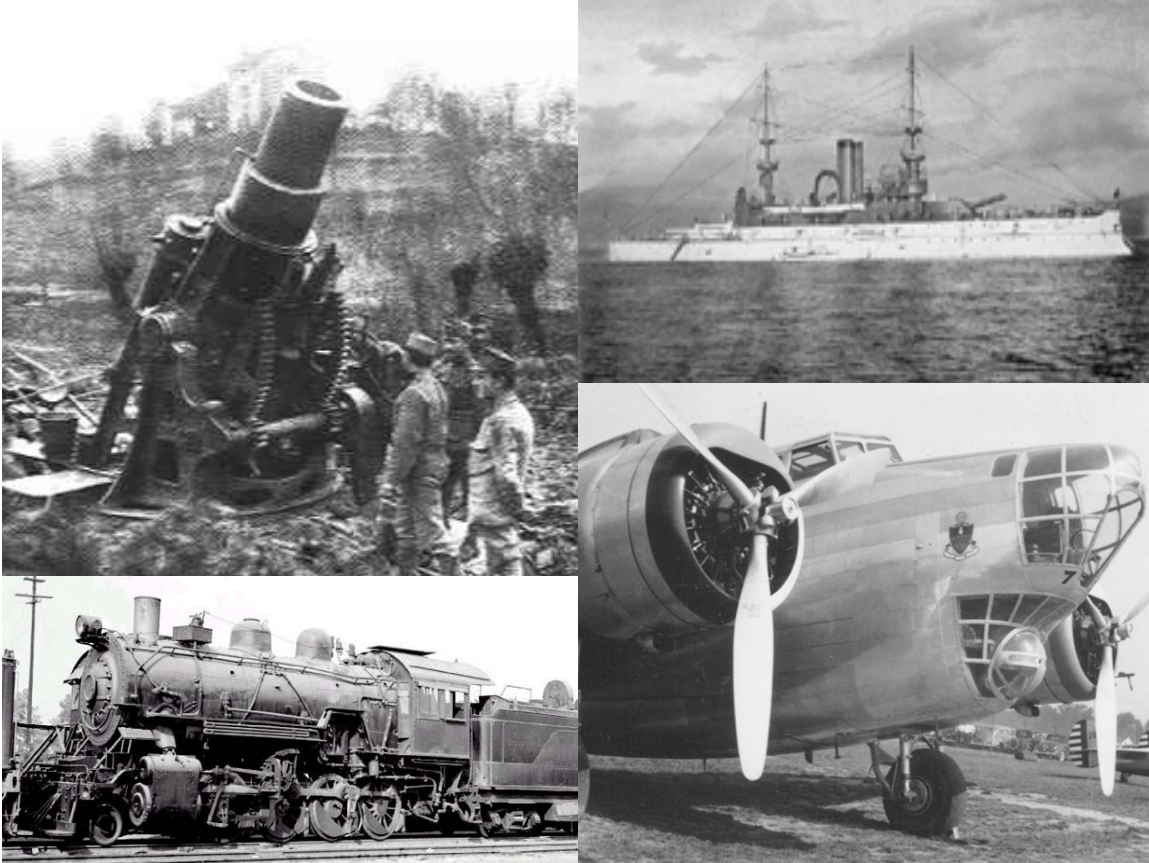


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Old Soldiers

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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

Tank Leader (West End Games), ***Nisei Medal of Honor Citations*** (History), ***Submarine*** (AH), ***Arab-Israeli Wars*** (AH), ***Gunslinger*** (AH), ***Napoleon's Marshals*** (History), ***Airforce/Dauntless*** (AH & Battleline), ***Bismark*** (AH)

Check out Last Page for Collector's Rare Game Sale!!!

FROM THE DESK OF THE EDITOR

First, some bookkeeping matters ... well, so to speak. As always the magazine needs articles. Any magazine needs article, Old Soldiers, or Fire and Movement, or Strategy and Tactics, we all need people to take up the pen. I'm hoping to put together perhaps an extra issue before the end of the year. It has always been my goal to expand to 6 issues a year. Seems at the moment I have enough articles for 4.5 issues, so more articles would be very useful

Further, subscriptions have declined a little. It was expected because many people subscribe for a year and then decide not to after they've received what to them amounts to a trial subscription. They pay for a year, see if they like something and then re-subscribe if they do ... and if they don't .. So, your help in making Old Soldiers known out there in wargaming land is always a good thing. Most of the people who have subscribed over the last year did so with the remark that they "just heard of Old Soldiers." So, there's still people out there, probably lots of them, who have never heard of Old Soldiers. Keep telling your gaming friends about the magazine.

I recently acquired all of the Adam Horne novels by Porter Hill. Horne is supposed to be a naval captain in the British East India Company's private navy. The novels are set in the 1760's. I had thought when I purchased these that the setting and time was novel, thus leading to some-

thing new and potentially interesting for the nautical genre. I was wrong. The first book is a bad knock off of "The Dirty Dozen" wherein the captain recruits cutthroats from the "Black Hole of Calcutta", training them for a mission to "kidnap" a French general from a prison in Madras belonging to the British Army, of whom the General is a "guest". Following novels bring this group of ne'er do wells into new ships as Horne's officers. These men were prisoners in the book before, only one having any nautical experience, and that as a gun

captain. One was an Ohio farm boy who enlisted in a merchant man only to knock the boatswain senseless a few weeks out of port. That's the sum total of their seagoing experience, and these men become officers in frigates and command their own prize crews in following books. Totally unbelievable. Were I you, I'd avoid those books, your money is better spent on comic books.

Take Care,
Tom Cundiff

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Tank Leader, Description and Analysis, Part One

By: Steven Wesley Bucey

Readers of Old Soldiers are probably familiar with Panzerblitz and Panzer Leader (hereafter PB and PL), if for no other reason than because it has been here in Old Soldiers so often. There have been many other games on tactical level combat from WWII to the present published since PB. In the late 1980s West End Games published three games on the topic starting with Eastern Front Tank Leader (hereafter EFTL), designed by John Hill (of Squad Leader fame). Like PB it covers battles in the war between Germany and the Soviet Union from 1941 to 1945. The two games are, however, very different in both mechanics and presentation. Also like PB there was a follow on game Western Front Tank Leader (hereafter WFTL, designed by Leonard Quam) covering the war in Western Europe from June 1944 to the end of the war, and like PB this included both additional gaming functionality and some changes to the base rule system. Finally, there was a third game Desert Steel (hereafter DS, designed by Peter Corless) covering the war in North Africa from the initial clashes between the British and the Germans and Italians to the end in Tunisia. DS also contained additional changes to the game system, where as the third game in the PB lineage, Arab Israeli Wars, jumped to later periods and made substantial changes to the base system, so much so that it plays in some ways very differently. Unlike the changes to PB, however, the base system

remains entirely similar enough that it is quite possible to use the rules from DS for all three games.

In this article and ones to follow I am going to talk about the Tank Leader system (with occasional contrasts to the Panzerblitz system). I'll identify important changes and errata between versions and how they impact game play and I'll also offer my own corrections and variants to the rules.

First, here I'd like to briefly describe how EFTL plays and what it accomplishes as a game simulation for those not familiar with the game. The hard numbers are there. Units representing 3 to 5 vehicles, 30 to 50 men, and 2 to 6 guns are rated for attack and defense using very realistic numbers. In Panzerblitz a platoon of German Pz IVs could take on Russia's best at long range. In Tank Leader, as in real life, those same Pz IVs had better be within speaking distance to have a hope of destroying most Russian tanks. So, how is this reflected in the game? By adding to the game a model for Command control and communications (C3 for short) the Tank Leader system shows how troops with inferior equipment but better doctrine and communications can defeat their enemy.

This is shown in the game by the use of formation cards which represent company or battalion level groups that the individual units belong to. Each card is full of information. Besides listing the number and type of units that compose that formation it also has a C3 rating, experience level and morale factor.

Players purposefully activate formations using these cards. The opposing player can choose to trump your formation with higher rated formations getting to act first. This is not a so-called "Igo-Ugo" turn sequence. Instead, units act when their formation is activated. Thus, a really good unit (with good C3) can run circles around flat-footed formations, getting up close and personal for those really important shots.

Another major difference in the Tank Leader system is the way in which combat is resolved. Units are still rated in a familiar manner, with defense strength, movement allowance, range and attack strength (which is realistically split into two values, one for anti-armor attacks and one for anti-personnel attacks). The combat result table is differential based, so that to determine the base for the attack you subtract the defense strength of the target from the attack strength of the attacker. Added to this base difference are a host of modifiers such as range to target, terrain occupied by target, and even the number of other units in the target hex (indicating crowding). But just as importantly soft factors such as the experience levels of the attacker and target are considered. Three six sided die are rolled with the result being added to the net modifier to get a result that indicates no effect, a morale check (possibly with modifiers) or a kill. A morale check requires the unit to roll two six sided die, adding any modifiers, and compare to the

Tank Leader, Description and Analysis, Part One

Continued

morale of the formation the unit belongs to. If it fails it is suppressed (if already suppressed it is destroyed). Morale checks get harder as the formation loses some of its units. The formation itself can become “shaken” due to losses, effectively freezing the component units (simulating loss of leadership and control) until that formation rallies.

But just making an attack is not that easy. You must spot your target. Spotting is a process that involves determining the distance to the target and the terrain type it occupies. Spotting can also be affected by the experience levels of the attacker and the target. It's possible for one of your units to miss a group of infantry a few hexes away but spot a group of tanks in some trees that are further away.

The single large game map tends to represent open, slightly rolling and moderately populated terrain but Tank Leader uses an interesting system to alter the terrain to allow it to represent a real mix of terrain types. For instance, there are two types of vegetation. In one scenario light vegetation may represent scrub (which has no game effect) while in another it may represent dense forest (which can not be entered by vehicles). There are also two types of urbanization. The brown version can be either “ruins” (treat as clear terrain) or wooden buildings, while the black hexes could be nothing, wooden buildings or dense stone buildings. The map also contains two different types of waterways, creeks and rivers, the effects of which even vary by season.

Finally, the lay of the land can vary such that the ground can be fairly flat or feature lots of multi-level hills.

So, how does all this work in a typical game?

The following cards show two German and Three Soviet tank companies. Notice that the composition of the forces on each card change depending upon the year. Here we are assuming it is 1943, so the cards represent two German Mk III tanks and three Soviet T-34/c companies.

A company, 1st Battalion, 6th Tank Brigade has two such platoons. Compare this with one of the German Mk III tanks with an anti-tank attack strength of ‘6’, defense of ‘5’, anti-personnel strength of 3 and movement of ‘5’. They are inferior in many respects even though they represent four tank platoons compared to three tank platoons for the Soviets! In the Mk III's favor its range is slightly better.



First notice the values on the respective tanks. Looking at the bottom row of the counters each T-34 has an anti-tank strength of ‘6’, a defense strength of ‘7’ and a anti-personnel strength of ‘3’. The small ‘8’ above the attack strength represents its movement allowance and the boxed ‘8’ in the upper right is its range. In 1943

But there are other things on these cards that work significantly in the German's favor. First, note the large letter in the box on the lower left of each card. The best formations would have a rating of ‘A’, representing a formation with a full complement of communication equipment for all

Tank Leader, Description and Analysis, Part One

Continued

crew members and excellent communication skills, while an 'F' represents a unit reduced to using flag signals between tanks and shouting between crew members within the tank. That the T-34 is hampered by a poorly designed turret doesn't help it either. Both German formations are a 'B' while the Soviets have one 'E' and two 'F' rated formations. Those 'F' ratings have an additional impact that restrict how far they can move each turn – literally the player must roll a six sided die and the result is the maximum number of *hexes* units of that formation can move that turn. This can represent a serious limitation during maneuvers.

The two German formations also have better morale ratings. First, with a morale of '9' it is fairly likely that an individual unit will survive a morale check even if there is a small modifier. The '(+1)' on the A Company card means that any unit that makes a morale check must add +1 to the die roll for each platoon of the formation lost to enemy action. Contrast this with the Soviet B Company, which even though it has a matching morale rating must add +3 to any morale checks for each tank lost within its company. Now, at the end of each turn each formation that lost any units that turn must make a morale check, adding that same modifier in. If the Germans have managed to kill just one platoon from B Company it is likely that B Company will fail it's morale check and become "Shaken", so even if the remaining two platoons are in good order it is

frozen due to loss of command control until the formation can rally.

Near the year rating of each counter is another large letter such as 'V', 'S', or 'G', standing for Veteran, Seasoned or Green respectively. Here both sides have a mixed bag with both green and seasoned crews. Experience level comes into play as a die roll modifier in several game functions such as spotting and combat resolution. But it also becomes critically important in two other areas.

First, an experienced unit is much more likely to achieve what is called a 'Quick Kill'. For instance, if a unit of the German A Company shoots and kills a Soviet vehicle unit (quick kill does not apply to non-vehicle units) and the *unmodified* die roll was a 12 or higher then it is considered a Quick Kill. A unit that makes a Quick Kill can perform a second action, so it could either move or attack another target (though you can't get two quick kills in a turn). It takes an unmodified 15 for a green formation unit to achieve the same thing while veterans can get a quick kill on a 10 or greater. A veteran formation can dominate the field under the right circumstances.

Second, the experience rating has a huge impact on how well a "separated" unit can perform, adding negative modifiers to any morale checks and attacks while separated. Units of an F rated formation are seriously handicapped in how far they can move. Separation is a concept that goes hand in hand with the Tactical Doctrine of a.

force. Doctrine puts limits on how far apart component units of a formation can be before they some are considered separated. The individual platoons of a German formation can be several hexes apart, while the companies of battalions have no restrictions. On the other hand platoons of Soviet companies must occupy the same hex or some of them must be considered separated, while companies of battalions must be within a few hexes of each other. Clearly the German have an advantage here, and clearly experience level means a lot in terms of impact on separated units.

Now look at the following photograph. Here we are supposing a situation where the Germans are attempting to get off the bottom edge of the board. First, notice how the Germans are spread out while the Soviets are clumped by company to avoid having some units separated. Beyond the combat advantage this gives German gunners shooting at crowded targets it also restricts where the Soviet companies can go as wood hexes only allow a single vehicle to occupy them. Speaking of which, let's consider the terrain for this situation. wanted to hang on to Boston.

The most prominent features are the roads (marked in red). They provide the usual movement advantage, though you must be careful here because if you are shot at while traveling on a road the attacker gains an advantage because of your exposed position. Next are the creeks (in light blue). If this

Tank Leader, Description and Analysis, Part One

Continued



were a Winter scenario they would be considered so frozen as to be of no effect, but in Spring, Summer and Fall they impeded movement considerably, though not completely. Some portions of the creek are marked with fords (the double black lines crossing the creek in some hexes) that in summer at least allow unrestricted movement.

Then there is the vegetation, represented by two shades of green. The scenario conditions can stipulate that that they represent nothing, woods where only the dark green occurs, a mix of woods and forest or all forest. Only one vehicle can occupy a woods hex and forest prevent any vehicle

movement (though roads negate this, so you can stack three vehicles in a forest hex as long as they are using the road). This is one area that the German forces can gain an advantage over the Soviets because of the interaction of the doctrine and stacking restrictions.

Towns are treated similarly with brown and black urban symbols ranging from clear terrain to groups of stone and wood buildings, though stacking is a little easier with 3 vehicles in a wood building hex and one in a stone building hex (and again, roads can allow 3 vehicles in a stone building hex).

Finally consider the contour. There are four levels

portrayed on the map. Most of the units at the start of this situation occupy the lowest level, except for the one Soviet company at the lower right which is on the next level. That is, it might be the next level, depending upon what the scenario specifies for the contour. A “rolling” contour for example would mean that all units are at level ‘0’, with the two dark shades representing levels 1 and 2, as in the case of the hills at both the extreme right and left center of the photo.

All this might seem confusing during play, but it’s not. After one or two games (and a typical scenario can take less than two hours to play) it is

Tank Leader, Description and Analysis, Part One

Continued

quite easy to get used to the terrain and this provides an enormous flexibility to the single map provided with the game. There is absolutely no reason you could not do this with other games. Imagine declaring the large swamp on the Panzerblitz board 1 to be clear or forest, or any of the streams to be gullies on the Panzer Leader maps.

In this situation let us assume that the season is summer (so the fords allow unrestricted movement), the vegetation is wooded (so the dark green represents wood), the urbanization is normal (so brown is wood buildings and black is stone buildings) and the contour is rolling (as described above).

The sequence of play, such that it is, specifies the following order for activities. The Reinforcement Phase starts the turn and is just noting what reinforcements arrive (none in this situation). The Operations Phase is next and is when all the action occurs, as I'll describe below. The Morale Phase is last and is when morale checks for suppressed units and shaky formations are made and other book keeping type chores are performed.

In the Operations phase players alternate activating formations and performing actions with the units of those formations. But there is a specific process that restricts how this occurs. First, the lowest rated formation between both players must be placed on the "activation" stack. In this case, the Soviet player must choose one of his F rated companies

(there are rules for breaking ties, but I won't go into them here). Before he can activate this formation however both players can choose to "trump" that formation by activating a better rated one. In this case the Soviet could trump with his E rated formation or the German could interrupt with either of his, and in turn those formations could be trumped, until neither player can or wishes to trump. Note that in this scenario the German formations can never be trumped by the Soviet formations. Now, a player does not actually have to activate any unit of an activated formation, and in fact there are additional command cards not shown in this example that in some cases allow reactivating a formation. So in some cases a player may choose not to use a unit just because its formation is activated. Also, a unit that has activated during a turn may not Opportunity Fire (the exception here is a unit that gets a Quick Kill is marked and the player may decide to not immediately take the second action, leaving it available for later in the turn for Opportunity Fire or reactivation if possible). With such poor C3 ratings the Soviet player is generally going to be activating his formations first unless the German player interrupts and trumps them. Since the Soviet player is on the defensive this means that the German player can force the Soviet to either do nothing or "show his hand" and allow the German the ability to react.

So the German player in this situation has several options.

First, he could just drive down the road and hope for the best. However, no amount of C3 or morale will save him from the guns of the T34s at close range so this is not a good choice.

He could hide in the town immediately to his front and snipe at the exposed Soviet units for a few turns hoping to shake them up a bit. However, given the range and other factors this may just waste time, or worse. Here is an example. Say on turn 1 the German player waits for all Soviet formations to activate and then during his activations moves two units from A company into the wooden town hex that has a line of fire to the Soviet A company which is at the upper left of the Soviet defensive line. On the next turn he decides to have A Company interrupt the Soviet formations and attempts to shoot one or two of the Soviet units in A company. The German player chooses one of the two units to shoot and then chooses one of the two Soviet units as his target. (In anti-tank fire all units must attack separately and may only attack a single defending unit. EFTL allows combining fire against non-vehicle units, but WFTL restricted that to units in the same hex and DS actually eliminated the ability to combine fire completely, a move that improves the game considerably).

First he has to spot the target.

Tank Leader, Description and Analysis, Part One

Continued

Spotting Procedure (9.15)	
1. The spotting number is the distance between the spotter and the target, as modified below:	
• If target is in clear terrain divide the spotting number by 3. (If there is a "Fired" marker on the target, it is automatically in clear)	
• If target is in hard cover multiply the spotting number by 2.	
2. Roll a die and modify it according to the Spotting Modifiers.	
• If the modified roll is equal to or greater than the spotting number the target has been spotted.	
• If the modified roll is less than the spotting number the target has not been spotted; the spotter is flipped face-down.	
Spotting Modifiers Summary (9.16)	
-1 if the target is in cover and no vehicles are in the target's hex	
+1 for each vehicle in the target's hex if the target is in the clear	
+1 if the target has a "Fired" marker	
-1 if the spotter is Green	
-1 if the target is Veteran	
+1 if the target was spotted previously by a unit with a C ³ of A, B, or C	

Favorable to the Firer (cumulative)
+1 if target is on a road
+1 for each additional vehicle in the target's hex
+1 if target belongs to a shaken formation
+1 if target is Green
+1 if firer is Veteran
+3 infantry performing Close Assault
Favorable to the Target (cumulative)
-1 if firer is Green
-1 if target is a Veteran
-1 if target is suppressed
-2 if target moved this turn
-2 if target is in hard cover
-2 anti-infantry fire against a <i>Soft Target</i>
-2 target attacked by <i>Fire Zone</i>
Separation modifier — see Separation Effects Summary
Range Modifiers (only one)
+1 if target is within 5 hexes of firer
+2 if target is within 2 hexes of firer
+3 if target is adjacent to firer
+6 if target is in same hex

Target is a Vehicle	Dice-Roll	Target is a Non-vehicle
Miss	5 or less	Miss
	6	
	7	
Hit	8	Hit
	9	
	10	
Hit +1	11	Hit +1
	12	
	13	
Hit +2	14	Hit +2
	15	
	16	
Kill	17	Hit +3
	18	Hit +4
	19+	Kill

An unmodified roll of 3 is always a Miss.
An unmodified roll of 18 is always a Quick Kill.

Results (9.3)

Miss: The target is unaffected

Hit: The target must make a morale check

Hit++: The target must make a morale check and add # to the dice-roll

Kill: The target is eliminated; remove it from the map

•A Kill is a Quick Kill (see 9.35) if the firer was:

- Green and the un-modified dice-roll was 15+
- Seasoned and the un-modified dice-roll was 12+
- Veteran and the un-modified dice-roll was 10+

Spotting a target in the clear is fairly easy. The distance between the spotter and the target (in this case '5') is divided by three for a base spotting number of 2 (rounded up). Both formations are seasoned so there is no modifier there. There are two vehicles in the target hex so the German gets a +2 for that. Since he would need to roll a modified '2' or better a +2 modifier more than assures that the T-34s stand out like neon signs and he can continue with the attack.

To finish the attack the total attack differential is calculated. The Soviet defense strength of '7' is subtracted from the German attack strength of '6' to get a base modifier of '-1'. To this is added +1 for the extra vehicle in the target's hex and another +1 for a range of 3-5, for a net modifier of +1 (these are determined on the vehicle target chart— there is a separate chart for non-vehicles).

Three six sided die are rolled and 1 added to the result, which is then found on the Combat Results Table for attacks against vehicles.

As you can see from the Combat Results table, with just a +1DRM it's hard to kill a vehicle target (and very hard to kill a non-vehicle target). However, a "hit" result is expected. Say the German player gets lucky and rolls a "14". Adding 1 to that gives a modified 15, so the result is a "Hit+2". The Soviet



Tank Leader, Description and Analysis, Part One

Continued

player consults the formation card for A Company and notes its morale of 8 (no units have been lost, so the “+1” does not apply). Even then getting a 7 or less on 2 six sided die is expected, so he is likely to pass the morale check. For the purposes of our example the Soviet player rolls a 7 and thus fails, marking that unit as Suppressed. The second German attack fails, however, because the German player rolls a ‘7’ for his attack. Note that both units are marked “Fired”, which has ramifications for what the Soviet player can do.

Finally the German player decided that he needs more firepower and moves a third Mk III from A company into the town hex.

Eventually the Soviet player would activate A Company (a formation always may activate as long as it is not shaken regardless of whether or not it was interrupted. One unit is suppressed but the other is fine, so he decides to try some shooting of his own. First, he also has to spot his target.

The two German units in the town hex that shot at the Soviets would be Marked “Fired”. This means that even though they are in what is normally considered a cover hex they are considered in the clear for spotting purposes. The spotting modifier is a +1 because of the Fired marker, so the Soviet player has no trouble spotting one of those units.

(Say the Soviet player wanted to shoot the unit that just moved into the hex instead. It is not

marked with a Fired marker and so will be very difficult to spot. First, the base spotting number is ‘5’, the distance to the wooden building hex (target is not in the clear but also not in hard cover such as a stone building hex). No modifiers would apply so the Soviet player would need to roll an unmodified 5 or 6 to spot the German unit that did not fire. This is not a trivial consideration because a unit that attempts to spot and fails is still considered to have been activated AND to have fired and would be marked with a Fired marker even though it failed to spot (the gunners shot at something but couldn’t hit their targets). And then even if they did spot successfully there is the negative modifier for shooting at a moving target.)

To finish the attack the German defense strength of ‘5’ would be subtracted from the Soviet attack strength of ‘6’ to get a base modifier of ‘+1’. To this is added +2 for the two extra vehicles in the target’s hex, +1 because the target is on a road and another +1 for a range of 3-5, for a net modifier of +5. Clearly the Soviet player is going to get the better of this type of exchange.

Okay, so standing off and shooting is not going to work. The German player thus must try something else. His third option for this scenario appears to be flanking the Soviet position, and here he has some different things he could try. He could send one company around each flank, use one company to try to fix the Soviets while the other flanks the Soviet position. or he could send

both companies around the same flank. This is where the formation C3 ratings and tactical doctrine really begin to make a difference in game play.

Having thought through his options the German player decided motion is the answer to his problem. He decides to interrupt with both companies before the Soviet player can take any action and to send the Seasoned A Company off towards his left flank and push the Green C Company into the stone town hex where it can threaten movement off to that flank or maybe even down the center.

For his part the Soviet player now has a problem. With the German A Company moving to flank around those woods he has to do something to put forces in the way and so sends both B and C Companies that direction. Both roll a ‘3’ for their movement restriction and don’t really get very far. The A Company falls back a little to the town to both keep an eye on the German A Company and try to keep the battalion within Doctrine restrictions.

(Referring to the map on the next page)

On turn Two the German gets cagy. He declines to interrupt any Soviet formation. The Soviet player continues to move the B and C Companies to the lower right to oppose the German A Company. A Company stays in place (and takes no action).

Tank Leader, Description and Analysis, Part One

Continued



(Note: normally units that have taken an action would be flipped to show their status – here I am not doing that for clarity in the photos.)

The German player then activates both companies. First he sends C Company down the road and tries to swing around the town. Unfortunately he loses one unit to Soviet Opportunity Fire and another is suppressed. But then C Company also turns and charges in the same direction. Suddenly the German has managed to concentrate both companies on the Soviet left:

flank opposed by a single Soviet company (the woods block the line of fire of the other two Soviet companies to most German units. The next photo shows the situation at the end of the Operations phase of turn 2:

During the Morale phase of turn 2 the following happens, in the following order:

1. The German player makes a morale check for the suppressed unit of C Company. The formation has a morale of '9' but the formation has also lost one unit so there is a +2 DRM. Still, a

would rally the unit and the German player rolls well and succeeds. The Soviet player has no suppressed units.

2. The German C Company lost at least one unit this turn and thus must make a Formation morale check. Again the +2 DRM applies, but the formation is still likely to succeed needing a 7 or less and does. Had it failed, then both remaining platoons would be unable to perform any actions on turn 3. The Soviet player did not lose any units this turn and thus does not need to make any checks.

Tank Leader, Description and Analysis, Part One

Continued



3. Both players check for Tactical Doctrine restrictions.

The German player specifies that the hex occupied by the formally suppressed unit of C Company is the current center for that company and thus both units are fine. Similarly all four units of A Company are fine when he specifies that the bridge hex occupied by two units is the center hex for that company.

4. The Soviet Player, however, has a problem. All units of each company are stacked, so company doctrine is observed. However, there is no way for him to designate a hex such that all units of that battalion are in

compliance. His best bet is to designate the hex mid way between A and C companies. Both companies would then be within two hexes of their battalion's central hex, but B Company would be separated.

With B Company separated the soviet player may not even be able to move it at all next turn (as an F rated formation it must roll a six sided die and subtract '4' to determine how many hexes it could move). The other option is to have it provide covering fire, but as a Green formation it will have a -4 DRM to any attacks and such fire is unlikely to produce anything productive.

Finally, on turn 3 the German player can choose to activate his formations first and he'll have several ways to pound the Soviet A Company. Some units could fire to suppress it while others literally move into its hex, gaining considerable fire die roll modifiers on their next turn for same hex combat. (Both players may stack units in a hex and observe stacking restrictions separately). Or, depending upon what the German player's victory conditions are he might just have A Company suppress the Soviet A Company while C Company moves through the ford and attempts to exit the map off to

Tank Leader, Description and Analysis, Part One

Continued

Hopefully this short example of play shows how the game works and how it models tactical level combat between German and Soviet formations during WWII.

In my next article I'll discuss some of the clarifications I've had to make to resolve problems with the rules not addressed by known official errata, such as just what are Soviet and German Roads, rationalizing the rules on entry of reinforcements, and some notes to address balance issues in some of the scenarios. I'll also go into more detailed analysis on game play when adding in non-vehicle units.

Prokhorovka Cards:

Right off with the first scenario the game designer/developer asks you to mentally alter the C3 rating on the German formation cards -- highly annoying. Here is a set of four physically altered cards you can print out on card stock to use for this scenario.

EFTL Rule Upgrades From WFTL and DS

Rule Modifications:

Unless otherwise stated each change is from Western Front Tank Leader (WFTL).

4.3, #5 Remove Fired Markers from the map

6.64 (**Desert Steel**) When a German command formation is activated any two of that command formation's non-shaken combat formations with a C3 rating of "D" or better may be activated, and all active units of

those formations may perform operations.

8.53 Units which enter a hex occupied by enemy units must stop and may move no farther. (Exception: 14.2, overruns)

8.54 The order of units in a stack does not affect play.

8.55 All units in a hex that contains friendly or enemy units may be examined freely.

9.15 (**Desert Steel**) If the target unit is at a higher elevation than the spotter the target unit is considered to be in Hard Cover for spotting purposes.

9.16 Modifications to the spotting die roll:

-1 if spotter is vehicle and target is Infantry.

-1 if target is entrenched (**Desert Steel**)

-2 if either spotter or target is in a hex with smoke

9.17 (**Desert Steel**) If the target unit is at a higher elevation than the spotter the target unit is considered to be in Soft Cover for Fire Dice Roll Modifier purposes (unless the hex contains Hard Cover). **Important Note:** vehicle targets in Soft Cover receive a -1 Fire Dice Roll Modifier.

9.18 Placing "fired" markers: if the **only** enemy with LOS to the firing unit is killed, no "fired" marker is placed.

9.21 Any unit in a stack may be fired at.

9.23 Units on roads in cover get the cover bonus.

9.5 (**Desert Steel**) Moving Fire (NEW RULE, see next section)

10.11 (**Desert Steel**) A unit that is the target of an attack by an enemy unit in the same hex and must make a morale check as a result of that attack then +2 is added to that morale check dice roll.

12.21 Forward Observers are not subject to Tactical Doctrine (section 11). Forward Observer loss does not affect morale. Units may move through enemy Forward Observers.

13.12 (**Desert Steel**) Delete this rule entirely -- units may not combine fire under any circumstances

13.21 Indirect fire may be used vs. enemy in same hex as firing unit.

13.27 All fire zone markers are removed each morale phase. A hex may contain multiple fire zones. Fire Zone strengths are not combined. Each one attacks each unit entering the hex.

13.28 Anti-vehicle strengths can not be combined.

13.29 (**Desert Steel**) When a unit capable of indirect fire spots its own target then its fire strength is modified by +3.

13.4 Only one entrenchment marker per *non-vehicle* unit in the hex.

13.43 Modify the spotting dice roll by -1

14.1 Close assault targets can ***only*** be vehicles. No close assault is allowed if the enemy vehicle is stacked with infantry.

14.11 Forward Observers and Artillery units cannot conduct close assault attacks.

14.2 Only ***non-vehicle*** or

Tank Leader, Description and Analysis, Part One

Continued

truck units in a clear terrain or brush hex may be overrun.

14.2, #1 Infantry with ranged anti-vehicle strength may fire **before** their hex is entered. They may fire again when the overrunning unit enters the hex *if* they make their morale check.

14.21 Trucks are fired at with non-vehicle strength. Infantry in cover cannot be overrun, even if on a road. Overrun movement cost of 1/2 movement is *instead* of normal hex movement cost, not in addition to it.

Fire Dice Roll Modifiers: Range dice roll modifiers are not used for indirect fire (all other modifiers do apply)

New Rule: Moving Fire (From Desert Steel)

(9.5): Vehicle units may fire and move as a single operation. In order to do so the unit must first perform a limited movement operation and then a limited fire operation. This order of movement and fire can NOT be changed.

(9.51): General Restrictions

9.51.a. Only vehicle units may perform moving fire operations; non-vehicle units may never perform moving fire.

9.51.b. A unit that performs moving fire can not make a quick kill, nor can a unit that scored a quick kill perform a moving fire operation as its second operation for the turn.

(9.52): Perform a Limited Movement Operation

The vehicle performing the moving fire operation may move up to half of its movement

allowance (retain fractions). The unit may be interrupted by enemy opportunity fire.

(9.53): Perform a Limited Fire Operation

After giving enemy units a change to opportunity fire, the vehicle may perform a limited fire operation. The unit must obey all normal restrictions and rules for performing a fire operation as well as a number of additional restrictions:

9.53.a Modify the spotting die roll by -1.

9.53.b. Modify the fire dice roll by -2.

9.53.c. If firing at a vehicle target (including "soft" vehicle targets) the unit can not perform a quick kill.

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Consolidated List of Modified or Additional Dice Roll Modifiers Spotting:

1. If the target unit is at a higher elevation than the spotter the target unit is considered to be in Hard Cover for spotting purposes.

2. -1 if spotter is vehicle and target is Infantry.

3. -1 if target is entrenched **(Desert Steel)**

4. -2 if either spotter or target is in a hex with smoke

Fire:

1. When a unit capable of indirect fire spots its own target then its fire strength is modified by +3.

2. Fire strengths can not be combined

3. -1 if the target is a vehicle in Soft Cover

4. -2 if the unit is using Moving Fire

Morale Check

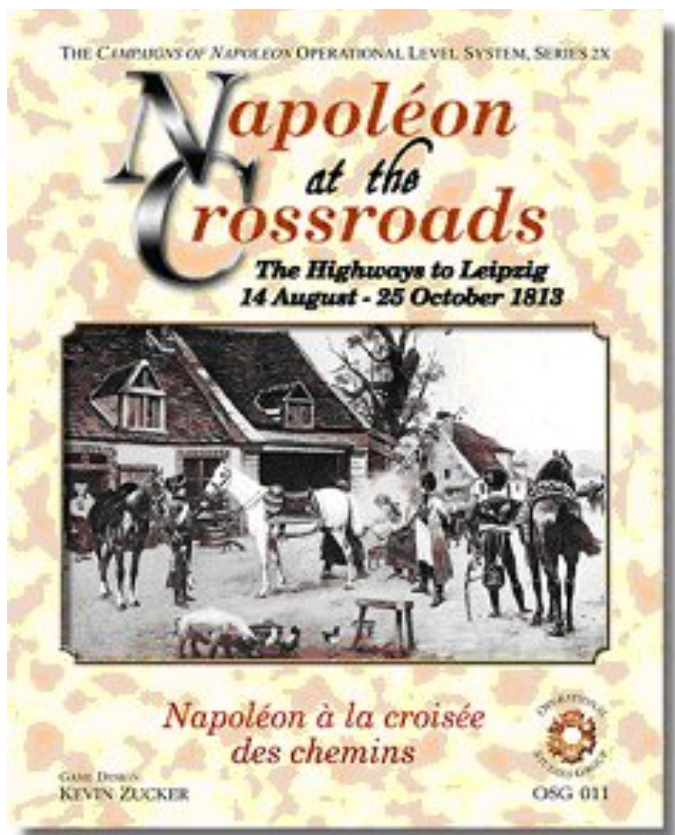
A unit that is the target of an attack by an enemy unit in the

same hex and must make a morale check as a result of that attack then +2 is added to that morale check dice roll.

Nisei Medal of Honor Citations

(Continued from Page 21)

soldiers. While advancing forward, Technical Sergeant Tanouye was subjected to grenade bursts, which severely wounded his left arm. Sighting an enemy-held trench, he raked the position with fire from his submachine gun and wounded several of the enemy. Running out of ammunition, he crawled 20 yards to obtain several clips from a comrade on his left flank. Next, sighting an enemy machine pistol that had pinned down his men, Technical Sergeant Tanouye crawled forward a few yards and threw a hand grenade into the position, silencing the pistol. He then located another enemy machine gun firing down the slope of the hill, opened fire on it, and silenced that position. Drawing fire from a machine pistol nest located above him, he opened fire on it and wounded three of its occupants. Finally taking his objective, Technical Sergeant Tanouye organized a defensive position on the reverse slope of the hill before accepting first aid treatment and evacuation. Technical Sergeant Tanouye's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.



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Old Soldiers Magazine

OLD SOLDIERS is a quarterly magazine published by Tom Cundiff. It is a collection of variant, strategy, tactics and other articles covering out of print wargames as well as games published by the smaller wargame publishers and general military history related articles.

Presently contributing authors do so freely, without remuneration, in the hopes that the magazine grows, for the betterment of the hobby, and for the promise that should Old Soldiers succeed in the future they will be compensated. Rejected articles will be returned to their authors. Submitted articles may not have previously been published. Previously published articles may be printed IF permission is granted in writing from the prior publisher and that notice is transmitted or mailed to Old Soldiers.

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Nisei Medal of Honor Citations

Ed: Tom Cundiff

In the last issue of Old Soldiers I introduced rules for the Nisei in Up Front, as well as producing a new set of cards for them. At that time I intended to run a tribute to the men of that unit who were awarded the Congressional Medal of Honor. I was getting close on a time crunch due to the crash and rebuild of my computer at that time so the compilation of the Medal of Honor Citations didn't make it into that issue. Those men not only honorably served their country and won our highest medal for bravery, but they also conquered prejudice and shine today as examples of not only the Spirit of America but of mankind. With our 4th of July just days away it think it fitting to remember and honor these men. These are their stories:

Private **Barney F. Hajiro** distinguished himself by extraordinary heroism in action on 19, 22, and 29 October 1944, in the vicinity of Bruyeres and Biffontaine, eastern France. Private Hajiro, while acting as a sentry on top of an embankment on 19 October 1944, in the vicinity of Bruyeres, France, rendered assistance to allied troops attacking a house 200 yards away by exposing himself to enemy fire and directing fire at an enemy strong point. He assisted the unit on his right by firing his automatic rifle and killing or wounding two enemy snipers. On 22 October 1944, he and one comrade took up an outpost security position about 50 yards to the right front of their

platoon, concealed themselves, and ambushed an 18-man, heavily armed, enemy patrol, killing two, wounding one, and taking the remainder as prisoners. On 29 October 1944, in a wooded area in the vicinity of Biffontaine, France, Private Hajiro initiated an attack up the slope of a hill referred to as "Suicide Hill" by running forward approximately 100 yards under fire. He then advanced ahead of his comrades about 10 yards, drawing fire and spotting camouflaged machine gun nests. He fearlessly met fire with fire and single-handedly destroyed two machine gun nests and killed two enemy snipers. As a result of Private Hajiro's heroic actions, the attack was successful. Private Hajiro's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **Mikio Hasemoto** distinguished himself by extraordinary heroism in action on 29 November 1943, in the vicinity of Cerasuolo, Italy. A force of approximately 40 enemy soldiers, armed with machine guns, machine pistols, rifles, and grenades, attacked the left flank of his platoon. Two enemy soldiers with machine guns advanced forward, firing their weapons. Private Hasemoto, an automatic rifleman, challenged these two machine gunners. After firing four magazines at the approaching enemy, his weapon was shot and damaged. Unhesitatingly, he ran 10 yards to the rear, secured

another automatic rifle and continued to fire until his weapon jammed. At this point, Private Hasemoto and his squad leader had killed approximately 20 enemy soldiers. Again, Private Hasemoto ran through a barrage of enemy machine gun fire to pick up an M-1 rifle. Continuing their fire, Private Hasemoto and his squad leader killed 10 more enemy soldiers. With only 3 enemy soldiers left, he and his squad leader charged courageously forward, killing one, wounding one, and capturing another. The following day, Private Hasemoto continued to repel enemy attacks until he was killed by enemy fire. Private Hasemoto's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **Joe Hayashi** distinguished himself by extraordinary heroism in action on 20 and 22 April 1945, near Tendola, Italy. On 20 April 1945, ordered to attack a strongly defended hill that commanded all approaches to the village of Tendola, Private Hayashi skillfully led his men to a point within 75 yards of enemy positions before they were detected and fired upon. After dragging his wounded comrades to safety, he returned alone and exposed himself to small arms fire in order to direct and adjust mortar fire against hostile emplacements. Boldly attacking the hill with the remaining men

Nisei Medal of Honor Citations

Continued

of his squad, he attained his objective and discovered that the mortars had neutralized three machine guns, killed 27 men, and wounded many others. On 22 April 1945, attacking the village of Tendola, Private Hayashi maneuvered his squad up a steep, terraced hill to within 100 yards of the enemy. Crawling under intense fire to a hostile machine gun position, he threw a grenade, killing one enemy soldier and forcing the other members of the gun crew to surrender. Seeing four enemy machine guns delivering deadly fire upon other elements of his platoon, he threw another grenade, destroying a machine gun nest. He then crawled to the right flank of another machine gun position where he killed four enemy soldiers and forced the others to flee. Attempting to pursue the enemy, he was mortally wounded by a burst of machine pistol fire. The dauntless courage and exemplary leadership of Private Hayashi enabled his company to attain its objective. Private Hayashi's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **Shizuya Hayashi** distinguished himself by extraordinary heroism in action on 29 November 1943, near Cerasuolo, Italy. During a flank assault on high ground held by the enemy, Private Hayashi rose alone in the face of grenade, rifle, and machine gun fire. Firing his

automatic rifle from the hip, he charged and overtook an enemy machine gun position, killing seven men in the nest and two more as they fled. After his platoon advanced 200 yards from this point, an enemy antiaircraft gun opened fire on the men. Private Hayashi returned fire at the hostile position, killing nine of the enemy, taking four prisoners, and forcing the remainder of the force to withdraw from the hill. Private Hayashi's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Second Lieutenant **Daniel K. Inouye** distinguished himself by extraordinary heroism in action on 21 April 1945, in the vicinity of San Terenzo, Italy. While attacking a defended ridge guarding an important road junction, Second Lieutenant Inouye skillfully directed his platoon through a hail of automatic weapon and small arms fire, in a swift enveloping movement that resulted in the capture of an artillery and mortar post and brought his men to within 40 yards of the hostile force. Emplaced in bunkers and rock formations, the enemy halted the advance with crossfire from three machine guns. With complete disregard for his personal safety, Second Lieutenant Inouye crawled up the treacherous slope to within five yards of the nearest machine gun and hurled two grenades, destroying the emplacement. Before the enemy could retaliate, he stood up and

neutralized a second machine gun nest. Although wounded by a sniper's bullet, he continued to engage other hostile positions at close range until an exploding grenade shattered his right arm. Despite the intense pain, he refused evacuation and continued to direct his platoon until enemy resistance was broken and his men were again deployed in defensive positions. In the attack, 25 enemy soldiers were killed and eight others captured. By his gallant, aggressive tactics and by his indomitable leadership, Second Lieutenant Inouye enabled his platoon to advance through formidable resistance, and was instrumental in the capture of the ridge. Second Lieutenant Inouye's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Technical Sergeant **Yeiki Kobashigawa** distinguished himself by extraordinary heroism in action on 2 June 1944, in the vicinity of Lanuvio, Italy. During an attack, Technical Sergeant Kobashigawa's platoon encountered strong enemy resistance from a series of machine guns providing supporting fire. Observing a machine gun nest 50 yards from his position, Technical Sergeant Kobashigawa crawled forward with one of his men, threw a grenade and then charged the enemy with his submachine gun while a fellow soldier provided

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covering fire. He killed one enemy soldier and captured two prisoners. Meanwhile, Technical Sergeant Kobashigawa and his comrade were fired upon by another machine gun 50 yards ahead. Directing a squad to advance to his first position, Technical Sergeant Kobashigawa again moved forward with a fellow soldier to subdue the second machine gun nest. After throwing grenades into the position, Technical Sergeant Kobashigawa provided close supporting fire while a fellow soldier charged, capturing four prisoners. On the alert for other machine gun nests, Technical Sergeant Kobashigawa discovered four more, and skillfully led a squad in neutralizing two of them. Technical Sergeant Kobashigawa's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Staff Sergeant **Robert T.**

Kuroda distinguished himself by extraordinary heroism in action on 20 October 1944, near Bruyeres, France. Leading his men in an advance to destroy snipers and machine gun nests, Staff Sergeant Kuroda encountered heavy fire from enemy soldiers occupying a heavily wooded slope. Unable to pinpoint the hostile machine gun, he boldly made his way through heavy fire to the crest of the ridge. Once he located the machine gun, Staff Sergeant Kuroda advanced to a point

within ten yards of the nest and killed three enemy gunners with grenades. He then fired clip after clip of rifle ammunition, killing or wounding at least three of the enemy. As he expended the last of his ammunition, he observed that an American officer had been struck by a burst of fire from a hostile machine gun located on an adjacent hill. Rushing to the officer's assistance, he found that the officer had been killed. Picking up the officer's submachine gun, Staff Sergeant Kuroda advanced through continuous fire toward a second machine gun emplacement and destroyed the position. As he turned to fire upon additional enemy soldiers, he was killed by a sniper. Staff Sergeant Kuroda's courageous actions and indomitable fighting spirit ensured the destruction of enemy resistance in the sector. Staff Sergeant Kuroda's extraordinary heroism and devotion to duty are in keeping with the highest tradition of military service and reflect great credit on him, his unit, and the United States Army.

Private First Class **Kaoru Moto**

distinguished himself by extraordinary heroism in action on 7 July 1944, near Castellina, Italy. While serving as first scout, Private First Class Moto observed a machine gun nest that was hindering his platoon's progress. On his own initiative, he made his way to a point ten paces from the hostile position, and killed the enemy machine gunner. Immediately, the enemy assistant gunner opened fire in the direction of Private First Class Moto. Crawling to the rear of the

position, Private First Class Moto surprised the enemy soldier, who quickly surrendered. Taking his prisoner with him, Private First Class Moto took a position a few yards from a house to prevent the enemy from using the building as an observation post. While guarding the house and his prisoner, he observed an enemy machine gun team moving into position. He engaged them, and with deadly fire forced the enemy to withdraw. An enemy sniper located in another house fired at Private First Class Moto, severely wounding him. Applying first aid to his wound, he changed position to elude the sniper fire and to advance. Finally relieved of his position, he made his way to the rear for treatment. Crossing a road, he spotted an enemy machine gun nest. Opening fire, he wounded two of the three soldiers occupying the position. Not satisfied with this accomplishment, he then crawled forward to a better position and ordered the enemy soldier to surrender. Receiving no answer, Private First Class Moto fired at the position, and the soldiers surrendered. Private First Class Moto's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit upon him, his unit, and the United States Army.

Private First Class **Sadao S.**

Munemori fought with great gallantry and intrepidity near Seravezza, Italy. When his unit was pinned down by grazing fire from the enemy's strong

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mountain defense and command of the squad devolved on him with the wounding of its regular leader, he made frontal, 1-man attacks through direct fire and knocked out 2 machine guns with grenades. Withdrawing under murderous fire and showers of grenades from other enemy emplacements, he had nearly reached a shell crater occupied by 2 of his men when an unexploded grenade bounced on his helmet and rolled toward his helpless comrades. He arose into the withering fire, dived for the missile and smothered its blast with his body. By his swift, supremely heroic action Pfc. Munemori saved 2 of his men at the cost of his own life and did much to clear the path for his company's victorious advance.

Private First Class **Kiyoshi K. Muranaga** distinguished himself by extraordinary heroism in action on 26 June 1944, near Suvereto, Italy. Private First Class Muranaga's company encountered a strong enemy force in commanding positions and with superior firepower. An enemy 88mm self-propelled gun opened direct fire on the company, causing the men to disperse and seek cover. Private First Class Muranaga's mortar squad was ordered to action, but the terrain made it impossible to set up their weapons. The squad leader, realizing the vulnerability of the mortar position, moved his men away from the gun to positions of relative safety. Because of the heavy casualties being inflicted on his company, Private First Class Muranaga,

who served as a gunner, attempted to neutralize the 88mm weapon alone. Voluntarily remaining at his gun position, Private First Class Muranaga manned the mortar himself and opened fire on the enemy gun at a range of approximately 400 yards. With his third round, he was able to correct his fire so that the shell landed directly in front of the enemy gun. Meanwhile, the enemy crew, immediately aware of the source of the mortar fire, turned their 88mm weapon directly on Private First Class Muranaga's position. Before Private First Class Muranaga could fire a fourth round, an 88mm shell scored a direct hit on his position, killing him instantly. Because of the accuracy of Private First Class Muranaga's previous fire, the enemy soldiers decided not to risk further exposure and immediately abandoned their position. Private First Class Muranaga's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **Masato Nakae** distinguished himself by extraordinary heroism in action on 19 August 1944, near Pisa, Italy. When his submachine gun was damaged by a shell fragment during a fierce attack by a superior enemy force, Private Nakae quickly picked up his wounded comrade's M-1 rifle and fired rifle grenades at the steadily advancing enemy. As the hostile force continued to close in on his position, Private Nakae threw six

grenades and forced them to withdraw. During a concentrated enemy mortar barrage that preceded the next assault by the enemy force, a mortar shell fragment seriously wounded Private Nakae. Despite his injury, he refused to surrender his position and continued firing at the advancing enemy. By inflicting heavy casualties on the enemy force, he finally succeeded in breaking up the attack and caused the enemy to withdraw. Private Nakae's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **Shinyei Nakamine** distinguished himself by extraordinary heroism in action on 2 June 1944, near La Torreto, Italy. During an attack, Private Nakamine's platoon became pinned down by intense machine gun crossfire from a small knoll 200 yards to the front. On his own initiative, Private Nakamine crawled toward one of the hostile weapons. Reaching a point 25 yards from the enemy, he charged the machine gun nest, firing his submachine gun, and killed three enemy soldiers and captured two. Later that afternoon, Private Nakamine discovered an enemy soldier on the right flank of his platoon's position. Crawling 25 yards from his position, Private Nakamine opened fire and killed the soldier. Then, seeing a machine gun nest to his front approximately 75 yards away, he returned to his

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platoon and led an automatic rifle team toward the enemy. Under covering fire from his team, Private Nakamine crawled to a point 25 yards from the nest and threw hand grenades at the enemy soldiers, wounding one and capturing four. Spotting another machine gun nest 100 yards to his right flank, he led the automatic rifle team toward the hostile position but was killed by a burst of machine gun fire. Private Nakamine's extraordinary heroism and devotion to duty are in keeping with the highest tradition of military service and reflect great credit on him, his unit, and the United States Army.

Private First Class **William K. Nakamura** distinguished himself by extraordinary heroism in action on 4 July 1944, near Castellina, Italy. During a fierce firefight, Private First Class Nakamura's platoon became pinned down by enemy machine gun fire from a concealed position. On his own initiative, Private First Class Nakamura crawled 20 yards toward the hostile nest with fire from the enemy machine gun barely missing him. Reaching a point 15 yards from the position, he quickly raised himself to a kneeling position and threw four hand grenades, killing or wounding at least three of the enemy soldiers. The enemy weapon silenced, Private First Class Nakamura crawled back to his platoon, which was able to continue its advance as a result of his courageous action. Later, his company was ordered to

withdraw from the crest of a hill so that a mortar barrage could be placed on the ridge. On his own initiative, Private First Class Nakamura remained in position to cover his comrades' withdrawal. While moving toward the safety of a wooded draw, his platoon became pinned down by deadly machine gun fire. Crawling to a point from which he could fire on the enemy position, Private First Class Nakamura quickly and accurately fired his weapon to pin down the enemy machine gunners. His platoon was then able to withdraw to safety without further casualties. Private First Class Nakamura was killed during this heroic stand. Private First Class Nakamura's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private First Class **Joe M. Nishimoto** distinguished himself by extraordinary heroism in action on 7 November 1944, near La Houssiere, France. After three days of unsuccessful attempts by his company to dislodge the enemy from a strongly defended ridge, Private First Class Nishimoto, as acting squad leader, boldly crawled forward through a heavily mined and booby-trapped area. Spotting a machine gun nest, he hurled a grenade and destroyed the emplacement. Then, circling to the rear of another machine gun position, he fired his submachine gun at point-blank range, killing one gunner and wounding another. Pursuing two enemy riflemen, Private First Class Nishimoto

killed one, while the other hastily retreated. Continuing his determined assault, he drove another machine gun crew from its position. The enemy, with their key strong points taken, were forced to withdraw from this sector. Private First Class Nishimoto's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit upon him, his unit, and the United States Army.

Sergeant **Allan M. Ohata** distinguished himself by extraordinary heroism in action on 29 and 30 November 1943, near Cerasuolo, Italy. Sergeant Ohata, his squad leader, and three men were ordered to protect his platoon's left flank against an attacking enemy force of 40 men, armed with machine guns, machine pistols, and rifles. He posted one of his men, an automatic rifleman, on the extreme left, 15 yards from his own position. Taking his position, Sergeant Ohata delivered effective fire against the advancing enemy. The man to his left called for assistance when his automatic rifle was shot and damaged. With utter disregard for his personal safety, Sergeant Ohata left his position and advanced 15 yards through heavy machine gun fire. Reaching his comrade's position, he immediately fired upon the enemy, killing 10 enemy soldiers and successfully covering his comrade's withdrawal to replace his damaged weapon. Sergeant Ohata and the automatic rifleman held their position and killed 37

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enemy soldiers. Both men then charged the three remaining soldiers and captured them. Later, Sergeant Ohata and the automatic rifleman stopped another attacking force of 14, killing four and wounding three while the others fled. The following day he and the automatic rifleman held their flank with grim determination and staved off all attacks. Staff Sergeant Ohata's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Technician Fifth Grade **James K. Okubo** distinguished himself by extraordinary heroism in action on 28 and 29 October and 4 November 1944, in the Foret Domaniale de Champ, near Biffontaine, eastern France. On 28 October, under strong enemy fire coming from behind mine fields and roadblocks, Technician Fifth Grade Okubo, a medic, crawled 150 yards to within 40 yards of the enemy lines. Two grenades were thrown at him while he left his last covered position to carry back wounded comrades. Under constant barrages of enemy small arms and machine gun fire, he treated 17 men on 28 October and 8 more men on 29 October. On 4 November, Technician Fifth Grade Okubo ran 75 yards under grazing machine gun fire and, while exposed to hostile fire directed at him, evacuated and treated a seriously wounded crewman from a burning tank, who otherwise would have died..

Technician Fifth Grade James K. Okubo's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Technical Sergeant **Yukio Okutsu** distinguished himself by extraordinary heroism in action on 7 April 1945, on Mount Belvedere, Italy. While his platoon was halted by the crossfire of three machine guns, Technical Sergeant Okutsu boldly crawled within 30 yards of the nearest enemy emplacement through heavy fire. He destroyed the position with two accurately placed hand grenades, killing three machine gunners. Crawling and dashing from cover to cover, he threw another grenade, silencing a second machine gun, wounding two enemy soldiers, and forcing two others to surrender. Seeing a third machine gun, which obstructed his platoon's advance, he moved forward through heavy small arms fire and was stunned momentarily by rifle fire, which glanced off his helmet. Recovering, he bravely charged several enemy riflemen with his submachine gun, forcing them to withdraw from their positions. Then, rushing the machine gun nest, he captured the weapon and its entire crew of four. By these single-handed actions he enabled his platoon to resume its assault on a vital objective. The courageous performance of Technical Sergeant Okutsu against formidable odds was an inspiration to all. Technical Sergeant Okutsu's extraordinary heroism and devotion to duty are in keeping with the highest

traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private First Class **Frank H. Ono** distinguished himself by extraordinary heroism in action on 4 July 1944, near Castellina, Italy. In attacking a heavily defended hill, Private First Class Ono's squad was caught in a hail of formidable fire from the well-entrenched enemy. Private First Class Ono opened fire with his automatic rifle and silenced one machine gun 300 hundred yards to the right front. Advancing through incessant fire, he killed a sniper with another burst of fire, and while his squad leader reorganized the rest of the platoon in the rear, he alone defended the critical position. His weapon was then wrenched from his grasp by a burst of enemy machine pistol fire as enemy troops attempted to close in on him. Hurling hand grenades, Private First Class Ono forced the enemy to abandon the attempt, resolutely defending the newly won ground until the rest of the platoon moved forward. Taking a wounded comrade's rifle, Private First Class Ono again joined in the assault. After killing two more enemy soldiers, he boldly ran through withering automatic, small arms, and mortar fire to render first aid to his platoon leader and a seriously wounded rifleman. In danger of being encircled, the platoon was ordered to withdraw. Volunteering to cover the platoon, Private First Class Ono occupied virtually unprotected positions near the crest of the

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hill, engaging an enemy machine gun emplaced on an adjoining ridge and exchanging fire with snipers armed with machine pistols. Completely disregarding his own safety, he made himself the constant target of concentrated enemy fire until the platoon reached the comparative safety of a draw. He then descended the hill in stages, firing his rifle, until he rejoined the platoon. Private First Class Ono's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Staff Sergeant **Kazuo Otani** distinguished himself by extraordinary heroism in action on 15 July 1944, near Pieve Di S. Luce, Italy. Advancing to attack a hill objective, Staff Sergeant Otani's platoon became pinned down in a wheat field by concentrated fire from enemy machine gun and sniper positions. Realizing the danger confronting his platoon, Staff Sergeant Otani left his cover and shot and killed a sniper who was firing with deadly effect upon the platoon. Followed by a steady stream of machine gun bullets, Staff Sergeant Otani then dashed across the open wheat field toward the foot of a cliff, and directed his men to crawl to the cover of the cliff. When the movement of the platoon drew heavy enemy fire, he dashed along the cliff toward the left flank, exposing himself to enemy fire. By attracting the attention of the enemy, he enabled the men

closest to the cliff to reach cover. Organizing these men to guard against possible enemy counterattack, Staff Sergeant Otani again made his way across the open field, shouting instructions to the stranded men while continuing to draw enemy fire. Reaching the rear of the platoon position, he took partial cover in a shallow ditch and directed covering fire for the men who had begun to move forward. At this point, one of his men became seriously wounded. Ordering his men to remain under cover, Staff Sergeant Otani crawled to the wounded soldier who was lying on open ground in full view of the enemy. Dragging the wounded soldier to a shallow ditch, Staff Sergeant Otani proceeded to render first aid treatment, but was mortally wounded by machine gun fire. Staff Sergeant Otani's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Private **George T. Sakato** distinguished himself by extraordinary heroism in action on 29 October 1944, on hill 617 in the vicinity of Biffontaine, France. After his platoon had virtually destroyed two enemy defense lines, during which he personally killed five enemy soldiers and captured four, his unit was pinned down by heavy enemy fire. Disregarding the enemy fire, Private Sakato made a one-man rush that encouraged his platoon to charge and destroy the enemy strongpoint. While his platoon was

reorganizing, he proved to be the inspiration of his squad in halting a counter-attack on the left flank during which his squad leader was killed. Taking charge of the squad, he continued his relentless tactics, using an enemy rifle and P-38 pistol to stop an organized enemy attack. During this entire action, he killed 12 and wounded two, personally captured four and assisted his platoon in taking 34 prisoners. By continuously ignoring enemy fire, and by his gallant courage and fighting spirit, he turned impending defeat into victory and helped his platoon complete its mission. Private Sakato's extraordinary heroism and devotion to duty are in keeping with the highest traditions of military service and reflect great credit on him, his unit, and the United States Army.

Technical Sergeant **Ted T. Tanouye** distinguished himself by extraordinary heroism in action on 7 July 1944, near Molino A Ventoabbto, Italy. Technical Sergeant Tanouye led his platoon in an attack to capture the crest of a strategically important hill that afforded little cover. Observing an enemy machine gun crew placing its gun in position to his left front, Technical Sergeant Tanouye crept forward a few yards and opened fire on the position, killing or wounding three and causing two others to disperse. Immediately, an enemy machine pistol opened fire on him. He returned the fire and killed or wounded three more enemy

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Neptune's Children: Scenarios and Data for AH's *Submarine*

By: Tom Cundiff

While working on a recent article for the game *Up Front*, I came across some interesting information that lent itself to the game *Submarine*. Indeed, it is an odd thing to go from a squad level infantry oriented card game to a hex based nautical submarine game, but the information I ran across related to all Greek military info, and tracking down the odd lead led me to some interesting info on the Greek Navy in WWII. This was the genesis for this article. Much of the history presented here is translated directly from the Greek (Hellenic) Navy Website. I thank them for its use. Specific web addresses are given so that you may seek out more information on these topics if you wish. Conversion of this information into Submarine data and the design of scenarios is of course in part up to the imagination. I did do research into the types of vessels the Greeks were using, and tried to square that with known data in the game. Information regarding the depth of waters within which some of these scenarios take place is courtesy of several fine Rand McNally Atlases.

Greek Destroyers:

The Greeks began the war with 2 modern destroyers and several older WWI types, many of which saw service throughout the war. It is easy enough to identify the older WWI types as being no different in capabilities than the standard US/UK 4 piper designs of that era and we can confidently take specific data for them from the UK "V" Type 2

DD. It is preferable to take the data for these Greek destroyers from the UK Type 2 as the UK built the Greek destroyers. Specifying the Type 2 over the Type 1 I have chosen because of the age of the Greek destroyers, their hard use between the wars, and the lack of money for their maintenance no doubt compromised their optimum performance. The greatest difference between the Type 1 and Type 2 being speed, this is the first thing that degrades due to lack of maintenance.

However, there were two Greek destroyers, D-15 *Queen Olga* and D-14 *King George* that were of a more modern build. What we know of these two destroyers is that they were built by Yarrow and completed in 1938. They were armed with four 5" guns (4.7") and had two quadruple 21" torpedo mounts. Looking through the several pre-War, but late 1930's designed UK destroyers that match those specifications we come up with only two classes that possessed both the dual torpedo tube mounts, were built in the late 30's by Yarrow, and were armed with four 5" guns. These two classes are the *Isis* "I" Class and the Type 1 *Admiralty Leader*. The Admiralty Leader class consisted of a single vessel the *HMS Faulknor*. It doesn't take much to assume that a single run of this type indicates performance deficiencies and or design improvement/modifications that warranted moving onto future designs. This being the case, it would require a stretching of the imagination to judge that the two

Greek ships were of this class. That leaves the *Isis* Class destroyer as the type sold to Greece. Without specific information we can only make this *assumption*, it is by no means certain. The question regarding the production stoppage of the *Admiralty Type* also seems to apply here, as there were only 4 *Isis* types built; not exactly a long production run. Further, Yarrow built only one *Isis*. Yet, these two classes are the only ones that match the multiple parameters. I believe it more likely than not that the *King George* and *Queen Olga* were *Isis* Class DD's. Thus, we can borrow the data for this class, the *Isis*, and apply it to these two Greek DD's.

Hunt Class DE's:

The UK lent Greece a number of Hunt Class DE's (8 total). It's a simple matter to transfer the Hunt Class DE info to represent the following Free Greek DE's: *Miaoulis*, *Pindos*, *Kanaris*, *Hastings*, *Adrias*, *Themistoklis*, *Kriti*, and *Algaion*.

Greek Submarines:

There were several Greek submarines that served in WWII. Their service records are not spectacular, but then again, given the confined space of the Mediterranean which was their area of service, the small size of the Italian merchant fleet (made all the smaller by Allied cover throughout the Med.) there simply were not great opportunities for Greek submarines to wreak widespread mayhem. Indeed, The Free

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French, UK, Soviet (Black Sea), Italian, US, and German submarines operating in the Med never had the opportunity for great success their German and US brethren in the Atlantic and Pacific did.

Greece began the war with six submarines of French construction. Again, we have to make some assumptions regarding these types based upon their displacement, size, number of torpedoes carried, number of torpedo tubes, deck guns, and date of construction and who constructed them. Fortunately the size of these vessels and their date of construction leads pretty convincingly to the identification of these submarines as the French *Sirene* Class and *Ariane* Class (which is itself a sub-class of the *Sirene*). What is a little more difficult is the quantification of this sub class in terms of the Submarine Data Charts. The game *Submarine* provides only a few French sub types, and these are the larger "fleet" types. Neither the *Sirene* or *Ariane* class is of this type. Both of these subs have a limited number of torpedo tubes (4 bow, and 1 stern), small stowage for reloads, and are half the size of the French "fleet" types. These sub classes have surface displacements of only 550 tons and submerged of only 750. The smallest French "Fleet" type is 1100 tons surface displacement, significantly larger. But, it struck me that the specifications for these two classes were remarkably similar to the US Old "S" class. Given their build

dates they are in advance of the old "S" classes by at least 10 years in many cases, but the later builds of the old "S" class were completed in the late 20's just as the *Ariane* and *Sirene* classes were. The slight differences between the *Ariane* and the *Sirene* seem to indicate that the Y-1 and Y-2 were of the *Ariane* Class, while the Y3-Y6 were of the *Sirene* class. The main difference seems to be only a slight increase in displacement between the classes. Other than that they are the same.

In 1942 the British captured an Italian submarine. It was rehabilitated and given to the Greeks. They named it the Y-7 *Matrozos*. Identifying this specific submarine presents another problem. The specific class is not mentioned on the Hellenic Navy lists. Indeed, Jane's doesn't mention it at all, except to say that it was later discarded. However, the Greek Navy website indicates that the sub was not decommissioned until after the war was over and that this sub performed right up to the end completing 4 war patrols. No mention of successes is made anywhere that I could find. What I was able to determine from the Greek Navy site was that this sub was built by the Italian company Santieri Riuniti Adriatico in Monfalcone Italy (1936). Matching the builder and date along with the size of the sub (approx 600 tons surfaced displacement) it makes sense that this sub was of the *Perla* class. This class is mis-identified in Submarine as the *Adua* class.

The other Greek subs are easily identified. They are clearly ID's as British "V" and "U" type lent for wartime use. There were four of the "V" Class and two of the "U" Class provided to Greece by the United Kingdom.

New Charts for the Greek Subs and Destroyers are provided.

Some Specific Ship's Histories From The Greek Navy Website:

The Submarines:

Katsonis Y-1 (1928-1943)

Built by the Gironde Bordeaux shipyards between 1925-27. Accepted on June the 8th 1928 by Cdr Arvanitis HN. Carried on 4 war patrols during the 1940-41 war (Co. Cdr Ath. Spanidis HN). On December the 31st 1940 she gunned down and sunk the Italian freighter *Quindo* near the Yugoslav Coast. She fled to the Middle East following the German occupation of Greece. On July the 2nd 1942 she was damaged while undocking from dry dock and sunk in the harbor of Port Said. After a long overhaul she went on four patrols (Co. Cdr Vas. Laskos HN and Executive Officer Lt El Tsoukalas HN). On these patrols she sunk an Italian mine layer on April 2nd near Gythio (Peloponnese), on April 5th 1943 the merchant ship *San Isidro* off Kythnos island and on May 29th 1943, the freighter *Rigel* near the island of Skiathos. On September

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the Middle East nine more war patrols. She returned to Greece after the liberation and was decommissioned in 1945.

Papanikolis conning tower was initially preserved at the submarine Naval Base but was later placed and exhibited to this date in front of the Hellenic Maritime Museum.

14th 1943, after a heroic battle against a German submarine chaser, off Skiathos island, *Katsonis* sunk taking down with her 32 men including her Co. Fifteen men were captured while Executive Officer Lt Tsoukalas HN and Petty Officers Tsingos and Antoniou managed to reach Skiathos after a 9-hour swim.

From Skiathos after an adventurous journey they returned to Egypt, and joined again the submarine flotilla.

http://www.hellenicnavy.gr/Katsonis_Y1_en.asp

Papanikolis Y-2 (1927-1945)

One of two of the same class submarines, the other being *Katsonis*, ordered and built between the years 1925-27 at the Gironde & Loire shipyards, France and accepted on December 21st 1927 by Commander P. Vadoros HN. Since the outbreak of the Greek-Italian war and up to the occupation of Greece she accomplished 4 war patrols (Co. Lt Cdr M. Iatridis HN) during which on December 23rd 1940 she sunk a motor sailer and the following day the troopship *Firenze* (3.952 tons). With the German occupation of Greece

she fled to Alexandria and on November 30th 1942 (Co. Lt Roussen HN) she sunk off the harbor of Alimnia islet, Dodecanese, an 8.000 ton German freighter. She also sunk a number of German and Italian sailing ships, in fact 'took prisoner' one of them (220 tons). Overall she accomplished from the Middle East nine more war patrols. She returned to Greece after the liberation and was decommissioned in 1945.

Papanikolis conning tower was initially preserved at the submarine Naval Base but was later placed and exhibited to this date in front of the Hellenic Maritime Museum.

http://www.hellenicnavy.gr/Papanikolis_Y2_en.asp

Protefs Y-3 (1929-1940)

One of four submarines of the same class the others being *Glafkos*, *Nirefs* and *Triton*. Built in France by At. & Ch. de la Loire in Nantes between 1927-29 by order of the Greek Government, was accepted on August 31st 1929 by Cdr A. Xiros HN. On December 29th 1940, while on her third patrol mission (Co. Lt Cdr M. Hadji Constantis HN), she attacked a protected Italian convoy 40 nautical miles east of Brindisi and sunk the troopship *Sardegna* (11.452 tons). Due to her loss of depth she was detected and rammed by the Italian torpedo boat *Antares* and sunk with all hands on board.

http://www.hellenicnavy.gr/Protefs_Y3_en.asp

Nirefs Y-4 (1930-1947)

One of four submarines built in France by At. & Ch. de la Loire in Nantes by order of the Greek Government between the years 1927-30. Of the same class *Glafkos*, *Protefs* and *Triton*. Accepted on March 1st 1930 by Lt Cdr S. Tsirimokos HN. She participated in four war patrols during the 1940-41 war (Co. Lt Cdr V. Rotas HN) and 12 more from the Middle East. On September 24th 1942 (Co. Lt Cdr A. Rallis H.N), she sunk the troopship *Fiume* (1.500 tons) in the Rhodes island area. On September 25th 1942 sunk a large fully loaded Italian sailing ship as well as on different dates smaller Italian sail vessels. She was also used for the transport of Commando units and other personnel leaving the German occupied Greece. On May 3rd 1947 she was decommissioned and auctioned in 1952.

http://www.hellenicnavy.gr/Nirefs_Y4_en.asp

Triton Y-5 (1930-1942)

One of four submarines built by AT. & Ch. de la Loire Nantes in France between the years 1927-30 by order of the Greek Government. Of the same class: *Glafkos*, *Nirefs* and *Protefs*. *Triton* was accepted on March 1st 1930 by Lt Cdr A. Protopapas HN. During the 1940-41 war she effected 5 war patrols. On January 14th 1941 (Co. Lt Cdr D. Zepos HN) she possibly sunk submarine *Neghelli* while on March 23rd 1941 it is established that she sunk the passenger ship *Carnia* (5.451 tons) 30 nautical

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miles east of Cape Galo, Brindisi. When Greece was occupied by the Germans she sailed for Alexandria where she arrived on April 23rd 1941. From the Middle East she completed seven patrols and a voyage taking in supplies to Malta. She was sunk on November 16th 1942 (Co. Lt Cdr E. Kontoyiannis HN) near Kafirea (Euboia island) after giving an heroic battle with German patrol boat *UJ201*. In total 23 of her crew died and 30 were captured among them her Co. while 2 escaped swimming to the shore (Chief Petty Officer Maroulas and Petty Officer Papadimitriou).

http://www.hellenicnavy.gr/Triton_Y5_en.asp

Glafkos Y-6 (1930-1942)

One of four submarines built in France by Chantier Naval in Blainville between 1927-30 on order of the Greek Government. Same class: *Nirefs*, *Protefs* and *Triton*. Accepted on December 1st 1930 by Commander A. Zagas HN with second in command Lt Cdr G. Lambrinopoulos HN. Did not participate in any patrols during the 1940-41 war as she was undergoing major repairs. However she did sail to Alexandria on April 23rd 1941 and from the Middle East carried out two war patrols (Co. Cdr Arslanoglou HN). On these patrols she sunk with her guns on June 21st and 22nd 1941 two 40 ton diesel operated German vessels and on November 10th 1941 the German freighter

Norburg (2,392 tons) off Souda bay in Crete. On April 4th 1942 she was attacked by air while being repaired in the port of Malta and sunk. About a month preceding this attack, during another German air attack, Cdr B. Arslanoglou was killed.

http://www.hellenicnavy.gr/Glafkos_Y6_en.asp

Matrozos Y-7 (1942-1945)

Built in 1936 by Santieri Riuniti Adriati Co. Shipyards, Monfalcone Italy. On July 9th 1942 she was seized in the Mediterranean Sea by the British corvette *HMS Hyacinth* (later *Apostolis*, see relative entry). She was transferred by the British to the Hellenic Navy and the Greek Flag was hoisted on December 5th 1942 (Co. Lt J. Massouridis HN). Up to the end of 1944 she accomplished a total of 4 war patrols. In 1945 she was decommissioned and auctioned in 1946.

http://www.hellenicnavy.gr/Matrozos_Y7_en.asp

Pipinos Y-8 (1943-1959)

One of four of the same class submarines (*Argonaftis*, *Delfin*, *Triaina*) transferred on loan by the Royal Navy. All four were built at the Vickers - Armstrong Ltd Shipyard. *Pipinos*' construction was completed on November 1st 1943 and she was the only one of the four that saw any action (7 war patrols). Accepted in England on October 13th 1943 by Lt Cdr A. Rallis HN she sailed to the Middle East in February 1944. On August 9th of the same year (Co. Lt Cdr C. Loundras HN) she sunk in Samos island harbor the Italian

Kalafatini and the small freighter *Orion* former Greek lighthouse tender (see relative entry). Was returned to the British in 1959.

http://www.hellenicnavy.gr/Pipinos_Y8_en.asp

The Escorts:**Queen Olga D-15 (1938-1943)**

Greyhound Class.

Speed: 35 Knots

Armament: four 5 inch guns, four 37mm A/A guns, two quadruple 21 inch T/T. In 1941 the four 5 inch guns as well as the stern T/T were removed and a 3 inch A/A gun, six 20mm guns and a A/S device were added.

Built by the British Yarrow shipyards in the period 1936-38. One of the most distinguished ships of the Hellenic Navy. She participated actively in the 1940-43 naval operations. Till April 1941 in convoy escorts and in the first and third Otranto Straights raids (November 14th to 15th 1940, January 4th to 5th 1941). She sailed for the Middle East after the German occupation of Greece. Between November and December 1941 she underwent modifications in Calcutta. She was back in the Mediterranean in February 1942 where she participated successfully in the Tobruk operations with a British squadron (Co. Lt Cdr G. Blessas HN). On December the 14th 1942 in cooperation with British destroyer *HMS Petard* they sunk near Bengazi the Italian submarine *Varsciek*. On January

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18th 1943 she sunk in the Pantelaria area the Italian oil tanker *Stromboli* (500 tons). On June 2nd 1943, in cooperation with British destroyer *HMS Jervis* they sunk an entire Italian convoy consisting of 2 merchant ships and 2 escorts, destroyer *Castore* (650 tons) being one of them. Was also in action for the capturing of Pantellaria and the landing in Sicily. On September 16th with other British and allied vessels was given the honor to escort the surrendered Italian fleet proceeding to Alexandria. On September 18th 1943 in cooperation with British destroyers *HMS Faulknor* and *HMS Eclipse* they sunk near the island of Astypalea yet another convoy consisting of freighters *Pluto* (2.000 tons), *Paolo* (4.000 tons) and their escort ship No. 2104. Finally, *Vassilissa (Queen Olga)* was sunk on September 26, 1943 during a German air attack while anchored in Lakki bay of Leros island after the capitulation of Italy. Her Co. Lt. Cdr Blessas HN, 6 officers and 65 petty officers and sailors were lost.

http://www.hellenicnavy.gr/b.olga_d15_en.asp

King George D-14 (1938-1941)

Speed: 35 Knots

Armament: four 5 inch guns, four 37 cm A/A guns, two quadruple 21 inch T/T. Built between 1936-38 by the British Yarrow Shipyard.

After arrival in Greece, served as Flag ship to the

Destroyer Flotilla. Was in action in the 1940-41 war operations. Specifically participated in the first and third raids at the Otranto Straits in 14-15 January 1941 and also escorted convoys etc. On April the 14th 1941 while anchored in Sofikos bay at the Saronic Gulf, she was attacked by German a/c and suffered severe damages. Under the command of Cdr P. Lappas HN she reached with great difficulty the Salamis Island Naval Yard where she was dry docked. Due however to the rapid German advance and the inability of repairs to be completed on time, she was scuttled, unfortunately not effectively. The Germans found and overhauled her. They changed her name to *Hermes*. They used her as the Flag ship escorting their convoys. One of these convoys came under attack by the HN submarine *Triton* and resulted with the sinking of *Triton*. On April the 30th 1943, *Hermes* still carrying the German Flag and manned by a German Crew suffered serious damages when attacked by air by allied a/c and forced to run aground near Cape Bon in Tunisia. When the allies liberated that area it was decided not to repair the ship due to the high cost involved and she was abandoned.

http://www.hellenicnavy.gr/b.georgios_d14_en.asp

Adrias L-67 (1942-1945)

Hunt Class

Speed: 26 Knots

Armament: four (2 twin) 4 inch guns, 1 four barrel 40 mm pom-pom gun, three 20 mm guns, two 21 inch T/T and depth charges.

On loan by the Royal Navy, accepted by Cdr. J. Toumbas HN in Newcastle, England on July 20th 1942. Upon completion of the training period on August 26th, while sailing under foggy conditions with only the left engine functioning, she ran aground near Scapa flow. It took 4 months to repair. No responsibility was attributed to the captain for the accident. In the beginning of January 1943 after the completion of repairs, *ADRIAS* sailed to the Mediterranean participating in escorting convoys. On January 27th 1943, while positioned 360 miles NW off Cape Finisterre she possibly sunk the German U/Boat 553 (British Admiralty's signal presumed her possibly sunk). When the war ended the loss of the German U/Boat was officially confirmed to have occurred on January 27th. However, the name of the ship that caused the sinking was not mentioned. During that same operation on February 13th 1943 the *Adrias* sunk or seriously damaged the U/Boat 623 (the last report from that submarine was dated February 9th 1943). *Adrias* took part in numerous convoy escorts in the Mediterranean Sea as well as in the Sicily landing operations where on the night of July 20-21 1943, in cooperation with British destroyer *HMS Quantoc* she successfully confronted 3 torpedo boats during a night engagement and sunk two of them. On September 20th 1943 the Taranto based Italian Fleet sailing towards Malta surrendered to a force of 4

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ships, *Adrias* being one of them.

On October 22nd 1943 during operations in the Dodecanese and while near the island of Kalymnos with the British destroyer *HMS Hurworth* she struck a mine. From the explosion her bow was cut off. *Hurworth*, while trying to come to *Adrias'* rescue, also hit a mine and sunk taking down with her 143 men. In spite of the damages suffered, the *Adrias* managed to reach the nearby Turkish coast of Gumucluk with 21 men dead and 30 wounded. After some minor repairs the ship sailed on December 1st 1943 and in spite of the missing bow managed to reach Alexandria on December 6th where she was enthusiastically greeted by the British Fleet and other allied ships. This achievement is a brilliant example, underlining the courage and skills displayed by her Co. and his crew. After the liberation *Adrias*, with her stern temporarily repaired, arrived in Greece with the rest of the ships of the Hellenic Fleet. Of the same class: *Adrias* (DO6), *Hastings*, *Kanaris*, *Miaoulis*, *Pindos*. The ship was never fully repaired due to the termination of war operations in the Mediterranean and sailed to England where she was returned to the Royal Navy.

http://www.hellenicnavy.gr/adrias_L-67_en.asp

Leon D-50 (1912-1941)

WWI

Speed: 32 Knots

Armament: (1912) 4 Bethlehem 10.2 cm guns, one 75 mm A/A gun, six 21 inch T/T and 3

electric search lights. In 1925 the 75 mm gun was removed and a 37 mm A/A gun was installed, along with a four barrel 40 mm gun and 2 mortars.

Of the same class as *Aetos*, *Ierax* and *Panther*. She was in action during the 1912-13 Balkan wars under Co. Lt Cdr J. Razikotsikas HN, also on board was Squadron Commander Lt Cdr D.

Papachristos HN. In 1916 she was confiscated by the French and used by them during the 1917-18 period. When Greece entered the war on the side of the Entente she was returned to the Hellenic Navy and was in action blockading the coasts of the Black Sea from Bosphorus up to Trapezounda and in 1919 in the Crimean operations. On December 22nd 1921 while moored with *Ierax* in Piraeus harbor they were both severely damaged by the explosion of a depth charge bomb which the crew of *Leon* was transporting. Two officers, one petty officer and two sailors were killed on *Leon* and two sailors on *Ierax*. *Leon* completely lost her aft. section up to her stern gun. Between 1925-26 underwent major modernization both in propulsion and armament. She was repaired and participated later in the 1940-41 war. On April 18th 1941 during a convoy escort she collided with passenger ship *Ardena* followed by the explosion of two depth charges. As a result her stern section was cut off and two officers were killed. She was finally sunk by German bombers on May 15th 1941 in Souda Bay (Crete) where she had been towed to from Salamis Naval Base.

http://www.hellenicnavy.gr/leon12_41_en.asp

Ierax D-36 (1912-1946)

WWI

Speed: 32 Knots

Armament: (1912) 4 Bethlehem 10.2 cm guns, one 75 mm A/A gun, six 21 inch T/T and 3 electric search lights. In 1925 the 75 mm gun was removed and a 37 mm A/A gun was installed, along with a four barrel 40 mm gun and 2 mortars.

Of the same class: *Aetos*, *Leon* and *Panther*. Accepted by Cpt Ath. Miaoulis HN in Palermo, Sicily, where she arrived manned by foreign crew. On October 21st 1912 under the command of Cdr A. Vratsanos HN the island of Psara was liberated. She saw action during World War I, in the Black Sea operations (1919-1920) as well as the Asia Minor War 1920-22. Between 1925-1927 underwent major modernization in propulsion and armament. The funnels were reduced to two. She participated in the naval operations of the 1940-45 war where in spite of her age she rendered valuable services for convoy escorts and patrols. Decommissioned in 1946.

http://www.hellenicnavy.gr/ierax12_46_en.asp

Aetos D-01 (1912-1946)

WWI

Speed: 32 Knots

Armament: (1912) 4 Bethlehem 10.2 cm guns, one 75 mm A/A gun, six 21 inch T/T and 3 electric search lights. In 1925 the 75 mm gun was removed and a 37 mm A/A gun was installed, along with a four barrel 40 mm gun and 2 mortars. She was modified for laying 40 mines.

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In 1942 the 3rd and 4th guns of the stern torpedo tubes were removed and one 3-inch A/A gun, one 20 mm Oerlikon gun and an A/S type 123A detection device were added.

Aetos, along with *Ierax*, *Leon* and *Panther*, ships of the same class, constituted the famous 'Wild Beasts' Flotilla. They were purchased ready for delivery, each for the sum of 148,000 pounds, from the English shipyards Camel Laird in Liverpool, when the war in the Balkans became inevitable. These ships had originally been ordered by Argentina. On September 19th 1912 the Greek Flag was hoisted though still manned by foreign crews. They sailed independently towards Algiers where the requisitioned personnel transport ship *Ionia* awaited with their Greek crews. When *Aetos* entered the Mediterranean due to a serious engine breakdown she went adrift. By pure coincidence one of the other destroyers passed nearby and towed *Aetos* to Algiers. Only the essential ammunitions were purchased (3,000 rounds). Torpedoes were not available during the Balkan wars and for this reason these ships were initially named 'scouts' rather than 'destroyers'. During delivery the Greek crews faced serious problems due to their inexperience and the fact that all the documentation and inscriptions were in Spanish. Nevertheless they succeeded to set the ship in motion and to sail within 24 hours. They joined the fleet after having just spent a few

days at the Salamis Naval Yard. Only *Aetos* had to be towed and the repair works lasted 5 weeks. She took part in the Balkan wars (under the command of Cdr A. Douroutis HN) In 1916 during the First World War she was confiscated by the French Navy which lasted until the day Greece went to war on the side of the Entente. *Aetos* participated in operations in the Black Sea (1919-1920), the Asia Minor War (1920-1922) and finally during the 1940-45 operations where, considering her age and armament, she provided valuable assistance. Notably her missions took her as far as the Indian Ocean. Between December 1941 and February 1942 her armament was updated in Calcutta so as to improve her performance in her new missions. She was decommissioned in 1946. http://www.hellenicnavy.gr/aetos12_46_en.asp

Panther D-72 (1912-1946) WWI

Speed: 32 Knots

Armament: (1912) 4 Bethlehem 10.2 cm guns, one 75 mm A/A gun, six 21 inch T/T and 3 electric search lights. In 1925 the 75 mm gun was removed and a 37 mm A/A gun was installed, along with a four barrel 40 mm gun and 2 mortars. She was modified for laying 40 mines. In 1942 the 3rd and 4th guns of the stern torpedo tubes were removed and one 3-inch A/A gun, one 20 mm Oerlikon gun and an A/S type 123A detection device was added.

One of the four 'Wild Beasts' (*Aetos*, *Ierax*, *Leon* and

Panther). Built at the Camel Laird shipyards, England, and accepted in Palermo, Italy by Lt Cdr Ath. Miaoulis HN She participated in the 1912-13, 1917-19 and 1920-22 wars. When the Hellenic Fleet was confiscated in 1916 by the Allies, she was used for approximately one year under French flag and crew for convoy escorts and A/S operations. When Greece entered the war she was returned and carried out similar missions. In 1919-20 she participated in the operations in Southern Russia with *Kilkis*, *Leon* and *Limnos*, remaining for 263 days in the Black Sea. During the Asia Minor war she took part in the blockade of the Asia Minor coasts. In 1924-25 she was overhauled in England with the other same class ships. She was in action during the 1940-45 war where she rendered many services as escort and patrol boat in spite of her old state. Between May and October 1942 her armament was updated in Bombay enabling her to offer better A/A protection and A/S capabilities on her new missions. She was decommissioned in 1946.

http://www.hellenicnavy.gr/panthir12_46_en.asp

The Scenarios:

GK 1 Katsonis Vs the Sub Chaser

I: Off the island of Skiathos the submarine Katsonis (Y-1) encountered a small convoy of inter-island freighters escorted by a single Sub Chaser. The

Neptune's Children: Scenarios and Data for AH's Submarine

Continued

attack against the freighters didn't materialize, but the Sub Chaser was alerted to the location of the Katsonis. After several hours of cat and mouse hunting, the Sub Chaser sank the Katsonis. The executive officer and two petty officers managed to escape the sub and returned to fight again. 14 September 1943.

II. OOB:

II.A. Sub Player: Katsonis Y-1 (Ariane Class)

II.B. Escort Player: 1 Sub Chaser (Italian Corvette – Gabbiano Class), two C3 Freighters

III. Starting Locations:

III.A. Escort Player:

1st Freighter: hex M23 Board B Direction 6

2nd Freighter: hex M30 Board B Direction 6

Escort: May set up no more than 8 hexes from the first Freighter facing direction 6

III.B. Submarine Player may set up anywhere on Boards A or C (partial hexes included) and in any direction. Depth is at the player's discretion within overall depth restrictions (see Special Rules).

IV. Victory Conditions:

Escort Player Sink the submarine, or exit the convoy off the board to the North (Direction 6) without loss. If the submarine is sunk, but a ship is damaged the game is a draw.

Submarine Player: Sink at least one freighter without getting sunk., or sink both freighters without regard to your own loss

V. Scenario Length: 20 Turns

VI. Special Rules:

VI.A. Convoy is a slow convoy, and the Sub Chaser may not begin the game at a speed higher than the freighters.

VI.B. Maximum Depth: Due to the proximity of Skiathos Island, the depth of the water is variable and at a maximum of 120 feet deep.

VI.B.1. At the beginning of the game the Submarine player rolls two dice to obtain a dice sum, and multiplies the result by 10 to obtain a depth (i.e. 12 is 120 feet).

The sub player keeps track of the location of his submarine at that instant and for a radius of 10 hexes from that spot the depth rolled exists (not including the hex the bow of his submarine rests within). Once the Sub exits that area the player must roll for the depth of the new area entered.

Beginning with the sub's original location, the first area will resemble a hexagon with a radius of 10 hexes. Imagine the next area adjacent to that larger Hexagon to be the next area. So, when you enter that area and roll, you have entered the edge of a new area. In this way the board becomes a patchwork of small hexes and larger hexes (possessing sides of 10 hexes length).

VI.C. This is a daytime scenario. Sunny Day Weather Conditions apply.

GK 2 Protefs Vs the North Afrikan Convoy

I. Introduction

29 Dec. 1940 the Protefs (Proteus – Y3) encountered an escorted

convoy 40 miles to the north of Brindisi. She attacked and sank a troopship. Unfortunately for her crew, the submarine broached and was sighted. She was quickly dispatched by the Italian escorts with all hands lost.

II. OOB

II.A. Submarine Player: 1 Sirene Class submarine (Y-3 Protefs)

II.B. Escort Player

Convoy: 8 C-2 Freighters, 1 C-3 Freighter (Troopship), 3 T-2 Tankers

Escorts: 4 Spica Class TB's.

III. Starting Locations:

III.A. Escort Player:

Convoy: Utilize Formation 4 on page 11.

Escorts. Arrange around the convoy as the player wishes, must be within 8 hexes of a convoy ship.

III.B. Sub Player: Utilize rule 20.4 for location of the submarine.

IV. Victory Conditions:

IV.A. Escort Player: IF you suffer any convoy losses (not escort) then you must destroy the Submarine to win. Obviously you win if you can destroy the submarine without losses.

IV.B. Sub Player: Sink at least one ship and survive to the end of the last turn.

V. Scenario Length: 25 Turns

VI. Special Rules:

VI.A. The Sub Player must set the depth of the submarine at the beginning of the game and make note of it. Whenever he changes

Neptune's Children: Scenarios and Data for AH's Submarine

Continued

depth for any reason, he stands a chance of broaching (popping to the surface like a porpoise).

When that occurs the sub may no longer dive. With each depth change (up or down) the Sub Player rolls a single dice. On a roll of 4-6 the Sub breaches and automatically surfaces. It may no longer submerge from that point on.

VI. B. This is a daytime scenario. Sunny Day Weather Conditions apply.

VI.C. Unlimited surface visibility.

VI.D. Detection of submarine at 25 foot depth same as in regular rules.

GK 3 *Pipinos* Raids Samos Harbor

I. 9 August 1944, the *Pipinos* (Y-8) slipped into the harbor of Samos Island. There she found an Italian destroyer (*Kalafatini*) and a freighter (*Orion*) at anchor. The harbor mouth was being patrolled by an ex-lighthouse tender, which was also duly sunk.

II. OOB

Escort Player: 1 Italian destroyer *Kalafatini*, represented by a German Z Class DD. 1 C-2 Freighter (*Orion*), and the lighthouse tender, represented by the German ML Class minelayer.

Submarine Player: 1 "V" Class submarine (Y-8 *Pipinos*)

III: Starting Locations

Escort Player:

Kalafatini: M22 Board B facing N22

Orion W26 Board B facing W25
Lighthouse Tender A26 Board B
(facing at player's discretion)

Submarine Player:

Pipinos (Y-8) sets up anywhere on Board A, depth and direction at discretion of the player.

IV: Victory Conditions:

Submarine Player: Destroy all three enemy vessels

Escort Player: Destroy the Submarine

V. Scenario Length: 25 Turns

VI. Special Rules:

VI.A. Maximum Depth for the scenario is 100 feet.

VI.B. Use ONLY Boards A and B

VI.C. The Harbor

VI.C.1. All hexes on Board B numbered equal to or less than 15 are land hexes. Submarines and Escort vessels may not enter these hexes.

VI.C.2. All hexes on Board B numbered equal to or greater than 44 are land hexes. Submarines and Escort vessels may not enter these hexes.

VI.D. This is a daytime scenario. Sunny Day Weather Conditions apply.

GK 4 *Queen Olga* and the *Uarsciek*

I. 14 December 1942, paired with the British corvette *Petard*, *Queen Olga* and the corvette encountered an Italian submarine, the *Uarsciek* attempting to run the blockade into Benghazi harbor. The Italians died in the attempt.

(Note: The spelling of the *Uarsciek* differs from that of the

Greek transliteration.)

II:

Escort Player:

HN *Queen Olga* (Greyhound Class)

HMS *Petard* (Flower Class)

Submarine Player:

Uarsciek (*Perla* Class

Submarine): This is the same

class as the *Adua*. The *Adua*

class is incorrectly identified in the game by that name. The

correct name for that class of

submarine is the *Perla* Class, *not Adua*.)

III Starting Locations:

Submarine Player: Place the submarine within 10 hexes of M28 Board B. Submarine may be placed facing any direction and at any depth within the depth restrictions of the scenario (max. 200 feet depth).

Escort Player: The escorts may be placed no closer than 6 hexes from each other. They must be placed on board A in any hex numbered less than or equal to 20. They may not begin in any hex row lettered "S" to "Z"

(partial hex Row A on Board B is considered solely on Board B for this purpose and is therefore not a valid set up hex for the escort player).

IV. Victory Conditions:

Allied: Sink the submarine

Italian: Survive the scenario.

V. Scenario Length: 25 Turns

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Continued

VI: Special Rules

VI.A. Maximum water depth is 200 feet.

VI.B. Escorts may not begin the scenario at a speed of greater than 4, and may not exceed that speed until they have visually sighted or obtained a sonar contact upon the submarine.

VI.C. This is a daytime scenario. Cloudy Day Weather Conditions apply.

Counters:

Where possible players may substitute UK ship counters for the Greeks. For the most part counters of any color different from the opponent will do as there is no specific information on the counters of Submarine. They are largely generic counters with the sole exception of tiny deck plan silhouette views that are hardly distinguishable due to their size as anything more than escort, submarine, and cargo vessel. There is, therefore, no need to make special counters to represent the Greek Navy or specific Greek vessels. Any counter set of a color different from your opponent (mostly Italian) will do.

Data Sheets: See separate file provided with this issue for additional Basic and Advanced Data Sheets.

**The 1967 War: New Scenarios For Arab-Israeli Wars
Part 1: The Sinai Front**

By: Alan R. Arvold

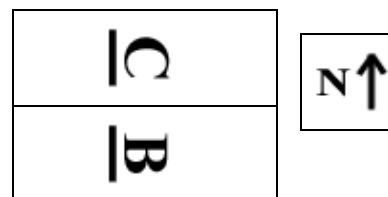
As mentioned before, when the *Arab-Israeli Wars* came out back in 1977, there was a serious lack of situations for the earlier wars. As the 1956 war has now been dealt with in an earlier article, it is time to deal with the 1967 war. This war was fought on three different fronts and thus provided for multiple battles on each front during the short six day length of that conflict. There were so many, that I found it necessary to split this article into two smaller articles. This first article deals with various battles that were fought on the Sinai Peninsula between the Israelis and the Egyptians.

This article is part of a continuing series of articles devoted to the *Arab-Israeli Wars* game. As before many of the new counters listed in the scenarios presented here can be found in my previous articles. As usual this article will be divided into two parts, first the scenarios themselves and then a brief historical synopsis for each scenario, followed by the conclusion. Note that some of these situations will require the use of more than one game in order to be played.

Situation 1967-1: Bir Lahfen

June 6, 1967: Elements of the Israeli "Shandi" Armored Brigade clash with units of the Egyptian 16th Infantry Brigade of the 3rd Infantry Division, which is later reinforced by the 3rd Armored Brigade from the 4th Armored Division.

Mapboard Configuration:



Available Forces:

Israeli (Morale A)

14 Centurions, 9 Inf, 2 MG, 1 M-3/81mm, 2 M-3/120mm, 11 M-3 Halftracks

Egyptian (Morale C)

Group A: 9 Inf, 1 82mm Mortar, 1 107mm RR, 2 17 Pdr ATG, 2 T-34/85, 1 SU-100, 4 Trucks, 6 Improved Positions, 2 Forts, 4 2-1 Minefields

Group B: 19 T-55, 1 PT-76, 1 BRDM-1

Set Up:

Israeli: Enter anywhere on the East edge of the board on Turn 1.

Egyptian: Group A sets up anywhere on Board C between Hex rows G and V (exclusive). Group B enters anywhere on the West edge of the board on Turn 10.

Special Rules:

1. This is a night time situation, use the night rules.
2. Egyptian units may not exit off of the board until the start of Turn 16.

Game Length: 20 Turns – Israelis move first.

Victory Points:

Israelis: 3 points for each Egyptian unit destroyed, 1 point for each Egyptian unit still on

The 1967 War: New Scenarios For Arab-Israeli Wars Part 1: The Sinai Front

Continued

the board at the end of the game.

Egyptians: 3 points for each Israeli unit destroyed, 1 point for each Egyptian unit exited off of the West edge of the board by the end of the game.

Situation 1967-2: Abu Agiela

June 6, 1967: Units of the Israeli “Sharon” Division assault the fortified positions held by elements of the Egyptian 12th Infantry Brigade of the 2nd Infantry Division. Note that this is the revised full version of the actual battle.

Mapboard Configuration:		N↑
A	A	
B	B	

Available Forces:

Israeli (Morale A)

Group A: 6 Inf, 2 MG, 1

Engineer, 1 M-3/81mm, 1 120mm Mortar, 9 Sherman M51 HV, 1 Flail, 8 M-3 Halftracks, 2 Trucks

Group B: 27 Inf, 6 MG, 3 81mm Mortars, 2 Scout Jeeps, 2 106mm on Jeeps

Group C: 4 Commandos

Group D: 3 Inf, 1 Engineer, 1 M-3/120mm, 1 M-3/SS-11, 2 Scout Jeeps, 9 Centurions, 4 M-3 Halftracks

Off the Board Artillery – Three 25 Pdr Batteries (9(H) strength points each) Seven 105mm Batteries (10(H) strength points each) Six 155mm Batteries (15(H) strength points each)

Egyptian (Morale D)

Group A: 18 Inf, 1 Engineer, 2 82mm Mortars, 1 120mm Mortar, 2 107mm RR, 1 85mm ATG, 1 T-34/85, 1 BRDM-1, 6 Forts, 5

Improved Positions, three 3-1 Minefields, six 2-1 Minefields
Group B: four 122mm How, four Improved Positions

Group C: 5 T-34/85

Group D: 9 Militia, 1 107mm RR, 1 82mm Mortar, 4 122mm How, 6 Improved Positions

Group E: 9 Inf, 1 107mm RR, 1 82mm Mortar, 2 122mm How, 2 T-34/85, 6 Improved Positions

Group F: 4 T-34/85, 4 SU-100, 1 PT-76

Set Up:

Egyptian: Sets up first.

Group A sets up anywhere in Hex rows V, W, or X on Board B East.

Group B sets up anywhere in Hex rows M, N, or O on Board B East.

Group C sets up anywhere in Hex rows B, C, or D on Board B East.

Group D sets up within one hex of Hex L-7 on Board B West.

Group E sets up within one hex of Hex E-7 on Board A West

Group F sets up within one hex of Hex U-6 on Board A West.

Israeli: Sets up second.

Group A enters anywhere along the East edge of Board B East on Turn 1.

Group B sets up anywhere in Hex rows K, L, or M on Board A East.

Group C sets up anywhere on Board B East at least one hex away from the nearest Egyptian unit.

Group D sets up within one hex of Hex I-3 on Board B West.

Special Rules:

1. This is a night situation, use the night rules.
2. Egyptian units may not move until the beginning of Turn 10. They may still make attacks, including CAT attacks, that do not involve movement.
3. No units may move into the Suez Canal on both Board A's or into any hex North of it. (These hexes do not exist in this scenario.)

Game Length: 20 Turns – Israelis move first.

Victory Points:

Egyptian: 3 points for each Israeli unit destroyed and 1 point for each Improved Position and Fort occupied by an Egyptian unit at the end of the game.

Israeli: 2 points for each Egyptian unit destroyed and 2 points for each Improved Position and Fort occupied by an Israeli unit at the end of the game.

Situation 1967-3: Bir Gifgafa I

June 7, 1967: The Israeli “Aviram” Armored Brigade engages retreating elements a mixed force from the Egyptian 4th Armored Division.

Mapboard Configuration:

B	C
N↑	

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Continued

Available Forces:**Israeli (Morale A)**

7 AMX-13, 7 Sherman Mk 51 HV, 9 Inf, 2 MG, 1 M-3/81mm, 2 M-3/120mm, 11 M-3 Halftracks, 2 Scout Jeeps, 1 106mm on Jeep

Egyptian (Morale C)

19 T-55, 1 PT-76, 1 BRDM-1, 10 Inf, 1 Engineer, 1 82mm Mortar, 2 120mm Mortars, 1 107mm RR, 2 85mm ATG, 3 122mm How, 10 BTR-152, 10 Trucks

Set Up:

Israeli: Enter anywhere along the East side of the board on Turn 1.

Egyptian: Set up first on any road hex East of Hex row M on Board C. All dismounted units must start the game mounted on a carrier unit.

Special Rules:

Egyptian units start off the game as a convoy on the road. This convoy moves along the road at a rate of five hexes per Turn. This is regardless of the printed movement allowances on the individual counters. No Egyptian unit may leave this convoy nor may it perform any combat functions. Mounted units may not dismount from their carrier units. These restrictions are lifted when one of the following situations has occurred:

1. Any unit in the convoy is fired upon by an Israeli unit.
2. An Israeli unit moves to

within two hexes or less of an Egyptian unit in the convoy.

Once one of these situations has occurred, then all Egyptian units in the convoy are free from all movement and combat restrictions. They may then move and fire normally.

Game Length: 15 Turns – Israelis move first.

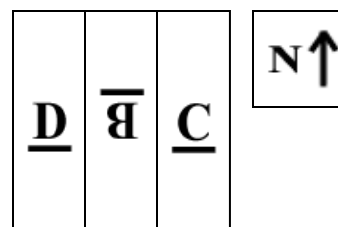
Victory Points:

Israeli: 2 points for each Egyptian unit destroyed and 3 points for each Egyptian unit still on the board at the end of the game.

Egyptian: 1 point for each Israeli unit destroyed and 4 points for each Egyptian unit exited off of the West edge of the board by the end of the game.

Situation 1967-4: Mitla Pass

June 7-8, 1967: Scattered Egyptian units from four different divisions are retreating back to the Suez Canal, only to come upon an Israeli roadblock, manned by an armored company from the “Shandi” Armored Brigade, at the East entrance of Mitla Pass. These units try to break through the roadblock while being attacked from the rear by the Israeli “Sela” Armored Brigade.

Mapboard Configuration:**Available Forces:****Israeli (Morale A)**

Group A: 2 Centurions, 1 Inf, 1 Engineer, 1 M3/81mm, 1 M-3/120mm, 2 M-3 Halftracks, 2 Improved Positions, 1 Block
Group B: 14 Centurions, 9 Inf, 2 MG, 1 M3/81mm, 1 M3/120mm, 11 M-3 Halftracks
Off the Board Artillery: One 105mm Battery (10(H) strength points)

Egyptian (Morale D)

10 T-34/85, 4 T-10M, 10 T-55, 2 SU-100, 1 BRDM-1, 12 Inf, 1 Engineer, 2 82mm Mortars, 1 120mm Mortar, 2 107mm RR, 2 85mm ATG, 2 17 Pdr ATG, 2 122mm How, 10 BTR-152, 14 Trucks 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

Set Up:

Israeli: Group A sets up first on Board D within three hexes of Hex R-10. Group B sets up third anywhere on Board C.

Egyptian: Sets up second anywhere on Board D. All

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dismounted units must start the game mounted on carrier units.

Special Rules:

1. This is a night situation, use the night rules.
2. Vehicle units on both sides may only move on Board D only on road hexes.
3. Vehicle units of Israeli Group A may not move for the whole game. (They are out of fuel.) However, they may set up in any hex within the set up area listed above.
4. Stacking limitations on Board B are two units per hex. (The whole area is inundated with wrecked vehicles from the battle the day before.) The road movement rate may not be used in any road hex on Board B. This applies to both sides.

Game Length: 12 Turns – Israelis move first.

Victory Points:

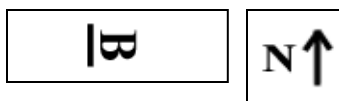
Israeli: 2 points for each Egyptian unit destroyed and 1 point for each Egyptian unit still on the board at the end of the game.

Egyptian: 2 points for each destroyed unit from Israeli Group A, 1 point for each destroyed unit from Israeli Group B, and 2 points for each Egyptian unit exited off of the West edge of the board by the end of the game.

Situation 1967-5: Bir Gifgafa II

June 8, 1967: The Egyptian 1st Armored Brigade makes an assault against a reserve tank battalion of the Israeli “Aviram” Armored Brigade, which is later

reinforced by a battalion from the “Gonen” Armored Brigade. Note that this battle takes place in the same area as the one from the day before.

Mapboard Configuration:**Available Forces:**

Israeli (Morale A)

Group A: 6 AMX-13, 2 M-3 halftracks

Group B: 6 Centurions

Egyptian (Morale C)

12 T-55

Set Up:

Israeli: Group A sets up anywhere East of Hex row W.

Group B enters anywhere along the East edge of the board on Turn 7.

Egyptian: All units enter anywhere along the West edge of the board on Turn 1.

Special Rules:

This is a night situation, use night rules.

Game Length: 10 Turns – Egyptians move first.

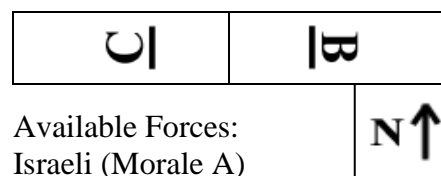
Victory Points:

Israeli: 3 points for each Egyptian unit destroyed.

Egyptian: 4 points for each Israeli unit destroyed and 1 point for each Egyptian unit exited off of the East edge of the board by the end of the game.

Situation 1967-6: Nakhl

June 8, 1967: Elements of the Israeli “Sharon” Division, supported by an armored battalion from the “Mendler” Armored Brigade, have surrounded part of the Egyptian 6th Mechanized Division and are trying to destroy it.

Mapboard Configuration:**Available Forces:**

Israeli (Morale A)

Group A: 7 Centurions, 7 Sherman Mk 51 HV, 2 M-3/120mm

Group B: 7 Sherman Mk 51 HV

Group C: 9 Inf, 1 Engineer, 2 MG, 1 M-3/81mm, 12 M-3 Halftracks

Off the Board Artillery: Three 105mm Batteries (10(H) strength points each)

Airstrikes: 10 airstrikes (each 10 A attack strength points)

Egyptian (Morale C)

Group A: 12 T-55, 6 T-10M, 1 BRDM-1

Group B: 27 Inf, 1 Engineer, 3 107mm RR, 1 85mm ATG, 3 82mm Mortars, 1 120mm

Mortar, 6 T-34/85, 11 BTR-50, 5 BTR-152, 18 Trucks

Set Up:

Israeli: Group A sets up second anywhere on Board C.

Group B enters anywhere along the East edge of the board on Turn 1.

Group C enters anywhere along the South edge of Board B on Turn 1.

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Continued

Egyptian: Group A sets up first anywhere on Board B West of Hex Row Q.

Group B sets up third anywhere on Board B East of Hex Row R.

Special Rules:

If using the Advanced Air rules, add to the Egyptian forces one ZSU-57/2 to Group A and one ZPU/Rover to Group B.

Game Length: 15 Turns – Israelis move first.

Victory Points:

Israeli: 2 points for each Egyptian unit destroyed and 1 point for each Egyptian unit still on the board at the end of the game.

Egyptian: 2 points for each Israeli unit destroyed and 1 point for each Egyptian unit exited off of the West side of the board by the end of the game.

Historical Synopses of the Scenarios

Situation 1: While the battles of Rafah and Abu Ageila were going on, in between them the Israeli Yoffe Division was moving out across the trackless desert. One of its brigades, the Shandi Armored Brigade reached the vicinity of Bir Lahfan just after sunset on the 5th of June. Finding an infantry battalion from the Egyptian 16th Infantry Brigade of the 3rd Infantry Division stationed there, the Israelis went around it to the South and set up overlooking the road from the Southwest leading into it. Their mission was to

block any reinforcements coming up from that direction. To prevent any interference from the Egyptian garrison at Bir Lahfan, a battalion was detached to conduct diversionary attacks should that be necessary. A few hours later at about midnight on the 6th of June, the lead elements of the Egyptian 3rd Armored Brigade of the 4th Armored Division were spotted coming up the road and the battle was on. The Egyptian armor tried to fight its way through but was repulsed. Meanwhile the Bir Lahfan garrison came under attack and was unable to come to the 3rd Armored's assistance. By dawn the 3rd Armored had had enough and began its withdrawal towards the Suez Canal. The Egyptian garrison, upon hearing both of the 3rd's withdrawal and news of another Israeli brigade coming down from the North to envelope them, also began to withdraw. The Israelis immediately began their pursuit.

Situation 2: After the 1956 war, the Israelis every year ran tactical exercises on how to take Abu Ageila, given their abysmal performance in that previous war. When it looked like that war was going to break out in 1967, the Israelis put what they learned from these exercises to good use as they assembled and trained a division size force, under General Sharon, whose initial mission in the upcoming war was to take Abu Ageila. This force consisted of the 14th Armored Brigade, the "Adam" Infantry Brigade, a paratroop battalion from the "Matt" Paratroop Brigade, an

armored reconnaissance battalion, an engineer battalion, and six battalions of artillery of various calibers. Defending Abu Ageila was the Egyptian 12th Infantry Brigade which was supported by the 6th Armored Regiment, the 352nd Militia Battalion, and five artillery battalions of 122mm howitzers. The Egyptian force was divided up into six different groups in order to defend the different approaches to the area. When the Israeli force arrived in the area on the afternoon of 5 June, they themselves broke up into several forces. One force deployed in front of Um Katif, the main Egyptian defensive position in order to keep their attention occupied. The rest of the forces moved out into the deep desert to the North in order to get into their attack positions by nightfall. At midnight the battle began as the various Israeli forces attacked their assigned targets. The covering force attacked the Um Katif position from the front as the infantry brigade attacked it on its Northern flank. The paratroop battalion attacked the main Egyptian artillery position behind Um Katif, thus keeping them from supporting the rest of the Egyptian groups. An armored battalion attacked the main Egyptian headquarters at Ruafa Dam. Within a matter of hours, all of these positions were taken. The covering force then pushed on through to attack an Egyptian armored battalion positioned behind the main artillery position. The Israeli armored battalion at Ruafa Dam then

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Continued

divided up into two groups, on group going North to secure the town of Abu Ageila while the other went South to attack the Egyptian armored battalion in the rear. By daybreak four of the six Egyptian groups had been destroyed and the remaining two withdrew, only to be decimated by air attacks as they moved back towards the Suez Canal. Note: This scenario recreates a more historically accurate version of this battle than the one that comes in the game. All of the Egyptian and Israeli groups start in the same relative location to each other as they did in the actual battle. The battlefield is somewhat compressed, due to the size of the mapboards as is the time scale of the scenario.

Situation 3: On the morning of 7 June, along the road from Bir Hama to Bir Gifgafa, there was along, almost uninterrupted line of Egyptian vehicles from several divisions, slowly making their way back towards the Suez Canal. Coming up from behind the long convoy, was the Israeli "Aviram" Armored Brigade. At first the Israelis blew through the rear vehicles of the convoy destroying them as they went. But they soon quickly realized that this would alert the Egyptian units ahead along the road and they would speed up and get away. So the Israeli pulled off of the road and traveled over the open desert, paralleling the Egyptians all the way. Occasionally they would shoot at the lead Egyptian vehicles in the convoy to slow it

down. As it Turned out, the Israelis were actually able to move faster and as a result, got to Bir Gifgafa before the Egyptians did and set up ambush positions East of the village. When the Egyptian convoy reached the Eastern outskirts of Bir Gifgafa they were caught in a massive ambush and were slaughtered. The Israelis then set up shop in the village to await the rest of the follow up units in their division to arrive.

Situation 4: On 7 June, as Egyptian units withdrew back towards the Suez Canal, many of them were led by the road net in the central Sinai to Mitla Pass. The Israelis, realizing the importance of this pass rushed the "Shadni" Armored Brigade to there to block it. However, this brigade was low on fuel and as it moved towards the pass, starting dropping vehicles out of the unit as they ran out of fuel. Indeed by 6:00 PM when the brigade arrived at the Eastern entrance to the pass, it was down to a reinforced company in strength. The Israelis quickly set up on the two hills flanking the entrance to the pass while their engineers set up a quick roadblock on the road. Almost immediately Egyptian vehicles started arriving at the entrance, only to fall victim to an Israeli ambush. This caused the succeeding Egyptian units arriving there to back up on the roadway and the surrounding area, thus providing an excellent target for Israeli airstrikes. For the rest of the day they were indeed attacked by airstrikes, leaving hundreds of wrecks, which greatly impeded movement through the area. By

nightfall though the airstrikes had ceased and the Egyptians, though disrupted, tried to force their way through the roadblock on several occasions through the night. These attempts were all defeated by the small Israeli roadblock force but by the early morning hours of the 8th of June they found themselves running out of ammunition and were in great fear of being overrun. As the Egyptians prepared one last attack in the pre-dawn hours they were hit from the rear by the Israeli "Sela" Armored Brigade which forced marched through the night to get to the pass. The Egyptians, finding themselves caught in a trap, abandoned their vehicles and fled into the desert to the North and South, leaving over a thousand knocked out or simply empty vehicles for the Israelis to capture.

Situation 5: After the battle of Bir Gifgafa on the 7th of June, the "Aviram" Armored Brigade rested there at the village during the day before moving out in the early evening hours. They left behind their AMX-13 equipped armored battalion at the village though to act as a division reserve. In the early morning hours of the 8th of June this unit was attacked by the Egyptian 1st Armored Brigade. The 1st Armored was one of the few units that did not receive the order to withdraw back to the Suez Canal and so continued their movement East through the central Sinai, running into the Israelis at Bir Gifgafa. The ensuing night battle started off

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Continued

badly for the Israelis as their AMX-13 light tanks were no match for the Egyptian T-54/55's and several were lost as they retreated back to defensive positions East of the village. Just as they were about to be overwhelmed by the Egyptians, the Israelis were reinforced by Centurion tanks from the "Gonen" Armored Brigade. These tanks hit the Egyptians on both flanks and after losing about ten tanks to Israeli fire, the Egyptians called it quits and started their withdraw back towards the Suez Canal.

Situation 6: After the victory at Abu Ageila, the Israeli "Sharon" Division moved out towards Nakhl in the South/central part of the Sinai. Its mission there was to engage and destroy the Egyptian 6th Mechanized Division. Along the way the Israelis captured the entire Egyptian 125th Armored Brigade intact (the tanks were found abandoned and out of fuel). At about 10:00 AM on the morning of the 8th of June Sharon's 14th Armored Brigade pulled into the village of Nahkl, only to have to quickly deploy its two armored battalions facing East as two brigades of the Egyptian 6th Mechanized Division were spotted coming from that direction. The Israeli armored battalions succeeded in blocking the Egyptian withdraw but were under great pressure. In response to this Sharon maneuvered an armored infantry battalion to the South to hit the Egyptians on their left flank. About the same time an armored

battalion from the Israeli "Mendler" Armored Brigade attacked the Egyptians in the rear from the East. Finding themselves attacked from three sides the Egyptians resisted fiercely for about four hours, then simply gave up, abandoned their surviving vehicles, and fled into the deep desert to the North where they were either captured or perished within a week after the war ended.

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Doing In My Backyard?
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are just going to have to chance it. No matter what you do, it's going to take you two turns to reach the cover of hex O23D. Don't play more than one Sprint card in a turn. With each card you have a 50% chance of getting a Delay Point, and a 25% chance of getting 2 Delay Points. If you get more than one in a turn it won't disappear at the end of that turn; half of it will be carried to next turn. If you begin a turn in the open with 1 Delay, and you are still forced to play Sprint to reach cover then the odds are you will not reach the Stronghold before the end of the second turn in the open. You could end up dying on the second turn just as you reach the corner (hex N22D). Your only hope is to minimize the number of delay you get, so don't play more than one Sprint Card. You will probably get killed anyway, but this maximizes your chances as best you can. If by chance and fortune you actually get away with

Conclusion

This concludes the first of a two part article series of new scenario from the 1967 War. This war, like the previous one, is so poorly represented in the original game. Now there will be plenty of scenarios for players to choose from in all three wars. Enjoy the scenarios.

this dash to safety then enter the stronghold from the rear, pick up the Axe and take up a position from which you can build aim on either door.

If all goes well, then you will have at least 2 characters in the Stronghold well armed and with aim built up on the doors. If the Indian Player rushes the doors he will lose at least 2 characters. He will then be forced to kill at least 2 of your people, and if he hasn't got the Woman yet, he will be facing at least one living character who might just kill one more of his before he/she dies. With three Indians dead, it will not matter if all of the Settlers are dead, the Indian player will not be able to recoup the VP losses.

Conclusion:

This is a deceptively well balanced Showdown. The concept of an easy kill for the Indians is not the picture here. Play it for yourself. There are risks for both sides, and the ending will be dramatic and exciting. Prepare to sit on knife edge, you'll enjoy this one.

What Are Those Indians Doing In My Backyard?

An Analysis of Gunslinger’s Showdown 6: The Raid

By: Tom Cundiff

[Note: Continuing the series begun last issue, my intent is to provide a tactical analysis of the Showdowns of Avalon Hill’s Gunslinger in a comprehensive format (i.e. writing analysis for all of the Showdowns and publishing them all in one place. This was the intent when I began this project with *The Boardgamer*, however its demise ended that idea). So, I am re-publishing the first few Showdowns, one at a time, that originally appeared in The Boardgamer time (there were only five or six) and adding to it an analysis of a *New Showdown*. I begin with the previously published article and end with the new one.]

Showdown 6 The Raid

This scenario pits a settler and his family against an Indian raiding party. Dispersed across three boards, with pitifully weak weapons, can Ma and Pa Kettle survive and Indian attack? Or will Red Face the Indian have more to blush about on return to camp than his dubious ancestry?

Scenario Description:
Wildwood, MN Aug. 17, 1862
Starving and angry at the cruelty and contempt of the white man, especially the Indian Agency, young Sioux braves dare each other to attack a local settler. (This is a modified version of the massacre that started the War of the Woodland Sioux in 1862.)

Opposing Forces
Side A: Sioux Braves
C1 Eagle C3 Axe

C5 Hawk C7 Chief
Side B: Settler’s Family
C2 Sodbuster C4 Woman
C6 Running Boy

Board Orientation:

⌚	☪	V	B
F	H	G	E

Set Up:
Side A is alerted
Side A: Sets up first, on boards B, E, and/or G
Side B: Set up second on boards A, C, and D (no more than one character on each board). Set up the following weapons in hexes that do not contain Characters: A Shovel and Pitchfork in the Harness Room of the Stable, and one R10 shotgun and an Axe in the Cabin.

- Special Rules:
1. Side B can exit the map only along the South edge.
 2. Captured characters are killed.

Game Length: 30 Turns

Bonus Points: Each character on side B gets +6 VP

Side A: The Indians
Let us analyze first what we have to do to win. There are no bonus points allotted to Side A, so just surviving the scenario doesn’t gain us much. Four characters times 2 VP for surviving gains only 8 VP, while the opposition gets the same points for surviving and also gets +6 VP for each character. So

obviously the goal is to kill the farmer and his family. Do we need to kill them all? To an extent this depends upon your own losses. Because of the large Bonus Point advantage given Side B, it is necessary to kill 2 of the settlers while taking no casualties of your own. If you lose one or two men then you MUST kill all of the settlers. If you lose three men, then you have lost the game, you just can’t make up enough points even if you kill all of the settlers.
So we know how many of the enemy we must kill. How do we do it? First off observe the required set up positions of the Settlers. They are constrained to set up one on each of boards A, C, and D. They begin the showdown separated, unable to support each other. This is an important nuance to understand. Separation from support is a fatal condition in Gunslinger. That danger is all the more pronounced depending upon the skill level, or lack thereof in this case. Thus we must try to keep our opponent’s characters separated. Board C, the Stable is of first concern to the Indian player. The most dangerous character they face is the Sodbuster. Armed with a SD58 (Sharps Trapdoor .58 Buffalo Rifle) he can reach out and touch any character approaching across the empty expanses of boards A, B, E, and G. Concentrate the best rifles upon the Sodbuster. This means that the Chief and Eagle must be detailed to do this. Probable set up positions for the Sodbuster will be on the roof of

What Are Those Indians Doing In My Backyard? Gunslinger's Showdown 6

Continued

the Stable in hex C14*C/Roof or C19C. In order to cover both possibilities you will have to set up using the cover of the trees on Board G. Hexes D16G and G16G are both suited to the purpose at hand. Place your characters down in these hexes, with head markers in C16G and F15G, rifles should be in the Both Hands box of each character, and cocked. In all probability the Sodbuster will retreat from his position before you get a shot off, but that's ok. If he does, you've accomplished your first mission. What was that mission? You diverted attention away from Axe and Hawk. The mission of Axe and Hawk is to cover ground in the early turns and get into the Stable. If they can, catch the Settler that set up on Board A and kill them, but more importantly prevent anyone from holing up in the Harness Room. Use Hawk's extra speed (Bonus Card B1) to ensure he gets to the Harness Room before anyone else does. Place Hawk and Axe in the same hex so they can exchange weapons on Turn 1. This way, Hawk can run for the Stable, and Axe can try to shoot the character on Board A before they reach the cover of the Stable. If you accomplish this, then the enemy characters on Boards C and A will be unable to find an adequate defensible hiding place and they will be separated from each other in all probability as well as from the third character which set up on Board D. The Settler Player may attempt to use the room above

the Harness Room on the 2nd Floor of Board C, but if you have made it to the Harness Room before they have, then it is a simple thing to use the connecting ladder to move between the Harness Room and the room above. With no defensible position to fall back on, the Sodbuster will buy it sooner or later. There's just too many ladders from the 2nd Floor to the roof of the Stable if the Sodbuster is located there. If the Sodbuster set up on a lower level, then you may become involved in a close range melee inside the first floor of the stable. You will have an indication of this early when the Sodbuster withdraws from his position covering the boards A, B, E, & G. When this occurs you can move Chief and Eagle to the Stable. Even if you don't get them inside in time, the brawling skills of Axe, who should be right behind Hawk in the rush to the inside of the Harness Room, can be used to throw his Tomahawks and Knives at the Sodbuster with as great a probability of a kill as any pistol. By now either the Woman or the Running Boy will also be inside the Stable, having run for cover from Board A. If they stray into the line of fire, oblige them. But pay closer attention to Sodbuster as he actually has a weapon.

The Settler's second possible solution to their separation and desire to live may result in an unavoidable gambit. Board D presents a defensible position and the Indian player cannot prevent its occupation. The Stronghold on board D presents an opportunity for the Settler Player

to save the game. It has only 2 entrances. Both are easily covered. The use of these facts present a gambit that the Indian player cannot avoid. What does this mean, and how can it be dealt with?

Gambit number 2 postulates that the character on board D will be the Sodbuster. He will be in the Cabin, and will pick up the shotgun in addition to the rifle. Then he will run for the Stronghold. On board C will be the Running Boy. He will use his extra speed to quickly leave Board C and run for the Stronghold. The Woman will be left to set up on Board A, and only God can help her, still an Indian, preferably Axe, will have to be dispatched to deal with her. She won't have a chance, but she will have drawn off one enemy for a time. As the Indian player you must anticipate this occurrence with your set up. You can keep to the possibility presented by Gambit 1 by setting up Eagle and Chief as before, but you must set up Eagle in D16G and Hawk will also set up in the same hex. However, Hawk will not set up with his body counter Down. After the Settler Player sets up you will be able to recognize the plan he intends by the location of the Sodbuster. If he is on Board D. Then Hawk becomes extremely important. The rules allow characters to exchange weapons if they are in the same hex. Thus, on turn 1 Hawk and Eagle exchange rifles, and Hawk executes Advance (Bonus Card B1) and Run (Card 2) to begin a dash for a position

What Are Those Indians Doing In My Backyard? Gunslinger's Showdown 6

Continued

on Board H from which he can see around the corner of the Stable to the Stronghold. Hex P16H will do just fine. Get Down in that hex, place his head counter on the rock pile (if you are using the rules regarding snakes ... pray to the Indian Gods there isn't one in the rock pile) and begin building aim on the front door of the Stronghold. Chief will make for hex M17H and do the same thing. These positions will not be reached before the Running Boy makes it to the Stronghold, but all things being equal you should be able to reach them in time for both the Sodbuster and your two braves on board H to be equal in the race for aim time. Expect the Sodbuster to make some attempt to keep you pinned down. But bottom line is that Eagle and Axe will soon be closing in, after having dealt with the Woman, and Sodbuster will not be able to maintain a head out position for long. Sooner or later your Indians will be next to the door, and if you are able to get Axe there, he will simply decapitate the poor Sodbuster if his head is out the door. Once you have assured that Sodbuster and the Boy are waiting inside and building aim on the entrances, then bring your braves together and rush one door. Concentrate on killing the Sodbuster. You may lose 2 men in this assault, so expect to have to kill the Boy too, but the Sodbuster continues to be the major threat, kill him first.

How do we set up in preparation for both eventualities?

Hawk in D16G facing C16G upright, W44s in Both Hands cocked.
 Axe in D16G facing D15G, Down, Head Counter in D15G, R10 in Both Hands cocked
 Eagle in D16G facing D15G, Down, Head Counter in D15G, W44 in Both Hands cocked.
 Chief in G16G facing F15G, Down, Head Counter in G15G, SH50 in Both Hands cocked.

Side B: The Settlers

We have largely addressed the requirements to win for the Settlers. They can win by surviving the entire game (not a likely event) with one or less casualties. They can win by trading the Indian player man for man, or any eventuality in between. An aggressive Indian player is not likely to allow you to survive the game without casualties, so you figure you are going to have to kill at least one of the Indians and probably two. But that doesn't mean your play has to be aggressive. This is not a Showdown in which to boldly stand before a group of howling Indians and blaze away like John Wayne. In this Showdown, that would be dramatic, but fatal.

As outlined above to an extent the Settlers have one of two plans to choose from. The third plan, that of running off the board edge to the south is not viable. All that open ground to cross and all those Indians spells only death for this choice. The two choices revolve around just where to make a stand. There are two areas to choose from. The Harness Room in the Stable on Board C, or the Stronghold on Board D.

The Harness Room Strategy:

For this scenario you are going to have to fight sooner rather than later, but you will have an opportunity to do so with a full compliment. If you place the Sodbuster and his rifle in Barn Door (H14C) then he can fall back quickly to the Harness Room. There's not much chance the Indian player will choose to set up on any board but G, because to do so places the Indians further from their goal and leaves them to approach the Stable across even greater expanses of open ground. Sodbuster's goal is to aim at a hex midway between the Chief and Eagle. Build up aim on that hex and threaten to transfer aim. In doing this your opponent may have to duck with both characters rather than risk guessing wrongly about which one you will ultimately transfer aim to and kill. But whatever you do, don't get killed. When you think the enemy has enough aim to ensure your death, pull back out of LOS and begin your retreat to the Harness Room.

Place the Woman in K5A. From here, on the first turn she can reach hex C16C on Segment 3 of the first turn. There's no way to prevent a shot at her from Hawk on that segment, but at least it will be a high to moderate percentile shot. His W44s only divides the range by 2, leaving a shot at about Aim 5, Range 3 or 4 (a basic probability of 35 to 45 percent). Thus, you've a good possibility of surviving to get inside the Stable. The next goal is to get inside the Harness Room and

What Are Those Indians Doing In My Backyard? Gunslinger's Showdown 6

Continued

pick up a weapon. Inside there will be a Spade and a Pitchfork. The Pitchfork will do more damage. As this is the best choice some thought should be given to its set up. Read closely you will see that the Settler places these “weapons”, thus, knowing this is your weapon of choice, place it immediately inside the Harness Room (Hex I16C). Coordinate movement of the Sodbuster with the Woman so you arrive simultaneously, or as near that as possible, in the Harness Room.

Now is the time to begin planning for the mid-game. Both the Sodbuster and the Woman, now in the Harness Room and armed, begin building aim on the door. A more intricate strategy would be for the Sodbuster to place his head out the door and aim at either of hexes G14 or G15C. Be careful if you choose to execute this. The loss of the Sodbuster will spell doom for the Settler Player, he is the strongest weapon you have. Considering the overall weakness of the Settlers that isn't really saying much, but for a side with weak capabilities to begin with the loss of what would normally be considered a mediocre character is a disaster. Do not allow the Indians to kill the Sodbuster before they have to force an entry to the Harness Room. When it becomes evident that the Indians are on the brink of being able to kill the Sodbuster pull back the head counter, and move the body counter to H17*C. This allows the Sodbuster to get off a shot at anyone entering through the door without getting entangled in a

brawl. Move the Woman to hex I17C facing H17C. This positioning allows her to cover both the main entrance at I16C and also the trap door at H17*C/2nd Floor. Don't underestimate her value. With the pitchfork and aim time built up she should be quite formidable.

We turn to Running Boy's contribution to this scenario. Running Boy sets up in the Cabin on Board D. He picks up the shotgun and executes Advance (Card B1) and Run. It is important that he execute both cards in this first turn, so don't go jumping through windows on Turn 1. The needless infliction of delay points gained in going through a window are a detriment to the overall tactical situation. He must be able to play Sprint Cards as fast as he can. Remember the restrictions of rule I.9.23. Ensure that over the turns, as you race for the Stable door (hex I20C), you always play Card 2 Run, and Card B1 Advance before you play any Sprint actions. This way, no matter how many delay you may get when you do play a Sprint, you will always in the previous turn have executed Advance and Run qualifying for the playing of Sprint in succeeding turns. Place the R10 in R16D, and Running Boy in S16*D. Thus Running Boy's first turn will be to play Card B1 Advance to R16D; Card 9 Draw and Cock to move the R10 to the Both Hands Box, cocked; and finally Card 2 Run to Q17D. From here on Running Boy must with all speed get both himself and the shotgun to the Stable. If he can his goal is the Harness Room. This may be difficult; there is no entrance to

that room from the rear. Following entry to the Stable the next goal may have to be to get Head Out status with the Head Marker in hex G19C. Running Boy can now defend himself in a restricted entry with a shotgun. He can even cover the ladder at C22* from this location. But, if Boy does concentrate on preventing the Indians from getting to the 2nd Floor, you can bet the Indians will hand him his head. Boy's best plan is to build aim on F17C so that aim can be transferred as necessary between G14, F17, and/or C19C.

A secondary plan may be attempted, but only if the Indians have no one near the rear of the Stable and haven't massed yet to rush the Harness Room. This strategy will take time and should not be attempted if the Indians are able to get to the main entrance of the room before you can carry this out. What I am discussing is Running Boy getting into the Harness Room by way of the 2nd Floor trap door. To do this he will have to climb the ladder at C22*C. Once on the 2nd Floor he will have to risk jumping the “chasm” between the Side Loft and the Back Loft. From there he makes his way to H17C/2nd Floor and thence down to the Harness Room 1st Floor. But beware, this cannot be attempted if the Indians are close. Running Boy's best plan is to cover the entrance to the Harness Room and stay alive.

Set Up for Harness Room Strategy:

C2 Sodbuster H14C facing G14C
C4 Woman K5A facing B16C

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Continued

C6 Running Boy S16*D facing R16D

Placement of Farm Implements and extra weapons:

R10 in R16D

Axe in R18D

Pitchfork in I16C

Spade in I17C

Stronghold Strategy:

In this strategy the goal is to hole up in the Stronghold at the back of board D. Again I will start with the placement of Sodbuster. In this strategy he is placed on board D. S18D facing S19D. The R10 and Axe are placed in R18D. His actions over the next few turns are intricate. Whoever begins on boards A and C will be unarmed. Further, the requirements of haste for those characters means they can't stop to pick up any of the weapons in the Harness Room on board C. When they arrive on Board D, if they arrive, they will not have weapons. This leads us again to the Sodbuster. There are two weapons that set up conditions require placed in the Cabin on board D, the R10 shotgun, and the Axe. Both are needed in the Stronghold, but how do you get both of them there without risking running back and forth between there and the Cabin and getting killed doing it? The answer is to pick up the Axe and throw it to R21D. To do this, you will need to employ the Sodbuster's sole bonus card B9 Strength to increase the Wielding Factor of the Axe from 1 to 6, or it will not reach R21D, and you will have to drop the SD58 to your hex R18D. Then pick up the R10 shotgun and the SD58

and high-tail it to the Stronghold. Do not move directly to the door at P20D. Use the cover provided by the Stronghold and enter from the backside. This means you have to cross only one hex that is in LOS of any Indians on boards G, C, and/or H, that being hex R20D. Once Sodbuster has made it to P21D, he should drop, place his head counter in P20D, and begin building aim time on the closest Indian.

The goal of the other characters is to reach the Stronghold as fast as their feet can carry them. One might be tempted to place Running Boy on board A since the character on this board has a larger distance to travel to safety, and Running Boy has the B1 Advance bonus card. You can try this, I've done it, but it is not exactly the wisest move. Remember the distance you have to cover will in all probability be more than you have time for. As this in general means the character on Board A will die, it is more important to ensure at least 1 character from boards A and C reaches the Stronghold. Remember, the Indians can't just kill one Settler and win, so wisdom suggests that getting a second character to the Stronghold is of paramount importance. Thus, place Running Boy K21C facing L21D. On Turn 1 Running Boy can reach N22D. There's no way the Indians can get a shot off at him before he reaches cover. He must next run around the far side of the Stronghold and pick up the Axe thrown there by Sodbuster. After recovery of the weapon return to the rear entrance, drop the Axe in P22D, and take the

shotgun from the Sodbuster when he arrives. From this point the goal is the same as the Sodbuster. Build up aim time on the closest Indian. If the Indians aren't within the 7 hex maximum range of the shotgun, then build up aim on hex P21D. Be watchful for an opportunity to pop out and blast any Indian that comes close. But don't get over eager. If there's more than one Indian in range then you risk getting killed. It is important to stay alive and make the Indians storm into the Stronghold. Kill anyone that approaches and gives you a free opportunity, but remember both the Running Boy AND the Sodbuster must remain alive and build up aim on P21D. If the Indians rush the door, you can be sure to kill at least 2 of them. If the Indians are not weary more than one of them may enter a single door, and end up the target of the shotgun. Remember it can kill more than one target with a single shell, AND it is a double barreled weapon.

Place the Woman in hex K9A facing B21C. She can reach C22C on Segment 3. She now has a clear run across the rear of the Stable. The Indians shouldn't be able to prevent her from reaching the far side of the Stable (hex I22C). However, crossing the chasm between the Stable and the Stronghold by the time she reaches I22C will mean that she's crossing a fire lane. By now the Indians should have reached positions on board H from which they can hide behind cover and build aim time. You

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A Rough Night in Old Fort Worth: Gunslinger’s Showdown 12

By Tom Cundiff

This scenario is the quintessential free for all. The Victory Conditions are standard, in accordance with section 15 of the rule booklet. That means that even the Marshals are out for blood, and they, by the way, are the most deadly characters on the board in this one. However, if the players band together they actually have a chance to knock off the Marshals ... that is IF you can trust your “friends”.

Scope of the Article:

This article will keep to the Set Up, the first few turns of the game, and an outline of the general goals of the two main strategies. The reason for restriction to these parameters is because as the game develops, and as the players take casualties or wounds, the game spins beyond anyone’s ability to accurately predict the conditions players may face at mid-game. General guesses about what the game may look like at mid and end game are the best anyone can do, and that’s not enough upon which to base any kind of reasoned strategic analysis. Side A may have lost one character and the other may be trapped on the North side of the board. Side B may have lost yet another character and the other is trapped to the South, Side D may be running for his life being hunted by Side C, etc. ... these are all possibilities, but are they foregone conclusions? Anything that happens in Showdowns beyond the early turns of a game is mere guesswork in most cases

Description:
Old grudges, bad blood, liquor, and gambling touch off a shooting spree in old Fort Worth, TX. This is a generic scenario, there scenario does not represent any actual event.

Opposing Forces:
Side A: Faro Dealers
C1 Gambler
C4 Barkeep

Side B: The Losers
C2 Ike
C5 Little Ernie

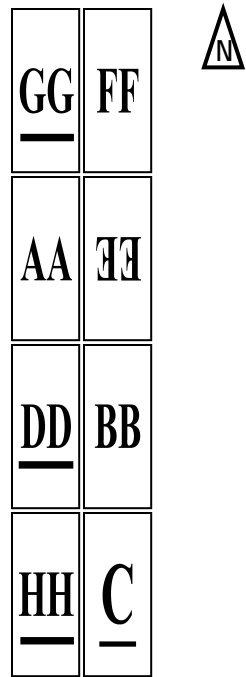
Side C: The Marshals
C3 Marshal
C6 Guard

Side D: Busybody
C7 Banker

Game Length: 20 Turns

Bonus Points:
Each character on Side D gets +1 Victory Points.

Board Orientation:



ERROR CORRECTION: The set up below makes note of C4 The Barkeep setting up in The Stable. With the board configuration as printed in the rule booklet this isn’t possible as there is NO STABLE on the board. The Stable is on Board C, not CC. So, simply substitute Board C for CC in the set up to correct this error, no doubt this was a typo in the original rule booklet..

Set Up:
No one is Alerted. There are no two handed weapons.
Side A: Sets up first. The first character (C1) sets up in hex H16DD. The fourth character (C4) sets up in the Stable (Board C).
Side B: Sets up second. The second character (C2) sets up in hex F15DD. The fifth character (C5) sets up in the Ranch House on board FF.
Side C: Sets up third, in hex F3BB.
Side D: Sets up last in hex F17DD

Special Rules: Characters may leave the map only along the North edge.

Analyzing a Gunfight:

A General Note on Tactics:

This scenario restricts players to only their hand guns. This obviously has a major impact upon play and tactics. Without the Range Divisor of a rifle to help you, you are limited mostly, unless you are utilizing bracing rules and trajectory shots from the Gunsmith’s Shop (General Vol. 19 No. 3), to ranges of 3,

A Rough Night in Old Fort Worth: Gunslinger's Showdown 12

Continued

maybe 4, or less. Not only does that mean a close up gunfight, but it also means that at that range, your opponent has the opportunity to move out of your Aim Zone before you can get off a shot. Movement becomes as important as gunplay. Thus, it behooves the player to avoid where possible obstacles to movement as well as getting "Down" (prone). Obstacles and Down Status both contribute to movement Delay. One must consider carefully the natural instinct to get down behind an obstacle to provide some kind of cover against incoming fire. It's a viable tactic, but it restricts movement. Think about it carefully before you get Down or move across an obstacle.

Next turn your attention to the Showdown's Special Rules, to wit the prohibition upon two handed weapons. This restriction makes it very difficult for players to get good shots from any distance, which of course, armed only with pistols is logical. Pistols were never meant to be accurate much beyond 25 to 30 feet (4-6 hexes in game terms). Even today most pistols are no more accurate than they were at that time. Oh, to be sure, there is the Midwestern large bore pistol hunting season for deer and people use .30 caliber or larger pistols with 9 inch barrels and scopes to kill deer, but that really is an exception to the purpose of pistols. They're close in weapons meant for a time when speed is more important than absolute accuracy. How do we attain some accuracy with a

pistol at some kind of useable distance? Have a look at the Gunsmith's Shop rules regarding Bracing. Remember that a Braced pistol has a range divisor of 2. All of the players with the exception of the Marshals ought to lobby for the use of this rule in this scenario. The Marshal player doesn't want everyone to have a chance to shoot him from any kind of distance, so this rule is not in his best interests. With a three to one vote, the rule should easily pass.

Strategies:

There are two strategies to follow in this scenario. One is the standard free for all, everyone against the others. The other is as an alliance against the Marshals. The reason for considering this is that in any scenario that doesn't propose facing off against them, then you will find the Gamblers and the Losers will end up killing off or severely wounding their best characters before the Marshals even get into action. IF that happens, then the Marshals will simply walk over and kill off the wounded characters and then hunt down the three remaining characters on the board. Those three characters are wide spread, lacking mutual support, and lacking any weapons skill (Little Ernie, The Banker, and The Barkeep). Only Little Ernie has any weapons skill at all, and even that is minimal. The other two characters have no skill at all with weapons, NONE! So, if in the pre-game banter you can organize a "gang" to set upon the Marshals you'd be well served to do so, and your set up alters. However,

remember Gunslinger is a game in which no one is your friend and trusting your neighbor usually results in a bullet in the back. Unlike other multi-player games, the nature of Gunslinger is such that sudden treachery is usually instantly fatal. The dreaded stab in the back to which Diplomacy players refer doesn't normally destroy a player permanently. Oh, but not so in Gunslinger, in Gunslinger the "Stab in the Back" is just that. So, before you choose to pursue a "unified front" to face the Marshals you must be absolutely certain of the fidelity of your "friends". So, there are two possible strategies and two set ups. One for the standard free for all and one for a united front against the Marshals. One might think that other combinations of alliances could be pursued. This isn't a good idea because any other alliance than a united front against the Marshals isn't strong enough to face down the Marshals, and any alliance that includes the Marshals will leave the Marshal's allies unable to cope with the dangers presented by the Marshals after the elimination of one of the other players. You're either agin' the law or on your own in this Showdown. So there's only two set ups that recommend themselves.

Side A Faro Dealers (sets up first):

Set Up 1: Free For All:

The set up for Side A is mostly proscribed. C1, The Gambler, sets up in hex H16DD.

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His partner sets up in the Stable on Board C. Thus, your forces are split, and C1 The Gambler will quickly find himself surrounded. To the East are the Marshals and to the West only two hexes away are C2 Ike and C7 The Banker. The Banker is not an immediate threat as he has no skill. He does have a double action pistol which has its uses, and if the chance arises it might be useful to acquire it if possible and time permits ... most likely time will not permit as the game lasts only 20 turns. Of immediate worry is Ike. Like you, Ike has a +2 Single Handed shooting skill and a Colt .44 pistol. He also possesses a B3 Fast Draw Bonus Card. Your own skill is the same, weapon the same, but you possess the B2 Fast Draw Bonus Card, which is a little faster. It's the only edge you have, and if you don't dispatch Ike quickly he will certainly do for you, because he's in the same situation.

What is left for you to decide is the facing of C1 The Gambler. It is never a good idea to turn your back on a window, especially as you know the Marshals are not far behind you. However, with Ike but two hexes away to the West, you have no choice. Given the critical necessity of killing Ike quickly, you cannot risk Ike moving to one side or the other out of your Aim Zone if you don't face him directly. Thus, you must set up facing G16DD. Given that no character begins the game Alerted, this is the only decision to be made for the Gambler.

Simply put, you must face Ike directly and plan to kill him as fast as possible. If you're lucky you might survive. If you're not lucky ...

What remains is the set up of C4 The Barkeep. He sets up in the Stable on Board C. What you do with him rather depends upon whether or not the Gambler survives his duel with Ike, dodges the Banker's bullets, and is able to escape the Marshals who are coming up quickly behind him. This is a tall order for the Gambler to accomplish, so don't figure on it occurring. It's the only plan the Gambler has, so you're stuck with it, but his survival is not likely. With that understanding you must decide upon what to do if, when, the Gambler dies, for with 4 to 1 odds the Gambler will not likely survive.

So, what do you do? Well, firstly you must assume that the Gambler will survive ... at least a few turns anyway. Therefore, it is important to set up in a position to help. You're forced to set up almost a full board away to the rear of the Saloon on Board DD. You are also required to set up IN the Stable. The requirement to set up within the Stable means you must pay attention to how to get out of it in the minimum amount of time while still setting up as close to the rear of the Saloon (Board DD) as possible. A quick review of Board C indicates that at the NW corner there are three possible exit points: 1. The Door at B16C; 2. The Window at D13C, and 3. The Barn Door at G14C. Obviously the Window is the closest to the rear of Board DD. However, the potential Delay

acquired for climbing out the window can slow down your purpose of rushing to the aid of the Gambler. Worse than the Delay you may get is the fact that in so doing you may not be able to execute both Run and Advance on the first turn. If you are unable to do that, then on the second turn, regardless of the amount of Delay obtained by crossing the window sill, you will be unable to play, let alone execute any Sprint actions on Turn 2. Thus, the Window provides a double dilemma. It's easy to see that exiting the Stable via the window is very risky, leaving you to answer the question, "Do You Feel Lucky?"

We are left with the two other exits, the Barn Door and the regular Door at B16C. Again, a quick review of the board indicates that the Barn Door is further from the Saloon on Board DD, so that leaves the side door at B16C. You should set up in hex C17C facing B16C. From here you can most quickly reach the Saloon and at the same time leave yourself the opportunity to run for the rear of Board BB to escape to the North if the Gambler dies, and he most likely will. This is the other decision you must keep in mind. What do I do if the Gambler dies?

Set Up 2: The Alliance Against The Marshals

If you trust your allies your set up must change as you all prepare to set upon the Marshals.

Assuming you don't expect to get shot in the back, the

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first thing you must do under this scenario is to change the facing of the Gambler. Being forced to set up in H16DD, and the Marshals setting up in F3BB, the window at J17DD becomes important to consider as it provides not only your means of obtaining an early Line of Sight (hereafter referred to with the acronym LOS) upon the Marshals, but also the means by which they can see YOU. It would seem a simple thing to set up facing the window, but it's not that simple. You must consider where your Aim Zone is in relation to the window, your facing in relation to your Aim Zone, the hex grain, and the location of the Bar, which is an obstacle, a very inconvenient obstacle, to your preferred location, which would be I17DD facing J16DD with a Head Counter in J16DD.

The problem you are facing is this. If you stay on the West side of the Bar and are considering trying to get a shot off at the Marshals as they approach the Saloon via a LOS through the window at J16DD you have to consider that your LOS is restricted by being drawn from the Hex ID at H16DD. Remember that in Gunslinger the LOS is drawn from any point on the Hex ID number to that in the target hex. Here your LOS is also restricted by being drawn from the Hex ID through the Window at J16DD and thence to the target. Drawing your LOS between H16DD and using the North edge of the window at J16DD as the border limiting your LOS you will find that your

LOS (if you face I16DD) does cover the set up hex of the Marshals, but it doesn't cover any hexes to the North of that hex. In other words, if you don't do something about your location and the LOS restrictions that attend H16DD, the Marshals will simply take a single step on Turn 1 and be out of your LOS. As they close upon your position you will be blind and unable to get a shot off until they actually enter the Saloon. At close range these characters are dangerous. You need desperately to keep them at a distance at least until you can "marshal" your own forces to catch them in a crossfire, that is if the Marshals will allow you to do that. So, you need to face I16DD, but you need to be planning a move to your ideal location I17DD facing J16DD with a head counter in J16DD. This location not only provides a greater LOS, because LOS is drawn from the Hex ID where your Head Counter is located – J16DD, but also because this places you in a position where you can hide behind the window sill if need be and hide behind the bar which protects your back not only from your "friends" Ike and the Banker, but also provides a place to hide when and if the Marshals enter the Saloon via the front doors as is likely.

So, if you trust your friends and you've all agreed to face off against the Marshals, then set up in H16DD facing I16DD.

What remains is the set up location of the Barkeep. Keep in mind that this is a close up fight. You don't have a rifle to cover the distance between the Stable and the back of the buildings on Board

BB. You're going to have to move closer to the rear of that building. That means that you also have to watch the movement of your target. There are four exit points through and around the building on Board BB (The Alley to the West, through the Store and the rear door at F10BB, through the Marshal's Office rear door at H10BB, and finally the alley at J9/K9BB). What you are watching for is the transit of one of the Marshal's characters to the rear of Board BB.

The Alley to the West between the Bank and the Saloon will be covered by the Gambler at J16DD, so not to worry overly much about this route. By the time one of the Marshal's characters tries to get down this alley he will have had to contend with the Gambler, Ike, and, maybe, the Banker. The other Alley to the East is the long way around and you will have lots of time to prepare if the Marshals try to use this route. What concerns you most is the route through the Store and through the Marshal's office. The most obvious route the Marshal or his Deputy (the Guard) would take is through the Store. This route will take at least three turns for a man to exit the back door from the Marshal's position at the front of the store. On Turn 1 they cannot get any further than F5BB because they will not be able to play any Sprint Cards on turn one (there's a restriction on their play requiring the play of Advance and Run in the previous turn, and since there is no turn prior to Turn 1, you cannot play a

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Sprint card in any Gunslinger scenario before Turn 2). On Turn 2 the restrictions on the play of Sprint Cards no longer exists and the Marshals may make it to F8BB (providing they obtain no Delay due to the play of a Sprint Card – the play of a Sprint requires the drawing of a single Delay Card for each Sprint Card you play, so the Marshals are not guaranteed reaching F8BB). Turn 3 is the soonest anyone will be able to exit the door at F10BB. The Marshals can exit F10BB early in Turn 3 (segment 2 or 3).

This means you have one turn to close the range from the Stable to the rear of Board BB and begin aiming at F10BB. So, you must begin Turn 1 assuming that the Marshals will try to move through the store. If they don't, well, you're ahead of the game, but if they do, closing the range to F10BB by two hexes is critical. We now come to a critical judgment about set up hexes. The rules require you to set up "*IN*" the Stable. Is hex G14C *in* the Stable? I have to believe that most people, me included, wouldn't believe G14C is a valid location as it is not *inside* the Stable. Clearly the Hex ID from which LOS is drawn is not inside the Stable.

Thus, you are left with one of three hexes as being closest to F10BB (F14C, G15C, and H14C). All of these hexes will serve your purposes. Pick one and face directly to the North.

The other possibility is for the Marshals to move through the Jail to the rear of Board BB.

This move eats up a few more critical segments and your target will exit the door at H10BB late in Turn 3 (segment 4 or 5).

No matter the route through the store or the Marshal's office, once you move to G13BB you will have at least one full turn and part of one more, minimum, with which to aim at G10BB. This will provide you with a Turn 3 shot on Segment 3 (the soonest anyone can exit the door at F10BB) with an Aim of 7, Range 3, a 72% shot, with a 26% BE (automatic Kill) rate. Important to note is that if any of the Marshal's men stop to draw a weapon, it eats up more time and increases *your* aim time (hit percentage). Someone may exit the building to the rear of Board BB, but they likely will not survive doing so.

Summary of Set Ups:**Side A Faro Dealers****1. Free For All Set Up:**

C1 Gambler: H16DD facing G16DD

C4 Barkeep: C17C facing B16C

2. Alliance Against The Marshals:

C1 Gambler: H16DD facing I16DD

C4 Barkeep: G15C facing G14C

Side B Losers (sets up second):

As with the Faro Dealers (Side A) carefully consider whether or not you wish to face the Marshals alone after a duel with the Dealers, or would you prefer to make a united front to kill off the most dangerous opponent in the game (Side C) the Marshals.

Set Up 1: Free For All:

Under this strategy you must consider the Gambler to be your most dangerous enemy, and there's no place to run or hide. You will simply have to draw your pistol and make a deliberate shot. You won't get second chance and because the Gambler is a faster draw than you, you probably will not survive to fire second. Because you draw slower than the Gambler you have one less segment with which to obtain Aim Time, and it's critical that you fire on the same segment as the Gambler. Think carefully about when you wish to fire and when it is optimal for the Gambler to fire at you. Right off the bat you know that when you fire you will have 3 Aim Points (2 for your skill and one for the Shoot action). However, you have a minimum range of 2 to consider. A quick consultation with the table on page 21 indicates that a Range 2, Aim 3 shot has only a 40% chance of a hit (only 6% BE rate). This shot would be possible on Segment 3 of Turn 1. Your opponent has the same opportunity on Segment 2 of Turn 1. If either of you chooses to Fanfire, the amount of time it takes to shoot is reduced, you can begin firing one segment earlier (minus 1 Aim Point). Fanfiring is never a good idea, looks good in movies, but is only a waste of lead. From your opponent's view, he can get off an Aim 5, Range 2 shot on Segment 4 (64% hit, 19% BE) or an Aim 6, Range 2 shot on Segment 5 (74% hit, 27% BE). If your opponent waits that extra segment he gets

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an increase in probabilities of slightly more than 20% overall. He has to make a decision whether or not to wait that extra segment. His decision is tempered by knowing that on Segment 5 he can expect you to have the same percent shot at him as he has at you one segment earlier. A 64% shot is a good percentage, especially in a critical situation like this in which the first shot and time is critical. IF your opponent says to himself that your shot on that last segment of the turn is too great a percentage you can expect that he will also choose that it's good enough for him too and he'll shoot, taking that same percentage one segment earlier (Segment 4). So, you can expect that your opponent will shoot on Segment 4, you're going to have to accept lower odds and shoot on Segment 3, Aim 3, Range 2 at 40% overall and take your chances. A 40% shot is not great, but not horrible either. Your chances are 2:3 against you, while the chances for your opponent is 3:2 in his favor. As your opponent I'd gamble and wait that extra segment to improve my own shot, taking a Segment 4 shot at 64%.

Now, is the time to consider Fanfiring, after your first shot has missed. In preparation for that eventuality, your first play of B3 Draw & Cock should move your pistol to your Both Hands Box. I've previously indicated that Fanfiring is a waste of time and lead, in most cases it is. However, the only way you're going to get off a second shot on

Turn 1 is if you Fanfire that second shot, and believe me you need that second shot if you've missed the first and you're still standing to talk about it. You may even need to consider the second shot being taken at the Banker of all things if he hasn't had the good common sense to leave.

Let's turn our attention to your second character, C5 Little Ernie. His set up location is in the Cabin on Board F. He's a long way from the scene of the action. He's effectually got 2 full boards to cross before he can even catch sight of an enemy. That's a lot of territory to cover. Ernie does have one thing to help him. He has a B1 Advance Bonus Card. Use this card extensively in combinations of B1 Advance, Card 1 Advance, Card 2 Run, and Card 4 Sprint. Save the other Card 3 Sprint for its reverse side to change facings when necessary. Most importantly, when you do use a Sprint card and obtain Delay as a result, use the B1 Advance with the Card 2 Run so you can maintain eligibility to use Sprint actions on the immediately following turn. Delay is a pain in the rump when you have to move like lightning across distances, but the proper use of a B1 Advance card can mitigate those problems.

What then is your target location? What is your goal. Ideally your other character has survived the game long enough for you to come to grips with your enemies, the Marshals and the Gambler (if he's still alive). If you're lucky Ike will still be alive and you will come to a position where you and Ike can catch the Marshals from in front and behind.

That crossfire is your purpose. To accomplish this you need to seek a position that will bring you in behind the Marshals, and perhaps provide some cover.

In Gunslinger, running on open ground or through buildings is the same. A building doesn't slow you down necessarily (as long as the path from a back door to the front isn't obstructed unduly). And, of course, buildings do provide you with cover while you're running. Running around in the open in Gunslinger is a very bad idea. Guys with rifles love that! Fortunately there are no rifles in this scenario, but if you get into the habit of running around in the open bad things happen. So, let's practice good tactics when possible.

Your ultimate goal is hex R3EE facing R2EE with a head marker in R2EE. From this point you have a great LOS across the open street in front of the bank and marshal's office, and in order for your opponent to close with you they're going to have to cross some empty terrain. We've already covered how bad that is, it doesn't work any better for your opponent than it does for you. How do you get here is the next question.

Looking at boards FF and EE you can see that the buildings on EE do not have convenient back doors with corresponding front doors. The small store on board EE has no back door at all. The Freight Office and the Lawyer's Office don't have connecting doors either. You're faced with three choices. One is to simply run down the Alley in

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the middle of the board. This exposes you to, admittedly, long range shots from the Marshals. The other choice is to run down the outside Alley on the East edge of the board. Though you're not likely to run into any enemies here, one it's not a good idea to run around in the open if not necessary as I've said, but, remember the Barkeep sets up in the Stable and he conceivably could set up a fire lane down that far alley. It's not likely, especially as the distances are so great, that he could get off a good shot, but stranger things have happened and if it's possible to avoid things like that, then why not do so?

The proper way to traverse the back of board EE to get in position is to transit the small room behind the Lawyer's office, keep to the alley between that building and the store, while running to O6EE. Here you have to remember that the rules permit you to "slide around outside corners". So, you can move directly from O6EE to N5EE, N4EE and thence into the Store and back into cover. You will be in the open only for those two hexes in hex row N of Board EE. Good technique becomes habit, which in a game of Gunslinger is a good thing ... sometimes.

So, the end of the story is to set up in hex F7FF facing F8FF.

Set Up for Free For All:
C2 Ike F15DD facing G16DD
C5 Little Ernie F7FF facing F8FF

Set Up 2: The Alliance Against The Marshals

This strategy requires that you curb your appetite for blood. Ike is in the enjoyable position of having the Gambler's back turned to him from the beginning. I know how tempting it is to back shoot someone. I've done it more times than I can count. Shooting someone from behind diminishes all the risks and is simply the best way to kill an opponent. It's rather like being in a Sherman tank and firing at a Tiger from directly behind. And, of course, there's the sense of satisfaction at seeing your opponent fall to the ground dead.

The goal here is to prevent the Marshals from getting close to you and the Gambler without opposition. The Gambler player and the Losers player need to work together with Ike and the Gambler to cover the Marshals. The two of you have excellent fast draw skills and better than average one handed weapons skills. Together you match the Marshal and Guard. It might be tempting to take out the Marshal's weakest character, the Guard, if the chance presents itself, and indeed a wily Marshal player will offer the Guard as bait in order to get one of you to get greedy. "Guard" against that, sorry about the pun there. Your first task is to face the Marshals.

Ike's position in F16DD provides you some opportunities and some pitfalls. Firstly, it would seem obvious to set up facing the doors at G15DD, after all, this provides the correct Aim Zone to cover the approach of the Marshals to the front of the Saloon. It would also seem intuitive to be

able to use that door to exit the building if necessity or opportunity permits. This would be one of the pitfalls. Remember the rule regarding Bracing. In order for a pistol to be Braced, one must have their head counter on an obstacle or the character must have 9 Aim Points. Well, you're going to have to shoot before you get 9 Aim Points in most games of Gunslinger. Seldom will you have a target in LOS, except from behind in a GM'd game, for long enough to get 9 Aim Points accumulated. That means you need the help of an obstacle upon which you can place your head counter. The doors at G15DD don't qualify as an obstacle. If you set up to place your head counter in G15DD you will be unable to take advantage of the Bracing Rules. Where is the obstacle that will help you? The window sill at F14/15 DD is just such an obstacle. By placing your head counter through that window you qualify for the Bracing Bonus. Remember, however, that in order to place a head counter on the board, you must place it in the hex directly to the front of your character, the one your character's counter points to. You therefore, must be facing F15DD in order to place your head counter in that hex. This will be Ike's second task.

The first task will be to face play the B3 Bonus Draw and Cock to place your pistol in the BOTH Hands box. Remember, the Bracing rule requires that the pistol be in the Both Hands box to qualify for Bracing.

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Lastly you use your Turn card to change your facing to G15DD. This has one necessary benefit and one secondary that might be missed. You are now in the enviable position to have the Marshals in your LOS, and also to have your head counter to one side of the actual facing of your character. The benefit here is that by the mere play of Turn in any subsequent turn, you can remove your head counter in one single segment. The rules state that in order for a Head Counter to remain on the board, it must be within the character's Aim Zone. With your character pointed at G15DD, a second change of facing to G16DD changes the Aim Zone so that F15DD is no longer within that arc, thus removing the Head Counter. The actual Place/Remove Head Counter action takes 2 segments, but this method, changing the facing so that the head counter is no longer within the Aim Zone takes only 1 Segment to accomplish the same goal. This is often important when, after firing and missing you find yourself suddenly needing to disappear from your opponent's LOS before he gets off a shot at you.

You are now placed to begin the task of aiming at the Marshals. It has taken you one turn to get here. You are now behind on Aim Points ... maybe. The Marshals, your opponent at least until they are dead, will have drawn their weapons and either began to aim at you or the Gambler, or tried to close the range. Remember, no matter which of these tasks they attempt

they will either be in the open, and without benefit of Bracing rules to help them due to that open terrain between you and them, or they will have closed the range by moving and not have had time to begin aiming. Your positions are roughly equal at the end of Turn 1. Begin the task of aiming and don't flinch. You and the Gambler must both be resolute and expect one of you to die, but you will take out the Marshal if he doesn't run for cover. Leave the Guard to the Banker.

We turn now to Little Ernie. His role in this strategy is the same as in the Free For All strategy. You need to get him close to the action as fast as possible. Try to find a place behind the Marshals from which he can catch them in a crossfire. Choose a place that permits him to take advantage of the Bracing rules. In short, your goal for him is the same, get to hex R3EE facing S3EE with a Head Counter in R2EE. Remember to place the pistol in your Both Hands Box, and if possible, obtain the prone (Down) position. Thus, the Set Up For the Alliance against the Marshals should look like this:

Set Alliance Against The Marshals:

C2 Ike F15DD facing F14DD
C5 Little Ernie F7FF facing F8FF

Summary of Set Ups:

Side B: The Losers

1. Free For All Set Up:

C2 Ike F15DD facing G16DD
C5 Little Ernie F7FF facing F8FF

2. Alliance Against The Marshals:

C2 Ike F15DD facing F14DD
C5 Ernie F7FF facing F8FF

Side C The Marshals (sets up third):

General:

Being that the Marshals set up after the Gamblers and Losers, they have the ability to determine which strategy is going to be utilized in the game by his opponents. Which strategy they use can be recognized by the set up of Ike or the Gambler. Simply, if these characters set up so that they can cover your approach to the Saloon, obviously they've worked out a deal to oppose you. If they've set up to kill each other, then it's a Free For All. How you set up will be determined by your opponents.

Set Up 1: Free For All:

If Ike and the Gambler have set up to face each other, odds are your opponents have been unable to reach a consensus regarding an alliance against you. Take Advantage of it! Facing each other they will most probably kill one and wound the other by the time you get to the Saloon. You must set up to approach the scene, somewhat wearily, to dispatch the survivor(s) of the Ike-Gambler shoot out. Which one is wounded or dead, or both of them, is a crap shoot, merely insure that as you approach the Saloon you do so cognizant that wounded animals can still be dangerous. You have no choice but to cross open ground. Do so quickly.

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The Guard should approach the window at J16DD. From here he can “guard” against the approach of the Barkeep while keeping an eye upon the Banker. The Guard will not likely be able to shoot any of the survivors of the duel as any survivor will likely be Down on the other side of the Bar. That task will fall to the Marshal.

The Marshal should simply enter the front of the Saloon on board DD. From anywhere in front he will have a clear LOS to anyone within whether they are Down with wounds or not. Of course, your goal is to kill the survivor of the Ike-Gambler duel. This should be simple enough with a single handed shooting skill of 3 and a Shoot aim time of 1, you can in any single segment of the game obtain an Aim 4, Range “X” shot (usually a range of less than 3 is best).

After you have insured the demise of Ike and the Gambler, you are tasked with eliminating a few of the remaining ne’er do wells. With you approaching the Saloon from the front and side, the Banker will likely have skedaddled out the back toward the stable. The Guard should move down the alley between the Bank and the Saloon, but be very careful about just how far you go. Remember, the Barkeep is back there somewhere. Odds are pretty good he will have placed himself somewhere so that he can watch all of the possible exit points on Board BB, and has built some respectable aim points that he can transfer from point to point.

Your purpose is simply to K19DD or K20DD and begin aiming at either J21DD or J22DD. By so doing you can threaten the Banker if he tries to cross to join the Barkeep. Keeping the two of them separate aids in killing both of them. Remember the concept of mutual support and do your best to prevent the two of them obtaining that position.

The Marshal should simply chase the Banker. Be careful you don’t provide him the opportunity to stop to build up aim points. Without them at any one point in time he has only an Aim 1 Shot, while you have Aim 4 at any given point. Move, Move, Move! If the Banker has chosen to move to the second floor of the Saloon, excellent! He has already prevented his link up with the Barkeep on his own. There isn’t anywhere he can go to escape, and no where he can set up to get aim points accumulated that you cannot reach quickly enough to kill him before his aim process has been completed. The more likely route the Banker will take is to exit the Saloon to the rear. If the Guard has been able to build up aim at the rear corner of the Saloon, then the Banker will have no choice but to cross the street to the first building on board HH. His goal will still be to join up with the Barkeep. The likely point where he will attempt to enter the Stable will be the window at C19C. With the alley at that point being only two hexes wide the Banker will likely be able to cross without the Guard getting a shot off. The Guard will have a hard time exiting the Alley between the Bank and the Saloon due to the

Barkeep. The window at C19C is far enough away from the Guard that no amount of aim will result in a likely good shot. The actual range is 12 hexes from the Guard’s probable location (K19DD or K20DD). Even if the Guard takes advantage of Bracing Rules, the range will still be 6. This is only a 49% shot, and that goes down dramatically with either Move or Run target status, which of course the Banker will have. So, the Marshal is going to have to catch the Banker as he crosses the street between Board HH and the Saloon on board DD. If he is unable to do this, then the Marshal must cease the chase and together with the Guard maneuver to kill the Barkeep. The Barkeep can’t cover both of them at the same time and he will have to run for it to stay alive. This will have the effect of separating the Banker and the Barkeep also. Likely the Barkeep will be located near the rear of the buildings on Board BB, and he will have no choice but to seek cover. That cover isn’t found in crossing the street back to the Stable, he will more likely simply enter the rear of the Store or the Sheriff’s office on Board BB. With the Banker located somewhere on Board HH and trying to reach the Stable at C19C, the gulf between the Banker and Barkeep will be too far for either of them to seriously contemplate being able to join up. Indeed, the Barkeep may find it efficacious to seek out Little Ernie and the safety of the North board edge so he may exit if things get too hot.

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This being the case, if the Marshal and the Guard are unable to directly kill the Barkeep, they will have driven the wedge between him and the Banker deep enough that they will never link up. The Banker is now isolated. Hunt him down and kill him quickly. Time's a wastin' and you likely have six or less turns left. If you can kill the Banker, and or the Barkeep, you will be ahead on points and can simply burn the remaining turns moving slowly toward Little Ernie ensuring you keep under cover and prevent Ernie from getting off a lucky shot.

Side C: The Marshals
C3 Marshal F3BB facing E3BB
C6 Guard F3BB facing E4BB

Set Up 2: The Alliance Against The Marshals

This is the most dangerous scenario for the Marshals. You can tell when an alliance has been organized by the set up of both the Gambler and Ike. If they set up so that they are not facing each other for a shoot out, you are most likely facing an alliance the purpose of which is to kill you. If you stay put your enemies will surround you, so you must move to a position from which they will not be able to get behind you. To the West is the Saloon and three characters, to the North, some distance off, is Little Ernie, and to the South is the Barkeep. Also to the North is the only edge by which you can escape, and also, by which your enemies may escape. This is important as your goal is to run North, kill Ernie,

and blockade the North end of the board so that your enemies cannot escape, if they are so inclined. Importantly, if you kill Ernie, and hole up then your enemies are faced with a situation in which they will find it not only difficult, but fatal to try to winkle you out of your hiding place.

You must also consider one other intermediate goal. Once you kill Ernie, it will become necessary to kill at least one more character in order to win, and it would be best if that character were either the Banker, or the Barkeep (it's usually easier to kill someone less dangerous if possible). As you move across the board to the North, keep an eye out for the opportunity to get a good shot off at one of those characters. If you have a choice, kill the Banker, if not the Barkeep will do. The reason for this is that if you kill one character (Ernie), you get +2 VP, but that is averaged between your two characters, which gives you a +1 VP average. You have now tied the Banker. Kill the Banker, and he no longer ties you. Kill the Barkeep and you get another +2 VP, and your average goes up to +2 VP. Watch for an opportunity to position the Guard to cover the broad street between boards AA/DD and EE/BB. Don't hold a position separate from the Marshal, especially on Board EE, for too long as your opponents will isolate you and it'll be the death of the Guard.

Your primary goal is to hunt Ernie, kill him and hole up, but where? There are several places. Which one you choose depends upon your personal taste

upon which is or isn't a safe place. Your most important consideration is access. You want a place with doors, not windows, and the fewer the better. Windows permit LOS through them. Doors, however, do not permit LOS. You must actually move through a door and into the room on the other side in order to obtain LOS to anything on the other side of a door. Of course, you can place a head counter through a door, that works too. But, the point is to have as few doors into your hole as you can get. On board GG there are two rooms within the odd shaped building that have only one door, and one trapdoor as access points. These rooms will serve you well. After you track down Little Ernie, position yourself to cover the open ground between boards GG/FF and AA/EE. Move the Marshal to S19GG with a head counter in T19GG with his aim zone covering the gap between the buildings on FF and EE. Move the Guard to P21GG with a head counter in P22GG. From these two positions you can retreat if necessary to the Backroom at Q19GG. It may not become necessary, but if the eventuality presents itself, the option is available. You can now see your enemies coming and you have killed one, maybe two, which prevents anyone from winning.

Side A, in order to win must kill the Banker (if he isn't already dead), because without anyone killing him, a three way tie for the win exists because the Banker has a +1 VP Bonus (assuming Side A kills Ike

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instead). But, if Side A kills the Banker, then it becomes necessary for the Marshals to kill at least one more character to win, if they haven't previously killed two characters. The Marshals would be facing at mid game three characters, the Gambler, the Barkeep, and Ike. One of them must die, and it prevents you from being able to simply hole up. Worse, it makes you vulnerable as your enemies will concentrate upon killing the Guard. IF the Guard dies, then Side A will win (assuming the Barkeep is still alive). Even if Ike is the one who kills the Guard, Side A will win on points. So, it becomes necessary to kill the Barkeep or the Gambler. How this occurs, at this point of the game is speculation. You're in position to hole up if necessary and/or hunt a Side A character. Guessing about how to do that at this point of the game (because at 10 turns have elapsed) cannot be guessed at. Just be aware of this eventuality.

Side C: The Marshals
C3 Marshal F3BB facing F2BB
C6 Guard F3BB facing F2BB

Summary of Set Ups:
Side C: The Marshals

1. Free For All Set Up:
C3 Marshal F3BB facing E3BB
C6 Guard F3BB facing E4BB

2. Alliance Against The Marshals:
C3 Marshal F3BB facing F2BB
C6 Guard F3BB facing F2BB

Side D The Busy Body (sets up last):

General:

You have two strengths I this scenario regardless of which strategy is chosen. First, you have a single Bonus Victory Point. This means that even if you don't kill anyone, you are already equal to any single side that manages to kill a single enemy. This is a strength in two ways. One, in the Free For All Strategy, you can pick off the survivor of the Ike-Gambler duel, and together with the single Bonus Point, you are now up by 3 VP. If, from that point on you can survive to the end of the scenario you will win. It's that IF you can survive that is the difficulty. Second, that extra VP means that survival is your goal. If you can just keep out of the way of everyone else, you can usually win without having to kill anyone, or engage in combat. The two of these strengths combine to provide you the enviable position of being able to choose not to get into a gunfight, and being able to take advantage of the misfortune of others to kill the wounded thus solidifying your lead.

There is only one drawback to that extra VP. It makes you a target. People are going to want to kill you just so you cannot collect on that victory point. It's the only thing that makes you "dangerous" (i.e. provides you the opportunity to win). Your goal may be to survive, to run like hell, but that is probably going to be your defacto strategy because people are going to start chasing you with a will.

Also, you have a double action pistol. With no weapons skill, and no speed drawing a weapon, take advantage of the

fact that you don't have to cock your pistol to shoot after every round. You may lose a single aim point due to this type of weapon, but you will pick up two extra segments that you don't have to waste cocking the weapon. This provides you extra time to aim.

Set Up 1: Free For All:

Your position is unenviable. Setting up in hex F17DD means you have no place to which you can quickly run, while at the same time being able to draw a pistol on Turn 1. You are two hexes away from the door at F18/F19DD. In order to get out of LOS, you must enter F19DD. With no Bonus Movement cards, and without the previous execution of Advance and Run on Turn 1, you will be restricted to movement in that first turn to two hexes, taking up 3 Segments of time. With each turn having only 5 Segments, moving to F19DD will result in your being unable to draw your weapon on Turn 1, if you choose to run. If you don't choose to run, and either Ike or the Gambler survives beyond the first shots at each other, then you will be their next target and unable to do anything useful to defend yourself. If you don't choose to run, you will be stuck with standing in place, drawing your pistol (3 Segments) and either Shooting using either Card 5 or 6 Cock/Aim/Shoot, which will give you an Aim 1 shot at a Range of 2, or attempting to use that same card just to aim. If you choose the latter tactic, then you are calculating your survival to

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Turn 2, your ability to get off a shot on Turn 2, and the odds of surviving more than one shot from either Ike or the Gambler at close range in order to get that shot off on Turn 2. All of this is unlikely. Worse yet, if you don't execute Advance and Run on Turn 1, on Turn 2 you will still be unable to get very far away from your enemies. In short you will be stuck in a room with a dangerous man who can kill you with ease. That's not a good thing!

If Ike and the Gambler set up facing each other, then you know you have to run for it, because you're the next target, and a fat easy one at that. You must choose the better part of valor and exit the scene via the quickest route available. This means you must set up so that F19DD is within your Aim Zone. Your first turn actions will be to Run to F18DD and Advance to F19DD out of LOS by the end of Segment 3. There might just be enough time to get this done before the Gambler kills Ike, maybe. If at the end of the turn you find yourself with one dead man behind you, and one wounded, you are now in the cat bird seat. Simply Spin Around, Draw your Pistol, and prepare for Turn 3. IF the wounded man survives to Turn 3, stick your head through the door and blast away as soon as you've accumulated sufficient aim points to make sure of your first shot. You won't have time enough for a second, because the Marshal and Guard will be quickly approaching. It'll be a near run thing. Thereafter, run

like the dickens.

Your only point of egress will be the back door at F22DD. You need to time things so that you exit that door before anyone coming through the door at F19DD has time to get off a shot at you. After you have exited the building, take a long jaundiced look at the distance across the back of board DD and front of HH. Anyone chasing you will have you in their sites long before you get across that gulf. Their shot will have to be hurried, and the distance will be a problem, but the people shooting at you will be the Marshals and they do have superior weapons skills to offset these problems. It's a gamble, but one you may have to take.

Your other choice is to swing over to your right and run down the alley between the Saloon and the Western edge of Board DD. Think about this hard. IF you choose this route, you will thwart your enemy's efforts to obtain a LOS to you for some time, but once they too round that corner behind you, you will have no where to go. Your only choice will be to get to the far end of that alley as fast as you can, because there's no cover and no place to go. You're trapped. It may be possible to escape this way, but your chances become smaller. Worse yet, the Guard may swing over to cover the far end of that alley before you can exit. When you make your turn to the right out the back door, the Guard will obviously know you're heading for that alley. He will be somewhere close to J16DD. His trip to cover the far end of that alley has only to get him within 3

hexes of the end of that alley. It will take him two, maybe three turns to get close to D14DD, while you on the other hand will be one turn behind. That means the Guard has one turn to execute two Aim actions in preparation. With an Aim 5 or 6, Range 2 or 3 shot. Better to try to get to one of the buildings on board HH.

Free For All Set Up:
Side D The Busybody:
C7 Banker sets up in hex F17DD facing G18DD

Set Up 2: The Alliance Against The Marshals

Under this scenario your role is limited at best. Your lack of skill means your targets must be in LOS for a long time before you get off a shot, which isn't likely. Your purpose must then be to obtain a position where the enemy is expected to go and make preparations by aiming for at least two turns. Whether you can do this or not is the question. If the Marshals start off running for the far side of the street between BB and EE, then you will have no chance of getting ahead of them to prepare for that shot. Simply trail along behind Ike and the Gambler prepared to provide whatever support you can.

It's also time to consider something else. Remember, the bottom line to any scenario is to win. With one VP as a bonus, all you need to do is to survive in order to tie anyone else for a win who has one kill, that is one kill without having lost one of their own. But, if you happen to kill one character, you have obtained

A Rough Night in Old Fort Worth: Gunslinger's Showdown 12

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+3 VP, and your opponents must kill two characters in order to surpass your total and they must do so without having taken any casualties. Now, comes your chance to become a real Gunslinger. This game revolves around the opportunity to shoot your enemies in the back. This is not a game where people play nice and observe Hop Along Cassidy's "Code of the West". Pick your time and watch for an opportunity to shoot one of your allies in the back. Now, preferably it will be the Barkeep, solely because he's less of a danger to you if he turns upon you. However, if the chance presents itself, Ike or the Gambler are all the better as targets because their death reduces the chances of your opponents to kill you in return. The best one to kill would be the Gambler. With Ernie being in the way of the Marshals and likely to die, the death of one character on Side A inflicts that side with negative VP's to match those of Side B (which results from Ernie's death at the hands of the Marshals). The critical point here is to watch for the right time to turn "traitor". In order to insure a VP win, you also need for Side C, the Marshals, to have taken a casualty. If you can, time it so that you kill one of the enemies on Side A or B, the instant after one of the Marshals dies. When you turn against your allies, you must do so at a point where they have eliminated the biggest VP threat, that being the death of one of the Side C characters.

Side D The Busybody:

C7 Banker sets up in hex F17DD facing G17DD.

Summary of Set Ups:

Side D The Busybody:

1. Free For All Set Up:

C7 Banker sets up in hex F17DD facing G18DD

2. Alliance Against The Marshals:

C7 Banker sets up in hex F17DD facing G17DD.

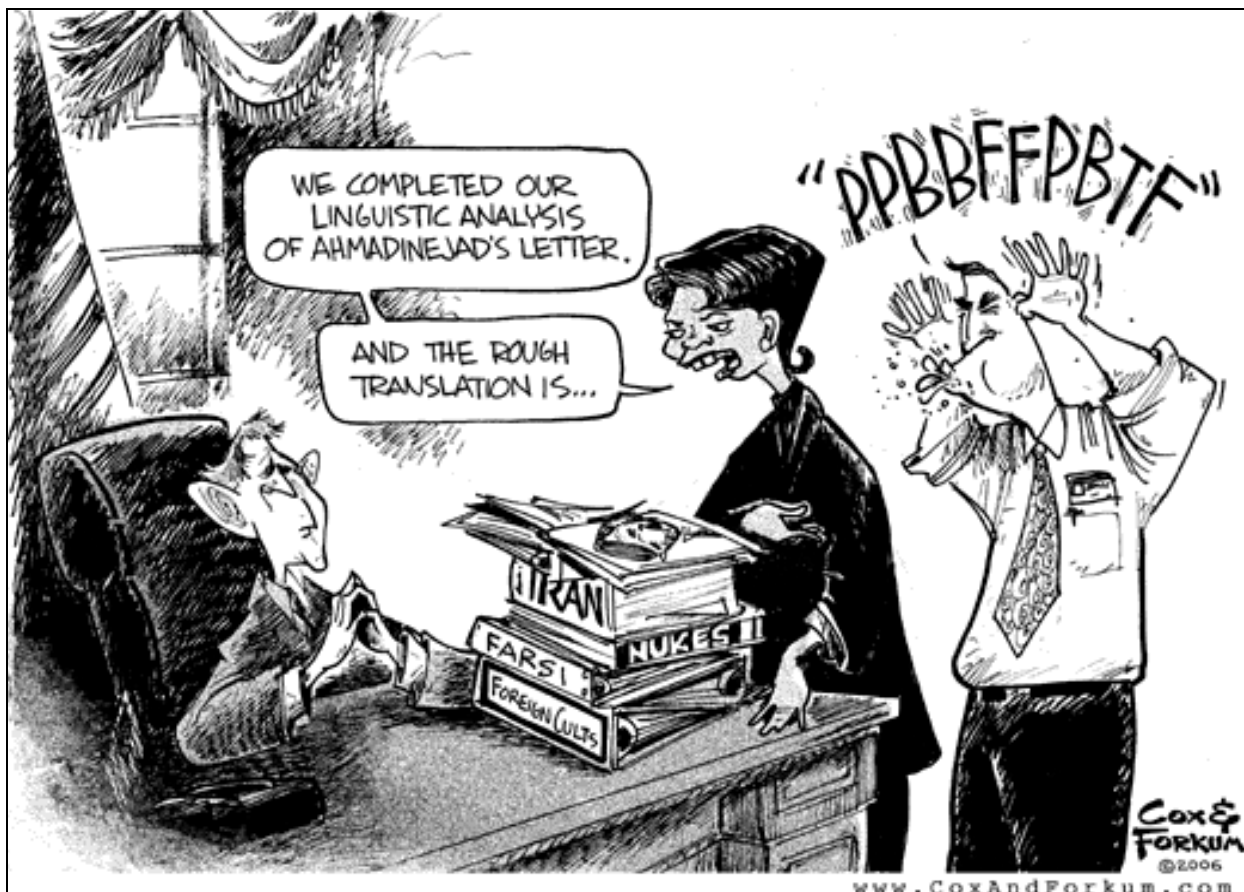
Conclusion:

This is a deceptive scenario. The strategies provide opportunities for the weakest player in the game to win, while the strongest stand toe to toe with guns blazing. And, while the greatest threat to win is the Banker, the other players must defend themselves from each other. They are their own worst enemies. One quick stab in the back and then off to the races for the Banker and he has the game in the bag. Ah, but getting away, that's the question ... can the Banker, who is caught at mid-board and in close proximity to two of the deadliest characters on the board, with the deadliest coming up fast get away fast enough? It's not a sure thing, and if the Banker dies, then the game is up for grabs. Never rule out revenge either. Once the Banker kills someone on Sides A or C, you can bet that side will make it their life's work to kill the Banker no matter what else happens. It's certain that side will not win, so they have nothing to lose hunting the Banker down. Gunslinger is a dog eat dog world unlike any other game you will ever play.

***Napoleon's Marshals:
MacDonald****(Continued From Page 73)*

visited the Isle of South Uist, which was the land of his most immediate ancestors. He also visited the battlefield at Culloden where his family had lost their bid in support of a Catholic England, commenting upon the unsuitability of the positions chosen by the Scots. His tour of his homeland was greeted with crowds of family and well wishers proud of their son come home. When upon South Uist, MacDonald collected some soil which he had deposited within the grave of his father who had left the land he loved so long before. He was also charitable with his distant relatives giving amounts of money in their support.

In his castle at Courcelles le Roi, MacDonald died 25 years after the end of the Napoleonic Wars. He had been a staunch commander, a loyal officer, and a brave leader, and had never shirked his duty of forthright speech to his commanders, so necessary when courtiers that gather like harpies tell only that which one wants to hear instead of the truth. MacDonald had been a man of honor to the end.

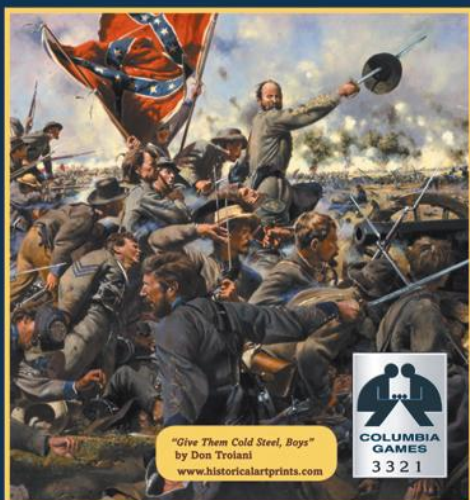


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Gettysburg: Badges of Courage employs an innovative tactical combat game system. Infantry, Artillery, and Cavalry units are led by Division, Corps, and Army commanders in an epic struggle to control the strategic crossroads at Gettysburg. The game has a brigade-level order of battle.

All three days of Gettysburg can be played separately or together. Players can change the entry roads of divisions to surprise opponents. You must maintain division and corps organization to defeat your opponent.

GAME PROFILE

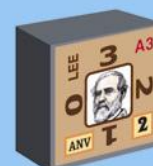
Players: 2

Ages: 12+

Time: 3-8 hours

CONTENTS

- 22" x 34" color map
- 192 Wooden Blocks
- Orders of Battle
- Game Rules



General Lee



CSA Artillery



USA Division HQ



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www.columbiagames.com

Game Design: Grant Dalglish
Tom Dalglish

Napoleon's Marshals

By Tom Cundiff

Marshal MacDonald, (Etienne Jacques Joseph Alexander)

(b. 17 Nov. 1765, d. 24 Sept. 1840)

MacDonald was born to an old Scottish family who had supported Charles Stewart as King, and had went into self imposed exile in France in the wake of the Battle of Culloden and the collapse of James II's reign. The family is noted as being poor members of the Clanronald, but within France they must have prospered. MacDonald is noted as having had an good education, which included apparently exposure to classic literature and music, learning to play the violin. He spoke the languages of his ancestors, English and Gaelic, as well as French, which no doubt he learned growing up in France. The greatest clue we have to the financial success of the MacDonalds is the fact that Etienne was sent to Paris to study engineering. However, he was not a success at this and instead indicated a preference for military service, at which point the family obtained a commission for him in Dutch service in Maillebois' Regiment. Service with the Dutch, however, was short lived and he pursued his career entering the French military with the rank of lieutenant, joining an Irish regiment. In the day and age of which we are sneaking this

speaks of the ability to purchase a commission or having the interest of wealthy benefactors. Further indication of this exists in that in 1792 when General Beurnonville was given a command tasked with campaigning in the low countries, he took MacDonald as one of his aide-de-camps. Unknown lieutenants didn't get such plum assignments. MacDonald is also noted as not being a rabid Republican at the time of the revolution. He apparently supported the ideals of the movement, but was not as eager to condemn and lop off heads as were so many of his contemporaries.

Having been recalled to his regiment in 1792, he was quickly slated to serve Beurnonville as an aide de camp. Shortly MacDonald was promoted to Captain, and having come to the notice of Gen. Dumouriez who commanded the entire French efforts in Holland desired MacDonald to serve him in the same capacity as he had served Beurnonville. Beurnonville, realizing that the patronage of Dumouriez was a valuable asset to MacDonald urged the young Capt. to accept, which MacDonald did. It was for the best, as Beurnonville was soon appointed to command the entire Army of the Moselle. MacDonald followed his new commander who had been tasked with commanding the Army of the Ardennes then at Valmy. At this place the Prussians attacked and were

off. MacDonald was promoted to Lt. Col., one assumes for his efforts, but mention of what those efforts were is not noted, at least not within the tomes utilized.

Following the action at Valmy, Dumouriez left Beurnonville to command while Dumouriez traveled to Paris to confer with the war ministers and general staff upon the course of the war in Holland and to plan the next Campaign in that region, he took MacDonald with him. After a lengthy leave, Dumouriez with MacDonald in tow returned to the northern frontiers with a new plan to invade Belgium. In preparation MacDonald, as well as several other aide-de-camps were sent out as scouts to locate and assess the strength of the enemy opposing them. MacDonald was sent with the scouting party assigned to approach Tournai. The advanced party which MacDonald accompanied to Tournai was commanded by Gen. Lamarliere. As Lamarlier's troops came into contact with the enemy, which was estimated as only 1200 strong and possessing less than half a dozen guns, the French troops broke and fled at the first shots. The officers, including MacDonald tried in vain to stop the route, an act which reflected much credit upon MacDonald. Continuing his scouting mission, MacDonald learned of a concentration of

Napoleon's Marshals

Continued

troops commanded by Duke Albert of Saxe Teschen camped upon the heights above Mons. Based upon MacDonald's intelligence, Dumouriez decided upon attack. The engagement would become known as the Battle of Jemappes, (November 6. 1792).

Encountering the Austrians in their winter camp, and with superior numbers, Dumouriez's attack swept the Austrians from the field of battle. It was for a while a near run thing as critical reinforcements didn't arrive on time, yet, arrive they did and the Austrians were forced back taking some 1500 casualties to the French 2000. The importance to the battle was that, having come late in the campaigning season, the Austrians were not prepared for battle anywhere in the low countries, and within a month all of Holland would fall to Dumouriez's forces. MacDonald was conspicuous for his leading a regiment of Dragoons at the charge into the Austrian camp.

While the battle was still raging, orders from Paris arrived directing Gen. Beurnonville, who at the time was commanding part of Dumouriez's army, to take command of the Army of the Moselle. Dumouriez was upset, as was MacDonald. Beurnonville left for his new command promising to remember MacDonald.

After a short campaign, the army went into winter quarters just short of the Rhine River, and Dumouriez, with MacDonald accompanying, again

returned to Paris to plan the next spring's offensives. Dumouriez left soon after his conferences were over, but MacDonald remained for a time on leave. Upon Dumouriez's return to Belgium, a surprise attack by the Austrians caught Dumouriez flat footed, and all along the line French forces fell back. The leaves of all officers assigned to commands in the low countries was cancelled, and MacDonald prepared to return to the front. However, it was at this time that Beurnonville arrived in Paris, having been appointed Minister of War. MacDonald went to see his old friend, who indeed hadn't forgot him. In a short time MacDonald was given a new promotion to full Colonel and command of his own regiment. MacDonald left for Belgium and Holland, intent upon reaching the collapsing front. He was unable to reach the area in time, and Dumouriez was disgraced when his entire army fled the field at the Battle of Neerwinde.

Having reached Brussels, where the Army headquarters was, he found command confused and demoralized, and no one knew where his regiment (the Picardy Regiment) was located. MacDonald decided to wait upon the return of Dumouriez when an officer from his regiment arrived at headquarters seeking orders. MacDonald immediately took command ordering the regiment to Tournai. Shortly afterward Dumouriez arrived at his headquarters, and upon seeing MacDonald reproached him for having abandoned Dumouriez in the hour of his need. MacDonald remonstrated with his friend that

he hadn't left him, but that he had received orders to take command of a regiment, which itself was a part of Dumouriez's army. This mollified the old General somewhat and they parted friends. It was the last time MacDonald was to see Dumouriez as the disgrace of his collapsed army brought him the realization that the "Committees" that ruled France would be seeking his head. In collaboration with the Austrians, Dumouriez plotted treason seeking to overthrow the government of France. He arrested members of the French governing committees sent to investigate his loss, one of whom was the War Minister Gen. Beurnonville one of MacDonald's patrons. Most certainly the committee would have condemned him and ordered Dumouriez executed in the aftermath of the loss at Neerwinde. Thereafter Dumouriez attempted to persuade his troops to defect and march upon Paris. Though certainly Dumouriez's troops became a disorganized rabble following his attempts at what amounted to mutiny, widespread revolt didn't result, and Dumouriez, along with some of his aides, (Le Duc de Chartres and Le Duc de Montpensier) fled to the safety of the nearby Austrian army. Thereafter, Dumouriez wondered about Europe finally settling in London where he served the British as an advisor until the war ended. Upon the return of the Bourbons to power, Dumouriez tried to persuade them to confer upon him the honor of Marshal of

Napoleon's Marshals

Continued

France but was unsuccessful. He spent his remaining days in obscurity and died in 1823.

As part of Doumouriez's efforts to steal a march upon Paris, Gen. Miaczinski, commanding the division to which MacDonald's regiment was attached, Miaczinski being a supporter of Doumouriez, ordered MacDonald to lead troops to Lille in support of the attempted march upon Paris. This MacDonald did, but not knowing exactly why he had received these orders he did nothing to seize Lille or take any action that could have been interpreted as a threat to the security of France or anything that might serve the efforts of the traitors. Thus, MacDonald avoided direct implication in Doumouriez's plot, though an investigation of MacDonald's activities did ensue. Through the efforts of Gen. Lamarliere, whom MacDonald had accompanied upon the reconnaissance of the Dutch frontiers before the Battle of Jameppes, and whom MacDonald had given aid when Lamarliere's troops fled that day, MacDonald was cleared, though with some difficulty, and indeed was given another important job, that of Adjutant-General. This MacDonald declined preferring to remain in command of his regiment, though the offer and the documents proffering this promotion MacDonald kept as they were his "vindication" of his actions and the clearing of his name in the Doumouriez matter. Shortly afterward Gen. Lamarliere who had been so instrumental clearing

MacDonald's name was himself arrested and executed by the "committees". The result was that MacDonald stepped up the ladder being promoted to Brigadier General in the wake of Lamarliere's execution.

Through the following summer MacDonald's troops were involved in numerous skirmishes and small battles with the Austrians until at length his commanding officer was exhausted with the strain of responsibilities too great for his abilities (the general involved had previously been a captain within MacDonald's regiment and had been promoted by chance and political patronage to a position too great for his experience and abilities). The unfortunate officer asked and was granted retirement. Though MacDonald had been successful, and had struck up a friendship with his new division commander, he was again denounced as being not 'republican enough' and a new commission came to investigate and condemn him. All efforts to save MacDonald went for naught, and it was only by means of the fortuitous recall of the Commissioners to Paris that MacDonald was simply forgot! He returned to duty.

Returning to his command, which now included 11 other brigades and some 40,000 men, MacDonald applied for a General de Division to replace him, as he was only a brigade commander, albeit with 11 brigades under his command. MacDonald felt out of his depths commanding such large forces, though he apparently did so effectively. Indeed, to the contrav. instead of being returned

to command of his brigade, the removal of another Division commander resulted in MacDonald's command and responsibilities growing! It was at this time that General Pichegru arrived to take command of the entire effort in the low countries and implored MacDonald to continue in command as he was. Interestingly Pichegru was accompanied by yet another group of commissioners who threatened MacDonald. Whereupon MacDonald offered his resignation, which was refused and indeed he was threatened with arrest and condemnation if he attempted to resign again.

In the campaign that followed, MacDonald found himself involved in, and indeed alone in command in several cases many battles (Lannoy, Roubaix, Tourcoing; Hoogdele, Ypres, Menin, Courtrai, Ostend, Ghent; the crossing of the Scheldt and of the canal at Mechlin, Antwerp; Tumhout, Boxtel, Bois-le-Duc, the Meuse River crossing, and Nimeguen). With the campaigning season over, troops went into winter quarters once again. In his quarters at Kronenburg, MacDonald received promotion to General of Division. With winter still on, General Pichegru fell ill, and command fell upon the most senior Division commander, General Moreau. Moreau's troops being more to the North, it fell to MacDonald to command troops stretching to the Rhine and maintaining a line of communication with the Army of the Rhine.

Napoleon's Marshals

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The destruction of a bridge on the road to The destruction of a bridge on the road to Antwerp caused MacDonald's men to be out of supply in their winter quarters, and falling short of food, the territory surrounding having been picked clean by two years of warfare, MacDonald was forced to action. The Waal River separated his men from the Austrians. However, it was defended by fortified dykes as well as the Forts of Knodsenburg and Kekerdam. However, the cold came to MacDonald's aid freezing the river. In concert with other commanders who were in similar predicaments regarding supplies as a result of the destruction of the bridge on the road to Antwerp, their troops assaulted the fortifications and dykes. Unbeknownst to all of them, the fortifications were mostly abandoned, what Austrian troops existed were quickly captured in addition to more than a hundred cannon, their ammunition, tens of thousands of muskets, powder and shot, not to mention food! The collapse in winter of Austrian defenses cut Holland off from her allies. As French troops all across Holland surged forward, the Austrians retreated across the board. Amsterdam fell, and spring came, and so too did a cessation of hostilities with the signing of the Peace of Basle (1795).

Following this, the English invaded at Wallchern and MacDonald and his troops were sent to oppose them. In the disease ridden swamps of the area MacDonald came down with a series of fevers and returned to

Paris. Later that summer MacDonald felt well enough to again join his troops, and upon reaching Holland met his old friend Gen. Beurnonville, who had been repatriated from his captivity with the Austrians to whom he had been handed by Doumouriez. Beurnonville had been offered command of the French armies in Holland, (Moreau having been promoted and given command of the Armies of the Rhine) a command which he offered his friend MacDonald, who turned it down. Soon thereafter MacDonald was again stricken with fever and absented himself from command of his division. The illness struck him so hard that his life was feared for and Gen. Beurnonville had MacDonald brought to Beurnonville's headquarters at Utrecht to convalesce. Trying to prove of some worth, MacDonald confined his activities to training new troops.

In the spring of 1796 war again broke out with Austria and the forces of Arch Duke Charles surprised Moreau by stealing a march and crossing the Danube. The duke fell upon the flank Army of the Sambre and Meuse, to which MacDonald was attached. Throughout 1796 the French armies tried desperately to hang on. Many of their troops were green, being outnumbered they were hard pressed to do more than hold their own. As it turned out the Austrians too were at their limits and the campaign settled roughly upon the same lines as it had begun.

Hostilities resumed in the spring of 1797. General Hoche, now the commander of the Army of the Sambre and Meuse died

suddenly, whether it was natural causes or by poisoning committed by political enemies is unknown (though this possibility is noted). The Army of the Sambre and Meuse being in reality a corps sized unit and attached to the Army of the North fell to the command of MacDonald. Before any action could ensue, and before a replacement commander could be sent, the Treaty of Campo Formio was signed and peace again broke out. At this time General Augereau came to command the combined armies of the Rhine, of which the Army of the North, now also under MacDonald's command was a part. By November command of the Army of Holland had changed hands from Augereau, to Beurnonville, to Dejean, and thence to MacDonald, who himself was recalled to Paris handing command to General Joubert.

The following year saw MacDonald appointed military governor of Rome. It was here the only stain upon MacDonald's career occurred. Normally a thoughtful, resolute, brave and generous individual and commander, MacDonald was forced by a riotous population, and with his men in danger, to take drastic measures; he fired many houses and killed civilians to bring order. War had already broken out with Austria, and with General Mack's army approaching MacDonald was forced to take what few troops he had from the city in retreat, leaving Mack to occupy it. Events to the North conspired to cause Mack in turn to retreat

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from Rome and MacDonald was able to reoccupy it. Thereafter he moved to capture Naples. Though Mack commanded three times as many men as the French, he found himself unable to contend with the French commanders he was fighting. To his aide came Russian forces commanded by a storied commander, General Suvorov, an old man who had driven the Turks from the Crimea. He had never known defeat. Suvorov quickly advanced down the Italian peninsula and MacDonald found himself forced again to retreat. Retreating to the North to effect a union of his forces with the Army of Italy, then commanded by Gen. Moreau, Suvorov followed hot on his heels. As MacDonald retreated he threatened and attacked outposts in Suvorov's supply line at Modena and Parma. These attacks and the threat to his supply lines forced Suvorov to seek out MacDonald. It is said MacDonald's retreat was a skilled and well ordered campaign, but outnumbered he wasn't able to prevent Suvorov from catching him, and at the Rivers Trebbia and Tidone (17-19 June 1799) the inevitable clash occurred. Suvorov's 32,000 men (some references indicate 50,000+) had finally caught up with MacDonald, who now commanded 33,000. (Of interest is the presence of Gen. Victor, later Marshal Victor, as one of MacDonald's division commanders. Also, some histories note that MacDonald didn't personally lead troops in this engagement as he had done so many times before. They

attribute this to his having been involved in an altercation with some royalist troops in the act of mutiny. The story is that MacDonald was caught twice by sabers in the encounter and at Trebbia he was too stiff and sore to sit the saddle long.)

The first day's battle ended in stalemate, MacDonald fighting Suvorov to a stand still. Combat was again joined early the next morning. In an attempt to delay Suvorov's expected attack, MacDonald attacked first across the river, hoping for General Moreau's men to finally join up for a combined stand. The second day's battle was a desperate affair and MacDonald's men were thrown back with heavy losses. As night closed men on both sides of the river were nervous, and at midnight the inevitable occurred. French troops, apparently misunderstanding their orders, attempted a crossing of the river and began firing upon Russian pickets. In the moonlight a violent engagement ensued. For nearly an hour the two armies clashed before officers on both sides of the conflict were able to bring order and disengage their troops. Fighting had been hand to hand, and casualties were high, many men drowned swept down river in the night.

Wearily, early on the third morning, French and Russian troops rose to fight. Once again, attempting to stall Suvorov's onslaught, MacDonald attacked. The result was inevitable. Outnumbered and outgunned, MacDonald was compelled to retreat. Losses had been high, but MacDonald's skill and resolution were noted throughout Europe.

He was a rising star amongst France's generals. He had fought one of the best soldiers ever to serve Russia and though outnumbered, fought him to a stand still for three days. The Battle of the River Trebbia had been an epic contest of skill, bravery, and will. The butcher's bill for the three day contest was 30,000 killed and wounded, one of the bloodiest battles of the French Revolutionary period to date. It was this episode that brought MacDonald to fame, fame that would not be forgotten. For his heroism and leadership, MacDonald was appointed commander of Versailles.

Many years of conflict, inept government, outright corruption, and outright barbarity for the sake of it had fostered in France a new atmosphere. Revolution was again on its way, all that remained was for the players to make themselves known. Upon MacDonald's return to France following the latest campaign in Italy, he was approached by individuals interested in overthrowing the present government. MacDonald had never been a staunch republican, no indeed strongly political. He made it clear he was just a soldier and preferred to remain that way. Like some few other French generals offered the chance to take over the government, MacDonald turned the opportunity down. It was an opportunity Bonaparte seized.

As commander of Versailles it is said that MacDonald took an active part in securing the roads leading through the area and into Paris.

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while Napoleon overthrew the government. Other sources indicate that MacDonald's civilities in support of Napoleon's takeover on the 9th of Nov. 1799 was more one of taking no action to stop Napoleon's coup d'état.

Whichever it may have been MacDonald was given command of troops in Switzerland where in 1800-01 he took part in campaigns against the Austrians helping to drive them out of not only Switzerland, but also Italy. His crossing of the Alps along the Splügen Pass is an epic trial of man against nature as his troops fought through raging blizzards in the dead of winter crossing the Alps along what was in reality a goat track. Neither Hannibal nor Napoleon's crossings of the Alps compare for the difficulties involved, most especially for the fact that neither of the other crossings occurred in the winter, let alone in the midst of a blizzard. MacDonald's men and pack animals died in droves from the cold and from avalanches, men swept down mountainsides in a river of snow crashing to the bottom of ravines buried forever. Others died of hunger, some few being saved by the charity of small monasteries who took in the wounded and ill. Many such men returning to France years afterward having stumped their way back home on wooden legs. It was an epic march, one that could have been carried out by no other man but one like MacDonald whose will and fortitude was surpassed by no one.

Upon the close of this campaign. MacDonald returned

to France and was quickly posted to Denmark ostensibly to act as a military advisor, Denmark then being threatened by England. It is more correct to say that MacDonald was posted out of the country as Napoleon sought to secure his rule against potential rivals viewing MacDonald as one potential adversary. MacDonald vigorously sought his return to France, there is no indication of any machinations against Napoleon. However, it is certain his forthright manner would have made him unpopular with Napoleon at the time as MacDonald certainly would have commented upon the events of the time and most probably with scathing criticism. In his efforts to obtain his return, he fell afoul of Talleyrand, France's malevolent foreign minister, for just such comments. At length MacDonald did return to France in 1802.

France was still in a turmoil and Napoleon faced several attempts to overthrow his rule. He took this opportunity to rid himself of several contemporaries within the army, most especially General Moreau, whom MacDonald counted a friend. In what one can only consider a kangaroo trial, Moreau was convicted and exiled from France, he would later take his revenge by becoming chief of staff to Bernadotte leading Swedish and Russian troops against Napoleon in 1813-14. True to his nature, MacDonald was outspoken in his support of Moreau and scathing in his comments upon the supporters of the government prosecuting him, including Napoleon. This incurred Napoleon's wrath, and MacDonald was "retired" from the

army. He went to his estates at Courcelles-le-Roi where he remained until 1807.

MacDonald was also denied a Marshal's baton which was granted to so many other men who had participated in the Italian Campaign, and who had played a lesser part than he. It was a singular insult for a man who had accomplished so much in the name of France.

In 1809 MacDonald was finally tapped for command, and again in Italy in command of a wing of the Army of Naples. In 1809, with war again breaking out with Austria, Napoleon cast about for someone to act as an aid for Napoleon's young step son Eugene Beauharnois who was commanding the army in the North of Italy. Though young Eugene commanded in name, it was MacDonald who planned a brilliant campaign forcing the Austrians from Italy, and effecting a union of the Army of Italy with Napoleon's forces on the Danube. This campaign itself should have been enough to demand recognition and the coveted promotion to Marshal of France, but it was MacDonald's next action that indeed turned the tide of Napoleon's rancor against him. At the largest Napoleonic battle to date, MacDonald found himself in command of Napoleon's center (the Battle of Wagram 5 & 6 July 1809). In a charge reminiscent of Pickett's some 55 or so years later, MacDonald with 15,000 men (some accounts indicate less than 10,000) charged the center of the Austrian lines into the mouth of a withering cannonade. It was a magnificent feat. Leading from

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the front, MacDonald's men began a long march toward the on the front, MacDonald's men began a long march toward the Austrians, cannon to the front and flanks carried away entire companies of men, then battalions, and brigades. By the time MacDonald's men reached the Austrians there were but 1500 men left alive. The Austrians broke and fled the field. Into the midst of the carnage Napoleon rode finding MacDonald standing resolute among his remaining men. Begging MacDonald's pardon for his past behavior and treatment, Napoleon promoted him to Marshal of France and Duke of Taranto on the spot. No other Marshal of France gained his baton on the field of battle surrounded by the dead and dying. MacDonald's bravery and resolution in battle had saved France, and Napoleon.

Thereafter MacDonald was appointed military governor of Graz (Austria) where his benevolent rule won him the respect of the Austrians, so much so that when he left, they attempted to shower him with gifts of money and jewels. Being a man of honor, he bade them adieu asking only that they instead of favoring him do their best to take care of the wounded he left behind saying, "Gentlemen, if you consider yourselves under any obligation to me, repay it by taking care of the three hundred sick soldiers I am compelled to leave with you." In the year following he was posted Governor of Catalonia (1810), taking some small part in the Peninsular Campaign.

replacing Augereau. He was tasked with fighting a guerilla war, for which he had no natural ability, and was at times forced once again, as in Italy 10 years before, to kill civilians and fire villages and homes. Before long he was recalled to France in preparation for the Russian Campaign.

In Russia, MacDonald commanded Napoleon's Left Wing marching upon Moscow. Along with his men, MacDonald suffered the privations of that campaign. He commanded Napoleon's Left Wing marching from Tilsit his target was the city of Riga. The troops commanded by MacDonald consisted of a corps of Prussians, one division of Poles, and a regiment each of Westphalians and Bavarians. MacDonald marched upon Riga only here and there opposed by small detachments of Russians and Finns laying siege to Riga early in June. Thus, he remained, receiving no orders to advance or come to Napoleon's aide as the tragedy of the march upon Moscow unfolded. As Napoleon's troops began their retreat, MacDonald began calling in his far flung outposts concentrating them upon his central position near Riga in preparation for a retreat. Observing that the enemy was preparing to assault him as he retreated, MacDonald laid a trap for them pretending at a general retreat. The Russians fell upon MacDonald's troops, but it was a disorganized charge, and MacDonald's men were prepared. The Russian attack not only failed, but did so miserably with great loss in dead and wounded, not to mention prisoners. The affair was significant only in that it

convinced the local Russian commanders not to harass MacDonald when he did retreat, but it also revealed the beginnings of a rift in political alliances as Gen. Yorck's Prussians failed to carry out orders to envelope and destroy the Russians, the accomplishment of which could have ended any possible activities by the Russians on the Baltic coast.

As MacDonald began his retreat toward Tilsit, winter had fallen. However, MacDonald's men didn't suffer the privations visited upon Napoleon's men. His experiences in the Winter offensive in Holland (1794-95), the Campaign in Switzerland (1800-01), the Italian Alps, and most especially the episode in the Splügen Pass had caused MacDonald to prepare for the Russian winter well in advance of its occurrence. As a result, his men were well supplied with food and most importantly winter dress. He even requisitioned winter wear from the Russian peasants in the area well in advance. For these he traded them the skins of the sheep his men slaughtered for food, leaving the Russians to turn these into winter wear for themselves while MacDonald's men had immediate access to warm Russian winter clothing. Further, MacDonald instituted a no alcohol policy among his troops. Realizing that alcohol rendered men stupid, which in winter was a dangerous thing of its own, he also realized that it rendered men susceptible to the cold. Today we realize that alcohol constricts blood flow which causes the

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extremities to freeze all the easier and quicker. Though some few of MacDonald's men did fall to the fatal combination of cold and alcohol, this single measure may well have saved hundreds, if not thousands of lives in the Russian cold.

Falling back upon Tilsit, MacDonald realized his greatest enemy was the Nieman River crossing. If the river thawed before he got there, getting his men across, as the bridge had been removed, could cost many lives. Consequently MacDonald set a blistering pace as he retreated, determined to reach the Nieman before the ice thawed. Realizing MacDonald had to make this crossing before the thaw, the Russians invested the crossing on both sides of the river. The coming battle was not one commanded by MacDonald. The men of Generals Grandjean and Bachelu arrived before MacDonald's main body which was in the act of a flanking movement assuming the Russians had got to the River first (which as it turned out was a correct assumption). Having imbued his army with the need for speed, the two generals took the battle to the enemy as quickly as they could and indeed defeated and dispersed their enemy. They took several thousand prisoners and many cannon. Hearing of the battle, MacDonald hastened his troops along as fast as he could, and sent orders to Gen. Yorck, commanding the rear guard of MacDonald's army to hurry. However, the Prussians didn't appear, nor did Yorck respond to inquiries. Unknown to

MacDonald, treachery was afoot, the Prussians were busy changing sides.

At Tilsit, MacDonald rested his troops and opened a supply and communication line to Konigsburg. He once again sent word to Yorck, whom he hadn't heard from in two days. Four days passed and still no word, and MacDonald began to worry. Had the Prussians fallen prey to the Russians? Until the last day of December, MacDonald made preparations to go to the aide of the Prussians, believing them to be in trouble, little did he understand politics, but on that last day of December he came face to face with them as he received reports of the Prussian battalions still with him retreating to the wrong side of the Nieman. So hasty had been their departure that no word of their defection was noted even by the pickets posted to watch for Russians. In the wake of this mass mutiny, a curious scene occurred with MacDonald's personal body guard, made up of Prussian cavalry. MacDonald notified their commander about the treachery of the other Prussian troops whereupon the officer blanched in horror and protested his fidelity, as did the men of the Prussian body guard. However, probably not trusting them, MacDonald bid them go to their comrades and from his own pockets paid them a bounty of 600 francs for their services to date. Thereupon, MacDonald instantly struck camp intent upon reaching the Forest of Bomwald where they holed up more defensible terrain. Yorck now had in excess of 16000 men, not to mention the Russians in the surrounding areas. while

MacDonald had barely 5000. MacDonald rightly was concerned with his troops being overrun by vastly superior numbers. As MacDonald's troops set out upon their hasty retreat, the leading residents of Tilsit proffered letters of fidelity to the French cause and asked that their city not be burned, they suspected that the movements of MacDonald's remaining troops were meant for this purpose. MacDonald bid them good by and assured them he had no intentions of burning Tilsit.

Retreating toward Konigsburg, several representations were made by agents of the enemy to obtain MacDonald's acquiescence to what amounted to surrender. MacDonald was too shrewd for these people and refused to do any such thing, in the end offering cannon balls as his only means of conversation with them. Retreating through Konigsburg, he picked up Marshal Ney who, being alone, felt trapped by the rioting crowds. From there, MacDonald fell back upon Elbing. Upon his march, he was met by orders from Marshal Murat to cease retreating and to return to Konigsburg. MacDonald being certain his information was better than Murat's ignored his commander's orders and continued the retreat insisting to Murat that he was indeed subject to imminent threat and envelopment by the enemy. At length Murat found MacDonald to be correct, and praised his foresight. MacDonald continued his retreat. A day away in Elbing. Murat sent for

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MacDonald to confer. MacDonald recommended the recall of all the French garrisons left in Prussia. To his thinking they would be surrounded and without supplies and forced to surrender, and he was right. Murat, however, insisted MacDonald retreat to Danzig, which MacDonald refused. At length Murat the following day retreated, leaving Elbing and the army to young Eugene Beauharnois, returning Murat's "Kingdom of Naples". The refusal to recall the various outposts and garrisons did cause the needless loss of thousands of French troops. MacDonald had been correct. The next morning MacDonald's men began arriving in Ebling only to find Murat's troops, all but one regiment, had retreated. It now was necessary to retreat to Danzig. At Danzig, the command of which was the responsibility of Gen. Rapp (then Governor of Danzig), MacDonald left his troops. He sought out the main French headquarters, finally located in Posen, where he received orders to return to Paris, there to recruit and organize new troops.

Through the spring and into summer, MacDonald labored to recruit and train new troops. At length in May 1813 (The Recollections of Marshal MacDonald indicate these vents as occurring in August 1813, but the Marshal's memory had to have been faulty on this score) he was sent to Dresden to take up command of a new corps, the 11th. The 11th Corp was comprised of French and Italian troops numbering some 16,000 +/- men and perhaps as much as

60 pieces of cannon. The day following his arrival in the camps of his new corps, the Emperor arrived and issued orders for MacDonald to assault Merseburg, where the treacherous Gen. Yorck commanded. For this reason alone MacDonald's assault was all the more ferocious and the assault carried the city.

At the Battle of Lutzen on the 2nd of May, MacDonald was instrumental to the day's victory. Late in the afternoon, his men completed their flanking march coming upon the flank of the enemy's right. With Morand's division of Bertrand's IV Corp, on their left the combined Russian/Prussian army beat a hasty retreat, but they did so in good order. Not a single cannon was left behind, and few prisoners were captured. Lacking in cavalry, the French were unable to pursue, all the more so in that the Prussians and Russians were not similarly lacking. A French army of some 140,000 (+/-) had been unable to inflict any real casualties upon the combined Russian/Prussian Army numbering but 75,000. The battle may have resulted in the retreat of the allied army, but the failure to inflict any casualties upon what appeared to be an inferior army instead reflected the difference between the new French army levied following the disastrous Russian Campaign and the old armies that won so much glory for Napoleon prior to Russia. In short, the French lost this battle and it presaged things to come.

On or about the 12th of May, MacDonald was again in action, catching the Russian rear guard commanded by Gen.

Miloradowich at Weissig. MacDonald drove the Russians before him, and as night came the Russians settled upon the small village of Bischofswerda. The next day MacDonald promptly assaulted Miloradowich's men. The fighting was especially fierce, and the village was set afire, burning to the ground. Again the Russians retreated, but not far. MacDonald now rested his men and simply watched the Russians for two days. Behind the scenes, the French were concentrating for another showdown at the nearby town of Bautzen.

Resuming his advance on the 15th MacDonald pushed on to the town of Goda, again fighting a sharp engagement with the Russian rear guard, finally driving it back into Bautzen. There MacDonald glimpsed the combined encampments of Wittgenstein and Blucher some 100,000 strong. Over the next day, several corps of the French concentrated upon the village in preparation for battle. MacDonald's men were on the right of the French lines, to the extreme left was Marshal Ney in nominal command of an entire army, and therein lay a clue to the errors costing the French complete victory again.

Ney was not only in command of his own corps, but also the corps of Marshal Victor. (The multiple corps under Ney's command independent of Napoleon's main army was 85,000.) On the 17th orders were sent to Ney to take his men around to the left and thence into the right rear of the enemy, once again encircling the enemy.

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However, Marshal Berthier, Napoleon's Chief of Staff, failed to indicate that the orders to Ney were not Army orders, but rather were Corps orders indicating to Ney that he was to take only his own IIIrd Corps to accomplish the encirclement. Napoleon had other duties for Victor. But, Victor, being part of Ney's force began the move with Ney's Corps to the enemy's rear in pursuance of Ney's orders. Napoleon had intended to send Victor to cover the road to Berlin cutting off this route to enemy retreat. It was only the next day that this error was caught, but by that time the roads were clogged with Ney's men, and Victor was unable to move his troops to cover the all important route of retreat to Berlin. Victor's men wouldn't arrive upon the road to Berlin until after the Allies had retreated and the battle had been lost.

On the 20th combat began in earnest and Napoleon's men (115,000) crushed the first line of Prussian/Russian defenses (85,000). But, much time was spent in a bombardment of the Allied positions, and it wasn't until mid day that the French infantry moved out to attack. At nightfall Napoleon's Army was positioned to crush the Prussians and Russians upon the anvil of Ney's Corps. But Ney, having again received faulty orders was not in position to block the Allied armies. As a result, the IVth Corp of Bertrand, on the left of Napoleon's army was left unprotected by either Napoleon or Ney, and alone were nearly crushed by the combined Allied armies. The Russians and

Prussians retreated, though clearly winning, upon the approach of the French Vth Corps.

The plan for the second day's battle was for Ney to attack to the enemy's right rear, while Oudinot (with MacDonald's Corp attached) was to attack the enemy left. In so doing it was hoped to surround the enemy and deliver a decisive defeat. The day opened according to plan with Oudinot attacking the left and gaining the undivided attention of the enemy. On the right, Barclay de Tolley's men were being hard pressed by Ney and also the French Vth Corp commanded by General Lauritson. But Tolley's cries for help were largely ignored. At length Wittgenstein, acting as the commander of the combined Russian/Prussian army tumbled to the danger and began a retreat. The fight against Oudinot's men, which Wittgenstein was winning had nearly consumed all of his attention. Fortunately he finally fell to the danger. However dangerous the situation may have been, Ney made an error. It was his turn to become engrossed in battle, and in so doing he forgot to keep up his march to cover the rear of the enemy's army. The Allies retreated, and as Napoleon's wings closed upon empty air, the enemy had again slipped away. The lack of cavalry which had hampered the French at Lutzen again prevented a vigorous pursuit. Once again, the Allies had left Napoleon not one cannon, and meager numbers of men prisoner. With a combined force of nearly 200,000 men to the Allies 85,000 Napoleon had again proved unable to damage his enemy, let alone destroy him. As before. Bautzen was a technical

win for the French, but in fact it was a loss as the enemy was able to retreat and remain a cohesive force, while Napoleon was unable to pursue, and worse yet at this particular time, had expended considerable amounts of critical supplies. It was clearly a French defeat.

There was one interesting side effect to the Allied cause. The dual "defeats" of Wittgenstein, the Allied Commander in Chief, brought about his resignation. His post was taken by Marshal Barclay de Tolley. Tolley was yet another expatriate Scotsman, this time in service to the Tsar of all the Russias, Alexander.

Again, the enemy retreat was only slowly followed. MacDonald's men were engaged in a small firefight at Jauer, before finally investing Breslau. With an armistice now in effect, MacDonald rested his men. It was to be a short rest.

The purpose of the armistice turned out to be only an opportunity for the Russians and Prussians to meet with the Austrians at Prague and conclude a deal which would unite their three armies against Napoleon. Of more practical consideration to Napoleon was that his lack of cavalry which had denied him complete victory at Lutzen and Bautzen might in a few weeks time be rectified. Further, to his rear, Cossacks were raiding his supply lines, and the troops bivouacked at Breslau were running far ahead of their supplies as it was. Further, forces left in Napoleon's rear to watch Bulow near Berlin and Leinzig on the Elbe had been. or

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were in the process of being beaten even as the armistice was being agreed upon. Indeed, at Leipzig, the forces of Gen. Woronzow had nearly forced the French garrisons from the town, only the timely arrival of the terms of the armistice brought this near-disaster to a close before Leipzig fell. Napoleon's position was as precarious as was that of the Allies, whose main army now was penned between Napoleon and the Bohemian Mountains to the south. There seems little doubt, however, that the Austrians were busy supplying the Allied cause even before officially joining the alliance, thus the Allied armies were not as "trapped" against the mountains as one might have supposed. The armistice was agreed to expire on the 17th of August. This was just enough time for Napoleon to fix some of his glaring problems.

By August, the new Grand Army stood as follows:

Garrisons on the Elbe River:
34,000

Garrisons within Germany and Poland: 55,000

*Troops Still in the Process of Formation & Training: 43000

The Grand Armee 443,000
Infantry: 372,000
Cavalry: 41,000
Artillery: 1300 guns

*These troops included the reforming Bavarian Corp of 25,000. These troops, though certainly brave, would eventually like so many of Napoleon's other allies. turn against him. Their

commander, Gen. Werde, would lead them in operations significant to the final victory of the Allies.

By August Napoleon would be facing the following combat strengths:

Prussians:
Infantry & Cavalry combined (breakdown not available):
400,000
Artillery: 400 guns

Russians:
Infantry & Cavalry combined (breakdown not available):
296,000
Artillery: 640 guns

Austrians:
Infantry & Cavalry combined (breakdown not available):
221,000
Artillery: 280 guns

Combined Total: 917,000 men,
1320 guns

In short, Napoleon was outnumbered 2:1, he had fewer cavalry, mounted on broken down horses, and his men were adequate. Survivors of past armies provided the critical officer and NCO cadres, and the campaigns of early 1813 had trained them sufficiently. The artillery was as always superior in training, equipment, and supply.

Facing him was an army which was often superior, and just as often abysmal. The Russian Army was largely as it had always been. It had suffered few casualties as a result of the years of warfare, and due to the serf system, the men were well trained and had long been with their

regiments. The Austrians had not been in combat since 1809. They'd had several years in which to prepare for this event. However, they were fragile as the Austrian purse could not afford to replace large amounts of equipment if committed to battle and the army lost. The Prussians were the wild card. Their infantry was mostly Landwehr, green farmers, though eager in defense of their country, they lacked training and equipment. The best example of the condition of the Prussians lie in their landswehr cavalry. Episodes indicated that they were quick to charge the enemy, but could not be rallied to reform for further use. Prussian infantry was similar in that they were quick to break in combat and difficult to rally.

Austrian command fell to General, Schwarzenberg. He was young and energetic and possessed considerable combat experience. He had commanded the Austrian contingent that marched into Russia the previous year. He was not universally supported in this position, some preferred Arch Duke Charles who had beaten Napoleon's army at a number of places, but who at this time was under a political cloud and unable to accept the appointment had it been made.

Prussian command was entrusted to the indomitable old Prussian cavalryman, Marshal Blucher. He was an uneducated man lacking in finesse, lacking in an understanding of anything other than horses, certainly not infantry and cannon, but most importantly he had the singular ability to inspire men in battle.

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The irascible old Marshal would have made a fearsome Viking.

In the North, the small Swedish Army, and the Russians and Prussians attached, were commanded by Marshal Bernadotte, now Prince of Sweden. Some have said he was not much of a general, especially following the episode at Wagram. However, this is probably a mischaracterization of the position faced by Bernadotte. Commanding the smallest of the armies in the field and tasked with the minor role of clearing the areas well north of Leipzig and Hannover, his forces would not become meaningfully engaged until the critical Battle of Leipzig.

Russian forces would largely be shared out between these commanders, but overall command of the Russians was still in the hands of the Scot, Barclay de Tolley. He is described as a calm, collected, intellectual, who, though he was not exactly inspirational to the Russian rank and file, was tactically the equal of the best of Napoleon's Marshals, oft being compared to Lannes, Massena, Soult, and Davout.

In short, Napoleon now faced a collection of the best generals in Europe, while at the same time his own generals were growing less able to cope with the strain and difficulties of constant warfare.

As August began, the environs surrounding Napoleon's army had exhausted their ability to provide forage, and Napoleon's men were forced to enter into the 20 mile neutral zone which the Armistice had

required between the French and the Prussian and Russian armies. Seizing upon this as pretext to violation of the armistice, which was fatuous as both the Prussians and Russians were guilty of the same, Blucher marched his men across the mountains and effected a union of his army and that of the Austrians. These combined armies now numbered some 254,000. Newly positioned, Blucher sought to use the French foraging parties to his advantage and ordered an advance upon the French some few days in advance of the formal conclusion of the armistice on the 17th of August.

Marching his entire army across a 30 mile wide front and upon 4 main roads, congestion ensued. Further, having to rely upon his staff to organize and issue orders to correct these problems, Blucher was further hampered as Gniesenu, his chief of staff, was off commanding one of the columns. The result was that orders straightening out the mess didn't get issued until late in the day, and men marched into the night carrying out the corrective orders. In a short time Blucher's army was in a mess and his men exhausted. Worse, as they arrived finally in the front of Napoleon's army, Napoleon himself was found to be in command. Blucher beat a hasty retreat. The retreat that followed, was just as brutal and disorganized as the advance, but now the French were following and many severe firefights broke out between rear guard units and the French. All the marching, disorganization, and French pursuit was breaking the cohesion of Blucher's army and dissention ensued in the ranks of the

commanders. Several applied for retirement, others entreated the King to take measures. Finally, Blucher himself seized upon the situation and not only ordered a halt, but, now that Napoleon was no longer in command (he had left the pursuit to his other commanders), Blucher decided to turn upon his tormenters at Katzbach.

Marshal MacDonald was commanding one of the several columns following Blucher's retreat. For days prior to MacDonald's approach to Katzbach, it had been raining and the roads had become quagmires. Close to the mountains as they were, it was not unknown for streams to become rivers, and rivers to become raging oceans. MacDonald's men found themselves unable to deploy properly, their guns sank in the mud and clogged the roads, their cavalry were unable to move, and worst of all their gunpowder was wet. Troops went awry, and were captured enmasse by the Prussians, and the roaring River Katzbach cut the French troops in half leaving them unable to come to each other's aid. The Prussians fell upon MacDonald's men and with no choice he ordered a retreat upon Bautzen, but instead concentrated upon the heights of Bunzlau. Here MacDonald and his generals worked to reorganize their men and create a defensive position. They were aided when the rain finally stopped. And, though Blucher's men had pursued, they found MacDonald's defenses sufficiently strong as to not warrant a costly assault. The Prussians began an orderly

Napoleon's Marshals

Continued

retreat, and MacDonald, accompanied by Napoleon and Murat began again his pursuit. After a curious affair surrounding one of MacDonald's division commanders (Gen. Sebastiani) and Napoleon's anger at the loss of a single cannon, Napoleon left MacDonald (who now commanded the "Army of the Bober" – the entire command facing Blucher) to continue the pursuit alone. Napoleon took his Guards and returned to Gorlitz.

MacDonald did pursue, but not as heartily as in previous days. Once again, French pursuit was hampered by lack of cavalry, which had largely been immobilized by the bad roads and the mud which continued for some days. At length MacDonald was forced to cut off his pursuit as the enemy he was pursuing was larger than he, and had received reinforcements into the bargain. What followed was a period of advance and retreat by the forces of MacDonald and the Prussians, with MacDonald finally falling back within a few leagues from Dresden. MacDonald was desperately short of supplies. After all, this entire affair had begun because French troops were caught foraging in the neutral zone during the armistice. That lack of supplies hadn't changed any, indeed it had become more acute as MacDonald and other corps of Napoleon's army pursued the Prussians, and expended supplies in the doing.

(At this time elsewhere on the battlefields of Prussia and Saxony: the army of Schwarzenberg had fallen upon

Dresden, only to be beaten back, and at Kulm, the Vandamme's Corps had been terribly butchered. The French had been beaten, and had won in alternate measures, but these actions had sufficed to build morale amongst the Allied armies, while equally it reduced that of the French. Still, the Allied armies had been on the march for almost a month, and lacking supplies, most especially foot ware, were compelled to call a halt to operations in order to redress their deficiencies.)

The Emperor returned to MacDonald's command in mid September, and together they again drove Blucher back until he was occupying the positions around Bautzen. Here Napoleon received word that Ney was being cut off, and hurrying thence to the North with his Guards, Napoleon ordered MacDonald to again fall back to the line of the Elbe. MacDonald's retreat had unforeseen consequences.

Blucher no longer engaged with MacDonald made an unprecedented march across the front of Napoleon's army aimed at a crossing of the Elbe at a point where the old bed of the river Elster joined. Though the crossing chosen was not conducive to a crossing, other nearby, and heretofore unknown, crossings were found, and Blucher's men poured across easily defeating all efforts of General Bertrand and his Vth Corps to stop them. The crossing of the Elbe by Blucher's army caused Napoleon's men in and around Dresden to be nearly surrounded, evincing the requirement for a general retreat. Dresden no longer served well as

an anchor to Napoleon's lines, the more so that the region had been stripped bare by the multiple armies operating there. Weather was soon to be a factor too. It was currently early October, and soon the river Elbe would freeze and cease to be a barrier to movement. It was time to retreat, which Napoleon did resting his lines upon the massive fortifications of Magdeburg, the Saale River, and Erfurt. Napoleon's move threatened to separate Bernadotte's army from Blucher's and in order to more closely cooperate and protect each other, Blucher retreated North and back across the Elbe. This movement left Schwarzenburg's Army of Bohemia all alone in the south. This was an opportunity Napoleon was determined to seize upon. However, Schwarzenburg wasn't sitting still, he too was moving North in order to regain contact with Blucher. These movements caused a concentration of troops around the city of Leipzig.

Leipzig was an important city not only for its fortifications and for its bridges across the Elbe, but most importantly for the supplies stored deep within the fortresses magazines. It wasn't only Napoleon's army that was starved for food and munitions. The Allies too were desperate, most especially that of Blucher, who had been on the move for nearly 2 months. Schwarzenberg moving to the North toward Leipzig, and the joining of Bernadotte and Blucher's men to the East and North of Leipzig brought together the Allied armies at a

Napoleon's Marshals

Continued

point where Napoleon himself was able to concentrate his forces utilizing the natural defensive advantages of interior lines and the protection of the Elbe and Saale Rivers as well as the natural defense provided by the fortresses of Torgau and Leipzig itself.

On the 16th the great armies were drawn up in a natural semi circle, the French on the inside, the Allies on the outside. MacDonald commanded the troops to the far left of the Blucher's positions. To him was given the task of marching quickly around Blucher's flank. This was a task he was unable to effect as quickly as necessity required. When at length MacDonald's men reached their positions, they found themselves held up by Allied artillery which tore gapping holes in the advancing ranks of infantry. Cavalry under the command of French General Bordesoulle charged the guns taking out 26 of them, but not without serious consequence. Seeing French cavalry charging amongst the guns, Allied cavalry immediately, and wildly threw themselves amongst the French cavalry. In short order cavalry throughout the local area congregated in this one area charging, reforming, and charging again. A great cavalry battle ensued, which no doubt was a wonder to behold, but the mass of horsemen of both sides blocked the roads MacDonald needed in order to take advantage of the destruction of the enemy artillery swinging around the Allied flank and marching down upon them from the rear. In

short, MacDonald was prevented from carrying out his attack first by artillery and finally by his own cavalry as well as that of the enemy. Sunset came and MacDonald was forced to withdraw.

To the south the forces of Schwarzenberg had advanced against Napoleon's troops, making no headway at all. But, beaten as they were, their behavior under fire held a significance of its own. The Allied armies numbered half that of Napoleon, but they had fought Napoleon to a stand still. The effect upon morale was tremendous, but most importantly, the Allied rank and file had learned not to run, but to stand and fight. In the far North and Northwest, Yorck's corps of Prussians had severely mauled Marshal Marmont's men, pushing them back nearly to the outskirts of Leipzig. By nightfall, MacDonald was ordered to withdraw closer to Leipzig.

The day following MacDonald fought a delaying action which cost him heavily, especially in artillery. He finally asked the Emperor for a battery of the Guards to replace his losses. During the day the Prussians feinted a retreat upon MacDonald's left, which caused Gen. Reynier, one of MacDonald's division commanders, to advance. In Reynier's front ranks were Saxon troops. As they advanced close to the Prussian lines they suddenly turned and fired volleys into the stunned French following close behind. The French were mowed down in great numbers, and the Saxons, in what was obviously an organized effort,

defected to the Prussians. This act of treachery was greater even than that of the Prussian Gen. Yorck at Tilsit, for at least Yorck hadn't turned upon the French and attacked. Fortunately, Napoleon himself appeared in Reynier's lines rallying the fleeing men. The battle wore on until dusk came and the two sides settled down with no clear advantages being gained in this second day of combat.

The 18th dawned to a fog shrouded battlefield. Receiving further orders to retreat, MacDonald was forced to blow up his artillery wagons and munitions as he hadn't the animals to move them. Drawing back upon the very suburbs of Leipzig, the Prussians followed closely, gaining the advantage of the heights before MacDonald's retreating men. Suffering heavily from the enemy cannons now perched upon those heights, and being attacked by infantry in large numbers MacDonald was barely able to hold his own, and could have done with reinforcement. Humorously it was at this moment that word was received from the Emperor to forward a division to Augereau as his position was in danger. MacDonald declined to do so, but finally realizing Augereau's collapse would cause his own corps to be cut off, he sent what he could, a single brigade of Hessians. Soon, MacDonald was forced back within Leipzig itself where he was forced to call upon the help of Marshal Poniatowski's cavalry and the rest of Gen. Marchand's Hessians. The Hessians charged head long for the earthwork

Napoleon's Marshals

Continued

ramparts on the outskirts of the city to push the Prussians back, however, upon gaining the ramparts, these troops, as the Saxons the day before, turned and fired upon the MacDonald's men. This was the last straw and MacDonald's men broke and ran for the bridges over the Elster. However, it was found these bridges had been blown. In the furor to cross the river, Marshal Poniatowski was killed when his horse forded the river, but unable to climb the far steep bank, fell back upon him. MacDonald found a small foot bridge, much damaged by the passage of too many men and horses and attempted to cross. He fell in half way across and, finding the water not so deep, waded to the far shore, where the steepness of the bank and the mud was unable to climb out. Friendly hands however, dragged him to safety just as he was being fired upon by enemy skirmishers. It had been a close call. Marshal Marmont being close at hand provided MacDonald a horse as MacDonald's remounts had been lost on the far side of the river.

What followed were days of chaotic retreat, rickety bridges fell as crowds of men tried to cross. The enemy was always near and often poured cannon fire into the ranks of the fleeing. Here and there MacDonald attempted to bring order amongst the streaming torrents of men, utterly failing in every attempt. The army had become a mob intent only upon running faster than the enemy could pursue. Even Napoleon was forced to flee as enemy troops hove into

view firing into the Emperor's party. The general direction of the rout was upon the great castle of Erfurt. There MacDonald came again upon Napoleon, having met him once already on the road, the Emperor then too busy to do much more than exchange a few words.

At Erfurt Napoleon sent for MacDonald ordering the Marshal to find a place to the rear where the army could stop its flight and be safe for a period of 5 days or so, time enough to create some organization from the fleeing mobs. Over the coming days MacDonald did the best he could to hold open roads for the retreating army, gathering together groups of men crating ad hoc battalions with which to delay the pursuing enemy. The Bavarians of General Wrede were now threatening the retreat near Hanau, and MacDonald did his best to ward off their advance. At the orders of Napoleon, MacDonald gathered together a battery of howitzers. In the middle of the night he fired upon Hanau. No fire being returned he decided to watch closely upon the morning, and from the town some few enemy troops left. Thereupon some few French troops took themselves back into the city occupying it. MacDonald cast about for his own ad hoc troops to go to the small garrison in Hanau in relief, finding less than a battalion remaining. In the night many had simply left, fleeing as most were for Frankfurt. Within Hanau, MacDonald found Gen. Souham with just as few troops, together their men making up no more than 300. MacDonald prepared to retreat, but before doing so. was relieved by Gen.

Bertrand, who, though he had some few troops more, surely didn't have enough to hold the town. MacDonald left Hanau knowing there was nothing he nor Souham nor Bertrand if combined could do to stop the Bavarians. Leaving what few troops he had, MacDonald left for Frankfurt.

At Frankfurt MacDonald found remnants of his Corps, which at that moment amounted not quite to a division. He also made efforts to reinforce the city's bridges which had been hard used by the retreating army so much so that they were in danger of collapse. Conferring there with Napoleon, MacDonald was told to take himself to Cologne to defend the line of the upper Rhine, Napoleon wishing to hold this river line into the next spring, thinking the Allies would not pursue a winter campaign. In this the Emperor was wrong.

MacDonald's new command stretched from Coblenz in the South to Arnhem in the North. Other than the garrison of Cologne, which under the orders of its governor operated in support of MacDonald, but not as part of his command, Napoleon had told MacDonald he would send him men to hold the line. The claims of support were wildly exaggerated. Up and down the line of MacDonald's command he had only scattered remnants of garrisons and partial regiments. There simply was no longer an army. Over the next few weeks the Allies pressed at all points crossing the Rhine at will. MacDonald was entirely unable

Napoleon's Marshals

Continued

to oppose their efforts. All he could do was to withdraw what few troops existed and try to save them for another day. All told MacDonald had no more than 3,000 men. According to the fantasies of Napoleon's command staff he was supposed to have between 50 and 60,000. Nothing could have been further from the truth.

MacDonald took his troops to Chalons to oppose a crossing of the river there, and to provide time enough for the evacuation of supplies within the garrison there, supplies being so critical now. There he stood for a day fighting a delaying action, but was forced back before the magazines could be emptied. He then took his men to Vitry in answer to a call by the governor of that place that he was hard pressed (by troops of Gen. Yorck) and out of supplies. At Vitry, the garrison numbering some 2500 effectively doubled the troops MacDonald had. Opposing Yorck's call for surrender, MacDonald held the town until the next morning and then evacuated it. Yorck had made an effort at arranging a surrender of the place, but MacDonald would have none of it, the more so for it being Yorck. True to his work Yorck bombarded the town in the night setting fire to several buildings. The next morning MacDonald retreated detonating explosives beneath the bridge. The explosives were only partially successful and the bridge remained, though blocked somewhat against artillery until sufficiently repaired.

As the weeks and days progressed MacDonald fought many such delaying actions, rushing here and there doing his best to buy time for Napoleon to build a new army. But, there was no new army, and no money or men with which to build one. At length, the ability to resist the Allies dwindled to nothing, and at Fountainblau, though still possessing some few thousands of troops, MacDonald, Gen. Couliancourt, and Ney entreated Napoleon to abdicate, and with his assent, negotiated his surrender and abdication. On the 12th of March, Napoleon signed the abdication decree and the war was over. In token of his respect for MacDonald and his false judgments and bad treatment of the man in years past, as well as his loyalty to France, Napoleon presented to MacDonald a highly ornate sword taken by Napoleon from a Mameluke in Egypt so many years ago.

Upon the restoration of the Bourbons, MacDonald applied for command and pledged his loyalty to the new empire. He was granted several honorary titles and made a Peer of France. However, the Bourbons had not learned any lessons from the popular upheaval of the people against their autocratic, chaotic, and often malicious rule that had caused the revolution more than 20 years before. Within a year the people of France were again fed up with the Bourbons. Napoleon, now in exile on Elba, took advantage of the situation to land again in the South of France with his personal body guard. He marched directly for Paris. MacDonald was tasked with stopping Napoleon's march.

with stopping Napoleon's march, but barely escaped when his troops surrendered to Napoleon en masse with shouts of "Vive L'Emperor". Returning to his estates, MacDonald refused to come to Napoleon's aide despite his previous loyalty to the man and the many entreaties sent to recruit his aid. As forthright as ever, MacDonald told Napoleon he stood no chance against the combined might of the Allied armies that surely would take the field against him, and MacDonald was of course correct. At Waterloo Napoleon was again defeated and in the end forced to leave France, a prisoner. Sent this time to St. Helena, an island in the South Atlantic, Napoleon would never again see France.

MacDonald, for having remained loyal to the Bourbons, was rewarded still more extensively. He was offered the position of Minister of War, which was declined. He was made the Arch Chancellor of the Legion of Honor, which was of ministerial rank, this he accepted. MacDonald was also tasked with rounding up and disbanding Napoleon's army of 1815. This he undertook with some delicacy for he had many old comrades who had taken part in the uprising and who rightfully ought to have been arrested. For these efforts he was also awarded the position of second in command of the King's Body Guard, a post which he retained until 1831.

In the years following MacDonald made a pilgrimage to his homeland, Scotland. He

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More Scenarios for Air Force (AH/Battleline)

By: Martin Lopez

Black Day for Luftflotte 5

Set Up:

Germany: 6 Me 110C at 15,400 ft on edge 1 of the board facing direction 4 (See Special Rules).

England: 4 Spitfire I's at 16,700 ft on board edge 5-6 (all must enter the same edge, either 5 or 6).

Victory Conditions:

English: Destroy at least two more enemy aircraft than you lose.

Germans: Destroy at least one English aircraft and avoid English Victory Conditions. Any other result is a draw.

Special Rules:

1. The Me 110's are carrying fuel drop tanks (and consequently fly loaded). Roll a die for each aircraft. On a roll of 1 or 2 the drop tanks cannot be dropped and the aircraft will fly loaded for the entire scenario. Each aircraft with a non-detachable fuel tank adds 1 additional "L" hit to its Data Chart. (L=+2).
2. Place the Sun Marker behind the British aircraft at start.
3. Place cloud markers, random in size, at 14,000 ft.
4. Note: Me-110C's are in fact Me-110D's with 1050 liter drop tanks.
5. The English player has already spotted the German aircraft.
6. Scenario Length: 30 Turns, or until all of your enemy's aircraft are destroyed.

History:

At 1:45 PM 15 August 1940 21 Me-110D of I/ZG 76 from Stavanger was escorting 63 He-111 of KG-26 when they were

intercepted by 11 Spitfire I's of 72 Squadron near Newcastle. In the brief combat that followed 6 Me-110's were demolished and 2 others damaged. The English lost a single fighter that crashed upon landing. Luftflotte 5 did not return to repeat that type of attack.

Last Flight of an Ace

Set Up:

U.S.: 4 P-38L's each at 1700 feet altitude. No. 1 (McGuire) Board IV hex C6, No. 2 (Weaver) Board IV hex E7, No. 3 (Rittmayer) Board IV hex A10, No. 4 (Thropp) Board IV hex A7. All facing Direction 1.

Japan: One Ki-43 IIIa at 1200 ft Board IV hex C1; One Ki 84 Ia at 1000 ft Board II hex C1. Both are facing Direction 4. (See Special Rules)

Victory Conditions:

U.S.: Destroy at least one aircraft without losing any of your own. Destroy at least two more enemy aircraft than you lose.

Japan: Destroy at least one enemy aircraft without suffering any losses.

Any other result is a draw.

Special Rules:

1. The P-38's are equipped with external fuel tanks and may drop them during the game, but doing so has consequences. As long as the drop tanks are attached, they fly as loaded.
2. All aircraft begin the game at Maximum Maneuver speed allowed, except for US P-38 No. 3 which is at a speed of three.
3. Clouds are located as follows:

Board IV Hex N13 Radius of 3, from 500 to 3000 feet. Board V, Hex E10, radius of 6 from 1000 to 4000 ft. And finally, Board VI, Hex N4, radius of 3, from 500 to 3000 ft. Sun is in Direction 3.

4. P-38 No. 1 is an Ace with a +7 modifier; all other Americans have T and E pilot skills.

5. The pilot of the Oscar has TT, R and E pilot skills, and the pilot of the Frank has TT and E pilot skills, in addition to all the characteristics pilots of both players have according to the Pilot Characteristics Table, corresponding to the correct year and nationality.

6. Beginning Turn 4 the Frank will enter play upon a roll of 1, the die roll range being increased by 1 for each succeeding turn until the Frank finally enters play.

7. Game Length is 30 Turns.

8. The American aircraft may drop their external tanks, but if so doing will be considered destroyed at the end of the game. (Note: This is not a fuel capacity problem in order to return to the base. McGuire imparted the order to keep the drop tanks to avoid return to the base after shot down the Oscar and then to frustrate his opportunity to get more kills in this mission). For the duration of the game the aircraft will continue in operation and flies using the normal flight characteristics (minus the load modifiers), unless shot down.

9. Any aircraft leaving the original playing area (board may not be moved) before the end of play is considered to be destroyed for Victory purposes.

10. The Ki-43 IIIa uses the

More Scenarios for Air Force

Continued

Aircraft Data Card corresponding to the Ki-43 IIb.

History:

On the 7th of January 1945, Major Tom McGuire led an unauthorized sweep of 4 P-38 Lightnings across the island of Negros. Bad weather forced the patrol to fly at low altitude. McGuire was the second highest scoring American ace with 38 kills to his name, but had become a "Zero Happy," trying to surpass the record of 40 kills of Richard Bong, before being returned to the United States in February. Flying as his wingman was an experienced pilot, Douglas Thropp. The second section of the flight was composed of two seasoned pilots, Jack Rittmayer (4 victories) and Edwin Weaver (2 victories).

The Lightnings found a Ki-43 Oscar piloted by Akira Sugimoto of Sentai 54. Sugimoto was an aggressive pilot and manoeuvred behind the P-38 of Douglas Thropp. McGuire, attempting to go to the aid of Thropp, failed to drop his external fuel tanks, so that his P-38 performed in a slow and sluggish manner. It stalled and crashed killing Maj. McGuire.

Rittmayer shot at the Oscar, chasing it off the tail of Thropp. Sugimoto was forced to carry out a belly landing with his damaged aircraft in the middle of the jungle. The crash was witnessed by Philippine guerrillas, who buried Sugimoto.

Rittmayer, in turn was attacked and shot down by a Ki-84 Frank piloted by Sergeant Mizunori Fukuda, coming to the aid of Sugimoto. Fukuda then

tried to engage Thropp, when the fourth P-38 piloted by Edwin Weaver came to the rescue of Thropp, seriously damaging the Frank.

McGuire was decorated posthumously with the Medal of Honor, and McGuire Air Force Base in New Jersey was named in his honour.

Assault upon "Lady Lex"**Set Up:**

Japan: 9 G-4M (bombs loaded) at 11.500ft enter Board edge 1 in Direction 4.

U.S.: 6 F4/F3 Wildcats at 12.500ft enter the board on edges 2-3 or 5-6 in direction 3 or 5 respectively (Roll a die). All aircraft must enter from the same board edge. CV1 (Lexington) does not begin the game on the board (see special rules).

Victory Conditions:

Japan: Inflict at least 18 points of damage upon the Lexington

U.S.: Avoid the Japanese Victory Conditions

Special Rules:

1. The Japanese bombers must enter the board in formation. Each flight of three must comprise a "V" formation. All aircraft enter the board at a speed of no more than 4. Japanese bombers are of course loaded and must utilize loaded modifiers. (They can spot at this speed)
2. The boards are geomorphic. As soon as aircraft have cleared boards I/II, place them at the ends of boards V and VI respectively. Place the Lexington anywhere upon boards 1 and II at this time. This is a 1942 scenario so use 1942 AA values.

3. The American Wildcats are F3 variants, and have the following differences to the existing one on the Aircraft Data Chart: Armament FF: 4M – 4M. MG Ammunition: 7

4. Game continues until all the Japanese aircraft exit the board off board edge 4, or all the Japanese aircraft are destroyed.

History:

During afternoon of the 20th of February 1942 a formation of 9 G-4M's of the Japanese Navy attacked the USS Lexington North of New Ireland.

A squadron of 6 Wildcats commanded by Lieutenant Commander John Thatch intercepted the bombers. Each Wildcat destroyed a bomber, while damaging two others, which were finished off by the Lexington's AA. The remaining bombers returned to base shot up, but in flying condition.

Minutes later another formation of 9 bombers was intercepted by Lieutenant Edward "Butch" O'Hare. O'Hare attacked alone shooting down five of the bombers. After the Japanese dropped their bombs, Thatch's flight came to help destroying two more bombers.

These attacks resulted in the loss of 16 Japanese bombers, while the Lexington was untouched, losing only two of her fighters.

The Other Midway**Set Up:**

U.S.: 6 TBF Avengers enter board edge 4 flying in direction 1 at 900 ft. altitude. 4 B-26's enter

More Scenarios for Air Force (Continued)

board edge 4 flying in direction 1 at 900 ft. altitude.

Japan: 6 A6M2 at 3,100ft enter board III/IV via edge 1 in direction 4. The aircraft carrier CV5 (Akagi) and heavy cruiser CA2 (Tone) are placed on boards I or II.

Victory Conditions:

Japan: Destroy at least 7 enemy aircraft without suffering any damage to the ships.

U.S.: Avoid the Japanese victory conditions.

Special Rules:

1. All the American aircraft are armed with torpedoes. They may leave by board edge 1 of boards I or II.
2. The B-26's must enter the board in the Diamond formation.
3. The game ends when all of the American aircraft either leave the board or are destroyed.

History:

On the morning of the 4th of June of 1942, 4 B-26 Marauders of Bomb Groups 22 and 38 and 6 TBF Avengers of VT-8 commanded by Captain James F. Collins Jr and Lieutenant Langdon K. Figberling respectively, departed from the island of Midway to mount a torpedo attack upon the Japanese fleet.

In the bloody encounter the Japanese AA and Zero fighters shot down 5 of the Avengers and 2 Marauders while suffering no losses or damage.

The Battle of Mers-el-Kebir : The French Attempt to Escape

By: Mark Swift & Robert McMahon

After the surrender of France, on June 22, 1940 Britain was alone against Germany. The terms of the German, France armistice was vague about the disposition of Naval Units. The British government was nervous about Germany re-flagging Vichy France's naval units. The new British government under Prime Minister Churchill was adamant that the French fleet would not be used against them in the coming days.

The British Government would use a special force from Gibraltar, it would designated at Force "H"(1 Battle Cruiser, 2 Battleships, 1 Aircraft Carrier, 2 Cruisers, 19 Destroyers). The operation was to be termed "Catapult".

The force sailed to Oran submitting the following terms to the French Admiral:

1. To sail their ships to British harbors and continue the fight with us.
2. To sail their ships with reduced crews to a British port from which the crews would be repatriated.
3. To sail to a neutral country and have the ships demilitarized for the duration of the war.
4. To sink their ships.

The British force under Vice Admiral Sir James Sommerville was to arrive at Mers-el-Kebir on July 3, 1940 to submit their ultimatum. After a couple of hours of talks it became clear to the British the French were trying to stall for time. While French Admiral Gensoul tried to stall, he was attempting to get the French Fleet activated and was attempting to raise steam. At roughly 5:30pm the British Fleet

opened fired on the French Fleet in port.

While both French shore batteries and naval units returned fire, the battle was completely one sided, the French fleet suffered 1 battleship sunk, 1 battleship crippled, other units were damaged. The French lost 1200 sailors killed. Two British sailors were slightly injured. The French fleet was effectively neutralized. The new French government broke diplomatic relations with the British government.

Alternative History

As Force H steams to Mers-el-Kebir to deliver its ultimatum, German intelligence transmits to the French forces that the British forces are about to attack French forces in Mers-el-Kebir or force their capitulation. The French fleet is able to raise steam and meet the British on a more balanced battlefield.

Orders of Battle

British :
Vice Admiral Sir James Sommerville
HMS HOOD (flag)
HMS Valiant (see new sheet)
HMS Resolution (data sheet same as Revenge)
HMS Ark Royal
Cruisers : HMS Arethusa, HMS Enterprise

French :
Admiral Marcel-Bruno Gensoul
Strasbourg (flag)
Dunquerque
Battleships : Provence, Bretagne (same class see new data sheet)

The Battle of Mers-el-Kebir : A Scenario for AH's Bismarck 2nd Ed.

Continued

***Utilize Avalon Hill's Game
Bismarck 2nd Ed.*****Special Rules:**

1. Dispensed with the Destroyers, subs, and other small boys.
2. French Fleet heading Northeast, with spacing between ships 500 yards. (speed 6)
3. British Fleet minus (Ark Royal) heading NE in parallel to the French Fleet a distance of 17000 yards off the port side of the French. (speed 6)
4. Ark Royal would steaming also in parallel at a distance of 30000 yards of the French Fleet off of the port side of the French Fleet.
5. The British Fleet uses the first Firing segment to fire at the French Fleet.
The French Fleet fires on the next following segment.
6. The Ark Royal was not be able to launch aircraft during the actual bombardment. The British Fleet would have to withdraw from French gunnery range for the Ark Royal to launch aircraft. Also the Aircraft from Air Royal may not attack as long as the British Main Fleet are in Gunnery range of any French Naval Units.
7. The British Fleet could signal a withdraw, at this point the British Fleet would stop firing and retreat from visibility range of the French. The French Fleet would not follow the British retreat from gunnery or visibility range..
8. Max visibility 17,500 yards

Victory Conditions: The game ends once the following French or British victory conditions are met.

French:

Complete Victory: A signaled British withdraw, with all French vessels still afloat and under their own power.

Partial Victory: A signaled British withdraw with 3 French vessels still afloat and under their own power.

British:

Complete Victory: All British ships afloat and under their own power, and the destruction of 2 French vessels. Or the French player accepting any of the first three conditions of the original ultimatum.

Draw: All other outcomes.

Designers Notes

Finding data on the old French Battleships was difficult, we used available data for them and also the normal armor content and damage control of the time the ships were originally built.

There is a mistake in the original Bismarck data for the Battlecruiser Hood. By the time the Hood was in combat in 1940 the Hood had no secondary guns, they had been replaced with AA guns that would be totally ineffective against other ships, this is the same for the British old Battleship Valiant.

When we created this scenario, we thought about using the French Shore batteries as part of the scenario, but after the first playtest we thought it was just fine with out them.

I played this game with my friend Rex who lives in Colorado Springs. We played over the phone line and each plotted the moves.

This arrangement works very well for the actual Search Part of the Complete game of Bismarck and we have done this many times.

Rex took the side of the British and I took the side of the French which we normally refer to as the Frogs.

Despite better crew moral, it was a weak armor of the Hood that we found that was the Achilles' heel of this game, It was a penetrating deck armor hit that eliminated half of the Hood's fire power and a hit on the Resolutions' Conning Tower that forced the British to withdraw.

The French did suffer some damage but it was not critical, the Strasbourg took a hull hit that reduced speed, by 2 factors, but with the slow speed of the formation it was not worth notice. Also the French suffers some secondary damage but that was about all.

All in all, despite the idea as we created this that the Frogs would take it in the shorts, we were surprised to find it was pretty well balanced.

Bretagne Class Data Sheet

Provence, Bretagne
Same class ships

MF -7
Radar - N
Torp -N

Main Gun A
2 guns - 3 main boxes firing
Bow, Starboard, Port

Main Gun B
2 guns - 3 main boxes firing
Bow, Starboard, Port

The Battle of Mers-el-Kebir : A Scenario for AH's Bismark 2nd Ed.

Continued

Main Gun C (you will have to create this) 2 guns – 3 main boxes firing Starboard, Port

Main Gun X
2 guns – 3 main boxes firing Stern, Starboard, Port

Main Gun Y
2 guns – 3 main boxes firing Stern, Starboard, Port

Note these are type E guns

Secondary
2,2,2,2 firing starboard
2,2,2,2,1 firing port

Note these are type Z guns

Superstructure 3-main boxes

Hull 3 empty boxes then
1,2,4,6,S

Hull Armor
Belt 8/10
Deck 2,6,12

Gun Armor
Main Gun 16
Crown 4/8/10

Special Armor
CT 12, Plot 10, MFC Dir 2,
Rudder 2/4

Valiant Class

MF-9 , Radar – Y, Torp – 2

Main Gun A
2 guns – 4 main boxes firing Bow, Starboard, Port

Main Gun B
2 guns – 4 main boxes firing

Bow, Starboard, Port

Main Gun X
2 guns – 4 main boxes firing Stern, Starboard, Port

Main Gun Y
2 guns – 4 main boxes firing Stern, Starboard, Port

Main gun type E

No Secondary (removed to install AA mounts)

Superstructure
5 main boxes
Hull :4 empty boxes, 1,3,4,6,S

Hull Armor
Belt 14/16
Deck 4,8,14

Gun Armor
Main Gun 14
Crown 4/8/14
Secondary---treat as deck hits

Special Armor
CT 12,Plot 10,MFC Dir 10,
Rudder 4/6

“R” Class BB

MF-7 , Radar – N, Torp – 2

Main Gun A
2 guns – 4 main boxes firing Bow,

Starboard, Port

Main Gun B
2 guns – 4 main boxes firing Bow, Starboard, Port

Main Gun X
2 guns – 4 main boxes firing Stern, Starboard, Port

Main Gun Y
2 guns – 4 main boxes firing Stern, Starboard, Port

Main gun type E

Secondary
2-BS,1-S,1-S,2-Sstern
2BP,1-P,1-P,2Pstern

These are Z type guns

Superstructure: 5 main boxes
Hull : 3 empty boxes, 3,5,S

Hull Armor
Belt 14/16
Deck 4,8,14

Gun Armor
Main Gun 14
Crown 4/8/14
Secondary---2
Special Armor
CT 12,Plot 10,MFC Dir 10,
Rudder 4/6

Valiant Class

Rate of Fire	Targeting	Main	Secondary
Extreme 18	.2		-
LH	16	.4	-
LL	13	.6	-
MH	10	.9	-
ML	7	1.7	-
Short	6	3.5	-
PB	6	7	-

“R” Class

Rate of Fire	Targeting	Main	Secondary
Extreme 18	.2		-
LH	16	.4	.3
LL	13	.6	.8
MH	10	.9	1.8
ML	7	1.7	4.3
Short	6	3.5	11
PB	6	7	20

Bretagne Class

Rate of Fire	Targeting	Main	Secondary
Extreme 18	.2		-
LH	16	.4	-
LL	13	.6	1.5
MH	10	.9	3.6
ML	10	1.7	6
Short	7	3.5	19
PR	3	6	20

Panzer Leader 1940 Master Unit Function Charts

By Alan R. Arvold

The following chart lists all counters in the Panzer Leader game variant of Panzer Leader 1940. These include not only those in the game, but also those from the various articles in the General and Boardgamer magazines. The following is the key to the chart:

Points: DYO points that the unit is worth. These are from the Panzer Leader DYO Point System by Robert Chiang. Note that some of the units have a second value in parentheses. If the unit is artillery, this value is its worth as Off-the-Board artillery. If the unit is an AFV then this value is its worth if using the Functional Mobility for Turreted AFV's rule.

Unit: The name of the unit.

Weapon: Weapon Class of the unit in question:

A – Armor Piercing

H – High Explosive

M – Mortars

I – Infantry Light Weapons

Attack Modes: Type of attacks that the unit may make:

DF – Direct Fire

IF – Indirect Fire

OR – Overruns

CAT – Close Assault Tactics

AA –Anti-Aircraft

Those units which have an “N/A” above the dot in the Overrun column on the chart may only overrun Non-Armored target types of units.

Mines attack all units on them, except planes, at 2-1 odds regardless of target type.

Target: Target type of the unit in question:

A – Armored Target

NA – Non-Armored Target

Truck: The unit which has dot in this column on the chart must use the Truck Movement

Rates when moving on the board.

Carr: The unit which has a dot in this column on the chart is a Carrier unit and may carry

Passengers. Players will note that in Panzer Leader 1940 only halftracks,

trucks, and wagons are Carrier units, no other AFV's are allowed to carry any Passengers.

Pass: The unit which has a dot in this column on the chart is a Passenger unit and may be transported by a Carrier unit. Those units which have a “1/2” after the dot cost the Carrier units half of their Movement Allowance for that turn to pick up or drop off. Those without the “1/2” cost the Carrier units all of their Movement Allowance to pick up or drop off.

Stack: The number of Stacking Points that the unit in question takes up in the hex. The

maximum stacking Allowance of a hex is four points. Fortification counters and any units stacked under count as one Stacking Point. No more than three Wreck counters may be stacked in a hex.

QM: The unit which has a dot in this column on the chart may use Infantry Quick-Time Speed.

Tur AFV: The unit which has a dot in this column on the chart may use the Functional

Mobility for Turreted AFV's rule.

Arty FOF: The unit which has a “C” in this column on the chart must have a Carrier unit

in the same hex when changing its Field-of-Fire when using the Artillery Field-of-Fire Limitations rule.

SSC: The unit which has a dot in this column on the chart may use the Smoke Shell

Concentrations rule.

Factors: The counter values of the unit in question.

(NOTE: The charts are provided as separate files so that subscribers can easily print them and add them to their game boxes.)




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

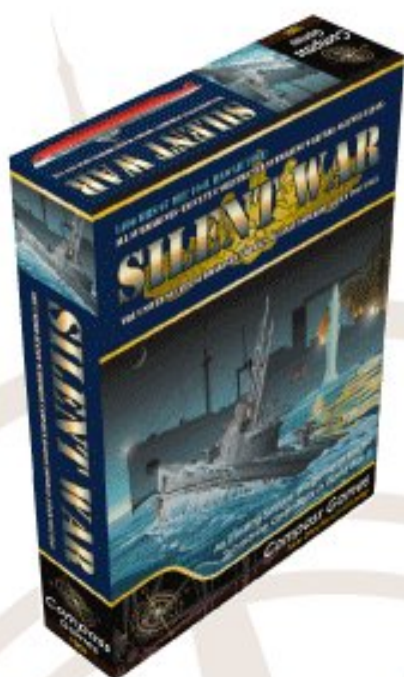


PANIC: 7 CCV: 5/2 KIA: 9
ROUT: 0r RNC > 8
Reduced Hand Capacity

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.

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DD 2t O'Keefe 7•4	AO 15t 4•0	H8 2
CV 25t Shokaku 5•0	BB 32t 8•0	M 1t 1•0
DD 2t O'Keefe 7•4	AO 15t 4•0	M 5t 2•0
DD 2t O'Keefe 7•4	AO 15t 4•0	AO 8t 3•0

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Collector's Game Auction: Lot Sale

Bids begin at \$1000. Bidding will continue to Midnight Eastern Time June 25 (Sunday night). Highest Bid at that time will be notified. IF buyers request it, I will notify them as the auction continues, of their being outbid.

Will sell as a lot the following:

The Longest Day (AH)

Game is UNPUNCHED, Boards & Counters VERIFIED (remember AH had a packaging problem and many games ended with either not the correct boards and counters or not enough boards and counters). This copy also includes Campaign #103 which has articles in it for TLD. There are also copies of the articles from the "General", which I had already placed within the game box years ago, which cover the game. There are TWO sets of Replacement Counters issued by Avalon Hill through their magazine "The General." There is also an extra German Counter Sheet #2 A NEW German Counter Sheet #1 was obtained from AH, which at the time was missing, and explains why there are two of German Counter Sheet #2. AH made a mistake, I caught it and obtained from them a replacement for (at the time missing) German Counter Sheet #1. This also explains why that specific Counter sheet is individually shrink wrapped. It was sent me in the mail in a manila envelope, individually shrink wrapped. The box has no damage, but there is some small amount of "rubbing" where the ink has come off the box.

We The People (AH)

PRISTINE, NEVER OPENED, still in original shrink. This is a rare collector's game.

Gunslinger (AH)

UNPUNCHED. Boards VERIFIED (another game in which AH failed to always get the correct number and types of boards inserted). Cards verified also! Cards Never Used! Box not broken, or damaged. (This is my 3rd copy. Haven't had to touch my 2nd back up yet, so figuring I will not have to worry about wearing out my 2nd back up before die. Therefore, I can easily sell my 3rd backup.)

Paths of Glory (Game of the Year Edition)(GMT)

Unpunched copy of PoG. Game also has PoG Gamer's guide included complete with extra cards and counters. Guide counters are also Unpunched. There are also TWO copies of the Gamer's Guide Manual (why I received two when I purchased the guide I never did understand, but there it is, there's two of them.)

Wacht Am Rhein II (Decision Games)

Unpunched! Latest edition of this monster game. Game opened and admired. First half dozen pages of rules read and got no further. It's a beautiful game and the Gold Standard for all other Battle of the Bulge games. This one's a monster folks. There's about a dozen sheets of counters and half a dozen full sized maps that will cover your garage floor and leave no room for even a tricycle.

Collector's Game Auction: Lot Sale (Continued)**DAK (SimCan)**

UNPUNCHED. Game in like new condition, opened. Box has a crease on the side, but corners are NOT broken down. Maps never even unfolded.

General Magazine Issues

(I'll throw in the following spare issues as a bonus)

Vol. 14 No. 3

Vol. 17 No. 1

Vol. 14 No. 5 (Black & White Reprint)

Vol. 17 No. 6

Vol. 15 No. 2 (Black & White Reprint)

Vol. 20 No. 6 (two copies)

Vol. 16 No. 4

Vol. 25 No. 5

Vol. 16 No. 6

Vol. 28 No. 4

Shipping arrangements will be made on the following Monday. Money will be tendered by Certified Check in US Dollars and drawn upon either a US of A, or Canadian Bank, US Post Office Money Order, International Money Order in US Dollars only, or Western Union Money Order in US Dollars Only, and finally Western Union Money Transfers. Payment, if mailed, must be mailed via overnight letter (being in the countryside where I am, that actually takes 2 to 3 days depending).

Buyer must pay for shipping. Must be overnight or second day either by US Mail, UPS, or Fed Ex, so there is a tracking number, and so that the games are exposed to the less than tender hands of the shippers for as short a time as possible. Insurance is a must. IF you choose Fed Ex or UPS, then there will be an additional \$25 handling charge because their offices are 35 miles away, one way, and gas is \$3.00 a gallon.

Close estimates on shipping via US Mail are as follows (And I stress ESTIMATES)
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Overseas buyers will have to use Fed Ex or UPS (either next or second day delivery). This amount simply cannot be estimated. The costs vary by nation and by distance. IF you purchase, I will have to travel to the local Fed Ex or UPS office take the package for weighing and determine with them there at that time what shipping costs are. I will then travel back home & e-mail you the information found) That amount will be added to your auction price. Also, if you're an overseas buyer, you are responsible for all customs duties and import/export fees.

Money Must clear the bank(s) before the item is shipped.

E-Mail Bids to:

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