

SCENARIOS & VARIANTS

THE LONG PATROL

A Campaign Structure for Patrol

by Steven M. Dickes

Every once in a while I have a conversation with a gamer who has found his name on one of the *Patrol* counters and seems inordinately pleased about it. Do we all long for immortality? Sans namesake, Mr. Dickes offers here a simple system of connected scenarios that gives you a chance to see how long your alter ego survives. —RAS

possession of the field. The states in which men are received is summarized in the following table.

State from Previous Situation	State in Patrol Situation
Wounded (Recon. Sit.)	F
(Assault Sit.)	1-2:F; 3-6:W
Incap (Recon. Sit.)	1-2:F; 3-5:W; 6:I
(Assault Sit.)	1:F; 2-3:W; 4-6:I

Explanation: If a man was incapacitated in the Assault situation, for instance, a die is rolled to determine his status in the Patrol situation. If a 1 is rolled, he is Fit (F); 2 or 3 and he is Wounded (W); 4, 5, or 6 and he is Incapacitated (I) for the Patrol situation.

All fit and wounded men may participate in the Patrol situation. Of course, killed men can not be used, and neither can incapacitated men. If a tank or APC is used in the Assault situation, it can not be used in the Patrol situation.

Victory Conditions: Points are awarded to each player for each situation by that situation's victory point schedule. If a player uses wounded men in the Patrol situation, he must remember which men started the game wounded to avoid giving the other player points for wounding them. The player with the most total points is the winner.

General Observations: In this campaign game, a player will be forced to obtain his military objectives with a minimum of casualties. If a player takes high casualties in the first two situations, he will probably lose the Patrol situation, which would give his opponent at least 10 points for possession of the field. This would probably be enough points, in conjunction with his high losses, to cause the player to lose the entire campaign game. If a player needs men for the Patrol situation, he will have to use his wounded men (those which have been upgraded to wounded or those that could not be upgraded to fit from wounded). This is dangerous, because they could be incapacitated easily and they are slow and weak in terms of firepower, grenade throwing ability, and hand-to-hand strength. But it may be necessary to raise the needed manpower to seriously challenge his opponent in the Patrol situation.

Preservation will play a slightly greater role than in a normal scenario of *Patrol*. In the Patrol situation, if a player is close to reaching his preservation level, he should consider exiting the map. The player will lose possession of the field, but he should still have his points for wounding and killing the enemy. In the Reconnaissance and the Assault situations, both players should stick it out unless losses become too high. Then a

player should consider exiting just so he can have enough men for the Patrol situation.

Final Observations: I believe this campaign game adds more realism to *Patrol*. You can play it in two styles (or combinations thereof). One style is like the U.S. Army. That is to minimize casualties to the point where the entire operation is hindered. Or it could be played like the World War II Russians with allout attacks regardless of casualties.

This campaign game is similar to a couple of games already on the market. There is Avalon Hill's *Wooden Ships & Iron Men*, and there is Simlation Publications Inc.'s *October War*. They both have a campaign game in their rules. These campaign games provide more hours of enjoyment from the games while adding more realism.

A Productive Approach

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technology to push above Social State 3 and be in a position to win that way, so that military force to tear down such competition will be required. This type of game should be virtually endless.

Players can always chop a monster like this down to size by creating new victory conditions. Social State could be dispensed with, so the winner is the first to have 31 areas in control, or the one with the most areas in good control when no uncontrolled areas are left, or the first to double his original population and keep them fed for 2 consecutive turns, ad nauseum.

Details and Diplomacy

Players should take to heart the advice given in the Player's Notes section, especially the notion that this is a game that can be lost before you know it. The game requires constant attention to detail. You must plan ahead the manning and mechanization of each of your sectors to utilize them most efficiently. You should always watch your opponents' activities to be aware of what they are doing, how it may affect you, how you might profitably interact with them or cut them off. You must possess the charm and subtlety of a snake-oil salesman. Whenever you stab someone, do it by inaction or by helping a third party, and always have a plausible reason for doing (or not doing) what you did so your victim doesn't see the animosity behind your move. Always be valuable to someone else, the more the better. This discourages the others from ganging up on you, and makes it easier to recruit your own gang if needed. This game demands all the skills needed for *Diplomacy* and *War in Europe*, and not a small amount of luck as well.

One of my favorite conflict simulations is *Patrol*. It takes a rather complex situation and portrays it in a rather simple but novel game system. It is quite fun too, with the hand grenades, horses, claymores and the barbed wire, which provide for endless opportunities and variants with this game. There is one thing that needs to be portrayed better, and that is the idea of minimizing losses. The preservation rule touches upon this to some extent, but what is needed is a way to portray a battle where survivors of one skirmish are used in another skirmish. This brings us up to the Patrol Campaign Game.

In the campaign game, the players will use the three basic scenarios — reconnaissance, assault, and patrol, in that order. To do this, first determine who will be the Alpha (attacking) player and who will be the Bravo (defending) player. Next pick any scenario that has orders of battle for both the Reconnaissance situation and the Assault situation. Now set up the maps and the pieces as per Case 26.6: The Reconnaissance Situation and the orders of battle, except the number of pill-boxes used is the number listed in the Assault order of battle. If there are no pillboxes listed in the Assault order of battle, then the players should use one pillbox.

After playing this situation, move on to the Assault situation, but leave the maps set up as in Case 26.6. The pillbox(es) are also left on the map in the same state as they were at the end of the Reconnaissance situation. So if Alpha saw two pillboxes out of three, the two that were sighted are placed on the map, and the other remains hidden. Use the order of battle from the Assault situation. Also write down the casualties, by unit type from the Reconnaissance situation.

After playing the Assault situation, move on to the Patrol situation. Set up the maps and the entry, exit sides as per Case 26.5: The Patrol Situation. The orders of battle for this situation are much different from the other two situations. The survivors of the first two situations are the forces in the Patrol situation. Also, both players may get extra men that were wounded in the previous situations. A player may also get incapacitated men if they get the men off the map or have