

Footnotes*

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RICHTOFEN'S WAR PANIC RULES

Richtofen's War is fairly realistic and quite playable for a simulation of split second combat where reactions and surprise are the most important aspects.

The game's inherent weakness comes from the unnatural and unrealistic tactic of suicide to gain game points. Obviously pilots did not look upon death as so many points for their respective side. Although there are many famous incidents where pilots would attack foolishly in order to help comrades in need, this was usually only a diversion until their stricken friend was on his way to safety. Many times this tactic was successful only because the enemy could not get together in any sort of order.

Richtofen's War needs some kind of panic rule (as in **Sniper!**) that would be both simple and realistic. In order to incorporate panic into the game, we must first look at the reasons behind a pilot panicking.

I first assumed that a pilot would not panic unless he felt his life in danger. I assumed a pilot would not panic while doing a photo-recon mission if he didn't encounter any ground or air resistance. If a pilot has come under fire, his exterior actions would reflect his experience in combat, his experience in that particular mission, his confidence in his plane, etc. If he is flying an FE/2 or DH/2 his confidence in that plane would probably not be enough to muster a take-off in a peaceful zone! Also, the flight's general success or failure would induce him to flee, or stay and fight it out.

The following are rules incorporating panic into the **Richtofen's War** Campaign Game:

- (1) Each pilot has an assigned panic level, as listed on the roster of planes and pilots available. This panic level may change due to the events of a particular flight or experience of that pilot throughout the campaign.
- (2) The present panic level of the pilot is determined, then using the Panic Table, the die is rolled. If panic results, the pilot must obey the rules of a panicked pilot. (See Panic Table).

(3) If a pilot has panicked, he panics for the following turn. Note that panic is determined **after** the results of the combat occur.

(4) A pilot that has panicked may **not** complete or continue any mission for that turn that he has panicked, or fire guns.

(5) For **each** damage factor over half the total accumulated damage for the plane the pilot is flying, that pilot's panic level increases by one.

(6) Observers and/or gunners for two-seater planes **never** panic; only their respective pilots may.

(7) If half or more (round up) of a particular flight's planes become out of action, either due to **complete** panic or combat, **all** pilots of that flight instantaneously have their panic levels increased by three.

(8) If a pilot panics two times during a flight, he is said to have panicked completely, and is bound by the rules of panic for each and every turn he is on the board.

(9) For each three missions that a pilot flies, his panic level is reduced by one at the start of the next mission he flies. For each downed enemy plane to his credit, a pilot's panic level is reduced by one. Note that these reductions take place at the start of the following mission that the pilot flies in.

(10) Any instantaneous change in panic level, either due to (5) or (7) above do **not** change the basic panic level of that pilot permanently, but rather at the moment they occur. They are not accumulated. Once that flight has ended, the pilot's starting panic level is as previously possessed prior to that flight, unless it is reduced due to (9) above.

When a pilot panics, he must do the following:

A. He must adjust his speed and altitude such that he will have the **most** possible movement points for his situation.

B. He must move in such a way that he is always moving **away** from any enemy plane with respect to the horizontal view, but if the situation merits, head as much as possible towards his own edge of the map.

Note that a pilot who must head closer to an enemy plane in order to be heading towards his own map edge **may** do so. He can **never** head away from his own map edge to move further away from an enemy plane, if this would force him to move towards the enemy's map edge, or the side map edges. He must head towards his map edge and try to head away from any enemy plane in the process. **At no time** is a panicked pilot required to overdrive, but he may do so voluntarily.

Panic Table

| | | Pilot's Panic Level | | | | | | | | |
|---|---|---------------------|-----|-----|-----|-----|-----|-----|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| • | 2 | 2-3 | 2-4 | 2-5 | 2-6 | 2-7 | 2-8 | 2-9 | | |
| Dice Roll Needed to Panic Pilot [Two Dice] | | | | | | | | | | |

Any Panic level less than 1 is treated as 1; any panic level greater than 9 is treated as 9.

If a pilot has received any fire in the past player's previous turn, regardless of whether or not any damage was inflicted, he must, in his turn, roll for panic prior to any movement or combat.

Allied pilots should start the game with a higher panic level than their German counterparts, but no pilot should start with a panic level greater than six.

Notes: These rules are easily applicable to separate scenarios. In fact, one can balance unusual face-offs such as 4 Nieu/17's vs. 2 Alb/d3's if panic is used. The many incidents of amazing face-offs in the history of Ball and Co. can now be playable, and sometimes fairly interesting games can result.

Rule (5) was put in to make it fairly hard for a player to sacrifice planes that were "goners" in place of good ones. Rule (6) was made since most observers were too keyed up to firing their guns. Rule (7) illustrates combat "fatalism" that has played a heavy part in the best of plans.

—Nicholas S. Jewett

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OPPORTUNITY FIELDS OF FIRE

The Opportunity fire rule in the tactical level modern games such as **Sniper!**, **MechWar '77**, etc., adds a realistic aspect to those games. Its only shortcoming is the limitation of plotting a line of fire to only one point. In actual practice a unit will observe and fire over a wider area, and is normally assigned a zone or field of fire to cover. In order to simulate this practice the following modifications to the Opportunity Fire rules are presented:

(1) A field of fire may be designated for certain units with an Opportunity Fire mission by plotting two points. The two points and the unit itself form a triangular field of fire.

(2) The Opportunity Fire is triggered by an enemy unit crossing any of the three sides of the field of fire, or moving into an observable hex within it.

(3) Certain units may not have a field of fire plotted, but are restricted to a line of fire to a single point. This limitation is due to their inability to traverse or relay their guns in the time scale represented by a Game-Turn. These units are turretless tank destroyers, assault guns and towed artillery. The German 88mm gun and any other platform mounted artillery with 360° traverse are **excepted**. In **Sniper!** and **Patrol!** this limitation to a line of fire also applies to the main turret gun and coaxial machine gun of the tank.

(4) The width of the field of fire is restricted to reflect the limitations of observing and reacting to moving targets. For infantry-type and anti-tank guided missile units, the distance between the two points cannot be greater than the distance between the firing unit and the nearer point, a field of not more

than 60° wide. For turretless weapons (including the German 88mm gun and similar weapons) this distance cannot be greater than half the distance between the firing unit and the nearer point, rounded up.

(5) Either or both points may be plotted in unobservable hexes, although fire is possible only to those hexes within the field of fire to which a clear line of sight can be traced.

(6) Although it would not normally be done, a field of Opportunity Fire may be plotted that contains an undestroyed enemy unit in clear line of sight of the firing unit. In this case, the enemy unit will trigger the Opportunity Fire **only** if it moves. If another enemy unit enters the field of fire before the one already in the field of fire moves, then the unit entering the field of fire will trigger the Opportunity Fire.

Other options can also be used with Opportunity Fire to make it more effective and realistic. These options can be considered a function of the level of training and discipline as expressed by the panic level of a particular force, or of the doctrine employed by a particular army.

(7) The Opportunity Fire of a given unit may be restricted to a specific class of target, such as soft targets only. This option will insure that a unit will fire only at targets it is effective (or most effective) against.

(8) Several units with the same or overlapping fields of fire may be assigned to fire at different targets in sequence as they appear, instead of all being forced to fire at the first target entering their field of fire. The number one unit will fire at the first target to appear; the number two unit at the second target, and so forth. More than one unit may be assigned the same sequence number, in which case all of these units would fire at the same target.

(9) Units may have complete freedom of choice to fire or not fire at any enemy unit entering their field of fire. This choice is not retroactive, but must be made and executed at the time each target enters the field of fire. The use of this rule is to allow you to hold your fire in hopes of a more suitable target appearing later in the turn, or to confuse your opponent as to where your fields of Opportunity Fire are plotted.

—Robert D. Zabik

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ARTILLERY IN BLUE & GRAY

The *Napoleon at Waterloo/Borodino* game system is an excellent one and very enjoyable. It does present, simply and realistically, the tactical possibilities of the Napoleonic era. I do feel that in an effort to incorporate the system into the games of *Blue & Gray* the system has been saved by ignoring some of the major characteristics of the Civil War battle.

Though the cannon using cannister was a major offensive weapon for Napoleon, by the Civil War it had been rendered ineffective by

the longer range of the rifle. No longer could it wheel up close to enemy lines to blow them away. It was the rifle that could cripple advancing artillery, out of cannister range. As solid shot was unable to destroy infantry formations (as at Gettysburg) the cannon was a question mark. It was still able to silence opposing artillery or hold down enemy infantry, but it had ceased to be the major attack weapon it had been. Defensively the cannon, like the rifle, could be deadly against advancing infantry, and was its most effective on the defense.

In the four games of *Blue & Gray* artillery is still a basically offensive weapon, blowing away brigades on the attack or counter-attack. On the defensive, artillery is at best a weak infantry unit, best held off the main line for those attacks. In actuality, defensively the best place for artillery was right on the line threatening to cannister the attacking enemy, and giving them solid shot when out of cannister range.

To make the use of artillery more realistic, I suggest the following rules be used in addition to the regular rules.

Artillery Stacking

Artillery, and only artillery, may stack above the two unit limit, thus there may be three units in a hex as long as at least one is an artillery unit. Artillery units may not participate in normal attacks using this option, but can bombard offensively, even if adjacent to enemy units at the end of a Friendly Player-Turn. When attacked, artillery defends just like infantry or cavalry.

Bombarding

Artillery may bombard both offensively and defensively. Within the two hex range, artillery may bombard any stack of units or individual units in a stack. When bombarding artillery units, the normal CRT is used to resolve combat. When bombarding infantry or cavalry, the chart below is used:

| | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 |
|---|-----|-----|-----|-----|-----|-----|
| 1 | P | P | P | P | P | P |
| 2 | • | P | P | P | P | P |
| 3 | • | • | P | P | P | P |
| 4 | • | • | • | P | P | P |
| 5 | • | • | • | • | P | P |
| 6 | • | • | • | • | • | P |

• = No effect.

P = Pinned. When pinned a defending unit has a choice of either: a) remaining in the hex it was bombarded in, not being allowed to move or attack in the next Friendly Turn (unless beginning the Turn adjacent to an Enemy unit; then it must attack); or b) retreating two hexes and not being allowed to attack the next Friendly Turn, though it may move normally.

All effects of pinning last one full Game-Turn and are applied immediately after bombarding combat resolution. Pinned units can be marked by extra blank counters supplied with the games.

Defensive Bombarding

Artillery units chosen to bombard defensively are announced at the beginning of the opposing Player's Combat Phase, before any combat. Such units cannot bombard during the next Friendly Player's Combat Phase. The defender then picks any unit(s) he wishes to bombard and resolves combat according to the bombardment table. Any attacking units left adjacent to Enemy units in an unpinned state must resolve the attacks in any combination possible within the regular rules.

Successively bombarded units can be considered attacked for any "Soak-off" purposes, or required attacks on all adjacent Enemy units. All other regular rules are still in effect.

These rules should render artillery stronger on the defensive and rather a "hit or miss" thing on the offensive. Offensively, artillery will now take its historic role of silencing Enemy artillery and supporting infantry attacks by pinning possible infantry counter-attacks. Defensively, artillery will, at times, break up infantry attacks and will be rather unpleasant to attack head on. Overall, artillery will still be important, but for different reasons, and the side on the defensive will have a slight edge over the regular game balance. The good offensive will require the artillery duel to make the way safe for the infantry.

—Bill Haggart

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STANDARD HEX NUMBERING SYSTEM

The SPI standard hex numbering system has deservedly become the industry-wide standard (except for Avalon Hill). This system is far superior to the old AH coordinate system. It makes PBM possible, provides easier set-up, and allows new design concepts to be used, such as panic and scatter. It would therefore be helpful if there were a standard means of adding this system to maps from games that do not use it.

The following procedure for map hex numbering is recommended. A. Each hex is given a four digit number; the first two digits of the number describe the hexrow, and the last two digits describe the zig-zag column in which the hex lies. B. You do not need to number each hex. Just number every fifth hex in each row. C. Number from left to right and from top to bottom. If the grain is north-south, start the numbering sequence in the northwest corner; if it's east-west, start in the northeast corner; if it's southwest-northeast, use the northwest corner; if it's southwest-northeast, use the northern corner. If there is no compass on the map, align it so that the print is right reading, designate the top as north and proceed from there. D. Hexes in even numbered rows should be ½ hex lower than hexes with the same column number in odd numbered rows.

—Bill Somers