

RETURN TO THE FRONT

A Look at the Scenarios of UP FRONT and BANZAI

By James Burnett and Ron Whaley

BANZAI is the first expansion gamette in the *UP FRONT* system. The addition of more nationalities to the system is accompanied by a larger variety of scenarios. The following article is intended to build upon the commentary found in *The GENERAL* (Vol. 21, No. 1) a year ago. First we will consider the added nationalities and rules.

JAPANESE

As Don Greenwood said in an earlier article in these pages ("Playing Your Cards Up Front"), the Japanese are an interesting nationality to play. The four-card hand might seem a severe limitation to someone who hasn't studied the Japanese in some depth, or seen them in action. Actually, that four-card hand often plays as if they were five or six. One of the reasons is that the Japanese rarely have to keep a Cover card in their hand for more than one turn. The free discard of such cards takes care of this. Secondly, if their only actions consist of movement, they may still discard unwanted cards in that turn. It's not unusual for the Japanese player to use all four cards in his hand in one turn. This being the case, he rarely has a card in his hand that he doesn't want for any length of time.

Since the Japanese use the Russian split-action cards, they have the best Movement and Concealment capabilities in the game. They are penalized, however, in the areas of Smoke and Rally cards.

The Japanese squad enjoys high integrity. They have the highest morale values of any nationality, and the squad itself does not break until the casualty toll reaches 75%. That makes them very tough opponents with great staying power. Many times they will be able to stay in a game—or even win it—because of this fortitude.

Infiltration is easier for the Japanese than for any other nationality and they have higher Close Combat values. Both attributes are very helpful for the close-in fighting in which they naturally try to involve themselves.

The rest of the ledger is not as pleasant for the Japanese. They must be at relative Range 2 or better to mount any significant fire attacks. Their opponents, the US and British, can commence fire at Range 1. The Japanese will rarely get off the first shot. Nor can they expect to enjoy any other advantages at closer ranges except sheer numbers. The

lack of a machine pistol cuts down on their Range 5 firepower.

Their weaponry is, without a doubt, the worst in the system. As depicted, the rifles have poor range and are slightly harder to repair. The Medium Machine Gun, Grenade Launcher, and Anti-Tank Rifle have worse To Hit and firepower numbers than their equivalents in other nationalities. The MMG and ATR are heavy weapons and require two men to move; the ATR is the only one in the system which requires a crewman. The Japanese have no Semi-Automatic Rifle and their Machine Pistol is effectively non-existent. The Guns are less effective against armor than others. The only weapon which approaches respectability is the Light Machine Gun. Its firepower is as good as the British and better than the American BAR, it mounts a bayonet, and it does not require a crewman.

The most unique characteristic of the Japanese is the *Banzai* tactic. It confers an *automatic* rally and *automatic* Close Combat entry on any group with a Squad Leader or Assistant Squad Leader. All that is required is a single Movement card. These advantages do not come without grave risks. A *Banzai* attack is committed to Close Combat to the finish. While approaching the enemy group, the attackers are very vulnerable to fire. The attack is, therefore, usually decisive in a game. Either the attackers or the defenders are completely annihilated, often terminating the game. Who will be the eventual winner, however, is rarely predictable in these circumstances.

The *Banzai* tactic is therefore a two-edged sword that is not to be casually wielded. Success requires a subtle combination of the right situation, timing, and luck. Of course, if the game situation is such that the Japanese player expects defeat anyway, it should be employed. There are other possibilities, however. Suppose, for instance, that the Japanese have just managed to pin a number of personnel, including the SL, in an opposing British group at RR5. In his turn, the British player pins some of the Japanese with fire from another group, but takes no other action. Obviously, the British player has no Rally cards and can't draw any because his hand capacity is currently reduced to four cards. The Japanese player's hand contains a Movement card, but no Rally or useable Fire cards. He may also be

down one card in hand (to three). If a *Banzai* attack is declared, the Japanese rally and can take on the pinned group next turn with both hands even at four. Obviously, this is a contrived situation which doesn't happen in every game; but when it does occur, one should recognize the possibilities present.

In summary, it isn't difficult to predict what the Japanese player will do in most scenarios. His advantage lies in moving to close range as quickly as possible, and utilizing the infiltration and Close Combat capabilities to good effect. He can often do this well because of the integrity and high morale of the squad. The Japanese will be tough and determined opponents if played correctly, and should not be taken lightly.

BRITISH

The British hand is an amalgam of US and German. One card poorer than the US and less flexible than the German since there is no opportunity to play and discard; there is, however the advantage of using the split actions of both, giving less Cover than the Americans and more Smoke than the Germans. The overriding advantage is their unique increase in firepower. Being able to use a card one higher than the available firepower factors is more of an advantage than it seems, especially for small groups. The graph in Figure 1 shows this as a percent of increase in actual fire effects. This graph plots the firepower factors of a group versus its increase in expected fire strength. This is derived by multiplying the number of useable cards (for single card fire only) times the average fire strength of those cards and comparing the British fire strength with that of all others. Even for normal size groups at long range, this represents an almost 50% gain and it never drops below 10%.

In weapon comparison, especially with their main foe, the Germans, the British usually come out just slightly behind. For the LMG, the British has just slightly lesser effect at long ranges but greater at short ranges (we are adding in the extra rifle fire available because the British LMG does not require a crew member, and the extra British firepower advantage). This is mitigated by the possibility—although slight—of the Black RNC Hero card showing up. All in all, an equivalent weapon, since the ability to do without a crew is worth more than it

may seem. The MMG lacks these advantages, however, but it does have equal firepower across the board (due again to the plus one firepower). The Mortar and ATR are both less accurate than the German, but the Flamethrower is equivalent.

In anti-tank weapons, the British player also comes off second best. The PIAT requires no crew, a plus, but has less punch than the Panzerschreck and is more likely to break (but easier to repair). There is no weapon similar to the Panzerfaust, just' as the infantry has no assault rifle. The AT guns do have more armor piercing ability than their German counterparts (2 lb. only), but no significant HE capabilities.

All in all, the British will require more skill in handling than their opponents, but the volume of fire they are able to exert should more than make up for the other deficiencies if used correctly.

MARINES

The Marines added to the US capability in *BANZAI* are essentially the same as the regular US forces. The two new leader cards (#42 and #43) are the equivalent in morale of #18 and #20; identical except they must use bolt action rifles. Smith, Watson, and Grain (numbers 6, 10, and 24) receive a morale boost to two for being Marines if their cards are used. The big difference is the availability of three BARs in scenarios N, P, Q, V, W and X—greatly enhancing the firepower of US forces. This occasionally will be less of a benefit than it may seem, since it forces the US player to separate the BARs, thus requiring three groups—a disadvantage if only two were considered optimal for a game. The Marines, then, are no better nor worse per se than that regular US army troops, just different. . . so adding another dimension to the game.

JUNGLE

Jungle terrain is for the most part the friend of the defender. The high defense values (conceivably -9 with a -3 for Jungle, -3 Concealed, -2 for Smoke and an entrenchment) help both players. But any lessened ability to cause casualties is always a boon to the defender, who usually wants to get through the deck as quickly as possible. For the attacker, ease of advance from good terrain and increased chances for infiltration are balanced by the inability to refuse Marsh. We would suggest a modification to Rule 47.4 in that the play of a Marsh on these groups results in an automatic refusal with the inherent penalties to the movement status.

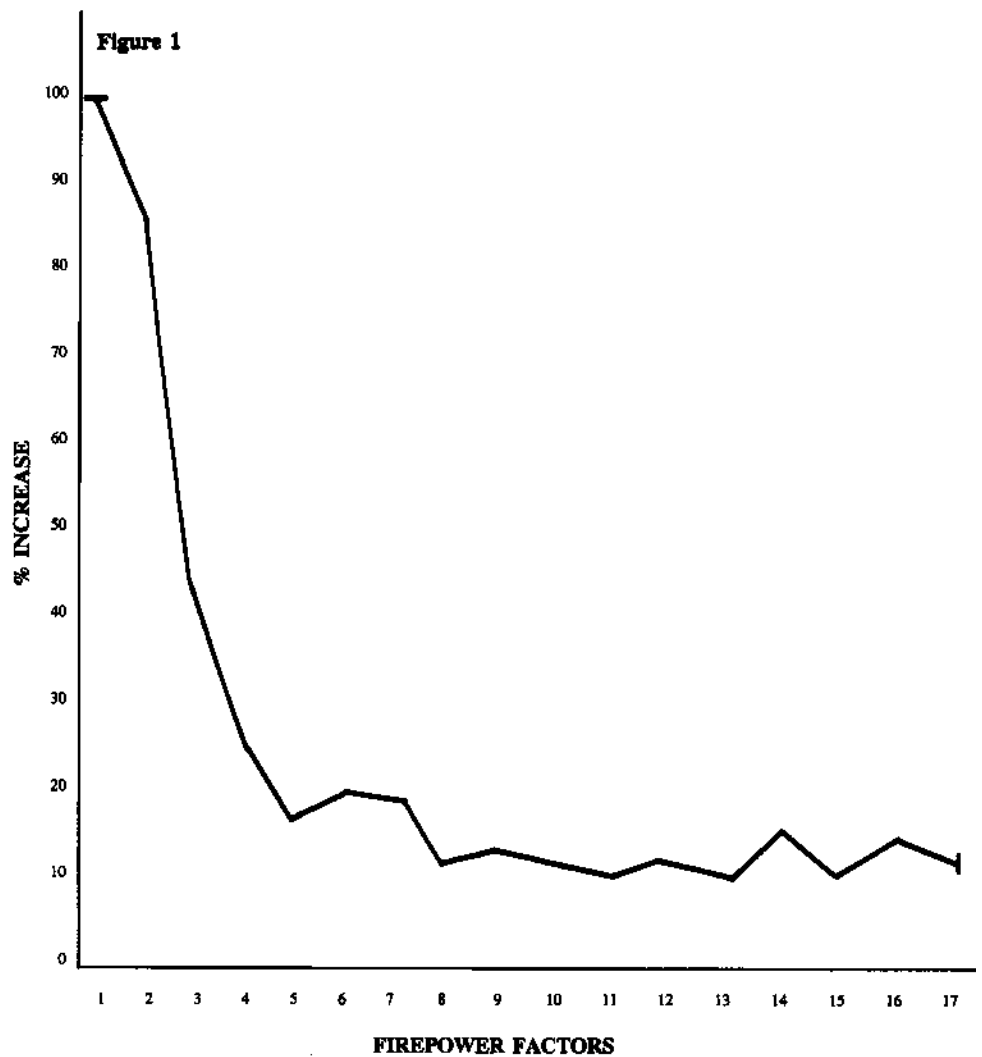
SCENARIOS

The *BANZAI* scenarios covered below include all those available in the gamette except the Patrol — type engagements (A, M and N) covered so thoroughly in Vol. 21, No. 1. Each scenario is coupled with its counterpart in *UP FRONT*. Other scenarios not included in either of these categories are also covered.

The following hints and suggestions are based on the experiences of our group. As usual, your own may have been different. The *UP FRONT* game system places most of its importance on the ability to do the best with what is dealt in rapidly changing circumstances. Knowledge of your opponent's characteristics and insight into when to act and when to bluff are just as important as tactics. In general, success will come to those players best prepared in the most areas. Experience is undoubtedly the best teacher. This said, let us share *our* experience. . .

PILLBOX: Scenario C

This scenario features a charge against a strongly prepared position. We have previously proposed in these pages (Vol. 21, No. 4) a modification to the start which requires the defender to set up first. This alleviates a few problems and more accurately



reflects the normal status of a positional defense.

Even with the above suggestion, the job for the attacker is still tough, but not impossible. Since the probable defense set-up is a small group in "A", the Pillbox in "B" (possibly containing the MMG) and a large group in "C", the attacker has two choices. The Pillbox can be assaulted directly or the squad can be broken with an attack on "C". If the MMG is in the Pillbox, it is perhaps best to go for the break of the squad with a flanking attack on "C". If "C" seems to have the MMG and other superior firepower, an attack against the Pillbox through "A" is a viable alternative. In any case, you definitely need a fire group and an assault group. The long-range weapons will have to be used successfully before any close-range movement can be attempted. At the least, you shouldn't expose troops for any length of time without Smoke or Concealment cards, good terrain to move from and/or to and, if possible, a Rally card just to cover any accidents.

Beginning the game with just two groups in "A" and "B" (fire and assault) may sound like a good idea, but they will have to move laterally if you are to have a go at "C". It must be remembered that the defender has full terrain privileges and can dump the dreaded Marsh and Minefield cards on you at any time. If you wish to attempt to break the squad then, a two-man throw-away group must be put in "A" to allow you to place your firepower in "B" and your assaulters in "C". For a frontal attack on the Pillbox, the fire group in "B" and the rest in "A" will work.

There is a good chance that the defender will try to transfer the MMG to whichever of his groups is threatened. If possible, your firebase should have

a Fire card available to prevent this. Remember that for someone to enter the Pillbox, someone else must exit. Fire on any one of these at a 4-2 modifier can ruin your opponent's whole scheme. If you advance on "C", the defender may pull back to RR -1. If you charge the Pillbox, he may conversely try to move up one range. Try to pin him as he moves. Advance after reaching RR 3 will have to be very deliberate, but you must eventually close to make use of the FT and DC. Even if you are attempting to win by "squad break", maintain at least a threat against the Pillbox. If you are facing the Japanese, destruction of the Pillbox may well be the only way possible for a win. This destruction should not depend on the DC, but this weapon can provide an edge to pin the group inside before finishing them off with the FT. A flank attack from '*A' will prove most effective. Just wait for more than one Fire card to really boost the fire strength.

Although the Pillbox in this scenario is very strong defensive terrain and is certainly welcomed by the defender, it does not come without some liabilities attendant. It must be placed in group "B", effectively splitting the defending forces on either side of it. The "C" position cannot be left unused, because no defense against flanking movements could be mounted from "A" or "B" without slow individual transfers. Group "B" cannot move anywhere by itself without abandoning the Pillbox and automatically losing the game. Group "A" cannot move around '*B' to get to '*C'. This simply means that you must stretch your squad into three groups to cover your flank.

For those defenders fortunate enough to be equipped with a MMG, the obvious question during set-up is where to put it. It would be well pro-

ected in the Pillbox. However, because only three men can be stationed there, a large fire group cannot be formed around this weapon. Greater fire values can be obtained in other groups, although at a greater risk to the MMG.

The attacker's set-up has great bearing on this decision (but not if the defender sets up first as mentioned above). If his forces are arrayed in such a way as to facilitate flanking movements, then the MMG should be placed in Group "C" to counter those. If, however, a frontal assault appears in the offing, the weapon may be better placed in "B". If the defender is required to set up first, then a possible Japanese beginning is 5-3-5 with the MMG in "B".

Against the Japanese, American and British defenders should use a 2-2-3 or 2-2-4, respectively. The MMG is placed in group "B", and the other two-man group transfers a man to the Pillbox as the scenario begins. Against the Germans, the Americans don't even have a MG to place anywhere. They should employ a 3-2-5 set-up with the BAR outside the Pillbox. The Germans must make do with a LMG. They should use a 2-3-3 set-up and use individual transfer to change it to a 1-3-4 or even a 0-3-5. Against the Russians, they not only face the usual equipment for attackers in this scenario but another MMG. This makes the German wish to hide as many valuable assets as possible in the Pillbox. The Russians defend with a LMG, also. Their set-up is probably best at 4-3-6.

There is very little mystery concerning the course of events in this scenario. The attacker will advance cautiously, hoping to withstand fire attacks, and attempt to break the squad or crack the Pillbox with the DC or FT. The defender should use Wire, Stream, Marsh and Sniper cards to slow the advance while accumulating good Fire cards. The defender is also blessed with another very excellent card, the Minefield. Not only does this card cause delay, but it also attacks the group it is discarded on. A particularly nasty German tactic is to pin some members of an attacking group with fire and then discard the Minefield on them. This usually results in some KIAs and Routs and should delay the advance of this group for some time. Priority targets for fire and discards are the men with the DC and FT.

As for the strengths or weaknesses of the various nationalities when on defense, the Japanese are the hardest to break and do have a MMG, but their enhanced mobility is of no real help here and consequently their hand can seem to shrink at times. The Americans and British have the MMG against the Japanese. The American hand of six cards should help them accumulate Fire and delaying Terrain cards; the British will have to rely on their firepower bonus. The ability to act and discard will certainly aid the Germans, but they will find their squad to be very small. The Russians do have a large squad, but they are again hurt by the small hand.

EVACUATION: Scenario P

The evacuation scenario is of inherent interest because of its dual nature—allowing a win to be obtained in differing ways for different sides. This makes the early game choices crucial to success. The scenario also is of interest because the sides start at other than relative Range 0, giving an advantage to the side that is best prepared at the start.

At first glance, this scenario would appear to be a variation of the "Meeting of Patrols". It might be better for the attacker if it were only that. The defender, however, can elect to begin retreating in an attempt to get two wounded men to RR 0 for an automatic win. If he chooses that option, he will leave a rear guard behind to slow the attack. A paucity of Movement cards at the wrong time could spell disaster. Fortunately, such a tactic by your opponent is not without great risk, because he leaves the door open for your advance to RR 5 and the

win—if you can just manage to maintain contact with his retreating groups.

Although the defender can attempt to win this way at any time, his best chance will be at the start of the game. The attacker will find himself still a long way from RR 5 and may not have had the time to acquire Movement cards or disadvantageous terrain cards with which to slow the retreat. A way for the attacker to discourage this tactic is to place a two-man group in "D" position, poised to maintain contact by advancing rapidly on the flank while the other groups deal with any obstacles in their way. The Russians and the Japanese should definitely plan on this tactic since they not only have plenty of manpower, but also plenty of Movement cards and a lack of long-range firepower. The rest of the attacking groups should consist of the usual small group in "A", a fire group in "B", and an advance group in "C".

During play, the attacker must advance with some caution. Ideally, a Movement card (preferably a Ford) should be kept in the hand to deal with emergencies such as Stream and Wire. Should a Stream, Marsh, or Wire card happen to come your way, it should be held to be played at an opportune time in catching the defender during a move where he can ill afford to be caught in the open.

No nationality has a dominating advantage in this scenario. The Russians and Japanese have the advantage of movement and manpower as usual, but the small hand makes it difficult to store enough cards to plan for any emergency. The British will have a very tough time chasing the Japanese and can only hope to slow him down with firepower. The American hand size will have to cover their own handicaps. At least they will be able to work with some plan in mind. The Germans may find the Russians a bit much to handle, but the ability to act and discard should hold them in good stead if the right terrain cards come their way.

The defender should realize that he has three ways to win. Breaking an opponent's squad is one obvious way, but this is a choice based on ongoing game conditions and in this scenario should not be an actual part of the game plan. Whether to go for the -win by standing fast or retreating is a decision which must be made earlier in the game, however. A three-group set-up is recommended. Since at least three are required, this is a minimum. Four groups will merely add one man to the wound list and require more cards to organize a successful escape. Base a defensive group in "B" consisting of half of your force with the LMG. This will give an adequate fire-base. Split the rest of the squad with two in "A" and the remainder in "C" to guard against a flank attack.

Now to decide how to proceed. Remember that (1) you don't need a red RNC move card for retreat until you reach Range Chit 0; (2) opposing groups "A" and "C" are already at RR 1 to each other; and (3) wounds will not become fatal due to an end of deck draw. Nationalities also play a part in the decision making process. The Soviet and Japanese players both have plenty of Movement cards with which to organize a retreat. They even have a possibility of winning in three turns if all goes perfectly. They should start with the idea, at least, of win in this manner. Terrain received on the deal should have been allotted to "A" and "C". All other nationalities have better fire than movement possibilities and should therefore, give "B" as much advantage as possible at the start and prepare to defend with fire. Groups "A" and "C" should plan to fall back to Range Chit 0 anyway. This may force the attacker to move in response, to his detriment. This is always of value if the Russians or Japanese are the attackers. At RR 1 their firepower is minimal.

The game will, then, revolve about group "B". These are the men who will put out the fire that will either discourage the enemy or allow "A" and "C"

to escape. If the LMG owner is wounded, swap his weapon with the crewman (too bad US and British) immediately. This group must fire each time possible at the best target, giving priority to moving groups. Try to save a Rally card for them as they will probably be a target as well. The attacker will rarely win a game in which "B" is intact.

The defender, then, should operate from a position of threatening to win in whichever mode the attacker is not covering. If the attacker is forced to shuttle back and forth between victory threats, the defender can force his hand to either commit to his own destruction or run out of time.

DELAYING ACTION: Scenarios D/Q

In this scenario, the defender is trading space for time and the attacker is under pressure to advance as fast as possible.

The attacker in this scenario should realize that he is in a race with his opponent and is already behind. Combat is merely a means of slowing down the enemy in this race. Although the defender may use only those Movement cards with red RNCs to retreat away from you, there are quite a few of them in the deck; and he can employ Stream, Wire, and Sniper cards to confound your efforts to catch him. Unfortunately, those same cards are not available to the attacker.

So, aside from removing the movement cards with red RNCs from the deck when your opponent isn't looking, how does the attacker respond to this challenge? The most important soldier he owns has the mortar. This man should be a part of a two- or three-man (Russian and Japanese) group which will not plan to move for the entire game. Their job is to lob shells onto the defender's groups in hopes of a pin. Oddly enough, pinning two groups instead of killing one is better in this scenario, at least until the squad is near its breaking point. If you can keep pinning men, the defender will be forced to slow down to rally them and will have no place to use his Fire cards, thus keeping more cards in the deck. The third man in this crew is there in case a Sniper attack should happen to kill one of the others (the Japanese and Russians can always afford the extra man anyway). This group need not move because it is always at RR 0 to the defender's groups anyway.

The other squad members you have should be formed into two groups. Any larger number of groups requires too many Movement cards to keep them all in the chase. Whenever possible, concentrate long-range weapons such as LMGs and BARs in one of the groups to increase the chances of hitting your opponent from a distance. Unfortunately, this is not possible for the US under the new BAR Concentration rules.

The main activity of these two groups will be to move—quickly. They cannot afford to proceed carefully. They must move whether or not terrain is available, and they must be prepared to leave behind pinned men if necessary (i.e., no Rally cards available but good movement and terrain possibilities). They shouldn't even make a stop to fire until they have closed the range enough to have a good chance of pinning someone. All this does not change until reaching RR 3, at which time they can plan on more firing and more cautious advancing.

The attacker doesn't have to kill anyone to win the scenario. He can win by getting to RR 5 in good terrain. Therefore, a pin is as good as a kill early in the game. If you pin a group, use that opportunity to move or fire on the other group, depending upon your hand.

The Japanese seem best suited for this scenario. They are the most mobile nationality. They have higher morale, and can afford to leave behind more pinned men than anyone else. However, they do suffer from poor long-range firepower. They have the Banzai tactic. If a substantial number of personnel are pinned and cannot be left behind, and

there are no Rally cards, a Banzai attack can be very useful if the opposing group is not too far away. Suddenly, all those pinned men are available again. And, if the enemy group being attacked continues the retreat, the Banzai can be cancelled.

The US has lower morale and fewer Movement cards; but offsetting that is a larger hand, better firepower at long range, and a very good mortar. The British must rely on their firepower bonus to compensate for their relatively small squad. The German can always discard and has good To Hit numbers for his mortar. A lack of Movement cards with too much junk in his hand would be his downfall. The Russians also have good movement and discard capabilities, but poor firepower and thus must act somewhat like a Japanese without the Banzai.

The defender in the Delaying Action must take careful note of the capabilities and victory conditions bestowed by the scenario. All the attacker must do is attain RR 5. The defense must both survive his breaking point and stay out of harm's way. He has only to use the cards allotted to him to slow the attacker's advance. He should set up entrenched if at all possible.

The defense set-up will consist of two groups, with some of the rifles and the LMG in one and everyone else in the other. These groups should be of the same size so if one is totally destroyed, you will still be able to win with the other intact. Retreat must be done in an orderly fashion: first the LMG group, and then the other. Covering fire should be maintained at all times. Snipers could be played against the mortar group and all the detrimental terrain cards reserved for the attacker's point group.

Since movement is dependent on red RNC cards, it should be planned carefully. You do not have to move immediately upon drawing such a card. The attacker may be allowed to close the range somewhat. Since his mortar will probably stay at RR 0, you need only move on its account to break acquisition. You may wish to allow another group to move as close as RR 3 if you have retained a good Fire card and are in beneficial terrain. A good pinning shot here could allow you to then move back to RR 2 and set up again in terrain while he is rallying his group. This process can be repeated as long as you have the cards to do so. Remember, however, that you only have half of the available Movement cards which qualify for retreating motion. Use them wisely.

Particularly effective nationalities on the defense in this scenario are the Russians and Japanese because of their large number of both Movement cards and men. If need be, either one of these can afford at times to leave behind a pinned man if the retreat might otherwise be compromised. The Germans are also effective in this scenario because they can act and discard. It is disheartening to an attacker to be pinned by fire, see another group move farther away, and have a Sniper taking pot-shots at their mortar at the same time.

Balance is the key for the defender. Retreating evenly away, using fire to upset the attacker's plans, with a good set of discards will win the game.

PARATROOP DROP: Scenario R

This scenario will depend heavily on the initial set-up given to the attacker and the cards dealt; but it is almost always exciting and, due to the possibility of early short-range combat, is quite often short in length.

The attacker in the Paratroop must set up for the odds and hope for a bit of luck. The initial set-up for the US and USSR is relatively easy (2-2-4-4 and 3-4-4-4). For the British and German, things do not look so well. Both of these are probably best served by placing four men with machine pistols (one a leader) in one group and leaving three other groups with two men each. For the German, this means that the LMG will be left in a group alone with only

its own fire available. If the even chance of drawing the large group for "B" or "C" occurs, then at least a good threatening position can be established. If the Range Chit chosen by the defender is high, a large volume of firepower can be brought to bear; if low, you will have a group that must use movement to close range anyway. Even if a 2-2-3-3 start is chosen for these nationalities, the attacker should plan in all cases to set up in fire groups distinguished by long and short-range fire capabilities. This will at least put a small burden on the defender when he chooses the range chits for each group.

The four-man group theory makes sense when considering the victory conditions. The position at Range Chit 3 is also important. If one four-man group can get to this chit, a win can be obtained by a single man transfer from any other group adjacent at the same range. In this regard, a Gully card should be retained (if drawn) for one of those groups to duck in to. The long-range fire groups can be set to fire against a defender who will probably choose to advance if for no other reason than to thwart victory with infiltration.

Two other points need to be considered. First is the advantage of being Elite. This allows an action/discard turn which can be very valuable if the defender does try to advance. It also helps to alleviate the possibility of flanking fire—which the defender is prone to try if for no other reason than he has those excess Movement cards. Another is the possibility of getting Woods on the deal. The chance for error here is large if played upon set-up but the decision should be made according to the overall situation (all other groups at Range Chit 1 or less); there is a case to be made for starting a two-man group of LMG and crew in Woods. If both are Morale 4 men, this leaves them a 65 % chance to go totally unharmed and then to be able to bring a decent amount of fire on the defender. Remember that, to protect his flank, he will probably have set up in three groups, thus lessening his own available fire strength. Needless to say, you can expect your opponent to discard the Woods card if he has other terrain to use and he can catch your largest group at long range. In general, however, you will be better off to retain this card for the first move; you'll need a good place to hide.

After the beginning, tactics will revert to that of patrol type scenarios, except that Fire cards will be more valuable due to the inevitable close ranges. The victory conditions after this are easier on the attacker since he must but get to Range Chit 3 to establish his position for a win. This assumes he survives the start; the most important portion of this scenario.

The defender in this scenario can dramatically influence his fortunes during set-up. Indeed, drawing and placing range chits is the most important single activity the defender will perform. Devising a strategy for this placement is not difficult. There are three rules or guidelines to follow. First, place low numbered range chits (0/-1, and 0/1) on strong or large (four-man) groups. Second, place high numbered chits (2/3 and 4/5) on weak or small groups. Finally, never place chits so that two adjacent groups can be at the same range if that range is 2 or greater.

Of course, fate will intervene and it may be difficult to follow these simple guidelines exactly. After all, a particularly unlucky defender could draw both 2/3 and 4/5 chits. The idea, however, is to maximize the amount of movement the paratroop player will need to assemble a five-man group and get it to the ranges specified in the victory conditions, and to isolate and quickly eliminate small or weak groups before the attacker can get his other groups into supporting positions.

The defender must form three groups, because the paratroop player's four groups could too easily flank a two-group squad. A fire group should be formed about the LMG or BAR in the "B" posi-

tion. This is most centrally located for firing at all opposing groups. Most of the personnel with high morale values should form in group "C". They will be best suited to maneuver and counter any flanking attempts. They can also move to a position to infiltrate opposing groups in "B", "C" or "D". Group "A" consists of what is left over, usually low morale personnel. Although the main purpose of this group is to take up space, it should not be overlooked. In the wild fire fight and melee which is to follow, it may be able to perform several valuable functions. Any actions made by this group will also allow the attacker to move more cards through his hand. Defensive group formations by nationality should look something like this; American 2-5-5, British 2-4-4, German 2-4-4, Japanese 4-5-4, and Russian 4-6-5.

If the defender is dealt any Woods terrain cards, he has the opportunity of placing them on one of the paratroop groups in hopes of wounding a man upon landing. He would probably be better served to keep it and shelter his own group. The higher morale of the paratroop squad should prevent wounding of any significant number of men. On the other hand, Woods terrain could be very useful to the defender's groups as they move forward or attempt infiltration. About the only exception to this is if the attacker threatens to win early due to unfortunate chit draws.

During play, the defender should attempt to move forward to Range 2 if possible. Ideally, the fire group takes up residence on a Hill in order to fire down at the approaching attackers, and the maneuver group should run to Woods or other good terrain to allow easy infiltration if required.

Any paratroop groups that begin at RR 3, 4 or 5 should be eliminated as quickly as possible. If range chit placements were done according to plan, these groups should be the small, low-morale groups. If so, the quickest way to dispatch them is through infiltration and Close Combat. A Japanese player can accomplish this job rapidly by declaring a Banzai. He can do this providing he is already at Range 5 to the targeted group, no other enemy groups are in effective firing range, and the targeted group is so out-numbered that the odds are very favorable for the conclusion of the Banzai attack in one turn. If in doubt, don't do it.

As often as possible, the defender should be discarding Stream, Wire, Marsh and Sniper cards on all long-range attackers to slow their approach to a crawl. Prime Sniper targets are the Squad Leader and LMG or BAR.

If the worst happens and the paratroops all land at Ranges 3, 4 or 5, the defender should get into Close Combat as quickly as possible. Throw caution to the wind, there is nothing to lose and all to win. Remember how quickly the attacker can obtain a win if posted at these ranges.

The Russians and Japanese may have a slight edge as defenders in this scenario. They have large squads and can afford some losses. The large Russian squad and the high Japanese morale usually spell success in Close Combat. Both of these nationalities do however have poor firepower and must close range rapidly for success with only fire weapons. Fortunately, they both have many Movement cards to use; but should this fail them, the game will get out of hand quickly. The Americans have a fairly large squad but fewer Movement cards and low morale. Their higher firepower can offset these disadvantages. The Germans must make their ten-man squad stretch into three groups. If they are facing Russian paratroops, they are under great pressure as enemy four-man groups are everywhere. The German player must make liberal use of his free discard ability to keep his opponents mired in Marsh, Streams and Wire as much as possible in order to defeat them in detail. The British also have only a ten-man squad; but as they are matched against the Germans this should not be a tremendous disadvan-

tage. All squads should attempt infiltration, but the Russian and Japanese will use it for Close Combat; whereas the British, Germans, and Americans will tend to use it as a means to increase firepower. The Paratrooper Scenario is one which forces both sides to be flexible and to devise new strategies or tactics in the heat of battle. As such, it may come closest to conveying the feeling of furious combat in which the player (SL) is continually on the verge of losing control of events. This adds immeasurably to the attractiveness of playing it.

ASSAULT: Scenarios L/S

This scenario shows your basic attacker/defender delineation. It can be either a headlong charge or a lesson in maneuver, depending on the players. It is usually bloody in the end, however, no matter what the start. Both sides are armed to the teeth.

The attacker is presented with a classic fire and movement division of forces. The first thing the attacker sees in this scenario is that he must only get to Range Chit 5. In reality, it probably won't come to that. The defender's MMG balanced against the FT, Mortars, and/or multiple LMGs of the attack almost insures that a squad will break before other victory conditions are met. Since we can expect the opposition to position the MMG in group "B" and probably advance to Range 1 if possible to thwart the stated victory conditions, how do we proceed? A three-group set-up has merit. The Mortar section can be placed in "A". Their job is to pin down one defending group, preferably the one with the MMG. The fire should be as continuous as possible to maintain acquisition. Group "B" will contain the LMG(s) and enough riflemen to give proper punch. Their job is to advance slowly and keep up a stream of fire against whoever is threatening themselves or "A". The FT and the rest of the assaulting force will begin in "C". If the Mortar's fire is effective, they will advance rapidly—even threatening a move to "D" to continue a flanking posture if the defender tries to group transfer to "C". This transfer to "D" is the best way to proceed if you wish to attempt to satisfy the Range Chit 5 victory conditions. There is a good chance that the defender's forces can be spread out to where one group can be defeated in detail and the flank turned. This too, would cause victory when the defender is forced to use more movement than he normally desires, thus presenting you with good firing opportunities.

If you are facing the USSR or Japan in this scenario, expect them to move up to Range Chit 1 as rapidly as you do. They need to close the relative range to "2" to maximize their fire; in the process, this prevents your getting to Chit 5 without a flanking maneuver. The other nationalities will probably sit back and let you come to them unless a really good terrain card offers security for movement.

The attacker will have to get to at least RR 3 to cause enough casualties to win. The jump from RR 2 to RR 3 is the toughest. Be prepared to make it with plenty of covering fire, terrain, or concealment. You have the time to take in closing range, so use it and be prepared for the worst the defender could dish out. An adequate balance of your forces should be sufficient to gain victory.

For the *UP FRONT* versions of scenario L, refer to the armor section for hints on placement of the armored car. The vehicle will usually be placed in "C". The car can then be moved to an optimal firing range while at the same time avoiding the worst of the defender's AT weapons.

Defense in this scenario is a fairly straightforward affair. The defender begins the game entrenched and, if lucky, in good defensive terrain. The attacker must come at him. The temptation is to stay put, and the defender should, in general, succumb to it. Moving forward to RR 2 puts the defender's groups squarely in the path of the assaulting groups, but makes them more vulnerable to the enemy's Grenade

Launcher or Mortar. Also, too much moving about increases the chances of one of your groups stumbling into a Stream or Marsh at a very inopportune time. Of course, when better terrain becomes available, the defender should move into it (especially if he can move laterally).

An exception to this general defensive posture is the Japanese. They have an incentive to move to Range Chit 1 to begin firing at the attacker; and if their opponent is American, they need not worry about Mortars. Their access to large numbers of Movement cards enables them to extricate themselves from Stream or Marsh easier than any of their opponents.

The defender has the advantage of seeing his opponent's set-up prior to arranging his own groups, but he can expect to need three groups to avoid being flanked. Two of the three groups should be fire groups. The valuable MMG is the core of one group and should be placed in "B". The other fire group is placed on the open flank of the MMG group at "C". The third group in "A" is small. As the game develops, individual transfers from this small group can be attempted to bolster the firepower of the other groups. Typical squad formations should be: British 2-3-5, Americans 2-3-4, Japanese 3-5-5, Germans 2-3-2, and Russians 3-5-4.

There is very little the defender can do about Mortar or Grenade Launcher attacks but to endure them. The Mortar group should be a target for any Sniper attacks; if the attacker is ever unwise enough to move it, the defender should forego any other activities to discard Marsh or Stream on it. If the group becomes stranded on them (Marsh cannot be rejected under Jungle rules) no more attacks will be made. Aside from this, when undergoing Mortar attacks, the defender should console himself by observing how many cards his opponent is using. Time (in the form of decks used) is all in the defender's favor.

For his part, the defending player should try to slow the approach of the enemy with liberal use of Marsh, Stream and Wire cards. He should adopt a policy of using as many cards as possible, and employ crossfire tactics whenever applicable. If the attacker gets a group to Range Chit 5, the defender must infiltrate it immediately and do whatever he can to eliminate personality cards.

The British seem best suited to defense in this scenario by virtue of their firepower bonus. Conversely, the Japanese, who enjoy such high mobility, are at a comparative disadvantage in a situation where there is no premium on movement.

ARMOR: Scenarios E/F/T, G, H/U

UP FRONT and *BANZAI* are in essence infantry games. It seems, however, that no tactical simulation of WWII is complete without armor; thus we have quite a variety in the system. It is wise to note the admonition of the "Up Front" of Bill Mauldin that, "a moving foxhole attracts the eye".

The attacker in the above listed scenarios has that foxhole. Since the remaining available infantry are fewer than normal for most scenarios, the attacker's set-up should probably show two relatively balanced infantry groups at "A" and "B" ("B" being stronger and "A" possessing the longer range weapons) with the AFV in "C". A check of each scenario shows that advance to close range or opposing squad reduction is the path to victory. We must then accept the premise of war that only infantry occupies ground. It is our aim to use the armor to assist the rest of the squad to close in to meet the victory conditions.

The squad can proceed about its task as usual; but what about the AFV? This all depends on its own capabilities and that of the opposition. For open-top or light armored vehicles, the operating point will be at as great a range as is possible for them to retain their effectiveness. Even for large

tanks, advance to closer than relative Range 3 is ill advised against any good order foe. The threat of armor, whether armed with gun or machinegun or both, is the ability to bring down long-range fire on the enemy. This not only discomfited and pins the enemy, but may force movement due to the threat of acquired fire that will enable other weapons to successfully engage them. The position of armor must, then, be set by its opposition.

If you consider that the only way the attacker can win is to break his opponent's squad, the defender may be tempted to begin retreating immediately and never look back. Although this alternative should not be dismissed casually, it must be noted that any retreat can be stalled by a lack of movement cards with red RNCs in the hand, and Stream, Marsh and Wire cards discarded by the attacker. Japanese and Russian attackers also have Mortars or Grenade Launchers which can lob shells onto the defender from any range at an equivalent Range of "0". Finally, if the full blown retreat alternative is chosen, taking reinforcements will be a risky business as they will arrive at Range Chit 0 and risk being easily eliminated in detail. Since they are counted as part of the squad, adding the reinforcements to the total number of men and then watching them die will just bring the defender closer to defeat.

The better strategy is usually to dig in, delay the attacker's advance as much as possible, give ground very grudgingly, accept all reinforcements that come your way, and hope. As in many of the other scenarios, the defender must adopt a policy of maximizing the number of cards used each turn, not simply to hasten the end of the game (although that is desirable, too) but to also get reinforcements as soon as possible. Each shuffling of the deck provides these opportunities. The other situation which gives the possibility, that of receiving an attack with a black 6 RNC, is not pleasant, but the defender must console himself that at least he received something for his probable sacrifice.

While reinforcement arrival and their composition is not under the defender's total control, there are things he can do to prepare for them. First, during set-up, the goal is to have two groups in "B" and "C". The best way to do that is to form a two-man group in "A" which will transfer to "B" as soon as possible. The result is that groups are nearer to the group "E" position where the reinforcements may arrive and more room is left at "Z" in case they come in at that position.

In the hand, Flank Move and Concealed cards become important. Simultaneous play of a Movement, a Terrain and a Concealed card allows reinforcements to arrive in better terrain than open ground. If that Movement card is also a Flank, they can enter the game at the same range as existing groups. If this option is not available, they will enter at Range 0, a position which could become quite dangerous late in the game after the attacker has advanced to Chit 4 or 5. Since the color of the RNC on the Movement card determines whether the reinforcements enter as group "E" or "Z", by astute management of his hand, the defender can bring on his extra troops in relative safety, and in positions which will more rapidly help his cause.

Those reinforcements will usually consist of two to five men, although the possibility of armor arriving on the scene does exist. There is also a heavy probability the only help will consist of a Sniper. This will usually be a slight disappointment unless the attacker has made a successful Sniper Check. Additional manpower, however, is welcome if for no other reason than it increases the size of the squad that the attacker is required to break.

If you do acquire armor, by all means try to have them enter the game on the opposite flank from the enemy's main AT defense. Also remember that in most cases, armor would rather face an ATR than any of the shaped charge weapons (unless of course,

the range is still less than 2). At any rate, avoid placing your precious armor resources at close range to any infantry AT weapons. The AFV gun should be fired when ever possible, since this also speeds the usage of the cards in the deck.

The Japanese are well suited to this scenario because their squad is so hard to break and they have good movement capability, although their firepower and armor are not up to par. The Russians have a large squad and good movement also, but they will suffer even more from the constraints of the four-card hand. The large American hand means that they will be able to stockpile the cards they need to properly place reinforcements. The Germans can move cards through their hand by discarding one each turn with their action, but they will be penalized if no action is possible. The British will enjoy the advantage of enhanced firepower, a real blessing to the small reinforcement groups.

AFVs in general have little to fear from plain infantry outside RR 3. The same is true of infantry armed with Panzerfausts, Bazookas or Panzerschrecks. An ATR must be respected at any range, but its To Hit probabilities are low from RR 2 on out. Flamethrowers, Demo charges, and ATMMs (along with infantry Close Combat) are weapons the AFV needn't worry about. If the range is close enough for these weapons to have effect, the game should be over anyway. As for the final weapon, the AT Gun, you essentially have a "go/no go" situation. In matches between AFVs and AT guns, the adversaries will start the game firing at each other. The first to gain a successful hit wins, and that's it.

The tactical point of armor, then, is to use it judiciously. If kept alive for the entire scenario, it should easily provide the attacker with the overall firepower edge necessary for victory.

Players who have little experience with the *UP FRONT* game system may despair if they are cast in the roll of defender against armor-supported attacks. They should not. The infantry do have weapons which can deal effectively with the metal monsters. That fact was brought home in a recent playing of the Armored Advance (H) scenario. The Russian player obtained a BT-7-2 tank as a reinforcement. No sooner had the card been placed on the table than a German 37mm PAK found its range and quickly dispatched it. Other similar experiences with ATRs and shaped charge weapons should give some heart to the poor foot soldier.

If the defender has an Infantry Gun, its primary target should be enemy armor. He can expect that armor to place an equal importance on his Gun as a target. Hence, a duel usually results between AFV and Gun until one gets lucky and eliminates the other. The rest of the defenders can assist the Gun by firing on the tank in hopes of forcing it to button up. Once this is done, the AFV fire becomes less effective, giving the advantage to the Gun. The armor player will have to wait for the rare Hero card to re-open his hatch and by this time the IG should have found his target.

Other AT weapons, including the Bazooka, Panzerschrek, Panzerfaust, Anti-Tank Rifle, Piat, Flamethrower and the Anti-Tank Mine require the defender to close the range (or wait for the attacker to do it) to be effective. This should be done under as much cover as possible, using Gully, Buildings, Smoke and Concealed cards where possible. The ATR does have long range, but it has more likelihood of breaking at extreme range than of hitting anything. The shaped charge weapons (BAZ, PZSK, PZF and PIAT) are effective only from as close as RR 3. If possible, the defender should wait to use the PZF until the range has closed to "4", since this is only a one shot weapon. The British PIAT is very prone to malfunction and has a greater possibility of break (50%) than repair (16.7%), so care should also be used in its use. Indeed, the main problem with all AT weapons seems

to be the frailty. The FT and ATMMs are only effective at RR 5 and thus will find employment by only the most courageous, fortunate, or desperate defenders.

Attempting to close range with an AFV will be extremely difficult if the enemy infantry groups are adjacent to it at roughly the same range. Getting worked over by close-range fire or becoming engaged in Close Combat can quickly negate any threats your AT weapons could have posed. In fact, should the AFV have infantry groups supporting it, the best tactic for the defender is to stay put and let the existence of the AT weapons force the AFV to lessen its own effectiveness by keeping its distance. No other game quite so vividly illustrates the advantages of Combined Arms tactics as *UP FRONT*.

Other, not so obvious, AT weapons are the Gully, Woods, Stream, Marsh and Wire cards. Playing a Marsh card on an AFV forces it to show its flank or stop moving. Playing any of the others forces it to check for Bog. Should it become bogged, flank attacks are automatically available.

If the AFV is Open-Topped, then even the lowly rifle can have an effect on it by pinning the crew. A Rally 3 or better card will be required to get it back in operation. If an OT AFV can be bogged and then pinned, it can be out of effective service for many turns.

The final method of AFV destruction, Close Combat, is even more rarely seen in play. The infantry will have difficulty approaching any AFV with a functional MG. Conversely, an AFV will be very careful when approaching infantry groups armed with any of the AT weapons discussed here. The amount of damage that must be done to a squad that would encourage the AFV to try to use its Overrun capabilities is usually so great that the attacker has won anyway.

The Germans and Americans have the best AT weaponry. The temperamental PIAT leaves the British a notch below. The Russians and Japanese suffer from the lack of shaped charge weapons and must depend on their ATRs or closing on the armor. Their IG performance is not even quite up to par, even though the Japanese have quite good To Hit numbers on their ATR (cancelled if somewhat in the fact that it must be crewed).

In short, the defender should not despair, merely be careful and employ the weapons he does have at the optimum ranges for their performance.

AMBUSH: Scenario V

As the longest scenario in the game, the Ambush confrontation gives the players a real taste of the unknown. Both sides will do well to note that the chances for Random Reinforcements are less than one per deck (roughly estimated at 0.7) but their arrival can be devastating to the unprepared enemy and a game saver for those friends just hanging on.

The problem for the attacker as well as the defender is that he doesn't know quite what to expect. The defender's force is small, however, and a good initial assumption is that he will be forced to use only two groups or be left very low on firepower. This is all mitigated by the possibility of a flanking reinforcement entry as group "E". The attacker will usually have enough force to make four groups and enough weaponry to cope with about any threat. Our suggested offensive set-up is a two-man low morale group "A". These can either transfer to "B" if possible or by thrown away as a card using group. Groups "B" and "C" should be fairly large with any machine guns posted in "B" and flamethrowers in "C". Group "D" should also be small and should contain any AT weapons. This balances the threats of the opposition with the main fire able to bear from the center and the AT equipment covering the flank against the worst possible event—an AFV appearing at "E". Note that the

flamethrower is also available at "C" in case the regular AT weapon is destroyed or the reinforcements turn out to be infantry.

After setting up, the attacker should advance for the win as quickly as his cards will allow. Low firepower for the defender means that early in play a few risks can be taken and all chances for advancing should be taken. Remember that you are Elite—this enhances your opportunities to move cards through your hand. The defender will probably try a tactical retreat, so be prepared. If nothing else, move Group "D" up as fast as possible to insure good fire position/range if an AFV does appear. You are trying to break the squad so use pinning fire and close with the enemy. Forget Group "A" if you must, but use your Elite status to discard any disadvantageous terrain possible on the defender.

As the title of this scenario implies, the defender will find himself in trouble. Depending on the nationalities involved, he will usually be outnumbered, sometimes by two-to-one. Worse yet, he faces Elite troops. But, headquarters assures him that reinforcements are on the way and that all he needs to do is to hold for a while. Unfortunately, the type and number of these reinforcements and when they will arrive is not assured. Those additional troops are needed, however. This is the longest scenario in the game (five decks as opposed to the usual three), and the attacker will have ample time to close the range.

SURPRISE: Scenario W

The Surprise scenario has been a favorite of ours. The possibility of the unexpected is a welcome relief from too many set piece battles.

Ideally, the attacker in this scenario would like to infiltrate the defender's groups before they ever wake up (Rally). To have a chance of doing that, he will need a lot of Movement cards. Even though this is not a real probability, the attacker should initially proceed just as if he intends to do this very thing. When moving, he should not concern himself with playing terrain cards on his groups until the defender starts to rally unless he is merely trying to get cards out of his hand or he has reached Range 3. He should move through the initial ranges as rapidly as possible in order to close in on the unsuspecting defender. If there is room in the hand, good terrain cards should be saved to play on all moving groups just after the defender has rallied. Stream, Marsh and Wire cards must be dealt with swiftly at first and priority should be given to keeping all groups in motion. All advantages must be taken while the defender is short one card as a result of his Squad Leader being pinned.

If the crucial supply of Movement cards runs out, the only way for the attacker to increase the flow of cards through his hand is to discard. The German can augment the card flow for one hand by playing unusable cards as Open Ground as well as taking his normal discard. Fire in the initial portion of the game should be held unless it is of such a high value that eliminations would occur. The chance of alerting the entire camp should only be taken if KIAs are almost assured. The play of a Sniper should definitely be foregone since the chance of only one casualty is not worth the consequences.

As the range closes, the possibility of the enemy using a low-value Fire card to make his own attack and awaken his squad increases. If the defender does this while the attacking groups are still moving, the player has the unattractive choices of firing immediately with reduced effectiveness, or waiting one turn to stop while his opponent rallies his squad. Accordingly, as the attacker arrives at Range Chit 3 or 4, he should play terrain cards and alternate movement of his groups to be ready for this eventuality. Note that the Gully card may be a good play here because it allows movement while denying the enemy a chance to fire. If a Flank card is available, a devastating fire could be arranged from a prepared

position.

Any such fire attacks on the defender should be planned in advance to cause the most casualties possible. This can be done by attacking the lowest morale group first, hoping to gain an advantage which will make it easier to defeat the tougher opponents in detail later. If the defender manages to fire first, then the attacking groups should open fire and try to eliminate all groups which the defender has not yet been able to rally.

Once combat has been initiated, the attacker must keep his objective in mind. In order to seize the Buildings, he must infiltrate the occupying groups before eliminating them in Close Combat. He can expect the defender to vacate some Buildings, thus removing them from play, to force the attacking force to face his strongest group.

The attacking squad should be formed into two groups. Fewer Movement cards will be needed to advance them into position, and each group will be strong enough to use good Fire cards when necessary and to engage in Close Combat. The Japanese are best suited to this task by virtue of their superior movement capabilities and their morale, infiltration abilities, and Close Combat advantages. The Russians will be aided by the size of their squad and their abilities to discard their entire hand in search of their already plentiful Movement cards. Oddly enough, the nationality which encounters the most trouble in this scenario is the Germans. When they run out of movement, the small discard capabilities may force them to wait so long the defender will have a chance to counter and rally.

A quick look at the victory conditions is necessary for the defender. Since the attacker must occupy the same number or greater of Buildings, there is an advantage to a three-group set-up. This forces the attacker initially to take two Buildings for a win. This also significantly increases the possibility for the draw of a Buildings 3 card for housing your main defense group. This group should consist of close to half of your force. They should plan to stay put for the rest of the scenario (remember that all groups cannot abandon their cover since 0=0 and the attacker wins). If this position is flanked, you'll just have to tough it out and hope that the others can come to their rescue. Put your high morale, high firepower and sentry here along with your Squad Leader. This group should be "B". A two-man low morale group can go at "A", and plan to run as fast as possible to lower the chances of the squad breaking. The rest of the men will be at "C" and will also abandon their cover for anything equal they can find. If necessary, they can even advance to RR 1 to prevent flank attacks against "B". At any rate, you should be left with only one position to staunchly defend.

When choosing a nationality to play in this scenario, remember the hand capabilities of each. The US can Hero the BAR, increasing his firepower and also threatening early squad arousal, especially with the ability to hold five cards. The British will have the advantage of an equivalent fire of two, even at Range 1, thus giving a chance for early detection. The non-crewed LMG is a good candidate for the Hero card. The Japanese can stand heavier losses than the others and thus can afford to set up in two strong groups, forcing the opposition to split his attack. He also has a non-crewed LMG. The Soviet can discard whole hands (albeit only three cards) in search of the small Fire card or Hero. The German actually has the worst position of all in this scenario. He can only discard one card and thus goes through the deck slowly. It will take all of his other advantages used wisely to win this one.

Remember that the SL and ASL are pinned at the start of the game, so you will have to begin with one less card in your hand. This really hurts the Russian and Japanese and will lead the US, British, and Japanese player to the quandry of whether to use a Hero card on the SL to regain full-hand

capability or the machine-gunner for more firepower. If you are fortunate to have that card at the start, go for the gunner and more firepower; later you may wish to wake up the leader if you have or have been keeping up with the appropriate Fire cards.

SURROUNDED: Scenario X

This is the most confusing scenario in the set. You must take great pains to keep careful track of your Range Chits. The sandwich situation is made to order for producing range errors. We prefer to use red chits for one of the attacking sides, thus giving an algebraic sum in either direction. Even this can cause confusion if an attacking group exceeds RR5.

The attacker's key in this scenario is balance. Any division of forces which is not fairly close to even will lead to a counterattack by the defender against the weaker and defeat in piecemeal fashion. Remember that the defender's squad must be broken for victory. All he really need do is wipe out one side and then hide. In the above, equal does not necessarily mean equal numbers, but *equal threat*. A good posture then is to set one force with long-range firepower (mortars and machine guns) and the other with the machine pistols and other short-range weapons. This allows you to stand off the defender on one side with the threat of fire if he closes range and advance with the assault group. Under average card distribution, you will also have one place to play Fire cards and another to play Movement. If he does try to counterattack against the assaulters, you will still have fire at RR 0 with either low cards for the machine gun or high cards for the mortar. In all cases, you really don't have enough manpower to form more than two groups per side (with the possible exception of the Japanese and Soviets who may be able to separate out the mortars although this may stretch their ability to use cards effectively).

All advances should be slow and deliberate, consolidating positions as you go since there is plenty of time to gain the win. This does not mean that you can't move without terrain. The ability to use almost all Fire cards means that it will often be advantageous to empty a hand using Fire and Movement cards and trust the odds to present you with at least one terrain card on the refill. The German player should be at his best here with the ability to act and discard giving him a definite edge.

The defender in this scenario cannot take a passive role in the proceedings. Imagine, if you will, the play of four Fire cards in one turn, all directed at the same defending group . . . and from a flank position. This unusual situation is possible because the attacker has two "A" and two "B" groups. An attack of that nature is very devastating and to be avoided if at all possible. Therefore the defender must be very active on defense rather than passively waiting for the inevitable.

Although the defender is surrounded by the enemy, he does have the classic strategic advantage of interior lines. No one would recommend allowing troops to get themselves in this situation (oops, Hitler did) to gain this advantage, but since you are already there, you may as well do the best with what advantages you do have. The attacker may outnumber you, but his squad is split into two forces which cannot effectively rejoin each other. The defender can concentrate his force against one of the opposing sides in hopes of defeating it in detail before the other force can come to its rescue. If he's lucky, the defender may discover he has local superiority.

The squad should set up in two groups with approximately equal firepower. Which enemy side to attack will depend on the attacker's initial setup. If he has split his forces unwisely, and one is weak, you should obviously advance toward that one. If the Mortar or Grenade Launcher is not sup-

ported by an LMG, then advance on it. It will lob shells on you whichever way you go; but if you close range, you may be able to pin it, eliminate it, or close inside its effective range. While you are doing this, you will be moving away from the LMG. If one of the attackers moves to RR 1, Japanese or Russian defenders should move toward it to increase the relative Range to "2". This negates the natural firepower advantages.

Once you have begun to advance on a side, use all means available to slow down the pursuit of the force to your rear. Stream, Marsh, Wire and Sniper cards should be discarded on them. The Germans or Japanese are especially suited to discard and perform necessary functions in the same turn.

If you can obtain local superiority and destroy one of the two sides surrounding you, your opponent will have to exercise even more care with the other since his squad will be close to its breaking point. If you have eliminated the force altogether, and moved through its position, you will be able to continue a retreat using any type of Movement cards, not just ones with red RNCs. You've broken out.

The Japanese are best able to handle this situation because their squad is hard to break and they may both move and discard. Other nationalities must make the best of their natural advantages to maneuver for a win.

CITY FIGHT: Scenario B

The City Fight scenario is essentially the same as any of the meeting engagements. Similar set-ups (those suggested in Vol. 21, No. 1) should be used. The Demo Charge should be entrusted to a high morale man in the advancing group, preferably one with a Machine Pistol. A leader should not be selected for this job, however, as this puts too many eggs in one basket.

This scenario should favor the American player slightly since he can more readily hold onto the winning Building cards in the later half of the game until their use is of greatest benefit. The lack of Marsh also makes it easier for him to use his few Movement cards with confidence. Conversely, the Russian should use his superior movement capabilities to negate the four-card handicap and try for a win by breaking his opponent. He will be at a slight disadvantage since there is less terrain applicable to entrenchments. The German must use a balanced hand to try to negate the other nationalities' advantages. They will most benefit from the scenario method of victory, trying to get one strong group to Range Chit 2 in —3 Buildings and then force the opposition to commit themselves to the attack.

PARTISANS: Scenario I

The German player in this scenario is set as the attacker (by the victory conditions) against a defender who seems to have a large number of advantages. Despite this, the German should be slightly favored. He has enough manpower and firepower to defeat the Partisan if he can use it carefully. Remember that this is little more than a Russian squad with five less men and one less leader. A flank threat is always a viable option, especially if you get more Movement cards than Fire cards early in the game. Use your free discard to dump unwanted terrain on the Partisan if he tries to keep even with your moves. A Wall card is a good candidate if a Stream or Marsh is not available because it will force him to recant his move or accept a low value terrain card which cannot be used for Ambush tactics or entrenchments. Cross-fire tactics will also pull the Concealment cards out of his hand to allow a better result on the secondary fire. Use all of your natural advantages and keep an eye out for his special ones and a close victory by squad break should be possible.

Despite all the special rules applicable to the

Partisan player, this is a difficult scenario for him to win. Set-up is probably maximized using a 2-2-4 with the LMG in "B" and the leader in "C". While the victory conditions are difficult for the Germans, remember that he will probably ignore them. It simply may be too easy to break your squad. The tactics for the Partisan player will be simply to move to Range Chit 1 in the best terrain possible and force the German to attack. The two men in group A can be transferred to give a final 4-4 ("B"- "C") set-up. This will also take several of the excess Russian Movement cards out of your hand. After this, the best tactic is to stay in place as much as possible and put the Russian discard abilities into play. The Sniper and Minefield cards will be of benefit as will disadvantageous terrain. If there is an extra space in the hand, a Movement card should be saved to allow for a sideways move into Woods or Brush (followed by entrenchment). This will allow the use of the Ambush tactic (37.5). Whether they are used for defense or attack, the Concealment cards will be the most important in the game. The wise and timely use of these cards should be the great lever to allow the Partisan a shot at a win.

FREE FOR ALL: Scenario J

It is our advice to not even try this scenario unless you are stuck with three people and nothing else to do. If you must, however, use the set-ups earlier recommended (in Vol. 21, No. 1). As this is a political game, the most threatening player (the one who moves first) is the prime target. Do not move any group unless you have terrain. Other than that, proceed as you would for any other "every man for himself" contest.

A more interesting variation of the scenario would be to allow the use of even more nationalities if you have enough players. Four- or five-sided games (or even more) would really test some friendships. This puts a premium on (temporary) alliances and player interaction. As before, however, the greatest threat to victory will always be the first one attacked, so proceed cautiously. Remember that you can always trust your enemies more than your friends. When selecting sides, try to avoid the Russian or Japanese. Their inability to bring significant firepower into play from RR 1 is a real handicap in this game unless the player is very adept at political interactions. They must move first. Whatever, play for fun. This scenario is not meant to be taken seriously.

ELITE TROOPS IN THE ATTACK: Scenario K

This scenario is a test of the maxim that superior training, skill, and morale will be able to defeat mere numbers. While the actual play of the game is a variation of the "Meeting of Patrols" scenario described by Don Greenwood in his earlier article, the Elite Player must win the game not once but twice. This dual game will cause difficulty for both players because of the amount of time that passes before a player can judge exactly how well he is doing.

The Elite player is faced directly by that time problem. He must remember two things. First, if you don't win the first portion of the game, the second doesn't matter. Second, losses and time are cumulative, so he must perform better in the second half than the first. This implies two contradictory things. He must play the first game cautiously enough to avoid major casualties (even two may be too many) but rapidly enough to have time to do it again. Thus the first half should be concluded before the second deck is finished if the Elite player is to convince himself that a win is possible. When this is added to the fact that he is forced to be the attacker, it's easy to see how he could have a problem.

Since squad sizes and goals are the same as in the Scenario A, the same set-up comments apply

(as are given in Vol. 21, No. 1). Some small changes in the second half set-up will naturally have to be made if there are losses in the first. If there are large losses, cut back one group and hope.

Since the focus of the scenario lies in being elite, what advantages do you have that can be parlayed into victory? Essentially, they appear small. The manpower given in the scenario gives a slight increase in morale (2.83 to 3.33 for the American player) which is offset by the extra LMG/BAR available to the defense. As for the rules, a better chance to discard, usually after an action, is all you get. In contrast, your opponent has a reduction in morale imposed by the scenario and his inexperience will make it more difficult to discard per the rules. This translates into the use of certain cards and capabilities. Flanking movements, even at long range, are valuable because the defender will have to move to counter the flank and be much more susceptible to the discard of disadvantageous terrain. Wire and Snipers will be valuable, especially when they follow a fire attack. The main fear of the defender in this scenario would be a combination of Wire and other discards which leave a group pinned under a flank attack with no place to go. In reverse, the slightly poorer hand of the defender should make the attacker a bit less afraid to take chances in accomplishing his goals.

The differences in morale must also be exploited. In the American versus German version of the scenario, the US morale goes up by one-half a point while the German goes down by the same amount. The overall effect is essentially that the attacker has an extra firepower factor. This makes low factor shooting more attractive and movement into the face of the enemy easier. Close Combat, a real opportunity for the second half win, is also the domain of the elite player.

For the attacker to win, then, he should press continuously and force the defender to react to his moves.

It's not easy being Green, as the defender will soon discover. His average morale is down quite a bit from the norm, and even his best man is rated no higher than "4". More significantly, his discard capabilities are restricted to about half the normal. Strangely, the German must show his discards to his naturally curious opponent. Consequently, useless or "junk" cards tend to accumulate in the hand, effectively inhibiting the defender's ability to accomplish anything. Meanwhile, the attacker is rapidly dumping even cards that are marginal.

Fortunately the attacker must beat you twice, and this is just enough to give you a reasonable chance to win. Knowing this, the defending player can play a little more boldly with his squad in the first half of the game. Once he loses, he gets the entire squad back, but the elite troops are gone for good. You can replace incompetence any day, but a valuable man is lost forever; a lesson that the German army learned well in WWII.

Strategy for the defender is largely dependent on the cards he gets, but he should try to get to Range 1 at least in good terrain. Then he can hope for good Fire cards to harrass the enemy trying to reach Range 4. The two LMGs should be situated in different fire groups (the American BARs must be) to give cross fire capabilities.

The defender should look upon this scenario as a challenge, do his best to win, and accept the results good-naturedly. After all, the inexperienced troops could always be resurrected again and again. It will be a revelation to both players to see how *UP FRONT* handles the difference when green troops face battle-hardened veterans.



EDITOR'S CHOICE

AWARDS

As is usual, the editors once again offer this nominations for the best article of the past volume (Vol. 21) year. And, as usual, the readership will decide the winner, who receives a lifetime subscription to *The GENERAL*, as well as a \$100 bonus for their fine work. Please vote for only one of the nominees, and vote only if you have read all the articles nominated. Send this form (or a photocopy or facsimile) to our editorial offices. Eliminating those articles written by our paid staff members from consideration, we offer the following to select from:

UP FRONT BY THE NUMBERS

by Jim Burnett, No. 1

TEST OF ARMS by Andrew Blauvelt, No. 2

FORCE MARCH TO VICTORY

by Neil Schwarzwalder, No. 2 THE

GRAND ART by W. Woon, No. 3 '41 IS

GONNA BE A GOOD YEAR

by Nayer Ali, No. 4 WHICH WAY THE

WITCH KING?

by Paul Bolduc, No. 5 BLITZKRIEG '85

by Jon Mishcon, No. 6 LEBANON by

Michael Anchors, No. 6

WARGAMER'S GUIDE TO THIRD REICH

It was inevitable that The Avalon Hill Game Company produce a "wargamer's guide" to the most popular grand strategic game of all time—*THIRD REICH*. After two years of effort, two master players (Marcus Watney and Larry Bucher) have produced the finest guide yet published.

More than simply a reprint of articles from the files of *The GENERAL*, this 48-page, full-color guide to the game contains many articles on strategy for the individual countries never before published. The best of earlier articles have been updated for the latest edition of *THIRD REICH* and reprinted. A four-page "Question Box" clarifies and expands upon the rules, while Don Greenwood shares with the readers a bit of the history of the development of this classic game. Tucked among the text are sidebars to add spice, covering such esoteric considerations as a Russian invasion of Turkey, calculating probabilities in combat, and a classic *3R* contest. Drafted by the best players of this grand game around, every page is filled with informative hints and tactics. If you consider yourself a *THIRD REICH* expert, you'll be impressed with the scope of this guide; if you'd like to be, you'd best get hold of a copy.

Released to acclaim at ORIGINS '85, the *WARGAMER'S GUIDE TO THIRD REICH* is now available for order by mail direct from The Avalon Hill Game company (4517 Harford Road, Baltimore, MD 21214). Cost is \$5.00. Please add usual 10% for shipping and handling—20% for Canadian orders and 30% for overseas. Maryland residents please add 5% state sales tax.