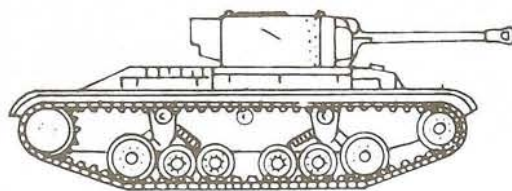
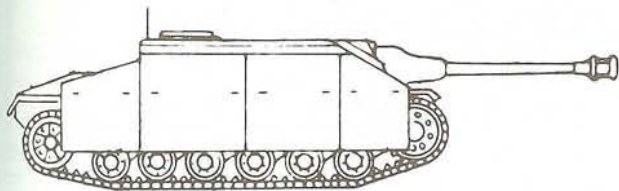


COLD FRONT

The Winter War for UP FRONT

By Jim Burnett



Thus far, the different guises of *UP FRONT* have presented themselves in temperate and tropical climates. This ignores the other extreme of warfare in World War II—the fight for the frigid north. Numerous books and articles have been written concerning Arctic combat, the German woes in their invasion of the Soviet Union being frequently mentioned. We will, then, skip over any detailed description of these actions and, instead, attempt to add the necessary rules to the *UP FRONT* system to make it applicable to the final frontier of the Second World War.

1.0 THE WINTER WAR

The following rules for winter warfare are presented as modifications to the rules already found in the *UP FRONT* series. The only basic assumptions made are that the temperature is well below freezing, that there is snow on the ground (ice in wet areas), and that the weather is not otherwise prohibitive of combat.

2.0 TERRAIN

The terrain cards are modified to reflect the presence of snow and ice. Unless listed below, all other cards retain their effect and use.

2.1 STREAM: Stream cards are treated as impassable terrain. Any Stream card discarded on a group will remove the Movement card in place. A Stream is a break in the snow/ice surface sufficient to expose open water which would require a crossing. Icy waters would quickly freeze, and were to be avoided. Removal of the Stream card will require the play of two Movement cards sideways. A player may place terrain after the first card is played however, but the Stream remains in place until the second Movement card has also had terrain played upon it. Semi-frozen water is a very strong deterrent to movement.

2.2 MARSH: Marsh cards are treated as Open Ground but may be discarded on any friendly or opposing moving group. Marsh is here considered equivalent to tundra.

2.3 MINEFIELDS: Minefield cards are discarded from all scenarios except where used as Booby Traps. The extreme cold and damp climate often resulted in frozen detonators, not to mention the difficulty of burying them in frozen ground and the muffling effects of heavy snow on their blast

3.0 ACTIONS

Many of the normal actions used in combat were very different when performed in bitter cold against a snowy backdrop. These few changes are summarized here.

3.1 CONCEALMENT: Concealment for units which are assumed not to possess winter camouflage gear is reduced by one. These will typically include all German units of the first two winters in any East Front (i.e., versus Russian units) scenario. Thus, a “-2” Concealment for them would be “-1”, or “-1” be read as “0”.

3.2 ENTRENCH: Effective entrenchment was difficult in the frozen expanses. Entrenchment is only successful if a black “0” is drawn.

3.3 SKI TROOPS: Ski troops are always considered to be Elite. A forward or backward Movement card played on Ski Troops which occupy a Hill will allow them to increase/decrease their range by one during their turn, and by one more at the end of the immediately following opponent’s turn. This additional movement is at the option of the controlling player, of course.

4.0 WEAPONS

All types of weapons were more difficult to maintain and supply in the frozen North. However, some troops were supplied with weapons more suitable to the weather conditions, while others simply made do with what they had or devised makeshift methods to avoid the worst problems.

4.1 MALFUNCTION: All weapons are subject to malfunction on a number one less than listed on their card. For example, a weapon which has a breakdown of “5-6” now has a breakdown value of “4-6”. Finnish weapons, Soviet weapons after 1940, and weapons for Elite troops (including Ski Troops) are exempt from this penalty.

4.2 REPAIR: Repair is only successful on a draw of one greater than that listed on its card. Exceptions should be made for certain troops as listed in 4.1 above.

4.3 HE: All attacks by HE, except those against vehicles, will be resolved at one less firepower than listed due to the muffling effects of deep snow.

5.0 VEHICLES

Vehicles were particularly affected by cold temperatures and conditions. They became difficult to start, move and service.

5.1 MOVEMENT: A vehicle requires a black RNC Movement card to be played in cold conditions for movement of any sort. Exceptions are made for the Finns, Russians after 1940 and Germans after 1942.

5.2 A vehicle must make a Bog check for each terrain card entered. This check will be modified from its normal Bog as follows: A Bog in Gully or Woods is resolved with a RPC number two less than listed; all other Bog checks are resolved at a RPC two greater. Note that the Bog RPC number may never be less than “1”.

5.3 REMOVAL: Bogs and Immobilization may be removed by the play of a Movement card and the draw of a black RNC greater than “0”.

6.0 THE FINNS

The Finns were some of the most valiant warriors of the period when in defense of their homeland or liberating the parts occupied by others. Their tactical actions in both the Winter War and Continuation War are worthy of recognition. The following rules apply to them:

6.1 MANPOWER: The Finns use the German Personality cards. All cards will be modified by raising the Morale and Panic numbers by one. This is a reflection of their familiarity with the land being fought over, and their individual love of Finland.

6.11 SQUAD SIZE: The Finnish squad will, in all scenarios, have two less members than listed. The cards with the two lowest Morale values should be removed. Specific choice will be left to the controlling player, however.

6.12 MORALE BREAK: The Finnish squad will break at 60% losses.

6.2 HAND: The Finns will use the German card hand. Provisions for Elite, Line and Green troops are as per the German practice. The Finns should, however, have a greater likelihood of possessing Elite (Ski) or Line troops.

6.21 SPLIT ACTIONS: The Finns may make use of either side of a split-action card which contains Concealment or Movement and any other action, regardless of nationality markings. This is a reflection of their adaptability to the tundra and the trackless forests of the north. Cards which contain neither are Cover cards for the Finns.

6.22 RADIO: The Finns use the Soviet radio cards. The Finns consistently lacked much artillery support.

6.3 VEHICLES: The Finns use only German Vehicles 30, 31, 37, 42 and 43. They never maintained a large fleet of AFVs.

6.4 LEADERS: The Finns are not subject to the leadership restrictions of Rules Section 15. Finnish leadership was not called upon to furnish the morale support or guidance to their troops that was required by the soldiers of other nations.

OTHER NATIONALITIES

I will also use this occasion to present the other minor powers which were combatants in the world war. The reader will note that only the Finns get special treatment as far as new and revised rules are concerned. This is because of their very special nature in the war. The other minor powers can be fairly easily assimilated into the ranks of their co-combatant great powers. This is in no way intended to lessen their own efforts or accomplishments, but merely recognizes the similarities in their own weapons, tactics and effectiveness. As is usual, it will be possible to find many instances where they over- or under-performed the nations with which they are equivalenced. In these cases, the reader should feel free to make his own interpretations concerning the use of Elite or Green troops.

These other nationalities are given as additions to the game system as a whole. The listed minor power will use the cards and hands of their equivalent major power. Also listed is the complement of AFVs which each nation possesses. Note that these are not intended to reflect actual vehicles in most cases, but AFVs which were similar in performance to those in the minor country’s arsenal.

The following changes should be considered when generating scenarios for the countries listed. Most Commonwealth nations had above-average troops. Their usage should lean toward the Elite or Line versions of British cards/hands. The Gurkhas are always Elite, and their AFVs represent other specialized support units. Minor nations against Germany in 1939-40 should subtract one from their Morale/Panic numbers. Any nationality which does not use all of its major power equivalent's armor should be used only as the defender in armor scenarios unless the exact AFV(s) listed are in the scenario. Armored forces of some nations were non-existent, rare or seldom saw action.

The listings for the Chinese are, admittedly, a bit odd. Any time the Red Chinese are fighting the Japanese, equal sides will be fighting. Using the Italians as Nationalist Chinese is also a very rough approximation. Both of these minor "nations" were included solely to give those who like to play the Japanese a few more options. It is suggested that for both types of Chinese, the trend be toward Line or Green troops. Inadequacies in leadership and the lack of supplies and training is reflected by lower quality troops. The only concession is the use of the Banzai rule to represent Communist fanaticism.

Major Power

Equivalent	Minor Power	AFVs
Russia	Poland	31, 32
	Yugoslavia	32
	Tito's Partisans	None
United States	Free French	All
Britain	Australia	All
	Canada	All
	New Zealand	All
	South Africa	All
	Gurkha [Elite]	All
France	Belgium	35
	Greece	None
	Netherlands	35
	Norway	None
Italy	Hungary	31, 35
	Rumania	31, 33, 35
	Slovakia	35
	Bulgaria	35
	National China	None
	Germany	Finland
Japan	Red China	None



Sports Special . . . Cont'd from Page 48

While not applicable on any card after the first drawn, the expectations of BD showing up are the same as CD. Again, your chances from the board of getting any value out of your two expected BD cards are the same. The percentages of obtaining a positive result on a CD or BD draw by their different ratings is fairly easy to calculate. For a rating of "0", CD gives 27.51% and BD 23.14% positive results; for "1", CD: 56.81% and BD: 35.22%; for "2", CD: 85.86 and BD: 49.10%. So, your hopes to gain even with a team loaded with BD2 hitters are only one occurrence per game. This drops even more if you add the chances of men on base at that time. While BD draws are great at the proper time, don't factor your offense in anticipation. They will not be that common. Be grateful for what you get.

Lastly, let's look at the number of "Yes" and "No" results for pitch situations: a "Yes" pitch 154 times (39.59%) and a "No" pitch 235 times (60.41%) This shows that even if a pitcher has a chance at a "Wild" pitch, "Hit by Pitcher" or "Balk", the odds are only 40% or so that it will actually be called.

This concludes the first step of our look at *STATIS-PRO BASEBALL*. In the next installment (Vol. 26, No. 3), we will discuss some of the more detailed aspects of the game.



Coming Attractions

NEW WORLD

NEW WORLD is the beginner's version of the long-discontinued *CONQUISTADOR*. Simulation enthusiasts will find nothing here that Richard Berg's game didn't cover in greater detail; but *game* players will find it a much quicker, more playable, and more enjoyable game. It is a multi-player game for two-to-six players based on the discovery, exploration and colonization of the Americas. Each player assumes the role of a European power exploring and exploiting the New World. As such, it is a pleasing blend of economics and discovery, with just enough military overtones to keep wargamers interested. By wargame standards this is not a complicated game, coming closest to *Risk* in scope. It has purposely been kept simple to appeal to social gamers—but it is far from simplistic.

The game is played on a 16" x 22" mounted map-board depicting the Americas, which has been divided into 26 hexagonal areas. Each area is rated for climate, native population, resources, and gold. At the outset, players bid for the right to an exclusive anchorage in the area of their choice. Thereafter, whenever players co-habit the same area there is usually combat. Each turn players must plot the number of Colonists they will take to the New World and where they will land. In addition, players must purchase or maintain Ships and buy any Soldiers they will bring to the New World. Each player then rolls for losses sustained in the crossing (those furthest away chancing the greatest losses) and lands the survivors where previously allocated. Colonists occupying mine sites roll to discover gold. Those on working mines roll to see if the gold is depleted.

At this point, chits are drawn to determine order of movement and players may move their forces one hex overland. After each has moved, the same order is used to resolve combat versus other players or natives in the same area. Natives are attacked to prevent their rising, or in the case of the Incas or Aztecs, to loot their cities. All players then undergo an Attrition die roll which is influenced by the climate of the area occupied. Those with sufficient colonists left (as well as a majority of both colonists and soldiers) in their area may claim Political Control of that area, which in turn translates to money in the bank.

The turn ends as each player returns his fleet to Europe packed with the gold and resources of the New World to turn into cash for the coming turns. The player with the most cash on Turn 10 wins, unless another player gains political control over five areas in the interim. This Sudden Death VC keeps the players balancing precariously at all times between the need for peace to maximize profit and war to prevent a political victory. The resulting blend of diplomatic, military and economic skills needed to succeed is truly unique.

That would be entertainment enough for many, but *NEW WORLD* contains much more when players move beyond the basic game. In the Exploration version, each hex in the New World is covered by a tile masking its contents. Only by actually entering an area can a player see what that tile holds in store. This version better captures the spirit of the great explorers moving into the unknown. For the

more military-minded, an advanced rule allows Naval Wars or Piracy to occur with raids on fleets and ports that can be as devastating as the English ravages of the Spanish Treasure Fleets. *NEW WORLD* should be available this summer.

The same designer, Derek Carver, is responsible for another new Avalon Hill offering called *SHOWBIZ*, and I should give at least passing mention to it here (for those among you interested in great games regardless of subject). Derek, an Englishman, is highly thought of in Europe as a designer of simple, yet challenging, social games; *SHOWBIZ* may be his best. For lack of a better description, I'd peg *SHOWBIZ* as a cross between *MasterMind* and *ACQUIRE*. Each player takes the role of a talent agent who must weight future demand and sign various types of performers. There are six types, ranging from six ventriloquists to 21 singers. Due to their rarity the ventriloquists would seem more valuable, but because the potential demand for each type is equal, there is no certainty that a ventriloquist will be worth more than, or even as much as, a singer on any given turn. Each turn a market forecast for the types of performers in demand is dealt out and given a reliability rating ranging from poor (16% accurate) to foolproof (100%). Based on this forecast, each player bids on the services of available performers—hoping to secure as many of the right type as possible. If he signs them, he must then decide the length of their contract (one to five years). A long contract saves resources in avoiding bidding wars for future performers but ties a player to that performer even when fickle public demand no longer is interested in him. Breaking contracts is expensive, but often necessary when you have a slew of outmoded talent. At ten turns, *SHOWBIZ* is a great evening's family entertainment for 2-6 competitive gamers.



PLAYTESTERS WANTED

The Avalon Hill Game Company is again seeking playtesters for two games currently in the throes of development. *Seahawks* is a proposed game dealing with the Age of Piracy for one to four players. Also on line is *Sub Hunt*, a card game from Courtney Allen very much in the mold of *UP FRONT* dealing with modern undersea combat. Playtest volunteers must be willing to spend some 20 hours per month in the testing, for a period of three months, and to send in regular written reports of their findings. Both solitaire and multi-player testing is needed, so gamers able to enjoy either are sought. Applicants are cautioned that the playtest materials are pre-production quality and may involve some effort to assemble. Remuneration is limited to a free copy of the published game for each group coordinator. If interested in playtesting either of these games, applicants should send a short letter of introduction to Don Greenwood, c/o Avalon Hill. Please be sure to mention which game you are interested in testing. We regret that, due to the volume of mail such playtest invitations usually generate, we will be unable to reply to any but those actually accepted.