SCENARIOS AND VARIANTS:

FIREFIGHT

by Mark Herman and Tony Merridy

Last issue we gave you a dose of Firefight *advice and a sprinkling of new unit values. Some of you commented that the title "More Firefights" was misleading: you thought you were going to get additional scenarios to* Firefight. *Well, here you are.*

One of the best games to pass down the tubes this year was *Firefight*. If you have never heard of it, you either don't know how to read or you haven't been receiving MOVES for very long. But for those people who fit into this latter category, *Firefight* is a tactical game about the first battle of the next war. The game is excellent, but Tony and myself felt that there were too few scenarios included with the game. Since we had already played to death (literally) the existing ones we felt it our sworn duty to create some more scenarios and pass them along to the wargaming public. So here are what we feel to be some interesting scenarios that we conjured up out of our heads. The format of the scenarios basically follows those originally published in the game. The only additional material you need is a *MOVES* 30, Sect. 30.2 of the "More Firefights" article, covering the specifications of the M551 (Sheridan), and the following organizational information.

Armor Cavalry Platoon Organization
6-M551 (Sheridans), 2-M113, 3-125 (can be represented by 3 off-map 81mm—used as Organic Support), 1TM, and 1 TM+ (1 Dragon to be assigned).

SCENARIO 1 [MAP B]

GENERAL SITUATION

The U.S. G2 has discovered a gap between two corps. The U.S. high command decides to send a tank heavy task force on a reconnaissance-in-force mission to see the extent of the gap. If the task force effects a salient, reserves are ready to immediately exploit the situation as called for.

TASK ORGANIZATION

U.S. Forces: 1 armor cavalry plt./1 mech. plt./2 Armor plts.; Organic Support—1 mortar sect.

Soviet Forces: 2 motorized rifle plt./1 anti-tank plt.; Organic Support—3 120mm; 30 mine pts.

MISSION

To exit off the east edge of the map and to observe the extent of the gap. The Soviet forces are attempting to contain the American thrust.

DEPLOYMENT

Soviet Forces: Anywhere on the map except within 10 hexes of the west edge.

U.S. Forces: Enter the map on the West edge on Game-Turn 1.

VICTORY CONDITIONS

U.S.: To exit 5 units from the east edge of the map within the time limit.

Soviet: To prevent U.S. victory.

SPECIAL RULES

Exit hexes—3921, 3928, 3938 and 2 hexes north or south of each of the above hexes. Game length 20 turns. 50% losses for the U.S. ends the game even if before the 20th Game-Turn and results in a Soviet vicotry. M113's only count as exited units if at least one fireteam is on board.

GAME LENGTH—20 Game-Turns

SCENARIO 2 [MAP B]

GENERAL SITUATION

A Soviet spearhead threatens to cut through an American rear area. A scratch force from an Armor Cavalry unit is sent in to blunt the thrust.

TASK ORGANIZATION

U.S. Forces: 1 Armor Cavalry Plt./2 Mech. Inf. Plt./6 Dragons to be assigned; Direct Support 12-155mm

Soviet Forces: 1 tank Bn/1 Motorized Inf. Co;/Organic Support 2-120mm/Direct Support 2-122mm

MISSION

Soviets are to attempt a penetration south of Gerlafingen.
U.S. To prevent this.

DEPLOYMENT

Soviets: enter from North edge of map on Game-Turn 1 along route 1A.

U.S.: enters from the south edge on Game-Turn 2.

VICTORY CONDITIONS

Soviets must exit 50% of their vehicles off the South edge of the map. The U.S. wins if they prevent this (Destroying more than 50% of the Soviet vehicles is equivalent to winning).

SPECIAL RULES

BMP's only count toward the Victory Conditions if at least 1 fireteam is mounted. Greater than 50% losses among the Soviet vehicles ends the game.

GAME LENGTH—20 Game-Turns.

SCENARIO 3 [MAP A]

GENERAL SITUATION

A Soviet spearhead has broken through the American defenses. The Soviets had expected to break through on a wide front, but the breakthrough developed only on a very narrow frontage. The U.S. high command upon seeing the narrow salient decided to counterattack and cut-off the spearhead units. The counterattack broke through in two areas. The main U.S. force concentrated on reducing the Soviet support salient. An American scratch task force is thrown in to prevent the Soviet spearhead deep in the U.S. rear from breaking out. The Soviets upon realizing the situation now try to breakout.

TASK ORGANIZATION

U.S. Forces: 1 tank plt. (M60A2), 2 Infantry Plt., (6 Dragons to be assigned), 2 Tow Sect., Organic Support 2 Mortar Sect., 1 Heavy Mortar Sect., Direct Support 6-155mm.

Soviet Forces: 1 Tank Bn., 2 Motorized Rifle Companies minus their attached Tank Plts., Organic Support 3-120mm.

MISSION

The Soviets must exit their units off the east edge of the map. The U.S. must block this.

DEPLOYMENT

U.S. enters from the east edge of the map on Game-Turn 1. The Soviets enter from the west edge of the map on Game-Turn 1.

VICTORY CONDITIONS

The Soviet must exit 15 vehicles off the east edge of the map. The BMP's only count if they have at least one fire team onboard. The U.S. Player must prevent this.

SPECIAL RULES

The game length is 15 game turns. The U.S. Player gets three movement phases before the Soviets enter the board.

PLAYTEST NOTES

The Soviets are faced with trying to exit the board in the face of an American force in hasty deployment. Time is a factor. This scenario trys to show the effects of a massive tank charge on a basically infantry held position. The U.S. should basically try to quickly get their units into position with decent fields of fire along the main avenues of approach. As the Soviets have time pressure they can't really take the more covered routes.

GAME LENGTH—15 Game-Turns.

SCENARIO 4 [MAP A]

GENERAL SITUATION

Soviet offensive has bogged down and the Americans are counterattacking. The

counterattack fragments with no pattern to the front lines. This causes a swirling loose meeting engagement.

TASK ORGANIZATION

U.S. Forces: 1 Tank Co.

Soviet Forces: 2 Tank Co.

MISSION

Both Players Destroy more enemy armor than your opponent.

DEPLOYMENT

Soviets: enter on route 12 and on route 1 (North and East ends of these roads on Game-Turn 1).

U.S.: enters on route 298 and route 1 on the south and west ends of these roads on Game-Turn 1.

VICTORY CONDITIONS

Each side gets one point for each tank destroyed. The player with the most points wins.

PLAYTEST NOTES

Have a good time.

GAME LENGTH—15 Game-Turns.

SCENARIO 5 [MAP B]

GENERAL SITUATION

2 U.S. infantry platoons have become isolated in Gerlafingen during a Soviet offensive. The U.S. has decided to relieve them before the Soviets reduce them.

TASK ORGANIZATION:

U.S. Forces: in Gerlafingen - 2 mech. inf. pltns. (6 Dragons to be assigned).
U.S. Relief force - 1 tank co., 1 mech. inf. plt. (3 Dragons to be assigned), Organic Support 3 81mm mortars, 2 4.2mm mortars, Direct Support 2 155mm howitzers.

Soviet Forces: 1 tank cos., 1 motorized inf. co. (- tank pltn.) Organic Support 3-120mm mortars, Direct Support 6-152mm howitzers.

MISSION:

U.S. to exit units in Gerlafingen off the north map edge. Soviets to prevent this.

DEPLOYMENT:

The U.S. relief force enters from the north map edge on Game-Turn 1. The pocket force may only deploy in Gerlafingen (any hex).

The Soviets deploy anywhere on the map except within 10 hexes of Gerlafingen or within 10 hexes of the north edge of the map.

VICTORY CONDITIONS:

Each side gets 1 point for each vehicle destroyed and the Soviets get 1 point for each U.S. unit left on the board after Game-Turn 30. The U.S. gets 3 points for each unit of the pocket force they exit from the map. (This means that an M-113 with 2 TMs is worth 9 points to exit but only the vehicle itself counts for a point if it is destroyed.)

SPECIAL RULES:

The U.S. priority is to get their *men* out; any means of transport will suffice under the circumstances. Therefore, any U.S. tank may carry 1 TM or TM+. Any TM so transported is attacked on the anti-personnel table as the troops are actually riding on top of the vehicle. The TM is considered destroyed if the tank is killed. Normal indirect fire rules against personnel are still in effect. Also, the Soviets don't have any priority on call hexes at the start of the scenario. Thus, the first turn that the Soviet artillery can hit anything is on Game-Turn 8.

PLAYTEST NOTES

The Soviet Artillery can't hit until Game-Turn 8. If the U.S. is still in the town at this time—its put your head between your legs and kiss your...goodbye. The U.S. gets a lot of points if they can exit units. But always be conscious of your losses.

GAME LENGTH—30 Game-Turns.

SCENARIO 6 [MAP B]

GENERAL SITUATION

The North Koreans violate the armistice at the 38th parallel. They launch an offensive down the Keson corridor for a thrust on Seoul. This scenario shows the North Korean spearhead running into the American holding forces.

TASK ORGANIZATION

U.S. Force: 1 Mech Co. plus an additional 2 Tow Sect. (3 total)

North Korean Forces: 1 Tank Bn/3-100mm; Organic Support-2-122mm, Direct Support-6-152mm

MISSION

North Koreans must exit the south of the map. The U.S. must inflict the maximum amount of casualties.

DEPLOYMENT

U.S. on the Map except for 9 hexes from the North edge. North Koreans enter on Game-Turn 1 from anywhere on the North edge.

VICTORY CONDITIONS

The U.S. gets one point for each North Korean destroyed. The North Korean gets one point for each unit exited from the South edge.

SPECIAL RULES

Ignore all towns—they are clear terrain. All roads are now trails. North Korean organization the same as Soviets.

PLAYTEST NOTES

The North Koreans must exit the map they don't get points for destroying units so bypass all points of resistance if possible and remember to always move south with all possible speed. The U.S. player—just shoot up as many North Koreans as you can.

GAME LENGTH—25 Game-Turns.

SCENARIO 7 [MAPS A AND B]

GENERAL SITUATION

A Soviet Offensive is in progress to the North. G2 has ascertained that the main stockpile of supplies and the communications center for this offensive are located in Feldschlossen and Gerlafingen. The U.S. combined arms task force has been ordered to capture the towns.

TASK ORGANIZATION

U.S. Forces: 1 Armor Co., 1 Mech Co. (9 Dragons to be assigned), 1 Armor Cavalry Plt., 1 TOW sect., Organic Support - 2 Mortar sects., 2 Heavy Mortar sects., Direct Support - 6-155mm

Soviet Forces: 1 Motorized Rifle Co. minus tank plts., 1 Anti-tank Plt., 1 Tank Co., Organic Support - 3-120mm

MISSION

U.S.: to capture Feldschlossen and Gerlafingen without sustaining 50% or greater losses. Soviet: To prevent the loss of the two towns.

DEPLOYMENT

Soviet forces deploy east of Rte 1 (inclusive) U.S. enters from anywhere on west edge of Map A.

VICTORY CONDITIONS

The game ends when either the two towns are captured (This means that the towns are clear of Soviet units and at least one U.S. unit is in each town) or when the U.S. loses 50% of its total tanks and APC's. No points are awarded for destroyed units.

SPECIAL RULES

U.S. can not enter their main force until the armor cavalry plt. spots or is fired on by a Soviet unit. U.S. has one indirect fire phase before the game begins.

GAME LENGTH—Unlimited.

GAME TEST NOTES

U.S. Player has no time limit so he can take his time. Use plenty of smoke to cover open areas. Bypass points of heavy resistance, remember you don't get any points for destroying units. Use your 155mm to suppress points of resistance that you have to travel close to or through, (i.e., the towns on Map A). The Soviets must deploy in depth. Create several kill zones around the key objectives and on the main avenues of approach. Dismounted Infantry in towns armed with RPG-7's are deadly, the BMP's then can be used as regular overwatch units. The reason you don't get anything but organic support is that all of the direct support has been diverted to the north for the offensive.

As most owners of *Firefight* have noticed, there are no rules covering ammunition expenditure in the game. These were not included mainly because it was thought that any such system would require either an excessive amount of paperwork on the part of the players or more counters than the mix allowed for.

For those of you who don't mind a little extra pencil pushing in the interest of authenticity, I remind you that only a small proportion of the weapons-systems presented in the game would run out of ammo in the time span of any of the scenarios. Once the basic load-per-system is known, a chart can easily be made up to keep track of how many rounds a particular weapon has fired, particularly since each unit in the game has an I.D.

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number. The basic loads given are fairly accurate and are only for anti-armor missile/rocket systems as these would be the only ones that would run out of rounds within the time limits of the game. Naturally, any weapon that has expended its basic load can no longer fire that type round as there would be no time for resupply.

UNITED STATES:
LAW—3 rounds per TM; DRAGON—5 rounds per TM+ (assigned as per scenario); TOW (M-150)—14 rounds per vehicle; M-60A2—13 rounds of Shillelagh missiles per tank; M-551 (Sheridan)—10 rounds of Shillelagh missiles per vehicle.

SOVIET UNION:
RPG-7 (assigned as per rules)—6 rounds per TM+; SAGGER (BMP)—5 rounds per APC; SAGGER (manpack)—5 rounds per team; SAGGER(BRDM)—14 rounds per vehicle.

As an added touch, it takes a minimum of 2 Game-Turns to reload a Sagger Missile on a BMP; only 1 round at a time can be on the launch rail mounted above the 73mm gun. The reloading process places restrictions on the BMP. The vehicle may not move, infantry can dismount and the gun may not be fired. The 2 turn reload also applies to the manpack teams. The BRDM mounts 6 missiles in the ready-to-fire position; after that it requires a minimum of 4 turns to reload all 6 missiles. Restrictions on reloading are identical to BMP.

SPI is looking for:

MICROPROCESSOR SOFTWARE/HARDWARE DESIGN CONSULTANTS

The era of commercial, computerized gaming is rapidly dawning over us all. The simple TV games of the present promise to give rise to a new generation of sophisticated, adult games based on microprocessor technology. SPI intends to position itself to take advantage of this new technology. To that end, we are interested in communicating with those among our readers who have expertise in the design and production end of this field. Specifically, we'd like to hear from those of you who:

1. Have designed software for microprocessors (in a professional capacity)
2. Have thorough knowledge of hardware and hardware cost factors.

Naturally we assume any respondant will also be a wargamer, who is thoroughly familiar with the unique problems that might be associated with designing electronic wargames and/or wargame aids. Please write indicating background and specific experience. Any actual consulting work will be performed at a mutually agreeable fee. Write to SPI (at our N.Y.C. address) attention: Jim Dunnigan.

A NOTE FROM THE ERRATA DEPARTMENT

SPI policy has always been to periodically update game rules with errata and to answer whatever game questions might be sent in. This commitment remains unchanged, but circumstances have conspired to slow things down a bit. Not surprisingly, the larger number of game titles in print has caused an increase in the number of game questions. In itself, this would be only a minor difficulty, but there are complicating factors. Although we still try to answer all game questions as quickly as possible, certain games are trouble spots. Generally, these games are either: (1) very complex; (2) relatively old; or (3) designed/developed by people no longer working for SPI. In such cases it is necessary to search out someone familiar enough with the game to have a fair idea as to what a particular rule meant in a particular instance. Failure to find such a suitable oracle means going through the rules in detail, examining files of past game questions, and so on. Needless to say, this is a time-consuming procedure (and in difficult cases may be required just to *understand* the question, let alone answer it). We do make a sincere effort to answer all game questions, and even the unanswered ones are preserved in the perhaps overly optimistic hope that we will someday have enough time to solve the problem. (Of course, we could "make-up" answers, but I doubt this would serve any useful purpose).

If the above has not totally discouraged you, here is the required format. Questions regarding the *rules* (not design) of a game will be answered if accompanied by a stamped, self-addressed envelope. Foreign subscribers should enclose only the self-addressed envelope, as we realize that it may be a bit difficult to purchase U.S. postage when living in the upper reaches of Kafiristan. Whenever possible, questions should be phrased so that they can be answered by a simple yes/no or other one word response. Comments on the game are always welcome...

Concerning errata sheets—they are printed at irregular intervals following the game publication date. We also make additional corrections whenever the game components are reprinted. Also, begining with *S&T* 58, errata for the previous issue game has been included in the magazine. Errata sheets may be obtained free of charge by making a request accompanied by a self-addressed, stamped envelope. Requests (with SASE) for errata not yet published are kept on file, and the errata will be sent when printed.

Please make each inquiry concerning errata and game questions as a separate request. For administrative reasons, it is not possible to include responses to such requests in game orders.

Errata Currently in Preparation (to be published sometime in February): *S&T* 21: Flight of the Goeben; War in Europe.

AS OF JANUARY 15, 1977, THE FOLLOWING ERRATA ARE AVAILABLE

Note: number in parenthesis indicates which issue (if any) of MOVES magazine that errata was included in.

Simulation Series Games

The American Revolution (#9)
The Ardennes Offensive (#9)
Austerlitz (#10)
Breakout and Pursuit (#10)
Dark Ages (#12)
Desert War (#14)
1812 (hex and area versions)
El Alamein
FireFight
Franco-Prussian War
Global War
Grenadier (#12)
La Grande Armee
Lee Moves North (#9)
Leipzig (#14)
The Marne
The Moscow Campaign
Musket & Pike
NATO (#10)
Normandy (#11)
Phalanx
Red Star/White Star (#9)
Rifle & Saber
Sniper! (#23)
Soldiers (#11)
Spitfire
Strategy 1 (#3)
Terrible Swift Sword
War in the East (1st Edition #17)
War in the West
World War II (#16)
World War III

S&T Games

S&T 25: Centurian (#9)
S&T 26: Grunt (#9)
S&T 28: Lost Battles
S&T 29: USN (#9)
S&T 30: Combat Command
S&T 31: Flying Circus
S&T 32: Borodino (#9)
S&T 33: Winter War (#9)
S&T 34: Armageddon (#9)
S&T 35: Year of the Rat (#9)
S&T 36: Destruction of Army Group Center (#9)
S&T 37: Scrimmage (#10)
S&T 38: CA (#10)
S&T 39: Fall of Rome
S&T 40: PanzerArmee Afrika (#14)
S&T 41: Kampfpanzer (#14)
S&T 42: The East is Red (#14)

Quad Games (#29)

Blue & Gray I and II
Island War
Modern Battles I
Napoleon at War
North Africa
Westwall