

Footnotes

MORE FIREFIGHT SCENARIOS

SCENARIO 10 (USE BOTH MAPS)

Note: See diagram on page 3 of rules.

GENERAL SITUATION

A U.S. armored cavalry platoon is screening U.S. units offboard to the west. A Soviet tank company(+) is on a recon mission to 10 Km. in front of its regiment and is to find the positions and strength of the offboard U.S. forces in preparation for an attack by the Soviet regiment.

TASK ORGANIZATION

U.S. Forces: Armored Cavalry Platoon — three M551 Sheridans, four M114's, two M113's, two TM+'s, one Dragon; Organic Support: ½ 4.2" mtr.; Direct Support: two 155 mm.

Soviet Forces: 1 Tank Company — ten T62's, 1 Motorized Rifle Platoon — three BMP's, five TM+'s, two MG's, three RPG-7's; Direct Support: two 122 mm., two 152 mm.

MISSION

Soviet Player: Recon the area offboard west of Map B.

U.S. Player: Screen the offboard U.S. units.

DEPLOYMENT

The U.S. player deploys first anywhere on Map B. The Soviet Player enters anywhere on the east edge of Map A.

VICTORY CONDITIONS

The Soviet Player receives two Victory Points for each of his units exited off the west map edge. The U.S. Player receives one Victory Point for each Soviet unit not exited.

GAME LENGTH

20 Turns.

SPECIAL RULES

Use the values for the M551 and M114 given in *MOVES* 30. The ½ 4.2" uses the 81mm. delay and has a strength of 4 on impact hex, 2 on adjacent hexes.

SCENARIO 11 (USE BOTH MAPS)

Note: See diagram on page 3 of rules.

GENERAL SITUATION

A U.S. Tank Heavy Task Force is in pursuit of a retreating Soviet regiment. A Soviet Tank Company(+) is acting as a rear guard to slow the U.S. pursuit.

TASK ORGANIZATION

U.S. Forces: Two Armored Companies, one Mechanized Company, four M150's; Organic Support: three 81mm. mtr., two 4.2" mtr.; Direct Support: six 155mm.

Soviet Forces: Thirteen T62's, one Motorized Rifle Platoon, one Anti-Tank Platoon, three BRDM's; Organic Support: three 120mm. mtr.; Direct Support: two 122mm., two 152mm.

MISSION

U.S. Player: Advance down Rte. 1A in pursuit of retreating Soviet forces.

Soviet Player: Delay the U.S. forces.

DEPLOYMENT

The U.S. Player enters anywhere on the north edge of Map B. The Soviet Player deploys first, anywhere within fifteen hexes of hex 2832.

VICTORY CONDITIONS

The U.S. Player receives 3 Victory Points for each U.S. unit exited off south edge of Map B and 2 Victory Points for each unit exited off south edge of Map A. The Soviet Player receives one Victory Point for each destroyed U.S. unit and one Victory Point for each Soviet unit left within 15 hexes of hex 2832 at game's end.

GAME LENGTH

20 Turns minimum. Roll dice as per Scenario 8 rules.

SPECIAL RULES

There is no Soviet planned fire within six hexes of the north map edge or for the first three turns. Both U.S. armored companies are M60A-1. Soviet Player has 10 Mine Points as per rule 18.0.

—Kevin Kinder
John Kinder

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THE PILUM IN LEGION

SPI's excellent simulation of tactical warfare in the Roman Age, 100 BC-700 AD, *Legion* (published 1975) has only one flaw, the Roman pilum is not simulated in any way shape or form. The pilum was an important defensive fire weapon for the legions and helped to contribute greatly to many of their victories. To simulate this weapon the following rule is proposed, which with a few minor variations is the rule used to simulate the use of the francisca in the game *Viking*.

[1.0] ROMAN OPTIONAL RULES

[1.6] Pilum

GENERAL RULE:

Roman Sword units in all scenarios, are considered armed with the "pilum," a javelin-like weapon used as a defensive missile weapon. This weapon may be used only once in normal defensive fire fashion.

PROCEDURE:

The Roman player has the option to use defensive fire from each of his SD units *once* per Game. The "pilum" has a fire attack strength of "one" and may only be used in defensive fire.

CASES:

[1.61] Until the defensive fire is actually used for an SD unit, the unit is treated as a fire unit (i.e., has power to stop movement, etc., as specified in Case 7.4).

[1.62] The capability to use the "pilum" may be saved indefinitely. However, once it is used, the unit is no longer treated as a fire unit.

[1.63] Under no circumstances may the "pilum" be anything but a defensive weapon

with a range reaching only to the hex adjacent to the SD unit.

[1.64] Players should list the identification number of all Roman SD units and check them off as the "pilum" capability is used.

—Scott H. Osborne

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QUADRIGAME: PBM

In my opinion, the *Blue & Gray/Napoleon at War* Quadrigames are the best idea in wargaming in a long time. However, a problem arises when trying to play these and similar games by mail.

In face-to-face games, the attacker may decide to stand fast after seeing preceding 1-1 and 2-1 attacks fail miserably. In play-by-mail games, a player must decide whether to advance after combat *before* knowing any combat results when deciding where to retreat and if to advance on any resulting AR (Attacker Retreats). He even has his following movement phase to study before making such decisions.

There are two ways to cope with this:

1. Let things stand as they are and the attacker takes his lumps, although the lumps could really hurt the player who is in the overall position of being the aggressor.
2. Before his units are attacked, a player states where they will retreat if attacked and a DR (Defender Retreats) occurs, and if they will advance on an AR result. Naturally, the retreat statement would be ignored if the attacker has this decision. This statement of "posture" could be made individually by unit, by groups of units or for the entire force. The posture would be recorded separately from the unit movements and the individual combats. It would be sealed, identified (by turn and by side), initialed and sent along with the move. The opponent would also initial it and return it still sealed with his move. The originator then returns it unsealed to show that his units followed orders. Some gamers should recognize this procedure as being similar to that used for Indirect Fire in *Panzer Leader* play-by-mail. Thus, in any particular mailing by Player A, he would include his sealed posture statement for Player B's upcoming attacks, his unsealed posture statement for Player B's preceding attacks, and Player B's still sealed posture statement for Player A's current attacks. With any era of warfare, there were command control problems. This was especially evident in the Union handling of the Civil War as well as other armies and other wars. To allow for this in a token fashion, I offer the following:
 1. For the side *without* the problem (or with fewer problems), let a certain number of units not be required to follow orders. This number could be prearranged before the game or varied in some way by die roll from turn to turn.

2. For the side *with* the problem (or more problems), let only a certain number of units be allowed to advance on an AR result. This number can be determined as above.
3. Let a die roll affect the posture in some way. To name two: (a) the die roll dictates the actual posture; (b) the die roll requires a unit(s) to go against orders.

—Walter N. Waldau III

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EMBATTLED RHODESIA

For those wargamers who are frightened by *South Africa's* long "open ended" standard scenario, the following variant is offered. Before the RSA is defeated, Black Nationalist forces will certainly deal with Rhodesia. This mini-game covers a possible military campaign for that country. The standard rules of *South Africa* apply except where noted below. RSA forces are not used in the game, but the RSA counter mix is used for Rhodesian forces.

[5.25] BN units may not enter the RSA Proper at any time. Rhodesian forces may retreat into the RSA voluntarily or by combat, but they may never return to Rhodesia.

[12.13] **Deployment of Rhodesian Forces.** Rhodesia is considered fully mobilized to withstand invasion. Rhodesia requires only manpower points to rebuild units, and has only 15 of these available. Rhodesia may not build new units and may not rebuild units marked with an asterisk.

Rhodesian Army:

- 4 x 5-5-5 (1st & 2nd Rhodesian Light Infantry, and 1st & 2nd Rhodesian African Rifles)
- 1 x 10-5-3 artillery bn cadre*
- 1 x 0-1-3 engineer squadron*
- 1 x 4-4-5 composite recce regiment*
- 1 x 5-5-10 transport helicopter group*
- 1 x 10-9-8 light strike group*
- 10 x 3-3-1 territorial force battalions*

British South Africa Police (Rhodesian Security Forces):

- 5 x 3-2-3 Police units (Bulawayo, Fort Victoria, Umtali, Salisbury, and Gwelo)

Note that only Rhodesian Army infantry battalions, and RSA Police units may be rebuilt. Rhodesia has no resource points, as it is assumed that these are supplied by the RSA. Rhodesia need not expend points of any kind for maintenance. The 15 manpower points available must last for the entire game.

[12.14] **BN Force Deployment.** BN forces are deployed as in the standard game except that the units beginning in Rhodesia start from Zambia instead. BN forces may maneuver freely in Mozambique, Zambia, Angola, Southwest Africa, and Botswana. BN forces get their normal resource points during the strategic turn by rolling one die and receiving one point for each spot. This reflects unpredictable support from Cuba, and Russia or China.

Charles T. Kamps, Jr.

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FIRST WE'LL EAT, THEN WE'LL FIGHT

Israel has just deployed a new main battle tank, the first designed from scratch in that country. Israel has been modifying US, British, Soviet and French tanks for thirty years, and the new Merkava (Chariot) shows the quality and originality typical of the Israeli Defense Industries and Israeli Defense Forces. Armed with the standard NATO 105mm gun mounted by most Israeli tanks, the Merkava's armor is sloped and arranged for maximum crew protection—earning it the nickname "Jewish Mother." There is one feature never seen before on an operational tank; ten infantrymen can be carried in the rear ammo compartment, allowing the Merkava to double as a personnel carrier!

Israeli doctrine is to use the Merkava in the APC role by teaming platoons of them with platoons of other tanks or Merkavas without infantry. The Merkavas would maneuver toward their objective while the gun tanks engaged the defenders with fire. Near the objective the infantry would leap out of the rear hatches and the Merkavas would join the firing tanks in reducing the objective, providing twice the effective firepower of the teamed tanks and M113A1 APC's Israel now uses, while the tank/APC's heavier armor would better protect the infantry in their approach before dismounting.

The Merkava can operate as an APC for only a limited period of time. The ammo compartment is much too cramped for the infantry to stay in long, and apparently there are no firing ports to allow the grunts to fire while mounted. And with half the ammo replaced by the infantry, the tank's firepower is reduced. The Merkava is perhaps not revolutionary, then, but it should help prevent any unlikely recurrence of the initial APC shortage which forced the Israelis to make their first counterattacks in 1973 with pure-tank teams—disastrously.

In *Arab-Israeli Wars* the Merkava's values are 25-A-14/18-6. It can carry an infantry platoon according to the standard rules for carriers. Infantry may not bail out or fire mounted from a Merkava. The vehicle may split fire/move and can fire smoke. An infantry unit cannot stay mounted in a Merkava for more than five consecutive turns (thirty minutes) without becoming *fatigued*. Roll the die each additional turn before movement; on a 1-3 the infantry *must* be unloaded immediately. A Merkava carrying infantry has only half the units of fire (optional) or a modified attack strength of 15 (standard).

In *October War* the values are 15-S-12/[14]-6. Due to the generally shorter scenarios supply should not be a problem; follow the other guidelines above.

—Phil Kosnett

Designer's Notes [continued from page 3]

realistic. And designer Joe Angiolillo insists on doing 1980 scenarios with the exact order of battle and unit placement for the armies and air forces of NATO, the USA, Iran, China, both Koreas, Japan, Afghanistan, Warsaw Pact, and that long-time victim of capitalist imperialist aggression, the USSR — all 180 divisions of Russians from North Cape to Ulan Bator. Air units are wings or divisions from 30 to 130 planes each. Only armored and mechanized units have ZOC's (fluid at that) so things tend to be free-wheeling — except in Europe, which is crowded as hell. Exchanges are tied to each division's Personnel Points; since NATO averages three PP's to each Soviet one, the Soviets melt away quicker. They're harder to replace, too. The big problem with the 1980 scenario is that it's unlikely — can you see the US and China allying to invade Russia this year? Now, in the 2000 scenarios the politics can be manipulated to a more believable premise for the game, and more balanced as well — in 1980 it's rough going for NATO in Europe. Some more cute features include Corps and Army Commanders you can promote and fire according to their ability, naval movement grid from Europe to Japan via America so you choose where to send your US reserves, weather table to sock-in the poorer Soviet planes, tracing movement supply to oil refineries and wells, Soviet Class II and III division mobilization and training, and (in 2000) Spacedrop Satellites for deep-penetration paratroops, Cruise Missile brigades, laser ABM's to neutralize the strategic nuke rules we still haven't come up with for 1980, hovercraft divisions, and the Israeli Expeditionary Force. Mark Herman and I are gonna have fun developing this one, all right, and you'll like it too.

Phil Kosnett

Atlantic Wall

Atlantic Wall, our new operational game of the D-Day landings, is well into the initial stages of its design. The map will be one kilometer per hex. There will be four daylight Game-Turns and one night Game-Turn per day. Units will be battalions with frequent breakdowns into companies. Unfortunately, the order of battle work is massive for both sides. The Germans seemed to have abandoned traditional organization by this stage of the war in the west, as their order of battle is packed with "Ost" battalions, Panzer Replacement battalions, machine-gun regiments, and "Festung" units. Similarly, the Allies initially utilized units such as the 87th Chemical battalion, 1st Engineer Special Brigade, and the 26th Armored Engineer Flail Tank Company. All these various units are falling into place at the present time. Initial design work has also begun on the rules. We hope to have a very detailed coverage of the actual landings, utilizing individual assault companies, demolition teams, "DD" tanks, fire support ships, air squadrons, rocket-firing LST's, and Naval

