

CREATING MECH WAR SCENARIOS

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The procedure described below allows players to design a large variety of balanced playable scenarios for Mech War '77. I have used U.S. and Soviet units and map regions for the example given below; any opponents from the counters supplied and/or geographic regions can be chosen. All Mech War '77 rules are in effect.

A. The U.S. Player secretly selects an objective hex for the Soviet Player on the western third of the map (hexrows 0200-2000 inclusive). The Soviet Player secretly selects an objective hex for the U.S. Player on the eastern third of the map (hexrows 4200-6000 inclusive). Any objective hex, which is neither on the map edge nor completely surrounded by woods, hilltops, and/or wooded-hilltops may be chosen.

B. Each Player has a total of 600 points to expend for the sum of his objective hex, units, OFBDA, CAS, mines, improved positions, and his opponent's panic level. This process is carried out secretly.

1. A value between 50 and 300 points inclusive is assigned by each Player to his own objective.

2. Units are selected from each Player's counter mix. Unit values equal attack + defense + movement. Note that dual units may be selected without their G weapons at their lower values. For example, U.S. infantry without DRAGON are $7 + 6 + 1 = 14$ points. A minimum of 100 points must be allocated to units.

3. Select OFBDA valued as follows: Each Soviet 6H at 12 points; each Soviet 8H at 16 points; Each U.S. 7H at 14 points. The U.S. can purchase OFBDA multipliers by expending 15 points for the first, 3 points for the second; each additional multiplier costs double the previous. For example, three multipliers cost $15 + 30 + 60 = 105$ points.

4. Each 5H CAS costs 20 points.

5. Mines are valued as follows: Each hasty at 10 points; each preventive at 20 points; each defensive at 30 points. The

hex chosen as one's opponent's objective may not be mined. Also there must be an unmined hex adjacent to the objective hex which is not a woods, hilltop or wooded-hilltop hex.

6. Select improved positions at 5 points each.

7. Select opponent's panic level. The first 10% costs 20 points, and each added 100/0 costs double the previous 10%. Thus, 40% panic costs 150 points.

Note that a Player need not utilize his full 600 points, but that it is to his advantage to do so.

C. The US and Soviet Players set-up face-down on their respective thirds of the board. Any number of dummy units can be used in the set-up. No units or mines can be set-up in hexrows 2100-4100, inclusive. Both Players then exchange their lists, thus revealing their selections, their opponent's objective hex and their own objective value as described in B1. All unit counters (not mines) are displayed and dummy units are removed. The first turn plot phase begins. The player who has assigned himself the lower objective value in B1 moves first. If both objective values are identical let chance decide.

D. The maximum game length varies between 9 and 14 turns, depending on a die roll at the beginning of turn 8. However, the game ends at the conclusion of the turn on which either or both players occupy their respective objective hexes with any unit except a truck or helicopter. Helicopters are not allowed to land on either objective hex. The occupying unit may be pinned, panicked or disrupted.

E. Each player receives victory points for the sum of:

1. Destroyed enemy units.

2. Destroyed or abandoned enemy entrenchments.

3. One half the value assigned to his own objective in B1 whether or not occupied (retain half point).

4. The full objective value from B1 if occupied at game's end.

5. If a player achieves his objective and therefore obtains victory points as in E4 above he also obtains 15 points for each turn the game ends before its maximum of 8 plus the die roll. The die should be rolled for game length even if it ends before turn 8.

F. Discussion. The reason for adding one half the objective value to the victory total is to encourage higher objective values rather than larger collections of units. It also serves to balance the scenarios when opponents choose widely differing objective values. The scenarios are obviously well balanced if both players assign approximately equal objective values and use moderately good judgment in choosing their units, OFBDA, etc. An example with differing objective values, which is useful in illustrating the rules is given below.

G. Example: The US Player secretly chooses 0407 as the Soviet objective. The Soviet Player secretly chooses 5931 as the US objective. The US player lists:

1. 50 points for his objective (minimum value).

2. He selects: 3 Inf. at 21 points=63; 5 M60 at 39 points=195; 2 M150 at 31 points=62; 2 Cmbt at 29 points=58; 5 M113 at 17 points=85. Total=463 points.

3. OFBDA 3(7H) at 14 points=42; 1 multiplier=15. Total=57 points.

4. CAS 1(5H) at 20 points=20 points.

5. No mines

6. No entrenchments.

7. 10% Soviet panic level at 10 points.

Grand Total=600 points.

The Soviet Player lists:

1. 300 points for his objective (maximum value).

2. He selects:

1 Spat at 22 points=22; 1 Rcp at 22 points= 22; 2 Bmp at 32 points=64; 2 T62 at 36 points=72; 2 122f at 8 points=16; 2 100a at 17 points=34. Total=230 points.

3.NoOFBDA.

4.No CAS.

5.1 hasty mine at 10 points; 1 preventive mine at 20 points. Total=30 points.

6.2 entrenchments at 5 points=10.

7.20% US panic level at 10+20=30 points. Grand Total=600 points.

In the game, the U.S. Player destroyed 1 Spat + 1 Rcp + 1 T62+1 100a+1 entrenchment. He occupied hex 5931 on turn 7. The die roll for game length was "3" so that the game would have lasted 8+3=11 turns. He receives 129 points for units destroyed +5 points for entrenchments destroyed +25 (1/2 objective value) + 60 points for occupying 5931 on turn 7 (15x4) for a total of 269 points. The Soviet Player made no attempt to occupy his objective hex 0407. He destroyed 1 Inf +1 M113 +1 Cmb + 1 M60 for a total of 106 points in units. In addition he scores 150 points (1/2 objective value) for a total of 256 points. The U.S. Player is the victor.

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