

LINE OF FIRE

ISSUE #11

LOCK'N LOAD PUBLISHING



Mark H. Walker's Lock 'n Load

HEROES OF THE GAP



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Let's face it, in gaming—as in life—luck plays a part. We've all sat there transfixed as a crucial make-or-break die roll ricochets off two sides of the overturned top of the game box and spins over the middle like a dreidel. A six will win the game for you, but if, only if. Still spinning . . . Another few seconds—maybe three—for either player to make a final verbal taunt, the words somehow adding power to the attack or an extra layer of protection for the defender. The suspense is high. The battle has been going on for over an hour. Assaults have been made; some have succeeded, others have been repelled. The scenario itself threw in a couple of surprises that neither player expected. Many die rolls have been made, all leading up to this one. But it has come down to this final, desperate attack, a one-in-six chance—not very good odds. For you.

Come on, you think.

As the die slows down, wobbling toward a result, you can see the six pips among the dwindling rotation . . . And alas it falls, the six that you needed. Game over. You win. Barely. The other player storms off, in need of another beer and that last piece of pizza. That was amazing!

So, was it luck? Or was it just a matter of a set of indifferent odds working themselves out in your favor? And, of course, your unit wouldn't even have been in a position to make that final attack unless the outcomes of more than two dozen earlier die rolls, not to mention the choices—often bold, if not misguided or foolish—both players made in deciding how to prosecute the scenario to their benefit. One could go mental thinking this through, trying to comprehend how the result of this and every other die roll came about: the duration of each pre-roll shake, the angle of the release, and the many other minor matters of physics involved. All for a seemingly simple die roll. A one-in-six chance. But you got it. You probably should not have, but you did. Well done. That was just lucky, though. Most people would agree. And in the end it was your opponent's fault for even letting your unit get in a position to make that attack, that final roll. Though you probably think what got you to that point was your leadership, so to speak, your game-system acumen and determination. You were prepared. What you had to do was put yourself in the position to allow luck to occur, and it did. And almost all games are won and/or lost because of the peculiar, mysterious touch of luck.

Here's a story about luck for you—and it involves games, so bear with me. At the beginning of July, 2011, someone I know went to the beach for a week-long vacation with his wife and some friends. One morning he and his wife woke up to find their cell phones buzzing with many text messages and voice mails. The night before there was an electrical fire in their home. They raced home. It wasn't a joke. They weren't being Punk'd. The inside of their home was scorched, toasted, burned to a crisp. It was a nightmare come true. Nearly everything they owned was ruined or gone. If the flames didn't get it, the smoke did. The fire marshal said they would not have made it out if they had been home; he said they were lucky to be alive. Words like those are not easy to process or digest. How do I know? Because it happened to me.

I'm not writing about this to present a sob story or wax metaphysical about life. Yeah, it was horrible. My wife and I are alive, and that's what's most important. Stuff can be replaced, and has been (we're in a new house; things are good). But one of the oddest things about the salvaging process was this: In our kitchen was an antique chest that was my grandmother's. It was in the kitchen for no other reason than we didn't have another place to put it. It wasn't out of place; it was just there. Pervasive smoke damage was in the kitchen. Wine bottles had corked themselves from the heat. Other items on high shelves were disfigured. This antique chest, however, had only a thin splotchy layer of smoke damage. Hey, I could see the wood on most of it. And what did I keep in this chest, for lack of a better place? Take a guess. My games. Damage: None. Not even any soot on them, like items in many of the drawers and cabinets in the kitchen. Or water damage. I'm still scratching my head about it. How? The games (all LnLP products, of course) were the only things I salvaged that did not have to be cleaned. They didn't even smell. There's only one explanation for this: Luck. It's the way it goes with games.

Notes:

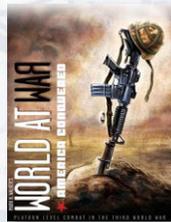
The **WaW**: *SADF Chapter* will return in *LoF#12*. New contributors are always welcome. Matt Curtis and Konstantin Lubsky are new contributors for this issue. If you'd like to contribute, contact me through www.boardgamegeek.com; my geekmail is Fenster400. General feedback is always welcome, too.



Publisher's Corner



Conspicuous by their absence in this issue of *Line of Fire* are three games: **World at War: America Conquered**, **World at War: Into the Breach**, and **Lock 'n Load: Honneur et Patrie**. I would've liked to pen an article about each, but there is only so much room in each issue of *Line of Fire*. Each game, however, is important in its own right.



America Conquered is the next big thing in the **World at War** universe. It's a complete game, including four geomorphic map boards—the most ever in a **World at War** module. The game focuses on an invasion of a nuclear-ravaged America by Cuban and South American forces. With the cream of America's army deployed in Europe, it's up to whatever the country's reserves can muster, and our Canadian and French allies can contribute, to stop the invasion. Folks pre-ordering through us get forty die-cut counters—representing the forces of the Republic of Texas—and four linked scenarios.



Into the Breach is a **World at War** expansion that shines a light on the Americans like never before. There are two mounted map boards, a complete sheet of counters and 12 scenarios. Included will be a bunch of American equipment—companies of Abrams, bunches of Bradleys, and even Sheridan tanks with the Shilagh anti-tank guided missile.



Blitzkrieg to play.

Honneur et Patrie is an expansion for *Heroes of the Gap* that introduces the French to World War III, **Lock 'n Load** style. The expansion requires that you own both *Heroes of the Gap* and *Heroes of the*

These expansions are exciting news, but what is even more exciting is our new pre-order system, titled the Guffless Pre-order System (GPS). Based on the popular Kickstarter model, the system allows gamers to place a pre-order and contribute to a game at a variety of financial levels. Furthermore, we set a date for when we stop taking pre-orders and a date for when we will ship the game. Gamers have responded ravenously, and the GPS has far exceeded our expectations. Let's keep or fingers crossed.

Mark H. Walker



Strange, Pacific Stuff

By Mark H. Walker

A Preview of the Stand-alone Lock 'n Load Module *Heroes of the Pacific*.



It's a strange world. People suck on an endless stream of reality programming from their TV, yet call sports lovers dumb. Kim Kardashian is famous for nothing, yet thousands of hard-working writers, musicians, and filmmakers are forced to eek out their living. Stranger still is *Heroes of the Pacific*. Well, sort of.

The strangeness is self-inflicted. You see, I've always wanted to bring **Lock 'n Load** to the Pacific. In fact, the Pacific is my favorite World War II theater of operations. Nevertheless, it has taken me the better part of a decade to design *Heroes of the Pacific*. Strange stuff.

Firepower

The World War II-era Japanese are interesting to model. Although famed for their warrior spirit and discipline, they were poorly equipped. From 1943 on they were bringing a bolt-action knife (Arisaka bolt-action rifle) to the semi-automatic M1 Garand gun battle. This put them at a distinct disadvantage. The U.S. Marines' marksmanship furthered it.



Hence, the standard Japanese rifle squad has a Firepower (FP) of one—just like their German counterparts. On the other hand, the Marines have double that



(that's two for the math challenged). The U.S. Army also has one-FP Squads (smaller squads, and less training than Marines), but additional Squads in a fire group aren't halved—a nod to the Garand's Firepower.

Morale

The Japanese have a unique Morale structure. They don't Shake. If they fail a Damage Check they are reduced. Sort of like the Somalis from *Day of Heroes*, but much tougher. They are

tougher for a couple of reasons. First off, Japanese Squads are three-step units. A Squad that fails a Damage Check is reduced to a Half-squad. If that same Half-squad fails another Damage Check it is reduced to a smaller Half-squad. Fail again and they are dead.



The Japanese frequently fought to the last man, making them very tough to clean out of bunkers, caves, and such. To replicate this, I gave the Japanese a changing Morale structure. Their line Squads have a Morale of five—standard for well-disciplined troops. It won't be too difficult to inflict casualties on those Squads. The Half-squads, however, have a Morale of six, making them a little tougher to reduce. When the Marines finally whittle the Japanese Half-squad to the second Half-squad, they'll find only the die-hard with a Morale of seven are left, frequently necessitating a Melee to eliminate them. It's fun stuff, without a lot of less-than-fun rules.

Hidden Units

Argh, I hate hidden units. They are the lamest of design ploys. Nevertheless, I understand that surprise Japanese attacks and Snipers are much of the fun in any game modeling the Pacific theater. The game's standard rules cover the Snipers just fine, but small groups of men ambushing Marine patrols or emerging from spider holes to fling satchel charges at defensive positions is something new. Here's what I did.

Some scenarios allow the Japanese to enter using Ninjutsu movement. The Japanese player merely points to a hex in which the Japanese are to appear (it's usually a Half-squad, but can be more) and rolls 1d6. If he rolls a four or greater he places the Japanese in the hex. Simple? Yes, but there is a bit more meat than first strikes the eye. One is

added to the die if the hex is Heavy Jungle, making it easier for the Japanese to appear in that terrain. One is subtracted from the 1d6 result if there is an enemy MMC in the hex, making it more difficult to appear right under the Americans' nose. The other results (1–3) are much more than “no effect.” The Japanese might be eliminated, might be placed in an adjacent hex of the American player's choice, or perhaps not be placed at all. We think it works quite well, and without the muss of tracking hidden units.



Is there more? Well, of course there is. We have come up with simple rules for Banzai attacks that pull your head out of the rules and put fun on the table.

And the Marines have plenty of chrome, from spectacular 6-2 Leaders, through enhanced Morale on their Shaken side, to their own unique Skill Cards.



Our Kind of Battles

Last but not least, *Heroes of the Pacific* is chock full of the kind of battles we like to fight. Most are small—not tiny, but small.

Although the game ships with a bunch of tanks, almost all of the scenarios feature the infantry, with one or two armored fighting vehicles in a supporting role. Play-testing has been fun... so much fun that I wonder why it took me so long to design the module. It's just strange.



Poised to Strike

By Matt Lohse



A Preview of the *White Star Rising* Expansion Module *Operation Cobra*.

Overview

Operation Cobra is an expansion module for *White Star Rising* in the **Nations at War** series from Lock 'n

Load Publishing. *Operation Cobra* will include 110 ¾" counters, 16 5/8" counters, nine stand-alone scenarios and a five-scenario linked campaign. This expansion module focuses on the events surrounding the Allied breakout from the Normandy beachhead over the course of a month in July–August 1944. In addition to the new counters, the scenarios use several of the formations as well as the maps, rules and information counters from *White Star Rising*.

New Countries and Units

Operation Cobra adds three new countries to the **Nations at War** system: the Canadians, the Free French and the Free Polish. Each of these nations will be represented by two formations in addition to various attached units. There will be a range of unit types, including several models of M4 Shermans, Cromwells, Fireflies, M5s, M10s and Achilles tank destroyers, among others. In addition to the new countries, the Americans, British and Germans

all get some new units in *Operation Cobra*.

The Americans will get both the M7 Priest and the M8 Howitzer motor carriage to provide fire support when dealing with soft targets. The British get an infantry formation and several of Hobart's Funnies, including the Churchill Crocodile flame tank. They also get the Cruiser MkVIII Challenger, the Cromwell equivalent of the Sherman's Firefly modification.



Meanwhile, the German counter list is expanded with a new infantry formation as well as attachments like the StuG IV, the Marder III and the Nashorn.



Stand-alone Scenarios

Operation Cobra has nine stand-alone scenarios, most of which focus on events near Falaise as the Germans tried to escape the converging allied armies. Several scenarios cover the lead-up to the final battles near Falaise, including the British capture of Mont Pincon and the short-lived German Operation Lütich offensive. Other scenarios, focusing on the Polish stand on Mont Ormel Ridge and Canadian efforts to capture the village of St. Lambert-sur-Dives, pit numerically superior but increasingly disorganized German forma-



tions against Allied units trying to prevent their escape. One of the other stand-alone scenarios focuses on the American attacks in the wake of a carpet-bombing attack on the first day of the Cobra offensive.

The Cobra Campaign

The module also contains a five-scenario linked campaign, similar in style to the Normandy Campaign from *Line of Fire* #9 and the Arnhem Campaign from *Line of Fire* #10. The Cobra campaign follows CCA and various attachments as it spearheads the breakout of American armored units during Operation Cobra between July 26th and 30th, 1944. Reinforcements and losses carry over between scenarios, meaning that if the American player takes an objec-

tive without preserving his command he might be left with insufficient forces to win subsequent scenarios.

Conclusion

Operation Cobra will provide **Nations at War** fans with a lot more action on the Western Front using new and existing forces. I hope you enjoy playing it as much as I enjoyed designing it.



First Encounter

By Norm Lunde

A Gamer's Initial Impression of Warparty.



At this year's NJCON (see www.njcon.org) I had the opportunity to participate in a demonstration of

Warparty, the new game from designer Larry Bogucki and currently on pre-order at Lock 'n Load Publishing. *Warparty* is a hybrid of strategy, economic empire-building, tactical combat, and role-playing within a fantasy-themed world. Others have described it as *Axis and Allies* meets *Dungeons and Dragons*, which sums it up neatly, but there is much more to say about this game.



The world of *Warparty* is divided among four rival factions. The Humans and Dwarves are allied on the side of Good; they are opposed by Goblins and the Undead in an Axis of Evil. As fate (or the game designer) would have it, each faction finds its capital city located in one corner of the map, diagonally opposite to the corner of its ally—and thus with enemies on each side. Barriers such as rivers, mountain ranges and deep forests form the natural borders between kingdoms. There are bridges, passes and other key terrain features to contend for. The map is further divided into sections, or

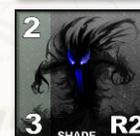
provinces, which may be occupied and annexed by any of the warring kingdoms. As the game progresses, the players expand their zones of

control, province by province, until their advancing armies collide. That's when the action really begins.

Controlling real estate is essential to victory in *Warparty*. Each province generates revenue for the occupying player on every turn—money that can be used to purchase combat units, build cities or develop new weapons. Some locations generate more revenue than others, especially the zones near the center of the board. Naturally, those areas are the most heavily contested. Some areas are more valuable to one faction than another; for example, only Dwarves can mine the riches of the imposing mountain ranges. Likewise, some factions can move without penalty through their preferred terrain, like Goblins in the forest. Moreover, Goblins and Dwarves can only build strongholds in forests or mountains, respectively, whereas the Undead and Humans must build their cities on the open plains. The most critical locations are the capital cities. The first player to conquer an opponent's capital wins the game.

During the early phase of the game, players tend to spread out their forces to seize as much territory as possible. More territory promises rapid growth and stronger armies on subsequent turns. While it may be tempting to spend early revenues on a horde of basic, low-cost combat units, it is also important to build peripheral cities. Once completed, each city becomes available as a spawning point for newly purchased

units, which gets them into the fight much more quickly. Cities also generate extra revenue, providing more units to spawn. The economic and logistical benefits of the cities translate quickly into an advantage on the battlefield.



Warparty offers a great variety of unit types to purchase, ranging from basic infantry to archers, cavalry, siege weapons and more exotic things. Each faction has its own *flavor* units. The Goblins can deploy Orcs, Ogres and much nastier things. The Undead include skeleton warriors and flying vampires in their ranks. The Dwarves are masters of technology, with the potential to develop muskets and cannon in addition to their basic axes and crossbows. Some factions have

excellent cavalry, while others can build chariots to transport their heavy infantry. The more powerful units, like the Goblins' Troll Giant or the Undead's Bone Dragon, require several turns of preparation (and lots of gold) to conjure up—but once summoned, they are almost unstoppable.

In addition to the generic units, each side can recruit up to three heroes. The heroes are powerful assets, generally more deadly on the attack than ordinary units and able to survive multiple hits in battle. Heroes accumulate experience points (XPs) with each victory, which allows them to *level up* and become even more powerful. Some heroes are magic users (wizards and priests for the Humans; warlocks and shamans for the

Goblins) and can cast spells. Only heroes can enter the dungeon locations scattered around the map. There, they may battle monsters and recover treasure. (In our game, my Goblin warrior hero encountered a deadly giant spider and just barely managed to defeat her. For his troubles, he was awarded a lucky



amulet that allowed him to re-roll a critical save later on.) Heroes are mighty, but they must be used with care. If killed in battle, a hero cannot be recruited again—although he just might be resurrected by another hero who knows the right spell.

Tactical battles in *Warparty* are like a game within the game. Once a player commits his troops to battle by advancing them into enemy territory, the opposing forces are lined up and combat begins. *Warparty* uses a rank system reminiscent of medieval combat. Infantry units occupy the front rank, while units with ranged attacks (archers and musketeers) occupy the second. Wizards and priests are usually found in the third rank. A die is rolled for each attacking unit, with success or failure determined by the attacking unit's strength and any relevant modifiers. Each unit that takes a hit may roll to save itself. All units in the front rank must be eliminated before any hits are assigned to the second rank, and so on. For optimal results, the right mix of tough front-line soldiers, ranged firepower, and magical support is required. Combat continues, round after round, until one side chooses to retreat — or is annihilated.

Unlike most war games, there are no stacking limits in *Warparty*; thus, it is possi-

ble to concentrate huge mass armies that can overwhelm any opposition through sheer weight of numbers. In fact, that seemed to be the most popular tactic during our game. Of course, it is equally easy to concentrate the defenders—especially if there is a city nearby—and watch both stacks evaporate in a single bloody brawl. That happened a lot, too. An entire army's fate often turns on a well-timed spell's success or a missed save for a critical unit, adding much excitement to the game.

In the later turns, when most of the provinces on the map are occupied and generating revenue, an inflation mechanic kicks in. Suddenly, it costs twice as much to purchase new units. Later on, the prices double again. This tends to halt the arms race and motivate players to get on with the game. At the same time, it makes losses much more expensive to replace.

With so much going on at once, you might expect that bookkeeping—revenue, experience points, zones of control, unit statistics—would become a burden. Not so. A well-designed set of player aids, including tracks for current revenue levels and XPs, keep the game play easy and intuitive. A full four-player game, with one expert and three neophytes, took only about two hours to complete.

The best games are easy to learn, yet rich in strategic possibilities to explore. *Warparty* certainly has those characteristics. I am eager to get my own copy so I can continue the adventure.

To pre-order a copy of *Warparty*, go to www.locknloadgame.com.



Interview: Peter Bogdasarian

By Jeff Lewis



LoF: *Tank on Tank* is a deceptively simple game. On the surface it appears to be low in complexity, but there's quite a bit of nuance and a player can employ various tactical approaches to each scenario. Was this your intention?

PB: Without wanting to sound boastful, yes, this is exactly what I designed the game to deliver. I wanted something that managed to be both fast and interesting at the same time. I want my scenarios to be interesting enough to be worthy of repeat play, not something people play through once and then forget.



LoF: In *Tank on Tank*, the concealed Action Point mechanic creates so much wonderful tension; and you mentioned in the credits that Martin Wallace's *Waterloo* provided you with the inspiration. Did you create *Tank on Tank* around the mechanic or did you realize during your design process that it would work well in the game?

PB: While finishing up *Dawn's Early Light*, I realized there would be space for another 40 counters or so on the sheet when it went to print. I thought about the possibility of doing something with World War 2 tanks and then somehow linked the idea to the mechanic from *Waterloo*. Everything else flowed from there.



LoF: Tell us about *Tank on Tank: East Front*?

PB: The new *Tank on Tank* module delivers the same great game-play but with more toys in the box. You get maps that are about twice the size of the original release (11"x17" in my play test set), which makes it easier to configure multiple scenarios

Game Designer Peter Bogdasarian Talks to *Line of Fire* about his New Game, *Tank on Tank: East Front*, and more.

across them, and slightly over twice the counters.

The most exciting part for me, though, is the new scenarios. With the confidence of knowing the basic system works, I've been able to stretch my legs with this design to create some really fun situations. There are scenarios with supply dumps and command points to knock out and trucks to evacuate off the map. One scenario even has the Soviets re-entering eliminated units. It's good stuff.

LoF: What's some of the new hardware that gamers will get to use?

PB: T-34s (obviously), T-34/85s, KV/85s, IS-2s, Katyushas, Pumas and armored infantry in half tracks.

LoF: Any new rules or rules modifications?

PB: No changes to the rules players already know, but there are a few new rules for the Soviets and to handle a new terrain type: Depressions, which are beneath the level of the surrounding terrain.

The Soviets can only group units to fire if everyone is adjacent to another firing unit. Artillery is exempt from this but it can only join a Soviet attack when there is a participating HQ unit. The Soviets can also activate three headquarters and surrounding units for movement by spending two Action Points (APs)—but if they don't have enough APs to afford the expense then they go bust and their turn ends. Little tweaks, but they can have a big impact on how the Soviets play.

LoF: *Tank on Tank: East Front* will be your forth game published by Lock 'n Load Publishing. How did you get to know Mark Walker?

PB: Way back in 2002, Mark threw a demo for *Lock 'n Load* up on the internet. I grabbed it, as-

sembled the kit and we played a game later that night. We had a rollicking good time and generated a list of 15 or so rules questions for Mark. He said, "You ask a lot of questions, how'd you like to help play-test?" and a friendship was born.

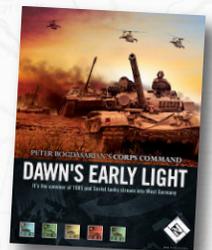
LoF: Have you designed any other games?

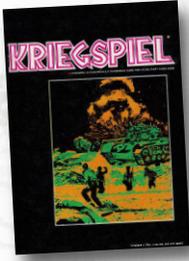
PB: Grindhouse Games asked me to design a supplement for their game *Incur-sion*. They released my expansion *SNAFU* earlier this year—19 scenarios packed with pulpy goodness, where Americans in diesel-fueled-powered armor do battle with Nazi zombies and werewolves beneath Gibraltar in 1949.



LoF: *Corps Command: Totensonntag* is a World War 2 game. The second game within the system, *Dawn's Early Light*, however, is a World War 3 game set in 1985, in the Eisenbach Gap of the *World at War* system. How did you decide to go from a historical context to an ahistorical one?

PB: I originally built *Dawn's Early Light* for my own entertainment—I was enjoying *Eisenbach Gap* and thought it would be fun to scale the action up a notch or two. The system for this experiment gradually migrated to the *Corps Command* mechanics and the game proved entertaining enough to share.



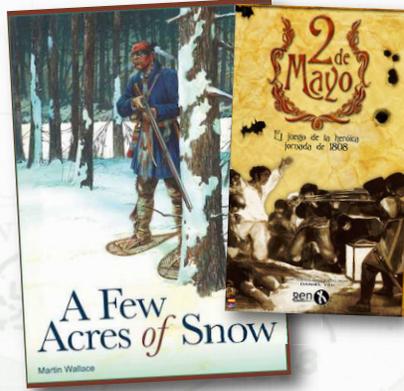


LoF: How did you get in to gaming?

PB: Inherited it. My father taught me the old Avalon Hill *Kriegspiel* when I turned six and I've never looked back since. I suspect he may have let me win.

LoF: What game that someone else designed makes you jealous that you didn't design it yourself, and why?

PB: My default answer is *2 de Mayo*, which is an intriguing and fast-playing take on the Spanish rising against the French in 1808. The game packs tough choices and some very nice historical color in to a quick and easily explained format. Martin Wallace's latest *A Few Acres of Snow* may be even more impressive, though I



haven't played it enough to know yet if it has the same kind of legs.

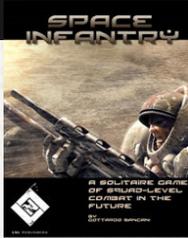
LoF: Thanks for submitting yourself to this interrogation.



Fighting Fire with Fire

By Norm Lunde

Space Infantry: Basic Training—the Final Week.



It was the final week of basic training. Just four more days of exercises, one endless day of close-order drill and boring speeches, and then, after a brief weekend leave, we'd be off to our first billets. The real thing: active duty, somewhere out there on the frontier. But first we had to pass this little graduation exercise in small-unit tactics.

Drill Instructor Hartmann had been haranguing us all morning about fire discipline, noise discipline, light discipline—every kind of discipline. Hartmann loved discipline. He must have loved us, too, because he gave us no end of his precious discipline. We were a well-disciplined squad. After eating the same food, wearing the same clothes, sporting the same haircuts—even the women—and suffering the same abuse for twelve weeks together, we had forgotten that there was any other way to live. Now we were marching to the same old cadence, single file, gear strapped tight and weapons gleaming, from our barracks over to Exercise Range Sierra One.

Good old Sierra One. It was modeled after the fabled laboratory complex on Xargon IV, which our forefathers liberated from a horde of nasty bugs back in the day. It was the first great victory in the history of the Space Infantry, and so it has been the subject of many VRTs and holodramas. (*Dropship Down*, the one directed by Ripley Spock, is my personal favorite.) Our instructors liked to mix up the force dynamics a bit, changing around our squad composition and enemy order of battle from one session to the next. But whether it was flesh-eating insectoids, or flesh-eating plants, or skull-faced cultists with exploding underwear, it was always the same two buildings with three laboratories and all the security doors and computers. It was always full of instructors in holomask get-ups intended to resemble the alien-of-the-week, shooting mag pellets that hit our calvex suits just hard enough to sting like hell without penetrating.

Hartmann briefed us on the op before we left the

barracks. This time, he said, we were going up against mercenaries. These guys were supposed to be human like us. A lot like us, in fact, because some of them were former Space Infantry troopers. Many were rejects who had washed out of training or been discharged for various dishonorable reasons. Others had reached the end of their enlistments and decided to turn pro, selling their skills and their allegiance to the highest bidder. There were plenty of bidders out on the frontier—corporate armies, smugglers, separatists, even pirate gangs who needed extra muscle.

"Most of these maggots can't even shoot straight," said Hartmann, "and they all fight like girls!" He glared at Parker and Coltrane, the only female members of our squad. "If they were worth a stinking squat as soldiers, they'd still be in the Space Infantry! That is, with one exception . . ." Hartmann paused for dramatic effect. "Their leader is a different story. He goes by the handle 'Renegade.' He used to be a Drill Instructor like yours truly. A Sergeant Major, in fact. Renegade has a black belt in seven martial arts and fifty-seven varieties of dirty tricks. But that's only if he lets you get close enough. The man is a crack shot and can hit the eye of a durgas flying at three hundred meters with his sidearm. In the dark. You do NOT want to flark with this guy. But you will, because he and his boys are waiting for you sorry slugs up there at Sierra One.



"By the way," Hartmann added, "your umpire for this exercise will be Chief Warrant Officer Stottlemyre. Chief Stottlemyre and I go way back. I consider him a close personal friend, but that does NOT mean he will go easy on you. Far from it. You'd better be prepared for some nasty surprises."

Nasty was the word, all right. Everybody knew about Chief Stottlemyre. Of all the rotten bastards who ran exercises up in the Sierra Complex, Stottlemyre was the meanest one. We called him the "Grumpire." Once he disqualified me because my

bootlace was untied. "You're dead," he said matter-of-factly.

"What? How?"

"Well," explained the Grumpire, "you tripped over your bootlace and fell on that frag mine over there." He pointed at an empty patch of ground.

"What frag mine?" I asked. Stottlemyre clicked a button on his exercise controller and suddenly a very convincing holosim of a frag mine appeared in the empty spot. "That one," he said.

"But I didn't trip!" I argued.

The Grumpire's face turned sour. "Are you QUESTIONING a SUPERIOR officer?"

"No, sir." It was the only safe thing to say. And that was that.

Now we were almost there. At the Sierra One range entrance Hartmann called a halt and turned to address us. "I've done all I can for you miserable children. This is your final test. Remember what I've told you. *Do not* embarrass me in front of the other instructors, or I will personally come in there and kick your sorry asses! Oh, and try not to soil your calvex when Renegade shows up, since most of you will end up assigned to the Laundry Division anyway. Move out!" With a brusque wave of the hand, Hartmann dismissed us from his regard and stormed off in the direction of the Exercise Control Room. As he turned he caught my eye for the briefest moment and gave me a curt nod. As the Squad Leader Candidate, I was now responsible for my band of "miserable children."

We had planned carefully for this op, studying the intel folders on Xargon IV (or the Sierra One facsimile thereof) and the expected OPFOR, comprised of Renegade and his mercenaries. The terrain was familiar, with three objectives to clear and a few chokepoints in between. We'd need Science skills to clear two of the labs, and Security for the other. A barricade between the labs would likely require Demolitions. Inside one of the lab ob-



jectives we could expect to find a cache of medikits. Caches of grenades and intel packets were present but not along our projected route of advance. Fortunately, no climbing, tracking, or zero-G traversal would be required. I figured that we could get by with one Technician, in this case Specialist (Fifth Class) Melvin. Melvin could handle the Security and Demolitions nodes (with the help of a Demo charge), and we would rely on Intel modules to cheat past the Science requirements.

From the OPFOR charts we knew that Renegade's troopers would choose stand-off Firefights over Melee at least two times out of three. That suggested we should balance our loadout in favor of Fire. We definitely needed our two designated



Fire Teams—Smith and Westerson, Heckler and Koch. Still, there was a definite possibility of Melee combat, with up to six enemy Soldiers (plus Renegade) at one time. The compromise we worked out was this: the two best shots in the squad, Parker and

Coltrane, would go in equipped as a Sniper team. Black and Decker would form a Shotgunner team, equipped with the Nail Gun. With myself and Melvin, that would make up a full 110 points of Es-



timated Combat Power, per the regulations. Since we had no Medic on the roster we brought along four medikits. I figured we could restock at the second objective if needed. The two Intel modules and one Demo charge, needed to meet mission requirements, took up three more slots, leaving one slot



for the all-purpose smoke grenade. Hartmann had taught us to *always* bring a smoke grenade, just in case.

It just so happened that our two best marksmen were also the only females, but as individuals they were quite different. Private Janet Coltrane was ambitious and dedicated. She spent many, many hours studying the manuals and honing her skills. Sometimes she would stay up all night, field-stripping and cleaning her weapons, over and over again. When Parker, her roommate, complained, Coltrane just turned off the lights and continued, practicing noiselessly in the dark. On the range, she could consistently put nine rounds out of ten

inside the skull-ring of a standard target silhouette at 300 meters. The requirement for the Expert Marksman badge was only seven rounds out of ten.



Private Denise Parker could put all ten rounds inside the skull-ring in a smiley-face pattern. She won a lot of bets that way, at least until word got around. Parker was a natural—almost *supernatural*. She was quiet but casually confident, as if there were

nothing remarkable or surprising about her talent. Some of our squadmates thought she was conceited, stuck-up, but that wasn't it. Parker just didn't care. She had nothing to prove, and no need for our approval. She just did what came naturally, and did it extremely well. One time they took us up to low orbit for zero-G training. Coltrane spent three hours tweaking the thruster control interface on her suit to cancel out the recoil of her mag rifle almost perfectly. Parker just braced her feet against the shuttle hatch and fired from the "prone" position, letting the mass of the ship soak up the momentum. Coltrane hit four drones that day and Parker nailed seven. The rest of us couldn't hit the broad side of the Moon.

The mission was easier than expected, at first. With Melvin's help we breezed through the outer Security perimeter. We ran into three Mercs just inside the gate, but we put them down easily with one round of fire. Koch took a hit from one of their mag pellets. He was swearing profusely but the umpires ruled that Fire Team Bravo was still combat-effective, so we laughed it off. We played an Intel card to steal the first lab objective. Somehow we managed to do that without alerting the OPFOR, so there was no opposition. They caught up with us on the way out, though: five Mercs engaged us with stand-off Fire. They surprised us with the first volley and we took three hits, but nobody was out of action yet. I ordered the squad to Take Cover and lay down Intensive Fire. Three volleys was enough to finish off the bad guys.

One autocarb firing in an enclosed space with atmosphere is loud. The din from five autocarbins, two sniper mags, and a nail gun, plus assorted similar Merc weapons shooting back at us, was just insane. The truth is, with all of that noise and

confusion, my orders only got through about half of the time. We were lucky that our comms worked when it really counted.



After that, we slipped through another security door. Melvin breached the obstacle with his Demo charge, but in spite of all that noise we didn't draw any more

OPFOR attention. We made it all the way to the second laboratory objective and played the second Intel card. "Not enough," said the Grumpire. "Your cheat was worth two Science levels but this objective requires three." So we spent another six cycles attempting unskilled Science checks until we finally got in. Melvin took a lot of abuse for that, but it wasn't really his fault. He was a Technician, after all, not a Scientist. Inside the lab we found a cache of three medikits, bringing our total stock up to seven. Up to this point I had not permitted the squad to use any of them, figuring we'd save them until they were really needed. The four wounds we'd received so far were distributed evenly across the Fire Teams, Sniper Team, and Shotgunner Team, so nobody was out of the action yet.

We backtracked to the Demo site, making up a little lost time along the way before we crossed over to Building #1. There we encountered a single Merc soldier who was apparently not expecting company. We blew him away, with no losses, and moved through another security door. We were outside the final objective now, and once again it was Melvin's time to shine. He was still a little rattled from the last attempt, so it took him two tries to open the doors. What we found inside would shake all of us pretty badly.

Having cleared the first two objectives without much resistance, we were due for some trouble. We found it, in the form of a true Class B encounter—Renegade and five of his Mercs. They opened fire on us as soon as entered the lab. Renegade was easy to identify. He was only one of the bunch who was wearing a combat helmet. Moreover, he had the mirrored sun visor down and locked, as if we were fighting on some airless asteroid. We all knew that the atmosphere on Xargon IV—the real one, that is—had been terraformed decades ago. It was just plain silly to run around with the visor down here in the training complex, but there he was. I figured he must be trying to psyche us out, play the inscrutable face-



less enemy or something. Maybe he was deformed, or just plain ugly. It didn't really matter. We really knew it was Renegade because he moved from cover to cover like lightning, snapping off accurate shots without even pausing to aim.

We managed to inflict three hits on the first volley, but we took three hits in exchange. We applied three of the medikits just in time to prevent the Grumpire from knocking us out. On the next round we dealt another three hits from stand-off range and received three in return, two of them inflicted by Renegade himself. We used another three medikits—leaving only one. On the next round, things really went to hell. Still firing from stand-off range, we scored three hits but received five. I felt the bruising impact of a mag pellet square in the middle of my chest, and my visor slid down and went dark. I had been killed, for exercise purposes, so my commlink transmitter and weapon were powered down automatically. There was nothing left to do but sit down and wait for the end. I could hear Coltrane calling out that she'd finally put down Renegade, but she was cut off in mid-sentence.

"Squad ELIMINATED!" chortled the Grumpire. He sounded very pleased with the outcome.

My visor cleared as the bright overhead lights snapped on and the pretend-Mercs filed out of the room. "Ahem." A man with a gruff voice cleared his throat theatrically behind me. I turned around and saw that it was Hartmann. Instantly, I jumped to my feet and stood at attention; everyone in the squad did the same, obeying the same reflex. We could see that our Drill Instructor was not happy. In fact, Hartmann was livid.



"Do you maggots realize how badly you flarked up in here?" His eyes bulged as he spoke, teeth bared and red flesh drawn back in a grimace like Death himself. "Evans, you are DEAD!" He was screaming in my face, only inches away. I could feel hot droplets of his spittle burning holes in my cheeks. "Your entire squad is DEAD! What did you think you were doing? Did you have any IDEA at all?"

Hartmann paused, apparently waiting for me to explain myself. I swallowed the big lump of fear in my throat and gave it my best shot. "Sir, the squad encountered a large force of Mercenaries led, we believe, by the one known as Renegade. We attempted to achieve fire superiority from stand-off range but we were unsuccessful. We exchanged volleys with the enemy on a roughly equal basis until we ran out of medikits. Then the attrition wore us down, and we were overcome, sir."

"How was that even possible, that a band of half-trained rent-a-grunts could achieve fire superiority over MY squad of Space Infantry? Those morons are all Skill Level 4 at best! Most of you worthless punks are Skill Level 3! What the flark happened?"

"Sir, it was Renegade." Coltrane stepped forward. "He scored most of the hits for them. He was shooting like Skill Level 2, easily. The other Mercs were just holding his coat. I got him in the end, but it took three rounds to put him down."

"COLTRANE!" Hartmann snapped. "What the flark do you know, you're just a girl! In FACT Renegade DOES shoot at Level Two, PLUS a one AP bonus per round. Of course he shot your ass off. Why, on a lucky break (+ 6 6) he can get as many as SIX hits from one volley! He's practically *guaranteed* to get at least two! With his five flunkies, that's an average of four or five hits versus what, three for you? Only a moron would take that guy on in a firefight. Evans, what were you thinking?"

"Sir," I replied, knowing it might mean the end of my brief career, "it was my responsibility. I should have given the order to Take Cover immediately, followed by the Intensive Fire directive. That might have improved the odds a bit, sir."

"You're damned RIGHT it was your responsibility! And who gives a damn about your orders? I heard you in there, screaming over the commlink. Nobody else heard you. That happens in a firefight. You've got to get your battle drill down BEFORE the battle, and rely on your squad to remember what you've rehearsed. You can't rely on your ability to call an audible in the middle of the fight. But that's beside the point. You made the first call, and it was the wrong one. Do you know what that was?"

I didn't.

"Sir, we should have closed the range." It was Parker this time. "Not what you'd expect to hear from a Sniper, sir, but the fact is we'd have done a lot better against Renegade and his Mercs if we got up close and personal. With Black and Decker on the nail gun, we'd have enough firepower to hold our own at close quarters, where Renegade's advantage is negated. Once he's down, we could fall back to stand-off range and pick off the Merc soldiers at our leisure."

"Not bad," Hartmann said, nodding slowly, "for a woman, anyway. You listen to her, Evans. She's bucking for your job."

I saw the other members of the squad stealing furtive glances at me. Not Parker, though. She didn't react at all. Hartmann let the tension build for a moment, and then continued.

"Now, Chief Warrant Officer Stottlemyre has decided to rewind this exercise to the start of the firefight and let you pukes try to redeem yourselves, if you can. Personally, I wouldn't bet a T-bill on your chances, but Chief Stottlemyre has a soft heart. If you flark this up again, you will learn that I DO NOT." With that, our Drill Instructor spun on his heel and stormed out of the chamber.

"Resume positions!" came the Grumpire's voice over the intercom as the lights dimmed.

We went back out into the corridor, reset our gear, and waited. "What about our medikits?" I asked my helmet mic, hoping that Stottlemyre would replenish our stocks. "All consumed," he replied. I could hear him smirking over the commlink. "You have one smoke grenade remaining," he reminded me. Great.

I thought about what Parker had said, and knew immediately that she was right. As the laboratory doors slid open, I was already yelling a Deployment order over the squad net, hoping to rush in close before the Mercs opened up on us. Just to make sure, I tossed the smoke grenade into the room. The smoke would hamper our own stand-off fire as much as that of the enemy, but it would also give us a much better shot at closing to Melee range without being pinned. Moreover, I realized



that the smoke would last for a while—the gift that keeps on giving.

Somehow, we pulled it off. We got into Melee range and stayed there for four rounds, using the smoke and Deployment orders whenever possible. The nail gun was awesome, even the simulated version.

We lost one Fire Team, the Snipers, and Specialist Melvin, but the rest of the squad survived to complete the mission.

Denied his crucial advantage, Renegade had only lasted two rounds. I saw him lying on the deck behind a lab console and walked over, hoping to catch a glimpse of the man behind the mask. Somehow Parker got there several steps ahead of me. I saw her reach out to give the mysterious mercenary a hand up.

Suddenly there was the hiss of a visor opening. Parker gasped and jumped back, nearly falling over the lab console. The shocked expression on her face melted into wry amusement, and then I

saw why. The masked Renegade was none other than Drill Instructor Hartmann!

Parker recovered her wits and extended her hand once again. Hartmann graciously accepted it and pulled himself up with a grunt. “I guess sometimes the best *man* doesn’t win after all,” she said, with an impish twinkle in her eye that I’d never seen before.

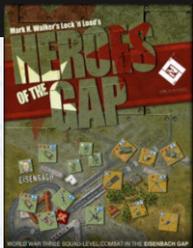
“No,” he said, grinning, “but the best *soldier* always does.”



From One World War to Another

By Jeff Lewis

Tank Tactics in *Heroes of the Gap*



Heroes of the Gap (*HotG*) has garnered ample attention not just from long-time **Lock 'n Load** (**LnL**) fans but from cross-over fans of the **World at War** system. Why? Because of the setting, a conventional war in Europe in the mid 1980s—the Cold War gone hot. Modern warfare is no stranger to the **LnL** system: *A Ring of Hills* and *A Day of Heroes* are on either side of WW3 on the timeline. And *Forgotten Heroes: Vietnam* is not too far in the past. But those three modules have a focus on infantry; a few armored vehicles and air assets—and even a ship—are involved, too, but the focus is undeniably on infantry. *Heroes of the Gap*, however, has it all—infantry, armor, vehicles, helicopters and fixed-wing aircraft. Fun stuff. But what's the best way to use all that stuff? Especially those awesome modern tanks.

Line of Fire has previously featured articles by Robert Herzner (*Noville: Bastogne's Outpost* designer) on tank and infantry tactics—in issues #1 and #2 respectively. Those articles focused on WW2 game-play and units. So, the big question is: Do those tactics hold up in the WW3 setting where units have increased firepower, mobility and defensive capabilities?

For infantry, the short answer is yes. In brief: always keep in mind what your units' capabilities are compared to your opponents'; coordinate your assaults in to shake-'em-take-'em prongs or swarms, often with armor support, if possible; avoid the temptation of the *killer stack*; be mindful of your rally assets and establish rally points in terrain with a +TM; never count on getting the initiative on the next turn; and know the Victory Conditions, and, if on the offensive and hexes have to be controlled, know how far you have to go and how many turns it will take to get there *without* double-time movement. Solid, timeless **LnL** infantry tactics.

For vehicles, and especially for tanks, it's a different story. In college, a friend of mine—a

lumpy, out-of-shape loafer—used to wear, for ironic effect, a sleeveless T-shirt with the words *Bigger, Stronger, Faster* on it. That has nothing to do with *HotG*, but in the game the ordnance is bigger, the armor is stronger and the vehicles are faster. This considerably alters battlefield dynamics from the WW2 milieu.

In brief, Herzner's bullet points for tank longevity were: button up when within range of small-arms; stay out of range of anti-tank support weapons; avoid being in proximity of a potential Close Assault; don't expose rear or flanks to enemy ordnance; when moving, use Assault Movement (AM) only, to preserve later Op Fire or AM-fire. They are good tactics, but because tanks in WW3 are bigger, stronger



and faster, some of these tactics no longer need to be strictly adhered to. (Note: Light-armored vehicles like the M113 should adhere to those tactics.)

In the scenarios for *Band of Heroes* and its expansions, when tanks are involved—with the exception of Tigers and Panthers—I always have the sense that they are just waiting to be blown up, either by other tanks, ATGs, support weapons, or through Close Assault. Sure they'll



20	40	60
11	10	9
14	13	12



12	20	50
10	9	7
13	13	11

do a lot of damage along the way, but they aren't going to last. They are powerful, but vulnerable—especially when Open. With tanks, that is always the question: to Button or not to Button. In *HotG* I don't think it is as important. The most-used tanks in *HotG*—the M1, T-80BV, T-72A and T-64BV (the big four)—have high to-hit numbers (9 or higher) at a range of 11 to 15 hexes, outside the range of almost all small arms save the PKM and 4-FP mounted MGs, so it's easy to avoid them unless supporting an infantry assault. The advantage of being Open is the ability to spot (the M1 is the exception; it has Thermal Imaging Systems (TIS) and can spot while Buttoned) and gaining the minus-1 modifier on the to-hit roll. This makes it likely that these tanks are going to score a hit when they fire; and unless you're firing at the front of a M1, it's likely that destruction will be the outcome. At worse, the target will be Shaken. But even if you drive your tanks within firing range of small arms, all have at least a 5 as their lowest rear-armor factor, and a moving tank is harder to hit. The risk isn't that high unless the enemy has a killer 3-Squad / 2 SW / Leader



stack. The same goes for Close Assaults, but it's still best to avoid them, especially if the enemy MMCs and SMCs are making the attempt via a hex with a +TM and/or in possession of a LAW or RPG.

Perhaps the best thing to happen to tanks is rule 15.21: Modern Vehicle Assault Movement (MVAM). MVAM grants OFT-firing vehicles normal AM ability *and* the ability to fire then move or move, fire then move again (no ATGMs though). With Movement Factors (MFs) of 16 or higher in the big four MBTs, this provides an incredible amount of maneuverability. MVAM is about offense, and when it's tank vs. tank, firing at an enemy tank's flanks and rear is optimal. Using MVAM effectively is all about planning ahead. You need to (try to) think a turn ahead and anticipate how you think the battlefield is going look. An M1 (19 MF) can move in to position to fire (5 MPs), then fire (10 MPs) and then (using its 4 re-



maining MPs) move into a hex that either protects it from enemy fire that turn and/or sets it up for a quality shot on the next turn. When on the defensive, though, it's effective to use reverse movement, a shoot-'n'-scoot, to stay out of trouble while still causing some—or even a lot. (Note: I recommend the shoot-'n'-scoot tactic for the M1s in “Yankee Hammer” in this issue of LoF.)

Herzner's tactic of always AMing your tanks is a good one. It's even better if you use rule 15.7.1 Optional Continuous Movement, which allows a tank to remain a moving target, so to speak, from turn to turn. It's more difficult to hit, and the penalty on your own to-hit rolls, if Open, is only +1. And with high to-hit-number ordnance firing at you, every little modifier helps.

There's a lot of Clear terrain on the *HotG* Board. This is great when you're trying to find a target, but quite troubling when you are trying to orchestrate an advance or find a hex to rally in. There are some Light Woods and Rough hexes that provide some cover and lend a rally boost, if needed, but they never seem to be around when you need them. In scenarios like “Second Echelon”, “In the Streets”, “Red Backer One” and “Yankee Hammer”, there are a lot of tanks and other vehicles. Vehicles provide a +TM and two can be in one hex at time. Though vehicles can't move together (makes for a nice house rule, though), they can do each other a favor and begin and end a turn in the same hex. Getting blown up and causing a Wreck isn't always a



bad thing either, especially if that vehicle—or vehicles—is an intrepid but fragile lead element that has taken one for the team, so to speak. A Wreck adjacent to

a key Building or even between two Building hexes can provide crucial cover for advancing (or retreating) MMCs, SMCs and other vehicles. “Second Echelon” has over 40 vehicles in it; there's going to be some Wrecks on that Board. Use 'em. Another way to find some terrain with a +TM is to make it. A vehicle with frontal hull armor greater than 3 can attempt to rubble a Light Construction (black dot) Building. Expend 6 MPs to enter the hex, then roll 2d6; if the result

is greater than the front hull-armor #, the tank is abandoned—12 always causes abandonment. A T-72A has a 10 and the other three of the big



four have 12 or higher. The risk here is minimal, and there are 18 LC Building hexes on the Board, many in vital locations. A Rubble hex has a +TM of 3, which can

provide the difference against any enemy ordnance's to-hit roll.



The one concern about stacking your tanks and vehicles together is the threat of fixed-wing aircraft. When air support is part of a scenario's OOB, don't forget it. I love fixed-wing aircraft because you never know when a strike is going to happen. But it's best not to cluster your vehicles and leg units when an airstrike is imminent. One pass from an A-10 can devastate a red advance. Preserve your AA assets; keep them out of trouble until the threat is gone. The ZSU-23/4 is the best AA asset in the game; the M163 and the Stinger and SA-7 are less effective, but having a shot is better than having no shot at all when that kind of Firepower is flying overhead.



Crews. Most gamers, it seems, hate them; they wish they weren't in the game, and

ignore them. Me: I like them. I use rule 14.0, the optional Crew Variant, where the Crew only survives on a roll of 1. I think it's realistic. The question remains, Why bother with these things?

They usually end up getting killed or Shaken in the same impulse by the enemy tank's machine guns anyway. Well, not always, in my experience. I get a Crew, I use it. Maybe it's a bit gamey, but I use them to draw enemy fire. I send them in to suicide Melees, to occupy a particularly annoying enemy Squad, Hero or stack. I've even used them to capture victory hexes. With so many vehicles on the Board, they are bound to appear. Hey, they may even spawn a Hero, and isn't that what this game is all about?

In *HotG*, the Heroes are often the nameless guys in the tanks. It's easy to be reckless. It takes patience and confidence to use those tanks effectively. Be bold but smart. Never be overprotective. This is no time to fall in love with a unit. It's kill or be killed. It's WW3. And always remember that the best thing about gaming war instead of fighting in a real one is that if you screw up you can always try it again and find the best way to do it.

Island War: A Personal Perspective

By Ralph Ferrari

How Genealogy and Gaming Come Together.



My first exposure to *Island War* was a few years back when the game was released in *Armchair General* magazine (ACG). I had the opportunity to perform a rules review and playtest the scenarios prior to its appearance in ACG. I received a cleaned up and final version of the game for my efforts. I then played the game a few more times, and it was placed on a shelf in my gaming room. In the meantime, I had been following the development of the game to a Deluxe Version, as well as the numerous articles, scenarios, and tweaks that have appeared in prior issues of *Line of Fire* (LoF) magazine.

Recently, I was reminded of one of my Great Uncles on my mother's side of the family: he was Killed-in-Action during a World War II battle in New Guinea. I was first made aware of this fact in my youth, but never really thought much about it at the time, but this time, it sparked my interest to do a little research. My Great Uncle, Dominico



"Nello" Baronti was born in Pittsburgh, PA, in 1916, and soon moved to Lucca, Italy (located in the province of Tuscany), where his parents were from originally. Nello

was one of 16 children, and lived on the family farm while in Lucca. Having grown up, Nello decided to return to the United States in 1939 with hopes of a better and more prosperous life.



158th's nickname was the Bushmasters, which they received while training for jungle warfare in Panama. The Bushmasters were ultimately sent to the Pacific theater of operations, to fight against the Japanese Army. On May 28th, 1944, during the Battle for Lone Tree Hill, Nello was classified as Killed-in-Action. He received the Purple Heart and the Bronze Star for his actions in this battle. (I inquired about what happened to these medals, and found out that both medals were sent to one of his brothers. When Nello's brother passed on, the medals were sold with all of the other belongings in the estate auction.) In an attempt to obtain Nello's army records, I contacted the U.S. Army, but was informed that his records, as well as those of many other World War II Vets, were lost in a fire that had occurred in their archives. The US Army did inform me that Nello was buried at the American Cemetery at Fort Bonifacio, in the Philippines.

With this information in hand, I started to do some research on the Battle for Lone Tree Hill. Information was hard to come by, but I was able to obtain what I needed to complete my task. With my research in hand, I thought it would be a nice show of respect for the men who sacrificed

so much in fighting for our freedom by recreating their efforts in a scenario, or two, depicting the Battle for Lone Tree Hill. *Island War Deluxe* instantly came to mind, so I immediately purchased the game, and my design and playtesting started. The two scenarios contained in this issue of *Line of Fire* are the result of my effort to highlight the actions of the men of the 158th Regimental Combat Team.

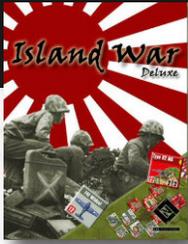
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- *U.S. Army in World War II, The War in the Pacific, The Approach to the Philippines* by Robert Ross Smith; Center of Military History, United States Army, 1991.
- <http://bushmasters158.org/index.htm>



A Village, A Beach (And A Little Luck)

By Mark Mitchell



A Battle Report of the *Island War Deluxe* Scenario “It Takes a Village” Found in this Issue of *Line of Fire*.

Editor’s Note: In “It Takes a Village,” what would be the northwest quadrant is blank (played as clear terrain). For the purposes of making screenshots (on Vassal) for this battle report it was necessary to insert Map D into the blank area. This area shows up in a couple of screenshots and should be viewed as clear.

Briefing

This is an interesting scenario with the equivalent of a couple of small platoons on each side, both with radically different agendas. The Americans have two platoons, each with four squads and a leader. (Note: I’m not calling them Marines, ‘cause they ain’t. All original scenarios in *Island War Deluxe* pit U.S. Marines vs. the Imperial Japanese Army (IJA). Ralph Ferrari set this scenario in 1944 New Guinea. The U.S. Marines did not fight in that campaign. The 158th Regimental Combat Team was originally an Arizona National Guard unit.) To win, they must take a couple of buildings in a village, and then press on to take two beach hexes. To do this, they have to cross two maps, in just seven turns.

All that stands in their way is a very tight timetable, and two Japanese platoons. The first IJA platoon the Americans will encounter is Lt. Honda’s; it has four squads and a Type 96 light machine gun. In addition, lurking on a distant hill is an IJA weapons platoon with two Type 92 heavy-machine-gun weapon teams, a squad with a knee mortar, and Captain Togi. They do not start on the board, and are only placed on the hill when the Americans

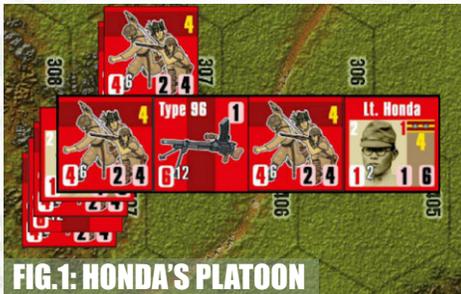


FIG.1: HONDA'S PLATOON

reach Map C. Once placed, the weapon teams cannot move. That’s fine, after they are put on the map, they will be firing the whole time.

Honda’s four squads can set up as much as three hexes from B308. This gives the Japanese player the option to put Honda’s squads in rough cover for a kamikaze last stand, or to make a break for the village. I choose to set them up in the three rough-terrain hexes closest to his set-up (see Figure 1). From this position, his squads can engage both American platoons with ranged fire as they enter the board. But Honda also can be engaged by the four American squads coming onto the board from the east, and will immediately be subject to crossfire from all four American squads entering from the south. Honda’s squads will make a stand and undoubtedly go down swinging here; they will not be available to defend the village, or help slow the Americans after they take the village and are moving towards the beach.

TURN 1

The Americans get the first impulse in the scenario. Figuring the Japanese will save their best shot for the squads entering from the closer east entry hex, the Americans first bring on two squads from the southern entry point. These two squads (see Figure 2) charge, advancing two hexes before firing at the hex with Lt. Honda and the two squads, one with the Type 96. The moving-and-firing penalty of a 3rd fire dice on the *LoF* #9 RCT yields a total wiff.

The Japanese elect to pass; they want to wait for the squads led by Sgt. Rock that will enter close by on B105.

Capt. Sharpe and another two squads enter from the south. They double-time north [2 US squads, Satchel Charge, Sharpe B305]. They are a tempting target for the Japanese, but pose no immediate threat this turn. The Japanese save their opportunity fire, intending to deal with Sharpe next turn.



FIG.2: AMERICANS ADVANCE

The Japanese pass again, waiting for more moving targets.

The American player brings on two squads with a BAR from the east edge. They charge, intending to move onto the board and blaze away. Before they can get off a shot, the two Japanese squads that are stacked together in the hex next to Honda’s (B307) take opportunity fire. Fired at while moving, both American squads are hit, and must each take two morale checks. Both are shaken, one is reduced. Ouch!

Japanese pass again.

Finally, the formidable Sgt. Rock enters the board with his two squads. They are also charging. Lt. Honda is nonplussed; he’s been waiting patiently for this. Both his squads open fire, including their Type 96 LMG. Sgt. Rock and one of the two squads are shaken. The other squad fires at Honda’s hex, makes a terrific roll on three dice and reduces Lt. Honda, but does not hurt the squads with him (see Figure 3, next page).

Okay, the Americans just have no time for fancy maneuvering. They did wound Lt. Honda, but three out of their eight squads are shaken, and one is also reduced. The Japanese can glory in their low losses and pretty remarkable shooting. But not for long. There are now eight American squads with LOS to them, and four of those are within melee range. Time to remove markers.





FIG. 3: CLOSING IN

TURN 2

The Americans have the first impulse. Next come the rallies. Tough-as-nails Sgt. Rock fails to rally, and neither does the shaken squad he's stacked with. Yikes! The two squads that also entered from the east hex do rally though.

First to fight for the Americans are the two squads—one with a BAR—from the south entry point. They aren't moving, so they don't take a movement penalty while firing and they can use their support weapon. They blaze away at Honda's hex and reduce the squad with the Type 96.

That same Japanese squad with the Type 96 and the other in that hex with Honda fire at the closest American squads that entered from the east, because those have a BAR and they have not yet fired this turn. Remember, IJA squads do not get shaken, they are reduced instead. The Japanese squads roll box cars and miss badly. Now those two American squads take their turn firing at the stack of two Japanese squads that have not yet fired. Tit for tat. One of those Japanese squads is reduced.

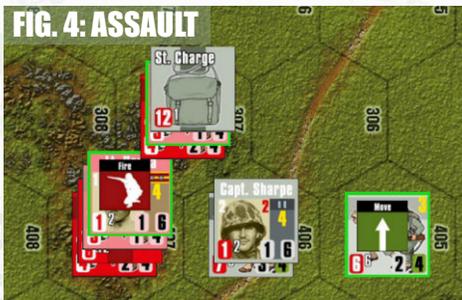


FIG. 4: ASSAULT

The Japanese pass. They will wait for the Americans to move.

Capt. Sharpe and the two squads with him now double-time forward. The two Japanese squads that have not fired now blaze away. One of the squads with Sharpe is shaken and reduced, but Sharpe and the squad with the satchel charge are untouched.

Sharpe and his squad toss the satchel charge into the hex with two IJA squads (satchel charge from B406 into B307) and blow them both to Kingdom Come. Then, Sharpe and the squad enter Honda's hex (B407) and fight a multi-unit melee (see Figure 4). Two opposing infantry squads square off, as do Sharpe and Honda. The second Japanese squad provides a flanking bonus. The Americans eliminate the reduced IJA squad along with its dangerous Type 96 LMG, taking no losses. Sharpe and Honda fight a titanic struggle, and neither is even scratched. Honda's side took the most damage, so he and the remaining IJA squad retreat into the third rough hex (see Figure 5).

The Japanese have taken quite a beating, with some seriously bad shooting and hand-to-handing, but it has required an all-hands effort from the Americans. The turn ends.



FIG. 5: AFTER MELEE

TURN 3

It's a fight to the death. The Americans retain the advantage. All Americans rally. That is huge. Sgt. Rock and the two squads with him immediately melee with Honda and the last Japanese squad. The two American squads crush the reduced Japanese squad, Rock pounds Honda.

At this point, Japanese units that started on the board are eliminated. The HMG teams will not be placed until the Americans enter Map C for the dash to the beach.

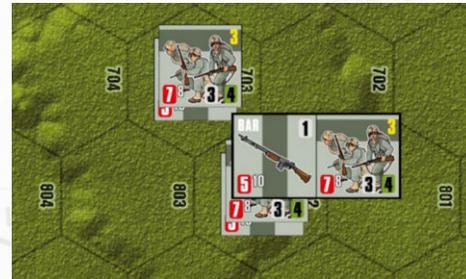


FIG. 6: BARS ON THE HILL

The Americans have cleared Honda's force as fast as practicable, but only have the minimum amount of time to reach their victory objectives. If Honda could have held them up another turn, the Americans would be left with no margin for error. With that in mind, the Americans push on. Sharpe and his squads head for the village. So do the other two squads without BARs. The two with them head for the hill on Map B.

TURN 4

Capt. Sharpe enters the village. Sharpe could move onto Map C, but the Americans want to get their BARs in position to cover him. The two BAR-equipped squads move onto the hill on the southern side of Map B (see Figure 6). From the western tip of the hill, they can put the Japanese weapons platoon under fire.

TURN 5

It's a time for heroes. Having spent two turns shaken and another in melee with Honda, the not-so-hard-charging Sgt. Rock is more than one full turn behind. Too late to make for the beach hexes, he will help capture the building hexes instead. Two American squads are in the village, but without a leader they can't double-time, so they also can't make a run for the beach hexes. The two BAR squads just reach the firing position on the southern hill (B903).

This means Capt. Sharpe and the two squads stacked with him must reach the beach. They move into the building at C409. Moving onto Map C satisfies the requirements to place Capt. Togi's weapons platoon (see Figure 7, next page). From their hilltop vantage point they can rain fire down on American squads moving towards the beach hexes. Capt. Sharpe moves another hex into the open (C309). Remember, according to SSR 3 the trees and brush hexes are clear terrain. The two



Type-92 weapon teams are stacked together so that they can combine firepower. Both HMGs open fire at extended range (half firepower). I imagine this must resemble the scene from *The Thin Red Line* where Sgt. Kecks's squad comes under grazing fire from the bunker on the grassy ridge. The effect is the same as in the movie, Capt. Sharpe and his squad are driven to ground, shaken (see Figure 8).

Capt. Togi's infantry squad has a 50mm knee mortar. It fires at one of the squads that moved to take the other building hex, but does not hit.

TURN 6

There is no time left to be subtle or tricky. The



FIG. 8: DUCK

game will hinge on every die roll from this point on. Americans win the initiative. Capt. Sharpe and his squad rally (if Sharpe does not Rally, the Americans can't reach the beach, and they lose). The BARs open fire on the Type 92 weapons teams and suppress one of them. In *IWD*, Japanese weapon teams are not unbreakable; they can be shaken.

The other Japanese Type 92 HMG will wait till Sharpe moves, to get the benefit of firing on a moving unit. The knee mortar can't opportunity fire, so it launches grenades at Sharpe, but misses. Sharpe moves out. The unshaken Type 92 opens up, but does not hit. Sharpe moves to the edge of the beach. The Americans occupy both buildings in the village to satisfy half the victory conditions (see Figure 9).

TURN 7

This will decide the game. Americans win the advantage. The shaken Type 92 does not rally. The BARs fire at the weapon teams and fail to shake the one good-order Type-92 weapon team. The knee-mortar squad fires at Sharpe's hex and hits the squad with him, shaking it!

Some shooting from the village impacts around the Type 92s, but does no damage.

All alone, Sharpe moves onto the first beach hex. He has to occupy two hexes, so he can't crawl, he must make a dash. The remaining Type 92 cuts loose. If it stops Sharpe, the Japanese win. If not . . . Hey, did I mention that I was playing the IJA and my son was playing the USA? He only plays "the good guys." And why not, they always give him a heroic effort. Yep, you guessed it, the machine-gun weapon team scores a hit, and Sharpe passes his morale check and continues on to take the second hex, winning the game on the last turn with two movement points to spare.

Debriefing

It could not have been a closer game. A little better shooting by the Japanese or a little less luck at rallying by the American troops could have changed the outcome. Or maybe the dang satchel charge might not have gone off like a WMD!

I've had *Island War Deluxe* on my hard drive for a while. That was intentional. I was doing other



FIG. 9: VILLAGE DOWN, BEACH TO GO

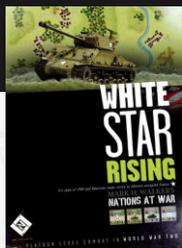
things at the time, but I was fascinated by the downloadable-game thing. Let's just say I was "buy curious." It was ridiculously easy to buy it and download it. As soon as I did, I savored the really nice counters. The four maps are very much jungle, and it's really only after you push the pieces on them that you start to see their LOS subtleties. I read the rules almost immediately. And I could always check it out anytime I was on the computer. I enjoy making my own counters and printing my own maps and rules. So when I got the itch, I quickly constructed *IWD*. The good news: it's well designed from a printing point of view, and goes together very easily. The better news: it's well designed from a gaming point of view. Mr. Walker can't seem to stop tinkering with it, so there are no less than three Ranged Combat Tables to choose from. The one that comes with the game is okay, as far I can tell, but the RCT in *LoF* #9 is superior.

Comparisons to **Lock 'n Load** are inevitable. Especially with *Heroes of the Pacific* out there on the horizon (I've pre-ordered it). Same scale, leaders, support weapons, weapon teams, similar excellent artwork, similar turn sequence, and similar actions taken by squads. I've played the **LnL** system and am able to compare the two, but really, that only confirms they have similar DNA. *IWD* plays a little faster; it does not have as many options, e.g., no spotting rules. But it's still got detail and captures the feel of infantry-squad firefights. It's not really **LnL-Lite**, because it does touch all bases, including armor, artillery, airpower, fortifications, infiltration and night rules. All in 12 rules pages. Yes, **LnL** has much more, in 35 pages, plus module rules. That's great! But for a downloadable game, *IWD* is wieldier. I only wish there were more games like it.

Bound for the Beach

By Pete Atack

A Battle Report on Advanced Scenario 11, Biéville, Normandy, from *White Star Rising*.



BRIEFING

Sitting alongside their tanks, the crewmen of the Wellstone Guards were happy to be taking a break, brewing tea as opposed to advancing through the open terrain to the front. A well-sighted German ATG could mean brewing up tanks instead of a mid-day beverage.

About two kilometers to the east, things were tenuous as about 30 German armored vehicles came to a short halt. They had seen the Allied Jabos constantly overhead, so after leaving their assembly area in town, they stuck to concealing themselves in the terrain as best as possible. Ordered to move to the west and counterattack the British beachheads, they were ready to fight. With Tigers and their anti-aircraft assets on overwatch in the woods near Kleinestad, the order was transmitted: Advance.

Back in Kruispunten, the British were settling into a defensive screen. Infantry was clearing the town itself and the woods to the south, with



BRITISH SET-UP

tanks supporting. Two platoons of Cromwells were about to move north of the town toward a hill mass in order to support the recon platoon's move toward Kleinestad. Opposition had not been encountered, and was not expected.

Victory Conditions: Based on the Germans exiting units via the west edge of the playing area (two for marginal win, three for a decisive win).

TURN 1

Chits: WSG, End Turn, PzAbl 172

"Enemy tanks, front!" The battalion net came to life as the Tigers atop the hill spotted units moving out in all directions from Kruispunten. Even with the 88's reach, the targets were beyond the maximum effective range.

Trusting his crews and machines, the German commander ordered the advance and watched as drivers and commanders moved their tanks into tactical formations and left the cover of the hill that had sheltered them. Moving into the open was never the preferred method, but if he did not reach the beach, he'd only have to deal with more and more British tanks later (see Figure 1).



BRITISH SET-UP



FIG.1: ADVANCE

TURN 2

Chits: WSG, End Turn, Typhoon, PzAbl 172

Using the hills to mask their move, three platoons of Cromwell tanks took up positions in which they hoped to ambush the advancing Germans. Caught in the open, the Recon platoon attempted to get off the road, but was quickly engaged by German Tigers on the edge of Kleinestad. With ease two light tanks were destroyed. From there, the battle turned against the attackers. A flight of Typhoons flew in from the west and lined up to attack the PzIVs in the open. The first pass, harried by anti-aircraft fire, missed the German tanks, but they were able to swing back (use of Fate Point to reroll the strike accuracy) and destroy the lead platoon with rocket strikes on the weaker rear and top armor (see Figure 2).



FIG.2: JABOS





With the aircover departing, the balance of the attacking battalion shifted to the north and moved forward.

Watching the advance, the British commander of the WSG directed the four crews of Fireflies collo-cated with him onto a target: four panzers (see Figure 3). At this range, he hoped to get mobility kills, but as the platoon opened fire, lethal effects were evident: four more German tanks burning fiercely.

TURN 3

Chits: PzAbt 172, WSG

Rushing to place the hill in between them and the accurate British guns, the majority of the panzers cleared the open ground without drawing fire. The trailing PzIV, remaining in place, brought its fire to bear on the disorganized Stuart light tanks and knocked them out. Displacing, the Tigers moved out from their firing positions in town, in an attempt to stay in contact.

Seeing the large tanks lumber forward, the men manning the Fireflies of the Wellstone Guards felt little anxiety. Several members had seen Tigers in Tunisia at a time when they had far more inferior tanks of their own. But the Tigers were still tough; and, firing at range, the Guards watched as their shots were shrugged off by the heavy armor (a Fate Point kept the Tiger from being Disrupted) (see Figure 4).



TURN 4

Chits: End Turn, End Turn

Even in the middle of a violent battle, a peaceful lull can break out.

TURN 5

Chits: WSG, PzAbt 172, End Turn, Aufkl Abt 4, End Turn

Attempting to get more firepower into the fight before the Germans slipped behind the high ground, the Sherman platoon to the south was ordered to move up into the woods and fire on the German flank. Unfortunately, as they maneuvered amongst the tress, the Tigers and PzIVs spotted them and delivered a devastating volley, knocking out two of the British tanks.

After firing on the British Sherman platoon, the Germans disappeared behind the hills, where a stalemate of sorts developed, and the Germans consolidated their remaining vehicles. Knowing a company of British tanks with infantry support was deployed on the opposite side of the high ground, the decision was made to wait and let the situation develop.

With their Recon assets stripped away and their focus to the north, the British were soon to have more issues. Still out of sight, a strong column of German vehicles (see Figure 5) moved across the southern bridge, a bridge that had been left in place by Allied airpower with their own planned uses in mind.

TURN 6

Chits: End Turn, Chaos (Flank Attack), PzAbt 172, WSG, Aufkl Abt 4

Flank Attack allows a player to pick two platoons and move them to a Flank (any flank hex) and add a leader, then roll to see if the flanking units



are hit during their flanking march. Chosen units can't be used for VP purposes for exiting units.

Taking advantage of the focus to the north, two platoons under the command of the German Recon battalion commander moved far around the British right flank and attacked into the wooded positions around Kruispunten. Covering fire from several STuG IIIs destroyed two Shermans (1 Fate Point expended to increase a save die roll) while a platoon of infantry advanced with an HMG (see Figure 6). Preparing to assault into the woods, the Germans were hit by small-arms fire and disorganized.

With his flank moving forward, the balance of the Recon battalion rapidly moved up in support. Long-range fire from British Fireflies caught a Puma platoon in the open, but failed to knock out any of the lightly armored vehicles.

In the north, the German strategy adjusted slightly as the panzers again held their positions behind the hills. If the British committed to the





south, their left flank would have come unhinged; if they deny the Germans the ability to maneuver in the north, the right flank would surely have collapsed, letting the Germans reach the beaches (see Figure 7).

TURN 7

Chits: End Turn, WSG, Aufkl Abt 4, PzAbt 172

After rallying, the Sherman platoon joined the infantry in the tree line and engaged the German flank force, disrupting both the infantry and assault-gun platoons. Ill-advised fire from the Fireflies in town managed to stall the advance of some panzergrenadiers, but allowed several German armored vehicles to exit toward Sword Beach; this before a reinforcing unit of Cromwells could take up a blocking position.



After being raked by fire, the German grenadiers were able to lift themselves and push into the woods. Advancing in coordination with fire from a Puma platoon, the Shermans from the Guards were overwhelmed and overrun in close action.

Distracted by the traffic and calls for assistance to the south, the remaining Cromwells and infantry to the north were taken by surprise by a hasty assault from the panzer battalion. With amazingly little loss, the panzers destroyed four Cromwells, but were unable to overrun the other Cromwell platoon and their supporting infantry. When the smoke cleared they found themselves in a position to break through the British lines (see Figure 8).

TURN 8

Chits: End Turn, End Turn

A combination of British losses and rapid German advances collapsed both sides' strained command and control.

Turn 9

Chits: Aufkl Abt 4, WSG, End Turn, PzAbt 172

Fighting back hard to keep the Germans from pus-

hing through, the British knocked out several German units. Before the Tigers atop the hill could identify any targets, they were struck and destroyed by fire directed by the Wellstone Guards' HQ. In the south, the second Firefly platoon easily destroyed several Pumas and the Recon battalion HQ as they rushed west toward Sword.

Fighting in the woods continued and turned against the British. Attempting to assault the German line, an entire British platoon was cut down by HMG and rifle fire. A platoon of STUGs closed in, in support (see Figure 9).

Close-range fighting also turned on the Guards to the north. Several German units were hit hard, but quickly recovered and counterattacked. The remaining Cromwells were destroyed by the PzIVs, and then cannon fire from the AA guns shredded the British infantry, who were easily machine gunned in their shallow defensive positions. Little now stood in between the Germans and their objectives.

TURN 10

Chits: WSG, PzAbt 172, End Turn, Aufkl Abt 4

After watching several German vehicles move



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west for the beaches, British resolve seemed to stiffen. Four PzIVs were knocked out by accurate fire from Kruispunten. The Cromwells destroyed half of another panzer platoon and drove the remnants back behind the hills.

To the south, the Recon battalion, now HQ-less, failed to push farther west and remained in positions shielded from British fire. Only the infantry, led by the battalion's second in command, kept up the attack, overrunning the last of the British infantry in the woods (see Figure 10).

Victory: The Germans win by exiting two units off the edge of the playing area: 1 x Puma, 1 x SdKfz234.

Notes

Fate Points: I have to admit I'm not a huge fan of the Fate Point system, but it works, can add some twist, and does not seem to do any disservice to the game. In this game, Fate Points were used to assist with rolls as opposed to going big and using them on chits. Each side ended with one unused Fate Point. For the Germans, having a second point would have allowed a third unit to exit the map as opposed to using it to save a hit on a unit. In the end, a win is a win, but the Germans had units to spare for losses and could have had the gloating of maxing out the win!

German Pioneer: Just a side note on these guys. Even though they made their command rolls every time and were able to advance, they are a borderline wasted unit. Moving by foot with a mech formation that has a large number of

highly mobile recon units does not get them into the fight—unless the Brits really push forward.

Fireflies: Proved very lethal, especially once engaging targets that were in normal and close range. I made one mistake with them that probably affected the end result of the game: shooting at German recon units at long range when there were other recon units closer, and even close to exiting. Holding them for Opportunity Fire would have been far more practical. But sitting in Kruispunten should allow them to get lots of trigger time on advancing German units.

F flank Attack: Great Chaos event for the Germans in this scenario. Even though the selected units can't exit for VPs, they were able to tie down the units on that flank that could have affected the recon dash.



Diesel and Dust

By Matt Curtis



A Battle Report on the Scenario “Hot War” from the World at War: SADF Chapter in Line of Fire #8.

Zimbabwe, May 30th, 1985

His column reeks of oil and smoke, steel and hate. SADF Major Peter Strube, of the 20th Cape, watches his troops—a reinforced company of mechanized infantry with armor support—as it rumbles through yet another anonymous Zimbabwean slum. His scouts tell him they’ve run the enemy to ground, that vehicles and infantry have been spotted establishing positions in a collection of clapboard homes, storefronts and mud huts a little more than a kilometer to the northwest. And so the hunt is over. All that remains is the kill.



His plan is simple. He’ll establish a base of fire in the tree line and boulder-strewn terrain that’s screening his targets from view. His infantry, cooking inside their Casspir APCs, will assault if they can. And the Alouette gunship circling overhead like a fat, bloated wasp will gut any bastard stupid enough to take to open ground.



Even if he can’t kill them, he’ll pin these godless communists in place; and when Task Force Bruegge arrives—he has them on the net—the dying will begin in earnest.



Major Roberto Frias of the Cuban 17th Recon can see that the SADF has blundered. Whether from exhaustion, equipment failure or simple incompetence, their advance has stalled; thier troops mill about the countryside in confusion. Why doesn’t matter. He needs to act. Snatching the radio

Turns 1 & 2

Chits: (1) 17th Rec / End Turn / End Turn ; (2) 17th Rec / End Turn / 20th Cape / End Turn



handset offered by his aide, the officer snaps a series of orders to the two platoon leaders commanding PT-76s.

Soon the light tanks are clattering their way around the reverse slope of the hills dominating the 17th Recon’s eastern flank; several BRDM armored cars advance south. By the time the fascists have reached the tree line facing his position, the PT-76s round the elevation and hide themselves in the broken terrain a few hundred meters to the east.

The boulders and scrub brush dotting the landscape there would have offered the enemy cover from which to assault his positions. Now that ground is dominated by 76mm guns, *his* guns; and anyone approaching the sad little town serving as his HQ will be subjected to a murderous crossfire (see Figure 1).

He’s still congratulating himself when a nearby T-62 comes to life, its 115mm gun roaring like an animal in pain. Frias grabs his glasses and looks to the south where, amidst a chain of explosions, he can see a platoon of Olifant tanks maybe 900 meters from his command post. Scurrying alongside the armor—half-glimpsed among the smoke and flames—are enemy infantry.

Right. All he needs to do is keep them at arm’s length. Even as the Alouette snarls overhead, he knows help is on its way.

Strube gets the lieutenant on the company net—someone’s alive up there—but the lad’s obviously lost control of his men. The major pounds on the roof of his Casspir in frustration before diving back through the hatch. He needs to restore order. Until the enemy’s suppressed, he can’t risk an assault.



Turn 3

Chits: End Turn / 20th Cape / 17th Rec / End Turn

The damned radios are useless, his officers sloppy, and someone’s taught the Cubans how to shoot.

Strube’s base of fire is established (see Figure 2). Finally. But the officer commanding his scouts (5M6) can’t read a map: the artillery rounds meant for those PT-76s are falling well off-target. Worse, two of his Olifants (5L5) have died in spectacular fashion, cored by 115mm tank rounds.

His mounting despair is eased somewhat when SS-11s from his weapons platoon (5L4) streak from the tree line, the old French warheads smacking into a pair of the amphibious tanks. Yet even this comes with a price, as the infantrymen disappear in a storm of fire, smoke and shredded foliage. The Cubans apparently have artillery of their own.

Strube gets the lieutenant on the company net—someone’s alive up there—but the lad’s obviously lost control of his men. The major pounds on the roof of his Casspir in frustration before diving back through the hatch. He needs to restore order. Until the enemy’s suppressed, he can’t risk an assault.



TURN 4

Chits: Bruegge / 50th Mech / End Turn / 20th Cape / 17th Rec / End Turn



Kommandant Carl Bruegge's mix of Olifant MBTs and other vehicles tears in from the south, driving hard toward contact with the communists up the road through the valley. Dust fills his nostrils, cakes his goggles, but, perched in his commander's cupola, he can still see his Casspir-mounted infantry platoon push forward to the edge of the village recently controlled by the 20th Cape. *Someone's got to watch Peter's ass*, Bruegge thinks. His own reconnaissance formation—platoons of Eland 90 and Ratel 90 armored cars—has pushed several hundred meters to the north along the western approach, toward the lighter Cuban AFVs reported in the area (see Figure 3).

Far to the north, at the head of a massive dust cloud, is an approaching horde of aging Soviet kit, a reinforced company of T-62s and T-55s



from the 50th Mech bouncing and jolting along the open terrain. A column of open-topped BTR-152s is nearby, heading southeast.

All that's left is survival.

Bruegge can't see him, but Strube has reached the beleaguered weapons platoon (5L4). The riflemen have pulled themselves back to their feet. Solid men, all. Running from team to team, the major directs their fire, the baby-faced lieutenant by his side. To his right, he can hear his surviving tanks renewing their fire against the 17th's entrenched armor. He's turning, craning his neck to catch a glimpse, when the steel rain falls one more time. He's in the center of the action (see Figure 4).



FIGURE 4

TURN 5

Chits: End Turn / 17th Rec / 20th Cape / 50th Mech / Bruegge / End Turn

Frias feels doubt, real doubt, for the first time since the shooting started. He hopes the 50th Mech will arrive in time to tip the balance of the battle. And he can't see his recon elements ineffectually assault the South African transports. Only a few hundred meters in front of him 155mm artillery lands, his PT-76 rattling from the tumult of dozens of explosions. Smoke and dust blinds him.

Strube and his forces continue to fire at the light Cuban tanks, disrupting a few of them. His infantry disembark and ready themselves.

The 50th Mech and most of Bruegge advance toward the action, on a collision course. Bruegge's recon Elands and Ratels knock out half of the



FIG. 5: 50TH MECH APPROACHES

BRDMs threatening the 20th Cape's flank.

TURN 6

Chits: 20th Cape / 50th Mech / Bruegge / End Turn / SU-25 / 17th Rec / End Turn

Strube can taste blood. His ears won't stop ringing. But he's in the fight. He drags a corporal to his feet. Together they dig an SS-11 launcher from a mound of torn leaves and scorched earth. Others are doing the same. Overhead he can hear rotor blades. The Alouette? And then they re-target the PT-76s. With the help of the remaining Olifants, they knock out a platoon of them.

When the dust settles, Strube can see a number of T-55s and T-62s lumbering into the pass near the smoldering PT-76s (see Figure 5). His opposite number, Captain Bravo of the Cuban 50th Mech is anxious for a fight.

Bruegge can see Peter's giving them hell. There's firing all over the place up there. But the overgrown fields to the northwest are sick with enemy vehicles. There's no way Strube can stop them all. So Bruegge orders his uncommitted Olifant platoons to go on the defensive, scooting to the town's northern edge so they can engage the enemy as soon as he's in sight (5J7 and 5K6). An infantry platoon has the same idea; they're taking shelter amongst the buildings.

Task Force Bruegge's tanks have only reached their new positions when an SU-25 screams overhead, tearing a wound in the sky that will never heal. A rain of munitions pummels his



crews (5K6) and the kommandant can only wail in impotent rage as four of his precious Olifants are shattered like clockwork toys. When, minutes later, his Eland and Ratel 90s jubilantly report they've knocked out the rest of the BRDMs, he doesn't even hear them.

Frias shouts over his subordinate's objections. Losses be damned, he needs to support the attack on the fascists. He's held his collection of mud huts. Now he wants victory. What's left of his armor rolls southward.

Despite the loss of a number of Olifants, the SADF formations are now well concentrated (see Figure 6).

TURN 7

Chits: 50th Mech / NUKE / Bruegge / End Turn / 20th Cape / End Turn

Captain Bravo stares in disbelief at the burning PT-76s, then screams for his tanks to press on toward the woods to the south. He orders his mounted infantry around the rugged hills on his left flank, under the eye of the Alouette. *Where is that ZSU?* he says to himself. *That damn gunship is going to kill all of us.* The ZSU 57-2 finally establishes a position on the hill above the village. His mounted infantry advance on the left flank, taking fire from Olifants on the north edge of the town. As his own tanks spread out in the open terrain before the woods and rough, they shrug off enemy fire and then—



FIGURE 6



The world goes white.

The nuclear fire that scours Pretoria from the planet temporarily blinds everyone. Shrieking, those on the ground fall, their hands clawing for their eyes—and so miss the spectacle caused by the blast's EMP.



The Alouette is the first to go. Its instruments fried, it drops from the sky like a stone, its bulbous cockpit crumpling under the impact as its rotors, freed, fling rock and debris into the air. An approaching SAAF Impala II dives into the rocky soil at 400 mph. Cuban riflemen (3B3) are scythed off their feet by razor-tipped shrapnel. Communications are down. The 20th Cape's weapons platoon's SS-11 is rendered useless.

Bruegge stares in mute horror as sparks fly about his Olifant's compartment. The electronics are cooked, targeting a joke. White noise dominates the net and his radioman is unresponsive, slumped against the bulkhead. With no way to use the radio, he clammers halfway out of his hatch, waving his arms until a dazed crewman aboard one of his nearby Casspurs meekly waves in response.



FIGURE 7

The SADF officer communicates his intent with hand gestures. He can't reach anyone more than a few hundred meters away on the net, so he's moving to bolster the defenses to the north against the Cuban advance.

The battle is officially hot (see Figure 7).

TURN 8

Chits: 20th Cape / Bruegge / Chaos / 17th Rec / End Turn / End Turn

Capt. Bravo rails at his radio operator; he can't contact the T-62s and T-55s ahead of him; and he has no idea what's going on with the infantry on the flank.

Frias is no better. Word filters to his CP that his men are crippled by nausea and stomach cramps, their vision blurred. The Cuban officer, panicked by the thought of radiation poisoning (what else could it be?), realizes his command is very vulnerable, and his air support lies smeared across half of Zimbabwe. And then they come under fire . . . The remaining PT-76s are shredded; the Su-100s are scattered; and half the T-62s are knocked out. To the east he can see burning T-55s. His remaining T-62s muster the nerve to blast away the last Olifant in the trees that's been hampering his formation from the start.

URNS 9 & 10

Chits: (9) 50th Mech / Bruegge / 17th Rec / End Turn / 20th Cape / End Turn ; (10) Bruegge / End Turn / End Turn

Forward!

Bravo rages within his turret, willing his driver to plow into open ground. His forward T-55s and T-62s provide a wall of covering fire, disrupting most of the SADF front line and even knocking out a platoon of Ratel 20s. He knows his charge is stupid, but with nukes going off, what does it matter? He wants to engage them at point-blank range. What choice does he have? His reckless charge left his infantry struggling for leadership, and they wallow on the flank, helpless.

The Cuban infantry is suppressed in to uselessness by fire from Eland 90s and Olifants. Then





FIG.9: THE END

explosions rock all around Capt. Bravo as the Olifants in front of him pour fire on his T-62s, half of them disintegrating and he himself shredded by schrapnel, but alive, barely.

Way to go, boys, Bruegge yells to his fellow tankers. The Ratel 90s on the left flank turn what's left of the Su-100 platoon to scrap metal.

Frias has no idea if his comrade Bravo is alive or dead. All he can do is keep firing, and what's left of his armor lets loose with HE fire at an enemy infantry platoon, a desperate execution.

In response, Strube orders his infantry to assault the T-62s and the men show no mercy to the Cuban defenders.

Horror piles onto horror as Bruegge and his tanks finish off Bravo and his T-62s. On the flank, burning BTR-152s and dead infantry litter the road. And Strube and Bruegge both see knots of Communists to their north raise their arms in surrender. Major Frias is not among them. He is nowhere. The wrecked tanks and vehicles seem like they will burn forever (see Figure 9).

Beneath the glare of the newborn, hateful sun, the South African leaders and their men search for some sort of meaning in their victory. They find none.

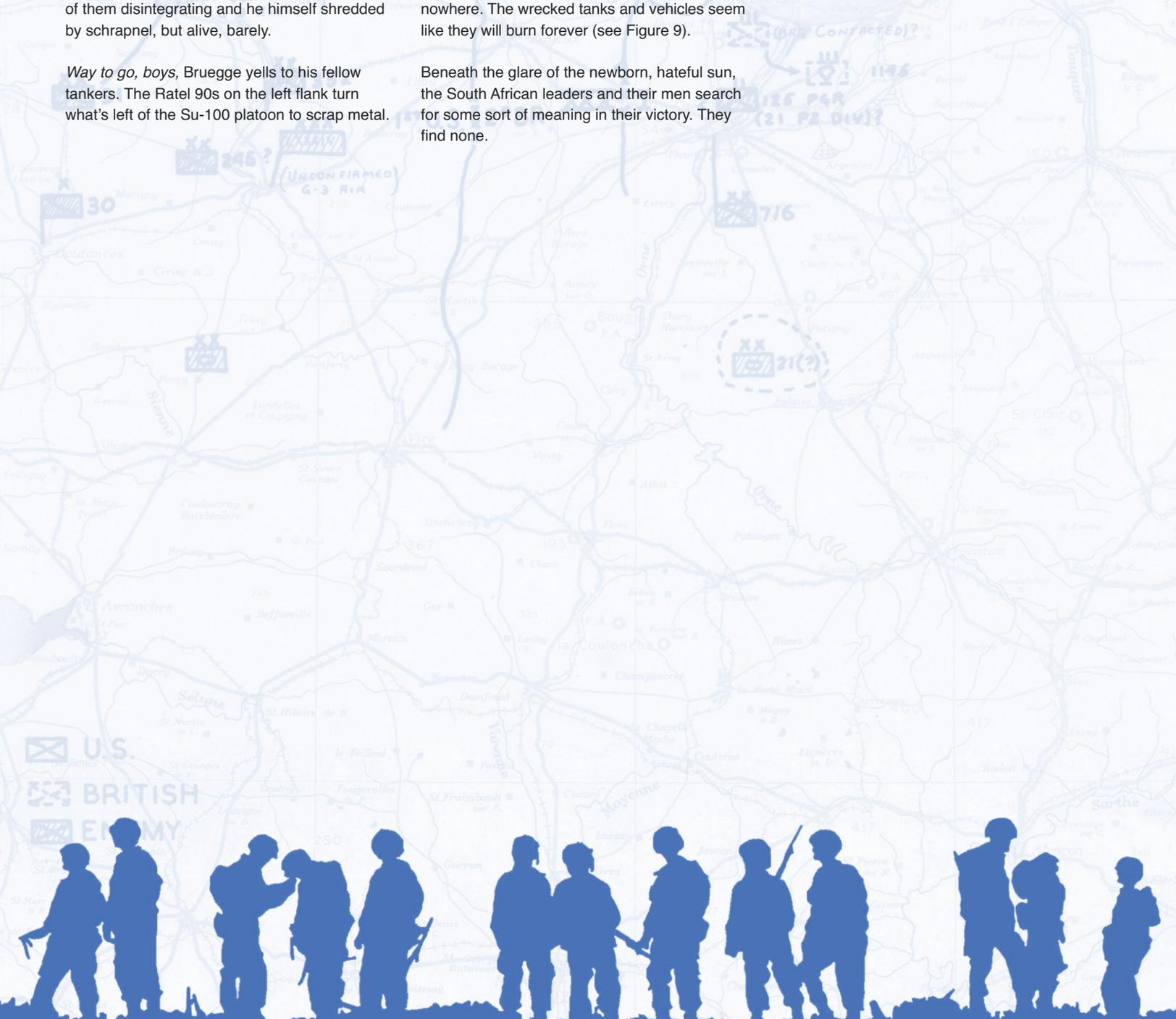
Losses

SADF

2 x Olifant platoons
1 x Infantry platoon
1 x Ratel 20 platoon
1 x Alouette (no points, caused by nuke)
= 7 Cuban VPs

Cuban

2 x PT-76 platoons
2 x T-62 platoons
1 x Infantry platoon
1 x BTR-152
1 x Su-100 platoon
= 12 SADF VPs



On the Table

By Richard Mataka

A Review of Rick Priestley's *Hail Caesar* from Warlord Games.



Introduction

The newest set of miniature gaming rules for battles with ancient armies is now available from Warlord Games. This set of

rules is for battles in the ancient era. The 187-page rulebook is a handsomely printed affair with hundreds of color pictures and diagrams that complement the rules presented. As the author, Rick Priestley, states at the front of the book, the rules have been designed with a conscientious effort that games fought with *Hail Caesar* can be completed in an evening, or in the case of a large game, a weekend. He also states that the rules attempt to convey a sense of drama to the actions and to present players with nerve-racking decisions and to reward or punish risk taking.

Hail Caesar has been designed to be an extremely flexible set of miniatures rules. As such, different-sized battles, different numbers of players, and different levels of complexity are all supported and are simply adjusted in this set of rules. Throughout the rulebook it's stated that players should use common sense when applying the rules and playing the game. If a situation arises that is not covered in the rules, or that players believe should be handled differently, players should talk out the situation and come to a mutual agreement as to how to handle the situation. It's suggested that an umpire may be used in games, but it's not mandatory. Rick Priestley also tells us that you can use miniatures of any size with the rules by adjusting the ranges and base sizes. He also hints that counters can be used in place of miniatures for those who don't

have a complete army. What many board gamers may not know is that, for many years, miniatures games were referred to as "table-top games" because they were obviously played on a table top. More on this later.

Hail Caesar can be thought of as a core set of rules for command, movement and combat. Basic values and ratings assigned to units make the core mechanics simple to modify for specific situations. This makes it easy to define how troops move, how effectively they fight in varying situations, and how they react to casualties. Because the rules are so flexible, it is simple to specify qualities of troops, technologies, or cultural differences. Sometimes these items are expressed through special rules, and can be combined or changed as desired by the players.

Hail Caesar is played using six-sided dice (d6). Depending on the situation, you will roll a number of d6's. You will also need a ruler and definitely miniatures—or counters if you prefer. Each counter or unit of miniatures represents a typical fighting formation of its day. The basic troop types represented are Infantry, Cavalry, Wagons and Baggage, Artillery, Chariots, and Elephants. What I feel is an excellent bonus in this book is all of the color examples and photographs presented in the rules. The miniatures presented in the photographs are well painted and provide the reader with a painting guide of sorts that can be followed when painting their own miniatures.

The one thing that is slightly different in *Hail Caesar*, but well explained, is the basing of your army. You are provided with a chart that provides



you with the type of troop and then the size of the individual base for that troop type. For example, you are told that for an Infantry Unit, the Individual Base Size is 20 x 20mm (13/16th x 13/16th inch) square. Now, the rules do not suggest that you mount your units individually, but to place multiple units on a base, which is done by multiplying the base width by the number of figures that will be used. So, if you are going to represent a Roman Infantry Division of the Fourth Century (which is illustrated in the rules) you can put four figures on a base and that base will be 80 x 20mm, or five figures on a base would be 100 x 20mm. This method of basing allows for a very flexible system that will allow players to represent casualties as they are taken since your units can be based as the player desires.

Sequence of Play

The Sequence of Play consists of three phases. However, there can be multiple steps within each of the phases depending on the course of battle and the events that are taking place. The three phases of the Sequence of Play are: Command, Ranged Attacks, and Hand-to-Hand Combat. Sounds simple right? Well, it is the subtleties that occur within each of the phases that make these miniatures rules fun to play; they present challenging dramatic situations as you fight your battles. Here's an overview of each of the items that make up the Sequence of Play.

Command

One of the most important phases of *Hail Caesar* is commanding your units. The giving-orders phase is not only important but it's the most en-





teresting part. The rules suggest that when giving orders players should imagine themselves as the consuls or emperors that were merciless to their underlings, and to command their units as their real counterparts would have commanded their messengers.

Orders are stated **ALoud** and should be stated in a straightforward manner. Orders are always stated before any tests for success are conducted. Failure to state an order before rolling the dice is considered a blunder, which has its own ramifications in the game. In most situations, units need orders to move or fire.

After the orders are given for your units, a test is taken to see how well the order is followed. The phasing player rolls 2d6 and compares the combined result against the Commander's leadership rating. If the result is greater than the Commander's leadership rating, the Command Test failed and no order is issued to that unit, which means it cannot move or fire.

Now here is where *Hail Caesar* shines and the drama of the game occurs. If the 2d6 result is equal to or 1 less than the Commander's rating, the unit executes one move.

If the 2d6 result is 2 less than the Commander's rating, the unit can make two moves, and if the result is 3 less or lower than the Commander's rating, the unit can make three moves.

So, if you consider that an infantry unit can move 6" and it is ordered to attack an enemy unit that is 17" away, if the 2d6 result is 3 less than the Commander's rating it's possible to attack the enemy unit. Now, notice that I wrote "it's possible." It's only if that is what the Commander desires because it is not mandatory that units move their full distances as determined by the orders die roll.

Ranged Attacks

Ranged attacks are divided into two types of attacks, short range and long range. The short-range attack value is used against units up to 6" distant while the long-range attack value is used against targets that are more than 6" away.

Obviously, only units with a ranged attack are allowed to make ranged attacks. Ranged attacks are made against units that are closest to the unit conducting the attack. If a unit is involved in hand-to-hand combat, it cannot make a ranged attack. If a unit that can participate in a ranged attack is charged, that unit can fire its weapons as the other unit charges or moves to contact.

In *Hail Caesar*, distances are measured from the center unit to the closest point of the target unit. Normally, a standard bearer or some leader unit is placed in the center of the formation so that distances can be measured from that unit to the target unit.



All units firing a ranged attack (either short or long) at a target unit combine their attack into a single combat. Each unit that is shooting rolls 1d6. So, if there are three units shooting, 3d6 would be rolled. On a roll of 4, 5, or 6, a hit is scored on the target unit. For example, if three units are shooting and the result of the 3d6 is 2, 4, and 6, two hits would be assigned to the target unit. If any of the hit dice rolled scores a 6, a break test must be performed, which will be discussed a little later.

Now, since your units shot at the target unit, the target unit now gets its associated morale saves. Morale for troop types vary from 4+, which is good, 5+ which is average, and 6+, which is poor. To test the morale of the target unit, a player rolls 1d6 for each hit inflicted on the unit. If each d6 result is equal to or higher than the unit's morale value, the hit is disregarded, or saved.

Of course, to all of the items discussed above, there are modifiers that can add or subtract from the die rolls, to aid or penalize the result.

Hand-to-Hand Combat

Hand-to-hand combat begins with the charges that are declared during the Command part of the turn. Once opposing units have moved into contact with one another, they exchange blows. There are many rules concerning charges that can affect hand-to-hand combat; they will not be covered in this review. Remember, this review provides an overview of the game system, not the details of every facet. For that, you need to purchase the *Hail Caesar* rules.

Regardless of which side's turn it is, every unit engaged in combat takes part in every facet of

the combat. So, in effect, there is no attacker or defender except when a charge takes place since all units whose bases are touching are involved in combat.

Here, again, the combat resolution is similar to ranged combat. A hand-to-hand-combat unit has two different combat-attack values. There is a clash value and a sustained-attack value. The clash value is used during the first round of each engagement. The sustained-attack value is used for all subsequent rounds of combat.

A combat unit has a typical combat value of between 6 and 9. This defines the number of d6 that will be rolled when combat needs to be resolved. So, a typically sized unit will roll 6d6. Once the dice are rolled, you have to determine the number of hits on the opponent's unit. This is the same as with ranged combat. Any d6 result of 4, 5, or 6 counts as a hit.

When the combat die rolls have been completed, the morale die rolls take place. As with ranged combat, one die is rolled for each hit. Results less than the unit's morale value fail, and a hit is applied to the unit. Results equal to or greater than the unit's morale value saves the hit, which is not applied to the unit.

Casualties, Disorder, Shaken and Broken Units

Once the dice are rolled to resolve combat (either ranged or hand-to-hand) and morale saves are recorded, it is time to determine casualties. Any hits that are left are now recorded as casualties. Casualties represent men killed and wounded as well as other factors that we might expect to affect a unit's ability to fight, such as exhaustion or loss of nerve. It is important to keep track of casualties on units as this will determine a unit's shatter or break value, and it also can have die-roll additions or subtractions. It is recommended in the rules that you can keep track of casualties by using extra shields that can show the number of casualties inflicted on your unit. However, if you flexibly base your units you should be able to remove figures to reflect casualties; this will also provide a more picturesque game.

Once a unit has taken casualties equal to its

stamina value it is said to be shaken. A unit's stamina value can vary from unit to unit. Once a unit is shaken it must take a break test if further casualties are suffered. Shaken units also suffer additional penalties as indicated throughout the rulebook. Units that accumulate double the stamina value are automatically broken. A shattered unit is considered to have been destroyed and is removed from the game.

Often, the result of casualties is that the unit under fire becomes disordered. Units that are disordered represent a unit that has lost cohesion either because of panic or, more likely, due to its rank becoming disorganized or thrown into disarray. A disordered unit suffers various penalties, the most significant of which is that it is not allowed to receive orders or to use its initiative.

And to all of the above, there are retreats, advances after combat, open order, charges, supporting attacks, leader combat and much, much more. I have only looked at some of the more basic rules of the game that makes *Hail Caesar* the enjoyable miniatures rules that they are. There are many subtleties in these rules that take them from the ordinary to the extra ordinary.

Battle Reports

The rulebook also includes seven Battle Reports that provide the reader with an excellent idea of how the game plays through different time periods with varying types of battles. The Battle Reports provided are:

The Battle of Kadesh, 1274 BC
With Your Shield or On It, Summer 426 BC
A Border Raid, 52 AD



Go Meek Into the Desert, 260 AD
Barbarians at the Gates, 500 AD
The Battle of Brunanburgh, 937 AD
The Road to Damascus, 1148 AD

In each of the Battle Reports you are given a short background history of the battle, the order of battle for each side and the troop types and the values that were used in the game. The next item discussed are any special rules that were needed to simulate this battle. After this comes the most enjoyable part of the Battle Reports sections, which is How it Played. It is here where you get an overview of how each side deployed their troops and maneuvered them turn by turn. In these battles you get to see the game's flow and many of its subtleties. Here the strategy of each side is shown and you get to see part of the battle illustrated in excellent photos. The Battle Reports are the perfect complement to these rules.

Table-top Games

As I alluded to at the beginning of this review, the author, Rick Priestly, also mentions that you can use counters in lieu of miniatures. For today's board gamer, this may seem like a new concept, but let me assure you: it's not. In the 1970s there were a few companies that exploited this idea and published games that bridged the world of miniatures and board games. Most of these publishers were from the UK and they developed a successful following both here in the US and the UK. The concept they were based on was that they could be played with counters and these counters were cut out of a cardboard that was approximately 1mm thick. However, with the advances in today's technologies, these counters could be printed on a standard color printer and then glued to foam-core and individually cut. This is the same process you use when purchasing and downloading games from Lock 'n Load Publishing. However, the biggest difference is that there is no map, you create your own counters, and you would play on a table top.

Well, with a minimum of artistic skill, some imagination, and work, you can create your own armies for use with *Hail Caesar* using a computer, printer, glue, and foam-core. The counters you create for your armies will be based on the examples pro-

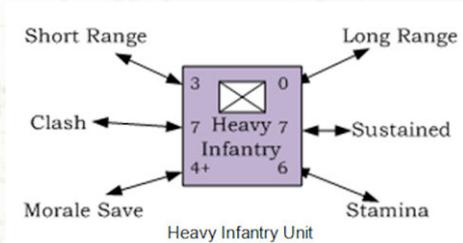


FIGURE 1

vided in the core rules with modifications as the gamer sees fit. By that I mean: gamers should feel free to modify the values given in the rules based on the armies that they are going to recreate. This provides the gamers with a lot of latitude in what they do to create a more balanced game between friends. In Figure 1 is a sample of a Heavy Infantry unit with the unit's values defined. This unit's physical dimensions are 20 x 20mm or 13/16th x 13/16th of an inch.

As you can see in Figure 1, all the values that have been defined within the game system are shown on the Heavy Infantry counter. As the default, we have used the standard 28mm-sized

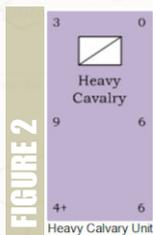


FIGURE 2

frontages that any gamer would use even if they were creating bases for a miniatures army. Next, Figure 2 displays a counter for a Heavy Cavalry unit. As expected, the frontage, or physical size of this unit, is larger than that of an infantry unit.

Now if you were to create your army based on these units, and you wanted to delve into miniatures gaming, you would be prepared to base a 28mm army. However, since we are table-top gaming, we will stick with our foam-core equivalents. On your gaming table, a full Roman Heavy Infantry Division would consist of two rows of 10 individual units times four, which means a full Roman Heavy Infantry Division would consist of 40+ counters including leaders.

Finally, if we were going to use our 28mm examples to create our armies, we should talk about the table top. Normally with this scale, the table top size employed is a 4' x 8' table or larger. This gives the players plenty of room to lay out their scenery and deploy their troops. Also, there is enough room for the troops of either side to maneuver. However, not everyone has a table top or piece of wood large enough to play a game of this size. And if you are going to start building miniatures armies, you will find the cost of 28mm miniatures more expensive than other scales. So, I would like to propose an alternative for board gamers who may be up-and-coming miniatures gamers.

As I said, a 4' x 8' table can be difficult to come by. However, a 2' x 4' table is somewhat easier. It is a very simple matter to adjust this game to 15mm. All the gamer needs to do is take all of the measurements provided in the game and cut them in half (approximately). So, to simplify the counter sizes, instead of a 13/16th of an inch, you can use a standard 5/8th of an inch counter for

Heavy Infantry. For the Heavy Cavalry, you can use a 1/2" x 1" counter. Distances would be modified from 6" to 3" and ranges would be adjusted accordingly. By adjusting all of the values and halving them, you have now adjusted the game from 28mm to 15mm and most gamers can set up and play a very interesting game in the limited space. This is a perfect way for today's board gamer to try their hand at miniatures gaming without the investment in miniatures.

Summary

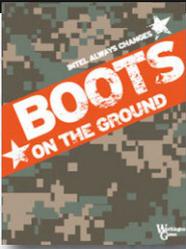
Hail Caesar is an excellent set of rules that can easily be adapted to any scale, even to counters. It offers players a challenging yet simple system that is easy to play, with the complexity being left to the strategy and tactics of maneuvering your units. *Hail Caesar* gives players drama and suspense, as they never know how their units will react to their commander's orders. Rick Priestly and Warlord Games have provided the gaming world with a set of ancients' rules that are easy to learn, simple to remember, but offer a challenge to an individual's generalship. In *Hail Caesar*, a general's strategy and tactics will reign supreme.



New Boots

By Lt.Col. Robert G. Smith

A Review of Worthington Games' *Boots on the Ground*.



Boots on the Ground (*BotG*), new from Worthington Games, is on what we now politically characterize as The Long War, the war against terrorism. It is with some irony and

trepidation that I review a game so close to our own life, one in which, in the paraphrased words of Oliver Wendell Holmes, touched us with fire. On the roads of Iraq and Afghanistan I have come face to face with it; I understand modern combat at the micro level, at the scale *BotG* depicts. Moreover, as a previous commander and combat-arms officer, I perhaps have the unique perspective of training soldiers for war and ensuring they were good shots (my "body guard", a former SF and a former Marine during the invasion, were both 40-out-of-40 shots on the range). With that background, and having been on some of these types of missions, I feel able to review it from a first-person perspective.

Components

The components consist of a standard sheet of counters, game aids, an eight-page rule book, dice, and two map sections that make up a X x X urban-terrain map. The one thing Worthington did that truly impressed me in terms of packaging was including a



box for the game cards that drive play. Taking the counters out of the countersheet presented a minor problem, as they were of that softer cardboard that is maddening. I messed up three counters while removing them, which is never a great start for any of us in a gaming experience. The map is an overhead shot of an urban area (think Iraq), akin to a Google Earth shot, but it is quite fuzzy and blurry. With the resolution used, it looks like urban rubble. The yellow type used to delineate buildings is often hard to see, which begs my eternal question and comment: why not use a bigger and bolder font and right color scheme? What I loved about the map, though, was that it had specific spots where civilians (C) and vehicles (V) set up, established by C's and V's on the map. The pics on the game cards are a little grainy, which may or may not bug you, but the cards are on a substantive cardstock. I liked them and found that they are holding up well. The player-aid card—simply top notch! Same for the three scenario cards that nicely set up the game and are on substantive cardstock; they are also easy to read.

Rules

I've read on the Geek [www.boardgamegeek.com] and elsewhere that there are serious issues with the rules. There are some holes but in general I didn't find any show stoppers—and lord knows I looked for them (usually people smarter than I find more of them). But there is a feel that they were written as if in a slight rush. For example, the game's scenarios speak of IEDs, of which there is no mention in the rules. The -2 critical-hit marker: is it a -2 DRM or is it 2 hits? Does defensive fire in the game mean the insurgents can't fire on you and only respond with fire if fired upon? Moreover, I was a little confused about what constituted the force mix for the insurgents. Is it the total counter pool of 71 or is it limited to the starting number of your scenario in terms of numbers?

Game Play

The scenarios are nicely set up in terms of understanding what your mission is, how it plays, and how to win. As an example, the scenario "Egg Hunt" states: "there are 2 WMDs hidden in the Lock Boxes. Find, secure, and return to your Green Zone." Simple, economical, and pared-down language, but effective.

Game play is simple. Activate an individual, team, or squad. You then either move, fire and try and kill insurgents, or find things. Playing solitaire, you then draw a card that will dictate the insurgents' activations and follow-on actions. Really, it's not much more complex than that. There are also intriguing options for two- or three-player games that can get downright nasty; in the two-player game, both sides control a squad, and each controls the insurgents during the other squad's turn. In terms of play value, it rates high as the solitaire game works and is fun, and the multiple-player versions are not just thrown together add-ons.

However, here is where my issue with the game comes in. It doesn't feel like it comports with the





reality I saw firsthand, know intellectually, and worked with these past six years as a historian, often at the tip of the spear in The Long War. The insurgents' rate of fire, fire discipline, and ability to kill with aimed weapons is thankfully low. They have poor marksmanship for these reasons: lack of practice and no institutional structure (school house) to teach good shooting and proper care of weapons. As an example, I had to design a new training scenario in order to teach army historians. I used the Battle of Mussayib, a one-day battle between the 67th Armor (a unit I belonged

to as a young enlisted man) and Sadr's militia. What I know from my research and footage of the battle is that there was a high number of rounds fired, and fighters involved, compared to the lack of US casualties. In fact, from that battle and others we concluded that gunfire was often used to try and canalize troops into an IED kill sack. The game doesn't reflect any of that, and in fact makes the terrorists at least okay in terms of firepower. Moreover, there is no factoring in of US body armor, unless it is factored in by the fact that when an insurgent is wounded they are out of play but the American isn't.

However, one needs to be very careful with their advertising copy and promising more than they can deliver. Worthington Games states that "During your briefing you are told your objectives and known intel on the area. As always, intel always changes once the boots are on the ground." True, the enemy has a vote, and intel and the situation does change, but where in game play does this change? I couldn't find it, so I reviewed every game card to see if I had missed some-

thing. Nope. No cards change intel for you, against you, or change the parameters of the way the insurgents fight. So what were they talking about here?

Conclusions

There is always room for a fun, scaled-down, lighter version of modern combat (I think of this game as *A Day of Heroes* lite). Sometimes you want a play-and-forget-type game that has just enough substance and reality without delving down in to the detail of your sniper's arthritis acting up today in his thumb and trigger finger—please roll on the temperature table and cross index that with the arthritis table . . . This system shows some promise and I am interested in seeing how they go forward. I hope they take my real-time criticisms from experience to heart and perhaps rethink some of the design philosophy in terms of ratings, as I think they somewhat un-hinge and mar what otherwise would be a good-to-great introductory game.



The Cardboard Curmudgeon

By Roger Lewis

An Old-school Gamer's Thoughts on the Hobby.



I've touched on this topic before, but I want to give it more attention. One thing that has always interested me is the discussion about whether war games are true games or simulations, and their attempt at realism versus playability. From my perspective they are neither. Dictionaries define a game as an entertainment or amusement. I can't really argue with that, but I have a slightly different take. To me a game is one where both sides start out equal, have a variety of strategies for victory and the outcome is determined strictly by skill and luck—and the enterprise induces an emotion of fun and/or sustained contentment. A typical war game doesn't satisfy these criteria. Many can be quite frustrating. Try playing the Canadians at Dieppe or the Americans at Kasserine Pass, or any other side that has suffered a historical rout... Not a lot of re-playability there.

As far as simulation is concerned, if death, fatigue or fear of punishment is not on your doorstep while playing, the reality bit goes out the window. Life has more probabilities than those pips on a six-sided die.

There are attempts to approach realism with ever-increasing layers of rules that only serve to extend playing time because of endless manual consultations and additional die rolls—with little benefit in the fun department. At the extreme, one arrives at the ASL cloud that ultimately only tests the limits of the human spirit. They also give the grognard community (or the beyond-grognard community) the tools to rant and flame on various Web sites as a diversion from losing due to perceived omissions in rules or content.

So if most are not really games or simulations, what are they? Yes, they can be entertaining and serve as learning vehicles for military history, but in the end they function primarily as role-playing exercises. Who can resist the opportunity to be Rommel or Patton, Grant or Lee? It's that Walter Mitty¹ guy all over again: vicariously living though the historical or fantastical circumstances

of others. Forget normality, I want to take on the SS in Belgium, 1944, and then a few zombies after that, all while drinking a few beers or a scotch, and without actually having to endure the company of a SS officer or a zombie.

All that being said, some war games come close to my definition. The old *Tactics II* is an example. Red and Blue start with the same stuff. A series like *World at War* has balanced conditions, for the most part, since the conflict does not try to create an even playing field where none existed.

The only catch is that multiple scenarios and modules are needed to provide continued re-playability. I rarely play a scenario more than a couple of times because it's just the same old, same old—in the end, same strategy, same result, pending die-roll results. I even remember when games did not have scenarios, only variants that increased re-playability.

Speaking of re-playability, I have indulged myself in a variety of solitaire games lately from the likes of Victory Point Games and DVG—*Space Infantry* looks interesting, too, but I haven't played it yet. Not only are they fun to play and less time consuming than most two-player games, the non-scripted nature of their AI makes each game different. The randomness comes from the use of cards or die rolls that present opportunities that might not occur with a human opponent. They are a nice change from two-player games—and/or role-playing exercises.

I have been playing DVG's *Field Commander: Napoleon* lately. It re-creates all his campaigns from 1796 through 1815. Each has a different

flavor and presents both strategic and tactical challenges. Napoleon himself, the little guy with his hand in his tunic, has a counter on the board, too, which offers the player (me) the unique opportunity of orchestrating plans for European domination.

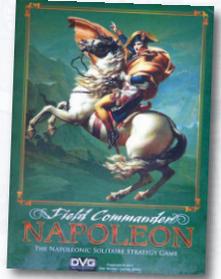
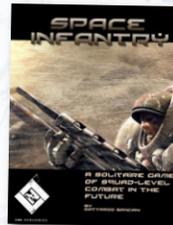
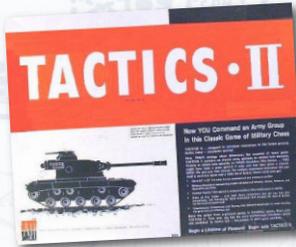
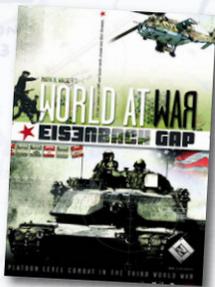
Whatever you choose to call them—war games, simulations, role-playing exercises—we are fortunate to be part of a hobby that permits fun and fellowship within a framework of military history, fantasy and education. It's an indulgence, and maybe that's the proper definition of it all. Quoting from Mr. Thurber himself:

*"He put his shoulders back and his heels together. 'To hell with the handkerchief,' said Walter Mitty scornfully. He took one last drag on his cigarette and snapped it away. Then, with that faint, fleeting smile playing about his lips, he faced the firing squad; erect and motionless, proud and disdainful, Walter Mitty the Undefeated, inscrutable to the last."*²

Editor's Notes:

¹ The author is under the illusion that he is the character Walter Mitty from the short story "The Secret Life of Walter Mitty" by James Thurber.

² Quoted from "The Secret Life of Walter Mitty" by James Thurber.



Lock 'n Load Nationality Capability Charts

By Ralph Ferrari

A Guide to the Units in all Lock 'n Load Modules, from World War II to Modern Day.



WORLD WAR II ALLIES

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Band of Heroes	US Paratroopers	2-5-4-6/6 AM	1-4-4-6/6	N/A	2	2
Band of Heroes	US Glider	1-6-4-5/5	1-5-4-5/5	Even DR	2	2
Noville	US Army 28th Infantry Division	1-6-4-4/5	1-5-4-4/5	Even DR	2	2
			0-5-4-4/5	Odd DR		
Noville	US Army CCB	1-6-4-5/5	1-5-4-5/5	Even DR	2	2
			0-5-4-5/5	Odd DR		
Swift & Bold	British Paratrooper	A,M 1-6-4-6/6 AM	1-5-4-6/6 AM	N/A	2	2
Swift & Bold	British Commando	2-4-4-6/6 AM	1-4-4-6/6	N/A	2	2
Not One Step Back	Partisans	0-3-4-5/4	0-2-3-5/4	N/A	0	1
Not One Step Back	Russian Line Infantry	1-4-4-5/5	1-3-4-5/4	N/A	1	1
Not One Step Back	Russian Line Infantry	1-4-4-5/4	1-3-4-4/4	N/A	1	1
Not One Step Back	Russian Guards	EX 2-2-4-6/6 AM	1-3-4-6/6	N/A	N/A	1
Not One Step Back	Russian Guards	EX 2-2-4-5/5 AM	1-3-4-5/5	N/A	N/A	1
Heroes of Blitzkrieg	French Army	1-6-4-5/5	1-4-4-5/5	N/A	N/A	N/A
Heroes of Blitzkrieg	French Army	1-5-4-5/4	0-4-4-5/4	N/A	N/A	N/A
Heroes of Blitzkrieg	French Corps Francs	2-3-4-6/6 AM	1-3-4-6/6 S	N/A	N/A	N/A
Heroes of Blitzkrieg	French Cavalry	1-4-12-5/5 HR	0-4-12-5/5 HR	N/A	N/A	N/A
Heroes of Blitzkrieg	Belgian Chasseurs	1-5-4-5/6	0-5-4-5/6	N/A	N/A	N/A

AXIS

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Band of Heroes / Dark July	German Waffen SS	2-6-4-5/5 AM	1-5-4-5/5	N/A	2	2
Dark July	German Waffen SS	2-3-4-5/5 AM	1-3-4-5/5	N/A	2	2
Band of Heroes	German Waffen SS	1-6-4-5/5 AM	1-5-4-5/5	N/A	2	2
Heroes of Blitzkrieg	German Waffen SS	1-4-4-5/5 AM	0-3-4-5/5 AM	N/A	N/A	N/A
Band of Heroes	German Fallschirmjager	3-3-4-6/6 AM	2-2-4-6/6	N/A	2	2
Band of Heroes	German Fallschirmjager	2-3-4-6/6 AM	1-2-4-6/6	N/A	2	2
Swift & Bold	German Wehrmacht	2-6-4-5/5 AM	1-5-4-5/5	N/A	2	2
Not One Step Back	German Wehrmacht	1-6-4-6/6	1-5-4-5/5	N/A	2	2
Band of Heroes	German Wehrmacht	1-6-4-5/5 @	1-5-4-5/5 @	Even DR	2	2
Heroes of Blitzkrieg			0-5-4-5/5 @	Odd DR	N/A	N/A
Heroes of Blitzkrieg	German Wehrmacht	1-4-4-5/5 AM	1-3-4-5/5	N/A	N/A	N/A
Swift & Bold	German Wehrmacht	1-4-4-5/5	0-4-4-5/5	N/A	2	2
Not One Step Back	German Wehrmacht	1-4-4-4/4 *	0-4-4-5/5	Even DR	2	2
Heroes of Blitzkrieg			0-3-4-4/4	Odd DR		
Heroes of Blitzkrieg	German Motorcycle	1-4-20-5/5 HR	1-3-20-5/5 HR	N/A	N/A	N/A
Not One Step Back	German Pioniere	2-3-4-6/6 AM	1-3-4-6/6	N/A	2	2
Not One Step Back	German Pioniere	2-3-4-5/5 AM	1-3-4-5/5	N/A	2	2
Noville	Volksgranadier	2-6-4-5/4	1-6-4-5/4	N/A	2	2
Noville	Volksgranadier	1-6-4-5/4	1-5-4-5/4	N/A	2	2

* If you own a copy of Swift and Bold, randomly determine whether each 1-4-4-4/4 reduces to a 0-4-4-5/5 or a 0-3-4-4/4. Otherwise the 1-4-4-4/4 reduces to 0-3-4-4/4.

@ HOB Units have 0 Smoke Capability
 A - Assaulters (13.94)
 DB - British Marksmanship (13.10)

M - Melee (13.10 and 13.94)
 EX - Extended Range (5.4)
 AM - Assault Movement (6.1)

S - Stealth Movement (6.4)
 HR - Hit and Run (6.5)
 +2M - Mob Melee (13.1.7)



MODERN

VIETNAM

ALLIES (USA, Australian/New Zealand, ARVN)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Forgotten Heroes	US Marines	3-6-4-5/6 AM	2-5-4-5/5	N/A	3	3
Forgotten Heroes	US Marines	2-6-4-5/6	1-5-4-5/5	N/A	3	3
Forgotten Heroes	US Army	2-6-4-5/5	1-5-4-5/5	N/A	3	3
Forgotten Heroes	LRRP	3-5-5-6/6 AM	2-4-4-6/6 AM	N/A	3	3
Forgotten Heroes	Vietnamese ARVN	2-4-4-4/4	1-3-4-4/3	N/A	1	1
Forgotten Heroes	Vietnamese ARVN	1-4-4-4/3	0-3-4-4/3	N/A	1	1
ANZAC Attack	Australian/New Zealand Army	1-7-4-5/5 AM	1-6-4-5/5	N/A	2	2

COMMUNISTS (NVA, VC)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
ANZAC Attack	Vietnamese VC	1-4-4-4/4 AM	1-3-4-4/3	N/A	1	1
Forgotten Heroes	Vietnamese VC	1-4-3-4/3	0-3-3-4/3	N/A	1	1
Forgotten Heroes	North Vietnamese Army	2-5-4-5/5 AM	1-4-4-5/4	N/A	2	2
ANZAC Attack	North Vietnamese Army	2-4-4-5/5 AM	1-4-4-4/4	N/A	2	2

SOMALIA

UN (USA, PAKISTAN)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Day of Heroes	US Rangers	3-6-4-6/6 AM	2-5-4-6/6 AM	Even DR	1	3
			1-5-4-6/6 AM	Odd DR		
Day of Heroes	US DELTA Force	N/A M	2-3-5-6/6 AM	N/A	1	3
Day of Heroes	US 10th Mountain	2-6-4-5/5 AM	1-5-4-5/5 AM	N/A	1	3
Day of Heroes	US SEAL	N/A	2-3-4-6/7 AM	N/A	1	3
Day of Heroes	Pakastani	2-4-4-5/4	1-3-4-5/4	N/A	1	3

SOMALI

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Day of Heroes	Somali Mob	N/A	0-0-2-x/x +2M	N/A	N/A	N/A
Day of Heroes	Somali Militia	1-3-4-5/X	0-2-4-4/X	N/A	N/A	N/A
Day of Heroes	Somali Militia	0-3-4-4/X	0-2-4-4/X	N/A	N/A	N/A

FALKLANDS

BRITISH

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Ring of Hills	Royal Marines	D8,M 1-7-4-6/6 AM	D8 1-6-4-6/6 D8	N/A	2	3
Ring of Hills	British Gurkas	M 2-6-4-5/5 AM	M 1-6-4-5/5 AM	N/A	2	3
Ring of Hills	British Paratroopers	D8,M 1-7-4-6/6 AM	D8,M 1-6-4-6/6	N/A	2	3

ARGENTINE

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Ring of Hills	Argentine Army	2-5-4-4/4	1-4-4-4/4	N/A	2	3
Ring of Hills	Argentine Marines/Paras	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Ring of Hills	Argentine Commandos	3-3-4-6/6 AM	2-2-4-6/6	N/A	2	3



WORLD WAR III (1985)

NATO

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Gap	US Army	2-6-4-5/6 AM	1-5-4-5/6 AM	N/A	2	3
Heroes of the Gap	US Army	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes of the Gap	US Army	2-7-4-5/6	1-5-4-5/5	N/A	2	3
Heroes of the Gap	US Army	2-5-4-5/4	1-5-4-5/5	N/A	2	3
Heroes of the Gap	West German Army	2-6-4-5/5	1-3-4-5/5	N/A	2	3

WARSAW PACT

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Gap	Soviet	3-3-4-6/6 AM	2-3-4-6/6 AM	N/A	2	3
Heroes of the Gap	Soviet	2-5-4-5/5	1-4-4-5/4	N/A	2	3
Heroes of the Gap	Soviet	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes of the Gap	Soviet	2-3-4-5/5 EX	1-4-4-5/4	N/A	2	3
Heroes of the Gap	Soviet	2-3-4-5/4 EX	1-4-4-5/4	N/A	2	3



Black Friday

A Traditional Thanksgiving Scenario for All Things Zombie



November 25th, 2011 will always be remembered as Black Friday—not, as in days of yore, for the traffic jams and boisterous crowds eager to begin the holiday shopping season, but for the throng of undead consumers who emerged from the shadows to mark the beginning of a long winter's nightmare. As scientists eventually learned, unsanitary conditions at certain domestic turkey farms created natural reservoirs teeming with the solanum virus. The deadly contagion was easily passed on to humans who dined on undercooked poultry.

Home viewers of the big Bowl Game could only look on in horror—from the orbiting vantage point of the Goodwill Blimp—as a horde of ravenous ghouls overran the stadium and the spectators trapped within. Before halftime, the smart ones were gathering their loved ones and their firearms—not necessarily in that order—and preparing to evacuate.

Scenario Design - Norm Lunde

Order of Battle

Survivors

Pick your favorite Survivor and equip him or her with 8 points' worth of weapons and gear. Choose wisely. He or she enters the map via the western edge, e.g., 2F16.

Place the remaining Survivors (including named characters and generic folks) in another cup—NOT the Zombie cup.

Zombies

Place one Zombie counter face-down on each building (not each building HEX, just one per contiguous building) in the Playable Area except for the hospital, the building containing the H in hex 4K6. Place the remaining Zombies in a cup, as usual.

Generated as per 11.0 and the Special Scenario Rules below.

Playable Area

Place Maps 2 and 4 end-to-end in lengthwise fashion, with 2G1 adjacent to 4G16; the M hex row is North.

Time Limit

At the end of Turn 25 the last helicopter will depart from the hospital, leaving those who remain to their fate.

Winning

Get as many Survivors as you can (and at least three, including the character you started with) into the hospital building; it doesn't matter which hex the Survivor enters the hospital building, all that matters is that they are there on Turn 25. Add up the Victory Points (upper right circle on each counter) of the Survivors who reached the hospital, and deduct the VPs of any Survivors who were gobbled up by Zeke. (The Professor is worth 5.) That's your score.

Special Scenario Rules

1. Just before they went off the air for keeps, the newscasters said something about evacuation centers hastily arranged at local hospitals and police stations. The nearest hospital is located on Map 4; it's the building with the heli-pad on top, as mentioned above. That is your objective. For the moment, all hexes of the hospital building are and will remain clear of Zombies (i.e., Zeke CANNOT enter those building hexes, ever), but out in the parking lot you're on your own. Once a Survivor enters the hospital he or she can wait inside safely, fire on Zombies outside (noise only generates more of them) to assist fellow Survivors or even go back outside again to shred some more Zeds. The Survivor must be inside the hospital on the last turn to be eligible for Victory Points.
2. The buildings in your quiet residential neighborhood (Map 2) are occupied by friends and neighbors. Some of them are sleeping off the big holiday meal, while others are ready to go out shopping . . . for BRAINS! You won't know which until you knock on the door. Upon entering any previously unsearched building on Map 2 (i.e., the ones with face-down Zombie counters), roll 1d6.
 - On a result of 1–3 you've found a friend, alive and well. Remove the Zombie counter and return it to the Zombie cup. Draw a random person from the Survivor cup and add him or her to your party. The new arrival may temporarily occupy the same hex as the Survivor until he begins moving on the following turn. Named characters can use the statistics and special abilities described on their Survivor Status Cards. The Professor CANNOT cure Zombies but he can fight and use weapons as the other Survivors do. Draw two cards from the Loot deck to determine what weapons and

LINE OF FIRE > All Things Zombie > Scenario

gear, if any, the newcomer has on hand. This search does NOT cost an action (contrary to 10.3.)

- On a result of 4–6 you've crashed Zeke's dinner party. Flip over the Zombie counter and fight the encounter as outlined in rule 10.1, as if you had drawn a "1" from the Zombie deck. The Survivor can use an action to search the building once it has been cleared (as per 10.3.).
- Once a building has been entered and searched, mark it per the usual procedure.
- If one or more Zombies enter a hex containing two Survivors, the Survivor who entered the hex must fight the Melee; the newly discovered Survivor does not participate.
- When there are no more Survivors remaining in the cup, you'd have to be some kind of idiot to keep knocking on doors.

3. The buildings in the town center (Map 4) have been overrun by Zombies already—except for the hospital, as mentioned above. What an ideal spot for the evacuation center! The first time a Survivor passes within TWO hexes of an occupied Map 4 building (i.e., one marked with a Zombie counter), draw a Zombie card. Remove the single Zombie counter and replace it with the number of Zombies indicated by the card. They will begin moving on the next turn, as normal. Once Zeke has left the building, he will not be readmitted. Note that the buildings on Map 4 are NOT considered cleared unless a Survivor enters and checks for Zombies as described in 10.1.

4. **Incubation Period:** Whenever a Survivor rolls two or more Ones (1, 1) on any Reaction or Combat test, including Ranged Fire and Melee, he is suddenly overcome by a wave of nausea. Immediately roll a 2d6 Reaction Test:

- Pass 2d6: Too much exercise after a heavy meal. The feeling passes.
- Pass 1d6: The Survivor emits an exceptionally loud belch. Place 1 shot marker in the Survivor's hex.
- Pass 0d6: "You're dead now, so shut up!" The Survivor collapses and remains very still for the remainder of the turn. At the start of the next turn, replace him with a Zombie marker drawn from the cup.

Variant

The scenario is meant to be played solitaire or with one player playing the Survivors and one player controlling the Zombies. However, it can also be played with two players playing Survivors competing against each other—and the Zeds, of course. One player's Survivor enters via hex 2B16 and the other via hex 2L16; flip a coin or roll dice to decide. Survivors from both sides can attack each other. When it's one player's turn, the other player controls the Zombies. The terms of Winning and Victory Point scoring is done the same as above. The player with the most VPs wins. Once a Survivor is inside the hospital, he or she can no longer perform actions; he or she is considered to be evacuated.



Lone Tree Hill



Dutch New Guinea; May 28th, 1944

Companies A and C from the 1st Battalion, 158th Regimental Combat Team were given orders to advance down the western slope of Lone Tree Hill and capture the road near Maffin Bay, just east of the Maffin Airfield.

Scenario Design - Ralph Ferrari

Order of Battle

Japanese

Set up first as follows:

Enter at Hex 609 on Board D on Turn 1:

- 2 x Reduced Squads

Set up in or within 3 hexes of hex 1308 on Board B:

- 3 x Squads
- 2 x 2" Knee Mortars
- Sgt Sony
- 1 x Type 92 MG Weapon Team

Enter the turn after the turn in which one of the reduced Japanese units gain LOS to any US Unit; enter at hex 310 on Board D:

- 3 x Squads
- Lt Honda

Americans

Set up second as follows:

Set up in or within one hex of hex 804 on Board D:

- 5 x Squads
- 1 x BAR
- Lt Wayne

Set up in or within one hex of hex 1005 on Board D:

- 4 x Squads
- 1 x BAR
- 1 x Satchel Charge
- 1 x M1919A4 Weapon Team
- Capt Sharpe

Playable Area

Use Boards B, C, and D from *Island War Deluxe*. Hex row XX00 of Board C is north, Board B is below Board C, and Board D is to the right of Board B. Hex row XX10 of Board C matches hex row XX10 of Board B. Hex row 1XX of Board B matches hex row 1XX of Board D.

Scenario Length

Nine turns. The Americans have the advantage on turn one.

Victory Conditions

To win, the Americans must control hexes, C409, C609, B1409, B1209, B1407, B1308, and B1206, by the end of the game. Control is defined as having a friendly unit in the hex, or having had the last unit in the hex.

Special Scenario Rules

1. Use the Ranged Combat Table found in *Line of Fire #9*.
2. No unit can use Double Time Movement until after LOS is established between units of opposing sides.





It Takes a Village

Dutch New Guinea; May 28th, 1944

South of Lone Tree Hill, Companies B and E from the 2nd Battalion, 158th Regimental Combat Team were to attempt to capture the Village south of the Snaky River, and then link up with Engineers preparing a landing zone for tanks that were to arrive in support of the 158th advance west.

Scenario Design - Ralph Ferrari

Order of Battle

Japanese

Set up first as follows:

Set up in or within three hexes of hex 308 on Board B:

- 4 x Squads
- 1 x Type 96
- Lt Honda

Set up in or within one hex of hex 407 on Board A immediately when there is a LOS from either hex A308 and/or hex A408 to any American unit on Board C:

- 1 x Squad
- Capt Togi
- 2 x Type 92 MG Weapon Teams (see SSR 2)
- 1 x 2" Knee Mortar

Americans

Set up second as follows:

Enter on Turn 1 via hex 105 on Board B:

- 4 x Squads
- 1 x BAR
- Sgt Rock

Enter on Turn 1 via hex 300 on Board B:

- 4 x Squads
- 1 x BAR
- 1 x Satchel Charge
- Capt Sharpe

Playable Area

Use Boards A, B and C from *Island War Deluxe*. Hex row XX00 on Board C is north, Board B is below Board C. Board A is to the left of Board B. Hex row XX10 of Board B matches Hex row XX10 of Board C. Hex row 17xx of Board B matches hex row 1xx of Board A.

Scenario Length

Seven turns. The Americans have the advantage on turn one.

Victory Conditions

To win, the Americans must control hexes C409, C609, C202, and C203 by the end of the game. Control is defined as having a friendly unit in the hex, or having had the last unit in the hex.

Special Scenario Rules

1. Use the Ranged Combat Table found in *Line of Fire #9*.
2. The Type 92 MG Weapon Teams cannot be moved once placed.
3. Trees and Brush do not exist on any Boards in play.
4. All hexes in the blank area between Boards A and C are clear for purposes of LOS.



Taxis of War



May 16th, 1985

Although both sides had a number of infantry fighting vehicles, many units still went into battle with the previous generation of battlefield taxis.

Scenario Design - Matt Lohse

Order of Battle

American Forces

Set up first in the playable area between hex rows 10 and 17 inclusive.

Elements of Team Bravo:

- 1 x HQ
- 2 x M113
- 1 x M113 (Attached from Charlie)
- 2 x Infantry
- 1 x Infantry (Attached from Charlie)
- 1 x ITV
- 2 x Dragon (Support Weapons)
- 1 x M106 (Attached from Alpha)
- 1 x TOW Jeep (Attached)
- 2 x Bravo Formation markers

Support:

- 2 x Improved Positions
- 3 x 3⁴ HE Fire Missions

Soviet Forces

Enter on Turn 1 via the south edge of the playing area.

62nd Motor Rifle:

- 1 x HQ
- 4 x T-64
- 8 x BTR-70
- 8 x Infantry
- 1 x 62 MR Formation marker

Support:

- 4 x 3⁴ HE Fire Missions

Playable Area

Use all hexes west of the Rhine on the *Blood and Bridges* map.

Scenario Length

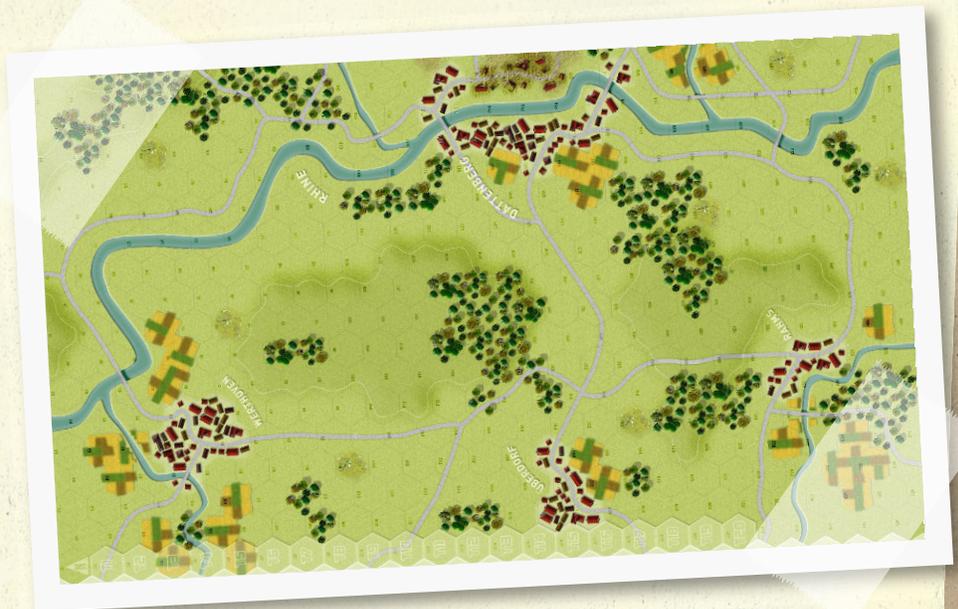
Nine turns. Use two End Turn markers in the cup.

Victory Conditions

The Soviets win if they capture the Bridges in hexes D4 and G3-H2 by the end of play. Any other result is an American victory.

Special Scenario Rules

1. The Soviet player has the option of starting Turn 1 with an activation of the 62nd MR. If this option is chosen, do not put the 62nd's Formation marker into the cup until Turn 2.





The Other Guys

May 16th, 1985

When war broke out, many American formations still used M113s for infantry transport. When dealing with Soviet formations equipped with BMP-2s, this was a bit of a disadvantage.

Scenario Design - Matt Lohse

Order of Battle

American Forces

Set up first between hex rows M1–M11 and V1–V11 inclusive.

Team Charlie:

- 1 x HQ
- 1 x M113
- 1 x M113 (Attached from Yankee)
- 1 x M113 (Attached from Team Dahl)
- 2 x Infantry
- 1 x Infantry (Attached from Yankee)
- 1 x ITV (Attached from Yankee)
- 1 x Dragon (Support Weapon)
- 2 x Charlie Formation markers

Team Bravo:

- 1 x HQ
- 2 x M113
- 2 x Infantry
- 1 x ITV
- 1 x Abrams
- 1 x Dragon (Support Weapon)
- 2 x Bravo Formation markers

Support:

- 4 x 3rd HE Fire Missions

Soviet Forces

Enter on Turn 1 via hexes AK1–AK11 inclusive (eastern edge of playing area).

48th Guards Motor Rifle:

- 1 x HQ
- 3 x T-80
- 9 x BMP-2
- 9 x Infantry
- 2 x Sagger (Support Weapons)
- 1 x 48th GdM Formation marker

93rd Recon:

- 1 x HQ
- 2 x T-80
- 3 x BMP-2
- 3 x BRDM-2
- 1 x 93rd RC Formation marker

Support:

- 5 x 3rd HE Fire Missions
- 1 x Designated Formation Marker (see SSR 2)

Playable Area

Use a portion of the *Blood & Bridges* map: Rows 1 through 11 and Columns E through AK inclusive. Column E is the west edge of the map.

Scenario Length

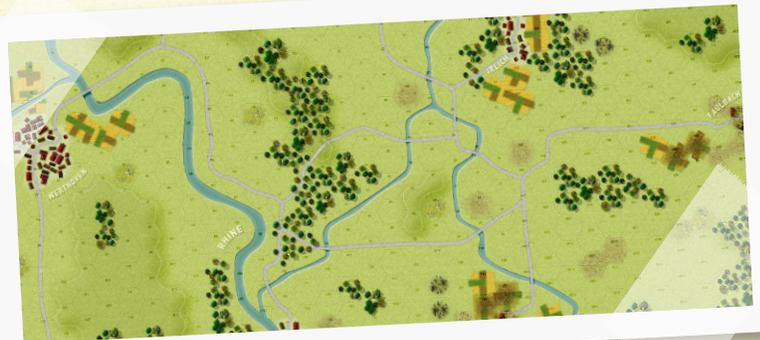
Eight turns. Use two End Turn markers in the cup.

Victory Conditions

The Soviets win if they control both ends of the bridge in Hexes G3–H2 at the end of play. Any other result is an American victory.

Special Scenario Rules

1. If eliminated, the 93rd Recon HQ can be placed on any T-80 or BMP-2 platoon, reduced side up, during the subsequent Marker Removal Phase.
2. The Soviet player should put the Designated Formation marker in the cup ONLY on even numbered turns. It can be used to activate either formation.
3. It is an IFV not a tank destroyer comrade! BMP-2s suffer ammo depletion every time they fire with their AP factor.





Brothers in Arms

1130, May 21st, 1985

Initial Warsaw Pact attacks had achieved numerous breakthroughs deep into NATO territory. Nevertheless the small town of Boekel was still defended fanatically by its West German Garrison; even civilians grabbed firearms and defend every house like a fortress. Several Soviet assaults had failed in the last days.

Now, Kampfgruppe Wolf, one of the East German People's Army's premier formations, is ordered to seize the objective. Commander Wolf hasn't lost a battle so far, but this time there could be problems. The Soviet command is losing patience and there is information from unofficial sources that if Boekel isn't taken by noon, it will be annihilated by chemical weapons.

The East German government considers a possible use of weapons of mass destruction on German territory (either East or West) as a matter of national security, which shouldn't be allowed to happen under ANY circumstances. The last hope is that Wolf's panzers enter Boekel faster than the Soviet SCUD-missiles do.

Scenario Design – Konstantin Lubsky

Designer's Note: This scenario is based on the East German Government's fear that the Soviets would use weapons of mass destruction on German territory—East or West.

Editor's Note: This scenario uses counters from *The Untold Stories, Blood & Bridges* and *Eisenbach Gap*.

Order of Battle

WEST GERMAN FORCES

Set up first in any City hex in Boekel.

1/613 Panzer:

- 1 x HQ
- 3 x M48
- 2 x 1/613 Formation markers

2/182 Panzer Grenadiers:

- 1 x HQ
- 1 x Leader
- 3 x Marder
- 3 x Infantry
- 1 x Milan (Support Weapon, see SSR 1)
- 2 x Territorialheer (Attached)
- 1 x Armed Civilians (Attached)
- 1 x 81 mm Mortar (Attached)
- 2 x 2/182 PzG Formation markers

WARSAW PACT FORCES

East Germans

Enter on Turn 1 via the western edge of Board C.

Kampfgruppe Wolf:

- 1 x HQ
- 1 x Leader, Wolf
- 1 x T-64
- 2 x T-72
- 1 x BRDM
- 3 x BMP-2 (2 x BMP-2s Attached from 29th)
- 3 x Infantry (1 x Infantry Attached from 29th)
- 1 x Sagger (Support Weapon)
- 2 x KG Wolf Formation markers

Support:

- 4 x 3⁴ HE Fire Missions
- 1 x Smoke Fire Mission

Soviets

Set up second as follows (and take note of SSRs 2, 3 and 4).

33rd Motor Rifle: *Set up on Board B in hexes D6, D7, D8 and C9.*

- 1 x HQ
- 1 x T-62
- 3 x BMP
- 3 x Infantry

- 1 x 82 mm Mortar (Attached)
- 1 x Sagger (Support Weapon)
- 1 x 33rd Mot. Formation marker

87th Motor Rifle: *Set up on Board C in hexes R3, Q4 and Q5.*

- 1 x HQ
- 1 x T-55
- 2 x BTR-60
- 2 x Infantry
- 1 x AGS-17 (Support Weapon)
- 1 x 87th Rifle Formation marker

62nd Motor Rifle: *Set up on Board B in hexes C2, C3 and C4.*

- 1 x HQ
- 1 x T-64
- 2 x BTR-70
- 2 x Infantry
- 1 x T12 ATG (Attached)
- 1 x 62 MR Formation marker

77th Motor Rifle: *Set up on Board C in hexes P8, Q9 and R9.*

- 1 x HQ
- 3 x BTR-70
- 3 x Infantry
- 1 x 77 MR Formation marker

LINE OF FIRE > World at War > Scenario

Playable Area

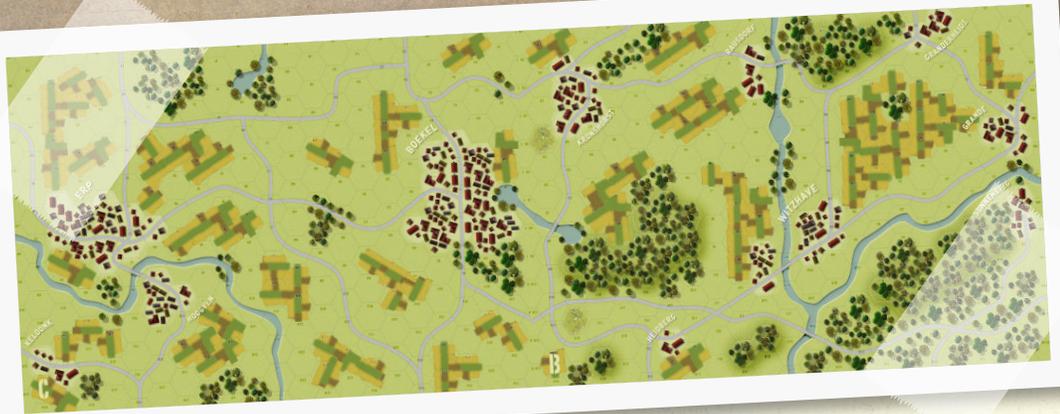
Use Boards B and C from *The Untold Stories*.

Scenario Length

12 turns. Use 2 End Turn markers in the cup to start, and 3 from Turn 7 to the end of the game.

Victory Conditions

The East German player wins immediately when he is in full control of Boekel. Any other outcome results in a West German victory. Control of a hex is defined in 13.0 of *The Untold Stories* or 12.0 of *Blood & Bridges* rules.



Special Scenario Rules

- Milan Usage:** The West German Territorialheer and Armed Civilians cannot use the Milan.
- Brothers in Arms:** The East German player controls the Soviet forces.
- Command Confusion:** The Soviet forces cannot move; their commander has recently been dismissed and they are not ready for a new assault.
- Soviet Siege Fortifications:** Place an Improved Positions marker in each of the following hexes—CR3, CQ4, CQ5, CP8, CQ9, CR9, BD6 and BD7.
- Battle Fatigue:** After set-up, roll 1d6 for each West German and Soviet unit (not HQs), adding or subtracting these modifiers, which are cumulative:
 - +1 for West German units
 - 1 for Territorialheer
 - 2 for Armed Civilians
 - +1 for units stacked with an HQ
 Apply the results as follows:
 - 4 or higher, No Effect.
 - 3, The unit starts Disrupted.
 - 2, The unit starts Reduced (but not Disrupted).
 - 1 or less, The unit starts Reduced and Disrupted.
- Soviet Siege Artillery:** At the beginning of each turn, Soviet off-board artillery (1 x 3⁴ HE) fires on Boekel. Roll 1d6: if the result is 4–6, the East German player determines the target hex in Boekel (as per 8.0 and 8.1); if the result is 1–3, the West German player determines the target hex (as per 8.0 and 8.1). This represents poor communication and fire coordination.
- Weapons of Mass Destruction:** At the start of Turn 7 add a Chaos marker to the cup; each time it is drawn, roll 2d6 (one white, one colored), consult the table below and place a Chemical marker in the target hex.

White d6 Result	Colored d6 Result	Target Hex
1	1–3	C S11
	4–6	C P11
2	1–3	C N9
	4–6	C P6
3	1–3	C O3
	4–6	C T2
4	1–3	C W4
	4–6	B B6
5	1–3	C W9
	4–6	C V11

6 Boekel is destroyed. Game over. East Germans lose for not taking control of Boekel.

The Chemical marker represents a new secret chemical device that cannot be defended against. When the Chemical marker is placed, every unit in the target hex and in all adjacent hexes is eliminated. The target hex and each adjacent hex also becomes impassable for the rest of the game; if a unit enters such a hex it is eliminated.



Tank Battle First Encounter

1230, May 15th, 1985

After decades of peaceful co-existence, East and West Germany are finally about to engage in their first proof of arms. While the East German People's Army marches westward with their Soviet allies through the Fulda Gap, they are encountered by a West German tank brigade in a first encounter.

Scenario Design – *Konstantin Lubsky*

Editor's Note: This scenario uses counters from *Death of the First Panzer*, *The Untold Stories* and *Blood & Bridges*.

Order of Battle

East German Forces

Enter on Turn 1, when chit is drawn, via hexes X4 – X9 inclusive.

51st Panzer Brigade

- 1 x HQ
- 9 x T-72
- 1 x BRDM (Attached)
- 1 x 51st Formation marker

6th Panzer Brigade

- 1 x HQ
- 8 x T-55
- 1 x Shilka (Attached)
- 1 x 6th Formation marker

9th Angriff

- 1 x Hind
- 2 x 9th Formation markers (removed due to lack of ammo at the beginning of Turn 6)

Support

- 2 x Smoke Fire Missions
- 1 x HE 3rd Fire Mission
- 1 x Su-22 (Add to cup at start of Turn 4)
- 1 x Designated Formation marker (can be used to activate any East German Formation)

Reinforcements

29th Motorisierte-Schützen: Enter on Turn 2, when chit is drawn, via hexes X4 – X9 inclusive.

- 1 x HQ
- 2 x T-72
- 3 x BMP-2
- 3 x Infantry
- 1 x Sagger (Support Weapon)
- 1 x 29th Formation marker

53rd Panzer Brigade: Enter on Turn 3, when chit is drawn, via hexes X4 – X9 inclusive.

- 1 x HQ
- 4 x T-72
- 1 x 53rd Formation marker

West German Forces

Enter on Turn 1, when chit is drawn, via hexes A3 – A9 inclusive.

2/174 Panzer

- 1 x HQ
- 3 x Leopard 1
- 1 x Roland (Attached)
- 2 x 2/174 Panzer Formation markers

1/171 PzG

- 1 x HQ
- 3 x Marder
- 3 x Infantry
- 1 x Milan (Support Weapon)
- 1 x Luchs (Attached)
- 2 x 1/171 PzG Formation markers

Support:

- 2 x DPICM 3rd Fire Missions
- 1 x FASCAM Fire Mission
- 1 x Tornado (Add to cup at the start of Turn 3)

Reinforcements

3/174 Panzer: Enter on Turn 3, when chit is drawn, via hexes A3 – A9 inclusive.

- 1 x HQ
- 3 x Leopard 2
- 1 x Jaguar (Attached)
- 2 x 3/174 Panzer Formation markers

LINE OF FIRE > World at War > Scenario

Playable Area

Use the map from *Death of the 1st Panzer*.

Scenario Length

Ten turns. Use three End Turn counters in the cup.

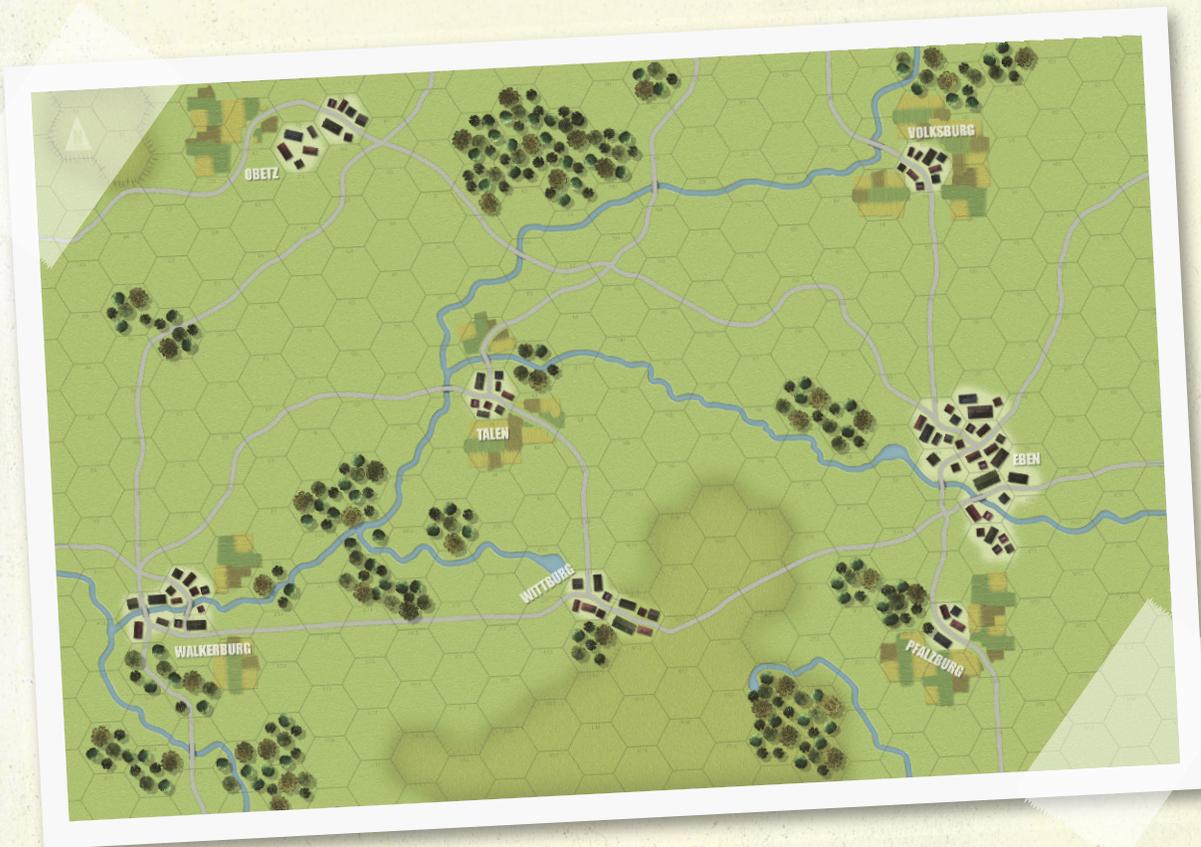
Victory Conditions

Both sides earn Victory Points (VPs) by eliminating enemy units and exiting own units at the opposite edge of the map. The side with the most VPs wins. VPs are earned as follows:

- 2 VPs for each destroyed platoon (including HQs).
- 1 VP for each reduced platoon on the Board at the end of the game.
- 2 VPs for each full-strength platoon or HQ exited off the opposite edge of the Board.
- 1 VP for each reduced platoon or HQ exited off the opposite edge of the Board.

Optional VP Scoring: Use the points for each unit found on the Unit VP Cost Table (12.1) in the *Blood & Bridges* rules book and in the *Death of the First Panzer* rules book.

Note: Support Weapons are worth 0 VPs using either VP-scoring method.





Hill 252

May 31st, 1985

The West German counteroffensive to cut off the Soviet spearhead had petered out. The Soviets moved quickly to push back the West German salient that was threatening their lines of communication.

Scenario Design - Jeff Schulte

Order of Battle

Soviet Forces

Set up first as follows:

33rd Motor Rifle: Set up second on or west of hex row G.

- 1 x HQ*
- 6 x BMP
- 4 x BMP-1 (Attached from 55th MR*)
- 6 x Infantry
- 4 x Infantry (Attached from 55th MR)
- 1 x T-62
- 1 x 33rd Mot. Formation marker

* If HQ is destroyed, it can be replaced with any unit in Formation. BMP-1s attached from the 55th MR CANNOT use amphibious movement.

77th Motor Rifle: Enter on Turn 1 via the north edge when chit is drawn.

- 1 x HQ
- 5 x BTR-70
- 5 x Infantry
- 1 x 77th MR Formation marker

Support

- 1 x Smoke Fire Mission
- 2 x 3⁴ HE Fire Missions

Playable Area

Use the Board D from *Paris is Burning*.

Scenario Length

Eight turns. Use two End Turn markers and one Chaos marker in the cup.

Victory Conditions

The Soviets win if they can clear all Hill hexes within the West German set-up area or take control of all hexes of Banlieus Orientales.

To control a city, or any hex, for that matter, a player must have a unit in, or have been the last player to pass a unit through, each hex of the city. A player begins the game with control of all hexes he could theoretically set up a unit in.

West German Forces

Set up second as follows:

171 Panzergrenadier: Set up first on or east of hex row L in hexes numbered 5 or higher.

- 1 x HQ
- 3 x Marder
- 3 x Infantry
- 1 x Luchs (Attached)
- 1 x Panzer Morser (Attached)
- 1 x Gepard (Attached)
- 1 x Milan (Support Weapon)
- 2 x 1/171 Formation markers

174 Panzer: Enter on Turn 1 via the southern edge when chit is drawn.

- 1 x HQ
- 3 x Leopard 1
- 2 x 2/174 Formation markers

Support:

- 2 x 3⁴ HE Fire Missions

Special Scenario Rules

1. This scenario takes place during night conditions. During night turns the following rules apply:
 - a. All targets receive an extra defensive die when attacked in ranged combat. For example, a concealed infantry platoon in the Woods would receive a three-dice (3) defensive bonus instead two. An infantry platoon in a Clear hex would get a one-die (1) defensive bonus instead of none. Units do not receive extended-range (6.1) or reduced-range (6.1.2) benefits.
 - b. There is no maximum defensive bonus for armored targets. They may receive three or even four additional dice depending on the situation.
 - c. Assault combat is unchanged with the following exception: at the conclusion of the assault all undisrupted units must take a morale check. If they fail the check, they are disrupted.
 - d. The maximum spotting range is 4 hexes against unactivated units. The maximum spotting range is 6 hexes if the target is under an Ops Complete marker or during Opportunity Fire. No ranged combat can take place at greater than these ranges as appropriate, and units cannot spot for artillery missions beyond these ranges.
 - e. If the Chaos table gives a Close Air Support result, allocate an HE (3+) artillery strike instead.
2. Units can enter unbridged River hexes on the map by using 2 MPs plus the cost of other terrain (thus 3 MPs total for a River hex with Clear terrain).





The Mainz Event

May 24th, 1985

The central thrust through West Germany targeted a Rhine crossing at Mainz. Bitter fighting for Mainz initially repulsed Warsaw Pact efforts to cross at the city.

Scenario Design - Jeff Schulte

Editor's Note: This scenario uses components from *Eisenbach Gap (EG)*, *Death of the First Panzer (DotFP)*, *Blood & Bridges (B&B)*, *The Untold Stories (TUS)*, *Paris is Burning (PIB)*, *The Compendium (TC)* and *Operation Garbo (OpG)*. The abbreviations in parentheses are added to the OOB to aid in set-up.

Order of Battle

Warsaw Pact Forces

Set up first on Map B.

Soviet 33rd Motor Rifle

(EG + OpG):

- 1 x HQ*
- 6 x BMP
- 4 x BMP-1 (Attached from 55th MR*)
- 6 x Infantry
- 4 x Infantry (Attached from 55th MR)
- 1 x Sagger (Support Weapon)
- 1 x SA-7 (Support Weapon)
- 1 x BRDM-2 (Attached)
- 1 x 33rd Mot. Formation marker

* If HQ is destroyed, it can be replaced with any unit in Formation. BMP-1s attached from the 55th MR CANNOT use amphibious movement.

Soviet 78th Motor Rifle (PIB):

- 1 x HQ
- 2 x BTR-70
- 2 x T-62
- 5 x Infantry
- 1 x Sagger (Support Weapon)
- 1 x 78 MR Formation marker

Polish 21st Podhale Rifles (TUS):

- 1 x HQ
- 3 x BMP-2
- 3 x BMP-1
- 3 x T-72
- 6 x Infantry
- 1 x 21st Formation marker

Soviet 1st Tank (EG):

- 1 x HQ
- 6 x T-72
- 1 x 1st Tank Formation marker

Reinforcements:

Soviet 77th Motor Rifle (TUS):

enter on Turn 3, when chit is drawn, via the east map edge.

- 1 x HQ
- 6 x BTR-70
- 6 x Infantry
- 1 x MTLB-120 (Attached)
- 1 x 77 MR Formation marker

Support:

- 6 x 3⁺ HE Missions
- 2 x Smoke Missions
- 1 x Designated Formation marker
- 4 x Chemical Missions (see SSR 2)

West German Forces

Set up second on Map E.

2/182 Panzergrenadier (B&B):

- 1 x HQ
- 3 x Marder
- 3 x Infantry
- 1 x 81mm Mortar (Attached)
- 2 x Milan (Support Weapon)
- 2 x 2/182 pzg Formation markers

1/171 Panzergrenadier (DotFP):

- 1 x HQ
- 3 x Marder
- 3 x Infantry
- 1 x Panzer Morser (Attached)
- 1 x Milan (Support weapon)
- 2 x 1/171 pzg Formation markers

1/172 Panzergrenadier (DotFP):

- 1 x HQ
- 1 x Leopard 2
- 2 x Marder
- 2 x Infantry
- 1 x Luchs (Attached)
- 1 x Milan (Support Weapon)
- 2 x 1/172 pzg Formation markers

Kampfgruppe Koch (TUS):

- 1 x HQ
- 1 x Leopard 2
- 1 x Marder
- 2 x Infantry
- 1 x Luchs (Attached, DotFP)
- 1 x Gepard (Attached, DotFP)
- 1 x Milan (Support Weapon)
- 2 x KG Koch Formation markers

Support Troops (see SSR 5)

- 2 x Territorialheer Infantry (TUS)
- 1 x Jpz 4-5 (DotFP)
- 1 x M-109 (TC)
- 1 x Milan (Support Weapon)

Reinforcements:

3/174 Panzer (DotFP): *enter on Turn 4, when chit is drawn, via the west map edge.*

- 1 x HQ
- 3 x Leopard 2
- 2 x 3/174 Panzer Formation markers

Support:

- 6 x 3⁺ HE Missions
- 1 x Smoke Mission
- 1 x FASCAM Mission
- 1 x Improved Position



It's the Oil, Stupid!

A Three-scenario Modulette using World at War Components. By Arrigo Velicogna

Editor's Note: It's the Oil, Stupid! is a three-scenario modulette that uses components from many World at War modules, the Compendium, a few issues of Line of Fire, and, in the third scenario, downloadable counters from an unofficial supplement, Steel Horses (link provided below). All three scenarios were designed by Arrigo Velicogna, and they do not occur within the official World at War narrative. The scenarios take place in Iran and are contested between the Americans and the Soviets.



Scenario 1: To the Shores of ...

May 16th, 1985

Despite the saber-rattling of the preceding weeks the actual invasion of the Islamic Iranian Republic had caught everyone by surprise. Soviet airborne elements had captured the city of Bandar Abbas and attacked Shiraz while elements of the Trans-Caucasus and Turkmenistan Military Districts have crossed the border driving toward Tehran and the Persian Gulf. The Iranian Army had suffered serious reverses on the northern front and had been forced to redeploy forces from the Iraqi front to attempt to stem the Soviet tide. The situation was so critical that the Supreme Leader had asked assistance from every coun-

try. The National Command Authority has responded forcefully. Commander in Chief Central Command (CINC CENT) ordered several units of the XVIII to be dispatched at all possible speed in theater. CINC CENT had established as priority the liberation of the port and airfield of Bandar Abbas, to create a bridgehead. In conjunction with a drop from the ready Brigade of the 82nd Airborne Division on the Bandar airport the 2nd MEU had been tasked to launch a conventional amphibious assault to clear the city. Once ashore the first task of the 2nd MEU was to clear Soviet defensive positions.

Order of Battle

Soviet Forces

Set up first in any hex on Map 4 (see SSR 2).

2nd Airborne (from Eisenbach Gap):

- 1 x HQ
- 6 x Infantry
- 1 x 81 mm Mortar
- 1 x ASU 85 (Attached)
- 2 x BRDM AT (Attached)
- 1 x Sagger (Support Weapon)
- 1 x AGS17 (Support Weapon)
- 1 x SA-7 (Support Weapon)
- 1 x 2nd Formation marker

Support:

- 3 x 3⁴ HE Fire Missions
- 1 x Smoke

US Forces

Enter on Turn 1 (see SSR 1) via the south edge of Map 4.

2nd Meu (from LoF#10):

- 1 x HQ
- 3 x USMC Infantry
- 2 x LVTP7
- 1 x 81 mm Mortar
- 1 x M60A1
- 2 x LAV-25
- 1 x Dragon (Support Weapon)
- 1 x AH-1W
- 2 x 2nd Meu Formation markers

Support:

- 3 x 3³ HE Fire Missions (see SSR 3)
- 1 x AV-8B



Playable Area

Use Map 4 (from the Compendium).

Scenario Length

Eight turns. Use two End Turn markers in the cup.

Victory Conditions

To win, the Americans must occupy all Built-up hexes on the map. Any other result is a Soviet victory. To control a hex, a player must have a unit in, or have been the last player to pass a unit through, each hex of the city. A player begins the game with control of all hexes he could theoretically set up a unit in.

Special Scenario Rules

1. **Hit the Beach:** The scenario starts with an automatic activation of the Marines. The US player keeps one of the two 2nd MEU activation markers out of the cup and activates the 2nd MEU as the first action on Turn 1. Afterward, activations proceed as normal.
2. **Defensive Positions:** all Soviet units start the game under Improved Positions markers.
3. **Naval Gunfire Support:** The US artillery support represents Naval Gunfire Support from the *USS Wisconsin* standing offshore. No more than one mission can be used per turn but each mission has the following characteristics.
 - Besides the impact hex, the mission affects one adjacent hex selected by the American player.
 - *USS Wisconsin* HE strikes also affect armored targets in the hexes they hit (16" shells are dangerous also to tanks).

Scenario 2: Speed Bumps



May 19th, 1985

After having cleared the XXX Airborne Guard division from Bandar Abbas, in cooperation with the 82nd Airborne, elements of the 1st Marine Division started to move inland to expand the beachhead in order to allow reinforcements to land and to give the Iranian army a safe haven to recover. Under pressure from the Iranian government, and with concerns that without additional action there will not be any Iranian army left to rescue, the 2nd MEU is sent northward to establish blocking positions to cover the withdrawal of several battered Iranian formations. Some of the Marines sent north for that purpose strongly felt they had been transformed from assault troops to speed bumps.

India Company was one such speed bump, holding a small nameless village that a reinforced battalion of the 62nd Motorized Rifle Regiment had been ordered to take.

Order of Battle

Soviet Forces

Enter on Turn 1 via the north edge of playable area (see SSR 1).

62nd Motor Rifle (from *Blood & Bridges*):

- 1 x HQ
- 7 x Infantry
- 7 x BTR-70
- 2 x T-55 (Attached from 87th MR, from Eisenbach Gap)
- 1 x Sagger (Support Weapon)
- 1 x 62nd MR Formation marker

US Forces

Set up first in or within three hexes of hex 5H6.

2nd Meu (from *Line of Fire #10*):

- 1 x HQ
- 3 x USMC Infantry
- 1 x TOW HMMV
- 1 x 81 mm Mortar
- 1 x Dragon (Support Weapon)
- 2 x 2nd Meu Formation markers

Playable Area

Use Map 5 (from *Line of Fire #8*).

Scenario Length

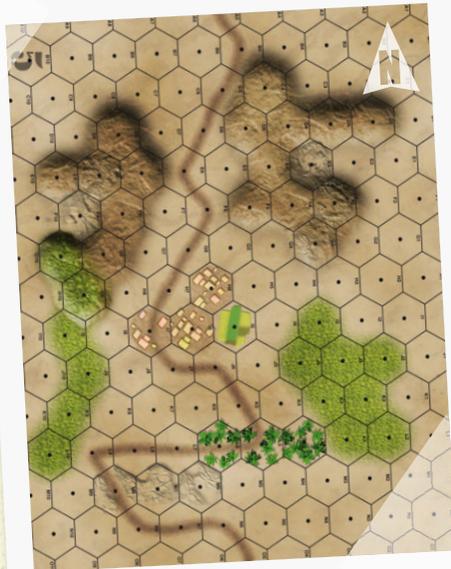
Eight turns. Use two End Turn markers in the cup.

Victory Conditions

To win, the Soviet player has to exit at least seven counters (Infantry, T-55 or BTR-70) via the south map edge. Any other outcome results in an American victory.

Special Scenario Rules

1. **On the Move:** The scenario starts with an automatic activation of the Soviet 62nd MR. Do not put the 62nd MR Formation marker in the cup until the start of the Turn 2.
2. **Hero of the Soviet Union:** once during the game the Soviet player can add the Designated Formation marker to the cup at the beginning of a turn, thus allowing the 62nd MR to be activated twice in that turn. At the end of the turn in which the Designated Formation marker is placed in the cup it is removed from the game.





Scenario 3: Meeting in the Sands

June 2nd, 1985

With the heavy elements of the 24th Infantry division (Mechanized) arriving in theater CENTCOM commander finally felt confident enough to launch a limited counterattack against Soviet armored spearhead. Elements of TF 2-70 consisting of three tank and one Infantry companies are ordered to move northward from Bandar Abbas and link up with the surrounded elements of the 6th Marine Regiment. At the same time element on the 84th Guards Motorized Rifle Division centered on the division Tank regiment are ordered to move south and engage American positions. Due to insufficient reconnaissance assets both sides suddenly bumped into each other. The stage for a tank battle is set.

Editor's Note: This scenario uses two formations provided by Christopher Ono in his free downloadable supplement *Steel Horses*. *Steel Horses* counters can be found at this Web address: <http://boardgamegeek.com/filepage/62971/world-at-war-steel-horses-armoured-cavalry-engi>

Order of Battle

Soviet Forces

Set up first as follows.

1st Tank (from *Eisenbach Gap*): set up in or within three hexes of 5D6.

- 1 x HQ
- 7 x T-72
- 1 x 1st Tank Formation marker

2nd Tank (from the *Compendium*): set up in or within three hexes of 5I6.

- 1 x HQ
- 8 x T-72
- 1 x 2nd TK Formation marker

3rd Tank (from *LoF#10*): set up in or within two hexes of 3C5, on Road hexes only.

- 1 x HQ
- 6 x T-72
- 1 x 3rd TK Formation marker

US Forces

TF 2-70, 2nd Brigade, 24th Infantry Division (Mechanized)

Set up second as follows.

Delta Company (from *Eisenbach Gap*): set up in or within one hex of 3L9.

- 1 x HQ
- 3 x M1
- 2 x Delta Formation markers

Foxtrot Company (from *Steel Horses*): set up in or within one hex of 3I4.

- 1 x HQ
- 1 x M1
- 2 x M1 (Reduced)
- 2 x Formation markers

Echo Company (from *Steel Horses*): set up in or within one hex of 3J2.

- 1 x HQ
- 3 x M1
- 2 x Formation markers

Charlie Company (from *Eisenbach Gap*): set up in or within two hexes of 3L5; Infantry can be loaded on M113s.

- 1 x HQ
- 2 x Infantry
- 1 x Infantry (Reduced; Attached from Bravo)
- 1 x M113
- 1 x M113 (Attached from Bravo)
- 1 x M113 (Attached from Yankee)
- 1 x Dragon (Support Weapon)
- 1 x M106 (in *LoF#10*, or use Bravo)
- 2 x Formation markers

Support:

- 2 x 3rd HE Fire Missions

Playable Area

Use Map 3 (from *LoF#2* or *Compendium*) and Map 5 (from *LoF#8*).

Scenario Length

Ten turns. Use two End Turn markers and two Chaos markers in the cup.

Victory Conditions

Being a meeting engagement, both sides' objective is to obliterate, or at least inflict damage on, their opponents. Victory is thus determined on the number of enemy formation that are considered shattered. Each shattered formation (US Company or Soviet Battalion) is valued at one Victory Point (VP) to the opponent. The side that accumulates the most VPs wins.

An American Company is considered shattered when only one platoon survives—reduced or full-strength. A Soviet Battalion is considered shattered when it has three surviving platoons—reduced or full-strength.

Optional Counter Substitution

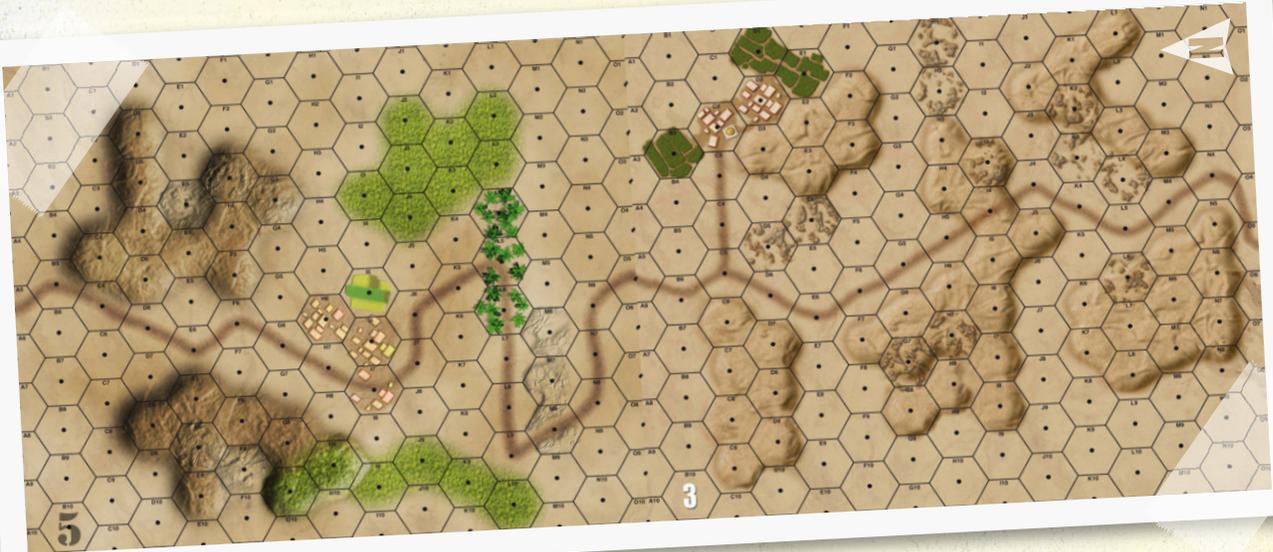
If you don't want to download and make the units in Echo and Foxtrot Companies from *Steel Horses*, you can use the following formations instead, with the same set-up guidelines:

In place of Echo, use the 1-68 (from the *Compendium*):

- 1 x HQ
- 3 x M60-A3
- 2 x 1-68 Formation markers

In place of Foxtrot, use the 1-32 (from *Blood & Bridges*):

- 1 x HQ
- 3 x M60-A3
- 2 x 1-32 Formation markers





To the Bridge

Son, Holland; September 17th, 1944

On the first day of Operation Market Garden the 506th Parachute Infantry Regiment of the 101st Airborne Division dropped near the Dutch town of Son. 1st Battalion's objective was to secure Son and the bridge over the Wilhelmina Canal south of the town; from there they were to continue south toward Eindhoven. The bad news: the bridge was heavily defended by several 88 mm guns and machine guns; and the bridge was wired with explosives. Historically, the bridge was blown as the Screaming Eagles were just yards from it, but this scenario gives them a chance to save the bridge from destruction.

Scenario Design - Jeff Lewis

Order of Battle

Germans

Elements of the 59th Infanterie Division; set up first as follows:

On Board 15 in hexes numbered 5–8 (see SSR 2):

- 3 x 1-6-4
- 1 x MG34
- Sgt Baumann

On Board 17 in hexes numbered 1, 2 or 3 (see SSR 2):

- 3 x 1-6-4
- 1 x MG34
- 2 x 88 mm ATG WT
- 2 x 7.92 mm MG WT
- Lt Plassmann w/ Fanatic Skill Card
- 5 x Foxholes

Americans

Elements of the 1st Battalion, 506th PIR, 101st Airborne Division; enter on Turn 1 via hexes 15B1, 15D1 or 15F1:

- 10 x 2-5-4
- 3 x BAR
- 2 x Bazooka
- 1 x M1919A4
- 1 x 60 mm Mortar
- Medic
- Scout
- Sgt Hill
- Cpl Medrow w/ Speedy Skill Card
- Lt Michael w/ Versatile Skill Card

Playable Area

Use Boards 14, 15 and 17 from *Band of Heroes*.

Scenario Length

Seven turns. The Americans have the initiative on Turn 1.

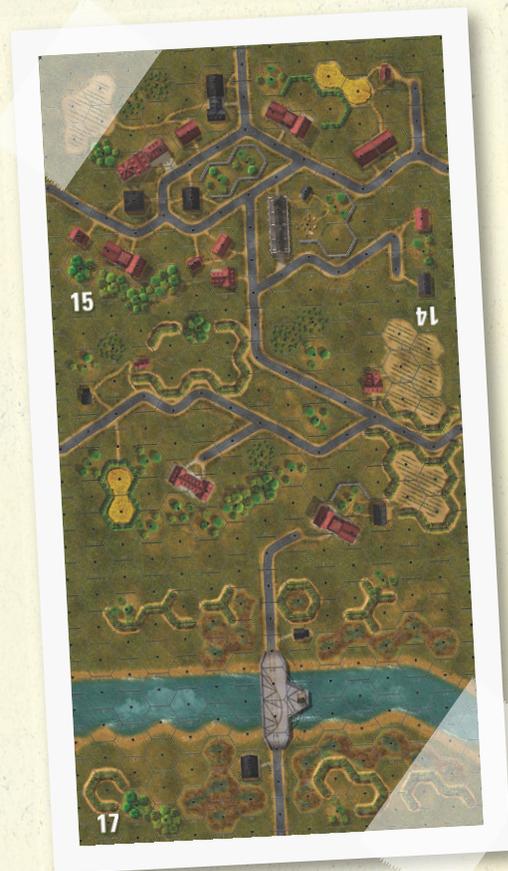
Victory Conditions

The American player's Victory Level is determined by the following conditions:

- Minor Victory: The Americans destroy all four German Weapon Teams.
- Major Victory: The Americans destroy all four German Weapon Teams and control the Bridge—hexes 17H3–H6. Control of a hex is determined by having a Good Order MMC, Hero or Scout in a hex or by being the last side to have a Good Order MMC, Hero or Scout in the hex. The Germans control all four Bridge hexes at the start of the scenario.
- Any other outcome results in a German Victory.

Special Scenario Rules

1. **Terrain:** In this scenario, Bocage hexes are Hedges and Marsh hexes are Clear. Hex 17I4 is a River hex.
2. **German Movement Restriction:** The German units that begin the game on Board 15 cannot leave Board 15 until Turn 3. The German units that begin the game on Board 17 cannot leave Board 17 or move south of hex row 3 on Board 17; they can move into the hexes formed by the half-hexes on Boards 17 and 14.





Yankee Hammer

Eisenbach Gap, West Germany; May 14th, 1985

Elements of the Soviet 33rd Motor Rifle and 1st Tank were tasked to create a breakout through the American's defense and then capture the strategic town of Bergengipfel. Soviet intel reports no American units in the area, but standing between the Soviet units and their objective is not only a river but Team Yankee, lying in wait.

Scenario Design - Jeff Lewis

Editor's Note: This scenario is not part of the Heroes of the Gap narrative. It's also adapted from the World at War scenario of the same name, designed by Ralph Ferrari, from Line of Fire #3.

Order of Battle

Americans

Elements of Team Yankee; set up first in or within five hexes of Q11 or in any hex on Hill 330:

- 4 x 2-6-4-5/5
- 2 x 2-6-4-5/6
- 1 x M-60
- 1 x M-249
- 2 x LAW
- 2 x 40 mm
- 1 x Claymore (Can be deployed during set-up)
- 1 x M47 WT
- Medic
- Col Meade
- Capt Boone w/ Maneuver Skill Card

- Capt Bannon
- 4 x M1
- 1 x M2
- 3 x M113
- 1 x M901
- 1 x M163

Territorialheer; set up first in any Building hex within Bergengipfel (see SSR 3):

- 1 x 2-5-4
- 1 x MG3

Soviets

Elements of 1st Battalion, 33rd Motor Rifle Regiment; enter on Turn 1 (see SSR 1):

- 10 x 2-3-4-5/5
- 4 x 2-5-4-5/5
- 2 x RPK
- 2 x PKM
- 2 x RPG16
- Sgt Trinov
- Lt Ilvanich w/ Charismatic Skill Card
- Political Ofc
- Maj Petrov
- 1 x BRDM
- 1 x BTR70
- 3 x BMP-1

- 3 x BMP-2
- 3 x ZiL131
- 3 x T-62
- 1 x SU25 Strike (Available beginning on Turn 3)

Elements of 1st Battalion, 1st Tank Regiment; enter on Turn 1 (see SSR 1):

- 10 x T-72A
- Maj Bezarin

Playable Area

Use the entire *Heroes of the Gap* Board.

Scenario Length

Eight turns. The Soviets have the initiative on Turn 1.

Victory Conditions

The Soviet Victory Level is determined by how many of the 18 Building hexes in Bergengipfel they control at the end of the scenario—see table below. Control of a hex is determined by having a Good Order MMC or Hero in a hex or by being the last side to have a Good Order MMC or Hero in a hex. The Americans control all 18 Building hexes at the beginning of the scenario.

of Hexes Controlled

- 18
- 14 - 17
- 9 - 13
- 8 or Less

Soviet Victory Level

- Excellent
- Good
- Average
- Poor

Special Scenario Rules

- 1. Soviet Entry:** The Soviet entry hexes are A9 and A16. At the start of Turn 1, roll 1d6: if the result is odd, the 33rd MR units enter via hex A9 and the 1st Tank units via A16; if the result is even, the 33rd MR enters via A16 and 1st Tank via A9. All Soviet MMCs and SMCs must enter as Passengers.
- 2. End Around:** The Soviet player can exit any Good Order vehicle (MMCs and SMCs must be passengers) unit via hex L21 (play L21 as a Road hex not a Building) and have them re-enter the Board three turns later via hex V21. Units pay MP of a Road hex to exit the Board. Place flanking units on Turn Track three turns ahead; MMCs and SMCs that exit on/in a vehicle must re-enter on the same vehicle, but vehicles that exit via the same hex in the same turn do not have to re-enter the Board in the same order in which they exited. For example, if a T-62 and then a BMP-1 exit via L21 on Turn 3, the T-62 does not have to re-enter the Board via V21 before the BMP-1 on Turn 6. Units also don't have to enter on the third turn after they exit; they can wait as many turns as desired by the Soviet player in order to gather a stronger force, if desired.
- 3. Territorialheer:** The West German Squad cannot be rallied by American Leaders but can be rallied by an American Medic or Hero; it also cannot move west of hex row AB.



Day of the Zed

Last Chance, Nevada; Apocalypse+4

It took a couple of days before anyone noticed, or cared that the town of Last Chance, NV, had stopped communicating with the outside world. Curious, but not concerned, the County Sheriff drove over to investigate and was never heard from again.

Wanting to stay head of the media, the Governor's office alerted the National Guard to send some troops to Last Chance. Yup, just like in the movies that did not go well either.

Weary Army Rangers are preparing to fly home after four grueling weeks of intensive training in the desert at nearby Nellis Air Force Base. They receive a message from their Headquarters commanding them to requisition some transportation from the Air Force and send troops to Last Chance. ASAP! Gear that

had already been packed and loaded on the plane is left behind: little things like body armor, heat-sensing goggles, and SatCom radios. Another last minute message curiously orders the Rangers to distribute live ammunition. Explosives and heavy weapons are specifically not authorized. Elements of the 10th Mountain Division using the same training area get similar orders, but have no time to coordinate with the Rangers.

Scenario Design - Mark Mitchell

Designer's Note: This *A Day of Heroes (ADoH)* scenario pits you against ZOMBIES! It's played using the Lock 'n Load rules and the *ADoH* module rules where noted. The scenario uses *All Things Zombie (ATZ)* Zombie and Shot counters. It also borrows many ideas from *ATZ*, but not any specific *ATZ* rules.

You find anything?

Yeah. Prime real estate at closeout prices!

—Day of the Dead, 1985

Order of Battle

Americans (also known as Living Units)

National Guard Survivors (use Pakistani counters, use Pakistani rules (i.e., no Hero Creation, do not use SSRs from "Ambush" in *ADoH*); set up first as follows:

In hex K9:

- 1 x 2-4-4
- 1 x 1-3-4
- 1 x M-60
- Lt. "Mo" Abbas

In hex I8:

- 2 x 2-4-4
- 2 x Khat (these boys spent the night trapped in a two-story liquor store; they are well fortified with liquid courage. Different drug, same effect).

Tonya, that hot townie gal? Do I think she would go out with you, LT? Sure, for about a month's pay.

Task Force Romero; Elements of the 75th Ranger Regiment and 10th Mountain Division; enter on Turn 1, mounted in vehicles, as follows:

Via the South edge (Rangers):

- 2 x 2-5-4
- 2 x 1-5-4
- 2 x M249
- Capt Jones
- 4 x HMMWVs (vehicles have no weapons/ammo)

Via the North edge (10th Mountain; no Hero Creation):

- 2 x 2-6-4
- 1 x M249
- Sgt Verde
- 2 x Trucks

Note: As soon as each vehicle unloads its passengers it is removed from play. They are all on loan from the Air Base, and the Air Force wants them all back unscratched.

No, captain, I am not 'seeing what you're seeing.' We circled that jerkwater town for five minutes and saw a few crowds of idiots milling around; they didn't even look up when we flew over. The Governor says he's seen enough. He has to get to a press conference, so we're headed back to the Air Force Base. What? Don't get excited, I'm sure you can handle a bunch of drunks. I don't want to turn this helicopter around. Don't make me come back there!

LINE OF FIRE > A Day of Heroes / ATZ > Scenario

Undead Americans (you know, Zeds, er, Zombies)

Zombies are controlled by the game. You will do a fair amount of die rolling for them. In all cases, when you are asked to determine something for the Zombies, such as Zombie Counter (ZC) placement, or activation, determining the nearest Living unit, movement, etc., there may be two or more equal choices. Randomize between the choices (please remember this so I don't have to repeat it throughout the rules). Along the same line of repeating redundant information, **1d3 means rolling a 1d6 and dividing the result by two, rounding up**. If you do find a loophole in the Zombie rules, close it, and carry on with the carnage.

Place all the Zombie Counters (ZCs) from *All Things Zombie* in a handy opaque container (they are always drawn randomly). ZCs represent the undead citizens of Last Chance (Town Motto: "*If you don't get another chance, don't say we didn't warn you*"). However, instead of a single Zombie as in ATZ, here each ZC represents a ravaging horde of unsavory undead. ZC = MMC for game purposes. After the Living units are set up, the fun begins.

The ADoH map has five north-south roads and six east-west roads, which makes for 30 intersections (ex. E12, J10, M7; consider M16 an intersection of an east-west road and the "extension" of a north-south road; also, B18 is

NOT an intersection). At the beginning of the game, roll 1d6 for each intersection to determine if a counter is placed there.

1 = Roadblock (counter mix is limiting, sub if needed)

2 - 5 = Clear

6 = ZC

(If you want a greater challenge? Okay, Big Boy: 2-4 = Clear; 5-6 = ZC.)

Psst . . . instead of rolling 30 x 1d6, it's much quicker if you chose an east-west road and roll 5 x 1d6. Then, using a straight edge, or the back of your hand (don't cheat), gently nudge them into a straight line parallel to the east-west road. Use that as a guide for placing counters on the intersections on that road that correspond to the east-west alignment of the five dice (e.g., 2nd die from the left in the row of five dice is a 6, so 2nd intersection on the east-west road gets a randomly drawn ZC). Do this six times: once for each east-west road.

During the game, new ZCs may (will) be added to the Board. Zombies are attracted by loud noises, such as gunshots, and car horns and screaming. Especially screaming.

Playable Area

Use the entire *A Day of Heroes* Board.

Scenario Length

Ten turns. The Living have the initiative on Turn 1.

Victory Conditions

Your soldiers are fighting for their lives against an unnatural and implacable foe. At the end of the game, if you have more MMCs left on the Board than there are ZCs, you win; equal to or less, you lose. If any of the Air Force's vehicles get even one tiny scratch, you better believe your Commanding Officer will receive a sternly written Letter of Disappointment.

Special Scenario Rules

- 1. Zombies:** For our purposes, the three numbers at the bottom of a ZC are nearly identical to those on a LnL MMC. From Left to Right: Melee Factor, Reaction Range, and Movement Factor. The number in the top right of the counter is like Morale, but it really represents the size of the horde (and when it comes to hordes, size matters). Zombies NEVER take Morale Checks. They are always considered to pass any Morale Check. Zombie Morale is only used for damage determination (more on that in SSR 10), and to represent the current size of a horde.
- 2. Roadblocks:** These counters represent multi-car collisions; vehicles overturned by rioters and panicked mobs, and hastily built barricades. They are accompanied by wailing car alarms, blaring car horns, and screaming citizens. Zombies are irresistibly attracted by such noise. Roadblocks block LOS. Your units cannot enter a Roadblock square, too many bodies in and around cars, too dangerous. Roadblocks do not generate Mobs or Somalis—maybe in Vegas, but not in Last Chance. You will only wish they did. Ignore the Roadblock Table. Instead, at the beginning of each Rally Phase, roll 1d6 for each Roadblock: if the result

is **5 or 6**, draw and place a ZC on that Roadblock; if a ZC already occupies that square, place the new ZC in a random adjacent square (rolling 1d8, if you have one, is the easiest way since each square is surrounded by 8 squares). These new ZCs are free to activate during the turn they are placed.

3. Stacking: Stacking limits apply at all times. Rangers, 10th Mountain, and National Guard cannot stack together. ZC stacking limit is ONE. Zombies do not pick up or use Support Weapons, or lay Smoke. They don't do anything else you have not seen in a "___ of the Dead" movie. Forget about Bub and Big Daddy, those two Zombies have more brains than the average living Last Chance citizen had before the Zombie outbreak.

4. Activation: Determine Initiative between Living and Undead as normal, except the Living always win ties. The Zombies are controlled by these scenario rules. They could be controlled by another player, just modify the rules. Zombies alternate impulses with the Living, and never pass their impulse. Activate ZCs one at a time, in strict order: from nearest to farthest from any Living units. This is measured in a straight-line distance, ignoring terrain and intervening units (e.g., it's a Zombie impulse, a ZC locked in Melee with a Ranger Half-squad is in a square with a Living unit; you can't get closer than that. It activates first and fights a round of Melee and eliminates the Rangers. On the next Zombie impulse, the closest ZC to a Living unit is 3 squares away, so it would activate, etc. If two or more ZCs are in Melee or equidistant, randomly determine which one activates—roll a die, flip a coin). Note that the determination of the nearest ZC can change with each Zombie impulse during the turn, depending on the movement of Living units, eliminations of units, etc. So, make this determination at the time of each Zombie impulse. It bears repeating: in the case of a tie, randomly determine which nearest ZC activates.

LINE OF FIRE > A Day of Heroes / ATZ > Scenario

5. Reaction Range: ZCs detect living flesh by sight, smell, and aura (the latter is still disputed). "Living" means any of your counters. Reaction Range is measured as a straight line, ignoring terrain, elevation, and other ZCs. Reaction Range determines if a ZC moves towards Living humans or makes a beeline for them.

6. Movement: A ZC's Movement Factor is random, and can be different every turn. When a ZC moves, its Movement Factor is 1d3 squares (e.g., a ZC activates and the result of 1d3 is 2; it can move 2 squares). The "1" on the ZC is a reminder that Zombies **only ever pay 1 MP** to enter any adjacent square (including, diagonals, Roadblocks, etc.). A ZC in a Building immediately occupies all levels. Zombies move toward their prey. If the nearest Living unit is within the Reaction Range of the ZC when it activates, it moves in the shortest distance towards that Living unit, moving through Buildings. It will still go around other ZCs. If the nearest Living unit is outside of the ZC's Reaction Range, it will move toward that Living counter, but will not enter Buildings, unless the Building contains a Living unit. Otherwise it will remain on Road squares. If already in a Building, it will move out of the Building to the Road square closest to the Living unit. Place a Moved marker on ZCs that move. Finally, if the nearest Living unit is locked in Melee with another ZC, the active ZC will move toward the next nearest Living unit in its Reaction Range, if there is one. If not, it will move toward the Living unit that is in Melee and stop in an adjacent square.

Dammit, don't worry about your flanks. Listen to me, sergeants, we don't even have flanks against these things. If they get behind you, just turn your men around and punch through them.

7. Gotcha! If a Living unit moves adjacent to a ZC that has not previously activated, or has an Ops Complete marker, stop the Living unit and move the ZC into the Living unit's square and immediately Melee. The Living unit stops there and its activation ends. If retreating from a Melee, Living units leaving the Melee do not suffer Gotcha by the ZC in the square they just left. Lesson: don't move adjacent to a Zombie unless you want to Melee it.

8. Shot Counters: Use them from ATZ. They are used to denote reductions in a ZC's Morale (i.e., size). That is their only purpose. The counters are interchangeable (e.g., 2 x Shot 1 counters = 1 Shot 2 counter). ZCs receive damage due to Ranged Fire and Melee results in the form of Shot counters, which are cumulative. Reduce the ZC's Morale by the Shot-counter number it has received (e.g., a ZC with a starting Morale of 5 gets a Shot 2 damage, so its Morale is now 3. If it took another Shot 1 damage, its Morale would be 2). When a ZC's Morale is reduced to zero, it is removed and recycled back in the cup.

9. Friend or Foe?: ZCs are always considered spotted.

They are just now coming into view from around the corner, Sir. I see them—I can see them! Uh, Sir . . . I see dead people!

10. Firing at Zombies: When fired upon, ZCs never suffer DFT movement modifiers. All other DFT Die Roll Modifications apply. As usual, if the attacker's result is greater than the Zombie's result, check for damage. Zombies do not use the DFT. Instead, they take a Damage Check by rolling 1d6, adding the difference between the attackers' modified die roll and the defender's modified die roll, and if that result is greater than the ZC's current morale (size), it instead suffers 1d3 Shot counters, which are placed on the ZC to represent

damage. (e.g., 1d6 plus difference comes out to be 4. The ZC's starting morale is 5, but it already has a Shot 2 (5 - 2 = 3 Morale), this is less than 4, so the ZC takes 1d3 more damage). BTW, ZCs are never Shaken, and receiving damage does not stop them while moving.

11. Big Bang Theory: Zombies are also attracted to gunshots, and the more and longer the shooting, the more they are attracted to it. When resolving EACH Ranged Fire, if the modified result of the attacker's Firepower + 1d6 is **equal to or greater than 8**, then after combat is resolved, draw a ZC and place it in the next nearest eligible intersection. Skip over intersections that are occupied by Roadblocks or any type of unit counter, or are adjacent to a Living unit. ZCs placed by this procedure are marked Ops Complete. They can be fired on by Opportunity Fire. Yes, this is frequently bad for the good guys. It is a reason ATZ is so challenging.

No, private, I don't know why the captain told us to dig in at ground level, instead of deploying to the rooftops. Why don't you ask him? He went to West Point.

12. Melee: ZCs have no Firepower. Instead they have a Melee Factor of 4, which is used only for (wait for it) Melee. Melee is conducted normally, with some exceptions. Zombies will never leave a Melee (yeah, right), nor reinforce one (due to stacking restrictions). Living units must pass a Morale Check (MC) as usual to leave Melee, and also pass a MC immediately before entering a ZC-occupied square, including reinforcing a Melee. If the MC is failed, the unit stops in the adjacent square from which it attempted to enter the ZC's square, and receives a Moved marker. The Living side always defends in Melee with Zombies with only ONE Melee-eligible defender (Living player's choice). This defending unit is the only one that is eliminated if a Kill Number or greater is rolled. ZCs defend against ALL Living units in a square (e.g., a ZC in a square with 2 Ranger Squads can only attack one of them, and only that Ranger Squad can be eliminated. Both Ranger Squads will attack the ZC). A "Kill" on a defending ZC adds 1d3 Shot 1 counters to the ZC (which may or may not eliminate the ZC). Apply results after the round of Melee. If a square with a ZC only contains non-Melee-eligible Living units, they are removed. When Zombies Melee with vehicles, **passengers in the vehicles first dismount and Melee with the Zeds**. The vehicle is removed (because empty vehicles are automatically removed—blame the Air Force).

Okay, these are the rules for Zombies. Let the Charles S. Roberts award for bizarre variants nominations begin! Again, I apologize for their length; I hate long SSRs more than you do. These really aren't hard, and become second nature quickly. If I missed anything, fill in the blanks; remembering to err on the side of the Zombies, cause Zombies ain't nice.

Eyewitness accounts described the assassins as ordinary-looking people, misshapen monsters, people who look like they're in a trance, and creatures that look like people but behave like animals. Some tell of seeing victims that looked as if they had been torn apart. This whole ghastly story began developing two days ago, and from that point on, these terrible events kept on snowballing in a reign of terror that has not abated. Military personnel and law-enforcement agencies have been working hard in an attempt to gain some kind of control of this situation, but most of their efforts have been futile up to this time.

MISSION #S009

Objective: a vital industrial installation on the forge world of Cassandra-V is under attack. Your squad must locate and defuse a sequence of nuclear devices before the whole area is wiped out.

Setup: pick the following Special Nodes: (blank), (blank), E, T; shuffle the Nodes and a randomly place one counter in the Node marked with ?. Once you reach a node marked with a ? flip the special node tile and resolve the event by consulting the Special Node Table in the mission sheet.

Expert Points: you can spend 15XP to improve the skills of your Specialists.

You must reach the Node labeled '@' to access the mainframe: once your Squad is located in the Node '@' draw a RN and determine the location of the charges and the sequence to defuse them by consulting the Charges Table. To defuse a charge your squad must be in the Node where the charge is located and you must succeed a "Demolitions 1" requirement (during the Node resolution phase). To complete the mission you must defuse the nuclear devices in the right sequence.

LEVEL -3



START

Advance 3
5+/A

Special Nodes Table

(blank) = Area is clear: Event is 5+/A
E = Enemy group: Event is Auto/B
T = Explosion! Allocate two wounds to your Units (no Armor save). Draw a RN: on a result of 3- the link labeled 'P1' is now impassable, while on a result of 4+ the link labeled 'P2' is impassable; place a multi-purpose marker as a reminder.

Climb 2
5+/A

Computer 4
3+/A

Computer 3
4+/A

Security 3
3+/A

LEVEL -9

Advance 5
5+/A

?

Demolitions 3
5+/A

Lift

Security 3
2+/B

Advance 3
5+/A

Repair 2
3+/A+1

LEVEL -6

Charge Table

Charge RN	Sequence
2-	1 2 4
3-4	2 5 3
5-6	1 3 5
7+	5 2 1

Engineering 2
4+/A

Computer 3
4+/A

Engineering 3
4+/B

1

@

5

2

M

P2

P1

4

I