

PROFILE:

MODERN BATTLES

Mukden

by Phil Kosnett

The *Modern Battles QuadriGame* system covers a lot of ground; few points are sacrificed for playability. And there are numerous tricks and quirks in the system, which add variety and realism. The CRT is novel and the artillery rules, simply fantastic.

Mukden is replete with special rules and weapons, with three entirely different scenarios. Two of the scenarios are pure blitzkrieg — in the first, the mechanized Soviets have to break the Chinese infantry line, take Mukden, drive south, and fight off a powerful counterattack. In the second, the Soviets use artillery and airpower to pound hell out of Chinese infantry holding the city, then move in with powerful armored formations. The third scenario takes place after the city has fallen; Chinese partisans descend from the hills and blow up bridges and airfields while the Soviet garrison balances defense with attacks on the hill bases. The scenarios show both sides' weak and strong points; the differences between a small, powerful force and a huge army of rather weak cannon fodder.

The Map shows the large city of Mukden (Shenyang), a crucial Manchurian road nexus. There are 49 hexes in Mukden, which is an awful lot of room for street fighting. Three rivers help slow the Soviet advance, and allow Chinese gunboats to operate. There are groves, woods and lots of mountains, all of which cost more MP's for the Soviets. (Leg infantry, which is almost all Chinese, pays 1 MP for all terrain.) South of the city, there is a huge, open plain, broken only by a two-hex town, an area simply wonderful for deployment of armor.

The Counters are tan for the Soviet and light green for the Chinese; instead of unit symbols, silhouettes are used. Even for infantry.

The Units are mostly infantry (mechanized and leg), armor, and artillery. Non-artillery units have Attack, Defense and Movement Allowances. Artillery units have bombardment, Final Protective Fire, Range, Defense and Movement Allowances. Bombardment is simply Attack Strength; FPF is added to the Defense Strength of a unit being attacked. FPF represents the ability of modern units to call in fire in front of their positions. Defense Strength is used only when the artillery itself is being attacked; FPF cannot be used in such cases.

The Chinese have some unusual units: AT gun brigades halve the Attack Strengths of attacking tank units. Gunboats are artillery, except they must (obviously) stay in the rivers. Mortars are really just artillery pieces. There are no air units; instead, airpower points are deployed for attack and FPF without even a written notation. Since these are twelve hour Turns, it seems logical that there is no lag between calling for airpower and receiving it.

The CRT's are different. There are two, which are used interchangeably at the whim of the attacker. The "Mobile" Table consists almost entirely of retreat results, with a touch of *Ae* and *De* at the far ends. The "Active" Table is for use in gung-ho and desperation attacks. It is bloody, and full of exchanges. *Ax* results are like exchanges, except that the defender is not destroyed; he retreats. In *Mukden*, the Chinese will almost always use the Active Table, as they *can* win a battle of attrition. Also, the loss of a Soviet unit creates a gap in the line that will be hard to fill.

The Mechanics are based upon *Napoleon at Waterloo*. That means no voluntary movement out of a ZOC; all adjacent Enemy units must be attacked; all adjacent Friendly units must make attacks; and no stacking. *Mukden* is the only game in the series with supply rules. Chopping the Soviet supply line is a favorite Chinese move. It hurts, cutting Attack and Movement in half. Chinese armor suffers equally, but the infantry suffers only minor effects (and, naturally, leg infantry's movement is unaffected). Soviet paratroops (which are just everyday leg infantry) are considered to be in constant supply by airdrop.

The Guerrilla Rule is perhaps the key to the whole campaign. Indeed, it shows the big difference between Western and Eastern military thinking. Guerrillas are created whenever a Chinese infantry unit is destroyed (unless it is surrounded). Also, they may be intentionally created at the end of any Movement Phase. Guerrilla units all have a Strength of "0-2-0," regardless of the Strength the unit originally had. They are affected only by *De* and *Ex*, not retreat results. They exert 2 MP Zones of *Delay*, instead of ZOC's, and the effects of multiple ZOC's is cumulative. Slogging through a mass of guerrillas can be painfully slow.

Guerrillas emplaced on the Soviet supply line can easily win the game — if they can reach an important point without being zapped.

THE SCENARIOS

The Battle for Asia is the decisive battle of the campaign. The Soviets have broken through the border defenses into the heart of China. Militia and infantry must guard the city until the mobile reserve (along with the meager Air Force) come up to counterattack the powerful Soviet corps moving southward.

The Chinese set up three militia divisions and an infantry division, along with one AT gun, artillery and gunboats. [All units, except for Soviet infantry, are regiments or brigades. Soviet infantry units are battalions.] The Soviets start in the north with three tank regiments, three infantry battalions, and artillery. In addition, three parachute battalions make a drop; they suffer possible scatter, but not often enough to worry the Soviet Player. The best thing to do with them is to drop them in the rear, where they can hinder Chinese communications. It won't much hurt the infantry, but it might do something to the Chinese armor when it comes up. On the other hand, there's an awful lot of supply line to cover and the Soviets might be better off dropping near the front. The problem here is that they might scatter into the forests or on top of a Chinese unit (the latter being non-fatal, but distinctly uncomfortable). *Never* drop units in adjacent hexes; if they scatter into the same hex, one is destroyed. But those dropped too far apart will be cut off and destroyed. Paratroops are not decisive, anyway.

As the Soviet Player, you must play the ol' blitzkrieg. You have a lot of air support and lots of offensive artillery. Knock a hole in the line with you 4-2-12 armor and move fast. Remember that if you roll a *DR4*, you get to advance four. Use your 1-2-12 infantry to hold the flanks and protect the artillery. Watch for Chinese trying to sneak around behind you to cut your supply lines. If you're using the optional nuclear rules (which can do dangerous things to play balance) use a few on whatever part of the Chinese line you're not attacking, more to keep them busy than to inflict casualties. Incidentally, the rules don't specify whether or not Chinese units destroyed by nukes can form guerrilla units. [Yes, they can — Ed.] On Turn Two you get a much-needed infantry division,

which should help the offensive, especially the three 3-2-12 assault battalions. And on Turn Three, another division arrives, along with the corps artillery. Your problem isn't really shortage of units, it's lack of time. The Chinese keep coming in a never-ending stream of cannon fodder. You'll break through, but you'll have to take the city to destroy the threat to your line. Remember, too, that the Chinese reinforcements for the first four Turns can enter in the city. I've seen Players break through into the south, only to be caught between infantry mobilizing in the city and armor moving up from the south. *Watch your flanks!*

If everything goes according to plan (not that it ever does) you'll have taken almost everything north of the Hun-Ho River by the time the big Chinese armored force arrives on Turn Eight. The Victory Conditions say, in effect, move south as soon as you clear the city; there's an awful lot of ground to cover. If your paratroops have been doing something useful, they might be able to set up some kind of perimeter south of the Sha-Ho River. This force really might distract the Chinese armor. In any case, the Chinese should be forced to take to the offensive. The Chinese aren't really built for the offensive; they lack mobility. They *do* have Attack Strength. And the Soviet artillery has little FPF; those *Katyusha* rocket trucks aren't very accurate. Airpower FPF helps, but decreases steadily as the game continues. A small mobile reserve can smash any breakthrough (perhaps on the Active Table if necessary) while the artillery units can help keep the flanks secure by being placed in a line close behind the front. Artillery is fragile, but their ZOC's can delay the Enemy for a crucial Turn. Once a strong line or perimeter is formed, the Soviets can hold on forever... *if* they're supplied.

The Chinese face problems of their own, but there are good things happening. The Chinese must use the same tactics that the Soviets used in 1941; trade distance for time, fight hard when necessary and kill whenever there is a chance. Playing the Chinese commander takes a near total disregard for casualties. So be it; you have more than 100,000,000 militia. You're fighting a battle of attrition which you *cannot* lose.

Set up in a half-moon in the city. Your flanks will be safe due to the constricting terrain on the sides of the city. It is almost certain that the initial Soviet advance will come between the big "grove" [actually rice paddies] and the mountains. It might even be profitable to set up a militia outpost line in the northern suburbs of Su Etai Tzu and Wen K'uan T'un. It won't stop the revisionist dogs, but it could slow them seriously, especially if you get to form guerrillas. That could force them onto the Active Table, which will produce the exchange results you need. Exchanging a militia regiment for a tank regiment is something akin to a miracle. But it can happen if the Soviets are careless. You'll note that many armor buffs have a great disdain for infantry, and will do rash things with

their tanks, sending them far ahead into exposed positions. *Hit 'em!* Use that Active Table! Send that horde forward; you can afford exchanges. Every unit you kill creates a gap; every smashed tank regiment helps cripple his offensive. You get an infantry division every Turn starting on Turn Three, and your artillery, unlike his, has lots of FPF. Create guerrillas. You have two AT gun brigades; keep them together. You have one vehicle, the 2-3-9 cavalry unit. See if you can't do something diversionary, like raiding the artillery or the supply line. Don't forget to set up some sort of reserve to plug the gaps; unfortunately his speed means you have to guard long flanks. You'll probably have to do something about those paratroopers, too. Remember that an *Ex* leaves no Soviets, but there will be a guerrilla remnant of your force. Try to keep your artillery out of the line, but if a section is falling apart, plug it with a weak (expendable) artillery unit. If you hurt him, and he doesn't pull off a large envelopment, he'll still be north of the Hun-Ho river on Turn Eight when that fantastic counter-attack force comes on to blunt and thrust. At the least, that force will be able to form an impenetrable defensive line. That 3-2-9 armor and mech infantry is as good as anything he has except his three tank outfits. The extra artillery will help, too; the two Turns of airpower can cripple him. Remember that you are fighting over territorial objectives, not casualties. As long as you knock most of his units north of the river, nothing much matters. You have thirteen Turns to wear him down. Add it up: you have sixty units to his thirty-six. You have 152 Attack Strength Points and 127 Defense Strength Points (counting FPF for artillery). The Soviets have 88 Attack and 61 Defense Strength Points. The problem, of course, is that his average Movement Allowance is 10.58 and yours is 5.95. And he receives 116 Air Points to your 11. And the *big* problem is that he gets all his troops pretty much at the same time, while yours come in gradually.

This scenario requires aggressiveness by both Players. The Soviets must carry out a classic blitzkrieg operation across bad terrain with a vulnerable rear. The Chinese must launch savage local counterattacks and one big counteroffensive. The Soviets face a guerrilla infantry army with a history of tenacious defensive actions (admittedly those were mostly in mountainous terrain). The Chinese face a mechanized foe with powerful air support. The Battle for Asia is an exciting game, and a variable one. It is possibly the best scenario in the entire Modern Battles QuadriGame.

The Siege of Mukden looks at first glance to be dull. It isn't. If you change the names and nationalities you end up with a replay of Stalingrad, only better. The Soviets, with one tank and one mech division and lots of artillery and air, have ten Turns to take 80% of that huge city away from a force which starts with four infantry divisions and lots of

artillery and gradually receives two more infantry divisions, three militia divisions, AT guns, cavalry and lots more artillery. Again, the Soviets have the offensive strength to knock holes in the Chinese line. The Chinese have the ability to foul up Soviet plans with Active counterblows. The terrain helps both Players when defending. The Chinese *must* form a solid wall of guerrillas as soon as they have enough units, generally sometime around Turn Four. An arc through hexes 1915, 1813, 1713, 1412, 1212, 0914, and 0915, or thereabouts, will be short enough to protect most of the city; eight hexes are given up — but with a long line they'd soon be lost anyway. If the Soviets try a long flanking movement to attack from the south, you can just shuttle some units the three hexes from the north end of town. A good idea for the Chinese is to try to pin down as many units as possible, reducing the Soviets' mobility. If the Soviets take most of the city, but also take heavy casualties, you'll have to launch a counterattack with whatever mobile force you've maintained.

The Siege scenario is a lot like two powerful wrestlers grappling, trying to find a weak point to push the opponent off balance. Once one of them is down on the mat, the match is pretty close to finished.

Guerrilla scenario Victory Conditions changed a lot during playtesting, primarily because the Chinese seemed to lose a lot less often than they won. I still think the scenario is somewhat unbalanced.

A mechanized division and three tank regiments are the garrison for the mapboard, a rear area containing six airfields and eighteen bridges. Thirteen 1-1-3 militia brigades and two mortar units (Movement Allowance of nine) start in the mountains; their objective is to blow up bridges and airfields, and to interdict roads. The Soviets must guard the bridges and airfields and try to capture six militia headquarters. Arithmetic shows that the Soviets can't try a static defense, so they must try to pin down the Chinese with their ZOC's. The Chinese, however, ignore terrain Movement Point costs — they can dance around the road-bound Soviets with the same dexterity they showed in their Korean offensives.

The Chinese move first, starting in any mountain hex or non-road hex adjacent to mountains. Something like half of their units should guard the HQ's (clustered in two groups in the northeast and southeast) and the rest should move for the airfields. Airfields need only be moved through to be destroyed, while bridges must be sat upon for a Soviet Player-Turn. If a Soviet trundles up to the other hexside of the bridge, the demolition is stopped. Also, airfields are worth 8 points, bridges only 5. Once the airfields are destroyed (or rendered impregnable by Soviet physical occupation) you can turn your attention to the bridges. Naturally, all good opportunities should be taken; the four closely spaced bridges in the southeast corner are very nice targets and oft overlooked by the Soviets. Seldom should you enter a Soviet ZOC. You'll almost certainly

lose the unit. Your maneuverability in rough terrain will save you often. If forced to attack, use the Active Table. And use the guerrilla rule.

The Soviets would love to put a unit in every target hex, but simply cannot. If possible, try to keep units in areas with lots of targets, like the previously mentioned bridge concentration, and the one east of Hu Shin T'ai in the north. You'll certainly lose some

targets, but don't let it bother you. The key to victory lies in the partisan HQ's. They're spread out in such a way that they're easy to take. HQ's are worth fifteen points each, and in ten Turns you should be able to take at least four. Use your airpower. The Chinese artillery will probably be providing FPF for the HQ defenses, but with only 6 FPF Points, it won't be much of a threat. If you see a Chinese unit heading for a target and it's less

than 12 MP's away, get it. Pin it with your ZOC, try to surround and kill it. Then go on. I still believe that this scenario is unbalanced, but if the Soviet preserves his units, goes after the HQ's, and doesn't ignore the presence of the dastardly Chinese raiders in the rear, he has a chance. And because this scenario (unlike the others) is on a point system, you can always adjust it to your liking.

PROFILE: MODERN BATTLES

Wurzburg

by Frederick Georgian

THE INDIRECT APPROACH

Wurzburg is a fast, clean game, in which tactical finesse and strategic implications flourish. This article will concentrate on strategic analysis. The strategy rests on understanding the terrain and the direction of the attack.

The Advance to Contact scenario (16.1), is probably one of the most popular scenarios for a number of reasons — it allows both offense- and defense-minded play, and the Victory Conditions cause a direct head-on collision at Wurzburg. Two Players equally tactically competent will draw. To win, though, a Player must develop an edge by means of having a better strategic grasp.

The U.S. Player is the first Player to move. A typical first move is as follows: he advances his helicopter unit (2-3-2/1-30) to hex 0711 to cut the road leading to Wurzburg; his armor (3-3-12) advances to the extent of the Movement Allowance, i.e., to hexes 1116, 1216 and 1217 in order to occupy available Wurzburg city hexes; and his artillery unit (2-1-7/1-12) moves to a safe, central area, hex 1017.

A typical first turn for the Soviet Player is as follows: infantry (1-2-12) occupy hexes 1114, 1214 and 1315 of Wurzburg, and wheel to 0913, 1615 and 2217. His armor (3-2-12) attacks the U.S. helicopter unit from hex 0710, and the rest of his armor stands as reserve placed so that it is within range of the U.S. helicopter unit and all city hexes of Wurzburg.

With the advent of the U.S. Player's reinforcements, there is a strong inclination to attack those Soviet units in Wurzburg. Such a strategy is easily parried. The Soviet Player can simply counterattack with his armor reserve. Because the river prohibits retreats, those U.S. units which had crossed the river are easily eliminated. The same is also true for the Soviet Player. Direct attacks across the river are easily eliminated. Clearly such a direct approach is futile for both sides. What, then, is a better strategy?

The U.S. Player will attain success by following the indirect approach. The U.S. Player should follow the first turn approach as described above. On the Second Turn, the infantry units (2-3-12), which enter as reinforcements, should replace the armor at Wurzburg. This move is to strengthen the defense. All other available units, armor and infantry, are then free to attack in two prongs. One prong should start in the vicinity of town hex 0813 and should drive its attack to hex 1212. The other prong should clear the forest hexes surrounding hex 1516 and drive to hex 1412. The basic idea is to have two pincer attacks which avoid any attacks into Wurzburg and which meet at a point behind Wurzburg.

Such a plan of attack accomplishes the following. One: more than likely, the Soviet Player will sense that his units may become entrapped and will evacuate Wurzburg. By maneuvering the Soviet units out of the town, the U.S. Player can advance into the town without a fight. Two: if the Soviet units do not move out, they will become surrounded; at that point the U.S. Player can attack the Soviet units in Wurzburg from all sides and eliminate them. At this point, U.S. units may attack across the river with impunity because those units won't be vulnerable to a direct Soviet counterattack. A perimeter of U.S. units can temporarily absorb any Soviet counterattacks. Three: even if the U.S. Player does fail to clear Soviet units from Wurzburg, the U.S. Player has *at least* cut the roads leading to Wurzburg. Such a condition is sufficient to dent the Soviets victory.

The Soviet Player should also follow an indirect approach. He should realize that on the First Turn he has won the game *if* he can hold onto the city hexes of Wurzburg on his side of the river. His approach should follow these guidelines. First, do not let the geography around Wurzburg hypnotize you. The river just to the northwest of Wurzburg

seems like an ideal position to set up a defense, yet this is wrong. This right flank is actually depressed! Ideally, the Soviet right flank should be extended so that it can occupy the town hexes at 0314, 0514, 0715 and 0914. If the Soviet Player can extend his flank further, for example, into town hexes 0319, 0517 and 0715, so much the better. The crucial point is not to line up along the northwestern part of the river, because the Soviet units can be sniped off.

Second, the same strategy should be applied to the Soviet left flank. He should not remain on the town and rough hexes of 1513 and 1812, but, rather, should extend his flank to the forest area around hex 1516. If the Soviet Player can capture rough hex 1518, so much the better. Such a position is very strong defensively and as the game approaches the end, a Soviet unit may be able to pop out of the forest hexes and cut the road anywhere along 1217 to 1228.

Taking one careful look at the geography reveals that the U.S. Player has only one road to satisfy the necessary Victory Conditions. Because of this, the Soviet Player should go after that road. Every Turn an infantry unit should be sent across the Main River to occupy the road which originates in hex 0734. The Soviet infantry unit on hex 2217, which may look out of place, is actually on its way to perform a monumental service. Should the U.S. Player ignore this unit, the following route is what is intended. The next Turn that unit would advance via roads to hex 2024, and eventually to 1031. By sending Soviet units deep behind the U.S. front lines, the U.S. Player is faced with an alarming dilemma. Should he immediately divert his attention to crush this threat now while it's weak? Such a solution may mean that the Soviet Player would gain time to bolster his grip on Wurzburg. Perhaps the U.S. Player should concentrate first on clearing Wurzburg and then deal with his line of

communications. This solution may lead to a loss because the Soviets may have a sufficiently strong force to keep from being dislodged late in the game. By overloading the U.S. Player with such a dilemma, it may cause him to vacillate or balk in any action.

Soviet strategy is summarized thus: Because of terrain features, it is important for the Soviets to fight for and occupy the forest areas to the southwest and to the southeast of Wurzburg. This severely limits the avenue of attacks that the U.S. Player can mount against Wurzburg. Any U.S. units which advance into the Wurzburg hexes of 1114, 1214 and 1215, should be immediately attacked. These attacks more than likely will be successful, because the river prohibits units from retreating. The Soviet Player should send as many infantry units as possible upon wide flanking maneuvers from his left flank to cut the road which originates in 0734. Such a maneuver severely disrupts the ease with which the U.S. Player can rush reinforcements to the front and can also undermine any chances of a U.S. victory.

THE JAWBREAKER

The tactics revolving around Barrage Attacks and Final Protective Fire (FPF) are numerous. One favorite is presented below.

In the following case, the U.S. Player is employing the Jawbreaker; the accompanying figures illustrate this tactic. *Figure 1* shows a strong Soviet flank-to-front attack supported by artillery. Both the Soviet armor (3-2-12) and artillery (3-1-7/1-9) attack the U.S. infantry (2-3-12) at +2 differential. The result is "D1," and the Soviet armor advances after combat. Such an advance prohibits the remaining U.S. armor from retreating, by encircling it with Soviet Zones of Control; the situation resembles that of a pair of jaws closing in on a unit. The Soviet units have surrounded the U.S. armor unit (3-2-12) and are immediately able to attack it at +5 differential. However, the U.S. Player applies *en masse* his FPF (6 Strength Points) from his artillery as shown in *Figure 1*. As a result, instead of a +5 differential with a guaranteed U.S. unit loss, as the Soviet Player had planned, his attack is now a -1 differential. The result is an "A1," and all

attacking Soviet units must retreat one hex (*Figure 2*). The jaws of the Soviet attack have been broken. The U.S. unit does not advance. The nearby U.S. armor reserve (3-3-12) swings into action by encircling the isolated Soviet armor unit.

The flank-to-front attack is a very effective tactic, but, as shown, it can be countered by the Jawbreaker. As simple as the Jawbreaker may seem, there are some very important parts which must be coordinated perfectly. They are summarized below. One: save all artillery FPF for the most critical battle. In *Figure 1*, the U.S. Player could have used FPF to defeat the first attack on the U.S. infantry (2-3-12); however, such use would not have drawn the Soviet units into the trap. Furthermore, all available FPF was needed to insure the survival of the encircled U.S. unit. Two: the above step will prove fruitless unless you have a nearby mobile reserve with which to counterattack. Two armor units provide a sufficient reserve force. As soon as this attack is over, withdraw those two armor units so that they can be used for another Jawbreaker elsewhere!

Figure 1.

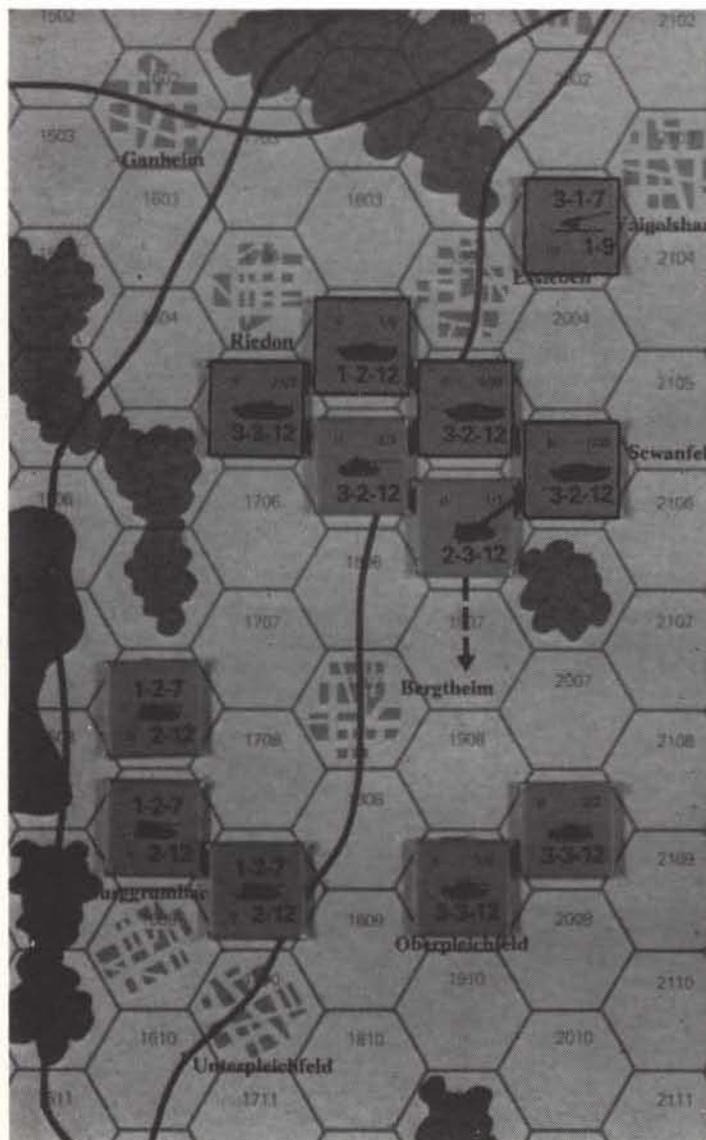
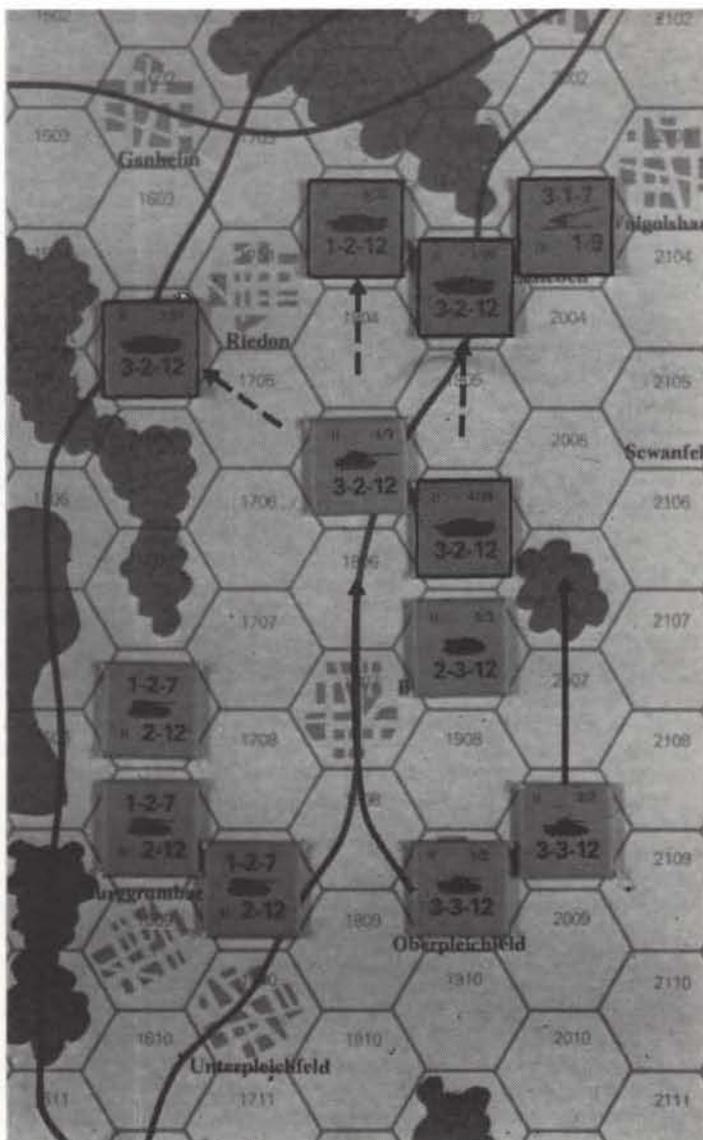


Figure 2.



PROFILE: MODERN BATTLES

Golan

by Jay Nelson

Golan, like all the games in the *Modern Battles QuadriGame*, is not simple. The interaction of Air Points and SAM units, coupled with the artillery rules and two separate doctrinal Combat Results Tables, makes the game characteristic of modern combined arms operations. These elements combine in *Golan* with unique Fortification rules and restrictions on the Syrian Player to accurately recreate the events on the Golan Heights in October of 1973.

Syrian forces in *Golan* have an overwhelming initial superiority, but are hampered by restrictive terrain and extremely tenacious defense, as well as very difficult "preliminary" Victory Conditions. Ultimately the Syrian game will hinge on meeting the requirements of the initial attack followed by a mobile defense against the inevitable Israeli counterattack. Israeli forces in Golan are aided by carefully-prepared defenses and heavy Air Support with which to spoil Syrian attacks. The Israeli Player must hold on in the initial Game-Turns, forcing as many Syrian losses as possible, and then conduct a methodical operation to attain his own Victory Conditions. This discussion will primarily concern itself with the Historical Scenario, briefly examining the military situation as it developed historically and as portrayed in the game.

On the afternoon of October 6, 1973, after a 55 minute artillery barrage, the combat elements of five Syrian Army divisions stormed across the Demilitarized Zone and anti-tank ditch which protects the Israeli-held areas of the Golan.

Facing the Syrians were the elements of two Israeli brigades holding a line over *thirty* miles long. Behind the Israeli forces were almost no immediate combat reserves. The Syrian main objectives were only fourteen miles away — the escarpment at the edge of the Golan. Syrian forces were well prepared, and equipped with new Soviet weapons. They were covered by an extensive umbrella of SAM weapons, which they hoped would provide an effective air umbrella with which to cover their advance. The Israeli forces were in familiar terrain; additionally, they had a considerable number of prepared defensive positions from which they had been trained to conduct anti-tank operations with aggressive confidence. The Syrians had committed themselves to a frontal assault against well-entrenched, defensively trained forces, while Syrian tactics and individual

resourcefulness did not measure up to those of their enemies.

As the attack developed, the Syrian forces in the north were decimated by the outnumbered Israeli defenders. Three-tank Israeli platoons destroyed 10 to 20 times their number from the positions in rough terrain they had so carefully prepared. In the south, the Syrians fared better, but there, too, effective Israeli delaying action resulted in the loss of large numbers of Syrian forces.

As Israeli forces were thrown into battle piecemeal, the tide began to turn. The Syrian advance in the south was stopped just short of Naffak (hex 0821), and the Israeli counter-attack reached the DMZ by October 10. In the south the Syrian forces were less badly mauled than their counterparts in the north, but withdrew against Israeli attacks. In the north, the decimated Syrian forces were pushed back to Sassa (hex 2804). There the Israeli forces once again went over to the defensive, and held against Jordanian counterattacks until October 22, when the war ended.

In the simulation of this event, the Syrian Player must attack decisively out of the Golan in the initial Turns. In this he is held to the Syrian plan in two ways: 1) he must use the very bloody "Active" CRT, on which the most disadvantageous results are *Ax*'s (which calls for all defending forces to retreat and the attacker to lose Attack Strength Points equal to the defender's Defense Strength Points); and 2) he must capture three of the otherwise unimportant and difficult fortified hexes. The Syrian Player should divide his forces as follows: The Syrian forces which are deployed around hexes 2230 and 2823 represent the most mobile of the Syrian elements; the terrain which they should be committed to advance across is that from Rafid to Naffak; it is these units with which the Syrian Player should fulfill the requirements for westward advance as set forth in Case 19.42. The Syrian forces deployed around 1710 and 2014 represent the forces with which the requirements for capture of fortified hexes should be fulfilled. Any and all additional Syrian forces represent the reserves available to the Syrian Player and should be utilized for two things: 1) to advance into cleared areas in attempts to slow down the inevitable Israeli advance; and 2) hold for commitment, with the reinforcements received later in the game, to counter-attack against advancing Israeli forces.

Two distinct SAM umbrellas should be formed in relation to the main areas of combat. The first should go two to five hexes behind the DMZ and cover the Israeli defense zone in the Masada-Kunietra area, as well as attempting to provide cover for any advance on Naffak. The 2-15 SAM units are ideally suited for this purpose. The bulk of the longer-ranged SAM units should be deployed close enough to cover the DMZ, and far enough to the rear (as far as the 2900 hexrow) to avoid being overrun by any Israeli advance.

The mobile SAM units should be used to closely pursue the Syrian advance into the Golan, while heavily supporting the Syrian attacks. They are most valuable in the south where the advance will travel the farthest. Never advance them into a position where they may be overrun by Israeli units. In general, the Syrian attack should breach the Israeli line in three places: the 1307-1410 area, the 1613-1710 area, and the 2028-1830 area. The mobile forces in the south have the following main objectives: 1) the town of Naffak; 2) the aid of Syrian attacks on the Kunietra area; 3) the establishment of positions west of the 1200 hexrow; and 4) if possible, the exiting of one unit off the western mapedge. In accomplishing these objectives, the destruction of any Israeli units is tantamount to success, as is the occupation of Rafid. In the north, the gain of Kunietra and at least two fortified hexes is of considerable importance. Once these conditions are achieved, the Syrian Player should go over to the defensive where he stands and go for the Marginal Victory. Unless attacks are going extremely well, the Syrian Player should discontinue use of the Active Combat Results Table once the mandatory commitment is fulfilled.

Israeli initial deployment should seek two things: 1) blocking of roads and trails, and 2) occupation of advantageous terrain. Movement is limited by the nature of the terrain. The Israeli Player should use this to advantage by forcing Syrian units into the surrounding Mixed and Broken terrain. Israeli artillery should be placed where it best supports Israeli units in strong defensive positions. Two more questions face the Israeli Player in the opening game; the employment of reinforcements and the employment of Ground Support Points. Use reinforcements on the first Game-Turns to

stem the Syrian tide. When the opportunity presents itself, begin to concentrate into an attack force wherever the Syrians seem the most weakened. When your attack begins, support it with everything you have, but don't rush — you have over 20 Game-Turns in which to achieve your aims. Use your Ground Support as the Players' Notes suggest; i.e., only when you cannot afford to lose a specific battle. Use the Points early to squelch well-placed SAM units, and to foil the big Syrian attacks in your fortified and important crossroads positions. Tactically, do not allow the two Syrian attacks to link up and concentrate on Kunietra. Force the

Syrian Player to take losses early in the game by keeping as many attacks as possible below the +9 column, where there is always a chance that the *Ax* result will be rolled. This can be accomplished by judicious use of FPF and FPF Ground Support in the early going. Late in the game use the Air Power to aid your advance and to spoil Syrian counterattacks. While the gaining of Victory Points from SAM fire is important, only the most incompetent Israeli Player will let it become a major factor. The allocation of Ground Support Points should be geared to win battles on the ground; don't be squeamish about losses due to SAM fire as long as

Syrian Victory Points are low (5 or 6 per Turn). Ultimately, the Israeli victory hinges on an attack which should be stopped when victory in terms of Points is assured. Remember that any ground the Israeli forces take can be held through correct use of Ground Support Points.

The general course of a game of *Golan* will follow the development of the historical event accurately. Large Syrian forces will be repulsed in the early game by their outnumbered Israeli opponents. Then, as Israeli mobilization takes place, Syrian losses will find the Player who controls those forces hard pressed to stem the Israeli advance.

PROFILE:

MODERN BATTLES

Chinese Farm

by Ed Curran

Chinese Farm is a simulation of the crucial battle of the Yom Kippur War. Victory here enabled the Israelis to cross the Suez Canal, thereby breaking the stalemate in the Sinai. The scale is operational: hexes are one mile across, Game-Turns represent twelve hours of real time, and the counters represent units ranging from company to brigade in size. The counters carry a silhouette of the main weapon type of the unit, the unit size, an historical designation, and a set of numbers giving the vital statistics concerning movement and combat. The map portrays the terrain over which the battle took place. The terrain types include sand, broken, rough, grove, towns and canals. There is also a road and trail network, which increases a unit's mobility. The dominant piece of terrain is the Great Bitter Lake, situated almost in the center of the map. It is an impenetrable barrier and reduces the canal crossing area to about a dozen hexes, all in the northwest corner of the map.

The game mechanics are moderately complex, but once assimilated, they become second nature. The game is played in consecutive Game-Turns. The Israelis receive Victory Points for territorial gains, while the Egyptians receive them for eliminating Israeli units. The Exclusive Rules govern the use of Israeli engineers, Egyptian artillery, Egyptian surface-to-air missiles and their suppression by Israeli airpower.

The Israeli Player is faced with three distinct, but overlapping tasks. The first is to clear a corridor to the canal for the engineers and their bridging equipment. This involves crushing the Egyptian right flank, which is conveniently hanging in the air and starts the game already outflanked by part of Sharon's Task Force. Success in the first step will be determined by the Israeli Player utilizing his

initial advantages to secure "The Triangle" (hexes 1809, 1810, 1910). Having accomplished this, the Israeli Player is ready for the next task. This involves the actual bridging of the canal by the engineers, thus permitting Sharon's, and later Adan's Task Forces to cross. To do this, the Israeli Player must maintain the corridor for Adan's Task Force and protect the engineers while they bridge the canal. It is at this point that the Egyptian Player is likely to try anything and everything in order to get at the engineers and their bridging equipment. To prevent mishap, the Israeli Player must push the Egyptians away from the engineers and toward Ismailia. At the same time, his infantry should cross the canal and maintain a bridgehead as deep and wide as possible. This will keep the Egyptians from establishing a line directly behind the Suez Canal. The last task facing the Israeli Player will be to break out of the bridgehead and exit at various points along the southern mapedge. This means slugging through a solid line and maintaining a line of communications for the exited units. At all three stages, the Israeli Player will find his airpower to be of invaluable service. More often than not, airpower will give the Israeli Player enough of an edge in any given combat, so that overall success is ensured. The Egyptian Player has two watchwords: *delay* and *containment*. He must delay the Israeli engineers as long as possible in order to gain time to establish a line behind the canal. When the Israeli does have a bridgehead, the Egyptian must contain it, preventing the Israelis from exiting the map. The problem is that these two goals are achieved by different and conflicting means. Delay of the engineers involves suicidal attacks toward "The Triangle" in order to pin the engineers or at least place Zones of Control over the road hexes. Units used for

this purpose rarely come back. On the other hand, the Egyptian Player needs strong units as part of his line containing the Israeli bridgehead. This places the Egyptian Player squarely on the horns of a dilemma. A fine balance must be struck between sacrifice and retreat. It is at this point that the Egyptian qualitative and quantitative artillery advantage will most affect the game. Proper allocation of artillery support will permit the use of infantry in the attack and will save the much stronger armor for later employment. When it comes to exerting a Zone of Control, a battalion of foot infantry is as effective as a brigade of heavy armor. The goal of containment also relies upon efficient use of the Egyptian artillery, both offensively and defensively. This is a head-to-head confrontation. It will be the Israeli armor and airpower against the Egyptian artillery and SAM's. The Egyptian Player must be able to launch vicious counterattacks to throw the Israelis back or even pick off some units which may have advanced too far. With the SAM's, he must make it too expensive for the Israeli airpower to operate.

In order to receive a clearer understanding of what has been discussed, the First Turn Israeli attack and Egyptian response will be used as an example. It will show the mechanical operation of the game, some tactical hints and is a critical point in the game for both sides. What follows is a possible opening Turn for Scenario II. It is not necessarily the optimum First Turn.

ISRAELI MOVEMENT, GAME-TURN ONE

Unit Type	Moves
Attacking 1-2-8 (1511). Res: D3	
4-3-12	2022-1410
4-3-12	2123-1512 (adv. 1609)
Art: 4SP. Air: 5SP. SAM resolution: 2VP	

Attacking 1-2-8 (1811), Res: *DI*
 4-3-12 2322-1712
 4-3-12 2309-1911
 4-3-12 2311-1912 (adv. 1811)

Attacking 1-2-8 (& 3SP FPF) (1908), Res: *DI*
 4-3-12 2306-1910
 4-3-12 2407-1909 (adv. 1809)
 Art: 1SP, Air: 1SP, SAM resolution: 0 VP

Attacking 1-2-8 (1801), Res: *DI*
 4-3-12 2303-1901 (adv. 1801)
 2-3-12 2804-1902

Attacking 1-2-8 (& 1SP FPF) (1803) Res: *BR*
 4-3-12 2404-1904 (retr. 2003)
 2-3-12 2903-1903 (retr. 2002)

Units Not Attacking

2-3-12 2503-2005
 2-3-12 2506-2007
 2-3-12 2510-2110
 2-3-12 2222-1110
 1-1-12 2422-1113
 1-2-5/2-12 2607-2208
 2-1-7/2-12 2604-2109
 2-1-13/1-12 2907-2308

Commentary

The Israeli Player has turned the Egyptian right flank, eliminating two Egyptian units in the process. His recon company is in a position to slip across the canal and start overrunning the Egyptian missile positions. There is a road open for the engineers to get to the canal on Turn Two. Unfortunately, the attack which was repulsed left the crossroads in hex (1803) clear.

EGYPTIAN MOVEMENT, GAME-TURN ONE

Unit Type	Moves
Attacking 2-3-12 (& 6SP FPF) (1110) Res: <i>D3</i>	
5-3-12	0902-1009
1-2-12	1206-1209
1-2-8	1606-1109 (adv. 1211)
Art: 13SP.	SAM resolution: 3 VP

Attacking 4-3-12 (& 1SP FPF) (1609) Res: *A1*
 1-2-8 Retr. 1607

Attacking 4-3-12 (1801) Res: *A1*
 1-2-8 Retr. 1601

Units Not Attacking

1-2-8 1704-1408
 1-2-8 1805-1706
 1-2-8 1807-1507
 1-2-8 1602-1704
 1-2-12 1603-1206
 1-1-6 0302-0910
 1-1-6 2126-1223
 3-1-4/1-8 1503-1106
 3-1-7/1-8 1406-1105
 4-1-8/1-8 1308-1104
 3-1-11/1-8 1103-1003
 3-15/0-12 1202-0801
 3-15/0-12 0102-0603

Commentary

The Egyptian Player, in light of Israeli airpower, has decided not to attack toward "The Triangle." This may not have been the best move, as he could have managed a two-thirds chance of success. He felt, however, that it would not be cost-effective, since he would have exposed his armor brigade to almost certain destruction. Instead, he chose to establish a line and attack along the canal in hopes of interposing some units in the Israeli path. Only continued play will tell if he is correct.

Observation of even one Game-Turn reveals some of the tactics and alternate strategies available to both sides. It also shows that a fair amount of calculation goes into each combat.

Chinese Farm Game Map



Designer's Notes [continued from page 3]

the playtesting-game development process. The desert battles which will be simulated are *Operation Crusader*, the British offensive of late 1941, *Cauldron*, covering the Gazala battles in the spring of 1942, *Supercharge*, the British counteroffensive at El Alamein in November, 1942, and *Kasserine*, the U.S. Army's debut battle in February, 1943. The Standard Rules for this QuadriGame will be essentially the same as those used for the *Modern Battles* and *WestWall QuadriGames*. The unique character of desert warfare will be accurately reflected in the Exclusive Rules for the individual games.

Revolt in the East will be published in *S&T* 56. This is a game based upon a large-scale rebellion in Eastern Europe. In addition, there will be scenarios showing the deployments and situations in 1956 (when Hungary rose up in rebellion) and 1968 (when Czechoslovakia could have risen up into more of an overt rebellion than it did). The game uses a system generally like that found in *Battle for Germany*. In addition, of course, you have some special features, such as air units, airborne units, and randomly-rebelling urban areas (namely the cities). Certain events can also trigger the intervention of NATO or even a Communist take-over in Italy. A rather interesting game so far.

In August there will be the *Waterloo Quadri Game*, which will include the Battles of *Ligny*, *Quatre Bras*, *Waterloo* and *Wavre*. All four of the maps will fit together for a campaign game. The *Waterloo Folio* game

[continued on page 27]