

*Fighting Phil, the Scenario Generator cranks up his fertile, under-thirty mind to snap out a clutch of variants and vehicles to complicate your FF life. Make tracks, Phil:*

## SCENARIOS AND VARIANTS: MORE FIREFIGHTS

by Phil Kosnett

*Firefight* is a very different type of game. It is not the first single vehicle scale game, nor is it the first modern tactical game. It's not the first game with a geomorphic map, nor is it the first game with rules arranged to add complexity gradually. It is the first wargame designed for two audiences—civilian hobbyists and professional military new to wargames. The conversational tone is a welcome breather from the legalistic tone of many other rule books.

*Firefight* has received a good deal of criticism because target aspect (the area of the vehicle hit) has no effect on the damage inflicted. These critics point out with absolute accuracy that aspect was crucial in WWII tank battles because front armor was normally much thicker than rear and side armor. Shells that bounced off a Panther's turret front would easily slice through the tank's rear. What these people have failed to realize is that anti-tank firepower has greatly increased since 1945. HEAT (High Explosive Anti-Tank) shaped-charge rounds do not depend on kinetic energy, so cannot be stopped by an increase in armor which wouldn't make the vehicle prohibitively heavy. Today, when a shell hits a tank, it kills the tank—turret front, glacis plate, wherever. It is terrain which is crucial to protection now—placing a tank in hull-down defilade behind the crest of a hill gives more protection than an extra few inches of armor.

The other common criticism is that too few vehicle types are included. This is valid. But few Army NCO's need to learn about foreign vehicles or vehicles that were never built. Below, I offer you a few things to do with your Vehicle X counters. Remember (as always) that the strengths given are not as precisely calculated as the official rules. They should convey the right idea.

### [30.0] ADDITIONAL VEHICLES

#### [30.1] M114

The M114 is a light scout vehicle closely resembling the M113 but with a lower silhouette. The only versions we need portray are those armed with a 20mm cannon.

#### [30.11] Maneuverability

Maneuverability is standard, three movement points.

#### [30.12] Vulnerability

Standard APC.

#### [30.2] M551

The M551 Sheridan was originally designed as an air-portable tank, but has been armored beyond weight limits. It now serves as a recon tank, though its armor is much thinner than that of a main battle tank.

It is fast, and the Shillelagh gun/missile system gives it considerable punch.

#### [30.21] Maneuverability

Movement allowance is five movement points.

#### [30.3] MBT 70

An experimental tank designed jointly by the USA and FRG, the MBT 70 was cancelled because of its expense (\$1,000,000 in 1970 dollars) and vulnerability to cheap missiles like the Sagger. A laser rangefinder, automatic loader, variable height suspension, and Shillelagh were among the innovative features. (The Germans planned to use a 120mm cannon instead of the Shillelagh.)

#### [30.31] Maneuverability

Speed is five movement points.

#### [30.32] Vulnerability

When in defilade, all die results of "5" or over are ignored. The Attack Rating of the RPG-7, SPG-9, and BMP cannon are reduced by "3", the Rating of all tanks reduced by "2", and the Rating of the Sagger reduced by "1".

#### [30.4] LEOPARD II

This is the new MBT of the West German Army. (It was to be considered for US purchase, but the Pentagon refused to consider a tank of non-US manufacture.) It has a 120mm cannon, a laser rangefinder, and spaced armor.

#### [30.41] Maneuverability

Movement allowance is five movement points.

#### [30.42] Vulnerability

(Same as XM1, 27.3.)

#### [30.5] MARDER

The SPZ Marder is the standard German APC. It has a lower profile than the M113 and mounts a 20mm cannon.

#### [30.51] Maneuverability

Movement allowance is five movement points.

#### [30.52] Vulnerability

As per standard APC rules.

#### [30.53] Mounted Fire

As per case (16.1) in *Firefight Rules of Play*.

#### [30.6] JAGDKANONE

This vehicle resembles the German tank destroyers of WWII, with a 90mm gun in a fixed mounting and a very low profile. Armor is light; speed is great.

#### [30.61] Maneuverability

Movement allowance is five movement points.

#### [30.62] Vulnerability

(same as APC)

#### [30.63] Fixed Mounting Restrictions

Because the vehicle lacks a turret, the gun covers only a limited arc of fire and the entire vehicle must be moved to relay the gun. At the end of the Movement Phase, the controlling Player carefully places the counter with the gun aimed at the direction of a target. The gun may be fired in a 60° arc in the direction the gun is faced. If the vehicle suffers a Mobility Kill, it may not change facing (and probably will be allowed no targets). Facing has no effect on movement, as the vehicle can pivot or turn quickly.

#### [30.7] CHIEFTAIN

The British MBT has a 120mm gun, very heavy armor, and a low profile. It also has poor mobility, a two-piece round (making loading a slow process), and a laser rangefinder.

#### [30.71] Maneuverability

Movement allowance is two movement points.

#### [30.72] Vulnerability

The Attack Rating of the RPG-7, SPG-9, and BMP gun is reduced by "1" at all ranges.

#### [30.8] SCORPION

This is a light tank with a 76mm cannon. Like the M551, it is lightly armored and fast, but it lacks the Sheridan's powerful weapon.

#### [30.81] Maneuverability

Movement allowance is six Movement Points.

#### [30.82] Vulnerability

The Attack Rating of the RPG-7, SPG-9, and BMP gun is increased by "2" at all ranges. The Attack Rating of all tanks is increased by "3" at all ranges. The Attack Rating of the Sagger is increased by "1" at all ranges.

#### [30.9] TRUCK

The truck has no business being on the modern battlefield. However, in a mobile situation, there is sometimes need to transport units hurriedly. Also, a breakthrough into a rear echelon could involve supply vehicles or artillery transport trucks. The typical military truck can carry about sixteen men, or two squads.

#### [30.91] Maneuverability

The truck's movement allowance is only two movement points. However, movement on a road is done at the rate of ¼ points, not ½.

#### [30.92] Vulnerability

The truck is treated as a personnel unit when fired upon. In addition, "2" is always added to the Attack Rating of any unit firing on a truck.

#### [30.10] STRV

The Swedish "S" tank is one of the most unusual of the current crop of MBT's. It is turretless, providing the lowest silhouette of any current MBT. It's variable suspension is

used to provide variable elevation for the 105mm gun and lower the tank when not moving to aid in providing a small target. An automatic loader reduces the size of the crew compartment and hence the vehicle.

**[30.101] Vulnerability**

Movement allowance is four movement points.

**[30.102] Vulnerability**

(same as XM1, 27.3)

**[30.103] Fixed Mount Restrictions**

See 30.63. Also, the STRV, if under a Mobility Kill result, has a more limited field of fire. It may only fire in a direct line along the hex grain faced by the gun barrel.

**[31.0] ADDITIONAL MISSILE SYSTEMS**

Additional British, German, and Swedish anti-armor missiles are included on the Supplemental Weapons Chart. The British Swingfire is mounted on the FV-432 APC, which is (for game purposes) the same as an M150. The British Vigilant is used like the Dragon. The German/French MILAN is used like the Dragon. The German/French HOT is used on the M113, and is treated like the M150. The German Cobra is mounted on jeeps (see Scenario 3). The Swedish Carl Gustav is actually a recoilless rifle like the SPG-9. It is also used by the British.

**Mopping Up** *[continued from page 21]*

in bypassed positions in order to bring flank and rear fire on enemy units. Not only are they supposed to be more vulnerable to such fire, but the surprise effect and limited rearward observation will supposedly give the firing unit a better chance of remaining concealed. The game includes neither of these elements, though they would not be that hard to incorporate as optional rules. The effects of concealment are largely negated, anyway, but the use of inverted counters and dummies. Your opponent can see all your counters, and while he may not know which are real, he can be sure that where there is no counter, there is no unit.

*Firefight* is one of the best tactical games available, if only for the wealth of current doctrinal, organizational and hardware related information it supplies. While in many respects it has been oversimplified, its structure can easily be expanded on, so that groups with manpower for refereeing and record keeping (gaming clubs, not just the Army), it can be played on a very complex level with true hidden movement to recreate really hairy tactical problems of blind man's bluff.

**SUPPLEMENTAL ATTACK EFFECTIVENESS CHART: ANTI-VEHICLE**

Range (in hexes)	1	2	3	4	5	6	7	8	9	10	11	16	21	31	41	51
Firing Unit	Target Unit															
	to															
	15 20 30 40 50 60															
JKanone Tank	9	9	9	9	9	8	8	8	8	7	7	5	4	2	1	1
JKanone APC	9	9	8	8	8	8	8	8	8	7	7	4	4	3	1	1
Scorpion Tank	7	7	7	7	7	7	6	6	6	5	2	•	•	•	•	•
Scorpion APC	7	7	7	7	7	7	6	6	6	5	2	1	•	•	•	•
Swngfire Tk/APC	•	•	•	•	4	4	9	9	9	9	9	9	9	9	9	9
Vigilant Tk/APC	•	•	•	4	8	9	9	9	9	9	9	9	9	•	•	•
MILAN Tk/APC	4	4	8	9	9	9	9	9	9	9	9	9	9	9	•	•
Cobra Tk/APC	•	•	•	•	4	8	9	9	9	9	9	9	•	•	•	•
HOT Tk/APC	•	•	•	•	4	8	9	9	9	9	9	9	9	9	9	9
Gustav Tank	8	7	7	7	7	7	7	7	3	•	•	•	•	•	•	•
Gustav APC	8	7	7	7	6	6	6	4	•	•	•	•	•	•	•	•

**SUPPLEMENTAL ATTACK EFFECTIVENESS CHART: ANTI-PERSONNEL**

Range (in hexes)	1	2	3	4	5	6	7	8	9	10	11	16	21	31	41	51
	to															
	15 20 30 40 50 60															
M114/20mm	7	7	7	6	6	6	6	6	6	6	6	6	6	4	2	•
Marder	7	7	7	7	6	6	6	6	6	6	6	6	6	6	3	•
Leopard II	6	6	6	6	6	6	6	6	6	6	6	6	6	4	3	•
JKanone	1	4	4	4	4	4	3	3	3	3	3	3	3	3	1	•
Chieftain	4	4	5	5	5	5	5	5	5	5	5	5	4	3	2	•
Scorpion	7	7	7	7	7	6	6	6	6	6	6	5	5	4	3	3
STRV	1	4	4	5	5	5	5	5	5	5	5	4	4	4	2	•
MBT70	10	9	8	8	7	7	7	7	7	7	7	7	7	7	5	5

There are a number of vehicles the Anti-Vehicle Attack Effectiveness Ratings of which are virtually identical to some of those already found on the US Attack Effectiveness Chart; thus:

The M114 and the Marder are equivalent to the MICV.

The M551 (gun and missile) is equivalent to the M60A2.

The Leopard II and MBT70\* are equivalent to the XM1.

The STRV is equivalent to the M60A1.

The Chieftain is equivalent to the M60A3.

\*The MBT70 may also be considered the equivalent of the M60A2.

**Designers' Notes** *[continued from page 6]*

1. Reinforcements
2. Initial Joint Air Combat Phase
3. Initial Naval Movement Combat Phase
4. Second Joint Air Combat Phase
5. Initial Ground Movement Phase
6. Ground Combat Phase
7. Second Ground Movement Phase
8. Third Joint Air Combat Phase
9. Second Naval Movement Combat Phase
10. Fourth Joint Air Combat Phase.
11. Strategic Naval Movement Phase
12. Strategic Air Movement Phase.

Each of these phases will have one or more segments. —Irad B. Hardy

*Fulda Gap: The First Battle of the Next War*  
Or, Panzergruppe Guderian forty years later. Untried units for everyone, as well as step reduction for everyone. This is done by using two counters for each regiment/brigade. One side is for untried status, the other three for step down. Untried status is resolved using a two dice table (11 possible outcomes). There are fourteen different levels of "untried potential" a unit may be at. Scenarios will give levels for each nationality, although you may choose your own. Untried outcomes are Doubled (unit's strength is doubled) until it loses its first step. Then its just normal (as shown) strength. Other outcomes are "normal" or start losing one, two or three (a "0" unit) steps. A nice touch. There are artillery units which are effective within their "area of deployment" (some four hexes from where the artillery unit actually is). These artillery units represent non-divisional artillery. There is supply, airpower (including gunships), air-