removed from play, Action cards to be treated as Cower, and any special rules in play (such as Night). The players can then, at last, purchase their forces for the battle.

While the players are busily sifting through their Personality cards and plotting one another's destruction, the referee should take the opportunity to place one of each of the following counters in front of each player: Entrenched, Infiltrator, Flank Fire, Encircled. Next he places a number (whatever seems reasonable to him) of each of the following counters: Crew, Transfer, Guard, Banzai (if Japanese), Starshell (if night scenario). In all cases, this is kept hidden from the opposing player. The remaining information counters are set aside for the referee's use. Each player is given all his Group counters and a plentiful supply of Range chits.

### PLAY:

Play proceeds per the regular rules, with the following changes only (numbers preceding each refer to the rules section modified):

(3.6) INITIAL TERRAIN: Terrain played upon an opponent is placed on the enemy group that the player identifies by letter designation, without his actually seeing it. If that group cannot legally accept the terrain (most notably, because it doesn't exist), the card is discarded by the referee. He does so without revealing to either player that such was attempted or successful. (This is typical subterfuge in this variant; the referee should cultivate an aura of confusion, danger, and chaos.)

(4.0) SEQUENCE OF PLAY: Each player takes his turn normally, once the referee has informed him that his opponent has completed his own actions. The referee maintains the Action deck and discard pile—receives discards and deals new Action cards, places and removes information counters, flips and removes Pinned, Panicked and Killed Personality cards, draws all RNCs and RPCs, and reveals the effects of all actions to the players only to the extent that they could realistically expect to see and hear these effects. Each player's hand of Action cards is placed face-up in front of him for ready view by the referee, but out of sight of his opponent.

(5.0) MOVEMENT AND RANGE DETERMINATION: When a player moves a group, he places the Movement card and changes the range chit as necessary. Note that as the RR between enemy groups closes, they will be able to see and hear each other more clearly. The referee informs each player of what he may see as subtly or clearly as possible without revealing information to the other. This will demand some sense of fairness and judgement on the part of the referee, as he strives to keep the players as well-informed as they have a right to expect in the changing situation. The chart below is a loose guide of what to tell each player, based upon the RR between the enemy group being observed and the nearest friendly group:

### Sighting Chart

| RR | What is Seen |
|---|---|
| 0 | Infantry invisible if in any terrain; terrain card visible. Guns indistinguishable from infantry (simply inform of number of cards) if in Open. Results of own fire invisible (EXC: KIA of vehicles). Vehicles, but not type, present (EXC: in Woods). Smoke visible. |
| 1-2 | Infantry invisible if in −2/−3 terrain; otherwise presence but not numbers known. General type of vehicle identifiable (i.e., AFV, HT, AC, etc.). Multiple Pin/Panic/KIA results visible (number given only). |
| 3 | Rough numbers of enemy personality cards regardless of terrain (+/−50%). Entrenchments, Flank, Encircling, Transferring troops visible. Specific vehicle identifiable. AFVs identified as CE/BU. Guns identifiable. |

| 4 | More accurate numbers of enemy personality cards (+/−20%). Fire on enemy position visible and results given. SL and ASL indentifiable as to Group occupied. Some individual weapons identified (FT, ATR, DC, ATMM, etc.—referee's choice). |
| 5 | All information revealed. |

Modify the RR for such observation depending on the following: +1 per Movement card on observed group or if fired upon; −1 per Movement card on observing group, smoke present in either group, or if jungle scenario; −2 if night scenario or observing group is BU vehicle. All such modifiers are cumulative.

Additional factors might be taken into account upon the referee's discretion. Elite troops, for instance, might get a +1 bonus and second-rate ones a −1 penalty. But the above is a loose guide for referees; anything more detailed would be inconsistent with the referee's role.

Pinned personalities never provide information. If, for example, Kvasnikov and Sokoloff are sent ahead as "scouts", subsequently both get pinned after calling back that a StuG has been spotted, are then overrun, the Russian player would know only that the little-lamented pair were removed from play. Further information (type of attack, enemy presence, etc.) would only be supplied if friendly, unpinned Russians were near enough to observe the activity.

Some weapons are distinguishable by their sound. Inform a player if fire upon his troops is by mortar, ATG, artillery, sniper, or lone MG.

The key phrases regarding Sighting for the referee are *common sense* and *simplicity*. The above "rules" are only a guide. Use the chart as an aid only. Keep the information as limited as is fair. The object of this exercise is to make the game enjoyable, and challenging, for all involved. As with a role-playing GM, the referee is the heart of the system, and much depends on his ability to impart information. Practice will make perfect; I'd urge all to experiment with 3-player *UP FRONT*.

(6.0) FIRE ATTACKS: If a player fires at a group which does not (or no longer) exists, the referee takes the Fire card normally and makes a show of resolving that fire (secretly returning the cards to the bottom of the Action deck afterward, *not* the discard pile). Such fire is considered an action taken, and reveals any appropriate information to the enemy about location, size and armament.

If a player can't legally play a Fire card due to insufficient FP, the player may keep the card—but this also does count as an action taken by that group. If a player plays a combination of Fire cards which demands more than available FP, the referee resolves the attack using the greatest legal combination; the player may retain unused Fire cards not involved.

In all cases, when resolving fire the referee should try to limit the information he conveys to both players with regard to cards drawn, effects on the enemy, comments, etc. Again, use the guidelines on Sighting as a reference for your decisions.

(7.32) REJECTING TERRAIN: If a terrain card is rejected by an enemy group, the discarding player learns this only if he can see the group at its original RR.

(8.2) GULLIES: A group in a Gully is completely invisible except to an enemy group at RR5 or on a Hill.

(9.0) CONCEALMENT: Play of Concealment cards is never revealed to the firing player.

(10.0) RALLY: This action is completed secretly unless an unpinned enemy group is at RR5.

(13.3) WIRE: If discarded on a non-existent enemy group, the Wire is discarded without revealing this fact to either player.

(14.0) SNIPERS: The fact of a Sniper attack is announced to the victim only if the attacked group is at RR4 to any enemy group. Results of a Sniper attack are only visible to the attacker at RR5. If a Sniper Check is successful, the referee places the "Sniper Lost" counter in front of the successfully checking player; subsequent enemy Sniper cards are discarded, causing only a fake draw of RNC to disguise the Sniper's loss.

(16.0) VICTORY DETERMINATION: Unless indicated on the pre-game Intelligence Chart, players are not informed of Victory Conditions until the conclusion of play. The referee must announce the breaking of either squad promptly upon its occurrence. At that point, the divider may be removed.

(17.1; 17.6) FLANKING FIRE & ENCIRCLEMENT: The player attempting such places the appropriate counter given him before play on his group performing the action and secretly indicates to the referee the enemy group that he's moving to outflank or encircle. The opponent is informed of this action only if any of his groups are close enough to observe (usually at RR2) or upon first fire by the Flanking/Encircling group upon the affected group (even if doubled FP is not necessary to play the Fire card).

(17.7; 17.8) TRANSFERS: The player places his Movement card normally, and marks the affected personality/group with the Transfer counter given him before play. Complete the transfer normally (unless fired upon) without informing the enemy unless at RR2 (where the referee need only inform the other player of the action).

(19.0) WEAPON MALFUNCTION: In all instances unless at RR5, the opposing player is not informed of such, nor of the result of Repair attempts.

(17.7; 17.8) TRANSFERS: The player places his Movement card normally, and marks those affected personalities with the Infiltration counter given him before play. The referee resolves all attendant Morale Checks and Infiltration Checks, and informs the player of results. Do not inform the enemy when a player attempts infiltration. This fact is revealed only when the infiltrators fire or engage in CC.

(27.0) TARGET ACQUISITION: Flip the group counter of the *firing* group.

(28.0) AFV: Damage to AFVs short of destruction is not revealed to the firing player. Exceptions may be made at RR5, but this is left to the discretion of the referee.

(36.0) The player attempting such may mark his group only if successful, with the referee resolving the action. Except at RR5, this action and its result is not revealed to the enemy.

(40.) ARTILLERY (Optional): As an added bonus, use of a referee makes it possible to more realistically simulate the actions and effect of artillery. Play of Radio cards is always invisible. The artillery mission will arrive a random number (RNC) of turns later; it is the referee's responsibility to keep track. All RNC draws for malfunction and availability are made by the referee. No Concealment cards may be played to modify this. If the mission is accepted, the firing player indicates the enemy group and range chit targeted.

The referee resolves the fire attack upon arrival, drawing an additional RNC for accuracy. On a draw

of "0-3" the mission is on target; on a "4" it lands one range long/short; on a "5", two ranges; on a "6", three. The mission is long on a black RNC and short on a red RNC. Fire Strength is "5" versus any group it falls directly upon, and "2" on any adjacent (as determined per 38.51). Results are revealed only to the affected player, unless at RR5.

*Example:* With German groups A and B at RR2 to Russian group A and at RR5 to Russian group B, the desperate German player calls an artillery strike down on Russian Group B. The referee draws a black RNC, and then determines that it will impact three turns later. Upon that German player turn, the referee announces the arrival to both players and draws a secret RNC—in this case a red "4", indicating the artillery falls one range short. If the positions of the groups are unchanged, German Group B is attacked with F5, and German Group A and Soviet Group B suffer F2 attacks.

(45.4) BANZAI: Banzai groups are immediately recognizable as such regardless of range, as is their intended target group (announce both group IDs and the range).

(48.) RANDOM REINFORCEMENTS: The referee must inform a player if he becomes eligible for Random Reinforcements. The opponent is not informed. This rule is highly recommended for "Blind" UP FRONT.

In conclusion, I think you'll find that three-player, "Blind" UP FRONT captures the confusion of low-level tactics very well. Not knowing what's out there, the players' fears often exaggerate the actual danger, or make the players careless and reckless. There seem to be two states for them: they are desperately short of information, or else everything has suddenly become much too obvious. When next you've three experienced players, try this version. With some effort and good humor all around, it is an entertaining way to pass an evening.

☆

# Coming Attractions
## ATTACK SUB

UP FRONT fans will be pleased to hear that their favorite game is going nautical. Or at least its designer has. Courtney Allen has applied the same basic principles used in UP FRONT in his new game of contemporary submarine warfare, and the results are what you've come to expect from a Courtney Allen design—playability and excitement. If you're an admirer of his designs as I am (his other credits include STORM OVER ARNHEM, BANZAI and THUNDER AT CASSINO), you'll be expecting another of those riveting action-reaction type games for which he is noted. And you won't be disappointed.

In ATTACK SUB, Courtney has taken playability to new heights. The result may be the simplest wargame you've ever enjoyed. Depending on the scenario, each player commands a force ranging from a single sub to a nine-ship task force in a battle that can span anywhere from ten minutes to two hours. What follows is a tense cat-and-mouse game as each player strives to gain a "contact" on the other strong enough to fire before his own ship becomes a target.

The components consist of 48 ships on 5″×5.6″ cards and 128 quality playing cards, plus a few markers to keep track of contact levels, malfunctions and damage aboard ship. Play is simplicity itself with each player either playing one card per ship in his turn or discarding. The cards are color-coded to aid in the sequence of play (e.g., red cards can be played defensively during the opponent's turn to negate or modify his plays). Card hand sizes vary according to size of force and circumstances. Nevertheless, nerve-wracking decision points abound (as any UP FRONT player will tell you) when it comes time to decide whether to play or discard . . . especially with a destroyer bearing down on you.

Submarines, as one would expect, enjoy the advantage of stealth—being harder to detect than surface craft. However, unlike surface ships which pool their information and act in concert, submarines must operate alone. Surface vessels also enjoy the advantage of air power and can launch ASW helicopters whose sonar buoys aid in the detection process.

That detection process is the meat of the game and the resulting bare-bones portrayal of high-tech warfare with low-tech rules is ingenious. Ships search for each other with "Sensor" cards which represent either "Active" or "Passive" sonar. Active Sonar is stronger, but because it reveals information about the sender by the very act of its usage, is rarely used by submarines—which can often get by with Passive Sonar (i.e., listening for the screws of an opposing ship). The *ping* of an Active Sonar sweep automatically increases the "contact level" of a listening submarine with a Passive Sonar card to play. Contact levels are recorded on each ship and the resulting evasion, searching, closing and opening of ranges, locking on of weapons, and attempts to shake contact are high drama with life and death for an entire ship's complement riding on the quick turn of every card. The imagined *ping* of sonar reverberations on an outer hull soon fill the air with more dread than the staccato *rat-a-tat-tat* of an UP FRONT player's oft-mimicked MG.

ATTACK SUB is not a study in nuclear physics and basic simplicity is its strength. For quick fun, it is hard to beat. Expect it this spring.

UP FRONT players will also be pleased to hear that Courtney is working on a contemporary version of his classic tactical combat game. Full details are unavailable at the present time, but I can tell you that the exciting news about this version is that it will have a mapboard. This will eliminate the complicated concept of Relative Range, and thereby make the game far easier for the novice to understand and play. It will also suspend the disbelief of "movable terrain" that so bothered the skeptics. Not an expansion module like BANZAI or DESERT WAR, the game is envisioned as a stand-alone product with its own set of unique Action cards. The best news for UP FRONT players though is that the system will be compatible with UP FRONT, so you can just move your existing WWII squads over to the new battlefield. Look for more details on this project at a later date.

☆

# THE MORAL DIMENSION
## Personal Reminiscences of AMBUSH

By Carl Hoffman

My third, and most recent, incarnation as a "wargamer" dates to Memorial Day 1985 when, having watched reruns of *Sergeant York* and *The Longest Day* on the tube, I dropped by a local mall and there spotted *AMBUSH* for the first time. "Solitaire Squad Level WWII Combat", proclaimed the box, "France 1944". This caught my eye because two of the standouts of my "second era of wargaming" (1973-79) were the out-of-print classics *Sniper* and *Patrol*, dealing with much the same subject in the same man-to-man format. What's more, Victory Games' *AMBUSH* (and its offspring *MOVE OUT!* and *PURPLE HEART*) offered—besides the wonderfully trashy cover art—the further advantage of solitaire playability. I'd craved this in wargames since determining once and for all, back in the '70s, that my ego was much too fragile for real competition against a human opponent. Back in 1979 I had stopped wargaming after finally realizing that too much of my emotions were invested in the outcome of the games; I was either maniacally elated or hellishly depressed by the results of these contests, and having a peer as an opponent, either PBM or FTF, only made it worse. With a solitaire system I knew I'd still get clobbered now and then, but at least nobody would be watching.

None of which means, however, that I immediately coughed up the $24.00 necessary for the purchase. In fact, it took me nearly a year to summon the resolution to invest in the game—partly, I suspect, because I already could sense how much fun I was going to have. I wanted to cherish the anticipation, the thought of entering the world of comic-book combat evoked by Talbot's garish rock-em, sock-em art. When I finally took the game home on a Saturday in April 1986, I was ready to be propelled into a TV-series version of the Crusade in Europe. I got what I'd been waiting for that sunny afternoon. As the days passed and I played the game again and again, I found a great deal more besides.

Because there was more to *AMBUSH* than just a multi-ethnic squad of WWII stereotypes battling their way across a paper mapsheet. There was a moral dimension too—something other wargames have only hinted at, and something never anticipated in all the year I was working up my courage to make my purchase. Playing *AMBUSH* demanded a whole

new set of responsibilities, which made it the most intense wargaming experience of my life.

Some background for the uninitiated. *AMBUSH* is played in "missions", ranging from simple patrols to commando-style raids to full-fledged armored assaults. A mission generally starts as the player's eight-man squad enters the map and then searches it hex-by-hex (using a viewing sleeve and paragraph booklet to determine what can be "seen" in each hex) until enemy troops are activated and the fight truly begins. The original game features a stylish variety of German weapons: mines, booby traps, artillery fire, machineguns, machine pistols, bolt-action rifles, scoped rifles, grenades, mortars, tanks, barbed wire, all of which make the hex-by-hex search suspenseful to the point of nerve-wracking. Once the shooting starts, each "combat turn" the soldiers receive one or two actions (opportunities to move or fight) according to a random roll, with the more experienced soldiers more likely to have two. NCO leaders of the squad are endowed with the added advantage of being able to "give" a lower-rank an action, allowing him to increase his shooting or movement that turn. Combat results are two-staged: a ten-sided die roll to determine whether a hit has been achieved, and then (if it has) another to determine the damage inflicted. Damage can range from "Panic" (the soldier freezes, then hits the dirt and can't do anything for the rest of the turn) to death.

But, from my point of view, what really distinguished the game was its personality . . . and I mean that literally: "person—ality". At the start of a campaign the player is allowed to "buy" eight soldiers, who are worth more or less according to their Initiative (IN) Levels "0-5". The abilities of a "0-IN" soldier is roughly equal to that of Abbott and Costello in *Buck Privates*; of "5-IN" to Audie Murphy (in the war, not the movies). But because each soldier possesses three other "skill" areas—Perception (PC), Weapons Skill (WS) and Driving Skill (DS)—determined semi-randomly at the time of purchase, even a soldier with a high IN rating might have bad or average ratings in other areas that would be crucial in the game.

In short, like real people, the characters of *AMBUSH* have definite strengths and weaknesses which make

them more or less competent in war. Hopefully, one's strengths will see the guy through a firefight. And the only way weaknesses can be bettered is through survival. Each time a soldier comes through a mission in one piece, he receives from one to six Combat Points (CP), which can then be spent to build up his rating in one skill area. For instance, by expending six CPs, you can raise a character's Weapons Skill from a poor "−1" to a mediocre "0", thus making him marginally more effective on the next mission. In my view, this part of the rules is the masterstroke of the design, because as mission follows mission a player can watch his soldiers grow and mature.

In my first weeks of playing *AMBUSH*, this sense of growth, both for my recurring squad as characters and for myself as player, helped make the game the most absorbing tabletop "simulation" I'd ever encountered. I learned a dozen new wrinkles from the rulebook and marvelled at the creative variations the designer had worked on such staples as map entry and mission goals. I watched my first squad of soldiers stumble toward competence. And it wasn't long before I found the world of the game somehow becoming incalculably more vivid and real than the hum-drum duties of my everyday existence. I would check my watch, see that it was still ten minutes before I had to go, and sit down to the mission-in-progress . . . only to come to myself twenty minutes later and realize that I'd have to flaunt the speed limits to get to my job on time.

Just as challenging was the "Die Roll Dilemma" which has always confronted solitaire gamers (even in the days before simulations were designed to be played alone): "does this soldier really have to die because after all no one will know if I roll again since a better outcome would not only save his miserable life but put me in a better position in the game so why don't I just roll again . . . " But I soon learned that if I cheated (even though I didn't have a live opponent to point a finger), I'd finish the mission with the sense I'd won under false pretences. So I managed to cut out any inclination to re-rolling early. But that moralizing didn't make it any easier the day my prize driving ace was a little slow taking cover when a German MG opened up. I blinked a few times while confirming that the die

actually read the fatal "7", and had to grit my teeth to place the black KIA marker on his body, all the while thinking of all the great feats he would never accomplish for me to brag about. And everything seemed useless when, on the sixth mission (not including uncounted re-plays), my original squad was cut to pieces, with six killed or incapacitated and all the CP I built up so slowly through the weeks lost along with them.

At that point I put the game away for awhile, concentrating on its newly-published Pacific Theater sibling, *BATTLE HYMN*. In fact, I didn't return to the original game until the autumn, by which time I'd acquired the modules *MOVE OUT!* and *PURPLE HEART*. In October, I started all over again with a new squad on what would become *the* campaign of my *AMBUSH* career, one which would carry me from Normandy to the Gustav Line to the Bulge, giving me a pantheon of battlewise veterans whose fictional exploits easily rival John Wayne's. These were tough and tested GIs with names like "Bopper", "Czechowicz" and "Goldstein", who not only distinguished themselves in my tabletop combat but somehow metamorphosed into real people. (Especially Goldstein; he's the reason I've written this, the one who revealed the moral dimension of *AMBUSH* and all its implications.)

But first, a word about re-plays. One of the major criticisms of *AMBUSH* voiced has always been the inflexible nature of the game system, which makes it tough to capture in a subsequent playing the excitement of the first run-through because the same events tend to happen in the same order. On a second playing of one of the armored attacks, for instance, German tanks will always enter the same hexes they did the first time out and now they're prime for ambush because the player knows exactly where they are going. My response to this is unequivocal: "yes" and "no". "No" because the mission designers have lately been careful to throw in enough random elements to keep the missions reasonably varied. And even with the oldest missions, I've never felt that one playing was sufficient to root out all the secrets and challenges (I've several times lost re-plays of missions I won the first time). But "Yes", because after two or three playings the intelligent player knows everything he needs to accomplish the victory without taking casualties.

I used this foreknowledge (of course) when I began my campaign in October 1986. I started with four missions I'd already played several times, with the deliberate intention of building up my squad's skill ratings on familiar territory. I figured that the ten new scenarios included in *MOVE OUT!* and *PURPLE HEART* were more than adequate for providing new sources of danger (the hype on the latter was especially threatening), so it was safe—and prudent—to begin with something simple. The squad emerged with four consecutive victories, only two casualties, and a growing sense of its capabilities. Sergeant Bopper (I always name the soldiers to correspond to the alphabetical designations on their counters) evolved as the natural leader, while Czechowicz with his high PC level became point man, and Farner and Goldstein with their +2 Weapons ratings provided accurate firepower. At this point, each of these four possessed a rudimentary personality, partly inspired by the portraits which accompany *MOVE OUT!*

The fifth mission, the first which I hadn't played before, began around New Year's Day 1987: "The Dawn's Early Light". The squad braved starshells and sniper fire, Czechowicz locating a German strongpoint and catching a non-fatal bullet before Farner knocked out a Jadgpanzer and the game finished with a 42-0 victory. The result gave me enough confidence to try my first *PURPLE HEART* mission a few weeks later. This sixth outing proved to be one of the pivotal scenarios in the campaign.

On a patrol mission far behind enemy lines, my men found their one escape route smothered in artillery fire and the only way forward choked with German machinegun nests. Abruptly an enemy tank thundered onto the map, raking their jeep with automatic weapons and running down one of the squad's lesser members. Heart pounding, I began to face the fact that in another turn or two the mission would probably end in a massacre. It was a situation worth of TV's *Combat . . .* and so was the way it worked out. Goldstein, boosted by an extra action point from Bopper, found himself with just enough movement to sprint down a hillside to a hex adjacent to the tank. With his one remaining action, he pulled the pin on his single hand-grenade and tossed it down the tank's hatch with a success probability of only 60%. The blast KOed the Panzer IV, and signalled the first of Goldstein's battlefield miracles.

It's tough to exaggerate the galvanizing effect this had on my perception of Goldstein. At campaign's start, he had been one of the squad's humblest members, rating a dismal "1" on Initiative, "2" on Perception, and "0" on Driving Skill. Only a better-than-average "+1" for Weapons put him above his friend and tentmate Hartzig as the *AMBUSH* sad sack. But somehow he had distinguished himself from the first, disabling five enemy soldiers and sabotaging a bridge during the first missions, advancing to an IN of "2" in the process. And now he had saved the entire squad. Suddenly, from a piece of cardboard marked "G" and a two-dimensional map of non-existent terrain, David Goldstein had leaped to full-blown life.

As Goldstein came into his own, so did the rest of the squad. Without knowing it, on Mission #5 they had embarked on the high arc of their ascendancy, and it continued throughout the summer of 1987 in an un-broken string of phenomenal victories achieved without casualty. At the start of one scenario, Bopper battled eight German paratroopers by him-self and warned the squad in time to preserve con-trol of a vital bridge. Fighting as a team, the squad repelled armored assaults, destroyed E-boats, blew up panzers and captured staff cars. The IN levels advanced to four "4", two "3" and two "2"—a nice range which enabled *somebody* to be active no matter what the roll. Along with this, they were also blessed with generous luck, with long-odds rolls fall-ing in their favor, sometimes two or three die rolls in a row. For instance, when one of their canoes capsized and dumped the only bazooka into the Rhine, they still managed to KO a German bunker with a combination of combat savvy and satchel charges without suffering any losses. It seemed there was no stopping them.

Invincibility is not in the nature of *AMBUSH* however; I knew that even in the midst of this string of triumphs. I recall sitting one evening in July '87 to admire the record sheets from the missions played so far and thinking it was only a matter of time before somebody important—one of my prized men like Goldstein or Bopper or Farner or Czechowicz —got killed. What would be the psychological effect of losing one of the heroes? I wondered who it would be, when it would happen, and whether I would have the courage to accept the fateful die roll. The pre-vious spring's release of *SILVER STAR*, the third module, had added six more missions to the seven I had remaining from the others. A total of 13 more missions of grinding excitement and danger to my men who, following Goldstein's lead, were becom-ing more real and individual with each scenario. I could just imagine Czechowicz's eternal vigilance turning nervous and jumpy, or Bopper's quick-tempered volatility turning dangerous and un-predictable.

Once more I put the game aside, returning to it in August for just one more mission—the one I had been dreading and anticipating for months, in which half the squad, chosen at random, are taken cap-tive and the others must rescue them. I had promised myself that I would play it before school started

again, and some hard nub of determination inside said I had to do it now despite the fact that the danger had been mushrooming in my imagination for at least two months. It would be downright excruciat-ing to split the squad, but it had become an ethical question (like the temptation to cheat on die rolls); I could skip the scenario only at the cost of think-ing less of myself. And somehow it seemed that the squad demanded we get it over with.

So I rolled the die and came up short; the four taken prisoner included Bopper, Farner and Gold-stein, and clearly represented a stronger fighting configuration than the half-squad charged with their rescue. Czechowicz, Hartzig and two others skulked through assorted hedgerows until they discovered a way to locate their comrades and a vehicle for get-ting there. A tense journey ensued, then a stealthy approach to an enemy-held village—all quiet despite the German sentries. Until the inevitable tip-off and a heart-stopping German assault with soldier after soldier charging toward the rescue party. Czechowicz in the forefront blazed away with his SMG until he was out of ammunition, and for a moment it seemed that the counterattack was defeated. The only re-maining enemy still on his feet was an SS private with a −1 WS, no match for Czechowicz in hand-to-hand combat. Except that the private got to attack first, and fanaticism lucked him into an assault with just 30% probability. The second roll, for the nature of Czechowicz's wound, was even more bizarre— death, a one-in-ten outcome. The next moment Hartzig shot the German down, but by then it was too late. The first of my heroes was irrevocably dead, on a die-roll combination of but 3%. I felt as if someone had walloped me.

The survivors went on to rescue their comrades with no more casualties and win the game by a whopping 29-2, but I emerged from the mission as emotionally shaken as if I had fought real enemies myself. I had entered the zone of intimacy with *my* squad which sets *AMBUSH* apart from every other simulation in my experience. Other games take as their subject situations where the smallest unit ranges in size from platoon to an army, and though I might have once "loved" the *Yorktown* in *MIDWAY* or Su-152 #741 in *PANZERBLITZ*, those never had human personalities. If they were eliminated in the course of a game, I would simply resurrect them for the next. But Czechowicz was gone forever.

Winston Churchill is quoted as once saying that there is nothing in life so exhilarating as being shot at without result. *AMBUSH* had given me that exhilaration. And now it had given me the reverse. I descended into something akin to mourning.

And this is where the moral dimension of the system kicked in with all its power and ambiguity. I cherished my soldiers, and wanted them to sur-vive. At the same time I felt obliged to play the game out, giving them first crack at each new mission. I didn't play with the squad again for nearly a year. Instead, I marked time with re-plays with a new squad, one which lacked the panache and personality of *my* squad, but which also lacked the sense of risk.

I finally returned to them in July '88, with previously-undistinguished Emil taking Czechowicz's place as point man. I played the easier of the two remaining *AMBUSH* scenarios, on the theory that I would be less likely to incur losses. I was right; no one got hurt, but for the first time the squad was beaten. They failed to stop the Germans from blow-ing an important bridge. For that mission, the edge was gone. Perhaps I'd even fallen into the old paradox that if you try too hard to avoid losing, you won't win. But immediately I plunged into the first mission I'd tried from *SILVER STAR*, and the squad and game system both showed there were still some surprises in store.

Their rest period interrupted by a German attack, the boys reponded in true form. Chung (Czechowicz's replacement) brought down a panzergrenadier with snap-fire and in the same turn attempted to dupli-

cate Goldstein's feat by lobbing a grenade down the hatch of a Jadgpanzer. But this time the bomb proved a dud and Chung barely survived. Farner KOed a German LMG team; and Goldstein doggedly tried to finish off a crippled PzIV with his bazooka. No one died, and I copped a 16-0 victory to run their record to 13-1. And then came the most amazing event of all: Goldstein reached an IN rating of "5". IN can only be raised with the expenditure of six CPs and a successful die roll, the odds of the roll's success decreasing as the IN level increases. You have, for instance, a 70% chance of going from IN "1" to IN "2", but only 30% of going from "3" to "4". Yet Goldstein this time made it to IN "5" (10%), the first of any of my squad to do so. Somehow, it seemed ordained.

I savored this accomplishment during the months that followed. March '89 at last gave me opportunity to again play . . . and the squad suffered its most shocking defeat ever. Again playing a *SILVER STAR* mission, they were surprised by an enemy patrol. Farner and Goldstein never became aware in time to fire (6% odds), so the initiative passed to the Germans, who inundated the squad with grenades. These incapacitated Emil and Goldstein (4%), and Chung died soon after (a random event fall down a rocky slope—4%). With three men down and even Bopper panicked, the squad would have been slaughtered except that its most undervalued member—the long-ignored Danskin—turned hero. Though his M1 jammed, he cut down a German in the same hex in close combat, then grabbed the BAR to hit three more with a single burst, killing two. His final charge incapacitated the trio's survivor and left the mapsheet empty of active enemy units. It was still early in the mission, but the heavy casualties among my boys forced the squad to retreat off the map.

They returned the next day to re-fight the same battle, this time with better results. Shoot-outs with two German patrols left Sgt. Anspach wounded and Hartzig dead. But Emil continued to function as scout despite his wound, and Bopper disarmed the explosives which menaced the tunnel they were to seize. Danskin took out a German gone berserk. And at the conclusion, Goldstein performed another of his wonders, discovering a hidden tank and—speeded by extra actions from Anspach and Bopper—killed its crew with a grenade before they had the chance to do any damage. Immediately after, he used his bazooka to blast a fortified building's MG nest. A good day. Except that Hartzig was dead, one of the squad's five 16-mission veterans.

As of this writing, the squad's record still stands at 14-2 (both losses having occurred in the last four missions). It has been well over a year since I took them to the battlefield, partly because work and parenthood have given me so much else to do these days, and partly because other games have taken my attention. But it's also because any mission featuring Bopper and Danskin and Farner and Goldstein involves so much tension that it takes me weeks to work up to playing it. I want to come to it slowly, after re-plays of old missions or new scenarios from *BATTLE HYMN* have sharpened my skills. And then, the nine missions that remain are among the most dangerous of the 24 published thus far, which makes the prospect even tougher.

And then there's Goldstein. Having created him from the marvelous game system and my own imagination, I feel responsible for his survival and the changes he's endured. Nine more missions lies in front of him. I want him to survive to return to Brooklyn and rabbinical school. But Fascism must be defeated, and today the squad is bivouacked close behind the lines, close enough to hear the artillery and P-47s. Anspach is conferring at company HQ; Bopper is teaching the new replacements Cho and Hoffer how to hang grenades; Danskin, Emil and Farner are playing the same poker game they have

since Normandy. And Goldstein sits on an ammo box, reading the Books of Samuel. All are waiting, patiently, studiously, courageously. That's the wonderful thing about this game. They are all waiting for me.

☆

# The Wacky World of WRASSLIN'

WRASSLIN' is a quick-playing, hilarious strategy card game that portrays the rough and tumble world of professional wrestling. Wrestlers of varying size, skill, and nastiness wreak havoc upon one another by playing various Hold cards to batter their opponents senseless en route to a quick fall or submission.

Each of the 24 wrestlers has a unique set of abilities (Strength, Agility, Skill, Weight, Recovery, etc.) that determine what he can do in that spotlit tabletop ring. Using a variety of Action Cards depicting holds — both legal and otherwise — players seek to overcome all the surprising hurdles one can encounter between the turnbuckles.

Play is fast and furious; most matches last but a few minutes. This is a simple, light-hearted, yet challenging game—ideal for family or social events, and for those moments when the last ringside seat at the arena isn't available.

Includes Handicap, Tag Team, and Battle Royal rules so that any number can play.

**The Champ**

| Total Damage | |
|---|---|
| 0 | |
| 1 | STRENGTH 5 |
| 2 | STRENGTH 4 |
| 3 | STRENGTH 3 |
| 4 | STRENGTH 2 |
| 5 | STRENGTH |

STRENGTH: 5
AGILITY: 1
SKILL: 1
POWER SURGE: 3
WEIGHT: 4
RECOVERY: 2
No Manager
May Not Use Blue Holds

+Hold  DOUBLE TEAM  +Hold
56 DT
ILLEGAL
Permits attack vs. in-Ring Opponent
Hold cannot be voided by red card
No Speci...
+Hold or Contin...

1 WHIP to TURNBUCKLE 1
9 Tu

44 BI
BLOCK
Voids
Voids

Strength
1

13 Kn
KNEE LIFT
1    1
Strength: 1
1    1

| No. | TITLE | Players | Ages | Complexity | Suggested Retail |
|---|---|---|---|---|---|
| 9450 | **Wrasslin'** | 2 to 8 | 10 & up | Easy | $15.00 |

## The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road ★ Baltimore, MD 21214 ★ 301-254-9200
**Call TOLL FREE 1-800-999-3222 to order.**

# Sports Special

## WRASSLIN'

### By Bruce Harper with Jim Burnett

While the world of professional wrestling may not be taken seriously as a sport, it does seem to draw quite a few fans. Perhaps it is seen as entertainment or a morality play, but the perceived excitement is real. The same goes for the Avalon Hill game *WRASSLIN'*. It holds its interest as a game, even when separated from its topic.

There can be no doubt, however, that the major focus of interest in both games is the colorfulness of the combatants. With this in mind, we give a thumbnail (undoubtably torn off by one of the less gentle fellows below) sketch of the wrestlers presented in the game. Similarities to actual people are, naturally, accidental but unavoidable.

**Mr. Brutal:** This wrestler's balanced attributes make him a dangerous opponent. He is distinguished by his Special Hold—the "Sleeper"—which can be deadly once applied. Opponents are well advised to keep the pressure on this Mad One to avoid this strangling hold. His insistence on legality is a weakness. He may not be strong enough and big enough to break into the top ranks, but can defeat any opponent on a good day.

**The Grandmaster:** The Grandmaster's ring knowledge, coupled with reasonable strength and agility, give him a wide range of offensive moves. His special ability to hide foreign objects adds a considerable drop of poison to the mixture. But what is gained in skill and cunning is lost in the gym; the Achilles heel of the Grandmaster is his lack of conditioning, which limits his ability to recover from damage. An excellent front runner, but faces difficulty in a long, balanced match.

**The Judge:** Another skillful wrestler, with conditioning and a strong finishing hold as well (although it cannot be used against the biggest opponents). The Judge, accustomed to the loneliness of the weight bench, goes it alone and thus loses out on the advantages of a manager. Even so, he must be ranked near the top of the ladder, because of his versatility and balance.

**Jimbo, the Elephant Man:** An outstanding competitor, true to himself in every way. Superior strength and weight offset a lack of finesse. The Elephant Man's matches tend to be somewhat ponderous, especially against weak opponents, but he is seldom in real difficulty and has a surprising degree of resilience. His finishing hold is powerful. All in all, a top contender and always a fearsome opponent.

**Tricky Dicky:** This rather clever individual is not to be taken lightly. His agility and skill give him a bewildering array of holds on offense, although his lack of strength is a disadvantage against bigger men. His twin specialties add to his flexibility. His drawbacks are clear though: despite his name, he sticks to the rules and seeks victory by skill and cunning—not cheating. And his lack of strength may cause him trouble in a street-fight. A wrestler . . . not a brawler.

**Ka-Pow:** This strongman doesn't have much use for subtlety, skill or rules. Lacking in sophistication, even his backers wouldn't rate him among the wrestling elite. But his considerable strength guarantees that he will inflict some damage on every opponent. He is another example of the sort of wrestler who ought to lose to a top contender, but can come away with his share of victories.

**The Serpent:** A light, reasonably agile wrestler with average skills and good conditioning. The Serpent attracts attention because of his devastating finishing hold. His opponents must constantly be on guard against it, and in a see-saw match it will often make the difference. Skillful handling of the Serpent frequently brings success to the outcome of his matches.

**Manly Mike Adams:** Manly Mike has a dangerous combination of strength and agility, coupled with a speciality which may be used against opponents inside the ring and out. His fierce competitive streak and good conditioning make him a threat in any match. His only weaknesses, if they can be so termed, are his light weight and average skill. But skill holds wouldn't be manly enough for Mike Adams anyway.

**Big Ben:** If strength alone won matches, Big Ben would win his share. There's no one stronger, and his special hold is overwhelming against lighter wrestlers. Even the super heavyweights are in trouble against him. Ben does well in slugfests, although he suffers from the usual disadvantage of "clean" wrestlers, and naturally lacks skill and finesse. But who cares?

**Tyler "Heartthrob" Johnson:** Strength, stamina and a propensity to cheat—these would be enough for most wrestlers, but don't forget to add in the decisive effects of the "Heartbreaker". This special hold can end matches even before the fans have found their seats, and Tyler's strength allows him to unleash the hold at almost any opportunity. A real contender for the crown.

**Baby Face Harpo:** Big . . . strong and big. These words accurately describe this massive mountain of muscle (and other things). The damage inflicted by his special hold is scaled accordingly. Skill isn't really necessary for a man this big, and his huge weight is itself a tremendous defensive asset. Unquestionably the biggest, and one of the best, in pro wrestling.

**Big Daddy Warbucks:** Money can't buy happiness, but it can buy the referee as Big Daddy has proven time and again. Combined with respectable strength and superb agility and skill, Big Daddy is a frightening opponent. Many have thought that he would be a force to be reckoned with even without his suspect tactics, but Big Daddy believes that in wrestling—as in life—you should give yourself every possible edge.

**Ali "The Rabbit" Mohamed:** A better than average dirty wrestler, with a good power surge and recovery rating, except for his specialized hold. As is always the case, the mere possibility of a sudden end to the match puts any opponent on his guard and disrupts his plans for the bout. Capable of beating anyone on a good day.

**Samson:** Strong and clean—a good role model for kids. His special hold is very dangerous and he has the strength to use it on just about anyone. Dirty wrestlers have an edge in the rulebreaking department, but then, against Samson, they'll usually need it.

**Mr. Umpire:** Don't let the statistics and appearance fool you; this wrestler's more than just a bully. His weight makes it difficult for most opponents to apply high damage holds to him, and as a result his matches are likely to be short. A consistent performer against most, but his lack of skill keeps him out of the highest rankings.

**The Whammer:** An awesome combination of strength, agility, skill *and* weight, with a strong special hold to boot. If anyone complains that dirty wrestlers always win, ask the Whammer! Of course he can lose, but his opponets must really earn their victories. A top contender who is quite capable of beating absolutely any other.

**Flying Phil:** This lightweight possesses a stunning repertoire of moves, both offensive and defensive (which makes him a powerful Tag Team partner because he can come in for short periods and dominate). His drawbacks are obvious: he has a head like an eggshell and a body to match. Still, if clean entertainment is what you're after, you can't ask for more. It's no wonder Flying Phil is a crowd favorite; he has skill and agility and a record of surprising upsets. But if things go wrong, then it's back to the trampoline.

**The Champ:** The name says it all. In a crucial match for, say, your house, who would you pick? His strength, power surge level, and amazing recuperative powers makes the Champ a danger to any opponent. The Champ is the standard against which all the others are measured.

**The Block Buster:** A tough, dirty, no-holds-barred fighter, with a sudden death special hold and no conscience (or manager, for that matter). The Block Buster can beat anyone; and while he won't win every match, no one who beats him will leave the ring unscathed.

**The Kimono Lizard:** If it's a balanced wrestler you want, here he is. There's almost no hold he doesn't know (barring illegal and unethical maneuvers). His clean approach to this rough sport and his insipid special hold keep him from the highest levels though. In the hands of a skilled player, however, this fellow is one of the best.

**Hot Cocoa:** A little time in the gym to build up his conditioning would benefit this fellow, but his unique ability to deal out punishment in batches gives him a fighting chance against every opponent. Not open of the best, but guaranteed to worry all who enter the ring against him.

**Brent, The Enforcer, Hurt:** A strong, balanced wrestler, at his best in Tag Team matches where his special hold comes into its own. Even in one-on-one competition, his abilities are sufficient for victory in a surprising number of matches.

**The Garbage Man:** A disgusting individual, both to look at and to fight. His special hold is a match-winner, and because of his low recovery rate he needs it. Likely to end a number of matches in disqualification, the Garbage Man is the perfect choice for a gambler who likes to ask "Where's the Ref?"

**Jamie "The Blacksmith" Kneeshurt:** The other Tag Team specialist, and the strongman of most teams. His strength and conditioning make him a tough opponent in single matches as well. A contender . . . at times.

The above should give you an idea now of the different types of contestants in the game. It should also provide you with the ability to select the best match-ups (for instance, power pitted against speed) and Tag Teams. And, of course, you may also wish to ponder which wrestler will best fit into your own style of play.

☆

## SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 109      Total Responses: 408

| | | | Rank Times | | |
| Rank: | Title | Pub | Last Time | On List | Freq. Ratio |
|---|---|---|---|---|---|
| 1. | Advanced SL. | AH | 1 | 25 | 5.1 |
| 2. | MBT | AH | 13 | 2 | 3.4 |
| 3. | Third Reich | AH | 3 | 5 | 2.7 |
| 4. | Tac Air | AH | — | 1 | 2.5 |
| 5. | Up Front | AH | 12 | 12 | 2.4 |
| 6. | Diplomacy | AH | 4 | 26 | 2.2 |
| 7. | TP: Stalingrad | AH | 2 | 6 | 2.1 |
| 8. | Red Barricades | AH | 6 | 2 | 1.9 |
| 9. | Civilization | AH | 5 | 5 | 1.8 |
| 10. | Beyond Valor | AH | — | 1 | 1.7 |
| 11. | Siege of Jerusalem | AH | — | 1 | 1.6 |
| 12. | B-17 | AH | 16 | 2 | 1.4 |
| 13. | Flight Leader | AH | — | 1 | 1.3 |
| 14. | VITP | AH | 18 | 3 | 1.3 |
| 15. | Civil War | VG | — | 1 | 1.2 |
| 16. | Flat Top | AH | — | 1 | 1.2 |
| 17. | Merchant of Venus | AH | — | 1 | 1.1 |
| 18. | Squad Leader | AH | 7 | 54 | 1.1 |
| 19. | Russian Campaign | AH | 11 | 3 | 1.0 |
| 20. | WS&IM | AH | 20 | 3 | 1.0 |

Given the tastes of our readership (as shown above), this should be a popular issue, for we've articles on four of the 20 games. As always, a great deal of shifting in our listing, with seven titles not making the "cut" and seven different ones returning. Of those dropping off, *GETTYSBURG '88* had been on the list for the past year; the others are among those that regularly trade places. And, no doubt, recent articles (or perhaps recent events) account for the reappearance of such as *FLIGHT LEADER* and *TAC AIR*. Best, we bat five-for-five, with the featured games for the first five issues of this volume year found hereon.

**AH Philosophy . . .** *Cont'd from Page 4*

Sure! Of course, the best way to specialize is to just keep reworking the same tired ol' system; some myopic designers have made a career of this. That way they can exercise all of the above without investing too much effort. Why make a outrageous mistake just once, when you can keep repeating it to the adulation of all? Then too, some designers (and companies) like reissuing old wargames. That way they get twice as much of everything— awards won twice, glorious reviews twice, sticking their hand in your pocket twice. Certainly saves me from worrying about missing anything at the local game store; I always figure *If it was bad, it'll be back.*

In short, all game designers hold to Horowitz's Rule: *Wisdom consists of knowing when to avoid perfection.* And they indeed are the wisest fellows with whom I consort.

You know, there are an awful lot of these little bits of paper left scattered around my desk as I finish this column. They all seem to apply to game players (which must be why I shunted them aside). I'll share them with you next time.

☆

# R.A.A.F.
## Random Appearance AIR FORCE
### By Jerry Hall

Just when dark, foreboding clouds of boredom and burn-out may have been rolling your *AIR FORCE* and *DAUNTLESS* games towards a premature dust-collecting destiny, a ray of sunshine appears to brighten the horizon. In an attempt to free oppressed players from the yoke of "pick a scenario" situations, consider the following ideas for your next playing.

For those readers who may not yet have played *AIR FORCE*, it is a fine tactical simulation of WW2 air combat. Each counter represents a single plane. Initiative is highly promoted by the system, just as it was in the skies over Europe and the Pacific. To put together the DYO system here, I made use of the aircraft found in all three related modules (*AIR FORCE*, *DAUNTLESS* and the now out-of-print Expansion Kit). I have divided the system into three stages: **1.** using *AIR FORCE* only; **2.** integrating *DAUNTLESS*; and finally **3.** adding the many lesser aircraft of the Expansion Kit. See Table 1 for a complete listing of all fighter types available in the three modules.

But the first decision to be made is who will play each side. Throughout, six-sided dice are used whenever a die or dice roll is required. Here, the player who rolls the higher should take the role of the Allied side. In a multi-player dogfight, the players should be divided into teams as equal as numbers and experience permit. Again, roll the dice and the higher roll takes the side of the Allies. It is recommended for most players that two planes be used. However, no matter the number of players, there should be an equal number of planes on each side.

After determining sides (or teams), one person should roll a single die. This roll will determine the year of the action. Next, each player should roll two dice to determine the type of plane he will fly in the action. If only *AIR FORCE* is available, refer to Table 2. By finding the dice roll result under the correct year and reading left, the plane type is shown.

If both *AIR FORCE* and *DAUNTLESS* are available to the players, before the year is determined, a single die roll will decide the theater. Any 50-50 method is suitable. Should this indicate the Pacific Theater, use Table 3. Only five years are possible as a date, so simply re-roll the die should a "1" appear.

Finally, if you are lucky enough to also own the "Expansion Kit", every possible variation is available. Before rolling the year (and note, some of these will cover only one date), roll a single die to determine the "theater":

    1=Western Europe 1939-44 (Table 4)
    2=Pacific 1941-44 (Table 5)
    3=Mediterranean 1939-44 (Table 6)
    4=Eastern Europe 1941-44 (Table 7)
    5=Germany 1945 (Table 8)
    6=Hypothetical Post-War (Table 9)

When required, players must then determine the year of the dogfight; note that this may require ignoring some die rolls for those tables which cover less than six years (players should agree as to which die results represent which years beforehand). As above, each player then determines the planes he will play.

Every effort, even with the hypothetical "6", has been taken to make the tables representative of the chances of various types being engaged in a dogfight. Some interesting situations might arise. For

## Table 1: Available Fighters

| Type | Points | Guns | Damage W/F/C/E/L |
|---|---|---|---|
| **Italy:** | | | |
| G.50 | 14 | 4M | 5/6/3/3/3 |
| CR 42 | 13 | 3M | 4/5/3/3/3 |
| MC 200 | 14 | 4M | 5/5/3/3/3 |
| MC 202 | 15 | 6M | 5/5/3/3/3 |
| **Germany:** | | | |
| Me-109E | 16 | 9C/2M | 5/4/3/3/3 |
| Me-109F | 16 | 4C/2M | 5/4/3/3/3 |
| Me-109G | 17 | 4C/4M | 5/6/3/3/4 |
| Me-109K | 20 | 8C/6M | 5/6/3/3/4 |
| Me-110C | 20 | 6C/4M | 7/5/3/$3^2$/3 |
| Me-262A | 30 | 32C | 5/5/3/$2^2$/3 |
| Fw-190A | 22 | 16C/4M | 5/7/3/3/4 |
| Fw-190D | 23 | 8C/4M | 5/7/3/3/4 |
| Fw-190F | 22 | 8C/4M | 6/7/4/4/4 |
| **Japan:** | | | |
| A5M4 Claude | 13 | 2M | 4/3/2/3/2 |
| A6M2 Zero | 16 | 6C/2M | 4/4/3/2/2 |
| A6M5 Zero | 17 | 8C/3M | 5/4/3/3/3 |
| Ki.43 Oscar | 15 | 4M | 4/4/2/3/2 |
| Ki.44 Tojo | 17 | 8M | 5/5/3/3/3 |
| Ki.45 Nick | 18 | 3C/4M | 6/6/3/$3^2$/3 |
| Ki.61 Tony | 17 | 8M | 5/6/3/3/3 |
| Ki.84 Frank | 20 | 8C/4M | 6/6/3/3/3 |
| N1K1-J George | 21 | 16C | 6/6/3/3/3 |
| **France:** | | | |
| MS. 406 | 14 | 4C/2M | 5/4/3/3/2 |
| MB. 152 | 14 | 8C/2M | 5/5/3/3/2 |
| D. 520 | 15 | 4C/4M | 5/5/3/3/2 |
| Potez 631 | 19 | 8C/6M | 6/4/3/$3^2$/2 |
| Br. 693 | 20 | 4C/2M | 6/4/3/$3^2$/2 |
| **Britain:** | | | |
| Gladiator | 13 | 4M | 4/4/3/3/3 |
| Hurricane I | 15 | 8M | 6/5/3/3/3 |
| Hurricane II | 16 | 16C | 6/6/3/3/3 |
| Typhoon | 22 | 16C | 7/9/3/3/4 |
| Spitfire I | 16 | 8M | 5/5/3/3/3 |
| Spitfire V | 18 | 8C/4M | 5/5/3/3/3 |
| Spitfire IX | 19 | 8C/4M | 5/6/3/3/4 |
| Spitfire XIV | 20 | 8C/4M | 5/6/3/3/4 |
| Tempest V | 23 | 16C | 6/9/3/3/4 |
| Mosquito VI | 23 | 16C/4M | 6/7/3/$3^2$/3 |
| **Russia:** | | | |
| I-16 | 14 | 8C/2M | 4/4/3/3/3 |
| Yak-1 | 15 | 4C/2M | 5/5/3/3/3 |
| Yak-3 | 17 | 4C/4M | 5/5/3/3/3 |
| Yak-9 | 17 | 4C/4M | 5/5/3/3/3 |
| MiG-3 | 16 | 2C/2M | 5/5/3/3/3 |
| LaGG-3 | 16 | 4C/2M | 5/5/3/3/3 |
| La-5 | 17 | 8C | 5/6/3/3/4 |
| La-7 | 18 | 12C | 5/7/3/3/4 |
| P-63A | 19 | 4C/8M | 6/7/3/3/4 |
| **America:** | | | |
| A-36A | 18 | 12M | 5/7/3/3/4 |
| P-47B | 22 | 16M | 6/9/3/3/4 |
| P-47D | 23 | 16M | 6/10/3/3/4 |
| P-51B | 19 | 8M | 5/7/3/3/4 |
| P-51D | 21 | 12M | 5/7/3/3/4 |
| P-61A | 31 | 16C | 8/9/3/$3^2$/3 |
| F2A Buffalo | 15 | 8M | 5/5/3/3/3 |
| F4F Wildcat | 16 | 12M | 5/6/3/3/3 |
| P-38G | 23 | 4C/8M | 7/6/3/$3^2$/3 |
| P-38L | 24 | 4C/8M | 7/6/3/$3^2$/4 |
| P-39D | 16 | 8M | 6/6/3/3/3 |
| P-40C | 16 | 4C/4M | 5/6/3/3/3 |
| P-40N | 17 | 12M | 6/7/3/3/3 |
| F4U-1 Corsair | 21 | 12M | 6/8/3/3/3 |
| F4U-4 Corsair | 22 | 12M | 6/9/3/3/4 |
| F6F Hellcat | 21 | 12M | 6/8/3/3/3 |

## Table 2: AIR FORCE European Theater Appearance

| Allied | '40 | '41 | '42 | '43 | '44 | '45 |
|---|---|---|---|---|---|---|
| Hurricane I | 2-9 | 2-4 | | | | |
| Hurricane II | | 5-7 | 2-7 | 2-5 | 2-3 | 2 |
| Spitfire I | 10-12 | 8 | | | | |
| Spitfire V | | 9-12 | 8-10 | | | |
| Spitfire IX | | | 11-12 | 6-9 | 4-5 | 3-5 |
| Mosquito VI | | | | 10 | 6 | |
| Tempest V | | | | | | 6 |
| P-47B | | 11 | | | | |
| P-47D | | | 12 | 7-9 | 7-9 | |
| P-51B | | | | | 10-11 | |
| P-51D | | | 12 | | 10-12 | |
| **German** | '40 | '41 | '42 | '43 | '44 | '45 |
| Me-109E | 2-7 | 2-6 | 2-3 | | | |
| Me-109F | | | 4-6 | 2-3 | | |
| Me-109G | | | | 4-7 | 2-7 | 3-8 |
| Me-110C | 8-9 | | | | | |
| Fw-190A | 10-12 | 7-12 | 7-12 | 8-12 | 8-11 | 9-11 |
| Me-262A | | | | | 12 | 2 or 12 |

## Table 3: DAUNTLESS Pacific Theater Appearance

| American | '41 | '42 | '43 | '44 | '45 |
|---|---|---|---|---|---|
| F2A Buffalo | 2-5 | 2-4 | | | |
| F4F Wildcat | 6-7 | 5-7 | 2-5 | | |
| F6F | | | 6 | 2-4 | 2-4 |
| F4U-1 | | 7-8 | 5-7 | 5-7 | |
| P-38G | | 8 | 9 | | |
| P-38L | | | | 8 | 9 |
| P-39D | 8-9 | 9 | | | |
| P-40C | 10-12 | 10-12 | 10-12 | | |
| P-40N | | | 9-10 | 8 | |
| P-51D | | | | 10 | |
| P-47D | | | 11 | 11 | |
| P-61A | | | | 12 | 12 |
| **Japanese** | '41 | '42 | '43 | '44 | '45 |
| A6M2 Zeke | 2-9 | 2-7 | 2-4 | | |
| A6M5 Zero | | | 5-6 | 2-6 | 2-6 |
| Ki.43 Oscar | | 8-9 | 7 | | |
| Ki.44 Tojo | | | 8-10 | 7 | |
| Ki.45 Nick | 10-12 | 10-12 | | | |
| Ki.61 Tony | | 11-12 | 8-9 | 7 | |
| N1K1-J George | | | 10 | 8 | |
| Ki.84 Frank | | | 11-12 | 9-12 | |

## Table 4: European Theater Appearance

| Allied | '39 | '40 | '41 | '42 | '43 | '44 |
|---|---|---|---|---|---|---|
| P-36A | 2-3 | 2-3 | | | | |
| MS. 406 | 4-5 | 6 | | | | |
| MB. 152 | 6 | 10 | | | | |
| Br. 693 | | 12 | | | | |
| D. 520 | | 4-5 | | | | |
| Hurricane I | 7-9 | 7-9 | 2-4 | | | |
| Hurricane II | | | 5-7 | 6-7 | 4-5 | 4 |
| Spitfire I | 10-12 | 11 | 8 | | | |
| Spitfire V | | | 9-12 | 2-5 | | |
| Spitfire IX | | | | 8 | 6-7 | 5 |
| Spitfire XIV | | | | | | 2 |
| Typhoon | | | | 9-10 | 8-9 | 11 |
| A-36A | | | | 11 | 2 | |
| Mosquito VI | | | | | 10 | 3 |
| P-38G | | | | 12 | 3 | |
| P-38L | | | | | | 6 |
| P-47B | | | | 11 | | |
| P-47D | | | | 12 | 7-8 | |
| P-51B | | | | | 9 | |
| P-51D | | | | | 10 | |
| P-61A | | | | | 12 | |
| **Axis** | '39 | '40 | '41 | '42 | '43 | '44 |
| Me-109E | 2-8 | 2-7 | 2-6 | 2-3 | | |
| Me-109F | | | | 4-6 | 2-3 | |
| Me-109G | | | | | 4-7 | 3-7 |
| Me-110C | 9-12 | 8-9 | | | | |
| Fw-190A | | 10-12 | 7-12 | 7-12 | 8-11 | 8-9 |
| Fw-190D | | | | | | 10-11 |
| Me-410 | | | | | 12 | 12 |
| Me-262A | | | | | | 2 |

example, an Italian CR42 meets a flight of Gladiators for a biplane battle. Or a Soviet "donkey" (I-16) battles a Finnish "Buffalo" (pre-1939 US export). Using this method of generating scenarios is as colorful as one can imagine. (If even more variety is desired, some aircraft have variants listed on their Data Cards; institute these as desired and agreed upon.)

After determining sides and aircraft, the actual placement of the planes on the mapboards is straightforward enough. Opposing sides place their aircraft on the edge hexes of opposite sides of the board, with a random die roll determining first to place. Each player's aircraft should be placed in adjacent

hexes, although those of teams need not be. Each player, after all initial placement, rolls two dice and multiplies the result by 2000 feet to determine the initial altitude of his flight. Initial speed and bank attitude is left to each player's discretion. All planes are considered to have flown straight prior to the first turn, so any maneuver is allowed.

Obviously, victory is awarded based on the points garnered by shooting down enemy planes. Use the point values on the aircraft Data Cards (and shown on Table 1). Additionally, we award VP for damage inflicted on an enemy aircraft which survives the fight. For each C, E or L hit, award one point; for each W or F hit, award .5 point. Further, we allow only "crippled" aircraft or planes that have emptied

their guns/cannons on legitimate targets to exit the mapboard. A "crippled" plane is defined as one that is but one hit from going down, based on any of the five areas (W/F/C/E/L).

In retrospect, it is intended that these ideas for DYO dogfight scenarios increase the interest and enjoyment of the *AIR FORCE* game system. Certainly there are other popular methods (point purchase is an obvious approach) for *AF/DL* DYO. But we can think of none richer and where the potential for intriguing "historical" matchups is as great. For those fans of tactical warfare in the skies, we'd hope you enjoy your stay in the RAAF.   ☆

**Table 5: Pacific Theater Appearance**

| Allied | '41 | '42 | '43 | '44 | '45 |
|---|---|---|---|---|---|
| F2A Buffalo | 2-5 | 2-4 | | | |
| F4F Wildcat | 6-7 | 5-7 | 2-5 | | |
| F6F | | | 6 | 2-4 | 2-4 |
| F4U-1 | | | 7-8 | 6-7 | 5-6 |
| F4U-4 | | | | 5 | 8 |
| P-38G | | 8 | 9 | | |
| P-38L | | | | 8 | 9 |
| P-39D | 8-9 | 9 | | | |
| P-40C | 10-12 | 10-12 | 10-12 | | |
| P-40N | | | | 9-10 | 7 |
| P-51D | | | | | 10 |
| P-47D | | | | 11 | 11 |
| P-61A | | | | 12 | 12 |

| Axis | '41 | '42 | '43 | '44 | '45 |
|---|---|---|---|---|---|
| A5M4 Claude | 2-6 | 2-4 | | | |
| A6M2 Zeke | 7-9 | 5-7 | 2-4 | | |
| A6M5 Zero | | | 5-6 | 2-6 | 2-6 |
| Ki.43 Oscar | | 8-9 | 7 | | |
| Ki.44 Tojo | | | 8-10 | 7 | |
| Ki.45 Nick | 10-12 | 10-12 | | | |
| Ki.61 Tony | | | 11-12 | 8-9 | 7 |
| N1K1-J George | | | | 10 | 8 |
| Ki.84 Frank | | | | 11-12 | 9-12 |

**Table 6: Mediterranean Theater Appearance**

| Allied | '39 | '40 | '41 | '42 | '43 | '44 |
|---|---|---|---|---|---|---|
| Br. 693 | | 2 | | | | |
| P-36A | 4 | 3 | | | | |
| MB. 152 | 2-3 | 4 | | | | |
| MS. 406 | 6 | 5 | | | | |
| D. 520 | | 10 | | | | |
| Gladiator | 5 | 11-12 | 2-4 | 3 | | |
| Typhoon | | | | 2 | 2-3 | 2 |
| Spitfire I | 7 | 6 | 5 | | | |
| Spitfire V | | | 6 | 4-5 | | |
| Spitfire IX | | | | 6 | 4 | 3 |
| Hurricane I | 8-12 | 7-9 | 7-8 | | | |
| Hurricane II | | | 9-12 | 7 | 5-6 | 4 |
| A-36A | | | | 8 | 7 | |
| P-38G | | | | 12 | 9 | |
| P-38L | | | | | | 5 |
| P-39D | | | | 10-11 | 10 | |
| P-40C | | | | 9 | 8 | |
| P-40N | | | | | | 6 |
| P-47B | | | | 11 | | |
| P-47D | | | | 12 | 7-8 | |
| P-51B | | | | | 9 | |
| P-51D | | | | | | 10-12 |

| Axis | '39 | '40 | '41 | '42 | '43 | '44 |
|---|---|---|---|---|---|---|
| G.50 | 4-7 | 2-3 | 2-3 | 2 | | |
| CR 42 | 2-3 | 4-6 | 4-5 | 3-4 | | |
| MC 200 | 11-12 | 7 | 6-7 | 5 | | |
| MC 202 | | | 8 | 6-7 | 2-3 | |
| Me-109E | | 8-10 | 9-11 | 8-9 | | |
| Me-109F | | | 10 | 4-5 | | |
| Me-109G | | | | 6-8 | 2-7 | |
| Me-110C | 8-10 | 11-12 | | | | |
| Fw-190A | | | 12 | 11-12 | 9-11 | 8-10 |
| Fw-190D | | | | | | 11-12 |
| Me-410 | | | | 12 | | |

**Table 7: Eastern Theater Appearance**

| Allied | '41 | '42 | '43 | '44 |
|---|---|---|---|---|
| I-16 | 2-6 | 2-5 | 3 | |
| MiG-3 | 7 | 6 | 2 | |
| LaGG-3 | 8-10 | 7-8 | | |
| La-5 | | | 4-6 | 2-4 |
| La-7 | | | | 5 |
| Yak-1 | 11-12 | 9 | | |
| Yak-3 | | | 7 | 6 |
| Yak-9 | | | 8-10 | 7-9 |
| P-39D | | 10-12 | 11 | 10 |
| P-63A | | | 12 | 11-12 |

| Axis | '41 | '42 | '43 | '44 |
|---|---|---|---|---|
| F2A Buffalo | 2 | | | |
| Me-109E | 3-8 | 2-4 | | |
| Me-109F | | 5-6 | 2-3 | |
| Me-109G | | | 4-7 | 2-7 |
| Me-110C | 9-10 | 11-12 | | |
| Fw-190A | 11-12 | 7-10 | 8-10 | 8-9 |
| Fw-190D | | | | 10 |
| Me-410 | | | 11-12 | 11-12 |



**Table 8: 1945 Germany Appearance**

| Allied | | German | |
|---|---|---|---|
| Spitfire XIV | 2 | Me-410 | 2 |
| P-38L | 3 | Me-109K | 3 |
| Yak-9 | 4 or 7 | Me-109G | 4-7 |
| P-47D | 5-6 | Fw-190D | 8-10 |
| P-51D | 8 or 10 | Me-262A | 11 |
| La-7 | 9 | Fw-190F | 12 |
| P-63A | 11 | | |
| Tempest V | 12 | | |



**Table 9: Post-War Appearance**

| Allied | | Soviet | |
|---|---|---|---|
| Spitfire XIV | 2 | P-63A | 2-3 |
| Tempest V | 3 | La-7 | 4-6 |
| P-38L | 4 | Yak-9 | 7-11 |
| P-51D | 5-6 | Me-262A | 12 |
| P-47D | 7-8 | | |
| F6F | 9 | | |
| F4U-4 | 10 | | |
| Me-262A | 11 | | |
| P-63A | 12 | | |

# BATTLES FOR THE SOUTH PACIFIC
## Hypothetical Scenarios for FLAT TOP

By James Lutz

*FLAT TOP* is probably the best simulation of tactical combat in the Pacific Theater in World War II, particularly if a GameMaster can be found. For face-to-face play, a house with two rooms with large tables (or neighboring apartments) that can hold both avid gamers and understanding spouses is a big advantage. To date, there are seven scenarios for *FLAT TOP*. The first scenario is hypothetical and serves nicely as an introduction to the mechanics of the design, but it is relatively uninteresting to play. The next four scenarios that come with the game re-create historical situations. The sixth and seventh scenarios saw print in The *GENERAL* (Vol. 18, No. 6) and simulate a historical situation (the Battle of Midway, Scenario #6) and a hypothetical engagement (Wake Island, Scenario #7). In an effort to provide some diversity, and perhaps to enhance play balance too, the following four scenarios have been designed. Let me explain.

Scenarios #2 through #7 are of varying interest to the wargamer. Since five of them are historical recreations, they may have drawbacks in terms of play balance—and balanced play is a prime concern for those involved in AREA or tournament competition, as well as those who simply would like a fighting chance for victory in informal play. Additionally, in all the scenarios, the major objectives are well known to *both* sides, resulting in less strategic flexibility in terms of planning and response. This lack of flexibility is of limited concern in the Wake and Midway scenarios given the lack of many land areas, but it is most noticeable for the South Pacific scenarios given the presence of multiple potential objectives.

With the currently offered scenarios, the situation is such that the Japanese player usually has a severe disadvantage in that the Allied player is able to allocate available forces without the need to discover Japanese intentions. Worse, in these scenarios one side may have a noticeable strength advantage. The Japanese player frequently faces superior numbers of Allied land-based air units. And, while the Zero is generally superior to most Allied land-based fighters, the Japanese medium bombers do not compare favorably with the B-17s, B-25s and B-26s (except as torpedo planes). In some scenarios, the Japanese are even outnumbered in terms of sea-based air units. The availability of radar on most Allied ships provides an edge, particularly if the optional rule of doubled movement rates for low-altitude flying are enforced. The Japanese players usually do have surface superiority (including the better capabilities in torpedo attacks), an advantage that can be devastating if the Japanese ships ever close with an Allied task force. Ultimately, however, for some of the scenarios the Japanese player may, in effect, be attempting to reverse history—an exhilarating event when accomplished, but more often an exercise in frustration in a game between evenly matched opponents.

Even in scenarios, such as "Coral Sea", that seem more balanced, the sure knowledge of objectives introduces an element of certainty and eliminates some of the tension that was a large part of carrier warfare in the Pacific, where the need to hit the enemy first was of such concern. Too, since starting positions are generally known, search operations are eased. Similarly, if submarines are in play, they tend to congregate in the appropriate sectors as opposed to being set up in a dispersed pattern or used as pickets for observation and early warning in critical areas. Although preliminary intelligence

may indeed have indicated approximate location of an enemy fleet, the absence of this element of uncertainty in the designed scenarios does effectively dictate the initial dispositions of forces and the ensuing flow of the game.

With the above considerations in mind, the four new scenarios were devised with two goals. First, they are balanced (hopefully) so that neither side is playing against a stacked deck. Secondly, they provide several new situations for players on both sides. Objectives are variable in two of them, permitting one or both commanders to try a variety of strategies. Variable entrance possibilities are introduced so that searching for opposing TFs or transports is more difficult; Allied search craft, for example, will no longer be able to be dispatched automatically for the Java Ontong Atoll area. My scenarios also utilize some of the additional ship and air counters so thoughtfully provided in the game (the specifications for these additional ships can be found in Table 1).

## SCENARIO RULES

While all the basic rules of *FLAT TOP* are presumed to be in effect for the four new scenarios, a number of optional rules are also mandatory. The Japanese DDs *do* have a torpedo reload capacity. Both sides *do* have the ability to reload ammunition and torpedo supplies at the specified bases. (This optional rule is essential for the longer scenarios, and it gives the major bases some of their historical significance; it may also force a player to make some hard choices concerning ammunition and protection of key bases.) For play balance, the doubled movement costs for flying at low altitude is presumed to *not* be in effect. (The absence of this offsets the greater radar capabilities of the Allied side to some extent, and provides some balance in my scenarios.) Any of the other optional plane and/or ship capabilities may be included so long as the players can come to mutual agreement.

As noted above, one rule (that is in effect "new") permits surface forces of both sides the opportunity of entering in a variety of sectors. In general, for both players, the further west they enter the board the later the turn in which their forces appear. Delaying entry after the turn in which it is permissible to enter a sector is another option. While delaying entry may not be a good choice in some circumstances, the opposing player may be left in some doubt if allowed. ("Did my searching TFs fail to locate the enemy; are they entering in another sector; have they delayed their entrance for some reason?") Players may use such a tactic to confuse their opponent, and it provides an opportunity for either commander to more effectively time their operations. Tranports, in particular, might be able to time their arrival under cover of darkness rather than milling about in open ocean during day turns awaiting the chance to make a run in.

One other new optional rule needs to incorporated, since it will be useful in the longer scenarios. APs or APDs anchored at a friendly base (including a captured one) may shift troops among themselves at the rate of three factors per turn. They may not land troops and shift them on the same game turn. Since some of the new scenarios may take a number of turns to complete (to say the least), a commander will at least have the option of not putting all his eggs in one basket. If second attempts to reinforce a base or previous landing are to be made, or if

additional objectives have been chosen, he may wish to redistribute troops among the available transports. Given their speed, such opportunities might not arise or be feasible; but the flexibility of reusing empty transports can be unexpected and useful to either side.

## SUBMARINES

Jim Burnett in his article "FLAT TOP GameMastered" (Vol. 19, No. 6 of The *GENERAL*) provides some very useful variant rules for submarines —although they are somewhat incomplete. His distinctions between depths are easily integrated. The capabilities and limitations of submarines operating at the three depths are summarized below (as taken from his piece):

*Deep:* Submarines cannot move or attack, and have an observation condition of "1" in their hex only for both day and night turns.

*Periscope:* Submarines can move during even hour turns and can attack. They have an observation condition of "2" in their hex during day turns and "1" during night turns. They have no AA factor, and they cannot spot aircraft at high altitudes except with radar.

*Surface:* Submarines can move one hex every turn and have the same observation conditions as a TF for both day and night turns. They have an AA factor versus aircraft.

Depth and movement capabilities are determined at the beginning of each turn. A useful procedure for a GM and both players when submarines are in play in this manner is to turn over the counters of submarines at periscope depth or deep, while leaving those on the surface face-up.

While submarines on the surface are observed (as is the case of any TF), they cannot be observed by surface craft while deep or at periscope depth unless they attack—or face the conditions specified by Jim Burnett in his article. Submarines at periscope depth can be observed by aircraft flying at low altitude if they expend three MFs in the hex and pass their search die roll (this last in addition to Mr. Burnett's rules). If a submarine is spotted by aircraft while at periscope depth, it can be subjected to ASW attacks by any surface craft that enter the hex per their plotted moves—provided that at least one observing air factor remains in that hex. The AFs in question can also attack the submarine if they are of the appropriate type and appropriately armed at the time.

Barring the presence of air units on ASW sweeps, the ordering of submarine attacks against TFs and ASW countermeasures should be used as in Jim Burnett's article. What is missing is the specification of the choice of target for the submarine for night attacks with the condition of observation "1". Any such attack would be partially blind. As a result, a method of selecting targets is necessary. Table 2 provides a means for selecting targets at random in a game without a GM. APs or APDs that are hit are presumed to be the most valuable in terms of troops being carried if some transports are partially/ completely empty. For night attacks, submarines *cannot* combine their attack factors, although it is possible that the submarines might end up with the same target. While submarines add little to a game without a referee (since they must give away their positions in order to observe), they can still be useful in a limited manner in all games by attacking TFs.

An alternative to the totally blind attack would be for both players to simply agree that a submarine has an observation condition of "2" at night once it decides to conduct an attack—with the decision to attack being irreversible. This alternative is fairly reasonable since at night it is unlikely that an American sub could pick out the *Zuiho* from the *Shokaku*, but could tell a carrier from a cruiser. Obviously, in a refereed game, the GM can use any method that he finds convenient to randomly allocate the target of a submarine attack; with a totally blind torpedo attack, the GM, for instance, should probably just take into account the number of ships of each type present. If, as an example, there were five transports, four DDs and a CL, there would be a 50% chance of attacking a transport, 40% of attacking a DD, and only 10% of attacking the CL.

These submarine rules do require some different tactical set-ups for both sides. DD flotillas may sweep ahead of carrier TFs as a precaution. The tradeoff is that while the TFs are safer from sub attack, both they and the DDs would be somewhat more vulnerable to air attacks. Such decisions are one more consideration in this most demanding game with its many hard choices to be made.

Related to the use of submarines are the uses of the Japanese float-planes. Normally, these units serve virtually no function in a game since they lack range and their qualities make them easy targets for Allied fighters. Since their actual function was largely in ASW, in the four scenarios here, all float-planes can carry GP bombs and can attack submarines with a BHT of "1" at low level. With this addition, the float-planes will at last have a potentially useful role in the system in terms of making ASW sweeps.

## NEW SCENARIOS

All four of the new scenarios use the existing mapboard and reflect hypothetical situations that might

### TABLE 1:

Characteristics for Additional Ships

| Type | Ship | AF | TF |
|---|---|---|---|
| BB | Colorado | 20 | 0 |
| BB | Maryland | 24 | 0 |
| BB | Mississippi | 24 | 0 |
| BB | Nevada | 20 | 0 |
| BB | Oklahoma | 20 | 0 |
| BB | Tennessee | 20 | 0 |
| BB | West Virginia | 24 | 0 |
| CA | Houston | 15 | 0 |
| CA | Indianapolis | 15 | 0 |
| CA | Quincy | 15 | 0 |
| CA | Vincennes | 15 | 0 |
| CL | Detroit | 15 | 0 |
| CL | Honolulu | 15 | 0 |
| CL | Nashville | 15 | 0 |
| CL | Raleigh | 15 | 0 |
| CL | St. Louis | 15 | 0 |
| BB | Yamato | 28 | 0 |
| BB | Musashi | 28 | 0 |
| BB | Fuso | 20 | 0 |
| BB | Ise | 20 | 0 |
| BB | Yamashiro | 20 | 0 |
| CA | Ashigara | 12 | 1 |
| CA | Mikuma | 12 | 1 |
| CA | Mogami | 12 | 1 |
| CA | Nachi | 12 | 1 |
| CL | Abukama | 20 | 2 |
| CL | Kitakami | 15 | 4 |
| CL | Oi | 15 | 4 |
| CL | Tama | 20 | 2 |

| | | AF | TF | MC | LF | RF |
|---|---|---|---|---|---|---|
| CV | Hiryu | 12 | 0 | 24 | 12/3 | 8 |

(Specifications for Chitose and Kamikawa are on Players' Aid Cards in *FLAT TOP*.)

### TABLE 2:

Random Targets for Submarine Night Attack

| Die Roll | Target |
|---|---|
| 1-2 | DD (AP if no DD; PG if no AP; CL if no PG) |
| 3 | AP (APD if no AP; DD if no APD) |
| 4 | PG (DD if no PG) |
| 5 | CL (DD if no CL) |
| 6 | Capital Ship (roll again) |

Capital Ships:

| Die Roll | Target |
|---|---|
| 1-2 | CA (BB if no CA) |
| 3 | BB (CV if no BB) |
| 4 | BB (CA if no BB) |
| 5 | AV or CAV (CV if no AV or CAV) |
| 6 | CV (AV or CAV if no CV; CA if none present) |

*Note:* If indicated target ship not present *and* alternative targets also not present, refer to alternate target for last ship type in table named. If all ship types are the same, the first die roll is unnecessary. If more than one ship of types indicated present in target TF, then:

1) if less than six ships, use single die roll until target is selected;

2) if more than six ships, divide into two or more equal groups, using die roll to decide target group; then resolve as per 1) above.

have arisen in the South Pacific. They would each be of more challenge with a GM involved, but Scenarios #8 and #11 play quite well even without a GM.

*Situation, Scenario #8:* "Reinforcing Henderson Field"

American Marines have captured the Japanese airfield on Guadalcanal (renaming it "Henderson"). But their position is precarious due to continuing fanatical attacks from the reinforced Japanese troops on the island. Available transports have been assembled and loaded, and a task force with the *Hornet* and *Lexington* assigned to cover the convoy. Now it moves off to reinforce the hard-pressed Marines.

*Players' Notes:* Scenario #8 is basically a variation on Scenario #3, and deals with the early stage of the lengthy battle for Guadalcanal. The scenario does provide better balance, since the Japanese aircraft are not as outnumbered. Guadalcanal is, as expected, the focus of the action, and the American player must reinforce Henderson Field or lose. The superior Japanese surface fleet could come into play around the island, particularly against the transport fleet which must appear sooner or later. The Japanese player may also gain points by reinforcing the Imperial Army on the islands, although this course of action may not always be necessary or wise for a Japanese victory in Scenario #8. If the American transports are sunk or turned back, victory will belong to the Japanese player in any case.

*Situation, Scenario #9:* "Encircling Rabaul"

Japanese efforts to prevent Allied consolidation of their positions on Guadalcanal have failed. Buna on New Guinea has fallen to advancing Australian and American forces. The obvious next step for the Allied effort to isolate the Japanese base at Rabaul is to seize additional forward air bases. Such new positions will effectively eliminate Rabaul's usefulness as an advanced base. The Imperial Navy has dispatched all its available carriers and surface craft from Truk to foil the anticipated Allied offensive. Meanwhile, the Allies have committed three carrier TFs to cover the next landing, wherever it may be.

*Players' Notes:* Scenario #9 is a variation of the historical isolation of Rabaul. In this case, the Japanese mobilize available forces to stabilize the situation in the area. The Japanese player must prevent the Allies from capturing an additional airbase that can close the noose on Rabaul (and from taking Rabaul itself). He has troops available to counter

Allied landings, but the key to victory may be the prevention of the effective establishment of an Allied beachhead. The Japanese player will also have to deal with strong Allied forces (including some of the battleships raised and repaired at Pearl Harbor). If he can cost the Allies enough ships, their taking a base may be phyrric indeed.

The Allied player has an advantage in terms of superiority in land-based air. And the Allied fleet for once has parity with the available Japanese surface units. An advanced base at Buna is now operating, although its lack of radar is a minor handicap, necessitating the stationing of at least one ship here for radar surveillance. The Japanese CVs and CVLs are slower in many cases than your own, limiting the options available to the enemy. Too, the Allied player has the advantage of selecting his target from several, and may even be able to mount attacks against two separate Japanese bases. However, the Japanese have an advantage in knowing that the American must attack somewhere, and that their bases will be near the scene of any action that occurs. Allied land-based air will be forced to fly further, and Japanese ships will be close to their source of resupply should the action become heated. In effect, the Japanese have the advantage of interior lines for once.

Overall, this scenario can lead to massive air actions and surface battles. The fight for control of bases will be critical. The American commander will have several choices of targets, bringing him some flexibility and sowing uncertainty in the Japanese. But the failure of the Allied side to capture a base will constitute a strategic defeat, even if severe losses are inflicted upon Japanese air and naval units. If decimation of the Japanese forces is decided upon, and a base not taken, the best the Allies can hope for is a draw.

*Situation, Scenario #10:* "Decision in the South Pacific"

Both the Japanese and the Allies throw almost all available forces into one last battle for the South Pacific. Carriers, battleships and supporting craft, transports, troops and land-based aircraft—all have been saved for this last push to break the back of the enemy. One of the most decisive battles of the war appears likely to be found in this area.

*Players' Notes:* A "monster" scenario. The potential exists for massive battles being waged. Emphasis is placed on eliminating the enemy fleets or cap-

# SCENARIO EIGHT
## "Reinforcing Henderson Field"

Time: 0800 20 May—1900 24 May (108 turns)
Weather: Scattered Clouds

**Allied Order of Battle**

Ships: CV Lexington, CV Hornet, CA Quincy, CA Vincennes, CA Australia, CA Chester, CA New Orleans, CA Minneapolis, CA Astoria, CL Raleigh, CL Hobart, CL San Juan, 15DD, 2PG, 6AP, 6SS

Sea-Based Air: 16 Wildcat, 25 Dauntless, 9 Devastator

Bases: Australia, New Caledonia, Henderson, Espiritu Santo, Port Moresby

Land-Based Air:
At New Caledonia, Espiritu Santo and/or Henderson: 4 Catalina, 3 B-17, 1 Hudson, 6 Buffalo
At Australia or Port Moresby: 2 Catalina, 3 Hudson, 12 B-26, 7 B-25, 19 P-39, 4 P-40, 2 Beaufighter, 3 B-17

Ships Starting Positions:
Quincy, Vincennes, Australia, Hobart, San Juan, 6DD, 6AP, 2PG in Sector VI and/or VII within eight hexes of south edge

All other ships enter Turn 1 or later in Sector VIII due south of Vanikoro; Turn 4 or later, south edge of Sector VIII; Turn 6 or later, south edge of Sector VII; Turn 9 or later, south edge of Sector VI; Turn 12 or later, south edge of Sector V.

**Japanese Order of Battle**

Ships: CV Zuikaku, CV Hiryu, AV Kamikawa, BB Kongo, CA Myoko, CA Haguro, CA Aoba, CA Kako, CA Kinugasa, CA Maya, CA Atago, CL Kitakami, CL Yubari, CL Tenryu, CL Jintsu, 20DD, 7PG, 3AP, 9SS

Sea-Based Air: 15 Zero, 14 Val, 16 Kate, 3 Dave, 4 Pete

Bases: Rabaul, Truk, Kavieng, Lae, Shortland, Buka

Land-Based Air:
any base(s): 5 Mavis, 2 Rufe, 24 Zero, 13 Betty, 18 Nell, 6 Val, 8 Kate

Ships Starting Positions:
3AP, 7PG and up to 5DD at Rabaul *or* may enter with other ships.
All other ships enter Turn 1 on north edge of Sector III; Turn 3 or later, north edge of Sectors II, III and/or IV; Turn 7, outside edge of any sector.

**Special Rules**

1. All Allied bases, CV, BB, CA and CL have radar. Japanese bases at Lae and Rabaul have radar.
2. Use base values as given in "Eastern Solomons" scenario (#3).
3. American APs can be unloaded only in Henderson Field hex. Japanese APs can be unloaded in any Guadalcanal hex.

**Victory Conditions**

1. Japanese win if they unload more points in Guadalcanal hexes than the Americans do in Henderson Field hex. The Japanese also win if the Americans fail to unload at least 15 points in Henderson Field hex. Otherwise, victor is player with 25 points more than the enemy has amassed; if neither holds a 25-point edge at conclusion, game is a draw.
2. Automatic Victory Level (Optional): 250 Points.

# SCENARIO NINE
## "Encircling Rabaul"

Time: 0100 15 January—0800 20 January (128 turns)
Weather: Scattered Clouds

**Allied Order of Battle**

Ships: CV Lexington, CV Hornet, CV Enterprise, BB South Dakota, BB Washington, BB West Virginia, BB Colorado, BB Nevada, CA Minneapolis, CA Indianapolis, CA Astoria, CA Chicago, CA Portland, CA Quincy, CA Pensacola, CL Raleigh, CL San Diego, CL Atlanta, CL Helena, CL Honolulu, CL St. Louis, CL Hobart, 31DD, 3PG, 11AP, 6APD, 14SS

Sea-Based Air: 31 Wildcat, 34 Dauntless, 12 Avenger

Bases: Australia, New Caledonia, Henderson, Espiritu Santo, Port Moresby, Buna, Gili-Gili

Land-Based Air:
At New Caledonia, Espiritu Santo and/or Henderson: 5 Catalina, 6 B-17, 14 B-25, 7 P-38, 10 P-40, 11 Wildcat, 12 Dauntless
At Australia, Port Moresby, Gili-Gili and/or Buna: 1 Catalina, 12 B-17, 21 B-26, 8 B-25, 10 P-39, 19 P-40, 6 Hudson, 3 Beaufighter

Ships Starting Positions:
West Virginia, Nevada, Colorado, St. Louis, Hobart, San Diego, 11AP, 6APD, 14DD and 3PG at Port Moresby *or* two hexes from south edge in Sector V, VI or VII.
Buna: 1DD
All other ships enter Turn 1 on east edge south of Ndemi; on Turn 6 or later, south edge of Sector VIII; Turn 10 or later, south edge of Sector VII; Turn 14 or later, south edge of Sector VI.

**Japanese Order of Battle**

Ships: CV Zuikaku, CV Hiyo, CVL Shoho, CVL Zuiho, AV Chitose, BB Yamato, BB Yamashiro, BB Kongo, BB Hiei, CA Atago, CA Maya, CA Chokai, CA Aoba, CA Furutaka, CA Kumano, CA Mikuma, CA Ashigara, CA Mogami, CL Kitakami, CL Nagara, CL Yubari, CL Isuzu, CL Sendai, CL Jintsu, 30DD, 8PG, 4AP, 3APD, 17SS

Sea-Based Air: 38 Zero, 22 Val, 28 Kate, 3 Dave, 6 Pete, 2 Judy, 4 Jake

Bases: Rabaul, Truk, Kavieng, Lae, Buka, Buin, Gasmata

Land-Based Air:
any base(s): 7 Mavis, 2 Emily, 3 Rufe, 2 Pete, 35 Zero, 12 Val, 21 Betty, 7 Kate, 24 Nell

Ships Starting Positions:
8PG may start anywhere in Sectors I, II, III and/or IV.
AV Chitose may have established a seaplane base in any partial land hex in Sectors I, II, III or IV; two DD may be placed with Chitose. (If option unexercised, these ships enter with other ships.)
All 4AP and 3APD with 6DD and 1CL may set up at Rabaul or enter with other ships.
All other ships enter Turn 1 or later on any north edge hex.

**Special Rules**

1. All Allied bases (except Buna), CV, BB, CA, CL, DD, SS, AP and APD have radar. Japanese bases at Lae and Rabaul, and Zuikaku and Chitose have radar.
2. Use base values as given in "Guadalcanal" scenario (#5).
3. Buna can handle only Wildcat, Dauntless, Avenger, P-40, P-39 and P-38 (no maximum launch capability).
4. Any Japanese base captured operates for the Allies under the same restrictions as the one at Buna (see above). Allied player may use such a captured base first two complete game turns after capture. (Capture is by landing the appropriate number of points in excess of Japanese.)
5. American BBs may be predesignated as carrying HE or reloading with such. The following BBs can carry HE (and have their gunnery factors reduced as shown): West Virginia (10), Colorado (9), Nevada (8). BHT used for bombardment is "16".

**Victory Conditions**

1. Allies receive 50 VP for unloading 100 points more at Gasmata than the Japanese (thus capturing the base). The Allies receive 25 VP for unloading 75 points more on Buka Island than the Japanese (thus capturing the base). Allies receive 100 VP for unloading 150 points more at Rabaul than the Japanese.
2. If the Allies unload 75 points more at Buin than the Japanese, he captures the base but receives no extra VP.
3. Japanese receive 2 VP for unloading points in any of his base hexes or anywhere on Buka Island. He receives 1 VP for unloading within two hexes of Gasmata, within three hexes of Rabaul, and/or within three hexes of Buin.
4. The Allies win automatically and immediately if they capture Rabaul.
5. The Allies win if they capture Gasmata or Buka and accumulate more VP than the Japanese.
6. If the Allies do not capture Gasmata, Buka or Rabaul and have less than 150 VP more than the Japanese, a Japanese victory results. If the Allies fail to take one of these three bases but have 150 VP more than the Japanese, a draw results.

# SCENARIO TEN

## "Decision in the South Pacific"

Time: 0500 24 October—1200 31 October (175 turns)
Weather: Scattered Clouds

**Allied Order of Battle**

Ships: CV Enterprise, CV Yorktown, CV Saratoga, BB South Dakota, BB Washington, BB Oklahoma, BB Tennessee, BB West Virginia, BB Mississippi, CA Chester, CA Australia, CA Northampton, CA San Francisco, CA Pensacola, CA New Orleans, CA Astoria, CA Minneapolis, CA Quincy, CL San Juan, CL San Diego, CL Juneau, CL Honolulu, CL Helena, CL Atlanta, CL Hobart, CL Detroit, 34DD, 9AP, 5APD, 3AO, 4PG, 14DD

Sea-Based Air: 30 Wildcat, 33 Dauntless, 12 Avenger

Bases: Australia, New Caledonia, Henderson, Espiritu Santo, Port Moresby, Ndemi, Gili-Gili

Land-Based Air:
At Australia, Port Moresby and/or Gili-Gili: 13 B-17, 21 B-26, 20 B-25, 5 Hudson, 3 Catalina, 14 P-39, 27 P-40, 5 Buffalo, 4 Beaufort, 4 Beaufighter

At Henderson, Ndemi, New Caledonia and/or Espiritu Santo: 5 B-17, 4 A-20, 9 Catalina, 3 Hudson, 13 Wildcat, 8 P-38, 5 P-40, 8 Dauntless

Ships Starting Positions:
West Virginia, Oklahoma, Tennessee, Mississippi, Atlanta, Detroit, 12DD, 4PG, 9AP, 5APD, 2AO may start at Port Moresby *or* within two hexes of south board edge.

All other ships enter Turn 1 or later on east edge south of Ndemi; on Turn 12 or later on any south board edge.

**Japanese Order of Battle**

Ships: CV Shokaku, CV Zuikaku, CV Hiryu, CV Junyo, CVL Zuiho, AV Kamikawa, AV Chitose, BB Musashi, BB Hiei, BB Kirishima, BB Kongo, BB Mutsu, BB Ise, BB Fuso, CA Atago, CA Chokai, CA Haguro, CA Ashigara, CA Suzuya, CA Maya, CA Myoko, CA Mogami, CA Mikuma, CA Aoba, CA Kinugasa, CA Nachi, CL Tama, CL Nagara, CL Oi, CL Sendai, CL Abukama, CL Tatsuta, CL Jintsu, 39DD, 12AP, 4APD, 4AO, 12PG, 19SS

Sea-Based Air: 37 Zero, 26 Val, 23 Kate, 5 Dave, 8 Pete, 2 Judy, 6 Jake

Bases: Rabaul, Truk, Kavieng, Lae, Shortland, Buka, Gasmata, Buin, Buna

Land-Based Air:
any base(s): 6 Mavis, 3 Emily, 4 Rufe, 1 Pete, 42 Zero, 22 Val, 13 Kate, 19 Nell, 27 Betty

Ships Starting Positions:
Mutsu, Ise, Fuso, Kamikawa, Tama, 14DD, 12PG, 12AP, 4APD, 3AO may start at Rabaul *or* enter on Turn 1 on any north board edge.

All other ships enter Turn 1 on north edge east of New Ireland; on Turn 5 on any north edge west of New Ireland.

**Special Rules**

1. All bases have radar. All Allied ships except PGs have radar.

2. Use base values as given in "Guadalcanal" scenario (#5).

3. AVs Kamikawa and/or Chitose may set up bases, with double launch factors.

4. Captured bases may be used two full game turns after capture to launch aircraft. Captured bases can only launch Zero, Val, Kate, P-38, P-39, P-40, Wildcat, Dauntless, Avenger and Buffalo.

5. Battleships may be designated at start or reloaded with HE. The BHT for bombardment for all is "16". The gunnery factors are reduced as follows: Musashi—12; South Dakota and Washington—11; West Virginia—10; Tennessee and Mississippi—9; Mutsu, Hiei, Kirishima, Kongo and Oklahoma—8; Ise and Fuso—7.

**Victory Conditions**

1. To win, a side must accumulate 250 VP, and have at least 50 VP more than the opposing side. Any other result is a draw.

2. Additional VP are allocated for the following:
a) Japanese receive 50 VP for unloading 50 points more at Gili-Gili than the Allies (thus capturing the base).
b) Japanese receives 50 VP for unloading 50 points more in any Guadalcanal hex than the Allies do at Henderson Field.
c) Japanese receive 25 VP for unloading 50 points more at Ndemi than the Allies (thus capturing the base).
d) Japanese receive 75 VP for unloading 75 points more at Espiritu Santo than the Allies (thus capturing the base).
e) Japanese receive 100 VP for unloading 150 points more at Port Moresby than the Allies (thus capturing the base).
f) Allies receive 50 VP for unloading 50 points more at Buna than the Japanese (thus capturing the base).
g) Allies receive 25 VP for unloading 50 points more at Shortland than the Japanese (thus capturing the base).
h) Allies receive 50 VP for unloading 75 points more at Buin than the Japanese (thus capturing the base).
i) Allies receive 75 VP for unloading 100 points more at Buka Island than the Japanese (thus capturing the base).
j) Allies receive 75 VP for unloading 100 points more at Gasmata than the Japanese (thus capturing the base).
k) Allies receive 100 VP for unloading 125 points more at Lae than the Japanese (thus capturing the base).

3. If the above superiorities are not maintained (new enemy landings negate the specified margin), the extra VP are lost but the base does not change hands.

4. Victory points per turn of unloading are awarded only in the following circumstances:
a) unloading in a hex containing an enemy base;
b) unloading in the Henderson Field hex for the Allies; any Guadalcanal hex for the Japanese.

5. Automatic Victory Level (Optional): 500 points.

# SCENARIO ELEVEN

## "The Fight for Henderson"

Time: 2200 15 June—1200 19 June (87 turns)
Weather: Scattered Clouds

**Allied Order of Battle**

Ships: BB North Carolina, BB Maryland, CA Chester, CA Astoria, CA Australia, CA Houston, CA Minneapolis, CL St. Louis, CL Juneau, CL Helena, CL Nashville, 16DD, 2PG, 10AP, 9SS

Bases: Australia, New Caledonia, Henderson, Ndemi, Espiritu Santo, Port Moresby

Land-Based Air:
At Henderson, New Caledonia, Ndemi and/or Espiritu Santo: 6 B-17, 2 Catalina, 15 P-40, 6 Wildcat, 14 Dauntless

At Australia and/or Port Moresby: 5 B-17, 3 Catalina, 12 B-26, 15 B-25, 12 P-39, 4 Beaufighter, 2 Beaufort, 3 Hudson, 6 Buffalo

Ships Starting Positions:
All ships start within six hexes of south board edge *or* within six hexes of east board edge south Ndemi.

**Japanese Order of Battle**

Ships: BB Ise, BB Kirishima, BB Hiei, CA Atago, CA Ashigara, CA Haguro, CA Maya, CA Myoko, CA Mogami, CL Tama, CL Abukami, CL Oi, CL Tatsuta, CL Yubari, CL Tenryu, 23DD, 4PG, 4AP, 14SS

Sea-Based Air: 2 Dave

Bases: Rabaul, Truk, Kavieng, Lae, Shortland, Buka

Land-Based Air: 25 Zero, 18 Val, 12 Kate, 11 Betty, 17 Nell, 4 Pete, 3 Dave, 5 Mavis

Ships Starting Positions:
1CL, 5DD, 4PG, 4AP start at Rabaul.

All other ships start two hexes from north board edge east of New Ireland; or enter Turn 3 north edge west of New Ireland.

**Special Rules**

1. All Allied bases, BB, CA and CL have radar. Japanese bases at Lae, Shortland and Rabaul have radar.

2. Use base values as given in "Eastern Solomons" scenario (#3).

3. American APs can unload only in Henderson Field hex; Japanese APs in any Guadalcanal hex.

4. Japanese BBs may be predesignated as carrying HE or reloading with such. The following BBs can carry HE (and have their gunnery factors reduced as shown): Hiei and Kirishima (8), Ise (7). BHT used for bombardment is "16".

**Victory Conditions**

1. Japanese are awarded one VP for every point unloaded in a Guadalcanal hex. Americans receive 25 VP for unloading 25 points more than Japanese.

2. Player with highest VP total wins, provided he has at least 25 VP more than his opponent. Otherwise the scenario ends in a draw.

turing their bases. Which bases the Allies or the Japanese decide to attack is completely open. Unlike some of the earlier scenarios, this one should play totally different from game to game, since the target bases are not specified in advance. The force levels on both sides are approximately equal, assuming that the extra Allied land-based air offsets the larger number of Japanese ships available. In addition, either side may well be able to survive a first strike against one carrier TF and still have sufficient strength remaining to return the favor later. All in all, a very tense game—much akin to what the commanders in the South Pacific faced.

*Situation, Scenario #11:* "The Fight for Henderson Field"

Previous carrier battles in the Coral Sea have been deemed draws. Both sides continue the struggle for control of Guadalcanal with land-based air and surface naval elements. The American hold on the island is tenuous, particularly since the Japanese have a marked superiority in surface craft. Much depends on what happens in the next few hours as each side sends in their battleships.

*Players' Notes:* Scenario #11 is a variation on the others dealing with the situation around Guadalcanal. It is not entirely hypothetical, since it resembles the day-to-day struggle for control of the Solomon sea lanes that occurred between the carrier actions. It is atypical of all the preceding in that there are no carriers on either side. As a result, this scenario will provide the players an opportunity to utilize the map and rules in a different context. The possible frustration of never getting to fire is largely absent in this scenario. Both sides must rely on land-based air units to support their surface craft in attaining their objectives. As in "Rings Around Rabaul", this scenario serves nicely as an introduction to some aspects of the game system. Gaining victory in it will require a slower and less dramatic course of action.

The force strengths are similar to that of the other scenarios, in that the Japanese fleet is more numerous while the Americans have the edge in air power. Only a limited number of bases are available to both sides. The lower capacity of Henderson Field will mean that the Allied commander cannot base all his eastern air units (or even all his fighters) there. Some will have to shuttle up from Espiritu Santo. On the other hand, the Japanese bases are not ideally placed for launching search or attack missions either, especially since they are limited in number. And Guadalcanal is a relatively long haul from Rabaul. Management of the limited air assets available will be an important facet in the play of this scenario.

## CONCLUSION

It has been some time since new scenarios appeared for this great game of naval warfare—undoubtably one of the best on this subject. Hopefully, readers can find a willing GameMaster to oversee their play; but even without a GM, I'd urge all fans of the game to give these a try. I suspect that they will prove as popular with you as they have in our gaming group. And for a true multi-player, moderated club game, might I suggest that you try Scenario #10. It does indeed separate the "men from the boys" in *FLAT TOP*.

☆

# COMPUTER CORNER

# Programmer Guidelines

### By John Huff

I have recently been inundated by requests from various readers of The *GENERAL* to provide guidelines for those who may wish to do contract work for us. In response to this, I thought I would answer some of the more commonly asked questions for those programmers.

The most common question concerns who can apply for such contract work. Our answer is a qualified, "Anybody". Qualified because, if you are an experienced programmer who can show us some finished code, we are interested. If, however, you are simply a gamer who wishes to make his new computer pay for itself, the chances are very low. Obviously, people experienced as both programmers and gamers are highly favored.

Which languages do we require? This is another biggie, and in fact we are very flexible in this regard. We tend to shy away from programmers who work in BASIC or FORTRAN because in most cases (but not all) the code tends to be slow and clumsy. We avoid FORTH, because if the programmer gets angry and leaves the project, *nobody* can debug forth code. We favor PASCAL, C and assembly programmers. These languages produce executable code which is (if well written) fast, and can be debugged by any competent programmer if necessary. There are some less common languages, such as MODULA and PL, that I have little experience with, but I remain open-minded on the subject.

Which machines are we interested in? Our major interest is in the IBM/MS-DOS compatibles. We will not look at any submission that does not at least support EGA graphics and mouse input. We will certainly look at submissions that require greater memory, or more sophisticated hardware—but that does limit the potential market. We will also consider submissions for the Amiga and Macintosh. In both cases, however, the programs must conform to manufacturers' guidelines. (A bit of advice: if you are serious about developing on the Mac, become a registered "Mac Developer"; Apple is very helpful and offers a wide variety of resources for you.)

How much money can I expect to make? That's not my department, and I really can't give programmers a realistic estimate (given all the variables involved).

What kind of programming work are we talking about? Well, we have three different sorts of work we accept:

**1.** Original games: This from a programmer who designs the game, does the artwork, and programs it. Be forewarned, the individual who can accomplish this well is very rare. The bulk of this sort of submission is usually pretty bad. If this is your goal, you had best set up a team and work together. Just having the extra creative input would be invaluable.

**2.** Convert an existing non-computer game to computer: Again, a team of at least a programmer and an artist who can work on a computer is far better than a lone wolf (even a brilliant one). The programmer must be very familiar with the game so that the more elegant aspects can be preserved. Avalon Hill has 35-years worth of game development and have produced some of the finest adult games in the world; many of these are aching to be converted to computer play.

**3.** Convert an existing computer game to another machine: This is an option only for programmers (or, preferably, teams) who can work quickly and to spec. We are not (as I have said in earlier articles) just looking for conversions. The conversions must take advantage of the strengths of the target machine. This type of conversion must be done quickly to take advantage of the sales climate of a new release.

I cannot stress the importance of using a team, rather than a single programmer, approach. It forces the designers to take a broader look at the project. It promotes a synergistic environment which improves the final product; it speeds up the project immensely; and it's a lot more fun. If it seems counter-productive to split your "profits"—well, a better product will sell a lot more games.

As I have written in earlier installments, Avalon Hill isn't interested in flashy games with little content. The goals of this company are to remain faithful to the ideals of quality games with great replay value.

I hope this has been of some help to those budding entrepreneurs out there in computer programming. To sum it up, we will review any submission and consider any contractor. I would appreciate it if interested parties would consider the above points before contacting me. If you are still interested, I will be looking forward to hearing from you.

*New Stuff:* I heartily recommend that gamers who have computers get involved with GEnie. Now that we have some time on-line, the Game "Round Table" is all kinds of fun. We have found gamers of all levels; game designers and companies even use GEnie to keep in touch. I would like to go into all the interesting things that happens on the network, but I need material for next issue's column. I would certainly recommend a trial subscription to anyone.

Meanwhile, *THIRD REICH* for the Amiga is ready for its first playtest and seems to be coming along well. Both the ST and Amiga versions will be on the shelf soon. Computer *DIPLOMACY* for the C-64 is finished and should be on the shelf by now. The Amiga version is near completion and may be seen very soon.

# OPERATION PORCUPINE
## A "Killer" Variant for B-17

### By Craig Posey and Gilbert DeMichele

In the best traditions of Hollywood, we'd like to offer those players interested in terminating more of the Reichsmarschall's boys another option. In the episode of the classic televison show *Twelve O'Clock High* to which the title refers, General Savage directed his maintenance chief to rearm eight of his B-17s with extra machineguns in order to, in effect, create a section of long-range fighters. Due to the losses his wing was suffering in missions over Germany, and the current lack of fighters with the necessary range, this seemed to him the only viable option. And not only did it seem so to the mythic flying general but, historically, to those in our government as well, where during the first year of combat losses approached 400%.

In 25 June 1941, in response to British reports of experience over the continent, the U.S. Army Air Corps began a project aimed at creating an armed escort bomber. Studies presented by the Design Unit of the Aircraft Library, previously requested by the Technical Staff of the Experimental Engineering Section, resulted in the Directorate of Military Requirements issuing a letter on 9 April 1942 ordering them to proceed with the development of a "bombardment escort plane." The craft chosen for prototype conversion was a B-17F, with Vega Aircraft being awarded the contract to carry out the task. In order to effect the desired results, this plane was to be equipped with additional guns, turrets and armor plate. Also, she was to carry a maximum load of MG ammunition. Specifically, as ordered on 11 July, the modifications were to incorporate:

1. USMC (United Shoe Manufacturing Corporation) power-boosted twin waist guns;

2. a Martin model 250CE4 upper rear turret;

3. a Bendix lower retractable chin turret;

4. additional armor plate protection for crew and engines; and

5. a standard load of 10700 rounds.

The conversion was completed by 20th August and the prototype aircraft delivered to Elgin Field for testing.

"BF-17F-1-Bo" (serial number 41-24341) was destined to become the only XB-40. The only additional modification suggested after testing was the shifting of the starboard waist gun position to a location 40 inches forward in order to facilitate the ease of gunhandling for the two waist gunners. This change was considered to be so major that it was to be incorporated in all future XB-40s, as well as all newly constructed B-17s. Other than this, however, it was concluded by the experts that the characteristics of the XB-40 were similar enough to the B-17 and that the model would be a suitable escort bomber.

With the conclusion of the testing, six modified B-17s were requested by the Air Corps on 7 October, with this order increased to thirteen four days later. In order to handle the ammunition requirements of the aircraft—now given official classification "YB-40", an additional crewman was necessary, (with associated oxygen, mask and interphone equipment) to function as an ammo handler. This was due to the need of loading the excess ammunition for positions to the rear of station #6 into the radio compartment prior to takeoff and then distributing it once airborne. At the end of the mission, the unspent ammo had to again be moved into the radio room. The typical load for a YB-40 was as follows:

| Location: | B-17G | YB-40 |
|---|---|---|
| Nose | 990 | 2200 |
| Top Turret | 750 | 2500 |
| Radio Room | 350 | 3300 |
| Ball Turret | 1000 | 1200 |
| Waist | 1200 | 1200 |
| Tail | 1000 | 1200 |
| Total | 5490 | 11600 |

While the load for a B-17G is shown here for comparison, the load specified above for the YB-40 is approximately three times that carried by a B-17F; and, in fact, the load could be boosted to over 17 thousand rounds by using the space available in the bomb bay for storage as well.

With the passage of final trials and the certification of the YB-40 as a suitable escort, some tactical guidelines were suggested. It was felt that these aircraft would require a minimum runway length of 7000 feet, and that they be equipped with heavier brakes. Too, it was suggested that the chin gun zippers be replaced with metal slides. As to their position in formation, it was felt they would serve best as the lead bombers of a formation, pulling out during the bomb run to be replaced with a regular B-17. On 28 April 1943, Special Orders 118 specified that the 13 YB-40s built be sent to Europe under command of Major Robert Keck. With the loss of one to a forced landing in a bog in Scotland (due to lack of fuel), the remaining dozen joined the 327th Bombardment Squadron, 92nd Bombardment Group based at Alconbury.

These were to fly their first mission—to St. Nazaire—on 29 May. Two aircraft served as right wingmen, one for the 92nd and one for the 305th Bombardment Group. Six more formed the low squadron of the 92nd Group. While one aborted due to loss of its No. 2 supercharger, the remainder completed the mission—though only three returned to base at Alconbury. The others had landed elsewhere due to fuel shortages. It was found that under combat situations, and despite studies, without bomb-bay fuel tanks, 1000 miles represented the extreme range of the YB-40. Other weaknesses also plagued operations, and the YB-40s were grounded for correction of problems from 29 May through 15 June. Deficiencies? Consider:

1. One ball turret experienced complete electrical failure.

2. Twelve of the twin waist gun mountings jammed due to feed chutes being too close to the guns.

3. One waist gunner experienced hydraulic failure and had to operate his guns manually.

4. Four times charging handles on the tail guns broke.

5. And, due to hydraulic system failure, one tail gunner was forced to operate his guns manually.

After nine missions, the commander of the 92nd Bombardment Group submitted a recommendation that due to deficiencies in the armament systems, no more YB-40s be sent to the European theater. Of the 14 missions eventually flown by the YB-40s, their success at repelling enemy fighter attacks was judged to be 10% greater than achieved by a conventional B-17—and this was attributed to the Bendix chin turret. Worse, after the bombing drop, the extra weight (the ammo load) carried by the YB-40 now that the rest of the group was lightened caused them to lag in the formation. The program was finally cancelled in September 1943, though

another eleven were ordered and seven completed before this became official.

While the level of success achieved by the YB-40 was not high, the potential was greater than it might seem. Equipped with no less than 16 power-boosted machineguns, it could well have become the threat to the Luftwaffe it was intended to be. With this in mind, we offer the following addenda to simulate these aircraft during your missions, or possible missions, over Europe.

## The YB-40:

### The Ammunition Stocker:

As we have noted, in order to tend and move the large stocks of extra ammunition carried by the craft, an 11th crewman was added as an "ammunition stocker". While his assigned position at takeoff was in the radio room, he had the duty to "float" among the compartments—notably between the radio room, waist and bomb bay areas, although all others were accessible. To reflect this role, institute the following when playing the YB-40:

1. So long as the ammunition stocker is functioning in that position, the transfer of ammunition among guns or reserve stocks may be carried out by the player at anytime—even during a wave—at no detriment to the B-17's ability to fire.

2. The player may place the stocker in any position in the plane, simply by putting his counter (which you must make) with any other. It may be moved freely about—even between waves.

3. In the case where a wounds roll is required for a compartment/position that the stocker currently occupied, roll one die: on a "1-4", the individual called for by the chart rolls for wounds; on a "5-6", the ammunition stocker rolls for wounds.

4. If a player so desires and the crewman manning a gun position is Seriously Wounded or KIA, the stocker may assume his duties—with a To Hit requirement of "6" for all his fire. If in such a role, he is assumed to be that gunner for as long as desired, and the above three rules do *not* apply. Obviously, any attack upon that position must now affect the stocker solely.

### Armament Modifications:

In keeping with the historical changes in guns (now 16) and turrets, certain modifications in the rules for ammo loads and hit requirements are mandated. This is truly so when one considers the number of twin gun mounts and the new fields of fire the YB-40 enjoyed. Institute the following:

1. In keeping with Mr. Meldrum's (see The *GENERAL*, Vol. 20, No. 6) comments about the chin turret on the B-17G and the ammunition supply associated with it, the following apply:

   a) The Bendix chin turret may hit all levels of 12:00 o'clock, and the level and low sectors of both 10:30 and 1:30.

   b) The required To Hit die roll against enemy aircraft for the Bendix chin turret guns is a "5" or "6".

   c) Double-gun bonus applies.

   d) Ammunition supply is 200% greater than that carried by the B-17F/G (i.e., a total of 32 ammunition boxes for the chin turret).

2. No changes are instituted for the cheek guns.

3. The ammunition load for the forward top turret is now increased from 16 boxes by an additional 100% to 32 boxes. No other changes are in effect for this gun position.

4. The rear upper turret (which replaces the single .50 gun in the radio room) requires certain adaptations:

a) The weapon has 16 ammunition boxes available.

b) Its field of fire is expanded to include not only 6:00 o'clock High, but also the high and level sectors of 3:00 and 9:00 o'clock and 12:00 o'clock high. Additionally, the vertical dive may now be also fired at from this position (with a To Hit of ''6''). All other To Hit requirements for the rear upper are the same as for the top turret in *B-17*.

c) Double-gun bonus applies.

5. All requirements for the ball turret remain the same except that its ammunition supply is increased to 24 boxes.

6. For the waist guns, the addition of twin .50-calibre gun mounts and power boosting to aid in counteracting the slipstream greatly increased their effectiveness. Ammunition supply remains the same. Waist guns now receive the double-gun bonus. And due to the power boost, waist gunners require a ''5-6'' to hit a target.

7. The only modification required for the tail guns are an increase in ammunition supply to 25 boxes.

8. The usage of reserve ammunition stocks are such that 76 double-gun boxes are available. If the ammunition stocker is free, these rounds may be transferred to any gun position at any time; if he is not, such may be transferred only in zones in which no attacks are rolled or all attackers are driven off by friendly fire cover or other B-17s. Each double-gun ammo box counts as two for each cheek gun. Ammo may be exchanged between gun positions in keeping with the foregoing and the original rules.

9. Historically, when the mission required, the YB-40 could carry much more ammo than we have thus far credited it with (an extra 7000 rounds in the bomb bay). So, a player is given the option as commander of the craft to carry an additional 140 boxes of double-gun ammo.

*Aircraft Modifications:*

While the YB-40 was approved as a viable accompaniment for the B-17F by Army brass, it did have some defects. Due to the added weight of armor, it came in at approximately a ton heavier than an unloaded B-17F. Add to this the additional weight of a full ammunition supply, and we have a differential of 3720 pounds over an unloaded

B-17F. The result was that while the YB-40 could maintain formation on the outbound passage, its weight forced the formation to slow their pace back to base in order to give the bombers the benefit of the protection of the YB-40s. To simulate all this, and other aspects of the nature of the experimental aircraft, the following rules are in effect:

1. Except in the target zone, the YB-40 is always considered to be the lead bomber in a squadron.

2. During the return trip from the target zone, the YB-40 suffers an additional +1 on Table B-1 (Number of German Fighter Waves in Non-Designated Target Zone).

3. Due to the placement of additional armor behind the front compartment, a −1 is applied to all wounds die rolls for crewmen attacked from the 10:30, 1:30 and 12:00 level positions who are not in the nose.

4. Due to the placement of additional armor at the sides, all attacks from any 3:00 or 9:00 o'clock position that results in a wound die roll are also subject to a −1 modifier.

5. To reflect the additional armor plating placed around the engines, a −1 die roll modifier is applied to any engine hit sustained. This will increase the possibility that a hit on Table B1-1 (Wings) will cause superficial damage, and eliminates the possibility of an oil tank hit.

6. The range of a YB-40 is limited to a maximum of six zones, unless the player specifies that an additional tank is stored in the bomb bay.

7. If a YB-40 should take a hit in the bomb bay compartment that would normally result in a ''Bombs'' result, there will be no effect unless the plane is carrying extra ammo or a fuel tank in the bomb bay. If either is the case, then a ''1-4'' would have no effect, and a ''5-6'' would detonate the ammo/fuel (resulting in the immediate loss of both aircraft and crew).

8. Due to its extra weight, if the YB-40 should lose the usage of one engine, the plane will immediately drop out of formation and expend two turns in each zone, unless the pilot elects to jettison all ammo supplies.

9. All rules not modified by the above are considered to be still in effect.

## Other Suggestions

Having had more than our share of planes go down due to fuel tank fires, and after having seen several pieces of footage that showed B-17s landing with said fires, we began to question the results table dictate that a fuel tank fire would result only in a controlled or uncontrolled bailout, with no other options. While it was possible to land a plane with a fuel tank on fire, it was also possible to extinguish

such. One tactic used was to dive out of formation. This brought its own problems, but it sure beat walking back to England. Therefore, we'd like to recommend that if a fuel tank fire occurs, an additional die roll be made with the following results:

1 — fire out, plane out of formation, roll for leakage

2 — fire continues, roll for leakage, out of formation, may reroll in all subsequent zones

3-4—controlled bailout

5-6—uncontrolled bailout.

In his article, Mr. Bleyaert (see Vol. 23, No. 5 of The *GENERAL*) offers additional targets over Northern Europe for those who choose to fly out of Great Britain. While we agree with most of what he proposes, we are forced to question his rule (#4) concerning increased resistance over Germany. We freely admit that the bombers met heavier enemy activity once in German airspace; to reflect this he penalizes the Low Squadron with a modifier of +2 on Tables B-1 and B-2, thus increasing its chances of encountering enemy fighters. Yet he fails to extend this modifier to the other squadrons and, in fact, pointedly omits them. We feel that if extra fighters were encountered, they should be effective at all levels. One way to achieve this would be to simply add +1 to any zone completely inside German territory; another would be to add +1 to the die roll for all squadrons over Germany. With this last, the net result would be such that the squadron modifiers will be: Low—+2; Middle—0; and High—+1. A more adequate representaion.

On to another concern—namely, a wings roll of ''9'' that results in an engine out. While it is a fact that an engine in a B-17 could be knocked out of action due to damage or other causes, the rules do not allow for the possibility that the engine could be restarted (as they often were). Therefore, in any zone after an engine has gone out due to reasons other than a runaway or oil tank fire, the player may roll to restart that engine. On a roll of ''1'', the engine restarts; on ''2-5'', it remains out; on ''6'', it seizes up completely and no more attempts may be made to restart it. Further, if the latter happens, a second die roll is immediately made; upon a ''6'', fire breaks out (attempts may be made to extinguish this in accordance with B1-1).

## Conclusion

Coming back to the YB-40. To conclude, it might be appropriate to answer the question of how we decided it might be a viable option for players. Our story traces its beginning back to the original flight of one *Mephisto Waltz*, a plane which scored no less than 42 confirmed kills in her 16 completed missions before her crew was forced to bailout over France. During this period, however, her bomb run average was well below par (13%). Yet her Free French crew proved that pleasure could be had in killing enemy aircraft. The engineer, Jean Reynier, alone scored 15 kills to become a triple ace. The plane carried another ace with it when it went down—the ball gunner, Andre Massena with seven kills.

The record compiled by the *Waltz* led to the statement by one of our group that she should have been a YB-40. ''A What?'' A discussion of this American experiment led to our attempt to discover details about this craft. After some argument, certain modifications were mandated in order to create a viable simulation of the YB-40 (including its flaws). Since then, we have flown as often with a YB-40 in the lead as not.

☆

### Missions of the YB-40s:

| Date | Target | Number | Remarks |
|---|---|---|---|
| 5/29/43 | St. Nazaire | 8 | One aborted |
| 6/15/43 | LeMans | 4 | Recalled due to weather |
| 6/22/43 | Huls | 11 | One lost |
| 6/23/43 | LeMans | 8 | Mission recalled |
| 6/25/43 | Hamburg | 7 | Two aborted; claimed two enemy aircraft |
| 6/26/43 | Paris | 5 | Claimed two enemy aircraft |
| 6/28/43 | St. Nazaire | 1 | Claimed one enemy aircraft |
| 6/29/43 | Paris | 2 | One aborted |
| 7/4/43 | Nantes | 2 | |
| | LeMans | 1 | |
| 7/14/43 | Villacoublay | 5 | The last mission as a group |
| 7/17/43 | Hannover | 2 | |
| 7/24/43 | Heroya | 1 | |
| 7/26/43 | Hannover | 2 | |
| 7/28/43 | Kassel | 2 | |

# OVER THE FENCE
## Covert Missions in SE Asia

By Charles Lewis

The Military Assistance Command, Vietnam—Studies and Observation Group (or *MACV-SOG*) was created in mid-1964 to conduct covert, unconventional operations directed against North Vietnam, and to provide hard evidence that North Vietnamese troops and supplies were entering South Vietnam through the mountains of Laos. Colonel Donald Blackburn, something of a legend in his own right, was made commander of the group. He had, during World War II, escaped the Japanese into the jungles of the Philippines. There he organized a tribe of headhunters as guerrillas and led them in operations against the Japanese until the region was liberated. Now he was called upon to use that experience by combining the Green Berets under his command with tribesmen of the Asian jungle.

Four distinct sections (or "Operations") comprised the SOG. *Operation 33* was the psychological warfare section; they had several ongoing projects, including broadcasts of radio programs into North Vietnam and dropping of leaflets in various areas of SE Asia. *Operation 34* was responsible for infiltrating intelligence agents into the North. *Operation 34a* conducted coastal shelling and raids against targets on the North Vietnamese shores.

But the main section, and the one that concerns us here, was *Operation 35: The Ground Studies Group.* This was the heart and soul of the Studies and Observation Group. Operation 35 had three orders: 1) the identification of infiltration trails and sanctuaries; 2) the deployment of commando units with air support to eliminate these; and 3) the organization of tribesmen in Laos and Cambodia as a resistance movement against the North Vietnamese traversing their lands. Unfortunately, Operation 35 never did much with regard to the third goal; they were much too busy. The 3000+ missions that were carried out were all related to the first two.

The composition of SOG teams varied. In the beginning, they were usually made up of two or three American Green Beret troopers and four Nung tribesmen. The Nung were of Chinese descent and recruited in Cholon, the Chinese sector of Saigon. They were preferred over South Vietnamese or Montagnard tribesmen because of their extreme hatred of the Vietnamese peoples. Later, the SOG teams were expanded to include three Green Berets and nine Nungs.

In the field, each man of a team carried between 60 and 100 pounds of equipment. All were issued dark-colored fatigues, similar to the enemy's, so that at a distance they might be mistaken for Viet Cong or NVA regulars. The typical rucksack contained poncho, food, foot powder and socks, rope, tape, two or more Claymore mines, and four canteens. Two more canteens were carried at all times on the belt in case the pack had to be abandoned. Smoke, tear gas and fragmentaion grenades were carried. And each man had eight to twelve magazines. Some carried pistols (at least one of which was equipped with a silencer); most, a rifle. Headbands, belts and the like were made from bandages (one can never have too many bandages). Whenever possible, standard American military equipment was avoided. This because the SOG's activities in Laos, and later in Cambodia after 1967, certainly contravened the 1962 Geneva accords. If taken prisoner, it would be much easier for the American government to deny their involvement and responsibility.

It is difficult, even at this late date, to measure the effectiveness of the SOG operations. They are credited with destroying well over 100 tons of rice,

and tying down many enemy combat troops as guards along the "Ho Chi Minh Trail". But the after-action reports and studies remain classified, so it will likely be many years before the legacy of the Studies and Observation Group can be fully appreciated.

In the meantime, the following variant for *FIREPOWER* recreates the missions of MACV-SOG for players. The system was designed to be used as a campaign, for individual firefights cannot give the true flavor of the SOG brand of war. As a campaign, it can be played indefinitely. But, for purposes of introduction, it is intended to represent a single mission, from organization and insertion to final withdrawal. One player takes on the role of the SOG team leader; the other, the North Vietnamese forces (when combat is dictated). The following rules are presented as a supplement to the rulebook, and unless otherwise stated, all rules for *FIREPOWER* remain in force.

## 1. THE COUNTERS:

These counters are used on the Strategic Movement Map only. *[The mounted, die-cut variant counters appeared with Vol. 26, No. 3 of The GENERAL. Non-subscribers may order these variant counters by mail only, specifying "The GENERAL, Vol. 26, No. 3" counter sheet and enclosing $3.00 (plus the usual shipping/handling fee) for each set desired.]*

**1.1** The counter labeled "SOG Team" is used to represent the American squad on the Strategic Movement Map.

**1.2** The counters labeled "VC 1" through "VC 10" are used to mark enemy contacts.

**1.3** The counter labeled "Target" is used to represent the approximate location of the mission target.

**1.4** The counters labeled "LZ 1" through "LZ 5" are used to mark suitable landing zones.

**1.5** The counter labeled "PZ" is used to mark the pick-up rendezvous for helicopter extraction.

## 2. THE STRATEGIC MOVEMENT MAP:

The Strategic Movement Map (see the insert of this issue) is divided into ten rows ("1-10") and ten columns ("A-J"). Each square on the map is the equivalent of five square kilometers. The coordinate system is read "row-column" (thus, for example, "5-A" represents the fifth square down in the first column).

**2.1** Terrain of each square is indicated by color (and in most cases by pattern). The river shown on the Strategic Movement Map is merely decorative and plays no role. A "Terrain Key" accompanies the map on the insert.

Light Green—Clear Terrain: represents farmland, with large numbers of paddies

Gold (brush pattern)—Elephant Grass: five kilometers of tall grass

Dark Green (tree pattern)—Jungle: the "Twilight Zone" of the shadow war

Red-Brown (stiple pattern)—Mountainous: extremely rugged terrain

Brown (rock pattern)—Broken: a mixture of the above types

**2.2** Movement on the Strategic Movement Map is unaffected by the terrain of the square entered. Each game turn represents one 12-hour period; and each counter may move no more than one square per turn. Movement by the SOG Team may be in any direction so long as the team counter remains on the Strategic Movement Map; North Vietnamese movement is random (as described in 4.2 below). All game activity is conducted on the Strategic Movement Map unless and until the SOG Team is in the same square as another counter.

**2.3** Should action take place in a square on the Strategic Movement Map, players will place one or more of the game's tactical maps on the table. Map panels are placed as specified by the scenario in play (see 3.1.1, 3.1.2, 3.5, etc.).

**2.4** Should tactical action take place, the terrain of the Strategic Movement Map square is represented by the following rules on the *FIREPOWER* map panels:

Clear Terrain: Use all standard terrain values and heights. Buildings are of log construction.

Elephant Grass: All trees are height "2", offering "−1" concealment and no cover, becoming clear terrain upon destruction. "H" weapons may be fired through them. Hills are height "1"; depressions are "−1". Ignore all fences and hedges. Buildings are of bamboo construction.

Jungle: All dark green and light green hexes, as well as all tree hexes, are considered to be tree hexes. Brown hexes are mud hexes, but otherwise clear terrain. Ignore all fences and hedges. Buildings are of bamboo construction.

Mountainous: Treat all hexes as rough. Ignore all walls, fences and hedges. Buildings are of log construction. Hills are height "4".

Broken: All dark green, as well as tree hexes, are considered to be tree hexes. Ignore all fences and hedges. Hills are height "2". Buildings are of log construction.

## 3. THE MISSION:

Each campaign takes the form of a "mission". After determination of an objective, the SOG player will organize his team. The team is then "inserted", and play begins.

**3.1** First, a mission objective must be determined. The American player rolls one ten-sided die and consults the following table:

1-4—Trail Interdiction
5-8—Sanctuary Interdiction
9-0—Prisoner Snatch

**3.1.1** *Trail Interdiction:* Operation 34 has warned of a large supply column moving down the Ho Chi Minh Trail. Your team is to strike the enemy troops acting as point for this column.

Upon reaching the target counter, the SOG Team must conduct an "Ambush" scenario. The American player may choose Map panel 2 or Map panel 3 to serve as the tactical map for this action, with North-South orientation randomly determined. The action is conducted in accordance with "Scenario Three" (page 45) in the *FIREPOWER* rulebook, with the American SOG Team as defender and the Vietnamese (one Viet Cong infantry squad and one NVA infantry squad) forces entering the map from the north. Mapboard terrain is determined by the square on the Strategic Movement Map in which the action is taking place. Victory Points are awarded normally.

3.1.2 *Sanctuary Interdiction:* A previous SOG mission identified and confirmed that a village along the trail is being used as a sanctuary and resting place for enemy forces moving south. Your team has been ordered to neutralize it.

Upon reaching the target counter, the SOG Team must conduct a "Base Camp Assault" scenario. The Vietnamese player may place the three map panels in any configuration in accordance with that shown under "Scenario Five" (A.1—page 46). The American SOG Team is considered the attacker and the Vietnamese (two Viet Cong squads) force the defender; note that no fortifications may be placed by the Vietnamese player. Mapboard terrain is determined by the square on the Strategic Movement Map in which the action is taking place. Victory Points are awarded normally.

3.1.3 *Prisoner Snatch:* Intelligence has need of a prisoner for interrogation. Your team has been ordered to procure one.

Upon reaching the target counter, the American player must make a single ten-sided die roll. On a "1-5" result, an "Ambush" scenario is played (as above); on a "6-0", a "Base Camp Assault" scenario is played. During the course of this action, the SOG Team should attempt to take one or more prisoners (which are then added to the team for the duration of the campaign). The American player is awarded ten additional VP, *at the conclusion of the mission,* if a prisoner (any VC or NVA) is still under his control upon exiting the Strategic Movement Map. (This is in addition to the VP normally awarded for prisoners, 25.6., for the scenario itself.)

3.2 Once the mission objective is known, the American player must organize his SOG Team. Twelve men—three Americans and nine Nung—normally comprised such a team. The American player may select up to twelve men (only three may be considered Americans). No more than one "S" and one "A" may be assigned; impulse/action values for the SOG Team are "6/3". At the same time, the player should equip and arm his team members.

3.2.1 Every team must carry a radio (RDO), to represent their link with transport and higher command. Further, every team must include at least five smoke grenades as part of their total allotment carried.

3.2.2 Each team member may be armed with *one* of the following weapons: RFL1, RFL6, RFL10, SMG1, SMG2, SMG9, PST1, GMG4 or GLR2.

3.2.3 In addition, the following optional equipment may be carried (limits per team shown in parentheses): BPD (maximum 2), SHG (maximum 1), BNL (maximum 1), HGN3 (maximum 30) *or* HGN5 (maximum 20), NST (maximum 1), SCP (maximum 1), LPL3 (maximum 5), BDA (one per team member).

3.2.4 Each weapon and piece of equipment must be assigned to a specific member of the team (use the letter-code upon the counters) prior to insertion. Should the team member be lost and his equipment/weapons not recovered during the course of play of a scenario, such are permanently removed from the team.

3.3 Next, a location for the SOG target is determined. Roll two ten-sided dice. Read one normally; this will give the row. Read the other by converting the number shown to the equivalent alphabetical letter (i.e., "1"=A, "2"=B, . . . "0"=J); this will give the column. Place the counter labelled "Target" in the corresponding square on the Strategic Movement Map. For example, a roll result of "2-6" would place the target counter in square 2-F.

3.4 Movement of the SOG Team *onto* the Strategic Movement Map is done by "insertion". While helicopter insertion was preferred, in the early days insertions were often done on foot. (Once on the Strategic Movement Map, all movement is done "on foot".)

3.4.1 If the player wishes to bring his team in on foot, he may place the "SOG Team" counter on any of the squares in Column A on the Strategic Movement Map. (Exception, it may *not* be placed directly upon or adjacent to any square containing the "Target" counter.) At this point, play of the campaign game begins.

3.4.2 If the player wishes to insert his team by helicopter, he must first determine the location of *three* landing zones in the random manner used to determine the location of the target. (Again, none of these may be placed directly on any square containing the "Target" counter; re-roll should this occur.) Mark each landing zone with one "LZ" counter, numbered "1" through "3". Once committed to helicopter insertion by the placement of the first "LZ" counter, the American player may not bring the team into play on foot.

3.4.3 Once the three LZs are marked, the American player may start with any of the three. He rolls one ten-sided die; on a result of "1-3", place the "SOG Team" counter in the square. If unable to land, remove the LZ counter and roll for the next landing zone desired. If unable to land at this second one, the team must be placed in the square containing the remaining LZ counter. Once the "SOG Team" has been placed, play of the campaign game begins.

[3.4.4 *Optional:* For those more adventurous, place only one LZ counter—thus forcing the team to land in that square. For those more cautious, place up to five LZ counters, bringing more flexibility in the landing of the team.]

3.5 Once on the Strategic Movement Map, the SOG Team may be moved one square in any direction (diagonal, horizontal, or vertical) each turn. Upon entering a square (Exception: the square containing the "Target" or "LZ" counter), the American player must roll on the "Enemy Contact" Table to see if the team has made contact with the Vietnamese.

**ENEMY CONTACT**
1-5 = No Contact
6-7 = One Patrol Evaded (place one VC counter)
8-9 = One Patrol Contacted; place one VC counter and play a "Meeting Engagement" scenario (page 42) with the SOG Team as Side A and one VC squad as Side B (Victory Condition #1 is in effect, never #2 regardless of the presence of buildings).
0 = Ambush; place one VC counter and play an "Ambush" scenario (page 45) with one NVA squad as the defender (who also selects Map panel 2 or 3 for the action with random North/South orientation) and the SOG Team entering from the south

3.5.1 The die roll for "Enemy Contact" is modified as follows:

+1 for each "VC" counter already in square
−1 for each group of three less than 12 in SOG Team
+3 for "Clear" terrain square
−1 for "Elephant Grass" terrain square
−2 for "Jungle" terrain square
+2 for "Mountain" terrain square
+1 for "Broken" terrain square

All die modifiers are cumulative. For example, a SOG Team of seven members enters a Mountain square; the drm would be "+1" (−1 for a group of three less, +2 for the terrain).

3.5.2 Place VC counters in the square occupied by the SOG Team *only* if none are currently present. No more than ten VC counters may ever be present on the Strategic Movement Map (no counter is placed in the Target square). If ten are present, suspend rolls for "Enemy Contact" unless the SOG Team moves into a square containing a VC counter. Should a VC counter be removed from the map, reinstitute the roll upon entry of new squares.

[3.5.3 *Optional:* For those more adventurous, players may agree to craft extra VC counters and *not* limit the number placed on the Strategic Movement Map. Such serves very well to simulate operations near or beyond the North Vietnamese border to the north of the usual theater of operations.]

3.6 Upon entering the square on the Strategic Movement Map marked with the "Target" counter, no "Enemy Contact" roll is made. However, the American player must locate his target. He must make a die roll on the "Target Search" Table and applies the following:

1-5 = No Target Located; may Continue Search
6-9 = Target Located in Square
0 = Faulty Intelligence; Head for Home

No modifiers are applied to this die roll.

3.6.1 Should a result of "6-9" occur, the action takes place as described in 3.1 above, with the appropriate mission profile. Upon conclusion of the action, remove the "Target" counter (you get only one chance at accomplishing your mission).

3.6.2 Should a result of "1-5" occur, the target is not in the square currently occupied by the team. However, upon the next turn (and each succeeding one until the target is located), the SOG Team may move into any adjacent square and roll again on the "Target Search" Table. Upon locating the target in any of these eight adjacent squares, remove the "Target" counter (from its original location) and the action takes place as above.

3.6.3 Should a result of "0" occur, the team has determined that American intelligence is faulty and that no target exists in the square or nearby. Remove the "Target" counter. The team immediately suspends its operation and heads for home—either off the map or towards the PZ counter. He loses no VP for this failure.

3.7 Extraction of the SOG Team from the Strategic Movement Map may be accomplished in one of two ways—helicopter pick-up or by walking out.

3.7.1 Upon the "Target" counter being removed, the American player may—if helicopter extraction is desired—make one dice roll to determine the location of his "Pick-Up Zone" (as per the procedure in 3.3). Place the "LZ" counter in the indicated square. Once the "LZ" counter has been placed, the SOG Team *must* exit by helicopter. Upon reaching the square containing the "LZ" counter, the SOG Team is removed from the Strategic Movement Map *immediately* (regardless of the presence of any "VC" counter).

3.7.2 Upon removal of the "Target" counter, and should the American player elect not to roll for a "PZ" location, the SOG Team must exit the map by moving to any west (Column A) or south edge (Row 0) square. Upon entering such a square, the American player must roll on the "Enemy Contact" Table (should a "VC" counter be available). Assuming there is no "VC" counter then present, the SOG Team is removed from the Strategic Movement Map *immediately*. Should there be a VC counter in the square, no exit is possible and the action (3.5) is played.

3.7.3 The campaign game ends upon the exit (or elimination) of the SOG Team from the Strategic Movement Map.

3.8 Losses among the members of the SOG Team are cumulative. Casualties and lost equipment must be recorded after each action. Should the entire team be eliminated, the campaign game ends with an im-

mediate victory for the Vietnamese.

**3.9** The American player may elect to abort his mission prior to his next move if he has not yet reached the "Target" counter. He must then remove the "Target" counter and suffers an immediate loss of ten VP. He must also then declare his method of extraction, and play continues until the SOG Team is removed from the Strategic Movement Map.

## 4. THE ENEMY:

While fully under the control of the Vietnamese player during each scenario, the movement of the VC counters is random upon the Strategic Movement Map.

**4.1** When called for, enemy squads take one of two forms—Viet Cong infantry squad or North Vietnamese Army infantry squad. The composition of these are as follows:

**Viet Cong Infantry Squad:** 4/2; 1S; 1×LMG6, 1×MPL19, 1×MTR6, 4×RFL1, 1×RFL7, 1×PST3, 1×SMG4; 19×HGN3 ("G" only), 3×MPL19AMO, 4×MTR6AMO

**NVA Infantry Squad:** 4/3; 1S, 1A; 1×LMG21, 1×MPL20, 1×PST4, 6×RFL1; 1×NST, 20×HGN3 and/or HGN5, 4×MPL20AMO

**4.1.1** When two Vietnamese squads are present in one action (i.e., see 3.1.1 and 3.1.2 above), the Vietnamese player may add 1C (armed with a PST4) to any single squad.

**4.1.2** Should action occur, the Vietnamese squads are always at full strength and are of the type specified, regardless of previous role. It is not necessary to maintain a record for each "VC" counter. However, should a Vietnamese squad be completely eliminated during an action, remove its corresponding "VC" counter from the Strategic Movement Map.

[**4.1.3** *Optional:* For the adventurous player, rather than using the enemy squad specified in each action, a random die roll determines the composition of the force faced. The Vietnamese player rolls one ten-sided die for *each* squad required for the current scenario. On a roll of "1-5", he uses a VC squad (as per 4.1); on "6-0", he uses the NVA squad.]

**4.2** Movement of the "VC" counters, once in play on the Strategic Movement Map, is random and is conducted after each American move. For each "VC" counter, the Vietnamese player rolls one ten-sided die. Refer to the "Random Movement Diagram" found on the insert below the map. The die roll indicates the new square (or same, if a result of "9-0") occupied by that counter. Should a "VC" counter move off the Strategic Movement Map, it may not re-enter and is instead available for placement as per the "Enemy Contact" Table.

**4.2.1** Should a "VC" counter enter any square containing the SOG Team, an "Ambush" scenario (page 45) is played with the SOG Team as the defender (who also selects panel 2 or 3 for the action with random North/South orientation) and one VC squad entering from the south.

## 5. THE VICTORY:

Victory in this *FIREPOWER* campaign game is awarded to the player with the higher total VP accumulated during the course of play.

**5.1** Victory Points gained by each side (SOG Team and Vietnamese) during the course of the scenarios are cumulative. Players should maintain a record of such, updated at the conclusion of each action.

**5.1.1** In addition, the American player may be awarded +10 VP at the conclusion of play should he have successfully exited the Strategic Movement

AREA, of course, is much more than just tournaments and ladders. I am now regularly receiving victory claim information after it has been processed at the Avalon Hill offices. That should allow me to report results of some noteworthy matches in this column, even if they are part of an organized tournament or ladder. For example, Bob Shurdut and Mike Noel have been engaged in a series of *TRC* matches. Bob won the first two games, but he informs me that Mike has the edge in the third game of the series. Also worth noting is a victory by J. Kreuz over J. Grant at *BULGE*.

The results I have so far accumulated are for 61 matches completed during a period spanning from 15 March to 17 July. Of these 61 matches, 43 were PBM and 18 were FTF—including three multi-player (two *DUNE* and one *HITLER'S WAR*) games. Three of the PBM matches were conducted as organized championship competition: the Oleson-Burdick *ANZIO* match reported above, and the two wins by Grant over Malska on the *BULGE* ladder. A total of 22 game titles were involved. The most popular game by far (with 12 match reports) was *AFRIKA KORPS*. Second most popular was *BULGE* (with six matches completed), followed by *ASL* and *TRC* (five each), and *PB* and *TPS* (with four each). The four *TURNING POINT: STALINGRAD* matches were all FTF encounters between Tom Oleson and Mark Bayless, with each winning twice.

### ANZIO:

Tom Oleson as the Allies has reclaimed his title by defeating my Axis in the one-game match we were playing. We are now ready to announce officially the formation of a championship "Ladder". Actually, two ladder tournaments are being formed: one for the Basic Game and one for the Advanced. Members of AREA who would like to participate in either (or both) should write Tom Oleson (Bergbistigen 5, 163 60 Spanga, Sweden). Be sure to indicate which you prefer. Play will probably begin in January 1991 for both ladders. [Tom has also expressed an interest in organizing a *TURNING POINT: STALINGRAD* ladder; if interested, write him at his Spanga address.]

### ADVANCED SQUAD LEADER:

Results are starting to come in from the *ASL* PBEM tournament on the GEnie system. Russ Gifford has defeated Carlos Lourenco to take the early lead in points. Russ reports that the PBEM system for *ASL* is working smoothly, and that his game with Carlos took one month to complete. Plans are being made for an even larger tournament to take place then on GEnie as soon as the current one is over. That means it could be getting ready to begin even as you are reading this. If you are interested in par-

ticipating, you can write to Russ Gifford (Tri-State Strategists, 320 East 27th, South Sioux City, NE 68776)—or better yet contact him at his GEnie address *SHANGRI*.

### THE RUSSIAN CAMPAIGN:

Pat Flory is the current champion. James Bjorum, Dan Schnell, Jim Eliason and Tom Oleson have all expressed an interest in seeing a *RUSSIAN CAMPAIGN* ladder. Again, this can serve as the nucleus for ladder competition. We also now have a "contact person" for *TRC*—in fact we have two. James Bjorum (4029 Rooney, Corpus Christi, TX 78413) and Jim Eliason (227 Newman Street, Metuchen, NJ 08840) have both volunteered. This show of enthusiasm is encouraging, and I expect that organized competition will be underway before long. If you want in, you can write to either of these gentlemen.

### WATERLOO:

The first round of the *WATERLOO* ladder tournament is now underway. The pairings are as follows:

#1 (Champion) Kevin McCarthy vs. #2 Joe Beard

#3 Mark Gutfreund vs. #4 Patrick McNevin

#5 Arthur Bright vs. #6 Gerald Finnegan

The #7 slot is occupied by Gary Dayton. Should anyone else join the ladder in time to participate in Round 1, he will be matched with Gary; otherwise Gary gets a bye into the #6 position for the second round.

Since the *ANZIO* ladders will be starting soon after this installment appears, it might be wise to review the ladder procedures for newcomers. Each ladder begins with an initial period during which players may join as "charter" members. Once this stage of sign-up is over, the involved AREA members are assigned rungs on the ladder—with the top rung always going to the current champion. The other rungs are filled in order of general AREA rating. The first round then begins with pairings determined by rank on the ladder. Players may join a ladder at any time, but those who come in after the initial sign-up must begin at the bottom (regardless of AREA ranking). A victory in a match will move a player up one rung on the ladder for the next round; a defeat drops one down a rung. All wargamers who enjoy the challenge of serious competition are encouraged to participate. Players will generally be matched against opponents with similar ratings—but even a low-rated player, if he does well, could find himself challenging the champion for his crown.

# RED DEVILS
## Reference Notes for ASL

By Steven C. Swann

In April 1940, German forces launched a combined air- and seaborne invasion of Norway, involving the first combat use of air-dropped and air-landed infantry in World War II. Oslo, the capital, was taken by air-landing infantry coming down under fire at the Fornebu airfield. The 3rd Company of Fallschirmjager Regiment 1 made a successful drop at Stavanger and, with the assistance of follow-up air-landed troops of the 193rd Infantry Regiment, overcame the small Norwegian garrison. On the same day, the 4th Company made its first drop at the Vordingborg Bridge which connects the islands of Falster and Zeeland in Denmark; the capture of this bridge made possible the quick capture of Copenhagen by sea-landed troops.

On 10 May, two great moments in history occurred. In the early morning hours, Germany unleashed its *blitzkreig* against France and the Low Countries. Figuring prominently in the offensive were a series of paradrops and air-landing operations—most famous the airborne assault on Eban-Emael. A few hours after the fall of that fortress, the second great moment occurred across the English Channel, when Winston Churchill became Britain's wartime Prime Minister. Indomitable in his resolve, Churchill intended to challenge Nazi Germany and even carry the war to that "evil empire" despite Britain's isolation and limited resources. In July, Churchill authorized the formation of the British Combined Operations Command, instrumental in initiating commando-type raids against the German-occupied continent. The new command promptly commenced plans, at the prodding of Churchill, for creation of parachute units. From this humble beginning, the infamous *Roten Teufeln* (as the Germans came to label them) arose.

The concept of using parachutes was not new to the British; their military pilots had been using them since 1918. The parachuting of supplies to ground troops was in widespread use by 1917 on the Western Front. The first British air-landing of infantry was made in 1923 in Iraq. And in 1936, the British Army had observers at the Minsk wargames conducted by the Soviet Army. Here they witnessed the first mass air-drop of some 1500 troops (and even a three-ton tank) under combat conditions. But the British were not impressed, and their observers concluded that there was no real military use for airborne forces.

Yet the idea of dropping raiding parties behind German lines appealed to the imaginative Churchill. So, on 9 July 1940, the first British troops began training as parachutists, even as the design and development of their specialized equipment was in its initial stages. The first to attend the "parachute school" were B and C Troops of No. 2 Commando.

Their first live jump was made from a Whitley bomber four days after they began training—on 13 July. These first jumps were made from bombers in which the tail gun was removed and a narrow jump ramp installed in the rear; but this proved so cramped that the equipment-laden men could hardly move and the procedure too slow to provide a tight drop pattern. So, as an experiment, a hole was cut in the floor of the fuselage and the troops ordered to drop out of this vertically. The design allowed a ten-man stick (one bomber load) to exit in just over ten seconds, and was adopted; the floor-exit method would be used in all British-built transport aircraft afterward. (Although, after they obtained some US-built Dakotas, some British units jumped from the side-door like their American counterparts.)

Training continued through the summer until a student died when his chute failed to open. At this point, all actual jump training was suspended until a new harness was developed to provide better assurance that the chute would actually open. Experiments also saw the use of "static lines" initiated as the standard method when training resumed. By the end of August, all men of No. 2 Commando were jump-certified (except for the 15 too injured to carry on).

British jump training was rigorous. The course began with two weeks of physical endurance exercises for all ranks. Only if a man could endure this would he be posted to the jump school at Ringway, which course also was two weeks long and consisted mostly of live jumps under various conditions. There was but one sure way of failing the course, and that was to refuse to jump—even one time. Before receiving his wings, a trooper could decline them and be posted back to his unit; but after receiving the wings, any refusal to jump was an offense subject to court-martial. Soldiers from many of the European Allies would pass through Ringway, including contingents from Czechoslovakia, Poland (enough, in fact, to form the 1st Polish Parachute Brigade), Norway, France, Belgium, Holland and even some German refugees.

With the first awarding of jump wings, the fledgling formation was formally organized into the Central Landing Establishment with three elements: the Parachute Squadron, a Glider Squadron, and a Technical Development Unit. The Glider unit began its work from scratch (there was not a single glider in all Britain at this time) in August. Because the RAF, under heavy strain during the "Battle of Britain", needed every plane and had few available for air-landing or supplying troops, the use of gliders offered an inexpensive, practical solution.

It was a tactical procedure in which the British would become proficient, even after circumstances allowed greater use of aircraft in their airborne operations.

The Technical Development Unit leaped into its job as well. All equipment that was necessary had to be designed and produced by the British themselves. Literally everything was devised from the ground up. Innovation and adaptation were the order of the day. The helmets were copies of captured German ones; old bomb casings were used as containers to drop the heavy weapons. Special valises were designed that would carry the rifles and LMGs of the paratroopers, to be attached by an ankle strap that would allow the weapons to be near at hand when he landed. The Sten SMG was modified to be carried inside the chest straps of the re-designed harness. Large pockets were added to the smocks so that pistols and magazines could be placed for immediate use.

On 21 November, the Parachute and Glider squadrons lost their separate identities when they were reformed as the No. 11 SAS (Special Air Service) Battalion. *[Not to be confused with the "Detachment L, SAS" of Captain David Sterling, which gained fame in the desert fighting of North Africa.]* In late January 1941, volunteers were requested for the first planned British raid behind enemy lines. Even though every man of the unit volunteered, only 50 were selected for what was to be the first British airborne attack. The men selected, formed into "X Troop", left England on 7 February for Malta, first stop on their historic journey.

On 10 February, X Troop, No. 11 SAS were in planes on the final approach flight to Italy for Operation Colossus, a raid to destroy the Tragino Aqueduct south of Salerno. Five of the planes made a perfect drop of their cargo, but the sixth dropped its parachutists in a nearby valley. After some time spent linking up, at a half-hour after midnight the explosives were set off. The destruction of the aqueduct was complete. The raiders now began a fifty-mile march to the west coast for rendezvous with a British submarine. But fate was not to let these pioneers see England until after the war. Just a few miles from their pick-up point on the coast, the group was captured by Italian policemen. Yet, despite the loss of the entire force, as a first raid the operation was thought to be a great success by the British High Command and Churchill.

On 20 May 1941, the final stage of evolution of the "Red Devils" began. On this date, the German Fliegerdivision 7 made its bloody invasion of Crete, eventually defeating a larger force. On May 27th, Churchill ordered the creation of British airborne

divisions modeled on the German organization. It is ironic that the same air assault which convinced Hitler that there was no further practical use for parachute forces provided the incentive to Churchill and the British Army to greatly expand theirs.

Meanwhile, by this point the Technical Development Branch had two glider designs ready to be put into production. The first, known as the Horsa, was a 25-seat glider with a total cargo capacity of three tons. The second, and larger, was the Hamilcar, with a seating capacity of 40 and a payload of seven tons; the Hamilcar was specifically designed to carry vehicles, ordnance, and even light tanks into combat.

In September 1941, No. 11 SAS formally became the 1st Parachute Brigade. The parachute brigades which would follow adopted the standard British Army organization as much as possible. Each consisted of three parachute battalions per brigade, a battalion being made up of 600-800 men. Most parachute battalions had three companies, plus a headquarters company; a few had a fourth company. Their weaponry was composed of light arms, the heaviest squad weapon being the 3″ mortar. Glider companies occasionally had a few medium machine-guns, depending on the planned operation.

In October, the raising of the 1st Airborne Division was authorized, using the 1st Parachute Brigade as a core. It was to have two parachute brigades and a glider-borne Air-Landing (A/L) Brigade, as well as support elements (also using gliders). Divisional manpower would eventually stand at 12148 men and officers. Units for the glider brigade were not volunteers, but line battalions that were selected for glider training. (As such, their organization would remain almost the same as when they were line formations.) A reconnaissance company and an AT troop was added to fill out the brigade. This 1st A/L Brigade would be composed of the 1st battalion of the Border Regiment, 2nd battalion of the South Staffordshire Regiment, 2nd battalion of the Oxford and Bucks, and the 1st battalion of the Royal Ulster Rifles. (Throughout, British military designations are used, so it may be helpful to any reader not familiar with these to review the section on British terms found on Page H49 of the *ASL* rulebook.)

At the same time these battalions were being trained, a call went out for volunteers to be glider pilots. It should be noted that British glider pilots were drawn from the ranks of the army instead of the air force, as common with other nations. A British glider pilot was expected to function as an infantryman when not flying the glider, and would fight as part of the unit he was transporting after landing. Once the area was secured, he would join with other surviving pilots to form the "Glider Pilots" regiment. By the end of 1941, the first Glider Pilot regiment was an official part of the Royal Army Air Corps.

The artillery component of a British airborne division was composed of a light A/L Artillery Regiment, made up of three troops of 75mm pack howitzers. Each troop was assigned six of these American-made guns and a complement of Jeeps for towing. The artillery component also included two AT troops (using the British six-pounder) and a single AA troop (20mm or 40mm light AA guns). The airborne divisional recon regiment was allocated by squadron to each brigade. These squadrons had jeeps, motorcycles, and a few seven-ton Tetrarch tanks. (Thoughts on the latter were mixed. The 6th Airborne took its AFVs into combat in both Operation Overlord and Operation Varsity; at Arnhem, the 1st Airborne did not.)

A squadron of Royal Engineers was assigned to each parachute brigade; a glider brigade had an attached Engineer company. Each brigade also carried a Field Ambulance unit of nine officers and about 100 enlisted, although a glider-borne brigade's

was slightly larger and included motor vehicles. All other components of the division were to be glider capable, to be transported in behind the advancing line units.

Following the success of X Troop in Italy, another raid was quickly planned to take advantage of the unique capabilities of the paratroops. Near Bruneval in France the Germans had established the latest in their radar stations, using the new "Wurzburg" equipment. British scientists were eager to examine the workings of this system, and Lord Mountbatten decided to oblige. He determined that a company of parachutists, landed inland, would be best capable of performing this mission. They were to be assisted by a Royal Navy boat party for pick-up, with a small commando unit to provide beach support. The unit selected for the drop was C Company, 2nd Parachute Battalion; they came down in France on the night of 27 February 1942. Even though they made a scattered drop, the paratroopers were able to capture and disassemble portions of the radar equipment. Coming under heavy fire from German reinforcements, the paras began their retreat to the beach with the booty. By 0215, they were awaiting their sea transport, but it was running late due to a heavy fog. After suffering some casualties from plunging fire from the cliff tops above, their ride finally arrived. Under cover of fire from the commandos, the paratroopers embarked. By dawn, all were safely at sea on their way home.

The following month, a massive effort to expand the British airborne arm began. The training schools started to take entire battalions into the training schedule at one time. Many of these brought their own time-honored traditions with them. For example, the Camerons, who formed the 5th (Scottish) Parachute Battalion, were able to convince authorities to allow their bagpipers to remain with them on their jumps. In July 1942, the 2nd Parachute Brigade was able to form. And in mid-'42, General Browning gave the airborne its own tradition when he selected a red beret as the official headgear for all airborne personnel. The winged horse Pegasus, with Bellerphon mounted, was chosen as the shoulder patch.

As autumn approached, the officers of the 1st Parachute Brigade of the 1st Airborne Division were ordered to complete their training and prepare their men for combat in the desert. Operation Torch, the allied invasion of western North Africa, occurred on 8 November. Elements of the 3rd Battalion, 1st Brigade left England by air transport on 9 November, en route for Algiers. This advance party included two companies, the HQ company and a mortar platoon. (The remaining units of the 1st Brigade were transported to Africa by ship.) On 12 November, this small contingent of 360 were dropped over the airfield near Bone in Algeria. But both the German and Allied commands wanted the strategic airfield, and both had planned to seize the field by airdrop. The troopers of the 3rd Battalion actually arrived over the place a few minutes before the German Fallschirmjagers in their Junkers. Seeing that the British had beaten them to the jump and realizing that this would give the enemy time to organize a defense, the German commander wisely decided that it was too late for them to make the attempt and aborted the mission. If both had arrived at the same time, then the world's first (and only) in-air battle between paratroops might have occurred. The rest of the 1st Parachute Brigade landed in Algiers on the 12th and moved to the front on foot.

Meanwhile, on 17 November, a glider-borne assault was launched aimed at the Norsk Hydro plant in Norway. For this mission, the men were selected from parachute engineers of the 9th Field Company and 261st Field Park Company. Their mission was to destroy the plant near Vemork, where the Germans were collecting "heavy water", which could be used in the production of a then-theoretical atomic bomb. But unlike the earlier raid in Italy, this one failed. And whereas the Italians imprisoned

the captured paratroopers, the Germans executed all the raiders.

After their relief at the Bone airfield, the 3rd Battalion rejoined the rest of the 1st Parachute Brigade at Maison Blanche in Algeria. On 16 November, the 1st Battalion was to make its first jump, to capture the road junction and airfield at Beja. The area was occupied by French colonial Senegalese, who were so impressed with the British paratroopers that the raid was a bloodless coup; indeed, the Senegalese agreed to cooperate with the British battalion. On the night of the 23rd, a joint attack by paratroopers and Senegalese was carried out on an Italian laager near Gue Hill. Finding no tanks as expected, the attackers continued on, coming upon a mixed German-Italian MG unit. In the confused charge and resulting hand-to-hand combat, the British and French units carried the hill, capturing or killing all the defenders.

Finally, on 29 November, after the successes of its two brother battalions, the 2nd was slated to make its first combat jump near a small village known as Pont-du-Fahs in Tunisia. Their objective was to seize an airfield near Depienne before the autumn rains turned the countryside to mud. Finding the airfield abandoned, the 2nd Battalion marched on through the night and neared the Oudna airfield just outside Tunis. It appeared that the British paratroopers had won the race for Tunis, but their viewpoint was limited. Unknown to them, the Axis had launched its own offensive and succeeded in pushing back elements of the British 1st Army. Now the paratroopers were cut-off over fifty miles from the nearest friendly unit.

Withdrawing, fighting, ambushing pursuers, and withdrawing again, the 2nd Parachute Battalion fought its way westward toward the Allied lines. Moving in small parties, and leaving the wounded behind, the British slowly made their way. Finally, beginning on 3 December, the remaining troops reached American lines around Medjez el Dab. Only 180 paratroopers (less than 25% of the battalion) had survived to rejoin the brigade.

For the rest of the action in North Africa, the 1st Parachute Brigade was destined to fight as regular infantry. It was in the Bou Arada sector that their heroic actions earned the British paratroopers the German nickname "Red Devils". In April, the 2nd Parachute Brigade and the 1st A/L Brigade joined the 1st Para Brigade, bringing the entire 1st Division together again—although two of the glider battalions had been left in England to help form the 6th Airborne Division. A few weeks later, the 1st Airborne was strengthened with the addition of the 4th Parachute Brigade, which had received its training in Egypt. A polyglot unit, some of the men in the 4th had fought at El Alamein with the "Desert Rats", some were from the 156th Para Battalion that had trained in India, and some had served with the 50th Indian Parachute Brigade in Burma. By the end of the campaign in North Africa, some 1700 paratroopers of the 1st Airborne Division had been killed, wounded or captured.

The next mission assigned the airborne troops was part of Operation Husky, the Allied invasion of Sicily. Here at last they were to lead the effort and be the first troops ashore. Elements of the US 82nd Airborne were to parachute west of the British forces near Gela, while the 1st British A/L Brigade would make a glider assault on the Ponte Grande bridge which commanded the approaches to Syracuse. Even as the former 2nd South Staffords moved to secure the bridge and consolidate its defenses, the 1st Battalion was to make a diversionary attack on the city itself.

The run-in to the target was a disaster. Poor visibility from the quarter-moon and high dust raised by the wind caused most of the inexperienced glider pilots to release from their tugs too early. Of the 145 gliders that left the African airfields, only 52

of them made landfall over Sicily, and they so scattered that only 12 landed anywhere near the Landing Zones (LZ). At the Ponte Grande bridge, only one glider with 14 men of the South Staffords landed to make the assault. Surprisingly, they captured it and disarmed demolition charges. As the night wore on, more of the glider troops were able to make their way to the position and add to the defense. By morning, there were seven officers and 80 other ranks manning the bridge's defensive works. For most of the day (*Scenario 53*), these few withstood the constant artillery shelling and sporadic counter-attacks. At approximately 1500 hours, with only 15 unwounded and low on ammunition, their positions were overrun by superior German forces. But the sacrifice had not been in vain. At 1530, leading elements of the advancing British 17th Infantry Brigade recaptured the bridge before the enemy could destroy it.

With the Allies firmly planted ashore, the 1st Airborne was prepared for a second attack, this time by the 1st Parachute Brigade. Between Syracuse and Catania the coast road runs across a wide plain. At the north end of this plain the road crosses the river Simeto at Primosole Bridge just a few miles from Catania. Here the 1st Para Brigade was to be dropped to capture the bridge and three hills south of it. On 13 July 1943, the battalions boarded their Dakotas in Africa for the flight across the sea. After passing Malta, as they approached the Sicilian coast, the AA guns of the massed Allied invasion fleet opened fire on the 116 aircraft, thinking them enemy bombers. Two were shot down and nine so damaged they turned back. The mistake broke up the air formations just as they were crossing the coastline. And the German and Italian gunners had their chance to add to the carnage. Another 37 transports were shot down and ten more forced to turn back. After all this, the pilots were in a state of total confusion, and the paratroopers were ordered out all across the countryside. Of the 1900 men of the 1st Parachute Brigade, less than 260 ever reached the site of the bridge.

And there, there were other devils awaiting the Red Devils—the 1400 "Green Devils" of Fallschirmjager Regiment 3, also dropping at the bridge. Here on the plains of Sicily was the first battle ever fought between two opposing elite parachute formations dropping into battle. Initially, the British captured the lightly defended bridge and set up their defenses (three AT guns, two 3″ mortars, some LMGs and a MMG). The Germans, reinforced by tanks and SP guns, attacked the bridge at dawn and forced the British back to the south. Meanwhile, some isolated British paratroopers had made contact with the British 4th Armoured, rushing to support the men at the bridge. For the next two days, the German paratroop regiment halted the British advance along the coast by holding the bridge at Primosole; it was only after the British committed divisional forces with overwhelming support that the Germans were forced to retreat.

As in Africa, for the rest of the Sicily operations the British airborne would operate as line infantry. During the course of the campaign, the 1st Airborne lost 454 dead, 240 wounded and 102 missing (the ratio of two dead for each wounded indicates the nature of the operations they undertook). At the end of August, the entire 1st Airborne Division was concentrated in Africa again for rest, refit and training. The invasion of mainland Italy was approaching, and the commanders of the division expected jump orders—but in vain.

On 3 September 1943, two divisions—the Canadian 1st and the British 5th—landed near Reggio. The American 5th Army, made up of both American and British formations, went ashore on the beaches of the Gulf of Salerno on the 9th. That same day, the 1st Airborne arrived by ship in the harbor of Taranto. The only casualties suffered by the division in the invasion of Italy was to the 6th Parachute

(Royal Welch) Battalion when their ship hit a mine.

Moving up from the toe of the boot, the soldiers of the 1st Airborne Division were destined to fight as regular infantry for most of their brief stay in Italy. In November, the 1st and 4th Parachute Brigades and the 1st A/L Brigade were pulled from the line and shipped back to England. At this same time, the 2nd Parachute Brigade was given independent status and *supposedly* placed in a stand-by condition ready to undertake any airborne missions that might arise.

In fact, the 2nd Parachute Brigade (the 4th, 5th and 6th battalions) was assigned to the 2nd New Zealand Division under General Freyberg (of Crete fame). With the New Zealanders, the 2nd Para Brigade would spend all their combat time in Italy as "foot sloggers". Only one small combat jump was conducted. Three officers and 57 men made a raid behind German lines in 1 June 1944. Their objective was to block the German supply line between Rome and a portion of the Gothic Line. This they did successfully for over a week. At the end of June, the 2nd was assigned to the 1st Airborne Task Force, a composite unit made up of American and British paratroopers and U.S. glider infantry. It was to be responsible for the air assault portion of Operation Dragoon, the invasion of southern France.

While the men of the 1st Airborne Division were seasoned in Africa and Italy, another airborne division was being formed in England—the 6th Airborne. On 3 May 1943, the orders were issued that created the new airborne division under the command of Major-General Richard Gale. This division was to receive contingents from across the world-wide empire (including the entire 1st Canadian Parachute Battalion). The artillery of the 6th was equipped with American 75mm pack howitzers, and the recon elements were given MG-armed jeeps.

Fully a year before the operation, the units of the 6th Airborne began their training for specific D-Day objectives. In some of the more desolate areas of Scotland the men practiced and trained for Operation Pegasus, the seizure of the bridges over the River Orne and the Caen Canal on the eastern flank of what was to be Sword Beach. Their mission: to secure and protect the flank of the British 3rd Division and to prevent German reinforcements from arriving from the east.

Together, the two British airborne divisions made up the British 1st Airborne Corps. While similar, there were some small differences in structure, but these were mostly in the support services. One philosophical difference between their commanders is worth noting—while the 6th Airborne would carry its few tanks into combat in gliders, the 1st did not. Independent companies were formed in both divisions; known as "Pathfinders", their job was to drop first, and then use lights and radios to guide the combat paratroopers and gliders to the landing sites. After the near disastrous jumps in Sicily, the need for such was plain.

In the early minutes of 6 June 1944, the men of the 6th Airborne Division came down in the Normandy region of France. Their orders were to seize the bridges and coastal guns emplaced from Ouistreham, all along the River Orne and Caen Canal, to the city of Caen. In this 24-mile square area over 10000 British airborne troops would land, fight and suffer for the next 13 weeks. The area was also the junction point of the German 7th and 15th Armies. The brigades of the 6th Airborne were organized into three combat groups, with the following breakdown on D-Day:

*Divisional Troops:* Recce Regiment, 53rd A/L Light Artillery Regiment, 249th Royal Engineer Field Company, and Divisional HQ

*Pathfinders:* 22nd Independent Parachute Company

*3rd Parachute Brigade:* 8th and 9th Parachute Battalions, 1st Canadian Parachute Battalion, 211th A/L Light Artillery Troop, 3rd A/L AT Troop, 3rd Para Squadron Royal Engineers, and 224th Para Field Ambulance

*5th Parachute Brigade:* 7th and 12th and 13th Parachute Battalions, 212th A/L Light Artillery Troop, 4th A/L AT Troop, 591st Para Squadron Royal Engineers, and 225th Para Field Ambulance

*6th Air-Landing Brigade:* 1st Bn. Royal Ulster Rifles, 2nd Bn. Oxfords & Bucks, 12th Bn. Devrons, 2nd A/L Light AA Troop, and 195th A/L Field Ambulance

*Coup-de-Main:* two platoons from Companies B and D, 2nd Oxford & Bucks, along with a detachment from 249th Royal Engineer Field Company

The 5th Brigade was assigned the task of taking all the bridges over the Caen Canal and the River Orne at Benouville and Ranville, and along the River Dives. The special volunteer Coup-de-Main party was to land even before the paratroopers, able to fight within seconds of touching down. Capturing key bridges, these men had the honor of being the first Allied soldiers to fight the enemy as part of "Overlord" (the bridge over the canal would later be renamed "Pegasus Bridge" in their honor; *see Scenario G11 on this issue's insert*). Parachute formations were dropped east of this party to provide cover. The 7th Para Battalion moved towards the bridges as soon as their equipment was gathered to bolter the defense. Meanwhile, the 12th Para Battalion occupied the village of Le Bas de Ranville and surrounding areas; the 13th came down under heavy mortar fire, and finally cleared all German defenders from Ranville itself. Some of the paratroopers were landed in open fields nearby and began clearing them of obstacles for the impeding arrival of the gliders. Later that night, the glider troops of the 6th A/L Brigade landed near Ranville as reinforcements. A second wave of gliders brought in the heavier equipment of the division.

The 3rd Brigade had objectives nearer the coast, between Ranville and Ouistreham. Here a battery of coastal guns (the Merville Battery) was thought to have heavy-caliber weapons that could play havoc with the landings on Sword. The area also had three major roads and a railroad that had to be blocked. The 9th Para Battalion drew the assignment of neutralizing the Merville Battery, but after suffering heavy casualties found that the guns had not been installed. The 1st Canadian Para battalion landed near Varaville and commenced setting up defenses following the natural line of a swamp. The 8th Para dropped to attack the three bridges over the Dives near Bures and Troarn. Because they were widely scattered, only small groups were able to attack in the first minutes, but all the objectives were taken.

Around 1300 hours, the weary glider and paratroops at Benouville were relieved by No. 1 Commando, five hours before regular troops could reach them. That afternoon the rest of the division's heavy equipment landed by glider (including the tanks and carriers of the Recce Regiment). Even though the 6th Airborne Division was supposed to replaced by line units soon after D-Day, it was 13 weeks later that the men were all finally out of the battle. The British airborne had done such a fine job, that Montgomery insisted on keeping them in their defensive positions so he could use the extra infantry in his attacks to take Caen. During this three-month period, the only relief for the airborne troopers came from small Commando formations, the Belgian and Dutch infantry brigades, and elements of the 52nd (Lowland) Division which arrived by ship.

For the rest of its time in France, the 6th Airborne fought its way along the coast towards the Seine. For much of this time, it operated in conjunction with the 1st and 4th Commando brigades,

Dutch and Belgian units equipped by the British, and French Forces of the Interior (FFI). In September, the 6th Airborne was returned to England for rest, refit and re-training. Casualties for its stay in France amounted to 821 KIA, 2709 WIA and 927 MIA.

While the 6th was fighting in Normandy, the British 2nd Parachute Brigade also arrived in France. In August, the 1st Airborne Task Force formed in Italy made its air assault on southern France as part of Operation Dragoon. The 2nd Brigade's job was to drop in and capture the village of Le Muy behind the southern coast to block German reinforcements. Here, as before, the paratroopers were scattered across 20 miles of countryside. By the time the brigade had been gathered, it was the afternoon of the invasion. Finally, with the assistance of the U.S. 550th Glider Infantry, the assault on the village was carried out. As soon as the invasion forces were firmly ashore, the 2nd Parachute Brigade was withdrawn to Italy.

Operation Market-Garden was next on Montgomery's agenda. This air attack on Arnhem, in Holland, was supposed to anchor the far end of an ambitious ground attack that would open a path into Germany itself. The operation, its successes by the American paratroopers and disaster that befell the British, has been the subject of countless books and games, and there is no need to cover it in detail here. In summation, it can be said that SHAEF planned too much, based on too little information, and discounted what they did have. The Allied airlift capacity was not enough to deliver all the troops at one time, and this cost them the element of surprise and made them dependent on the weather. Finally, there was but one road that led to Arnhem, and this meant that an entire British Corps destined to relieve the paratroopers would be attacking on a one-tank front. Suffice to say that this action saw the 1st Airborne Division almost completely destroyed while under constant attack for nine days. (For scenario designers looking to recreate this in terms of *ASL*, Cornelis Bauer's *The Battle of Arnhem* is recommended reading.)

It was during this debacle that the 4th Parachute Brigade would lose over 80% of its manpower. What few of the 4th Brigade made it back to Allied lines were merged with the 1st Parachute Brigade, and the 4th was relegated to history. For the rest of the war, the 1st Airborne Division had only two brigades—the 1st Parachute and the 1st Air-Landing.

The last combat jump (Operation Manna) for the 2nd Parachute Brigade occurred on 12 October 1944 over the Megara Airfield near Athens in Greece. The 4th Para Battalion made the initial drop, closely followed by the 5th and 6th battalions. Here German units were being rapidly withdrawn north to fight the Russians encroaching into Germany. The British 2nd Brigade, along with the 23th Armoured Brigade, took up pursuit of the Germans through Thrace, Salonika and to the Bulgarian border. But the communal riots and partisan fighting between rival political groups were slowly plunging Greece into civil war. At first, the British were able to avoid it; but as the warfare grew in intensity and relations with the Soviet Union were strained, the British brigades were ordered to destroy the Greek Communist Party and drive it from Athens. After four weeks of intense street fighting, the 2nd Paras were able to report success in this in early January 1945. On 31 August, after being returned to England in June, the brigade was officially disbanded.

Finally, Operation Varsity was the Anglo-American air assault across the Rhine, carried out by the British 6th Airborne and U.S. 17th Airborne divisions. Unlike earlier operations, the massed drop was to take place after the ground forces had opened their attack. The airborne troops were to capture and defend the high ground east of the Rhine,

## TABLE 1: Table of Organization—British Parachute Infantry Battalion

| Unit | Manpower | ASL Equivalent |
|---|---|---|
| HQ Company | 304 | |
| Battalion HQ | 64 | 10-2 SMC<br>8-0 SMC |
| Inf Platoon | 55 | 4×6-4-8 MMC<br>3-2-8 HS<br>LMG<br>ATR (pre-1944) *or*<br>PIAT (post-1943) |
| Engineer Platoon* | 62 | 9-1 SMC<br>5×4-5-8 MMC<br>5×DC<br>FT (1945 only) |
| Mortar Platoon (A/L) | 64 | 4×2-2-8 Crew<br>4×3" MTR |
| Transport Platoon* | 59 | 5×2-4-8 HS<br>5×IP Carriers<br>Staff Car for CO |
| Medical Detachment | | *No Equivalent* |
| 3 Parachute Cos. (each) | 125 | |
| HQ Section | 17 | 9-1 SMC<br>8-0 SMC<br>6-4-8 MMC |
| 3 Platoons | 36 | |
| Platoon HQ | 1 | ATR (pre-1944) *or*<br>PIAT (post-1943) |
| Mortar Section | 5 | 2-2-8 Crew<br>3" MTR |
| 3 Sections | 10 | 3×6-4-8 MMC<br>LMG<br>2" Airborne MTR |

*—Attached from Brigade

## TABLE 2: Table of Organization—British Glider Infantry Battalion

| Unit | Manpower | ASL Equivalent |
|---|---|---|
| HQ Company | 332 | |
| Battalion HQ | 64 | 10-2 SMC<br>8-0 SMC |
| Inf Platoon | 55 | 4×4-5-8 MMC<br>2-4-8 HS<br>MMG<br>ATR (pre-1944) *or*<br>PIAT (post-1943) |
| Engineer Platoon* | 62 | 5×4-5-8 MMC<br>5×DC<br>FT (1045 only) |
| Artillery Platoon | 64 | 3×2-2-8 Crew<br>3×75mm Pack Howitzer<br>3×Jeep (U.S.) |
| Transport Platoon* | 59 | 5×2-4-8 HS<br>5×IP Carriers<br>Staff Car for CO |
| Medical Platoon | | *No Equivalent* |
| 3 Glider Cos. (each) | 161 | |
| HQ Section | 17 | 9-1 SMC<br>2×8-0 SMC<br>4-5-8 MMC |
| 3 Platoons | 36 | |
| Platoon HQ | 1 | ATR (pre-1944) *or*<br>PIAT (post-1943) |
| Mortar Section | 5 | 2-2-8 Crew<br>3" MTR |
| 3 Section | 10 | 3×4-5-8 MMC<br>LMG<br>2" Airborne MTR |

## TABLE 3: Standard ASL British Airborne Company OB

The following would be the *ASL* composition of a single Parachute/Glider company. For actions involving three or more companies, add both battalion-level SMC. Use this organization for Indian, Gurhka, Polish and Canadian companies as well. As a final matter of interest, the BPV for a Parachute Company would be 148; for a Glider Company, 177.

| Parachute: | Air-Landing: |
|---|---|
| 9-1 SMC | 9-1 SMC |
| 8-0 SMC | 2×8-0 SMC |
| 10×6-4-8 MMC | 13×4-5-8 MMC |
| 2×LMG | 3×LMG |
| 2×2" Airborne MTR | 3×2" Airborne MTR |
| 2×ATR *or* PIAT | 3×ATR *or* PIAT |
| 2-2-8 Crew | 2-2-8 Crew |
| 3" MTR | 3" MTR |

occupying the extensive woods there. In a single airlift on 23rd March, over 21 thousand airborne troops descended on the Germans between the Rhine and Issel rivers. The British troops covered the northern part of the Diersfordter Wald between Rees and Hamminkeln. The 3rd Para Brigade dropped west of the woods to cover the rear of the 5th Para and 6th A/L brigades. The 5th dropped in the center astride the highway running north of the forest, blocking it completely. The 6th A/L Brigade came down east of the forest, advancing into the city of Hamminkeln and across the River Issel. In this last airborne operation of the war, the Red Devils suffered 347 killed and 731 wounded.

The 6th Airborne was now reinforced with independent tank and artillery formations. From Hamminkeln, it moved northeastward along the German coast to the Baltic, fighting as regular infantry. In the small Baltic town of Wismar, men of the 6th Airborne were on hand to effect the link-up with the Red Army troops approaching from the east. On this 2nd day of May 1945, the war was over for the 6th Airborne Division.

On 10 May, after recuperating from the beating suffered at Arnhem, the 1st Airborne Division was posted to Norway. Here it was to assist in the round-up and disarming of German units. On 24 August, the 1st Airborne was returned to England and was disbanded two months later.

## Fitting the Red Devils into ASL

A fairly typical British airborne division would number about 12148 officers and other ranks. Each division would include a headquarters unit, some divisional artillery, a recce regiment, two parachute brigades and an air-landing brigade. The divisional artillery would have a glider-borne light artillery regiment of three troops of US-made 75mm pack howitzers. Also included would be two AT troops and an AA troop to provide protection for the division. Support and supply service units were standardized along the lines of regular British infantry divisions. With but small adjustments, this TO description can be used to represent the British airborne forces from 1942 through the war to 1946.

While the airborne artillery were initially assigned a British-made gun, it did not last long. The US 75mm pack howitzer proved to be just right for quick-support for the airborne troopers. By the time the 1st Para Brigade went into combat, all the artillery units were equipped with the American gun. These were issued nine to each divisional artillery troop. In a battalion, there would be three 75mm pack howitzers (M1A1—see US Ordnance Note #12) in an artillery platoon.

The AT troops assigned to each brigade would be best represented by six OQF 6-Pounder 57L guns (British Ordnance Note #6), six unarmed carriers for towing, and four carriers with HS as a security section. The "security" carriers would include two with mortars (Note #71) for illumination at night, one with an ATR (Note #70) for AT defense, and a fourth with LMG. In 1945, the AT troop was reduced to four 6-pounder guns per troop.

The division AA troops were of two types. The 20mm AA Troop would have eight guns (Note #20) towed by jeeps. These units were designed to be transportable by glider, following the troops down in a subsequent landing to provide immediate AA protection. The divisional 40mm AA Troop consisted of four guns (Note #21), towed by unarmed carriers, and followed the division in its land supply train.

The Recce Regiment of an airborne division consisted of Tetrarch tanks, the "common" Bren carriers, and modified American jeeps. There were three recce squadrons assigned to each regiment. The Hamilcar Glider was designed specifically to carry the Tetrarch tank (British Vehicle Note #2) into combat—although it proved to have many other

uses. The British glider currently depicted in *ASL* is the Horsa design, with appropriate PP values, and cannot represent the Hamilcar without SSR. For would-be scenario designers, consider that a Hamilcar could carry one Tetrarch AFV, or two Bren carriers, or one jeep and towed gun (all vehicles and ordnance crews included), or four squads plus SW. A Hamilcar would be a Very Large and slow target, and so would not receive the "+1" To Hit DRM (or IFT DRM) given airborne targets normally. (Players should also make note of U.S. Vehicle Note #51 with regard to unloading passengers/ equipment.)

The Recce personnel favored a modified form of the American Jeep. Captain Sterling's L Detachment (SAS) had developed a semi-armored jeep for use in their raids deep behind German lines in North Africa. The design was copied by the airborne commanders for use in their reconnaissance operations. Armor plate was bolted to the front and front sides around the engine compartment and across the windshield (with slots for the driver's vision); this provided protection for the engine and driver, while the gunner manned twin Vickers machineguns mounted on a pedestal in the rear deck of the jeep. This vehicle can be brought into play by SSR giving it an AF of "0" in the VCA only. There would be two MGs: a HMG with 6FP that could be fired only in the VCA and a secondary MMG (AA-mounted) with 4FP that could fire in any direction. Both MGs would have a range of eight hexes, but only the HMG could be removed from the vehicle.

In each division there were two parachute brigades, each with three battalions. Each division also had one glider brigade, also with three battalions. Only at the battalion level do the differences between the paratroops and glider troops start to show in the TO&E. A parachute battalion (*Table 1*) would have a mortar platoon (four 3″ mortars), while the glider battalion (*Table 2*) would have an artillery platoon of three 75mm howitzers. Too, a glider-borne battalion had four companies, as opposed to the parachute battalion that had three. Each company would be composed of four infantry platoons.

The Battalion CO (10-2) counter should be used in designed scenarios only under certain conditions: if the historical record states that he was personally in a certain action, if the scenario OB includes the battalion HQ company, or if all three infantry companies are shown on the scenario OB. Of the battalion HQ, only the engineering platoon might be detached to serve with different companies. The infantry platoon of the battalion HQ had as its sole task the protection of the CO and his HQ staff. The mortar, artillery and transport platoons would all remain under the CO's direct command, except under extreme or desperate conditions.

A parachute company had a strength of 125. The company was divided into a HQ section, a mortar section, and three infantry platoons. For *ASL*, the HQ section contains a 9-1 leader and 8-0 leader, and one 6-4-8 that represents the protection party guarding them. The Mortar Section would include a 2-2-8 crew and 3″ mortar. Each infantry platoon was divided into a platoon HQ and three infantry sections. On the table, the platoon HQ lists the SW available and three 6-4-8 squads represent the three sections. (Note that the ATR and PIAT would not normally be in use at the same time in any one company.) Since the British paratroopers used valises to carry their rifles and Brens, the LMG counter is dropped with the squad parachute counter. The other squad SW—ATR, PIAT, FT and MTRs— must be dropped using the usual SW parachute counters and rules.

A glider company had a HQ section, mortar section and four infantry platoons. The HQ and mortar sections are identical to those of the parachute company—except that all squads will be represented by 4-5-8 Elite MMC. The 4-5-8 was

chosen to represent the glider troops as they tended to be armed with rifles in large part (rather than the SMGs favored by the paratroopers). Each glider company had four platoons, each with a platoon HQ and three infantry sections. As with the paras, each company would have either an ATR or PIAT.

As referenced in the *ASL* Rulebook (A25.42), the British paratroopers receive a "5" ELR, with their morale underlined. The glider infantry also receive an ELR of "5", but their morale is not underlined. (While well-trained, the glidermen were not volunteers.) Like all British troops, the airborne are immune from the effect of Cowering (A25.45).

The last table provides a standard *ASL* OB for the British parachute and glider companies for use by players. The Parachute Company OB would also serve as the standard for elements of the Polish Parachute Brigade, the Canadian Parachute Battalion and the 44th Indian Airborne Division. In the case of the Gurkha parachute units, players should note that of course all rules for Gurkhas apply (A25.43).

One last word on weaponry. In the Ordnance Notes of Chapter H, it is stated that each platoon carried a 2″ mortar (one per three squads). In historical references, it is often stated that each airborne platoon often carried many support weapons. If readers look at the "Squad Weapon Allotment Chart" (page H71), light mortars and light machineguns are designated as one per five British squads. This seems at variance with the Ordnance Notes. Since it is my belief that the Weapon Chart should be used at all times unless there is a compelling reason not to, the charts accompanying this article are calculated to provide for play balance in DYO scenarios. To circumvent the Weapon Chart is not my purpose, but the above will explain the differences that some will note between Table 1, 2 and Table 3.

As in the past, a scenario is included to give readers the chance to experience the British airborne troops in action on the cardboard battlefield. In Scenarios '89 A1-A3 (*ASL Annual '89*), the Germans conducted a glider assault on the New Zealanders defending the Tavronitis Bridge in Crete. Now it's time to try the other side of the coin, at the now-famous Pegasus Bridge in Normandy. It is my hope that this is but the first of many scenarios highlighting the actions of the "Red Devils".

☆

〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰〰

**Over the Fence . . .** *Cont'd from Page 50*

Map with a prisoner (only if the mission was a "Prisoner Snatch"—3.1.3) or have −10 VP deducted if he elects to abort the mission before reaching the "Target" counter (3.9).

5.2 The following are Optional Rules required or recommended for the play of this campaign game:

16.1 Grenade Return Throw—Recommended
16.2 Assorted Optional Firing Modifiers— Recommended
16.3 Weapon Reliability—Recommended
16.4 Suppression by Non-Automatic Weapons— Recommended
16.6 Pinned and Inactive Status—Recommended
16.7 Optional Weapon and Equipment—Required
16.8 Extra Major Personal Weapons— Recommended
16.9 Standing Behind "2" Height Cover— Recommended
21. Fires—Recommended
22. Individual Personal Characteristics— Recommended (for SOG Team)
23. Wounds and Cover—Recommended
24. Morale—Required
25. Prisoners—Required

☆

# Even on game board, war in Persian Gulf is hell

By Patrick A. McGuire

The other night I sat at my dining room table examining with both fascination and revulsion a copy of "Desert Shield," a new board game that gives two people a chance to fight the Persian Gulf war that has not yet taken place.

A mere detail. "Desert Shield," hot off the presses from Baltimore's Victory Games company, allows an Iraqi player the option of using chemical weapons right there on the dining room table. It gives the United States player the chance to retaliate with a nuclear attack, presuming the dice roll is favorable.

The U.S. player also has the option of launching one of those famed decapitation strikes, the very mention of which recently got the Air Force's chief of staff fired. In this game, decapitation strikes are no secret. The U.S. player may direct cardboard jet counters to the Baghdad palace where Saddam Hussein may be hiding.

The objective, by the way, is not to kill Mr. Hussein. The preferred euphemism is "hits."

An opponent takes X number of hits and removes the appropriate number of cardboard counters. Thus, if you use chemical weapons in this game, the opponent suffers one "hit." If you drop a nuclear bomb, the enemy suffers 10 hits. If you are lucky in your decapitation strike, you will "hit" Saddam's palace and, according to the rules, the game is over and the United States wins.

To play "Desert Shield" you need the maps and instruction booklets that come with an earlier Victory game called "Gulf Strike." It dealt with the Iran-Iraq war and was updated only two years ago so players could deal with the attacks on tankers in the gulf at the time.

As I sat at my table sorting through the maps, charts and 88 pages of complicated rule books that come with these two games, I found myself wondering who in his right mind would be willing to sit down and say "Yeah, I want to be Iraq and shoot mustard gas at you."

But floating above all of that initial distaste, there was something more. While I have dutifully followed news accounts of the Persian Gulf situation, read my *Newsweek* each week and tuned in the TV shows devoted to the crisis, the danger and folly of the situation had never seemed as real to me as at that moment. Looking at the multicolored maps, measuring the distance between Baghdad and the Saudi Arabian desert where American forces are now stationed, it became obvious that no matter how lopsided this game was in favor of the United States, our side was going to have to take a good number of hits before it was over.

And it didn't seem vague anymore. Those cheerful stories about troops weathering the hot desert and the alarm-



SUN GRAPHICS

ing stories of Saddam rattling his saber suddenly gave way to a clear picture of what it was really all about. You could look at the maps and see who had what and where everybody was and just how long and tortuous this war was going to be. You could play it out right there on your dining room table, neat, antiseptic, bigger than death.

Death, of course, is an objective that war and war games have in common, whether that death is real or merely of the cardboard variety. And I suppose it was somewhat ironic that my own long association with war games began on a day of peace, Christmas of 1960, when I received a board game called "Gettysburg."

One of the first productions of Baltimore's Avalon Hill company — now a sister firm to Victory Games — "Gettysburg" introduced thousands of boys to a new hobby which, 30 years later, has become a slick, sophisticated business.

For me the game was more. From my days of playing "Gettysburg" I went on to study history with a passion, both as a college student and later as a postgraduate. I read everything about the Civil War and other wars that I could get my hands on. I studied sociology and psychology of

warfare while on a fellowship and even took a course on the theory of game playing and game design.

Over the years of amateur study, I've come to believe that war is perhaps the most stupid and tragic endeavor man has ever invented. I have marveled at how history has seldom been without the clash of arms, that men have seldom felt purged of their need to prove themselves by trying to kill each other in vast numbers. I have been appalled at how national leaders and field commanders alike continue to make the same incredibly bad decisions, century after century, concerning the commitment of troops or the decision even to wage war in the first place.

And playing war games has helped shape this belief.

"Gettysburg" and games like it are more accurately called simulations, tools that attempt to replicate the actual decisions a leader faces in a given situation. The idea is that if you were Lee and could have seen on a map the disastrous consequence of attacking Cemetery Ridge against a superior, dug-in Union force, you most likely wouldn't have attacked.

In the 19th century the Prussian general staff invented war games to train their officers. Napoleon himself used war games to plan his battles, and it is said that the Japanese prepared for the battle of Midway with

a war game. During that simulation, they lost the battle because their planes got caught refueling on the decks of their carriers.

They dismissed this as preposterous, the result of a bad game design. And so they went out and promptly lost the real battle when their planes got trapped while refueling on the decks of their carriers.

What it comes down to is that war games like "Desert Shield," while they may seem horribly exploitative and distasteful, are nothing more than tools of history. But since history is often dismissed as irrelevant by those who should know better, its lessons are often ignored or misunderstood.

Real life, many of these people, even leaders, would argue, is nothing like a tabletop game. It's too bad they see it that way. The renowned historian H. G. Wells, a war-gamer himself, once lamented that world leaders couldn't settle their differences with lead soldiers instead of the real thing.

After all, he said, if there were only lead soldiers, there would only be lead widows.

# THE QUESTION BOX

## ADVANCED SQUAD LEADER

**A2.9 & A6.11** If his side sets up first, may a player check the LOS from his units to "empty" hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?
A. LOS can be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes].

**A7.34 & A9.52** May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPh (e.g., in order to place Residual FP therein)?
A. No—at least one of those hexes/Locations must contain a moving enemy unit.

**A8.26** Is Residual FP lowered by one IFT column if the firer is CX or being directed by a 6+1 leader?
A. Yes.

**A8.31** If a FG of ≥ two units rolls an Original 2 (or 12) for its FPF attack, does each of those units make a Heat of Battle DR (or suffer a Casualty MC)?
A. No—use Random Selection.

**A9.22** May a Fire Lane be placed along (an Alternate) Hex Grain that at the time of placement contains no moving enemy unit?
A. Only as per E1.71 (Bore-Sightedf Fire Lane at night).

**A9.22 & A9.222** How exactly do SMOKE/ grain/brush/marsh Hindrances affect Fire Lanes?
A. Their DRM affect the MG's *original* attack (i.e., the attack that *creates* the Fire Lane), but thereafter have no effect on that Fire Lane's attacks (other than to cancel FFMO; A9.22) and thus cannot be claimed as "non-target-hex DRM" (A9.222).

**A9.222** May a leader stacked with a MG use his leadership DRM to affect that MG's Fire Lane attacks? If the unit possessing the MG is CX, does the CX DRM apply to its Fire Lane attacks?
A. These DRM can apply only to the MG's *original* attack (i.e., the attack that *creates* the Fire Lane).

**A12.152** Can Searching reveal tunnel entrances?
A. No.

**A12.2** If the Location containing a concealed AFV in the LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC result on the IFT, does the AFV lose its "?"?
A. Only if the attack is OBA, and/or if the AFV is CE.

**A15.5** If a unit is subject to No Quarter (and therefore will not surrender via the RtPh)

method), what happens if it rolls a Heat-of-Battle Surrender result?
A. It becomes berserk.

**A23.4** If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is operably Placed on a concealed target, but that target losses its "?" prior to the DC's detonation, is the DC attack still resolved as Area Fire (A23.1)?
A. No. Yes.

**A29.61** This rule states that Drifting WP is two levels high, but the Drifting (i.e., gray) WP counters have "level 4" printed on them. Which is correct?
A. The counters. Drifting WP (as well as original—i.e., white—WP sources in a Mild Breeze; A24.4) is a four-level Hindrance.

**A25.23** Although an already-pinned unit cannot move, may it be declared part of a Human Wave in order to help satisfy the "multiple MMC per hex" prerequisite for such an attack?
A. No.

**B13.4212 & B13.43** May Infantry/Cavalry enter woods by using an existing TB in that hex?
A. Yes. The cost for Infantry to do so is 1&1/2 MF, while that for Cavalry is 3 MF.

**B26.4** How does wire affect Human Wave movement?
A. Each individual unit/stack that is both in the Human Wave and above a Wire counter makes its own Wire Exit dr, but may move beneath the wire if so allowed by that dr, but at the end of that Impulse all units in the Human Wave are considered to have expended the highest MF incurred by any unit therein. Note that, if otherwise allowed, a unit/stack may move onto and beneath a Wire counter, *or* beneath a Wire counter and into the next hex along its path of movement, as part of the same Impulse—but in no case may it enter *two* new hexes during the same Impulse.

**C1.57** If a unit's LOS crosses the Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if its LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?
A. In both cases the FFE Hindrance would be +2. Each HE Concentration (or Barrage) is a separate Hindrance.

## NEW WORLD

Q. Can there be a Native Uprising in areas where there are no natives?
A. No.

---

## MBT $30.00
### Game of Modern Tactical Ground Combat in Germany

A solid, if undistinguished, effort, *MBT* places 25th on our ongoing RBG chart. Looking over the ratings given below, while none appear below the average for our line, neither do any stand far above the norm. Certainly it was the perception of many, spoiled by years of outstanding work by our artists, that the graphics and components were not up to the usual expectations. Too, the rulebook, both in terms presentation and of content, was less than perfect in their collective view. On the other hand, the ratings for "Authenticity" and "Balance" and "Excitement Level" were somewhat better than par. And it is hard to fault any game these days in which the shortest scenario can be played in 75 minutes and the longest in under four hours.

It should be noted that the pace of publication of The *GENERAL* recently certainly affected the number of responses we received. With but 51, barely enough to place *MBT* on the permanent chart, the above comments must be tempered with the knowledge that these represent the initial impressions of a very small sample. Be that as it may, below are the collective ratings for all categories by those 51 readers for *MBT*.

**Overall Value:** 2.80
**Components:** 2.68
**Map:** 2.99
**Counters:** 3.04
**Rulebook:** 3.44
**Complexity:** 5.37
**Completeness of Rules:** 3.16
**Playability:** 3.36
**Excitement Level:** 2.83
**Play Balance:** 3.12
**Authenticity:** 2.57
**Game Length (average):** 15.06
   **Shortest:** 1 hr., 16 mins.
   **Longest:** 3 hrs., 45 mins.
**Year:** 1989
**Type:** 2P
**Sample Base:** 51

---

## READERS BUYER'S GUIDE

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "1" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system—original game plus add-on modules). Game Type is broken down into three broad categories: SO=Solitaire; MP=Multi-Player; 2P=Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the "Sample Base") was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

### WARGAME RBG

| Title | Overall Value | Components | Complexity | Completeness | Playability | Authenticity | Game Length | Year | Type | Sample Base |
|---|---|---|---|---|---|---|---|---|---|---|
| ADVANCED SL | 1.80 | 1.77 | 9.25 | 2.11 | 3.44 | 2.04 | 33.02 | 1985+ | 2P | 172 |
| 1830 | 1.85 | 2.00 | 3.88 | 2.72 | 2.04 | 3.20 | 24.52 | 1986 | MP | 50 |
| CIVILIZATION | 1.97 | 2.60 | 3.20 | 2.03 | 1.72 | 4.09 | 32.08 | 1982 | MP | 152 |
| FLATTOP | 2.00 | 2.47 | 3.61 | 3.12 | 3.56 | 1.76 | 43.96 | 1981 | 2P | 95 |
| EMPIRES IN ARMS | 2.08 | 2.45 | 8.08 | 2.94 | 3.84 | 2.11 | 156.86 | 1986 | MP | 71 |
| TP: STALINGRAD | 2.10 | 2.14 | 3.42 | 3.56 | 2.23 | 2.94 | 30.00 | 1989 | 2P | 61 |
| UP FRONT | 2.11 | 2.24 | 4.36 | 2.83 | 2.38 | 3.56 | 10.16 | 1983+ | 2P | 126 |
| RUSSIAN FRONT | 2.12 | 2.33 | 5.32 | 2.88 | 2.67 | 2.40 | 40.16 | 1985 | 2P | 113 |
| KREMLIN | 2.28 | 2.51 | 3.64 | 3.33 | 1.81 | 5.24 | 11.94 | 1988 | MP | 63 |
| BRITANNIA | 2.31 | 3.08 | 2.93 | 2.89 | 2.07 | 3.52 | 23.72 | 1987 | MP | 77 |
| TAC AIR | 2.38 | 2.39 | 5.02 | 2.91 | 2.77 | 2.72 | 33.65 | 1988 | 2P | 88 |
| GETTYSBURG | 2.42 | 2.61 | 1.79 | 3.32 | 1.64 | 4.43 | 9.11 | 1988 | 2P | 66 |
| MERCHANT OF VENUS | 2.50 | 2.42 | 3.38 | 2.46 | 2.23 | 3.53 | 15.42 | 1988 | MP | 79 |
| VITP | 2.55 | 3.12 | 2.56 | 3.32 | 1.91 | 5.56 | 43.19 | 1977 | 2P | 183 |
| RUSSIAN CAMPAIGN | 2.60 | 3.35 | 3.85 | 3.10 | 2.28 | 4.22 | 35.44 | 1976 | 2P | 220 |
| ENEMY IN SIGHT | 2.61 | 2.88 | 2.30 | 2.63 | 1.87 | 5.76 | 7.73 | 1988 | MP | 68 |
| 7th Fleet | 2.62 | 2.77 | 6.47 | 2.96 | 3.04 | 3.16 | 38.01 | 1987 | 2P | 50 |
| CASSINO | 2.68 | 2.71 | 4.43 | 2.75 | 2.32 | 2.63 | 23.67 | 1988 | 2P | 52 |
| DIPLOMACY | 2.71 | 3.36 | 3.00 | 2.69 | 2.92 | 5.16 | 33.26 | 1976 | MP | 169 |
| ST. NAZAIRE | 2.72 | 2.56 | 4.01 | 3.12 | 2.80 | 2.52 | 18.92 | 1987 | SO | 98 |
| FIREPOWER | 2.76 | 3.03 | 6.42 | 3.63 | 3.76 | 2.65 | 15.48 | 1985 | 2P | 94 |
| STORM OVER ARNHEM | 2.78 | 2.68 | 3.84 | 2.84 | 2.32 | 3.49 | 24.35 | 1981 | 2P | 87 |
| FLIGHT LEADER | 2.79 | 2.20 | 4.62 | 3.00 | 2.77 | 3.20 | 10.18 | 1986 | 2P | 76 |
| BULL RUN | 2.80 | 2.67 | 3.80 | 2.95 | 2.96 | 2.93 | 23.76 | 1983 | 2P | 82 |
| MBT | 2.80 | 2.68 | 5.37 | 3.16 | 3.36 | 2.57 | 15.06 | 1989 | 2P | 51 |
| DEVIL'S DEN | 2.81 | 2.85 | 5.04 | 2.99 | 3.52 | 2.61 | 24.58 | 1985 | 2P | 60 |
| B-17 | 2.83 | 2.87 | 2.93 | 2.83 | 2.00 | 3.33 | 8.82 | 1983 | SO | 192 |
| SQUAD LEADER | 2.84 | 2.11 | 8.05 | 3.68 | 4.27 | 3.00 | 21.37 | 1977+ | 2P | 231 |
| 2nd Fleet | 2.89 | 3.35 | 5.27 | 3.44 | 3.28 | 3.55 | 32.23 | 1986 | 2P | 55 |
| WS&IM | 2.92 | 3.24 | 5.64 | 3.00 | 3.04 | 2.60 | 20.07 | 1975 | 2P | 172 |
| THIRD REICH | 2.95 | 3.56 | 8.83 | 3.70 | 4.00 | 3.51 | 45.83 | 1981 | MP | 227 |
| BULGE '81 | 2.96 | 3.11 | 4.21 | 3.24 | 2.92 | 3.19 | 28.02 | 1981 | 2P | 155 |
| PANZER LEADER | 3.12 | 2.79 | 5.63 | 3.72 | 3.32 | 3.32 | 19.47 | 1974 | 2P | 210 |
| WAR & PEACE | 3.13 | 3.44 | 4.55 | 3.68 | 2.95 | 3.15 | 36.80 | 1980 | 2P | 138 |
| TITAN | 3.16 | 2.68 | 3.48 | 2.66 | 2.47 | 4.48 | 29.08 | 1982 | MP | 110 |
| Civil War | 3.20 | 3.69 | 6.95 | 3.92 | 4.17 | 3.58 | 46.96 | 1983 | 2P | 112 |
| DUNE | 3.21 | 2.48 | 3.29 | 2.93 | 2.88 | 4.28 | 15.84 | 1979+ | MP | 87 |
| MAGIC REALM | 3.29 | 2.44 | 8.41 | 4.08 | 4.20 | 3.79 | 20.76 | 1979 | MP | 75 |
| Battle Hymn | 3.32 | 3.33 | 5.24 | 4.32 | 3.48 | 3.89 | 21.26 | 1986+ | SO | 51 |
| NAVAL WAR | 3.35 | 4.20 | 1.12 | 3.40 | 1.60 | 6.72 | 6.00 | 1983 | MP | 81 |
| STARSHIP TROOPERS | 3.36 | 3.12 | 4.84 | 3.32 | 3.20 | 3.12 | 16.37 | 1976 | 2P | 110 |
| KINGMAKER | 3.39 | 3.21 | 5.65 | 4.48 | 3.49 | 4.63 | 27.98 | 1976 | MP | 141 |
| PG GUDERIAN | 3.40 | 3.24 | 5.44 | 3.20 | 3.28 | 3.32 | 22.87 | 1984 | 2P | 90 |
| PATTON'S BEST | 3.43 | 3.22 | 4.16 | 4.23 | 3.25 | 3.87 | 14.13 | 1987 | SO | 109 |
| GLADIATOR | 3.44 | 3.36 | 3.89 | 3.32 | 2.56 | 3.20 | 8.69 | 1981 | 2P | 56 |
| CIRCUS MAXIMUS | 3.47 | 3.60 | 3.28 | 3.39 | 2.64 | 3.36 | 11.70 | 1980 | 2P | 91 |
| 6th Fleet | 3.48 | 3.04 | 5.64 | 3.73 | 3.88 | 3.64 | 47.67 | 1985 | 2P | 59 |
| AIR FORCE | 3.48 | 4.27 | 5.36 | 3.64 | 3.61 | 3.12 | 12.90 | 1980+ | 2P | 76 |
| ARAB-ISRAELI WARS | 3.49 | 3.25 | 6.93 | 3.72 | 3.52 | 3.72 | 16.37 | 1977 | 2P | 123 |
| PANZERBLITZ | 3.56 | 3.55 | 4.92 | 4.16 | 3.26 | 4.50 | 18.25 | 1970 | 2P | 215 |
| PA AFRIKA | 3.63 | 3.68 | 4.23 | 3.36 | 3.19 | 3.88 | 25.14 | 1981 | 2P | 80 |
| Pacific War | 3.64 | 3.57 | 7.98 | 4.32 | 5.28 | 3.19 | 120.63 | 1986 | 2P | 66 |
| Pax Britannia | 3.64 | 3.60 | 4.85 | 3.91 | 4.25 | 4.61 | 52.14 | 1985 | MP | 50 |
| MIDWAY | 3.65 | 4.48 | 2.80 | 3.16 | 2.43 | 4.52 | 21.10 | 1964 | 2P | 130 |
| DWTK | 3.68 | 3.56 | 4.88 | 4.28 | 3.85 | 3.89 | 22.82 | 1981 | MP | 52 |
| Ambush | 3.68 | 4.08 | 4.94 | 4.40 | 3.91 | 4.61 | 19.69 | 1983+ | SO | 121 |
| FORTRESS EUROPA | 3.73 | 3.23 | 5.36 | 3.78 | 3.88 | 3.57 | 42.44 | 1980 | 2P | 157 |
| AFRIKA KORPS | 3.77 | 4.43 | 2.20 | 2.84 | 1.88 | 5.40 | 21.44 | 1964 | 2P | 167 |
| HITLER'S WAR | 3.80 | 3.89 | 4.20 | 4.25 | 3.44 | 4.68 | 34.79 | 1984 | 2P | 78 |
| WIZARD'S QUEST | 3.82 | 3.07 | 2.11 | 2.94 | 2.15 | 4.92 | 20.92 | 1979 | MP | 85 |
| Vietnam | 3.89 | 3.35 | 8.60 | 3.83 | 5.26 | 3.75 | 90.86 | 1984 | 2P | 60 |
| WAR AT SEA | 4.04 | 3.94 | 1.40 | 3.40 | 1.87 | 6.72 | 12.80 | 1976 | 2P | 155 |
| BLITZKRIEG | 4.19 | 4.36 | 5.84 | 3.87 | 3.60 | 5.57 | 33.76 | 1965 | 2P | 136 |
| 1776 | 4.25 | 3.64 | 5.20 | 3.88 | 3.24 | 4.40 | 26.30 | 1974 | 2P | 154 |
| D-DAY | 4.32 | 4.73 | 3.56 | 3.45 | 2.91 | 5.08 | 27.16 | 1977 | 2P | 149 |
| RICHTHOFEN'S WAR | 4.33 | 3.78 | 3.99 | 3.60 | 3.24 | 4.87 | 8.23 | 1983 | 2P | 53 |
| PANZERKRIEG | 4.35 | 4.02 | 5.11 | 3.84 | 3.83 | 3.28 | 24.49 | 1973 | 2P | 137 |
| GUNS OF AUGUST | 4.41 | 4.00 | 5.32 | 4.56 | 4.51 | 3.83 | 44.72 | 1981 | 2P | 139 |
| WATERLOO | 4.44 | 4.48 | 2.24 | 3.08 | 2.21 | 5.55 | 17.99 | 1962 | 2P | 104 |
| Mosby's Raid | 4.53 | 4.55 | 4.63 | 4.36 | 4.42 | 5.13 | 20.85 | 1985 | SO | 60 |
| LUFTWAFFE | 4.80 | 4.27 | 4.16 | 4.08 | 3.91 | 5.33 | 20.08 | 1971 | 2P | 170 |

An Overall Rating of 3.18 made the 153rd issue of the magazine a solid offering. There is, however, no doubt that Vol. 26, No. 3 of The *GENERAL* was a boon to those who enjoy modern combat games. Of the articles, Jim Day's piece on *MBT* and Jim Werbaneth's on *FIREPOWER*, dominated the polling. Based on a random sampling of 200 responses, the ratings of all the articles by the readership is as follows:

Among the several excellent examples of the amateur press is *upstart*, a *DIPLOMACY* "warehouse" 'zine; it took 2nd place in this year's "Runestone Poll" (the hobby's popular 'zine and GM survey). The effort of Garret Schenck (40 Third Place, Basement Apt., Brooklyn, NY 11231), the most recent issue—#33—carries reports on the eight games for which he is serving as GM. The 'zine also carries an extensive and eclectic letter column, concerning both the hobby and the wide world outside. Mr. Schenck points out that he always has openings for regular PBM *DIPLOMACY* games, should any readers be looking to test the waters. He has also recently begun serving as GM for a postal game of *MERCHANT OF VENUS* with a system of his own devising; if interested, drop him a line. For information on the offerings and subscription costs of *upstart*, contact Mr. Schenck at the address above.

The news media has recently been relating how boring life is for our troops in Saudia Arabia. Well, we've done our part to try and relieve that boredom. Two hundred copies of *GULF STRIKE*, containing the new *Desert Shield* module, have been donated for shipment to the forces that have taken up station facing Iraq. As readers no doubt are aware, the *Desert Shield* expansion adapts the original game to the current situation in the Gulf, a situation the American troops can relate to personally. Perhaps, by playing the game, they will be able to answer some of the questions the whole country is asking.

To the long, long list of dependable amateur 'zines covering the postal *DIPLOMACY* hobby can

# Infiltrator's Report

also be added *Excelsior*. While it has a decided Canadian slant (not surprising, since its editor/publisher is a citizen of that nation), with the recent issue containing reports of CanCon and the World DIP-Con. *Excelsior* is also warehouse to several ongoing postal *DIPLOMACY* games (houserules were reprinted in Issue #37), home to long-time hobbyist Fred Davis' new column, and has an enjoyable and extensive letters column. Current issue costs $1.34 Canadian and $.94 US. More information on *Excelsior* can be obtained from its editor, Mr. Bruce McIntyre, 6636 Dow Avenue #203, Burnaby BC, Canada V5H 3C9.

Avalon Hill is looking for yet more playtesters. This time the subject is crime, the Roarin' 20s and prohibition in particular. The game requires four players and is very much in the "beer & pretzels" category (as opposed to simulation). Playtest volunteers must be willing to spend 20 hours per month in testing, and to submit three monthly reports regarding their findings. Applicants are cautioned that the playtest materials are pre-production quality and may involve considerable effort to assemble (for instance, the game demands use of five different colored dice). Remuneration is limited to a free copy of the published game for each group coordinator. Applicants should send a short letter of introduction to Don Greenwood, c/o Avalon Hill. We regret that, due to the volume of mail such playtest invitations usually generate, we will be able to reply only to those actually selected.

Contest #151 marked a departure from our usual elaborate and complex tests of gaming abilities in a new title. Instead, although loosely related to the game, it was much more accessible to all. And . . . it brought us more entries than we've had in quite some time. Even after having to cut off receipt of such prematurely (or so I felt) due to the press of deadlines for this issue, we still ended up with 67 correct entries among several hundred received (a lot of Luchs would have been blown up by reader-tankers thinking they were Soviet, something sure to have irritated our West German allies). In any case, we were forced to the expected "random drawing" to determine the final ten winners, each of whom will receive a merchandise certificate: Eric Belanger, Brossard, Quebec; Daniel Chinnery, Marinette, WI; Larry Cirelli, Ellwood City, PA; Blair Cole, Cumming, GA; Graeme Forster, Cheshire, UK; Randy Gabor, Cincinnati, OH; Charles McGuigan, Missoula, MT; Wayne Pyle, Orem, UT; John Schwartz, Patrick AFB, FL; Michael Yentzer, Newport, MI.

Contest #152 featured a sticky situation for the Jewish defenders of the Temple in *SIEGE OF JERUSALEM*. Due to the complex nature of this challenge, and to avoid some of the problems we've had with past contests, the designer Fred Schachter—will evaluate each entry on an individual basis. Quite simply, there is no single "perfect" solution to the problem posed. Instead, the "best" solutions will be printed in the next installment of this column.

# POSTAGE INCREASE

With the publication of the August 1990 *Games & Parts Price List* our shipping/handling fees have been adjusted in response to the increase in postage/parcel costs over the past decade (and further projected increases). Henceforth, shipping costs imposed on all direct sales of Avalon Hill/Victory Games merchandise will conform to the following schedule:

**USA, APO, FPO (add $1.00 for SAM or PAL)**

| If Order Totals: | Add: |
|---|---|
| up to $10.00 | $ 3.00 |
| $10.01 to $25.00 | $ 4.00 |
| $25.01 to $35.00 | $ 5.00 |
| $35.01 to $50.00 | $ 6.00 |
| $50.01 to $75.00 | $ 7.00 |
| $75.01 to $100.00 | $ 8.00 |
| $100.01 to $125.00 | $ 9.00 |
| $125.00 or more | $10.00 |

**CANADA or MEXICO**

| If Order Totals: | Add: |
|---|---|
| up to $10.00 | $ 6.00 |
| $10.01 to $25.00 | $ 8.00 |
| $25.01 to $35.00 | $10.00 |
| $35.01 to $50.00 | $12.00 |
| $50.01 to $75.00 | $14.00 |
| $75.01 to $100.00 | $16.00 |
| $100.01 to $125.00 | $18.00 |
| $125.00 or more | $20.00 |

**Other FOREIGN**

| If Order Totals: | Add: |
|---|---|
| up to $10.00 | $ 9.00 |
| $10.01 to $25.00 | $12.00 |
| $25.01 to $35.00 | $15.00 |
| $35.01 to $50.00 | $18.00 |
| $50.01 to $75.00 | $21.00 |
| $75.01 to $100.00 | $24.00 |
| $100.01 to $125.00 | $27.00 |
| $125.00 or more | $30.00 |

To insure an order: $.25 per $10.00 for postage USA Guaranteed Delivery; Canada and Mexico, $.50 per $10.00; Foreign, $.75 per $10.00. Postage rates for *GENERAL* subscriptions remain unchanged.



Next



Vol. 27, No. 1



Vol. 27, No. 2

# OVER THE FENCE
## Strategic Movement Map

|   | A | B | C | D | E | F | G | H | I | J |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | | | |
| 2 | | | | | | | | | | |
| 3 | | | | | | | | | | |
| 4 | | | | | | | | | | |
| 5 | | | | | | | | | | |
| 6 | | | | | | | | | | |
| 7 | | | | | | | | | | |
| 8 | | | | | | | | | | |
| 9 | | | | | | | | | | |
| 0 | | | | | | | | | | |

**Clear**

**Elephant Grass**

**Jungle**

**Mountain**

**Broken**

## Mission Objective
(see Page 48)

1-4 = Trail Interdiction
5-8 = Sanctuary Interdiction
9-0 = Prisoner Snatch

## Target Search
(see Page 49)

1-5 = No Target Located
6-9 = Target Located
0 = Head for Home

## Enemy Contact
(see Page 49)

1-5 = No Contact
6-7 = One Patrol Evaded
8-9 = One Patrol Contacted
0 = Ambush

**Die Roll Modifiers**
+1 for each VC counter in square
−1 for each group of three less than 12 in SOG
+3 for Clear terrain
−1 for Elephant Grass terrain
−2 for Jungle terrain
+2 for Mountain terrain
+1 for Broken terrain

N
W — E
S

## RANDOM MOVEMENT

| 8 | 1 | 2 |
|---|---|---|
| 7 | 9-0 | 3 |
| 6 | 5 | 4 |

# WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____

2. _____

3. _____

**SHELL SHOCK**          **$35.00**
Two-Player *AMBUSH*

**INSTRUCTIONS:**
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

| | | |
|---|---|---|
| 1. | Overall Value | _____ |
| 2. | Components | _____ |
| 2a. | Mapboard | _____ |
| 2b. | Counters | _____ |
| 2c. | Rulebook | _____ |
| 3. | Complexity | _____ |
| 3a. | Avalon Hill Complexity | 5 |
| 4. | Completeness | _____ |
| 5. | Playability | _____ |
| 5a. | Excitement Level | _____ |
| 5b. | Play Balance | _____ |
| 6. | Authenticity | _____ |
| 7. | Game Length | _____ |
| 7a. | Shortest | _____ |
| 7b. | Longest | _____ |
| 8. | Year of Publication | 1989 |
| 9. | Type | 2P |

# Opponent Wanted          50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkreig—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

_____ _____ _____ _____ _____

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE ____ ZIP _____

# CONTEST #153

After years of complaints on the complexity and subject of our contests (which seemed to exclude many not adept at the feature game), we this time offer one any reader can enter. Simply answer the questions posed below, all drawn from material in *this* issue of The *GENERAL*. Ten winning entries will receive merchandise credit from The Avalon Hill Game Company. To be valid, an entry must include a numerical listing for this issue as a whole and a listing of the three best articles herein in the judgement of the contestant.

1. Who designed the soon-to-be released game *Attack Sub*?_____

_____

2. What was the mission target of the first combat flight of the YB-40?

_____

3. Where is the course "Wargame Design 101" taught?_____

4. How many wrestlers in *WRASSLIN*?_____

5. Who is "Bopper"?_____

6. For what machines is *Computer THIRD REICH* being developed?

_____

7. What is Russ Gifford's GEnie address?_____

8. How many scenarios comprise the campaign "Torch to the Vichy"?

_____

9. Where and when were the "Red Devils" so nicknamed?_____

_____

10. On what turn in the Series Replay is the Italian flamethrower fired for the *first* time?_____

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____

2. _____

3. _____

NAME _____

ADDRESS _____

CITY _____ STATE ____ ZIP _____

# PEGASUS BRIDGE

## ASL SCENARIO G11



**BENOUVILLE, FRANCE, 6 June 1944:** Operation "Overlord" called for the British 2nd Army to land upon the beaches of Normandy north of Caen. As part of the massive assault, the entire British 6th Airborne Division was to land by glider and parachute behind German lines before the invasion forces hit the beaches, forming a lodgement between the Caen Canal and the River Dives to defend the left flank. Of critical importance were two bridges that crossed the Orne and the canal between Benouville and Ranville. To take these, a special group drawn from the 6th Air-Landing Brigade was organized. In a *coup-de-main*, Major John Howard and a reinforced company of the 2nd Oxford & Bucks would come down near the Caen Canal bridge at Benouville, there to seize and hold it until relieved by commandos. At 0015 hours, the tow planes released the gliders, and the "Red Devils" began the liberation of Western Europe.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The British win immediately when they Control the 23P7 bridge Location and all non-canal hexes within four hexes of the bridge.

## BALANCE:

⊙ Delete one LMG from the German OB.

✠ Delete one 4-5-8 and one glider from the British OB.

## TURN RECORD CHART

| ✠ GERMAN Sets Up First | ⊙ **1** | **2** | **3** | **4** | **5** | **END** |
|---|---|---|---|---|---|---|
| ⊙ BRITISH Moves First | | | | | | |



**Elements of Infanterie Regiment 736, Infanterie Division 716 [ELR: 2]** set up within four hexes of 23P7 (see SSRs 4 and 5): {SAN: 3}



**Elements of Companies B and D, 2nd Oxfordshire & Buckinghamshire Light Infantry [ELR: 5]** enter by Glider (E8.) on Turn 1: {SAN: 2}

## SPECIAL RULES:

**1.** EC are Wet and Overcast (E3.5), with a Mild Breeze from the Northwest at start.

**2.** Night Rules are in effect. The initial Base NVR is three hexes, with no Moon. The German is the Scenario Defender (E1.2); the British is the Scenario Attacker. The Majority Squad Type of both OBs is Normal.

**3.** The bridges in hexes H4, X4 and BB5 do not exist. The canal is Deep.

**4.** All elements of the German OB set up using HIP, regardless of terrain. The pillbox may not be set up in a road hex. Wire may be placed in any legitimate hex *except* P6, P7 and P8.

**5.** The German may automatically Deploy any or all squads prior to set-up. Germans do not have PF capability.

**6.** The British player may designate two squads as Assault-Engineer Sappers (record ID secretly); these two squads (or equivalents) receive all Assault Engineer (H1.22) and Sapper (H1.23) benefits, and are the only British MMC that may use DCs.

**7.** The German Sniper counter is placed onboard just before the gliders land (E8.22). The British Sniper counter is placed onboard at the start of the first German Player Turn.

**AFTERMATH:** Staff-Sgt. J.H. Wallwork, the No. 1 pilot of the glider detachment, was able to guide the rapidly descending craft close to their landing zones near the bridge. Unloading from the first glider down, the engineers quickly cleared a passage through the wire barricades and then joined in a close assault on the surprised German guards. As one platoon attacked the far side of the bridge, Major Howard led the rest of the company in overrunning the Germans manning a pillbox and trench guarding the western approaches. In a few minutes the bridge was in British hands and the engineers had disarmed the demolition charges. During the rest of the night, strays from the British 7th Parachute Battalion made their way to the bridge. From sunrise to afternoon, the airborne troopers fought off several German counterattacks of increasing severity. Finally, six hours after the sea landings began, the men of No. 1 Commando arrived to reinforce the weary "Red Devils".