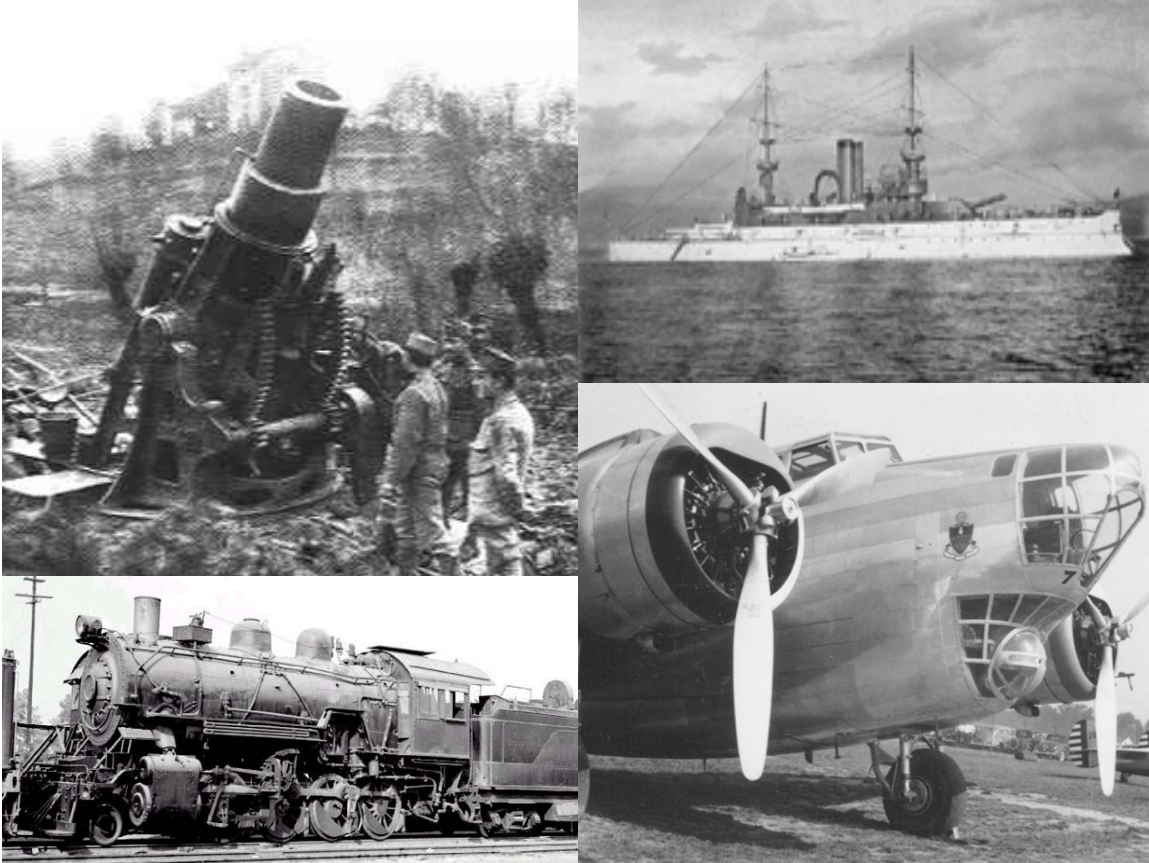


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Old Soldiers

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Dedicated to the Preservation and Play of
Out Of Print Games



Variants, Strategy, Tactics, Series Replays,
Scenarios, Military Book Reviews and
Annotations, and Historical Articles

In This Issue

**1776 (AH), Clash for the Continent (Worthington Games),
Honor and Glory (Worthington Games), PanzerBlitz/Leader
(AH), Gunslinger (AH), Rail Baron (AH), Panzer Armee Afrika
(SPI, AH), Up Front (AH), Napoleon's Marshals (History)**

FROM THE DESK OF THE EDITOR

Recently I was flattered to be featured as a contributing editor to Fire and Movement magazine. The editorial printed featured my hope and dreams for a scholarship program in support of wargaming. That subject was more greatly expounded upon in a prior editorial here in the pages of Old soldiers. Indeed Doc over at Decision Games has created just such a scholarship fund. Please support that effort and donate money to the cause. It's to be hoped it will contribute to the preservation of our hobby.

I also recently was struck by the fact that I, like so many of our well educated wargamers, am able to read French. Many of us read and speak far more exotic languages, German, Italian, Russian, Chinese even, Japanese, just to name a few. The idea that struck me was that being able to read and translate the French language I ought to turn my abilities and knowledge to translating old military texts that have never been translated into English. Before anyone worries about copyrights, we're talking about books that haven't seen print in more than 100 years and probably closer to 200 years, or more. How many, since French was then the "universal" language, tomes are our hobby, and military history in general missing out on because of the language divide? And, here amongst all of these wargamers, are vast numbers of well educated multi-lingual individuals who can do those translations?

What a great thing it would be to take a mantle that just begs us to serve man in a way for which we are uniquely qualified. Many of you would be thinking, doesn't that take an agent? Well, I have some contacts that may be of aid in that cause. For now, the most important point is the fulfillment of our talent and ability in service to posterity and mankind.

Sometimes it takes only one person to dream an idea that can bring benefit to man, but it takes the efforts of thousands to carry that dream to its logical end. I may have dreamed this grand idea, but it will take all of our efforts to accomplish this monumental task. Think about it; the ball is in your court.

Tom Cundiff

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The Campaigns of 1775

By Charles Diamond

The purpose of this article is to introduce players of **Avalon Hill's 1776** to the earlier Revolutionary Campaigns of 1775. These were pivotal events their outcomes forming the basis for American resistance for the remainder of the war. Vital supplies of cannon and arms were secured by the Americans, as were the middle and southern states. This article introduces a full campaign covering the year's activities, as well as individual scenarios for the Northern and Southern regions.

The 1775 Campaign

There were two campaigns in southern colonies during 1775. One was largely fought in South Carolina while the other was entirely in Virginia. The historical significance of these campaigns was the securing of the southern colonies to the Patriot cause for a good portion of the war.

The Carolina campaign of 1775 was in effect a mini-Civil War. There Tory forces attempted to concentrate and establish an area loyal to the British crown. Patriots on the other hand were attempting to overthrow British authority and seize military caches. Early actions, such as the siege of Ninety Six were largely bloodless. The campaign ended at the battle of Crane Break with Patriot forces capturing a large army of Tories numbering near 1500 men. This coupled with the great victory over Tory forces at Moore's Creek in February of the following year secured the Deep

South from British rule until the surrender of Charleston in 1780.

In Virginia the story was a little different. There Lord Dunmore assembled a small force of British regulars, sailors, Loyalist Virginians, and freed slaves (Loyal Ethiopians). From his headquarters in Norfolk he led several raids into the Virginia country side attempting to capture rebel stores. Most of these actions ended badly for the British. The Virginia assembly asked Colonel Woodford to lead a force to end these raids. The two armies sparred for some time in the south-eastern corner of the colony before Lord Dunmore decided to end it with one climatic battle.

On December 9th, 1775 at Great Bridge Loyalist forces headed by British Grenadiers attacked. Patriot forces, who had built breastworks on far end of the causeway the British attacked over, inflicted heavy casualties. The battle lasted a mere 30 minutes. One American Patriot was slightly wounded in the thumb. British loses were sixty-two killed or wounded with some of the wounded being taken prisoner. Total loses for the British including Tory volunteers and the Loyal Ethiopians were one hundred and two.

The battle at Great Bridge secured Virginia until late in the war when a well known traitor began raiding the countryside prior to the Yorktown campaign. The battle also swayed the hearts and minds of many, who were undecided or had loyalist leanings, into becoming patriots.

There were two major

northern campaigns during 1775. One took place at Boston Massachusetts while the other was in up-state New York and Canada.

The siege at Boston began shortly after the battle of Lexington and Concord. The siege itself with the exception of the Battle of Bunker Hill was nearly bloodless with less than twenty Americans killed during this time. Still the campaign had its dilemmas for both sides. For the British honor was at stake which demanded they attempt to break out. This led to the battle of Bunker Hill and later to the British plan to attack Dorchester Heights, which was canceled due to poor weather. On the American side it was the lack of ammunition, muskets, and cannon. At one point during the siege Washington planned to attack Boston during the dead of winter when the surrounding water was frozen hard enough to march his army across. His subordinates talked him out of this attack sighting the lack of offensive might in the army. Still, the potential was there for some truly large battles to be fought with results that may have had dramatic results for the rest of the war.

The campaign against Ticonderoga and Canada came as a direct result of the Americans need for artillery in their siege of Boston. After capturing the guns at Fort Ticonderoga and shipping them off to Boston the step into Canada only seemed logical. One small force traveled up the Hudson while another came through Maine. The results were

The Campaigns of 1775

Continued

predicable, but if they had started earlier in the year might they have been different?

1775 Campaign Length: April to December 1775

Start (April)

Set Up:

Saint Johns (FORT) – 1 BR

Montreal – 1 M

Quebec (FORT) – Carleton, 1 A, 1 S

Ticonderoga (FORT) – 1 A

Boston – Leader A, 8 BR, 1 A, 1 S (Entrenched)

J5 – 1 I (may not enter a hex with a FORT unless accompanied by BR or TM, unit must stay in Deep South Area)

Ninety-Six (FORT)

Charleston (FORT) – 1 A

Portsmouth (FORT) – 1 RM

Fort Stanwix (FORT) – 1 RM

Cambridge – 1 RM, 1 COM (Entrenched)

Williamsburg – 1 RM, 1 COM

Reinforcements:

Turn 1 (April – setup after British move, but before combat)

Portsmouth – Stark, 2 RM

Any hex adjacent to Boston – Leader B, Leader C, Glover's MA, 14 RM, 1 S

Hartford – Leader A, 6 RM

Turn 2 (May)

Boston – Howe, Burgoyne, H. Clinton, 1 Grenadier, 8 BR, 1 S, A BF, A TF (these units may NOT move in turn of arrival)

Ticonderoga – Arnold, Warner, 1 RM

Albany – Schuyler, 1 RM, 1 S

New London – 2 RM

Providence – Greene, 3 RM

Turn 3 (June)

Montreal – 1 TM

Quebec – 1 TM

Oswego – 1 TM

Augusta – 1 TM

Albany – Montgomery, 1 RM

Fort Stanwix – 1 RM

New York – 1 RM

Philadelphia – 1 RM

Annapolis – 1 RM

Alexandria – Morgan, Morgan's Rifles

Charleston – Leader D, 4 RM, 1 S

Turn 4 (July)

Norfolk – Leader D, 1 BR

Ninety-Six – Leader C, 2 TM

Main American Army –

Washington, Lee, Gates, Lincoln, Sullivan, Knox, 2 RM, 1 S

Alexandria – Leader E, 2 RM

Turn 5 (August)

Oswego – 1 TM

Turn 6 (September)

Hillsboro – 2 RM

Turn 7 (October)

Montreal – 1 TM

Boston – 1 TM

Norfolk – 2 TM

Ninety-Six – 1 TM

Morristown – Sterling, 2 RM

Camden – 1 RM

Savannah – 1 RM

Turn 8 (November)

Remove Burgoyne

Oswego – 1 TM

Quebec – 1 TM, 1 S

Boston – 3 BR

Salisbury – 2 TM

Montreal – 1RM (first time RM occupies hex free of enemy units)

Albany – 1 RM

Charlottesville – 1 RM

Lynchburg – 1 RM

Turn 9 (December)

Quebec – British Light Infantry

Victory Conditions:

The British must destroy the COM counters at Cambridge and Williamsburg plus maintain control of Boston and Ninety-Six throughout the game. In addition the British must prevent American victory conditions.

The Americans must occupy free of enemy units Montreal, Saint Johns, Norfolk, Charleston, and Ninety-Six plus prevent the destruction of the COM counters. The Americans automatically win if they occupy Boston free of British units or the British fail to garrison Boston with a minimum of 4 strength points.

Any other result is a draw.

Optional Rules:

All normal optional rules are recommended.

1. Add 1 Indian to each Indian Town for use by British player. American player may not attack Indian units until the British player moves them.
2. American forces, regardless of the presence of CA or elite units, receive a minus one (-1) die roll modifier when attacking British forces composed mostly of Regulars. American forces defend normally (they do not receive the minus one (-1) die roll modifier).
3. ONLY if using this as a lead-in to the full campaign the British may evacuate Boston starting with the November turn.

The Campaigns of 1775

Continued

Major Rules:

1. Reinforcements may be placed within 1 hex of entry point.
2. If reinforcement's hex is occupied or surrounded by enemy units place within 1 hex of nearest town free of enemy units.
3. Reinforcements have full movement allowance once placed.
4. Use Variable Transport Capacities from Campaign Optional Rules for Bateau and Fleets.
5. American forces may not enter Boston during April game turn.
5. Artillery units may not be moved or destroyed unless accompanied by a strength point (regular or militia).
7. Artillery units at Quebec and Ticonderoga may not move unless Knox is present in hex. They may be destroyed if a strength point is present (regular or militia).
8. The Leaders Variant from the General is required for this scenario.
9. Eliminated nameless leaders do not return to play.
10. If using this scenario as a lead-in to the campaign game the following are applied during the transition from December 1775 to January 1776:
 - a. Wayne and Wayne's PA are placed in Philadelphia.
 - b. RM in New England (only), to a maximum of 20, are converted to CA.
 - c. If eliminated Glover's MA may be rebuilt at the cost of 1 CA.
 - d. If American player received the RM reinforcement at Montreal and there is at least 1

RM remaining in Canada then 1 RM is converted to CA.
 e. Surviving COM counters are converted to 1 supply unit AND 1 CA then 1 RM is removed. The CA and supply are placed with the nearest American force.

The Boston Campaign

There were two major northern campaigns during 1775. One took place at Boston, Massachusetts while the other was in up-state New York and Canada.

The siege at Boston began shortly after the battle of Lexington and Concord, which took place April 19th of 1775. The siege itself with the exception of the Battle of Bunker Hill was nearly bloodless with less than twenty Americans killed during this time. Still the campaign had its dilemmas for both sides. For the British honor was at stake, demanding they attempt to break out. This led to the battle of Bunker Hill and later to the British plan to attack Dorchester Heights, which was canceled due to poor weather. On the American side the dilemma was the lack of ammunition, muskets, and cannon. At one point during the siege Washington planned to attack Boston in the dead of winter when the surrounding water was frozen hard enough to march his army across. His subordinates talked him out of this attack sighting the lack of offensive might in the army. Still, the potential was there for some truly large battles to be fought which may have had a dramatic impact upon for the remainder of the war.

The campaign against Fort Ticonderoga and later Canada came as a direct result of the American need for artillery in their siege of Boston. The attack on the fort was led by Arnold and Warner on May 10th. Without firing a shot at least 50 British soldiers and over 80 cannons and mortars were captured. Later on May 12th Warner led a small force against Crown Point where they captured 9 British soldiers and some cannons. However, it wasn't until October that Washington sent Knox to Ticonderoga to recover the artillery for use in the siege at Boston.

After capturing Fort Ticonderoga the step into Canada only seemed logical. On June 1st Congress voted against the idea of invading Canada only to reverse itself on June 27th after Washington's suggestion. The loss of nearly a month proved costly as it allowed Carleton time to consolidate his forces and prepare his defenses.

The offensive finally stepped off with Schuyler leading one small force up the Hudson while Arnold led another through Maine. The results were predictable, but had they started earlier in the year might things have been different?

At Boston both sides fortified their respective positions throughout the campaign. There were little skirmishes throughout as one side probed the other for weakness. The American strategy was to force a battle with the British on favorable defensive terms. The British mainly just

The Campaigns of 1775

Continued

wanted to hang on to Boston.

After Knox arrived with the artillery from Ticonderoga, Washington ordered Dorchester Heights occupied. In a single night the American army fortified the heights with all the cannon from Ticonderoga building a very strong defensive position. From this position the Americans had command of Boston and could even shell British ships in the bay.

With honor at stake and the navy under threat of bombardment, the British made plans to storm the heights. The cost would have been great – in all likelihood a bigger bloodbath than Bunker Hill. In the end the attack was called off due to bad weather and the British fled via ship to Halifax.

The Americans captured a huge supply of badly needed supplies left behind by the British in their haste to escape. Fighting in New England basically ended as the British war effort moved to New York and the middle states region.

Boston Campaign Scenario

Length: April to December 1775

Start (April)

Set Up:

Saint Johns (FORT) – 1 BR

Montreal – 1 M

Quebec (FORT) – Carleton, 1A, 1S

Ticonderoga (FORT) – 1 A

Boston – Leader A, 8 BR, 1 A, 1 S (Entrenched)

Portsmouth (FORT) – 1 RM

Fort Stanwix (FORT) – 1 RM

Cambridge – 1 RM, 1 COM

(Entrenched)

Reinforcements:

Turn 1 (April – setup after British move, but before combat)

Portsmouth – Stark, 2 RM

Any hex adjacent to Boston – Leader B, Leader C, Glover's MA, 14 RM, 1 S

Hartford – Leader A, 6 RM

Turn 2 (May)

Boston – Howe, Burgoyne, H. Clinton, 1 Grenadier, 8 BR, 1 S, A BF, A TF (these units may NOT move in turn of arrival)

Ticonderoga – Arnold, Warner, 1 RM

Albany – Schuyler, 1 RM, 1 S

New London – 2 RM

Providence – Greene, 3 RM

Turn 3 (June)

Montreal – 1 TM

Quebec – 1 TM

Oswego – 1 TM

Albany – Montgomery, 1 RM

Fort Stanwix – 1 RM

New York – 1 RM

Philadelphia – 1 RM

Turn 4 (July)

Main American army – Washington, Lee, Gates, Lincoln, Sullivan, Knox, 2 RM, 1 S
Philadelphia – Morgan, Morgan's Rifles

Turn 5 (August)

Oswego – 1 TM

Turn 6 (September) - None

Turn 7 (October)

Montreal – 1 TM

Boston – 1 TM

Morristown – Sterling, 2 RM

Turn 8 (November)

Remove Burgoyne

Oswego – 1 TM

Quebec – 1 TM, 1 S

Boston – 3 BR

Montreal – 1RM (first time RM occupies hex free of enemy units)

Albany – 1 RM

Turn 9 (December)

Quebec – British Light Infantry

Victory Conditions:

The British must destroy the COM counter at Cambridge plus maintain control of Boston

throughout the game with at least 4 BR. In addition the British must prevent American victory conditions.

The Americans must occupy free of enemy units Montreal and Saint Johns plus prevent British destruction of the COM counter. The Americans automatically win if they occupy Boston free of British units or the British fail to garrison Boston with a minimum of 4 strength points. If extending the scenario (see optional rule 3) then American player must also control Quebec.

Any other result is a draw.

Optional Rules:

All normal optional rules are recommended.

1. Add 1 Indian to each Indian Town for use by British player. American player may not attack Indian units until the British player moves them.
2. American forces, regardless of the presence of CA or elite units,

The Campaigns of 1775

Continued

receive a minus one (-1) die roll modifier when attacking British forces composed mostly of Regulars. American forces defend normally (they do not receive the minus one (-1) die roll modifier).

3. Extend scenario length through February 1776 – there are no additional reinforcements.

Major Rules:

1. Reinforcements may be placed within 1 hex of entry point.
2. If reinforcement's hex is occupied or surrounded by enemy units place within 1 hex of nearest town free of enemy units.
3. Reinforcements have full movement allowance once placed.
4. Use Variable Transport Capacities from Campaign Optional Rules for Bateau and Fleets.
5. American forces may not enter Boston during April game turn.
6. Artillery units may not be moved or destroyed unless accompanied by a strength point (regular or militia).
7. Artillery units at Quebec and Ticonderoga may not move unless Knox is present in hex. They may be destroyed if a strength point is present (regular or militia).
8. The Leaders Variant from the General is required for this scenario.
9. Eliminated nameless leaders do not return to play.

The 1775 Southern Campaign

There were two campaigns in southern colonies during 1775. One was largely fought in South Carolina while the other was entirely in Virginia. The historical significance of the campaigns was securing the southern colonies to the Patriot cause for a good portion of the war.

The Carolina campaign of 1775 was in effect a mini-Civil War. There Tory forces attempted to concentrate and establish an area loyal to the British crown. Patriots on the other hand were attempting to overthrow British authority and seize military caches.

Colonel Drayton with about 1000 men moved into the area near Ninety Six and confronted a much larger Tory force commanded by Colonel Fletchall. Colonel Drayton was able to convince Fletchall to disband his troops without fighting. As Patriot forces moved out of the area Fletchall's forces again took the field. Tory strength grew to about 1800 men. Faced with overwhelming odds Major Williams moved his 600 soldiers into fortifications at Ninety Six. After a short and nearly bloodless siege a truce was agreed to and Fletchall allowed Williams and his men to leave peacefully.

In order to crush the Loyalist threat 4000 militia men were moved into the area between the Broad and Saluda Rivers. Patriot forces under the command of Colonel Richardson captured Colonel Fletchall and his army 1500 men at the battle of Crane Break (also called Reedy River) on December 22nd. At that point Tory resistance collapsed. This coupled

with the victory over Tory forces at Moore's Creek in February of the following year secured the Deep South from British rule until the surrender of Charleston in 1780.

In Virginia the story was a little different. There Lord Dunmore assembled a small force of British regulars, sailors, Loyalist Virginians, and freed slaves (Loyal Ethiopians). From his headquarters in Norfolk he sent several raids into the Virginia country side attempting to capture rebel stores. Most of these actions ended badly for the British. The most costly of which was at Hampton. On October 24th Dunmore sent a small flotilla of boats on a raid. Local riflemen killed several sailors and drove off the British.

Anticipating a return by the British the next day 100 Virginia Minutemen were assembled. In renewed fighting additional British sailors were killed and 7 captured. There was no loss of life among the colonials on either day. To stop these raids the Virginia assembly decided to send several hundred men under the command of Colonel Woodford to southeastern corner of Virginia. The Virginians were joined by volunteers from North Carolina near Hampton. There they sparred with British regulars. There is no record of casualties on either side during this time, but the actions annoyed Lord Dunmore who decided to end them. He organized a force roughly 600 strong supported by 2 cannons to attack the Patriot camp. The American force under

The Campaigns of 1775

Continued

the command of Colonel Woodford numbered near 1000.

On December 9th, 1775 at Great Bridge the Loyalist forces headed by British Grenadiers attacked. Only 70 Patriots manned the breastworks at the far end of a causeway across which, the British attacked. The battle lasted less than 30 minutes, with the Americans inflicting heavy casualties on the British force. Loses among the regulars were sixty-two killed or wounded with some of the latter being taken prisoner. Total loses for the British including Tory volunteers and the Loyal Ethiopians were one hundred and two. No Americans were killed and only one wounded, suffering a minor injury to his thumb.

The battle at Great Bridge secured Virginia for the American cause. It swayed the hearts and minds of many. Dunmore further cemented his defeat by burning Norfolk on January 1st and fleeing to Gwynn Island in the Chesapeake Bay. While there a smallpox outbreak decimated his forces and he and the survivors fled to the Indies. Thus Virginia was secure for the American cause until late in the war when a well known traitor began raiding the countryside prior to the Yorktown campaign.

1775 Southern Campaign

Scenario Length: August 1775 to January 1776

Set Up

Norfolk – Leader D, 1 BR (Entrenched)

J5 – 1 I (may not enter a hex with a FORT unless accompanied by

BR or TM, unit must stay in Deep South Area)

Ninety-Six (FORT) – Leader C, 2 TM

Augusta – 1 TM

Williamsburg – 1 RM, 1 COM (Entrenched)

Annapolis – 1 RM

Alexandria – Leader E, 2 RM

Charleston (FORT) – Leader D, 4 RM, 1 A, 1 S

Reinforcements:

Turn 2 (September)

Hillsboro – 2 RM

Turn 3 (October)

Norfolk – 2 TM

Ninety-Six – 1 TM

Camden – 1 RM

Savannah – 1 RM

Turn 4 (November)

Salisbury – 2 TM

Charlottesville – 1 RM

Lynchburg – 1 RM

Turn 5 (December)

None

Turn 6 (January 1776)

None

Victory Conditions:

The British must destroy the COM counter at Williamsburg and maintain control of Ninety-Six throughout the game.

The Americans must occupy free of enemy units Norfolk, Charleston, and Ninety-Six plus prevent British destruction of the COM counter at Williamsburg.

Any other result is a draw.

Optional Rules:

All normal optional rules are recommended.

Major Rules:

1. Reinforcements may be placed within 1 hex of entry point.
2. If reinforcement's hex is occupied or surrounded by enemy units place within 1 hex of nearest town free of enemy units.
3. Reinforcements have full movement allowance once placed.
4. Use Variable Transport Capacities from Campaign Optional Rules for Bateau and Fleets.
5. The Leaders Variant from the General is required for this scenario.
6. Eliminated nameless leaders do not return to play.

Small Unit Option:

Players may wish to play the two theaters of this scenario as separate games. This may be done in Carolina portion by simply ignoring the victory conditions and units applicable to the Virginia (South Central) Theater. To play the **Small Unit Option** (South Central map section only) use the applicable victory conditions for the Virginia Theater. The BR unit now becomes 3 BR and 5 TM. All RM (starting and reinforcement) become 7 RM and the 2 TM reinforcements become 14 TM. Each strength point now represents about 60 men.

The Campaigns of 1775

Continued

Conclusion:

The 1775 Campaign scenario is best played as a lead-in to the full campaign although it is enjoyable as a stand alone. Though the American player has the advantage of numbers they must be careful about when and where they make attacks – especially when using optional rule 2. When used as a lead-in to the full campaign it will leave the players with a different ‘start’ and allows them more options. The British may choose to abandon Boston (historically Parliament authorized the evacuation of Boston in October of 1775, but the orders came too late in the season and the British had to brave out the winter under siege) and start an offensive or build a defensive position elsewhere.

The Boston Campaign scenario more fully explores the American invasion of Quebec and allows the players more leeway in committing troops to that frontier. It also allows the players to experience the frustrations both sides had during the siege of Boston. Historically the Americans attempted to bottle up Boston and force the garrison there to surrender or attack heavily fortified positions. The British simply wanted to hold Boston. The scenario has the same advantages and disadvantages as the 1775 Campaign scenario. The American player has a chance to take Boston and Quebec, but a careful British player can disrupt American plans and perhaps even go on the offensive.

The 1775 Southern Campaign has different sorts of problems for the players. Maneuver will be the key to this scenario. In the Carolinas although troop strength is nearly identical the Americans have the advantage of supply and artillery. This advantage is offset because they must defend their ‘base’ city while capturing the Tory ‘base’ city. In Virginia the British may sacrifice their regulars and strike early at the COM counter – destroying it earns them at least a draw – or bide their time. However, they have to strike before the American’s reinforcements become a factor. The Americans on the other hand should protect the COM counter and if the opportunity presents itself kill off the lone BR unit before the Tory reinforcements arrive.

I hope these new scenarios will bring added enjoyment to those of you who love to play Avalon Hill’s 1776. Good luck, General!

Reviews of
Clash for the Continent & Honor and Glory

(Continued From Page 12)

you to put your leaders in the line of fire more often.) Letting the elite units roll an extra die, letting the attacker advance if he eliminates a defending unit and the Force March rule are other options. The game system easily allows for additional house rules to add more chrome to the battles.

Worthington Games is planning on adding to this series with a game on the Mexican American War that I eagerly await. They are currently working on a game based on the Peninsular Campaign in the American Civil War, A game on the Alamo, which will use a system similar to Roark’s Drift, and a Western based game similar to the old Avalon Hill game Gunslinger.

It is also my understanding that Worthington plans to support both Clash and Honor, by posting additional scenarios and possibly adding new unit labels, like Riflemen and Jaegers that you will be able to download from their company web site.



<http://www.strategyzoneonline.com/forums/index.php?>

Reviews of Clash for the Continent & Honor and Glory by Worthington Games

By: Jim Lawler

Worthington Games is a relatively new Game company that is designing quick playing block or tile games. Their first game, is a block game on the British Victorian/Zulu War, The Battle for Rorkes' Drift, a topic that did not interest me. Their second game however, Clash for the Continent, did spark my interest.

Clash is quite colorful. The fighting pieces are nicely printed labels which are adhered to four different color wooden tiles. One color each for the British, French, Americans and Indians. The tiles are a feature I had not used before but I found that they work fine. The game offers a varied group of different type units for playing each of the scenarios. In any of the scenarios you may find yourself commanding any of the following units, Regular Infantry, Lt. Infantry, Elite Infantry, Artillery, Dragoons, Militia, Leaders or bands of Indians.

Clash for the Continent, features fifteen battles on the American Revolution and the French and Indian War and it's sister game Honor and Glory, offers Twenty One scenarios, split between land and naval battles, on the War of 1812. Honor expands the Clash system, the artillery units now have increased range reflected improved technology over the American Revolution artillery. They also add Rocket and Marine units for the British in some land scenarios as well as boats to try amphibious landings. They have also introduced an

entire Naval system. This Naval system is reminiscent of the old Avalon Hill game Wooden Ships and Iron Men. Two of Honor's scenarios contain very interesting combined land and naval operations.

The system is based on the American Civil War game Battle Cry but has more depth. You fight any one of a series of battles on the provided blank map that you custom design for each scenario by using various supplied terrain hexes that include Forrest, Hills, Marsh, Waterways, Forts or entrenchments. Their proper positioning is clearly listed in the scenario booklet. The booklet also supplies you with the proper troop type, their positioning and their relative strength, leaders and victory conditions, as well as any special or optional rules. You start each scenario with a set number of Command Points. This is the method Worthington uses to drive the game system. These CP's reflect the relative ability of the Leaders involved with the battle. Then each player rolls one die to gain additional CP's for each turn.

Keeping your limited Command Points in mind, you must decide how to spend them in a manner that will help you gain your biggest chance for achieving victory. The decisions you must make when spending each of your Command Points are, do you wish to move a unit, have a unit fire, or if the proper unit is close enough to an enemy unit, spend an additional CP to fire and move. Other units allow you to spend another CP and bring about Close Combat. Close Combat is a

method that allows certain units to inflict heavier damage and try and dislodge the enemy unit from a strong defensive position.

Your Leaders primary function is to reform battered units. If you lose a Leader, you not only give the other player a point towards his victory, but you suffer the loss of one CP each turn for the remainder of the game, so you learn to protect them.

You will never have enough Command Points to accomplish everything that you wish or need to accomplish. The game system forces you to make constant decisions on how to expend your Command Point's in order to maximize your chances of winning. *Hint, if you find you have to be the aggressor in a scenario, it is nearly always better to wait a few turns before attacking, to bring up most/all of your units, so they can all participate in the battle rather than committing them piecemeal. This system very clearly shows why that tactic did not work. While playing the game, you will discover why the best battlefield tactics for this time period centered on the principals of mass of troops and fire power.

The Combat system is quite simple and perhaps the weakest part of the game system. All units always roll three dice no matter what their strength unless you use some of the optional rules. These dice rolls are affected by range and terrain, but I would have liked to see an optional rule for less dice rolled for reduced units. (House rules are easy to add on)

Reviews of Clash for the Continent & Honor and Glory

Continued

The scenarios have been very nicely selected from the available battles from both Wars. Each scenario offers a different puzzle for the players to figure out. The scale size of the units changes with each battle. This is one of the very strong points of this system. You get to explore some of the more famous battles like Saratoga and Yorktown from the American Revolution and Quebec and Ticonderoga from the French and Indian War as well as some more obscure battles like Bushy Run and Green Springs

What makes this game system work is that Grant and Mike of Worthington did their homework designing the scenarios. All of them are fun to play and quite challenging. They show some of the more interesting tactical, leadership, morale or terrain problems that one side or the other faced during these wars

One of my favorite Clash scenarios is. Bushy Run, which actually takes place during Pontiac's War. It presents an interesting problem for the British as they try to get much needed supplies through the wilderness and how difficult it was to move and defend them, to a desperately besieged Fort Pitt. This scenario is one in which your Victory Point tiles actually move, representing valuable supply wagons. The Yorktown scenario offers the unique option of playing both sides at the same time. There is an excellent optional rule permitting you to

play the British defending either Redoubt 9 or 10, while attacking with the French or Americans at the other Redoubt. It works surprisingly well.

At the Battle of Lake George, as the French player, you get to spring an ambush on a British detachment but then must assault the entrenchments of the British main force. The Battle of Oriskany, which is one of the best scenarios, in my opinion, you see American General Herkimer attempt the relief of Fort Stanwick. His forces walk into an ambush and are caught with half of his units on one side of a river ford, and half on the other while trying to establish an effective defense. The Iroquois do most of the damage here as most of the British units sit this one out. (You may have noted from these scenarios that I find the battles involving the Indians quite interesting and fun to play.) I found replay value for most scenarios surprisingly high.

The scenarios are certainly not designed at the same depth as Mark Miklos' American Revolutionary War series (GMT). If you are familiar with that excellent series, it is quite interesting to see how Freeman's Farm and Guilford Courthouse play out when designed at a different level.

In the ten Honor and Glory land scenarios Grant and Mike again offer us a number of interesting and varied problems. At Craney Island the British attempt an amphibious assault, with their infantry loaded onto boats, on a fortified island in

Norfolk harbor, where the Americans were trying to defend the frigate *Constellation*. At Queenston Heights the position is reversed as the American Player has to try and get reluctant militia units across the fast flowing Niagara River. It is a nightmare. You do not know where or if your units will load up in boats nor where they will land.

Two very interesting Honor scenarios are Jackson's Night Attack, where a Gun Boat supports Andrew Jackson's assault of the British, in a battle that predates the famous battle of New Orleans by two weeks and Chrysler's Farm, where a British Gun boat supports the Canadians.

The Chrysler's Farm scenario also shows how the Americans were usually out maneuvered and out fought by the much more professional British forces for most of the war. It took over two years for the Americans to develop a decent army. Displayed in the scenarios of Chippewa and Lundy's Lane, the Americans are finally a match for the British in leadership and troop quality. Of the eleven Naval scenarios included in Honor, you get six, one on one battles, mainly Frigate actions, three, two on one battles, and the two large fleet battles of Lake Erie and Lake Champlain.

You get excellent value for your money. Honor and Glory even supplies two beautiful pewter miniature ships to act as counters in the one on one naval scenarios or as the

Autocannone: Additional Italian Units for Panzerblitz
Bv: Bvron Henderson

***Reviews of
Clash for the Continent &
Honor and Glory***

flagships in the multi ship contests. Anyone who is into miniatures figures will love these games. They adjust very simply to the use of miniatures. A friend of mine has already managed to collect the various British, French, American Colonial and Indian forces needed to play the scenarios using 15 mm figures. I very much liked his use of Scottish Bagpipe figures as Elite units. The use of these miniatures definitely added to my enjoyment playing the game.

Worthington also came up with a system that links certain scenarios together so you can explore and fight an entire campaign rather than a single battle.

I recommend these games for anyone interested in the wars of this time period or for those who want to explore some of these battles in a quick and easy yet well thought out way. In addition, both of these games are very good for introducing new players to the hobby. The rules are clear and concise to read, easy to set up, and nearly all the scenarios can be played in about an hour. Worthington also offers fifteen Optional Rules that can add some very nice additional chrome to the game. I personally use the rules that add one die if a leader is present. (This forces

Continued on Page 9

During WWI Italy used armored cars and truck-mounted anti-aircraft guns. The inter-war period brought experimentation resulting in improvements of cross-country vehicles using articulated chassis and all-wheel drive. These improvements resulted in the reliable armored cars (*Autoblindata* or AB) used in WWII.

During WWII, Italy continued to mount numerous howitzers, anti-tank, and anti-aircraft guns upon trucks and cross-country vehicles in an attempt to improve the mobility of their armed forces. These self propelled guns (SP) or *Autocannone* were used throughout the North African campaign in a variety of roles.

The purpose of this article is to provide additional units for the Italian army in the Panzerblitz / Panzer Leader system in a format that is consistent with the units published earlier in *Old Soldiers*. Together, these articles provide Panzerblitz players with the ability to recreate the battles involving the Italian army in France, North Africa, the Balkans, Russia, Sicily, and/or Italy.

As ever, I am deeply indebted to Alan Arvold who graciously provided comment and corrections to keep the counter strengths consistent with the original Panzerblitz / Panzer Leader game system. I am also indebted to Gilbert Garza for his insight and Derek Quintanar whose inquiries into the Italian O.B. provided the impetus for adding these units.

I hope this article and these units provide players of Panzerblitz / Panzer Leader with greater flexibility to recreate the battles of the Italian army during WWII.

Autocannone

In addition to the following guns, the Italians mounted both 149mm howitzers as well as the 90mm anti-tank gun upon truck chassis. However, these Autocannone were fitted with large side jacks for stability while firing. In game terms, they would have no intrinsic mobility and are adequately represented by the current rules for passenger / carrier units.

1. Camionetta 65/17 (2 H 8/1-12) – a 65mm (or 75mm) infantry gun mounted upon a truck. The mounting had the gun fire forward over the front of the truck, effectively making it a direct fire weapon. Two gruppi were formed, each with three four gun batteries. To each was attached a section of four *Autocannone* armed with Breda anti-aircraft guns. **BPV: 13**
<http://img233.imageshack.us/my.php?image=060oi.jpg>

2. 76/30 (24 H 16/1-12) – 76/30 was a WWI anti-aircraft gun that was too slow and short ranged to use as such in WWII. So it was used as a short range howitzer and AT gun as needed. **BPV: 39**

3. 100/17 (40 H 16/1-12) – a 100mm WWI Austro-Hungarian howitzer mounted upon a truck. **BPV: 55**

Autocannone: Additional Italian Units for Panzerblitz

(Continued)

4. **Blindata Tipo 102** (12 A 12/1-12) – a truck mounted 102mm naval gun equipped with armor piercing shells. Seven of these guns were utilized as ATG's at Bir el Gubi and performed well against the Crusader tanks of 22nd Armored. The AP rounds used were designed for anti-ship, not anti-tank, warfare which limited their effectiveness. **BPV: 31**
<http://img221.imageshack.us/my.php?image=035qf.jpg>

5. **Comando Sahara** (5 A 2/1-16 and 6 A 3/1-16) – these were 37mm or 47mm ATG's mounted on Fiat/SPA TL 37 support vehicle or AS 37 trucks used in North Africa. These units move like trucks off-road. **BPV: 16 and 18**

6. **1941 Breda SPA** (4 H 10/1-12) – the standard Italian light AA gun (also viewed by the Italians as a heavy machinegun and light anti-tank gun) mounted upon a truck. **BPV: 16**

7. **Camionetta Sahariana** (4 H 10/2-15) – impressed by the success of the British LRDG, Italy built the *Camionetta AS 42 Sahariana* modifying an AB 41 chassis with an unarmored hull. It carried a mixture of 20mm Breda machineguns and AA guns. It moves as an armored car. **BPV: 26**

8. **Fiat/SPA Trattore Leggero 37 AS** (0 C 0/1-8) – the authorized divisional-artillery prime mover for Italian units in North Africa. These were 4x4 vehicles with large, oversize wheels and included four-wheel steering to make them more maneuverable on narrow mountain roads. The design was developed into the AS 37 truck and variations were used as mounts for numerous *Autocannone*. **BPV: 9**

What if?...additional Italian AFVs for Panzerblitz & Panzer Leader.... By: Byron Henderson

Much has been made of the poor quality of Italian AFVs during WWII. The tanks were too light, poorly armored and armed, and underpowered compared to other countries. To make matters worse, Italy's poor industrial capacity limited production of tanks to a high of 65 vehicles a month during the war.

While the M, or *Medio*, series of tanks were the mainstay of the Italian armored forces throughout the war (much the same as the Panzer IV was for the Germans), Italy made several efforts to upgrade the quality of her AFV between 1939 and the Armistice in 1943. In fact at the time of the Armistice, the Italians were producing or ready to produce several vehicles that equaled the standard British and American AFV which they fought against.

This article is an attempt to show the *potential* that existed in Italian AFV design during WWII and to provide players of both

Panzerblitz and Panzer Leader new opportunities for DYO scenario design involving Italian units.

Part One: A Little History

During WWI, while France, Britain, and Germany deployed tanks on the Western front to break the deadlock of trench warfare, Italy was engaged in warfare in the mountainous regions of the Alps and had little immediate use for tanks. In spite of this, the Italian High Command recognized the potential for these new weapons and before WWI concluded they began tests using purchased French tanks.

Two things, however, contributed to Italian tank technology lagging well behind other powers by the beginning of WWII. The first was the belief by the Italian High Command that North Africa was unsuited for tanks and their expectation that the next war would be fought in the Alps against France and Yugoslavia.

The second was the consolidation of industry: in 1933, Ansaldo and Fiat formed a trust that made them the only suppliers for the Italian army. From that point on, quality decreased. At its heart, Fascism is the equal of Capitalism: the bottom line determines the final decision. It says much concerning the weakness of the Fascist regime and Italian High Command that they could not or would not assert their control over this element of Italian industry in spite of the poor state of the Italian armed forces.

What if?...additional Italian AFVs for Panzerblitz & Panzer Leader....

Continued

Italy prepared for a war in the Alps; she ended up at war on the plains of Russia and in the desert of North Africa. Italian industry lacked the flexibility to make changes with the speed required to reequip the Italian army for the new battlefield, so the Italian soldier entered the battlefields of Russia and North Africa already at a huge disadvantage to his foes. The small tanks that were expected to support infantry operations in the mountains and rough terrain of northern Italy and Yugoslavia were now forced into a battle of maneuver in the desert. The infantry-heavy army designed for a war in Northern Italy was decisively defeated by the smaller, more maneuverable British army in Cyrenaica.

In concept, Italy was at the forefront of armored doctrine at the start of WWII. In fact, the only two European armies that envisioned the role of an armored *corps* before WWII were Italy and Germany. However, the focus upon preparing for war in the Alps and the limitations of the Italian industrial base effectively doomed this concept from the start.

In spite of this, the Italians did focus on the importance of mechanization and combined arms formations from the start. Much of the success of the *Ariete* armored division in North Africa can be attributed to the fact that it went into battle as a combined arms formation while all too often its opponent did not. This “forward thinking”—combined with a supply of effective AFV for the army—could have

provided Italy with the ability to fight the battles of North Africa on equal footing with the British and, later, the United States.

However, the AFV that would have given Italy this ability were only beginning to be produced by the time of the Armistice in 1943.

Part Two: The Units**1. Lince Armored Car (2 I 2/2-15) BPV: 19**

The Lince was essentially a direct copy of the British Dingo-style AC. It was used by the Germans in an anti-partisan role after the Armistice. 129 were produced.

2. AB 43 Armored Car (6 A 3/2-16) BPV: 27

This was the final version of the AB 40-41 armored car series, armed with a 47mm anti-tank gun. After the Armistice the Germans continued to build and use this vehicle (replacing the 47mm ATG with the standard 20mm gun) until the end of the war.

3. P 40 Heavy Tank (11-8-8-8) BPV: 35

(Already included in the original article, the P 40 actually should be placed in the “what if?” group of Italian tanks).

Easily the best Italian tank of WWII, the P 40 is comparable to the U.S. M4 Sherman in armor, ground pressure, and speed. The 75/34 gun possessed the same hitting power but the P 40 could only carry 65 rounds (compared to the Sherman’s 95 rounds).

The vehicle design was approved on August 7, 1940 but production was delayed for a number of reasons. An order of

500 was placed in April of 1942 and this was increased to 579 in October of the same year. The first Heavy Tank battalion was to be activated in August 1943 and a second in September 1943. A P 43 Heavy Tank armed with a 90mm gun was also under development. The Armistice ended all these plans.

Only one P 40 was actually completed before the Armistice. Twelve more were completed by the end of 1943 and forty eight more completed in 1944. The Germans used the P 40 mostly for anti-partisan operations. At least three P 40s were in RSI service in April 1945. Two P 40s were lost to British anti-tank guns during the German withdrawal from Italy.

4. Semovente 75/46 m42 (12 A 8/9-8) BPV: 37

This version of the Semovente was armed with a 75mm L/46 gun produced by Ansaldo but was never used by the Italian army. Eleven were completed for the Germans in 1944-45.

5. Semovente 105/25 m43 (14 H 10/9-8) BPV: 37

Nicknamed the *Bassotto*, thirty of these AFV were produced for the Italian army prior to the Armistice and an estimated sixty more were produced for the Germans after the Armistice.

6. Semovente 149/40 (60 H 36/1-6) BPV: 85

Designed to replace the towed 149mm gun, only one prototype was built by the time of the Armistice. It was scheduled to go into mass production by the end of 1943.

Analyzing the Showdowns of Gunslinger: Showdown 5: The Ambush

By Tom Cundiff

What if?...additional Italian AFVs for Panzerblitz & Panzer Leader....

(Continued)

Part Three: Organization

A look at the reconstituted *Ariete II* armored division stationed near Rome at the time of the Armistice helps to show what a powerful force the Italian armored division had the potential to become. It included:

45 M 15/42 medium tanks
125 Semovente 75/18 assault
guns/tank destroyers
42 Semovente 75/32 assault guns
12 Semovente 105/25 assault
guns
12 Semovente 47/32 tank
destroyers
50 Armored Cars
additional motorized guns and
howitzers

Compare this to the original *Ariete* armored division in 1942 and the improvement in the equipment available becomes evident:

192 M 13/40 medium tanks
30 Semovente 75/18
24 motorized 75mm field guns
12 motorized 105mm field guns
34 20mm Breda AA
Autocannone
40 AB 41 Armored Cars

In addition, if we replace the 45 medium tanks in *Ariete II* with P 40s and the 12 Semovente 47/32 with Semovente 75/46 tank destroyers, then a far more dangerous armored division takes shape.

(This article was originally run in the old Boardgamer Magazine. It has been edited only for additional grammar and spelling. It is being run as an introduction to a series that, due to the demise of the Boardgamer, wasn't finished. The concept was to produce an analysis of every Showdown in the game using the same style as those done for the PanzerBlitz / Panzer Leader Series of games in the old General Magazine. However, there are some 26 Large Showdowns, and numerous smaller ones, not to mention the many variants produced in magazines since. Suffice it to say that I was able to complete only 5 or 6 of these analysis articles before the Boardgamer disappeared into the mists of time. So, what I will do is run one of the original articles along with an analysis of a new (not previously covered) Showdown in tandem in following issues. As everyone no doubt knows I am a Gunslinger fan(atic). It is a game that fits both my gaming style and my individual personality well.)

It has been suggested that an analysis of the scenarios of Gunslinger in the style of those for Panzer Leader/Blitz might aid players in their set up and understanding of their goals during play. Indeed, upon reading through the scenarios, there is a basis for this concept. I've seen many of these scenarios, Showdowns as they are called in Gunslinger, played over the years, and in true fashion for players of

Old West games, they generally evolve into a simple solution, "Kill Them All, and Let God Sort Them Out!" As much as I am of the same mind when I play, there's just nothing like being the last man standing and all your enemies lie dead in the street, the "Kill Them All" tactic isn't necessarily the best tactic for each scenario.

In analyzing these, I will ignore Showdowns 1 to 4 of the Rulebook. These are just training scenarios, no terrain, no tactics, all the players crowded into one small empty board and there really isn't any choice but to kill everyone and hope you survive to tell of it. In this series I will concentrate upon the scenarios that ask players to incorporate all the rules available, and in which there is some actual terrain to give you some maneuver choices. In short this covers Showdowns 5 to 26. As there are multiple "small scenarios", I will concentrate upon the larger versions of each Showdown. For edification, the small scenarios are cut down versions of the larger showdowns. For the smaller ones the assumption is made that there are either a dearth of players available to play a full roster of characters, or that the players involved prefer to play with fewer characters on the board. So, the smaller scenarios use the same rules basically, and only a smaller portion of the characters available for a specific scenario. For instance

Analyzing the Showdowns of Gunslinger Showdown 5: The Ambush

Continued

Showdown 5 (showcased in this article) has 7 characters (as do all the large Showdowns), but the smaller version uses only Characters 1 to 4. At a later date I will address tactics for the smaller scenarios. The change in numbers of characters as well as the abilities of those characters greatly changes the tactics one might use in a full 7 character showdown versus a smaller showdown with fewer characters.

Showdown 5: The Ambush

Scenario Description: Near Moscow, TX, Nov. 1868: Sought for the murder of a soldier, 15 year old John Wesley Hardin surprised a search party at a streambed.

Game Length: 20 Turns

Set Up Parameters:

Side A: Set up first, in any Gully hexes.

Side B is Alerted

Side B: Set up second, in any Non-Gully hexes.

Special Rules:

1. All Side B characters on the map when the showdown ends are captured and killed.
2. Both sides can exit the map only along the West edge
3. The third character has an R10 shotgun instead of his normal two-handed weapon

Bonus Points: Each character on side B gets +3 VP.

This scenario is a showcase for the concept of getting out of dodge while you can before you kill everyone, or they kill you. The special rules state that the characters on Side B are killed if they don't exit the board. Further, there are only 20 turns to the showdown. This is a "shoot and run" showdown.

Let's begin this analysis with Side B, John Wesley Hardin and his companion. How do we fulfill the victory conditions best? Hardin is represented by the generic character "The Kid". A look at the List of Characters found both in the rulebook and on a player aid card shows that this character is very fast at drawing a pistol, and is as accurate shooting it as he is fast drawing it. However, a quick look at the board, and the knowledge that you will have to exit the board quickly alerts one to a significant fact .. getting close enough to bring his pistol to play will entangle him in a close range gun duel. The enemy may not have any characters able to draw fast or shoot terribly accurately, but one thing is certain, there are more of them than there are of you. If Player B decides to shoot it out at close range, taking advantage of the Kid's 1 Handed Shooting skill, and speed of draw, then he must know he will certainly lose the Kid. The trade off will have to be 2 dead enemies in exchange. That will leave the sole remaining character on Side B to kill at least one more character and exit the board in order to win a pyrrhic victory, and a tenuous one at that. Thus, the simplest goal is to kill

one enemy character and exit the board. How can this be accomplished?

Side B sets up second, in any non-gully hex, and is alerted. This allows Side B to immediately take advantage of any weaknesses of Side A's set up. Let's make an assumption that the player of Side A is not a neophyte. He has to set up in gully hexes, which are found only on board B. He knows, and you know, that any attempt to take advantage of The Kid's skills with pistols will necessarily mean any isolated individual in his group will be dead meat on turn one. Therefore Player A will not set up his men in any positions separated by space and/or LOS. This therefore translates into all of Side A being set up in the big bulbous end of the Gully on board B. This would allow Side A to set up to cover each other and to cover anyone trying to get the drop on them. Therefore, you know even before Side A sets up where that will be. If the player of Side A separates his men so that they cannot cover each other, then you can take a chance and kill an isolated individual.

The real punch on Side A in this showdown, is not in the blazing pistols of the Kid, but in the second character. That character is the Border Rider. He has a superior 2 handed shooting skill (+2), and a Henry 44 rifle (H44). The rifle is the second best one in the game. It has a range divisor of 3, which is only one less than the legendary Winchester 66 to 94 models.

Analyzing the Showdowns of Gunslinger Showdown 5: The Ambush

Continued

It loads one less round too, though in most cases that one round difference in ammunition capacity is not relevant. When it does become relevant it is usually because the player using the H44 has uselessly wasted ammo blazing away at shadows and depleted his ammunition supply. Since side B sets up in the gully of Board B, Side A must set the Border Rider up on high ground so his LOS is not blocked. Fortunately a beautiful piece of ground in the graveyard on Board F, just to the Northwest of Board B. Place the Border Rider in Q10F/Down, with his head counter in R10F. With this placement there isn't a hex on board B that he can't see. Board B might as well be clear open ground ... a fish bowl where in this long distance marksman will be able to ply his deadly trade with impunity. Make sure to take advantage of trajectory and bracing rules, and the short distance of 15 to 20 hexes will be cut down to real ranges of 1 to 3 with aim times of 9 or more. The recoil rules for the H44 used in conjunction with bracing also has one more advantage. They cause rule 4.1 of the Gunsmith's Shop (General Vol. 19. No. 6) to be of real effect. You can fire, lose no aim, cock your weapon losing only one aim marker and be ready for another shot in short time, with aim already built up. Border Rider is the big bertha of this scenario with the accuracy of a guided missile. He has become Public Enemy #1. This also means he will be the primary target. All of the enemy's guns

will turn on him in an attempt to eliminate their main antagonist. We now come to the use and placement of The Kid.

We know where Side A will set up, assuming he didn't spread his men apart. (If he did, then attack any group of 1 or 2 men at will with the Kid. They can't possibly stop you from killing them.) Set up in an adjacent hex. Your first turn first segment will give you a shot at a range of 1, aim time of 4, a 68% chance of a hit, and 22% chance of a kill. This is a reasonable shot given the circumstances. If you want more aim, then position yourself so you know any execution of Advance and Run will not take your target out of LOS, then your odds may increase to 74% hit, and 27% kill. The marginal increase of overall hit probability increases only by 6%, so take the early shot.]

If Side A set up in mutually supporting positions on Board B (i.e. in the bulbous end of the gully) then the Kid's task is one of preventing Side A from maneuvering and/or escaping from the gully, and from dispersing making a more difficult target for the Border Rider. If the Kid can keep the characters of Side A bunched up, then Border Rider may switch targets easily and never lose aim. Four straight turns could well spell the end of Side A's hope for a win. But this also means that all the characters of Side A will be aiming at the Border Rider. So, the Kid's task is two fold. Keep Side A bunched up. Prevent them from concentrating solely upon the

Border Rider. Since the Kid is not armed with a rifle, he cannot similarly take position on the hill, and if he did, he couldn't prevent Side A from dispersing. The Kid is armed with a B7 shotgun, and has no 2 handed skill. In this scenario he can't get especially close to the position of Side A, or he will be target #1, so he will have to choose a position at 4 to 6 hexes range. Hex Q7B would be a good place if all the Side A characters are where they are expected to be, in the "bulb". From here he can set up with his pistol in his Gun Hand, take a single shot at any target of opportunity then retreat to hex R6B. He now unlimbers his shotgun, placing his head counter on Q7 if practical, R7 if not. He can now cover the top of the gully with shotgun fire. Side A will not dare to exit the gully by crossing its sides and moving to Ground Level terrain. That would be suicide. All Side A can do is try to maneuver through hexes P5, Q5, R4 and S5 to get behind the Kid. If they do, you can be certain that any single individual that makes the run will die in front of the Kid's pistols. But this shouldn't be necessary. Remember what the goal is: Kill one Side A character, then run. When Side A has a casualty, then it's time for the withdraw. The first person out should be the Kid. Covered by fire from the Border Rider, the Kid will use the Gully himself for cover to get to the hex closest to board G. The first way point will be hex I17G. From this point you can take adequate cover behind the

Analyzing the Showdowns of Gunslinger Showdown 5: The Ambush

Continued

tree and shoot at any pursuers. You will have to take about 3 turns to cover the distance from R6B to that position. Make sure that you end a turn in hex S7B. This allows you to take as much advantage of cover from the Gully as possible. After that, do your best to move the Kid as fast as you can out of the gully and across the three open hexes that separates you from I17G. Once there turn and begin aiming at the closest character in LOS. This should slow them down. By now Border Rider has probably killed one more character. With at least 1 dead, and perhaps 2, it becomes time for general flight. Once your enemies have dove for cover from your shotgun, turn and run through the trees to the board edge. It should be a simple thing to weave your way among and between the trees denying LOS to the enemy. The Border Rider should have an easy time of running. He can position himself to take advantage of the LOS and Plateau rules so that no LOS is possible. He can with impunity run for the backside of the hill on board F, exiting easily anywhere on the west edge of that board.

Now we turn to the set up of Side A, and their options as play progresses. What are the

Thus Side B Victory Points look like this:			
Reason	C3 Kid	C6 Border Rider	
Survive	+2	+2	
Run Away	-2	-2	
Kill Enemy	(+2 Maybe)	+2	
Side B Bonus	+3	+3	
Total VP	+3 or +5	+5	=
+8 or +10 (divided by 2 for the two characters) =			
VP Average for Side B +4 or +5			

primary goals of Side A? Well, this one is pretty straight forward. You must concentrate on one character on Side B, and kill him. The loss of a single character will cause the Side B player to have to kill 3 of yours to win. Further, if you manage to kill one of the Side B characters, then the remaining character will be forced to spend time, which is a precious commodity in short supply (only 20 turns) to hunt down and kill three of your characters and also exit the board. Remember the Special Rules condition that says any of the Side B characters still on the board at the end of turn 20 are considered to have been captured and killed. That translates into additional negative victory points for Capture and Kill both. Kill one of the Side B characters and time will be on your side.

The next question is: Which of the characters on Side B should we concentrate upon? In part your set up determines this for you. As explained in the analysis of Side B's set up, you are going to have to set up in a mutually supporting position. You are constrained by set up conditions to set up in the Gully on board B. In order to be mutually supporting, and give yourself some room to move you will have to set up in the "Bulbous" part of the Gully. (This is the end surrounding hexes N8B & O8B.) Your characters are burdened by not being alerted. So you cannot place weapons in your hands ready to use, or place head counters. All you can do is set up to anticipate your enemy and try to keep from getting one of your characters back shot. If you set up in this area you necessarily limit Side B's

Side A Victory Points look like this:					
Reason	C1 Yankee	C2 Veteran	C4 John Henry	C5 Scout	C6 NCO
Survive	+2	+2	+2	+2	
Hold Field	+2	+2	+2	+2	
Ally Killed	-1	-1	-1	-1	
Killed					-8
Total	+3	+3	+3	+3	-8
= +4 (divided by 5)					
VP Average for Side A +4/5 (.8)					

Analyzing the Showdowns of Gunslinger Showdown 5: The Ambush

Continued

options with the Kid, leaving the only immediate threat the Border Rider. The Hill on Board F is the obvious position for him. He could have chosen the hill on board E, but this is further from the edge and not a likely choice for Side B. As Side B also has to pick a position from which he has LOS to you, that requires that he position himself on the hill on Board F. Thus, for this scenario the set up of characters is pretty cut and dried regardless of the fact that it is left in the players hands to an extent. So, how does this translate into a choice of targets to fulfill your VP goals? You know that the biggest threat to you will be the Border Rider. The Kid is only a short range threat both with his pistol and his shotgun. With 5 characters to use, he will not be closing with you any time soon if at all. Thus, the real threat to you, and consequently the real target you need to concentrate on will be the Border Rider.

How can you maximize your set up to take concentrate upon the Border Rider. You know his probable location is on the Hill on Board F. Let's now look at the capabilities of your men. Your duel with the Border Rider will be a long range battle. Use of rifles will be a must. You have at hand the Yankee, Veteran, Scout, NCO, and John Henry. Three of these characters have old single shot buffalo rifles (Yankee, Veteran, and John Henry) and only one of these has any skill with a rifle (Veteran). Scout has a modern Winchester 44 rifle, and also a skill level

equal to that of the Border Rider. But don't get your hopes up. Scout will be the first target of the Border Rider, and he's already ahead in the race for aim time. Side B's alerted status allows Border Rider to set up with his rifle already cocked and in his Both Hands Box ready to begin aiming, while Side A isn't alerted, meaning Scout will have to cock his weapon and also move it to his Both Hands box before he can begin aiming. Scout is 3 segments behind in time, and this will probably be the death of him. So we need to concentrate upon the use of the three characters with single shot weapons. Together they can target the Border Rider. You will have to sacrifice the Scout, or at least mentally write him off (if it doesn't happen, then thank providence). This accounts for 4 of the 5 characters you are equipped with. The 5th character is the NCO. He has no useful skills in a gun duel. His C41 pistol is all he has in the way of a firearm ... not exactly useful in a rifle duel. What then do you do with this character? Place him close to the Scout. You know that the Scout is going to be the first target of the Border Rider. You also know that none of the other characters in your group has any greater skill with a rifle than you do, therefore, NCO's job is to pick up the W44 from the Scout once he's dead. This is the best rifle your group has, and it's important to keep it in action. So, then, where do we set up?

Scout is the best character in your group. You want to set him up as far away from the Kid

as you can conceive of, and also where he can get a clear LOS to the hill on board F. Set up in N9B facing O10B.

NCO has to set up where he can salvage Scout's rifle. Set up in N8B facing O9B.

The remaining characters are mirror images of each other as far as the rifle duel goes, and can be set up interchangeably in O9B facing P9, P8B facing Q9, P7B facing Q8.

Side B doesn't require an analysis of the first turn actions. They are pretty simple Aim & Fire. Side A isn't so simple and thus I will outline some of the tactics required to survive and win. With unalerted characters it is imperative that Side B arm themselves right away. First action for all characters Draw & Cock moving your rifles to the Both Hands Box cocking the weapons. Next action is to Drop in place. Accuracy with a rifle and range are both affected by Down Status. This confers on the characters the ability to brace their weapons and gain further divisors for their rifles, reducing the range and increasing probability of a hit. This is as important to Side A as is executing Cock/Aim/Shoot in the following turns to aim at C7 Border Rider. Some players may be tempted to follow the first turn action Draw & Cock with a Cock/Aim/Shoot action. They may reason that the execution of Drop could cause accrual of Delay Points as well as waste a critical segment of time. The benefits of Down status for aiming and range dividing is

Analyzing the Showdowns of Gunslinger Showdown 5: The Ambush

Continued

more important than the temporary accrual of Delay and the saving of a single segment of a turn. NCO must Draw & Cock his C41, Drop, and begin aiming at the closest hex to the Kid that is in LOS. But if/when Scout is killed, do not hesitate to drop your C41 to your hex and pick up Scout's W44. It is imperative that all the rifles be kept in action to get the Border Rider. Don't flich and try to duck Border Rider's shots. All that accomplishes is protecting, momentarily, one of your characters as Border Rider just casually switches aim to the adjacent hexes or targets and kills them instead. Stand your ground and make Border Rider pay for his kill(s). IF the Kid actually approaches you are going to have to make some choices. Those choices depend upon one thing. Is Border Rider dead or not?

Side A Mid-Game:

Several scenarios present themselves.

- 1 Border Rider has had abominable luck and hasn't killed anyone.
- 2 Border Rider is dead or so severely wounded he can't participate any further.
- 3 Border Rider has succeeded in causing a casualty, and Side A is running for the border.

Case 1: Bad luck for Side B, good luck for Side A. Maintain the plan. Time is on our side. Shoot only when and if you have at least 8 aim points on Border.

At this point Side A may consider using the Kid aggressively. If this happens, and the Kid closes within LOS, he will likely be in LOS of every character you have. If so, waste no further time on the Border Rider. Kill the Kid as quickly as possible. The reason for this is that the Kid will present a target at a closer range and thus the probability of a kill increases in relation to that of the Border Rider.

Case 2: In this situation you must assess the situation. Is the Kid closing in for a kill? If he is, assume a defensive posture and assure that Border Rider dies. Remember the points you get for killing Border Rider and the Points your enemy loses for him dying are important. At this point the Kid will have no choice but to attempt as many kills as he can as quickly as he can. So, maintain all the aim you possibly can on approach hexes. Remember you can aim at hexes as well as individuals. The game will then evolve into a close range shoot out with the Kid probably dying from a buffalo slug in the guts. If you have suffered more than one casualty it will be especially important to recover the W44. This weapon is miles ahead of the old buffalo guns in reload rate. You will probably need this in any remaining duel with the Kid.

Case 3: This is a dire situation. Side B can really run with no possibility of your catching them or shooting them in time. If this is the situation you face, you might as well concede and move to the

next game.

From these points the end game for Side A diverges into too many possibilities to logically anticipate and calculate reactions.

Conclusion:

Showdown 5: The Ambush is an interesting scenario. At first glance it is unglamorous as one side has a bunch of characters with no real weapons skills. I as well as most players tend to equate fun with maximum 1 or 2 handed shooting skills. We enjoy blazing a path through a town with bodies lying everywhere before we are finished, rather reminiscent of the movie "The Wild Bunch" or "Northfield". It's the personality of those who read Zane Grey or Louis L'Amour to enjoy shooting until not a single character but their own is left standing. We revel in movies in which Clint Eastwood kills all the bad guys and makes it look easy. But a Western scenario in which tactics other than walking down the street and killing all that moves is somewhat different than we normally play. This scenario is one of those alternatives that demand players think of tactics above that of simple gunplay. Try it, I think you'll find its intricacies interesting.

Claim Jumping: Gunslinger’s Showdown 11
By Tom Cundiff

The Claim Jumping scenario is one in which Side D (The Prospector) is somehow to prevent his stash of Gold Dust from being absconded with, while three groups of bad guys vie amongst themselves to see which one actually gets the dough. Worst of all the Prospector has no skills with a gun at all to help. He doesn’t even have a good weapon. And, he’s stuck setting up in a gully one board away from his cabin where the Gold Dust is located, and all the ground between him and the Cabin is open ground, no concealment at all. The poor old Prospector will be lucky to live out the game, let alone prevent his cabin from being robbed. But, lest we think the Prospector is the only one that has it bad, we have only to look at those he faces. Their work is cut out for them. When one looks at the positions of the other players it becomes obvious that this scenario has aspects of a conflict between competing allies. The poor Prospector isn’t alone. There simply is no way any side in this scenario can win without the help of at least one ally. Ah, but when to shove the knife in the back of your ally ... That is the question!

Description:
Outside of a lawless Gold Rush town, a prospector holds off thieves, claim jumpers, and mining company representatives all of whom are intent upon seizing his claim. (This is a hypothetical showdown.)

Opposing Forces:
Side A: Mining Company Men
C1 Quiet Man
C5 Banker

Side B: Robbers
C2 Innocente
C6 El Jefe

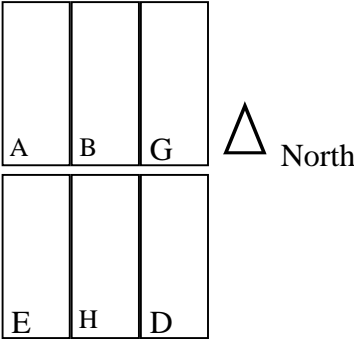
Side C: Claim Jumpers
C3 Fast Eddie
C7 Little Ernie

Side D: Miner
C4 Prospector

Game Length: 30 Turns

Bonus Points:
Each Money Bag Counter is worth +6 VP’s.

Board Orientation:



Set Up:
All sides are Alerted.
Side D: Sets up first, within 3 hexes of hex 08B. He sets up 4 money bags inside the Cabin on Board D.
Side C: Sets up second, on the West edge of the map.
Side B: Sets up third, on the East edge of the map.
Side A: Sets up last, on the North edge of the map.

Special Rules: None

Analyzing a Gunfight:
Side D: The Prospector (sets up first):

The Prospector has a proscribed set up. He has to set up within 3 hexes of 08B. 08B is squarely in the middle of the Gully on Board B, and other than the Gully itself, there is no covering terrain on Board B. So, the question is, where, from 08B is the closest cover to be found? To the West is Board A. This is an open Corral with no cover at all. It’s an empty wasteland with a wooden fence enclosing more empty terrain. All that empty ground and nowhere to hide is not a good thing. Setting up to the West of hex 08B is not a good choice.

To the South is Board H. This board is also a wasteland with a few rocks that might be helpful. However, given there’s but a few, and they’re surrounded by more wasteland, just getting to the Rocks on Board H leaves you still in the middle of nowhere forced to cower behind the few rocks that exist with no way to get out from behind them. So, setting up to the South of 08B is also a bad idea.

To the North is nothing but more Gully, with no way out, especially when the enemy gets set up while you’re still trying to get out of the Gully ... and to where? The Gully is surrounded by empty land. No, North is not a good idea either.

So, that leaves the East. To the East is Board G. This board has a small forest, if it can be called that. But, Trees *are* cover! So, where exactly do we

Claim Jumping: Gunslinger's Showdown 11

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set up to best make a run for those beautiful green trees? Well, it's going to take at least two turns just to reach the first tree. You can't afford to spend more than a couple of turns out in the open because your opponents could take advantage of that with some ease. So, you have to pick the hex that is closest to a tree and set up there. The rules state that all sides are Alerted, and that permits you to set your character up with any status you choose. That means you could set him up prone on the ground. **DO NOT DO THAT!** Mobility is the only ally you have, and setting up prone is an open invitation to a killing ... yours! This also means you must set up in such a way as to avoid having to cross a Gully hex side and risk Delay.

So, just what hex to you choose? Hex R8B facing S8B upright is the spot. Be sure to place your H44 rifle in your Both Hands Box cocked. From here you have a straight shot to hex C18G. It will take you at least two turns to get there. However, from this hex you will be open to a back shooting only from the Side C Characters, and neither of them have any skill with a rifle, and they've their own problems of open ground to worry about. They're not going to hang around just to take a random shot at you from behind across three boards. At least, not if they're smart. The odds of a hit would be astronomically small. You'd have a better probability of hitting the lottery. So, your first two turns will be spent trying to reach cover.

There's only one bad thing about the location you're running to. It's that the Woods are also the only cover on the board that Side A can reach. So, the Woods on Board G are going to soon be crowded with at least two more characters, and possibly a fourth. Not a good thing with so small a forest, but given that your opponents (Side A definitely, and possibly a Side B character) will have their own problems, being forced to stop Side B from picking up the Gold Bags in the Cabin and running off with them that they're going to be hard pressed stopping them. So, Side A, your co-habitants of the woods are going to be preoccupied. You might be tempted to maneuver to kill one of them just for the heck of it, or for the kill points. Resist the temptation. They may be your enemy, but they're also the only friends you have. Well, that is your "friends" in as much as Gunslinger is a more treacherous game than Diplomacy ever could have thought to be. But, in this case you can't win alone, you need them to keep the bad buys who by now are in your cabin trying to steal your gold from getting away with it. Cooperate with the Side A player, and do not shoot one of his characters in the back until absolutely necessary.

Possibility #2: Side B may not set up in a manner that will indicate a simple take the money and run plan. You will have all of Turn 1 to ascertain this. It's a certainty that if Side B sets up one of their characters on the East edge of the woods that they intend to do some killing first. Innocent in the

woods with a Shotgun may sound like a solution to a game of Clue, but in Gunslinger that's a damned dangerous thing.

Anyone with a shotgun at close range is enemy number one, and God help you, because no one else will, if you make a misstep. All a man with a shotgun needs is one segment with you in LOS and you're a potential dead man.

Anyway, if Side B sets up and runs their Turn 1 without either character, or with only 1 character entering the Cabin, then you can proceed as described above. However, if Side B sets up and runs toward the back of Board D, then you had best make for the front of the woods, because you've just become a target of convenience for Side A. It's a long way to the front of the Cabin, and you will not make it with Side A hounding you from behind. You will have to play hide and seek in the woods with two characters determined to kill you. IF Side B has at the end of Turn 1 not entered the Cabin on Board D, then you might well want to consider returning to the Gully at S7B. From here you have LOS to both the Cabin and the woods. You will be exposed to fire from Side C, but likely they are going to have their own problems, and certainly they will not want to waste all their aim time aiming and firing at you when their real enemy is Side B.

Claim Jumping: Gunslinger's Showdown 11

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Side C: The Claim Jumpers (set up second)

Two strategies present themselves, and they depend upon the deployment of Side B: The Robbers. The Robbers have several choices. They can go for the money and make a run for it off the East edge of the board. They can have one character enter the Cabin to pick up the money, while one stays outside and lays down fire to help the second character escape. They can choose not to go for the money, considering that though it is a strong incentive, it also has the unfortunate aspect of a trap from which there is little escape. Consequently their other choice is to play a waiting game by deploying safely to the rear of the Cabin and making it difficult for anyone else to get the money. You will have to watch closely what the Robbers do before you make a dash to cross the empty ground between your "semi" safe hill and Board D.

Side C sets up on the West side of the Board. This means they set up in the first row of hexes on boards A or E. There's nothing out there for two boards! Nothing but clear ground and one small mound of dirt that purports to be a Hill with one giant tree on it. In order to be contenders to the throne these guys are going to have to traverse two full boards without getting killed. Worse, Fast Eddie and Little Ernie have no skill with a rifle, one of them has a Winchester 44s (short) which means that his Range Divisor is only 2, and the other has a Henry

44 with a Range Divisor of 3. Neither of their weapons are good for a long range gunfight. They haven't the skill to fight at long range, nor the weapons, and they're stuck across two full boards with nothing out there but dirt. The only thing this side has going for it is that they are not a threat to anyone, and will not be for at least 5 to 8 turns, minimum provided they don't get any Delay from having to play multiple Sprint Cards. So, how do you cross that amount of open ground without getting killed? The answer to this question is important to where you set up. And, is this your only goal? You know that Side B: The Robbers enter the board next to the Cabin on Board D, where the Gold is. You know also that Sides A and D have no LOS to the rear of that Cabin. If you don't cover the rear of that cabin, all Side B has to do is pick up the Gold and run out the back of the Cabin and off the board. So, you need to get close, but you also need to keep the rear of the Cabin covered. These are not easy tasks.

You also need to watch your enemy, specifically Side B to determine two things. 1. The level of safety in making the crossing to the rear of Board D. and 2. Whether or not you need to pick a different terminus to your trip. If your opponent has chosen to fully enter the Cabin and make a fight from there, you are in the highest amount of danger. Now, true enough, only El Jefe has a long range weapon, but if he chooses, he can stop Little Ernie dead in his tracks from the West Window of

the Cabin if the Side B Player chooses to hole up in the Cabin. You will be able to tell whether or not this is going to be a problem by Side B's actions. If he enters the cabin with both characters, he will have to kill anyone approaching the Cabin. That means you. But, this is not the only tactic he has at his disposal. Side B may also decide to move directly to the rear of the Cabin and not enter, leaving that to others and awaiting the opportunity to kill them as they make the attempt. To do this, they must choose a place of cover that does not place themselves in danger. In short, to accomplish this, they will move to the rear of the Cabin and place the Strong Hold between the Hill on Board E and themselves. Which means they will run for cover probably in hexes R22D or R21D. If Side B does this, your run across the board will be less dangerous. But, now things have changed complexion and the game is no longer one of Sides A, C, and D against B. Now, it is clearly a game of every man for themselves.

Assuming Side B has chosen to enter the Cabin on Board D (which can be determined at the end of Turn 1 ... usually):

Crossing such large amounts of open ground requires the use of a military tactic. Using the principles of Fire and Maneuver Teams, one has a chance. What that entails is the use of the Henry 44's D3 Range

Claim Jumping: Gunslinger's Showdown 11

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Divisor in a location on top of that small hill on Board E. But, this isn't so simple. First off examine the few Special Skill cards possessed by your characters. Little Ernie, who has the H44 rifle is the one who also has the B1 Advance Bonus card. This card permits him to cross ground more quickly and with less fear of being Delayed due to the employment of Sprint Cards. IF you use Fast Eddie with his W44s on top of that hill to provide covering fire, you're using a character with no skill and a weapon with the smallest Range Divisor in the game. Odds are that an opponent will kill Little Ernie while he is sprinting across the boards. Your return shot, being from such a long distance, will sail harmlessly by your enemy's head. You will still be stuck out in left field with one character, Fast Eddie, and no way to cross the abyss without getting him killed. So, a little sleight of hand is necessary to make the best of a bad situation.

Little Ernie must cross that ground, utilizing his B1 Advance Bonus Card to best advantage, but he has to leave his Henry 44 to Fast Eddie to provide the best possible chances of covering fire. So, in your opening set up you're going to have to set up with your characters in the same hex so they can exchange rifles. Of course, this means you're going to have to burn at least one turn making that exchange, and it is always better to do this kind of thing under cover. Set up both

characters in hex A8E facing B8E. Place both their rifles in their hexes, not on their Legend Sheets. All characters are alerted and this is allowed as a result. This permits each of your characters to execute Draw and Cock to pick up their partner's weapon. You can now Advance to hex B8E.

From here your characters diverge. Little Ernie (now with the W44s in his Both Hands box Cocked) must make the run across the boards. But, what is his first way point? Surely he can't get all the way across the board to the Cabin without getting killed no matter what you do. You must pick a point between that provides you the opportunity to set up and cover the movement of Fast Eddie on his run. You're going to need both characters to assault Side B in the Cabin, which is where you will find them. So, where do you run to first? The location must be close enough that the D2 Range Divisor on the W44s isn't a liability, or at least not much of one.

Fortunately only El Jefe has a long range rifle. Innocent is armed with a shotgun. At these distances that shotgun might as well be a slingshot. That means you can cover the West window of the Cabin with Fast Eddie while Little Ernie runs for the back of the cabins.

You need Little Ernie to reach some cover to remain effective, and you need him to be in position to have a LOS to R19D, T19D, and also P17D. The only cover anywhere with those LOS parameters is the Well on Board H. Run for hex M20H.

Your goal is to get there, get Down, and place a Head Counter in hex N20H. With the Bracing Divisor of D2, and the W44s Range Divisor of D2, the range from N20H to T19D (the farthest target hex) is $17/2/2$ or 4 Total. With an Aim Time of 8 or 9, your best odds are going to be only 50%, but that's the best you're going to get. IF El Jefe targets Little Ernie, keep running, and leave the deterrence to Fast Eddie. If you're lucky, the Prospector also has a LOS to P17D and between the two of you there's a chance of killing or wounding El Jefe before he hits Little Ernie.

Once Ernie has reached his destination hex, and has the requisite number of Aim Points on (I'd pick Q19D so I could switch aim between possible targets) his target of choice, you can begin the process of getting Fast Eddie off that hill. He should run for the back of the small Cabin on board D (this cabin is labeled "Strong Hold"). His target location is any hex with a LOS to the rear of the Cabin. But, beware, you will here be in range of Innocent's shotgun. So, insure you don't fall afoul of that nasty weapon. One way to accomplish this is to enter the Strong Hold and stick your head out in hex P20D. From here you have LOS to the entire rear of the Cabin, and anyone in the Cabin will have to place their own Head Counters in R19D or P17D. This will expose them all the more.

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Assuming Side B Innocent has entered the Cabin and El Jefe has placed himself to cover withdrawal across the East Side of Board D, or Side B has decided not to enter the Cabin at all and has chosen to hide behind the Strong Hold on Board D:

You will be able to tell if Side B has chosen not to “Go For The Gold” early on. Certainly, by Turn 2 either Side B will be in the Cabin on Board D or not. If they have not entered the Cabin, then they will be somewhere behind the Cabin. If this occurs you simply have to keep the Stronghold on Board D between Little Ernie and the characters on Side B. Have Fast Eddie aim at Q20D. Continue Little Ernie’s run to Board D, but now your goal is to reach hexes N21D or N22D. Do be aware that as you get within 7 hexes of Innocent, he becomes dangerous. That shotgun presents the opportunity to reach out and touch you with very little aim time required to hit. So, watch what you do and try to prevent a clear LOS from Innocent to Little Ernie.

Once Little Ernie has reached his goal, set up Aim Points on hex O20D or N22D as needs warrant to prevent any Side B Character from slipping up behind you. Now, Fast Eddie can dash across the board. Make sure to always play Run first so you obtain both Move and Run status every turn. The distance between Fast Eddie and any other character along with your Run and Move status ought to keep you safe until Fast Eddie

also gets within shotgun range of Innocent. Your characters are now safely on Board D, and the stage has been set for a duel between everyone over the Gold inside the Cabin. The probabilities are that Side A and Side D are going to be fighting to the front of the Cabin, while you are doing your best to kill the Side B characters behind the Cabin.

Side B: The Robbers (set up third)

If there are any characters on the board with ability, you have them. Unfortunately, Innocent is armed only with a Shotgun. This game begins as a long range duel. If anyone gets close enough for you to use it, it will be a miracle before mid game. Before the game begins, lobby for the use of Bracing Rules. This shouldn’t be too hard as the distances in the game make it imperative for all sides to utilize them to cut down the range. You can then use the D2 Bracing Divisor with Innocent’s pistols. It’s not much, but it’s something.

You have several options to consider. Being that you have the potential to begin the game closest to the Gold, your actions control the flow of the game. Your actions can also be as dangerous to you as they are to your opponents. Do “take the money and run”? Do you fight a defensive battle positioning yourself to kill anyone who approaches the Cabin to get the gold before you do? Do you hunt down some enemy characters trusting that your opponents will be unable to concentrate upon you quickly? Do you attempt a

blockade of one escape route while your second character grabs some of the money and runs with it? The choices are several, and they all call the tune for this scenario.

1. Take The Money and Run I:

Your goal is to get into the Cabin, get the money and run, while not getting back shot. It seems easy, but it isn’t. At least one character from Side C is going to have a clear LOS to the back door of the Cabin before you pickup the money and get back out of the Cabin. Step out that rear window and you’re dead. And, remember that window is an obstacle. It will probably slow you down by at least 1 Delay Point. Step out the window at T17D and likely your enemies on Side A will have aim points and will kill you.

You must get in and get out fast, remember that. And, you must insure that any money bags left behind aren’t enough to negate the VP’s you picked up. That means you must pick up at least 3 and escape with them. The shortest route off the board is out the window at T17D, and your enemies know it too. You can bet that the Side A characters will have laid down Aim Points on that hex before you get out with the money. You can only pick up one Money Bag per turn, so it’s going to take you at least 3 turns to get 3 of them. It’s going to take you two turns to get into the Cabin, and two more to get out. That’s seven turns your enemies have spent aiming at T17D. This is the shortest way

Claim Jumping: Gunslinger's Showdown 11

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off the board, but not the safest. You have to ask yourself, "can I afford to say in this cabin for 30 turns". That answer is an unequivocal No! By that time your enemies would have all of the doors and windows covered and working together they'd assault the cabin and kill you, trusting to the draw to leave each of them in a better position to win than anyone else. That chance is better for them, and not for you.

So, how do you get in and out with the least risk? First off, set up so that you can enter the cabin on Turn 1. That means setting up in hex U17D or U18D. From here on the 3rd Segment of Turn 1, you can cross the window and be in the Cabin. You will likely get Delay Points for crossing an obstacle, but it can't be helped. On the next turn move Innocent to the Money Bags, and move El Jefe to the far window (S18D facing T17D with a head counter in T17D) where he can begin to aim at anyone in the woods who has LOS to T17D. IF they can see you, you can see them. Your purpose is to deny the enemy a clear shot at Innocent as he exits the Window at T17D and leaves the board with the money. El Jefe will be trapped on Board D most likely, if not you've got lucky. But, remember your purpose is to get enough Gold to prevent the enemy obtaining enough to help them, and also to negate the loss of VP's for the death of El Jefe, as well as for the VP's lost for having one character exist the board. You

are going to need 3 Money Bags to do that.

2. Take The Money and Run II:

This is a variant of the first plan. Your goal with El Jefe is to reach hex T16D, placing a Head Counter in either T15D or S16D so you have LOS to most places on Board D. From here you have a slightly better chance of escaping when Innocents exits the board.

3. Take The Money and Run III:

In this attempt to rob the Prospector of his Gold your purpose is to exit the Cabin to the rear, leaving the board between Q24D and S24D. This prevents Sides A and D from doing much to stop you. You have only to worry about Side C. So, while Innocent is inside the Cabin robbing it El Jefe can either set up so as to reach the window at P17D so he can see to the West out the window, or get to hex O23D with a head counter in N22D. If you choose this strategy you will need to take out at least one character of Side C. Only the characters of Side C will have a LOS to the rear of the Cabin. Now, odds are only one of them will be on the hill. It's going to be a duel, and you're just going to have to accept it. You do have Two Handed Weapons Skill to help so you will probably win ... probably. But, don't expect the characters of Side C to stand and take it either. The one doing the running will probably realize what you're doing and stop his sprint across the boards to begin aiming at you too. And, IF he has chosen to run for the back of Board D, you've got real trouble, because

suddenly you're facing two characters behind you, cutting off your escape and 3 others to the front of the Cabin. You've become trapped.

Innocent all this time must exit the Cabin and run off the rear of Board D. He needs to have picked up at least 3 of the Money Bags. Because if he doesn't his hoard will only have succeeded in negating the remaining Money Bags which will have been grabbed up by someone. And, El Jefe isn't going to be able to stop them. He will likely have died in mid game covering your retreat. So, you must do the best with this character to "take the money and run".

4. Hunting I

The "Hunting" strategy is to go hunting for your enemies killing them in concerted combined attacks one at a time if possible. Your side is uniquely positioned to endanger two sides Side A and Side D from the start of the game. If you choose to set up near the NE corner of Board G (the Woods Board), you will have a clear LOS to positions where Side A would like to begin. In fact if they don't contest this and accept the duel, they are constrained to setting up some distance off which will place them out of position to effect the course of the game early on. You have three chances with this strategy, and they all depend upon just which character you choose to set up in that NE corner.

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Continued

4a. El Jefe in the NE Corner:

If you choose to place El Jefe here, you have a character with a good rifle and good Two Handed Shooting Skill. However, El Jefe has no single handed shooting skill and is at risk against Side A's Quiet Man. At close range, and indeed the Quiet Man can set up close enough to make it a close range fight, he is more deadly as his single handed shooting skill is as good as your long range skill. You won't have a chance to employ your long range skill at close range. In short, at close range a pistol will kill you dead, and Quiet Man is better with one than you are. In order to employ El Jefe's rifle correctly, you are going to have to place him in a position where he has a clear LOS from the NE corner of Board G all the way to Board A. That means you will have to set up in, or set up close enough that you can get to, hexes G to K 12-14 Board G. But, Side A is able to set up anywhere on the North Edge of the board. This means he can set up all along the North Edge of Board G, well within short dueling range of anyone who sets up from K17G to K13G. Right from the start you're in danger and will likely lose. With the Banker to back him up, your odds become even smaller. The Banker doesn't have to hit you. He has only to run up close to you and assault you in a fist fight to delay you while the Quiet Man quietly racks up 4 aim points and kills you on Segment 5 of Turn 1, or Segment 1 of Turn 2. With an

Aim Time of 7 and range of 3 or 4, the odds are as much as 45% of a hit of some kind. That's significant, and worth taking. And, with the Banker to delay you with fisticuffs he has a second chance of it. You're playing with fire. This is not an option worth pursuit.

4b. Innocent in the NE corner of Board G.

This situation is similar to the above, except that Innocent has a shotgun. With that R10 Shotgun, he has an Aim equal to the hexes distance between himself and his target. Given that on Turn 1 none of the characters of Side A can move further than 2 hexes from their start hex, if Innocent sets up in hex K16G, he is just close enough to catch them before they can get close. If he executes Cock/Aim/Shoot on Segment 2, and Shoot on Segment 3, he has a shot at catching anyone who sets up between G12 and K12 in a Range 1-3, Aim 4-6 shot. Given the packed nature of that terrain, he may even catch Two characters in the blast pattern. Aim 4, Range 3 is a 35% shot, Aim 6 Range 3 is 58%, and the odds only get better from there. Unfortunately, for you, Side A sets up after you do. So, if you set up with this in mind, Side A will probably set up just out of range of the shotgun, but still close enough to begin the process of running through the trees to catch you in a crossfire. Soon, too, they will be joined by the Prospector. You will probably be caught and killed before long.

Both 4a and 4b above predicate that the remaining character will be set up to run into the cabin to grab some money and run. The entire purpose is to break up the LOS from the Side A and Side D characters to the window at T17D. If you get no delay crossing that window (both ways) it will still take you 7 turns to pick up 3 Money Bags and exit the board to the East. That's just time enough for Side D especially to reach a point from which he can aim down the hex row between the Cabin and the East edge of the board. He can reach the region of hex J24G on Turn 5 and has two turns to build up aim at T17D. That's just enough time. If he's been lucky in the play of Sprint cards, he may even reach that area earlier, which only adds to his aim time. Your chances of escaping have decreased dramatically. Nor, can you escape out the back of the Cabin, because Fast Eddie has taken his time to aim at R19D. Still worse, Little Ernie has had 5 turns to reach the region around T23H. He has a LOS down the back of the board to reduce your ability to escape behind the Strong Hold.

Splitting your characters up this way is not good no matter which one you place up in the NE corner of Board G.

5. Hunting II

The concept here is that you use both of your characters to hunt your closest enemies Sides A and D. You utilize the best attributes of both of your

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Continued

characters to produce a layered defense and attack. You have Innocent with his shotgun for close range defense, and you have El Jefe and his rifle for long range attack. Set up both characters in the NE corner of Board G. By doing this you encourage your Side A opponent to set up elsewhere. He has one character with skill, not two, and his only ally (Side D) has no skill either. If he stands and fights, he will likely wound, if not kill one of your characters, but which ever of your characters is left will be more than capable alone of killing off the remainder of Side A and D's characters. You will then be able to turn on Side C who has a long trip across those boards to get to the Gold. The game will likely run down to a one on one duel between Fast Eddie and either Innocent (who has now picked up a rifle) or El Jefe. Little Ernie would be the first target after the elimination of Sides A and D, and he'd have been caught in the open most likely – it's a long way from Board E to Board D.

Personally this is my favorite strategy. It's a natural for the normally highly aggressive Gunslinger player, and players of Gunslinger are some of the most highly aggressive of wargamers. Unlike Hopalong Cassidy, Gunslinger players SHOOT wounded characters just to make sure they're dead, and sometimes just because we get points for killing enemies, incapacitated or not. Not only is it safer shooting a wounded character, but it's fun

too! Like I said, we're highly aggressive wargamers.

6. The Stand Off:

This is the last option. The goal here is to play a waiting game. The Showdown lasts 30 turns. Outside of the Bonus Points for the Gold, the only other points are obtained from killing characters. This strategy is one of preparing a position from which any entrance to the cabin is deadly. You aren't interested in stealing the Gold, you want your opponents to try to get to it. In the attempt they must brave your fire. You have two ways in which to do this. You can set up both characters to reach the rear of the Cabin such that the Strong Hold protects you from Fast Eddie's fire, which you cover the rest of the Cabin. You can do this from hex R21D or S22D. From here no one is going to enter and leave the Cabin through the windows at R19D or T17D. The other entrances you can bet will be covered by your opponents as the game has now become one of every man for himself. No side will be happy about another getting close enough to the cabin to get at that gold. Sit back, watch the fun as Sides A, C, and D kill each other. You may even be presented with opponents weakened enough that you can now enter the cabin and take the Gold for yourself. Indeed you may not have to run for it, simply hole up in the Cabin and dare the 2 or 3 remaining opponents to enter ... and die. If you're lucky, you may even have had a hand in killing off one of the Side C

characters before entering the cabin. Simply, plan your shots, play for the long term, and make sure your opponents neither have a chance to shoot you, nor can leave the Cabin with the Gold without getting killed. This is a defensive strategy, but it can work, especially if all of the other players are standard aggressive Gunslingers, rather than band together, they simply kill each other because they're available.

Those are your choices, and they all dictate the course of the game. What happens in this Showdown is up to you.

Side A: The Mining Company (sets up last):

A quick analysis of your characters indicates that you, like everyone but the Robbers have no skill with long range weapons, and only one character has any skill, and that with a pistol only. Your rifles are the best in the business, and you do have two of them. They're the perfect weapons for long range fighting; Winchester rifles all posses a D4 Range Divisor, the best there is. Obviously you will begin the game with them both in the Both Hands Boxes cocked for both characters.

Your set up depends upon one thing only. Where are Side B's men? If one or both of them are set up in the NE corner of Board G, place your characters in hexes C13G and D12G. Preferably, set up the Quiet Man in C13G. If any of Side B's men are in that NE corner, your first

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Continued

target locations should be E16G and F15G, the cover of trees. IF only one character is in the NE corner of G, then simply duel with him and see who is still standing at the end. This is especially useful, if you can maintain distance, if the character you are facing is Innocent. A shotgun is a deadly weapon, but not at long range. IF Innocent was able to get an Aim 9 Range 7 shot off, coupled with either Move or Run status on your part, the odds of a hit are less than 34% for any kind of hit at all. It might even be useful to tempt him into firing at that range as he won't have time to get off a second shot with that kind of aim again. All the while, you are circling with your second man to get between Innocent and Board D. Trapped he is a dead man. You may even get the aid of Side D: The Prospector in this task. Always remember that the Prospector is a contender to the throne, but don't kill him just for the fun of it. His help reduces the stress on you as you work to prevent Side B from running away with the game.

IF Side B has set up solely on Board D, no matter where he has set up, place one of your characters in hex K13G (Down) with a rifle in the Both Hands Box cocked, and proceed to aim at either T16D to T18D (which ever is closest to an enemy – Side B – character). With your other character (preferably the Quiet Man) run to I18G. Once you're there determine the intentions of Side B. If he is attempting to rob the

Cabin, and has not placed himself to have a LOS to the front of the Woods, take advantage of your position to place a head counter in J18G and begin aiming at the hex (T16D to T18D) closest to an enemy character. You can now begin moving your other character from K13G to the front of the Cabin. If you can, get to hex S16D. Are your enemies behind the cabin or inside? If inside, then make your location T15D, and begin aiming at T17D. Rely upon Side D to aim at either R15D or P17D as necessity requires to protect either Side C or prevent a dash out the front door. Plan on moving Quiet Man to the front of the Cabin. Take up a position about 4 hexes away from R15D and begin aiming anew at it.

Now coordinate with sides C and D, D needs to move to the corner of the cabin so he can obtain a range 4 shot at both the cabin door and window at P17D. Hex O15D would be a good place for him to move to, placing himself down and with a head counter on the trough.

IF Side B has set up to the rear of Board D and has not entered the cabin, your strategy becomes different. With Side B to the rear, and Side A to the West of the Cabin, you need to seek out battle with the Prospector. He's an enemy in your rear you don't need. Place one character in hex A13G (Down) with a rifle in Both Hands cocked. If the Prospector has set up outside of the Gully, then your job is made simpler. Aim at the Prospector. If the Prospector has set up in the Gully, then you're going to have to go in and get him.

Again, set up in hex A13G, and move to T5G. From here you can see into the Gully down the row from S4G to O6G. The Prospector can't get out of the small Cul de Sac he's in.

In the case of the Prospector having set up outside of the Gully, place your second man in hex E13G. This should be The Quiet Man, with his pistol skill, move him E17G. The tree at C18/D17/D18G is no longer cover and the Prospector can be killed with some ease.

If the Prospector has set up in the Gully, then your second man sets up also in A13G and moves to hex O1B to encircle the Gully. With the Prospector unable to escape the Gully, you should be able to slip a head counter over the edge of the precipice and shoot him. IF you've used the Quiet Man to accomplish this, you can do it with a Pistol at close range and with a +2 to your aim time.

Thereafter you have only to close in on the front of the Cabin. If you're lucky, Side B and C have eliminated one of each others characters. You ought then to be able to eliminate at least one of Side C's characters. You've got the correct rifles for the job to be certain. IF only one Side C character is still alive, this is made the easier.

All that remains is to enter the Cabin and take the money. IF Side B decides to contest your acquisitions, well, you'll see him coming. Grab a couple of bags quickly and exit the front of the Cabin, or the

Random Events in Rail Baron

Bv: Tom Cundiff

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(Continued)

side, off the board. The kills you’ve made will more than pay for the VP loss from exiting the board.

Conclusion: The game is a free for all, but you must also look for the aid of your enemies. Side A sets the tone for the entire game. He can force the situation which then makes the game into a “United Nations” effort, or he can play a waiting game, which ends makes his personal chances increase especially as the other players are then tasked with the necessity of killing each other. Pay special attention to the principle of fire and movement teams. There’s lots of open ground in this scenario, and it will be the death of you if you try to rush across without preparation and covering fire. Beware of shotguns, and beware of the sudden stab in the back. Remember, Gunslinger is a game for aggressive wargamers. They won’t think twice about an opportunity to shoot an opponent in the back.

(About 4 years ago I began a series of Rail Baron articles for Panzerschreck Magazine. This is the last installment of that series of articles. Somehow it never got printed.)

Rail Baron is an interesting game, a fun family game at its simple core. However, one of the purposes of a game such as this is to introduce family members to a wider gaming world. It is therefore useful to have a good set of variants to ease “neophytes” into the more complicated methods of the gaming world. I’m also a descendent of a family long in service to the railroads of America. So, canvassing their experiences I’ve been able to come up with some ideas that do a good job of throwing a monkey wrench into the best laid plans of would be Barons of the Rails.

Random Events Table
(Roll 2 Six sided dice to
get a Dice Sum)

Roll	Event
2 or 3	Blizzard
4 or 10	Customs Inspection
5	Flash Flood
6	Livestock Cargo
7	Mechanical Breakdown
8	Track Repairs
9	Train Wreck
11 or 12	Hurricane

Blizzard:
Heavy snowfall brings all rail travel in the region effected to a halt. All players whose train token is already on a spot on a railroad within the effected region must

remain in place and the player loses loses his turn for one turn’s duration. All players whose destination lies within the effected region must move as far as they can to reach their destination without landing on a spot on a railroad within the effected region. Players who wish to traverse the region must either stop at the closest spot on a railroad line adjacent to the region, or find another line avoiding the region this turn in order to continue to move.

Players whose trains are caught in the blizzard within the region are subject to possible cargo damage (after all fresh produce which freezes is useless). Roll a die, and on a roll of roll two ten sided dice, on a roll of 01-09 you have significant damage to your cargo. (If you don’t have 10 sided dice, then roll a dice sum with 2 six sided dice. On a dice sum of 5 you have damage to your cargo.) When you eventually reach your destination, reduce the pay off by 20%.

To determine the Region effected by the Blizzard, consult the following tables:

First Roll: Nation:Table	
Roll:	Result
1-3	A Region in Canada is Effected
4-6	A Region in the U.S. is Effected

Random Events in *Rail Baron*

Continued

Second Roll:

Canada Regions Table	
Roll:	Result
1-2	Canadian West
3-4	Canadian Central
5-6	Canadian East

US Regions Table	
Roll:	Result
2	South Central
3 or 8	North Central
4 or 6	Plains
5 or 7	North East
9-11	North West
12	South East

Customs Inspection:
IF your trip crosses international boundaries, your train is subject to a Customs Inspection (except when crossing FROM the US into Mexico). This will cost you time. Lose a Turn.

Flash Flood
Heavy local rains have taken out a bridge on the line your train token currently rests upon. Your trains may not continue to move on the rail line in the direction you intended. You *must* retrace (contrary to normal rules) your route and at the first crossroads take a different direction (which may or may not be on the same railroad).

Livestock Cargo
Your train carries a cargo of livestock. Livestock cargos require special handling. Livestock must be off loaded after so many miles transported. They must be watered and fed, in short they take lots of care and time. Consequently, until you

reach your destination, each roll of the dice to move your token is divided in half rounded up.

Mechanical Breakdown
A mechanical breakdown on your engine has caused you to lose a turn.

Track Repairs
Emergency track repairs ahead have temporarily closed the rail line. You have the choice to lose your turn and wait for the track to clear, or you may retrace your route to the first crossroads and take another route (which may or may not be on the same railroad).

Train Wreck
Your train has wrecked and all cargo is lost. Move your train token back to this trip’s origination city. Lose your turn. Consult the Pay Off Chart. Determine the amount you would have been paid for your original trip. Pay a 20% indemnity, based upon the pay off for that trip, to the bank for the cargo’s loss (i.e. if you were to be paid \$20,000, then you must pay \$4,000 to the bank). You must attempt again the same trip to the same destination. On this next trip, you must pay twice the maintenance costs per turn until you reach your original destination. Note: Regard the 20% indemnity as an insurance co-pay, and the maintenance costs the cost to repair the track and replace the destroyed engine and rolling stock, this applies even to non-owned railroads. So, if you have to pay someone else for the use of their railroad to reach your destination, then you must pay them *twice* the

amount each turn to use their tracks.

Hurricane
High winds, heavy rains, and regional flooding cause all rail travel in the region to grind to a halt. All players with trains in the effected region lose their turns for two full turns. Their trains remain in place. Anyone whose destination is within the effected region must move to a spot on a railroad closest to the effected region and halt, losing however many turns are necessary (but not more than 2) for the effects of the Hurricane to clear.

Roll on the table below to determine the effected Region.

Hurricane Region Table	
Roll	Effected Region
2	South Central U.S
3-5	Central Mexico
6-8	South East U.S.
9-11	Southern Mexico
12	Northern Mexico

This is the last of a series of variant articles for Rail Baron. This project was begun as a labor of love, well, going back now about 4 years. I hope you have enjoyed them and find they liven up your next trips upon the iron horses of North America.

PAA Variant Counters
Counters for the following PAA variant will be made available a few weeks following the release of this article. They’re not ready to do a recent Old Soldiers computer melt down, sorry!

Command Control & Panzer Armee Afrika

By: Tom Cundiff

The biggest complaint about Panzer Armee Afrika (PAA) over the years has been its broken Command Control (CC) rules. The purpose of this article is to construct a new Command Control System for Panzer Armee Afrika which hopefully will help this game to obtain a greater amount of play than it ever did before ... which has never been any great amount, at least not to my knowledge. The rules as written rely upon a unit's position in relation to the hex ID numbers on the board. The CC Table provides for even chances for all numbers except those ending in 8 or 9 (SPI original rules), or 1 or 2 (Avalon Hill rules). In these cases, hexes ending with either of those digits have a 50% less chance of being interdicted by CC failure. As has been said before, this hardly leads to play that resembles military thought as players scramble to place their units in hexes with less chances of CC failure than other hexes without regard to the tactical position on the map. This is a very "gamey" thing, and not good inducement to play a good tactical game. Worse yet, the CC rules are not in any way tied to any kind of military principle. Absent any kind of tie to terrain difficulties, CC failures are merely the luck of the draw. In short, the CC rules are abysmal. They should never have seen the light of day.

In the deep dark past, Ralph Vickers attempted to at least foster a discussion of these problems. His article "Command Control" appeared in Europa

magazine (specific issue and date are unknown to me). In that article, he proposed an idea in which players were to mark their counters with dots and counters placed in a cup correspondingly and drawn. If, for instance, you draw a counter with three dots on it, then all units on the board also possessing three dots fail to maintain their CC status. Though this idea might have worked to an extent, no one enjoys marking up their counters and this system was still a matter of random chance, not a matter of military reality. Consequently his article has largely been noted, but in my experience never enacted. It simply doesn't work well enough.

More than anything else, CC depends upon the quantity, quality, and training of signals units. To a lesser extent it also relies upon distance from HQ, weather (both atmospheric interference and ground conditions – mud, etc...). To the extent mobile units have greater transport, they have a greater physical ability to deliver and receive orders from outlying units. Theoretically the signals units should be of equal quality from unit to unit, though veteran units would have been better at this than units new to the theater of battle. Consequently Armor, Armored Cavalry, and Armored Infantry units have a greater ability to remain in Command Control than pure foot infantry (though by WWII most infantry had some means and quantity of motor transport). These concepts provide one parameter to a new CC design.

Distance, or perhaps one should say Great distances considering we're talking about the North African Desert Campaign, imposes its own problems upon Command Control very similar to the way supply effected the campaign. The greater the distance communications had to travel, the greater the odds communications would be garbled (atmospheric problems) or that communication simply wouldn't arrive at all (physical transport – motorcycle messenger and the like). Thus, the distance a communication must travel from a Headquarters is also of paramount importance.

Thus, we have two parameters applicable to CC. One is availability of vehicular transport, and the other is what I'll describe as "Dispatch Distance", the distance a communication must travel from a central HQ, or HQ(s). The availability of Vehicular Transport also implies a third parameter. The number of units in a hex increases the likelihood of a communication's arrival in a specific location. If a message is sent by messenger to multiple units in the same vicinity, at least one of those units is going to get the message and soon everyone nearby will be notified regardless of whether their own messenger has arrived or not, this is doubly true if any of the units involved are naturally motorized units (Armor, Armored Infantry, Armored Cavalry – even in other games Motorized Infantry and the like).

Command Control & Panzer Armee Afrika

Continued

Basic Concepts:

What this variant does is produce a framework that is semi-borrowed from Kevin Zucker's game systems, and also partially borrowed from Jedko's original Fortress Europa game. First we create three HQ units (UK/Common Wealth; German; & Italian). These rules will somewhat effect the Axis forces as well as the UK. These HQ units act as the focus of a Line of Communication (LOC) that stretches from either a Fort or Home Base hex through the HQ unit and thence to the combat units themselves. The origination of a LOC is called a Communications Center (ComCent). A unit's distance from the HQ unit, the Unit type, and Unit quantity in any specific hex has a direct impact upon whether or not a unit is in Command Control. The distance from the HQ unit to the Combat units it controls is called the Dispatch Distance (DD). Both the DD and LOC must be free of enemy Zones of Control (ZOC) with the exception that the terminus of either end of a DD (the Combat unit itself), the HQ, or ComCent may be in enemy ZOC if the hex in question is also occupied by a friendly combat unit. Any hex along the DD or LOC may also be in enemy ZOC and still function fully, if that specific hex is also occupied by a friendly combat unit. You will cross index the DD (which is a specific number of Movement Points from the HQ unit to the combat unit) and modify the

required CC die roll for that distance by the number of units in the hex and the type of unit in that hex; all modifiers will be cumulative. Any hex in the DD that is in enemy ZOC, but occupied by a friendly combat unit, counts double (2x the normal Movement Point cost to move through that hex) against the DD to any specific unit that traces its DD through that hex.

Definitions of Terms:

Communications Center: (ComCent): This is defined as the Home Base hexes or any Fortress on the Board. In order for any of them to function as a terminus for a LOC they must be friendly and they must be occupied by a friendly combat unit if they are in an enemy ZOC.

HQ:

These are units that represent the Headquarters of the UK, German, or Italian armies. They possess a bracketed Combat strength of 1 which may be utilized in self defence only, not in the attack, and they may be used in self defence if, and only if, they are alone in a hex when attacked. Otherwise they rely upon the combat value of the combat units with which they are stacked. An HQ is replaced at a Home Base on the turn following its destruction. They may be moved via Rail Movement and count as one combat unit against that Rail Capacity.

Line of Communications (LOC): This is defined as a line of communications stretching from

the HQ to a ComCent. This line may stretch through an enemy ZOC if, and only if that hex is also occupied by a friendly combat unit. A LOC may be of any distance and its terminus may be switched from a Home Base hex to a Fortress hex at the end of any turn. This is the last act a player carries out before his opponent takes his turn.

Dispatch Distance (DD): This is the distance between the HQ unit and the combat unit counted in Movement Points and referenced on the new CC Chart. The DD may either terminate in an enemy ZOC, or stretch through an enemy ZOC, as long as any of the hexes involved are occupied by a friendly combat unit. DD may not be longer than 18 Movement Points. Dispatch Distance is effected by the Movement Point Entry costs of a hex as determined by the Terrain Effects Chart. Any intervening hex, but not the hex of the HQ nor the Combat unit itself, in which an enemy ZOC exists, but is occupied by a friendly combat unit counts twice in Movement Points against the DD total. Dispatch Distance is 18 Movement Points total in length. Dispatch Distance may be exceeded, up to a total length of 24 Movement Points by applying a negative DRM of +1 for every 3 MP in excess of 18 for armor units, and +2 for infantry units. .

Command Control Rules:

12.0 These rules supersede the PAA Command Control Rules in all particulars.

Command Control & Panzer Armee Afrika

Continued

12.1 A valid LOC must exist between a ComCent and a friendly HQ in order for units to be in Command Control. A valid LOC must be free of enemy ZOC, except that it may be traced through an enemy ZOC if that hex is also occupied by a friendly combat unit.

12.2. Players must determine the Dispatch Distance between each hex and the HQ unit, rolling on the Command Control Table for each hex to determine whether the units in that hex are in Command for the turn. The type of unit that is in the majority in the hex determines the line of the CC Table that is consulted. For instance, if there are 3 units, 1 Armor, 2 Infantry, all units are affected according to the die roll indexed with the Infantry line.

12.2.a. Dispatch Distances are calculated by counting the number of movement points between the HQ and the specific hex for which Command Control is being rolled. Movement Points are determined by the Hex Entry movement points as outlined by the Terrain Effects Chart.

V_C 12.3. Effects of Being Out of Command Control: Combat Units out of Command Control may move at half their normal MP's and may not enter the ZOC of an enemy unit, nor may they attack an enemy unit, except for unescorted enemy HQ's, Trucks, and Supply Units;

such units must be in a hex alone or together with other HQ's, Trucks, or Supply Units only; there may not be any enemy Combat Units present. Trucks out of Command Control have their movement points halved for the turn.

Supply Depots out of Command Control (except those already loaded aboard Trucks – which are subject to the rules applicable to their transport for this purpose) may not be loaded, nor moved, nor may they be used for a Maximum Attack, they may be used for other types of attacks.

12.4. HQ units are never out of Command Control.

12.5 All units which have a Dispatch Distance in excess of 24 Movement Points are automatically out of Command Control.

12.6. Command Control is rolled using a 10 sided die. Nine (9) is the highest number that can be rolled. A Zero (0) is read as a zero, not ten.

12.7 German units are always in Command Control unless they are more than 18 Movement Points distance from their HQ. They must then roll on the Command Control Table applying the appropriate modifiers. German units may trace Dispatch distance only to the German HQ. The German HQ must be able to trace a LOC to either a Home Base hex or a friendly occupied (must be occupied by an axis combat unit) Fortress. Such ComCent's may not be in

enemy ZOC, unless they are occupied by an Axis combat unit (which is an automatic necessity in the case of a Fortress ComCent as they are required to be occupied by an Axis combat unit in order to be utilized as a Communications Center by definition).

12.8 Italian units must trace Dispatch Distance to the Italian HQ unit. The Italian HQ must itself be within 15 MP of the German HQ, or all Italian units are out of Command Control.

12.9. Players must roll once on the Command Control Table for each Allied stack, majority Italian occupied stack, or German stack with a DD in excess of 18 MP from their HQ.

(Refer now to the Command Control Table at the end of the article)

Additional Truck Units

One of the other things I always found very badly designed in PAA was the concept of obtaining extra Trucks by “grounding” combat units (rule 11.5 Creating Additional Truck Units). The concept is that by removing all of the transport available to a combat unit you can then create truck units capable of moving Supply Units, you then leave the Combat unit in its hex entirely unable to move. It's an either or proposition that is not historical nor militarily sound 36

. No one in their right mind would entirely strip a combat unit of all of its transport leaving them entirely vulnerable to the enemy and useless to your own forces. That’s simply insanity, and another example of bad rule writing. The concept of reducing the transport capacity of a combat unit in order to produce a greater supply train capacity is sound, it’s just not a good idea to completely eliminate a unit’s movement capability in the doing of it. So, replace rule 11.5 with these new rules.

11.5 Alternate Additional Truck Units

11.51 Players may create more Truck units by removing half of the indigenous transport capabilities from a combat unit. In order to create a single Truck you must remove trucks from Combat units whose total combat strength meets or exceeds 20 Attack Strength Points. In so doing the combat units from which

transport was removed have their movement capacities reduced by half. A unit whose transport capabilities have been so reduced have their Combat Strength reduced by one and have an additional +1 DRM added to the stack for Command Control purposes. The process of creating an additional Truck unit may be reversed and the Combat units so designated to have their transport capacities restored are returned to their old values and no longer are hampered by the +1 DRM for Command Control. Units which have reduced transport capacities, and subsequently their Movement Points reduced, may not take part in either an Overrun, nor may they have their Combat Values increased due to the expenditure of Supply in support of a Maximum Attack. In short a unit reduced in transport capacity may contribute its reduced combat strength in an attack, while other units not so hampered may have their attack strength increased by the

expenditure of a Supply Depot while both are taking part in an attack against the same unit(s), or hex.

11.2 Movement Prohibition

Another rule I always found inexplicable was rule 11.2 Movement Prohibition. The prohibition against Trucks being able to be transported by Sea Movement is beyond comprehension. How do you think trucks got to North Africa? Airdropped? Were they driven from Ford and Dodge in Detroit to Cairo via the Brazil to Morocco Highway Bridge? Stupid rule!

Change rule 11.2 Movement Prohibition to permit Trucks to be moved via Sea Movement, counting as a regular Combat Unit against Sea Movement capacities. Trucks moved in this manner may be loaded with a Supply Depot. Moving a Truck, loaded or not, in this manner entails the same risks as moving regular Combat Units via Sea Movement.

Command Control Table:

Unit	Dispatch Distance					
Type	3-6 MP	7-9 MP	10-12 MP	13-15 MP	16-18MP	19+MP
Armor	Auto	Auto	7+	6+	5+	4+
Infantry	8+	6+	5+	4+	3+	2+

(Rolls in excess of the number printed here are out of Command Control)

DRM’s:

- 1 for each unit in a hex in excess of One (1)
- 1 for each armor, armored infantry, or armored cavalry unit in a hex
- +1 if the hex being rolled for is occupied by more Italian units than German.
- +1 for every 3 MP in excess of 18 for armor, armored infantry, or armored cavalry
- +2 for every 3 MP in excess of 18 for infantry units
- +1 for every unit whose transport capacities have been reduced to make trucks

A Critique of Relative Range's Nisei Rules For Up Front

By: Tom Cundiff

Some years ago, Michael Nagel produced an article for the magazine *Relative Range* titled, "Go For Broke," which introduced new rules representing the Japanese American Nisei which operated in Italy. On the whole, those rules are pretty good, but they need some tweaking as they do not fit precisely with either the American personality card mix, or the Japanese card mix. I'll outline the rules he presented and then explain the problems and how I've fixed them with the newly created Nisei Card Set I've created (and which will shortly be available for sale). Michael's original article titled, "Go For Broke" and is the last article in Issue 3 of *Relative Range* and is presented at the end of this article by the generous courtesy of Michael Nagel.

You can read Michael's article in its entirety following this article, but this is a synopsis of his creation.

1. The Nisei use the US Card hand and rules pertaining to that.
2. Michael's rules envision using the Japanese personality cards with US weaponry substituted for the Japanese.
3. He applies the Japanese Banzai rules and provides a Squad Break at 75%, the same as Japanese squads.
4. He directs us to merely substitute the appropriate US heavy weapon (mortar,

flamethrower, etc...) for a weapon on any of the Japanese troopers, other than a SL, present in a scenario if that weapon is listed for that scenario.

It is the combination of weapons substitutions (rule 2 and rule 4) that causes the problems. Are we to design scenarios using the Japanese squad? That squad is larger than a US squad. If we do this we also violate US infantry doctrine, which, though the Nisei may have been Japanese, they didn't do. So, we are constrained to utilize the US Scenario Chart, and try to substitute Japanese personality cards for the US cards. Ah, but what of the US regular SL and ASL, are we to substitute the superior Japanese SL and ASL for those? The standard US team of #1 and #2 do not equate to the Japanese #1 and #2. The Japanese #1 and #2 combination match that of the US #18 and #20. There lies a quandary. Also, are we to simply pick and choose the best of the Japanese troopers in their larger squad to substitute for the smaller US squad? What happens when a Japanese trooper with a heavier weapon appears in a scenario, but the US regular trooper with the same type weapon is a better quality individual? Isn't the entire purpose to suppose that the Nisei were better than standard US infantry, and doesn't their record prove this to be the truth? This problem

arises with most of the Japanese heavy weapons operators. So, are we to instead use the standard US Army personality cards for these? But, still, we need to do better than regular US values. Another interesting problem arises when you increase the Japanese Panic Values by 1, you can get a situation where the Panic Value of an individual is 3 or more greater than the Morale Value. No where else in the Up Front cards does this occur. I'm given to feel that this was not desired in the original and shouldn't exist here. Ah, but then, how do we include Michael's rule above about increasing the Panic Value of Japanese cards by one when to do so creates this strange anomaly?

I've created an entire new set of Nisei cards to clear up some of the problems. With these cards you can safely utilize the US Scenario Card to create scenarios representing the Nisei. In the doing I followed some simple rules.

1. In the interests of historical flavor, I hunted up the names of the original Nisei Medal of Honor Winners and assigned them to the new cards.
2. Where the creation of the new cards created a situation in which a Japanese trooper ended up with a Morale Value / Panic Value split of more than 2, I instead increased the Morale Value by 1.

3. Where the situation arose that the Morale/Panic Values of a specific Japanese character were less than that of the corresponding US character (and this occurs only for those characters with special weapons such as the MMG, FT, BAZ, etc...) I used the US personnel values. However, I increased the Panic Value of that individual by 1. When in so doing I faced a situation in which the split between Morale and Panic was more than 2, I instead increased the Morale Value by 1 in compensation.

4. I changed the Values of the Japanese standard squad leaders #1 and #2 to correspond to the US leaders #18 and 20, and for the US #1 and #2 I substituted the Japanese #21 & #25. In so doing I preserved the balance of the original US scenarios. You can safely continue to use the US Scenario Sheet and when it refers to US characters #1 and #2, simply use the Nisei #1 and #2, which actually are utilizing the Japanese #21 and #25 values.


5. I’ve substituted the Japanese Morale and Panic Values on the US ATG’s also.

One of the interesting things I noted in my reading about the Nisei, and you can obtain a better snapshot history from Michael’s article, is that they were part of the 92nd Infantry Division. This was the all black infantry


infantry division. They were identified on their division patch by a Buffalo, no doubt in reference to the Buffalo Soldiers of old. Fascinating that even when trying to segregate the Nisei into their own unit, usually officered by white officers (but not always, after all Senator Daniel Inouye was an officer in the 442nd Regimental Combat Team and also won a Medal of Honor by the way) they were further segregated by placing that RCT into an ethnic Black division. (Now, please don’t get all up set at me using the term “black” to refer to ... well, the blacks, as a white person these days we don’t know what term to use to identify the ... well, blacks. Disrespect is not intended, most especially not to those men who served so well in the 92nd. Their record speaks for itself.)

The Nisei Expansion Set for Up Front will be available within a week of the release of this issue. I have to insure this issue gets out before I can devote time to the graphics needed to complete the Nisei cards. The graphics on the cards will instead substitute the Unit insignia of the 92nd Inf., 442nd RCT, and 100th Inf. Bn. in place of the US Flag at the top of the cards. These full set of 33 Infantry cards will cost \$30 USD, plus postage \$3.50 for a total of \$33.50 if ordered individually. You can contact me directly for purchase.

tdcgunslinger@worldnet.att.net




#1 Sgt. Otani
Machine Pistol: CCV: 9/6 SL
X6




M1
Thompson

Range	Firepower
0	0
1	0
2	0
3	1
4	3
5	5

MORALE: 6 PT: 55 KIA: 8



Sgt. Otani



PANIC: 7 CCV: 5/2 KIA: 9
ROUT: 0r RNC > 8
Reduced Hand Capacity

Up Front Card
Expansions

Recent expansions for Up Front have included a Korean War Expansion Kit, Brazilian cards for the Relative Range (RR) Smoking Cobras variant, Croatian SS for the RR variant “Sword of the Balkans”, Gurkhas, Polish 1942-45 Cards (including Polish Paras), USMC Raiders, and USMC Regulars. All of these can be obtained via Old Soldiers Magazine.

Go For Broke! An Up Front Variant For the American Nisei

By: Michael Nagel

In the first issue of Relative Range, I included an article which described the sheer economic value of UP FRONT based on the number of potential nationality combinations which could be used in any scenario. Within my own gaming group, the article was well received, with the exception of the suggestion that non-historical match-ups could be made. Although I never received any real derision per se, I did get a couple of sneers and some eye-ball rolling.

While boning up on the Cassino campaign for this issue, I came across and interesting passage in one of my sources. A British officer, who was just arriving at the scene, was amazed by the diversity of nationalities present in the area. He was particularly astounded to hear that the Japanese(!) had taken the fort at the base of Monte Cassino known as Rocca Janula. He later found that the unit to which he was referring was the 100th Infantry Battalion, made up of American Nisei (Japanese Americans).

At that point I realized that there could be a legitimate way in which UP FRONT players could match the Germans (or Italians) against the Japanese -- when their only other odd-ball option was sending Allied units against the Vichy French...oo-la-la.

During the early 20th century, there was a large influx of Japanese immigrants into Hawaii and the west coast of the United States. These immigrants brought with them their moral ideals and religion (primarily Buddhism), and began the process of integration into American culture. They adapted so well, in fact, that upon returning to Japan they found their way of life no longer fit in with the Japanese norm. They had become foreigners in their own homeland, who still carried much of the morality of their ancestors, which they instilled in their children -- the second generation, known as Nisei (the first being Issei).

The Nisei were born in the United States and were considered American citizens, even though many of their parents were not. They were also considered second class citizens and were confined primarily to agricultural labor. They used their own form of "Pidgin English" and were referred to as "Buddha-heads," a nickname derived from their religion. This term was not taken as an insult, as it helped to differentiate their social group from the Japanese -- particularly after the "Japs" bombed Pearl Harbor, and in the process killing or wounding many Nisei.

After the attack, many Nisei expressed the desire to sign-up and fight the Japanese. The American government, in

its paranoia, sent them to internment camps instead, which further fuelled their frustration. In a deft political maneuver, Washington ordered the creation of two all-Nisei combat units, the 100th Infantry Battalion and the 442 Infantry Regiment (which later took control of the 100th in order to replace combat losses). These units were sent to the European theater -- to the dismay of many Nisei, but for obvious enemy-identification reasons -- and soon proved themselves to be a semi-elite fighting force.

Given the strong moral and mental attitudes provided by their heritage and the high quality equipment provided by the United States government, the American Nisei distinguished themselves beyond the call of duty in both Italy and France. Soon, one of their Pidgin-English phrases became one of the watchwords for valor: "Go For Broke!"

Special American Nisei Rules:

1. As the Nisei are American units, they use the same hand and discard capabilities normally used when playing Americans, and use American Split Action cards. A Nisei player should use Japanese Personality Cards however, and when choosing a scenario, should refer to the table at the end of this article.

2. The Panic Values of all Japanese Personality cards are increased by 1.
3. The rifles used by the Japanese personalities are actually semi-automatic rifles, so the Fire Power at Relative Range 1 should be increased by 1. Also, they do not suffer the movement penalties normally attributed to Bolt-Action rifles (rule 12.11).
4. Nisei units may use Banzai attacks in the same manner as Japanese units (rule 45.4), but do not get the Japanese Movement bonus (rule 45.11).
5. Nisei squads will break after taking 75% casualties.
6. Nisei squads use American equipment. When Japanese Personality cards are used in a scenario which are equipped with heavy weapons, these personalities should be rearmed (using American weapon chits) with equivalent equipment according to the chart below:

Weapon Conversion Chart

Japanese	American
LMG	BAR
MMG	MMG
FT	FT
Grenade	Mortar
Launcher	

7. Each scenario may list additional primary weapons and equipment required for play (add'l BAR and/or Bazooka). These weapons may be assigned to any non-SL unit and replace the standard weapon listed on the

card as the primary weapon for that personality (like Special Rule #6). If this new primary weapon malfunctions or is destroyed, the personality is considered to be unarmed.

8. AFVs/IGs: When called for by a scenario, these items should be pulled from the American collection of personality/vehicle cards. The scenario listing has these items marked with an (a) for clarity.

9. DYO: The Nisei are considered semi-elite troops. If you choose to build a Nisei squad, decrease the pool of DYO points by 5%, and then purchase units from the appropriate sources: Infantry from the Japanese Cards, AFV/IG/Secondary Weapons from the American cards. Bazookas and additional BARs may be purchased at 35pts and 25pts respectively (note that the counter mix imposes a limit on the number of these items a player may purchase!).

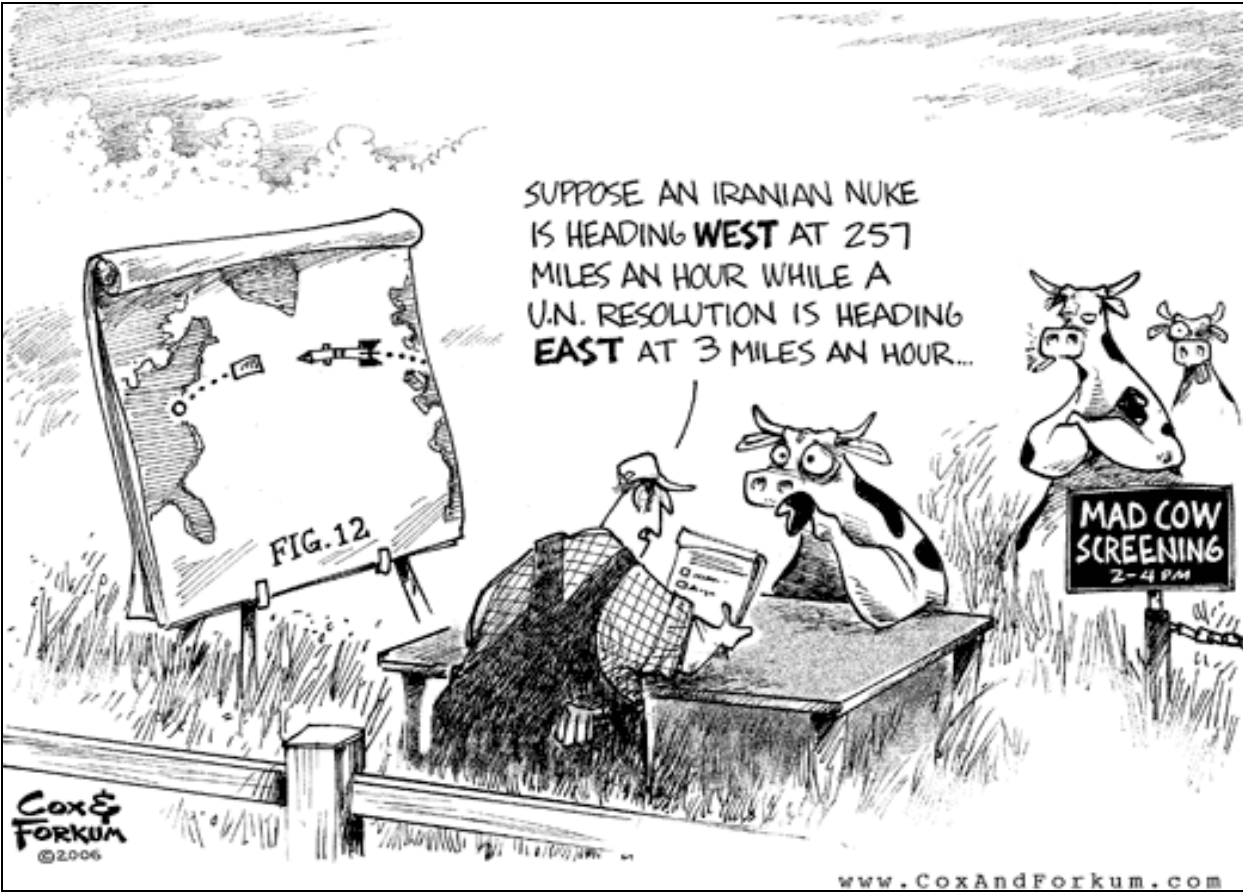
There are no Second Line Nisei units. Elite Nisei forces may be purchased by decreasing the available DYO points by 20%. These units use the same hand-size and draw-capacity as American Paratroopers.

10. Only the following scenarios may be used with Nisei. Also, only German and Italian units may oppose Nisei (at least to stay within historical parameters, not that that should stop anybody...).

Nisei Scenario Listings

- A 1-12
- B 1-9, 11, 18, 19, DC
- Ca 1-4, 6, 7, 14, 17-20
- Cd 1-3, 5, 8, 10-14
- Da 1-12, 18, 19, 23
- Dd 1-4, 6-9, 18, 19
- Ea 1-9, 11, 31(a)
- Ed 1-12
- Fa 1-4, 6, 7, 14, 18, 19, 32(a)
- Fd 1-10, 13, 19, Bazooka
- Ga 1-9, 19, 34(a)
- Gd 1-8, 13, 14, 19, 20, Baz.
- Ha 1-5, 7-9, 11, 12, 19, 20, 41(a)
- Hd 1, 3, 5, 7-9, 12, 29(a)
- [rein: 2, 4, 6, 11, 20, Baz]
- J 1-12
- Ka 1-8, 14, 18-20
- Kd 3-12, 21, 25(a)
- La 2-12, 19-21, 27, 40(a)
- Ld 1, 2, 4-8, 16, 23
- Pa 1-12
- Pd 1-8, 18
- Ra 1-8, 14, 18-20
- Rd 1-12
- Va 1-8, 11, 13, 14, 17, 18, 20, 27, BAR, Bazooka
- Vd 1-4, 6, 7, 14, 18, 20
- Wa 1-12
- Wd 1-7, 18, 20
- Xa 1-12, 19, 23
- Xd 1-7, 18, 20(a)

Cartoons by Cox and Forkum



Napoleon's Marshals

By Tom Cundiff

Marshal Victor, (Claude Perrin Victor)

(b. 1764 or 1766; d. Mar. 1, 1841)

Born either in 1764 or 1766, dates vary according to the source(s) cited; he was of humble origin. Information on his early years is not available. He is variously noted as having enlisted in the military at ages 15 or 17. That age is also inexact. He served as a common soldier for 8 years taking his leave perhaps as early as 1779 or as late as 1783. He is definitely known to have re-entered the military in 1792. The years between are no more noted than his childhood.

The Revolution having brought great change to the structure of French society, that change was reflected in the French military where ability finally was the arbiter of promotion instead of membership in the nobility. As a result, Victor's rise through the ranks was swift in the year following. At the Siege of Toulon, where Napoleon first served as an officer of some consequence, he came to know Victor for his courage in battle. Through Napoleon's offices Victor was promoted, following Toulon, to the rank of General de Brigade.

It is said that Napoleon also brought about Victor's assignment to posts in the following Pyrenees Campaign. Victor's usual

courage and determination stood him in good stead and he was again promoted to General de Division following the Battles of Favorita and St. George. Victor's courage and skill brought him early into Napoleon's circle of intimates.

During the Italian Campaigns Victor commanded brigades in Massena's Corp often leading individual regiments from the front lines. He was a man driven and seemingly invulnerable. At Rivoli Victor led the 57th Line Regiment in an assault upon Austrians positions that was so devastating the opposing Austrians that the regiment earned the nickname "Les Terribles," a singular appellation that not only was amazing for its recognition of the regiment as the best of the best, which in the French Army was a feat in itself, but was one that followed the regiment to the end of its days. Victor's

exploits throughout the Italian Campaigns were as that of Mars himself. His men stood in the face of Austrian onslaughts that would have destroyed armies, let alone single brigades, and yet Victor's men held their ground time and again through murderous storms of shot and shell. At Marengo the fate of the entire Campaign stood upon the valor and courage of Victor as his men alone stood and held off the entire Austrian army until Lanne was able to bring reinforcements. For his efforts at Marengo Victor was awarded a gold Sword of Honor.

After the Peace of Amiens, Victor was appointed to the Court of Denmark as the French Ambassador. He served in this capacity even as Napoleon campaigned in Austria (1805). He was not to take to the field again until the

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Napoleon's Marshals

Continued

opening of the Campaign against Prussia (1806).

Leading again from the front lines, at Eylau Victor was wounded by a spent ball. Painful though it was, his wound was not mortal or threatening, and Victor was posted by Napoleon to Stettin to take over the occupation there. While on his way he was captured by a roving band of Prussian cavalry and made prisoner. He was soon exchanged, the captivity having served well as a rest period for his injuries. Victor was soon again in the thick of battle. He besieged the fortifications at Graudetz. He led the French 1st Corp attack at the Battle of Friedland again distinguishing himself at the head of his troops. His assault upon the Russians and Prussians was determined and decisive. For these efforts Victor was promoted to the Marshalate.

With the Peace of Tilsit, Victor was again tapped for an administrative position. He was made Governor of Berlin. Perhaps taking his cue from the administration of Bernadotte to the north, Victor's administration was a model of forbearance, justice, and efficiency. His efforts were well respected by the Prussian people and French government alike.

In 1808, the Peninsular Campaign needing good officers, Victor was sent to aid Soult and King Joseph

(Napoleon's Brother). He hurried to the border of Portugal, placing himself squarely in Wellington's way, and in the doing, providing Joseph and General Sebastiani opportunity to retreat safely away. Victor then, just as Wellington and Cuesta (the local Spanish Commander) united and positioned to attack, taking advantage of the opportunity provided by Cuesta's refusal to join battle, retreated upon the armies of Joseph and Sebastiani effecting a union of their forces. It was masterly maneuvering. Wellesley (for he was not yet the Duke of Wellington) retreated upon Talavera with the united armies of Victor and King Joseph in pursuit.

Talavera:

The Battle of Talavera (27-28 July 1809) began with a curious affair. The plain of Talavera lay between mountains three miles to the north of the walled city of Talavera and the Madrid-Portugal road to the south. It was bisected East and West by a stream, the Portina. Just short of the mountains lay two hills one on each side of the stream. Occupied by the British was the Medellin Hill, and to the East, and occupied by the French, was the Cascajal Hill. A short way to the south and on the East bank of the Portina was a small redoubt. Between there and Talavera was open flat ground. It was here the Spanish

under Cuesta were posted. As French troops began to take up positions opposite the Anglo-Spanish armies, a screen of French cavalry to the front of the Spanish occasioned several battalions of Spanish infantry to rise and loose off a combined volley. The French, being too far away for musketry were not hurt, but the Spanish troops were so frightened by the thunderous volley that they rose up as one and ran for the rear in panic, plundering Wellesley's baggage train as they went. The French, not being up, were unable to take advantage of the gap, and Cuesta quickly filled it with reserves of Spanish troops. Not significant in the coming battle, the affair did leave lasting impressions not only in Wellington's eyes, but also in the eyes of other English officers who never again trusted the resolve of their Spanish allies ... not that they had much to begin with.

As night fell, Victor launched an unusual night attack upon the Medellin Hill. The attack failed, but only because Victor failed to send sufficient force for the job. British General Hill, who commanded upon the hill, had apparently suffered a command failure, the nature of which caused the withdrawal of his main British troopers from the line, and the Hannoverian contingent which made up the 2nd line were unaware they were

Napoleon's Marshals

Continued

now the front line. The Germans were caught unaware, having not posted pickets, as this would have been the duty of the now non-existent first line troops. As the French assaulted the hill a hell of a melee ensued. Gen. Hill, reacted quickly bringing back the English troops that were supposed to have been manning the first line and counterattacking the French. The French were driven off, had Victor sent his men in a concentrated attack, instead of in piecemeal battalions, he might have won the night then and there. As it was the French attack faltered and Victor's men fell back.

Shortly after sunrise on the 28th, the full array of 40,000 French could be seen from Medellin Hill, as could three assault columns making their way toward the hill. General Hill's men held their fire until the French columns were at point blank range and then poured volley after volley into the packed French masses. After three hours of fighting the French were driven off, and the Portina Valley between Medellin and the Cascajal lay strewn with French dead and dying. Victor, observing the attack from atop Cascajal Hill, was greatly annoyed, and disregarding the advice of Joseph and his other generals, ordered yet another assault upon Medellin Hill. But, before the next attacks went in a curious scene played across

(the valley between the forces.

As the French and English forces disengaged a truce was arranged between the two permitting each to recover their dead and wounded. Given the ferocity of the Peninsular War, the gentlemanly conduct between French and English was an anomaly. It also provided each the opportunity to recover from attack and reconstitute defenses. With lines redressed, the English stood ready for another assault, and at noon it came.

The next attack was met with the combined cannon fire of British and Spanish forces. It was destroyed before it even came into musket range. Next came the attacks of Sebastiani and Lapisse's Corps. 15,000 veterans converged to attack once again the British on Medellin Hill. Once again, the French were pounded by cannon fire, and in range of musketry were fired upon by the British. As the first French column faltered and fell back, and the second began taking casualties men of the Kings German Legion and the British Guards leapt from their lines and rushed to assault the faltering French. In their zeal to attack, these, the best of British troops, had inexplicably left a gaping hole in British lines. Quickly Hill sent men from his reserves and General Mackenzie, holding the Redoubt to the South too sent his reserves. Battalions from both British Generals reached the line before the French

cavalry had time to react. A dangerous situation was saved. The British Guards and the KGL returned through these lines reforming in their rear once again making the British position on the hill solid. French General Lapisse was killed in the destruction of the second column of this attack. The attack faltered and the French fell back, their attack again failing.

With the battle won, British men to the North too became giddy with victory and the British light cavalry charged against a French infantry division holding the gap between the Cascajal and the mountains. Unbeknownst to them a 15-foot wide ravine was concealed in the grass between their forces. Some few British troopers jumped the gap. Many fell into it breaking their necks and limbs, and killing their horses. Most were able to draw rein and stop their headlong plunge into danger. The few men who jumped the chasm were unfortunate not only in being few in number, and not for facing the French infantry to their front, but at that end of the French line lay Polish Lancers. These were professional troops, well mounted, well trained, well led, and in true British "pig sticking tradition" hunted down the unfortunate British troopers killing them with ease. The few that escaped turned and fled into the mountains to the North.

Napoleon's Marshals

Continued

Their attack spent, Victor retired to the East. Wellington had not beaten Victor this day; Victor had beaten himself. He had committed his attacks in piecemeal affair. He had failed to assault the Spanish at all, even having seen how undependable they were by their actions on the 27th. And, Victor had assaulted the enemy upon a hill and across a stream and ravine. Victor and his men were brave, but they were foolhardy. They committed nearly every error possible in attacking the British. Victor was proving not to be as strong a corps commander as he had been a courageous Division or Brigade commander.

But, Wellington too had his problems. Lacking sufficient force, his entire army was half the size of Victor's, and that included the men of his Spanish ally, he was unable to pursue.

The end of battle was made all the more horrendous, as the day closed, a grass fire began across the plains of Talavera. Unstoppable it burned alive the wounded, and the stench of roasting horse and human flesh was a scene straight out of Dante's Inferno.

Had Wellesley pursued, he lacked the cavalry, especially after the debacle with the British light horse at the close of battle, to do anything more than post scouts to watch and follow

Victor. It had seemed to some that the road to Madrid was open, but 24 hours would change things immensely. Not only was Victor's army still larger than Wellesley's combined Anglo-Spanish army, but Soult was again at the passes on the border of Portugal. Instead it was Wellington who was forced to withdraw, and Victor was able to return to Talavera, indeed capturing the English wounded left behind by Wellington in his haste to return to the border to protect Portugal.

In victory Wellesley had lost 5000 men, including Gen. Mackenzie and much of his staff, whose swift action in conjunction with General Hill had saved the dangerous situation on the Medellin Hill when the Guards charged the French. French losses were in truth negligible, 7000 dead and wounded. For the French, the loss of 7000 men, when they were used to losses of 25,000 in a day's battle, the losses were not traumatic. But, for the British, whose army was small, the losses were very damaging. The loss of 1500 more wounded some of whom might have convalesced and returned to battle the more so.

Afterward some would wonder if Victor wasn't past his prime and if he shouldn't retire. He was only in his 40's at the time. For Gen. Wellesley, he was granted the title Viscount Wellington of Talavera.

For the following two years Victor commanded

various bodies of troops, and engaged in small skirmishes here and there, but did not command in a major engagement. His forces were engaged in besieging Cadiz in the spring of 1811, when a combined Anglo-Spanish force approached to attempt the relief of the city. This force was commanded by English General Thomas Graham. With a force of some 5000 men Graham had hoped that a classic rear attack combined with a frontal assault on the part of Cadiz's defenders would break the siege. Victor decided to turn the greater part of his army around to face Graham, continuing the siege with less than half of his original army. Taking some 7000 men to meet Graham, Victor was hampered by the spring weather. With the ground wet and muddy, Victor's artillery and supply train quickly bogged down. He wasn't going to be able to use them when he finally did reach Graham.

Graham had the typical problems that plagued English commanders of combined forces in Spain. His Spanish allies, simply left! With just over 2000 English regulars and allies Graham continued his approach to Victor's army. Outnumbered by perhaps as much as three to one (Victor's artillery and baggage train being far to the rear numbers on his effectives must be

Napoleon's Marshals

Continued

conceded to have been less than the stated 7000), Graham's offensive stance was admirable ... if not foolhardy. The two forces met near a village named Barossa (a name often used by Spanish, Brazilian, and other South American navies in the 20th century to name destroyer class vessels in commemoration of the battle – strange in that Spanish forces abandoned their British allies prior to battle).

Absent artillery on either side, the battle evolved as a classic infantry slugfest. This was a battle to the liking of Victor, for it usually was decided solely by numbers, valor, and will power, all of which Victor had in abundance. Graham was equally stubborn, and the event turned into a blood bath for both Victor and Graham. Of the 9000 men total engaged (2000 British, and 7000 French) 3300 were either killed or wounded. The numbers were not significant as far as the French were concerned, nor even to the English, but the destruction of 1/3 of the combined armies was significant as far as percentages go. It was another bloody affair. Graham was unable to effect the relief of Cadiz, and Victor return maintained his efforts at Cadiz's reduction ... but not for long.

Russia:

In 1811 Napoleon began planning and preparations for his coming Campaign in Russia. To this end he withdrew Victor from the Siege of Cadiz and gave him command of the 9th Corp. Victor's corps was made up of some of the best allied troops attached to Napoleon's army. Amongst Victor's men were regiments from Poland, Hesse, Baden, Saxony, and Bergen. Distantly attached to the Grand Army, Victor's men were tasked with following the main body to protect Napoleon's supply lines. In mid September 1812 Napoleon entered Moscow, but did not stay long as Winter was approaching, the city had been burned (leaving no shelter for his forces for the coming weather) and the land between Moscow and the Polish border had been burned by the Russians in their retreat, and what had been missed had already been picked over by both the Russian and French armies in the prior summer's campaign. Napoleon was forced to retreat. With 1500 miles to cross before the snow flew, and that coming soon in Russia, The retreat became a true hell in the snow. The once proud army of 250,000 retreated across the Polish frontier with but 10,000 men. Those who did escape owed their lives to Marshal Victor.

Victor's Corp had been fortunate enough to have been left at Smolensk to guard

Napoleon's rear as he completed his summer's drive upon Moscow. Victor's men, having not been involved in any major battles were probably some of the best left in Napoleon's army and certainly the least worn by the Russian experience so far. Consequently Victor's men were shocked at seeing the state of Napoleon's Grand Army as their retreat passed through Smolensk. Though they gave three hearty cheers for Napoleon as he passed, the rest of Napoleon's army marched as rag-a-muffins. They lacked cloths, shoes, their horses were as bedraggled as the men, and they looked for all the world like retreating corpses. The sight took the very life out of Victor's proud men. It was something they thought to never see. It fell to Victor to provide the rear guard protecting the Grand Army in its retreat.

Moving to the North flank of Napoleon's men, Victor's men were often probed by the Russians as they tried to get at the Grand Army. On the 31st of October, Wittgenstein clashed with Victor's Corp at Czasniki. The two corps, Russian and French each numbered 30,000 and the clash was but minor, neither army losing more than a few hundred. However, Wittgenstein managed to outmaneuver Victor and get his corps between Victor and Napoleon. Victor remained

Napoleon's Marshals

Continued

close, shadowing Wittgenstein hoping for a chance to again insert his troops between the Russians and Napoleon. Ten days later he got his chance. At Smoliany, Victor managed to maneuvered his way between Wittgenstein and Napoleon. The battle was inconsequential and casualties small on both sides, most importantly Victor was again between the Russians and Napoleon's main body.

On the 25th of November 1812 Napoleon's army came to the Berezina River. It was choked with ice and cold, and not far behind was Wittgenstein with 40,000 men. The engineers set to work in the cold river building bridges, which were damaged by Russian cannon almost more quickly as the engineers could build. To deflect Wittgenstein's attention, Napoleon sent troops to the south in a move that looked as if they were searching for a more suitable crossing point there. Indeed the Russian's attention was distracted, and this provided a breather for the engineers who worked through the night building. As dawn broke, the Russians were seen to be moving away from Napoleon's main army. With one bridge completed, Marshal Oudinot moved his men across setting up a defensive position on the far bank. Now came Victor's task. With but 6,000 men he was given the job of holding the Russian side of the River

crossing against Wittgenstein's 40,000. Providing this cover would give the 33000 men of Napoleon's main army a chance to escape.

For three days Victor's men held the Russians at bay, while the Russians pounded his positions and the bridges with artillery. Russian artillery rained down upon the mass of men and women trying to cross the bridge, and one of the bridges finally into the river. Before the thronging mass could be stopped in their rush to get across that bridge, many hundreds had been trampled and still more pushed into the frigid waters of the river. Diverting everyone to that single bridge brought even greater panic, and still more death followed.

On the last day, with Victor's troops dissolving before his eyes under the fierce Russian cannonade, the throng of retreating people still pushing their way across the bridge, Victor took the fateful decision to quit the river and save what men of his Corp he could. With great decisiveness Victor ordered his men to push all before them out of the way as his men crossed the bridge. It was a hard thing to do, but compelled to duty he was forced in preservation of his force for combat and for their primary duty of protecting the retreat of the Grand Army.

In the great retreat across Prussia, Napoleon's forces were harried by Cossacks and deserted left and

and right by his allies. Saxon troops even went so far as to prevent French troops to retreat through Torgau on the pretext that Saxony was now neutral. Gathering some little strength as they retreated, Marshal Eugene, another of Napoleon's brothers, was left to command as Napoleon returned to France to again build an army. In the 80,000 odd men who united under Eugene's command as he retreated, most were rear area supply personnel, some were convalesced troopers from the Russian Campaign, and others were some few reinforcements that had been on their way to Russia before the collapse of that campaign was known. Of these 80,000 Victor came to command a two small divisions (some 13,000 men and 12 cannon) tasked with defending the Elbe River crossings at Dessau and its surrounds, by June of 1813 he had been reinforced with an additional division raising his strength to approx. 16,000, and by August reinforcements from France would finally bring the IInd Corp to its established 25,000 men, complete with artillery and cavalry support, but that was some months away.

By spring 1813 Napoleon's army had again been constituted, though admittedly the men in the ranks were not the veterans of the past. They were either convalescents or young conscripts both weary of war

Napoleon's Marshals

Continued

and much given to malingering when possible or downright deserting. The Russian-Prussian Army facing Napoleon had their problems too. Though often the Prussians fought with great vigor, they were mostly new units and lacking in training, while the Russians were fighting at the end of a 2000+ long supply line from Russia, which had only in the year previous been burned to prevent Napoleon being able to supply his men off the land during his 1812 invasion. Thus, supplies to the Russians were somewhat meager.

At Bautzen the two armies met (14 May 1813). The battle was a decisive victory for Napoleon, but one he was unable to follow up, and it was Victor's troops upon which he relied for that pursuit. Victor, then commanding the II Corp, and in temporary command of the VIIth Corp, was attached to Marshall Ney's Army. In a staff foul up, Napoleon sent orders to Ney to march with his whole army to the field of battle. He had intended only that Ney bring his own IIIrd Corps, but being that Ney was in command of an Army, and the orders not differentiating, Ney clogged the road to Bautzen with his entire 85,000 man army (which included Victor's two corps). Napoleon had intended to send Victor separate orders to take a secondary road and advance upon Berlin to the

rear of the Russians at Bautzen ensuring his arrival just as they were retreating, cutting them off and destroying them as they fled. It was not until the 18th that Napoleon realized the error and sent Victor the correct orders, but by then it was too late. With Ney's entire army clogging a single road, and Victor's two corps at the very rear of the order of march, Victor was unable to get off the main road and onto a secondary road, any secondary road, to affect his new goal and route. Thus, the Russians were able to slip away as Napoleon's new army, lacking in the same élan as that of the past, fought and won, but didn't rise to follow a beaten enemy. Napoleon's error had left Victor out in left field through no fault of Victor's.

At Dresden, the night of the 26th August, Victor was finally in the heat of battle. Moving through the twilight hours, through the night, and ready at dawn, his IInd Corp was in the rear of the Allied left wing along with Murat's Cavalry Corps. Charging in upon an enemy that had been fighting all the previous day, and were now without ammunition, and worse yet, the rain through the night damping what little they had, the Allied troopers ran. It was a clear victory, but one that didn't effect the day's battle for one good reason. Between the enemy left and the main body ran a deep ravine, impassable to horse and men. In effect

Victor's attack had driven off part of the enemy army, but he was prevented by terrain from rolling up the exposed flank of the enemy center. The combined Russo-Austrian/Prussian Army did retreat, but in an orderly fashion with no worrying about Victor and Murat's men. Their men were prevented by the ravine from interfering. However, having marched all night and fighting most of the following morning, their men were exhausted and unable to pursue. The first affair at Dresden was essentially a stand off. Victor had performed well, but circumstances had beaten him once again. In the days following Victor's men were posted to Frieberg, not far distant, in defense of Dresden

Thence commenced the Leipzig Campaign, after much maneuvering, in which Victor and his men wearily took part, battle was joined by the combined armies of the Coalition and Napoleon. The Allies had approximately 295,000 men and 1500 guns, against Napoleon's 160,000 and 650 or so guns. Napoleon with the Guard commanded in the center whilst Ney and Murat (which whom Victor was posted) commanded the right and left wings respectively. It was a confused affair and after a the Allied assault upon Leipzig itself, Napoleon was forced to retreat. The remnants that.


that escaped were but half the men he'd entered into battle. Napoleon's Grand Army had been beaten.

Like so many of Napoleons Marshals, Victor returned to France, like Napoleon himself, busy with the task of building an army anew to fend of the Coalition forces in defence of France itself. In Feb. 1814 Victor was sent forward to meet the Austrians, whom he met at Montereau on the 18th. Under Napoleon's direct command, Victor was sent to take possession of the bridges there, but having to fight the entire length of the town to get at them, his men were exhausted, though no more so than the entire army. As a result, much of the Austrian army escaped. Exasperation at the failures of the last years, Napoleon was incensed and removed Victor from command for this failure. As Victor left Napoleon's presence he commented in going, that he would take up arms as a common soldier if he couldn't serve as an officer. Napoleon, knowing Victor had served faithfully and well for all of the last 20 years felt shame for his act. Unable to return Victor to command of his corps, he instead gave him command of two brigades of the Imperial Guard.

Now in command of part of the Guards, Victor and his Guardsmen were at the Battle of Craon (7 March

1814). Charging the Russian guns, Victors men were cut down by the score. Victor himself was wounded by a spent cannonball striking him in the thigh. His war was over. When the Bourbons returned to power, Victor, like many others, professed his allegiance to the new King, and was given command of a division. Upon Napoleons return the following year, Victor, was approached to command again for Napoleon, understanding that Napoleon and France could not take years more of warfare, he declined, remaining loyal to his oath of allegiance to the King. In the trials that followed the Hundred Days, Victor served as President of the Military Commission (court) that tried the officers that followed Napoleon in those last days. Indeed, at Ney's trial, it was Victor who voted for his Death. Much has been said to discredit Victor for this service, indeed, perhaps it was in a sense disloyal to the memory of the comrades with whom he served and the so many who had died. Nonetheless, as a member of the new government and military, duty was still that. He was made a peer of the realm and maintained in his lands. In the years that followed, he was War Minister (1821-23), commanded again in Spain (1823), and was sent as Ambassador to the Habsburg Court in Vienna. Interestingly the Austrians were in a furor over the Victor's Ducal title and refused to accept his

appointment unless he renounced the said title. Refusing, Victor returned to France and in 1830, retired. He died some short years later on March 1st, 1841.



#77 Hornet Malkara

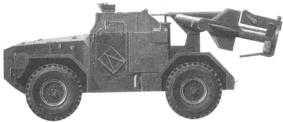
Effect Number: 4 9

OVR: NA

CE:9

BOG: 0/w0

x5-6



Range	*To Hit#
0	0-5
1	0-4
2	0-3
3	NA
4	NA
5	NA

MORALE: 4


PT: 350

ARMOR: i;s-1/k0

FLANK: i-2/s-1/k0

*Wire Guided ATGM

Up Front Korean War
Armor Samples




Ferret

OVR: 1

Button Up

BOG: 3/w6

MG: X6



Range	Firepower
0	2
1	3
2	4
3	5
4	6
5	7

ARMOR: i;s-1/k0

FLANK: i-2/s-1/k0

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Interior Sea Lanes in Conquistador
 Belgian Skies (AH's Airforce)
 Variant Rules For Panzer '44 (SPI)
 A Change of Scenery For B-17 Queen of the Skies
 The Sequence of The Draw (AH's Gunslinger)
 The Defense Of Rorke's Drift (3W)
 Rules Clarifications For Dune (AH)
 Tobruk Then, Tobruk Now (Critical Hit's
 Advanced
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 Questions, Answers, & Errata (Royal Tank Corps –
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 Napoleon's Marshals

Old Soldiers Counter and Product Price List

The magazine costs only \$25.00 a year for the subscription.

Panzer Leader/Blitz & Arab-Israeli War Counter Sets:

AIW Updated (which also needs the article from Old Soldiers Vol. 1 No. 3) 2 Sheets \$30.00
(the additional \$10 is for the back issue you'll need for these counters.)

PL 1940 (5 sheets) \$50.00

PL 1945 German Infantry (1 Sheet) \$10.00

PB/PL Hungarian Troops (2 Sheets) \$20.00

PB/PL Romanian Troops (2 Sheets) \$20.00

PB/PL Italian Troops (2 Sheets) \$20.00

PL Japs & Marines (2 Sheets) \$30.00

(also requires a back issue Vol. 1 No. 3, which is part of the cost, and included)

PL Poles, 1939 Germans, Oddball US Units (2 Sheets) \$30.00

(requires back issue Vol. 1 No. 2, which is part of the cost, and included)

OS Counters for Boardgamer PB/PL Guides (2 Sheets) \$20.00

PL Paratrooper Counters (6 sheets) \$60.00

PL Belgian Counters (3 Sheets) \$30.00

PL Netherlands Counters (2 Sheets) \$20.00

PL Norway Counters (1 Sheet) \$10.00

PL Greek Counters (1 Sheet) \$10.00

PL Chinese Counters (1 Sheet) \$10.00

Gunslinger Boards \$10.00 each (there are 21 boards & 7 Upper Level Player Aid Cards total)

Liberty (Columbia) Labels \$20.00

(Requires Back issue Vol. 1 No. 3)

1776 Galvez Scenario Countersheet \$20.00

(requires Back Issue Vol. 1 No. 4, which is part of the cost, and included)

Guns of August (Tenney Naval Variant Counters) \$10.00

MUSTANGS:

Mustang's General Vol. 30 No. 5 Kohn Article Variants (19 Sheets) \$190.00

(With Bruce Kohn's Article Corrections Included)

Mustang's General Insert Counter Set (1 sheet) \$10.00

Mustang's Original Game Counter Set (W/ Battle Manual Optionals) (1 sheet) \$10.00

Mustang's AH Expansion Module Set (2 Sheets) \$20.00

Mustang's AH Expansion Module Air Unit Point Chart Variants (2 Sheets) \$20.00

Mustang's World War One Variant Counter Set (2 Sheets) \$20.00

Old Soldiers Counter and Product Price List (Continued)

Richtophen's War (4 sheets)\$40.00

Victory in the Pacific/War at Sea (full set – 19 front/back sheets) \$240

Turning Point Stalingrad Oct/Nov 42 Expansion Counters (1 double sided sheet) \$15.00

Frederick The Great (AH and SPI) Silesian War Variant Counters (1 Sheet) \$10.00

Return of the Emperor (Clash of Arms – Zucker Campaigns of Napoleon Series – CNS) \$15.00

Complete new Mounted counterset to replace the poor quality ones produced by COA.

This is a double-sided sheet and therefore costs more to produce.

War and Peace (AH) British, Spanish, and Prussian Guard Infantry Units and an extra French Satellite Polish Cavalry Unit. These counters are added to the sheet above “The Emperor Returns”. Buy the Emperor Returns Counters and get these FREE.

Magazine Back Issues	Available	\$10.00 each
Vol. 1 #1, #2, #3, & #4		
Vol. 2 #1		

“Up Front” Expansion Sets

The following card sets are now available for sale. They have all new artwork, NOTHING is copied. These cards are regulation size. They are BETTER in that these cards are not only printed on #110 card stock, back printed, and in full color, BUT ALSO, these new cards are LAMINATED front and back for durability. These are not cheap, the Price of ink and fuel (laminated is a petroleum based product) being as high as it is. Each two sheet set of 18 cards Prices \$20 plus \$2.50 postage, postage for multiple sets will be discounted.

German Armor set contains the following new armor cards:

Sd Kfz 250/7, /8, /9, /9 (late war model), & /10

Sd Kfz 251/2, /9, /16, /17, /21 (Mg armed), /21 (Cn armed), & /22

75mm Pak 40 Anti-Tank Gun

Whirbelwind & Ostwind AA Tanks

Sd Kfz 223 Armored Car

Sd Kfz 231 rad 6 Armored Car

Price: \$20.00 Postage \$2.50

Old Soldiers Counter and Product Price List (Continued)

US Armor set contains the following new armor cards:

M3A1 Scout Car

Willy's Jeep (2 versions .30 Mg & .50 Mg)

M19 40mm SPAA (on M24 Chaffee chassis)

M13 (M3 Halftrack with a dual mounted .50 AAMG)

M16 (M3 Halftrack with a quad mounted .50 AAMG)

M2 Halftrack (and all of the follow up variants all armed with a single .30 Mg)

M2A1 Halftrack (and all of the follow up variants all armed with a single .50 Mg)

M3 Halftrack GMC (75mm French ATG)

T-19 (M3 Halftrack with a US 105mm long Howitzer)

T-30 (M3 Halftrack with a US short 75mm Howitzer)

T-28E1 (M3 Halftrack chassis with a 37mm AA gun and pair of .50 AAMG's in a single mount - unarmored)

M15 & M15A1 same as T-28E1, but with Armor plating)

T-48 (M3 Halftrack with a US 57mm ATG)

M4 (M3 Halftrack with an 81mm Mortar and a .30 Mg)

M4A1 & M21 (M3 Halftrack with an 81mm Mortar and a .50 AAMG)

T-21E1 (M3 Halftrack with a 107mm Mortar and a .50 AAMG)

Price: \$20.00 Postage \$2.50

USSR Armor set contains the following new armor cards:

SU-76, SU-76 (Open Topped)

T-40 Amphibious Tank

T-70, T-70A, T-70 (1942), T-70 (1943)

T-60 (Early), T-60 (1941), T-60 (1942)

SU-100, -122, & 152

BT-7A

IS/JS-1

T-35

SMK

BA-64

Price: \$20.00 Postage \$2.50

French Armor Set:

AMC 34

AMR 33

AMR 35 ZDT1 & AMR 35 ZDT2 & AMR 35 ZT2

VPC (APC)

Berliet VPC (Armored Car)

Berliet VPDM (Armored Car)

Berliet VUM (Armored Car)

Old Soldiers Counter and Product Price List (Continued)

French Armor Set (Continued)

FCM 36

Hotchkiss H-35 (37mm short)

Hotchkiss H-35 (37mm long)

AMD Laffly 50 AM (37mm short & 8mm Mg)

AMD Laffly 50 AM (37mm short)

AMD Laffly 50 AM (8mm Mg)

AMD Laffly 80 AM (13.2mm Mg)

Laffly S15 (8mm Mg)

Laffly W15TCC (47mm ATG & 8mm Mg Motor Gun Carriage)

Price: \$20.00 Postage \$2.50

Italian Armor Set:

M11/39 Tank

L6/40 Tankette

M13/41 Tank

M15/42 Tank

Lancia IZM Armored Car (Used in Libya and Ethiopia)

Ansaldo AB40 Armored Car

Ansaldo AB43 Armored Car

Carro Commando M41

Carro Commando M41 (Open Top Version)

P26/40 Tank

L40 da 47/32 SPG (Open Top Version)

L40 da 47/32 SPG

L40 da 75/18 SPG

M41 da 75/32 SPG

M41 da 75/34 SPG

M42M da 75/34 SPG

M41 da 90/53 SPG

M43 da 105/25 SPG

Price: \$20.00 Postage \$2.50

UK Armor Set:

Kangaroo I & II

M2 & M2A1 Halftracks

76mm Mortar

17 lb Anti-Tank Gun

25 lb Howitzer/Field Gun

Matilda I (early, mid, & late models)

Valentine Mk I to VII (one card)

Valentine Mk VIIa

Valentine Mk VIII to X (one card)

Old Soldiers Counter and Product Price List (Continued)

UK Armor Set: (continued)

Valentine Mk XI

Bishop

Archer

Mk VIb & VIc

Crocodile

Grant I

Cruiser Mk I (A9)

Cruiser Mk III (A13)

Cruiser Mk IV (A13 Mk II)

Crusader II (A15)

Crusader III (A15)

Matilda II (Flail)

Comet

Price: \$30.00 Postage \$3.50

1939 Poland Price: \$40

Full set of 33 Infantry cards (including a 37mm ATG, and 75mm IG)

Set of 9 Armor cards (7TPjw, 7TPdw, TKS, TK-3, Wz.29, Wz.28 (ATG and MG armed versions), Wz.29 (ATG and MG armed versions) Postage \$3.50

1942-1945 Free Polish: Price: \$40

Full set of 44 infantry representing both the Polish regulars and the Polish Para's that operated with US/UK forces in Western Europe. This expansion doesn't have an armor component as the armor they used is ably represented by extant US and UK armor. The set Does have a Minesweeper card to in reference to the Relative Range Variant that added that capability to the game. New Rules are provided to represent both the Regulars and the Paras.

Finnish 1940-45 Price: \$50

Full set of 33 Infantry cards (includes 81mm Mortar, M.35 Flamethrower, ATR, and Panzerschreck cards)

Set of **18** Armor cards (Pz IVJ, Pz IVC, Pz 35(t), StuG IIIG, T-37, KV-1E, Vickers VME, FAI (armored car), T-40, BA-6, 37mm ATG, 75mm IG, BT-7, BT-7M, T-34a, T-26, T-60, T-28c) Postage \$3.50**Hungarian Set:** Price \$50

Full set of 33 Infantry cards (includes 81mm Mortar, M 41 Flamethrower, 20mm Solthurn ATR, and 37mm Pak 36)

Set of **18** Armor cards (Csaba armored car, CV 33 tankette & flamethrower tankette, Sd Kfz 250/1 Halftrack, Pz VG, Pz IVD, Pz IVH, Pz III N, Pz 38(t), StuG III G, Toldi I, Toldi II, Toldi IIa, Turan I, Turan II, Zyrini II, Nimrod, and Sd Kfz 10/4)

Old Soldiers Counter and Product Price List (Continued)

Romanian Set: Price \$50

Full set of 33 Infantry cards (includes M 41 Flamethrower, Panzerschreck, 50, 60, and 81mm Mortars, 37mm ATG, and 45mm ATG)

Set of **18** Armor cards (Sd Kfz 222, Sd Kfz 250/1, TACAM T-60, BA-10, TACAM R-2, Maresal, StuG III G & B, Sd Kfz 250/7, Pz 35(t) (added armor variant), Pz 38(t) (added armor variant), Pz III N, Pz IV H, R-35, R-35/45, R-1, R-2, and Malaxa Carrier (for use with Rule 873 "Towing Infantry Guns and Carriers")

USMC Set: Price \$50

Full set of 33 Infantry cards and 9 Armor cards (the armor cards include the LVT-2 to -4, and the LVT(A)-1 to -5 (the -4 Late model is on the Miscellaneous Armor card set)

USMC Raiders Set: Price: \$20

Set of USMC Raiders armed with Johnson SAR's and LMG's. The Miscellaneous Armor card set is also included (it includes extraneous armor for the French, Finnish, Polish, and US)

Ghurkas Set: Price: \$30

Set of 25 Ghurka infantry, armed with standard UK equipment, no armor component. Rules are included with the cards.

New Cards for Viapa and Relative Range Up Front Expansions

You will need the original game rules for these, but I do make far superior cards for their expansions.

Smoking Cobras (Brazilians) Set: \$30**Sword of the Balkans (Croatian SS) Set:** \$20**Misc. Infantry Sheet:** Price: \$10

UK 76mm Mort

UK 17lb ATG

UK 25lb ATG

Soviet 82mm Mort

US Army 81mm Mort

USMC 3rd BAR Man

Finnish 45mm ATG

German 75mm Pak 40 ATG

French MAS 38 SMG (three including one Sgt. SL)

NEW Korean War Expansion (Individual Modules Available Separately)

New nationality rules have been developed for the Red Chinese, N. and South Koreans. These rules will be provided with each module as well as with the entire package. Scenario sheets have been created for all of the nationalities, including the USMC. US Army and UK/Common Wealth scenarios have been altered only within the rules by merely inserting Korean War era equipment where necessary. For instance the UK 50mm mortar has been replaced in the scenarios with the later 76mm UK mortar. The UK Bren Flamethrower has been replaced by the Crocodile. US ATG's have been replaced by Recoilless Rifles in most cases, and UK ATG's have been replaced by the later larger caliber versions.

Old Soldiers Counter and Product Price List (Continued)

(Some of the UK Armor and ATG's are part of the earlier UK Armor Expansion and not included with the Korean War Expansion, same for some of the US Armor pieces, which are provided as part of the US Armor Expansion Kit.) There is a Korean War era Armor package provided with this expansion that you will need as well, as it not only includes US/UK armor of the Korean War era and beyond, but it also includes armor pieces for the Red Chinese as well as for N. and S. Korea.

This expansion, due to overall expense, is available in small pieces (you can still purchase the entire lot at once if you like) to make it affordable. And, in keeping with recent requests for unlamented cards, the individual modules may be purchased without lamination at a reduced price. The Expansion rules as written increases the malfunction numbers for the Red Chinese, North and South Koreans, and it also reduces the firepower ratings of all infantry weapons by one at all relative ranges due to the fact that all of the weapons that equipped these armies had seen service over a period of, for many 20 years of hard fighting. They were not in good shape. However, some people may wish to not hamper these nations any more than necessary for the sake of playability. So, the modules will be offered in two versions (with reduced firepower and regular firepower).

The modules and their prices are as follows:

Red China

Laminated

- #1. Infantry Only, Normal Firepower factors \$70
- #2. Infantry Only, Reduced Firepower factors \$70

Unlamented

- #1. Infantry Only, Normal Firepower factors \$49
- #2. Infantry Only, Reduced Firepower factors \$49

North Korea

Laminated

- #1. Infantry Only, Normal Firepower factors \$70
- #2. Infantry Only, Reduced Firepower factors \$70

Unlamented

- #1. Infantry Only, Normal Firepower factors \$49
- #2. Infantry Only, Reduced Firepower factors \$49

South Korea

Laminated

- #1. Infantry Only, Normal Firepower factors \$30
- #2. Infantry Only, Reduced Firepower factors \$30

Unlamented

- #1. Infantry Only, Normal Firepower factors \$21
- #2. Infantry Only, Reduced Firepower factors \$21

Old Soldiers Counter and Product Price List (Continued)

Old Soldiers Counter and Product Price List (Continued)

Armor

(China, N & S Korea, UK, & US), US Army & US Marine Recoilless Rifles

Laminated \$60

Unlaminated \$42

Total Costs**Laminated** Regular or Reduced Firepower (including Armor) Set \$230**Non-Laminated** Regular or Reduced Firepower (including Armor) Set \$161

YOUR HELP will be needed to make these become a reality. It is certain that I will not have all of the possible, or needed, armored silhouettes, so help in that arena would be nice. And, work by others to develop national hands and infantry cards would be helpful too. I'm more than willing to do the card production. And, if someone is a good enough artist to produce drawings of infantrymen in combat, that would be a boon to their production values also.

Shipping Costs (**all postage costs quoted anywhere in this magazine are for US Destinations only**)

2 Sheets and/or Computer Disk	\$2.50
3 to 5 Sheets	\$3.50
6 to 10 Sheets	\$8.50
11+ Sheets	\$13.50

Old Soldiers Employment/Under-Employment Board

It is an unfortunate fact of our times that people are losing their jobs due to outsourcing, high fuel costs, plant closures, and dozens of other economic woes. Still others have jobs that don't pay enough, or they are unable to find adequate full time work in their location or their specialties. Wargamers are just as prone to these unfortunate effects as anyone else. This column exists for wargamers to tell their brethren of their need for work in the hope that the fraternity of wargamers will aid them in the search for employment. Any wargamer is free to contact me requesting that I post their information, and I will happily do the best I can for them. I hope you our readers will take their plight to heart reflecting, "There but for the grace of God go I." Please do what you can to help our brothers find work in these unfortunate times.

Currently Unemployed:

Steve Dixon:

One of this magazine's writers and graphic artists as well as the organizer of one of the B-17: Queen of the Skies virtual bomb groups has lost his job. Please do what you can to help him. You may view his website for his resume:

<http://bellsouthpwp.net/G/y/Gyrene251/index.html>