

READER PARTICIPATION

VERA QUIZ**Forgive Them, for They Know Not What They Do**

by J. Richard Jarvinen

This is admittedly a slightly silly article. But it does underscore the point that we are not all the careful readers we imagine ourselves to be. Take the test (you are allowed to keep your tongue in your cheek while doing so) and find out how little you remember about so recent a game as *Veracruz*. All those who fail will have to take a make-up exam and all those achieving a perfect score will be accused of cheating. —RAS

The following quiz is designed to test your trivia knowledge and tactical play in SPI's latest gem, *Veracruz*. It delves deeply into the dark labyrinths of Bergian lore, a poorly understood and sadly neglected aspect of wargame studies. However, this little test won't solve some of the questions that have plagued wargames for years or even months: e.g., why does Richard Berg have an unnatural affinity for frogs? Is it true that Berg is incapable of winning a game of *TSS*? etc. The focal point of this test will be the game *Veracruz*, designed by Herr Berg, and the test will cover two parts: the first will deal with trivia questions, while the second will test points of analysis and play. All answers can be verified in *S&T 63*, the game rules, on the map itself or can be computed (often with some difficulty) from the various charts and tables. As **this is a closed book test**, you are *not* allowed to peek. Participants caught cheating will be subjected to a seven hour tape of Richard Berg doing one-liners and weak puns.

At the end of the quiz, total your score for both parts and compare the results to the Veracruz Psychological Gaming Profile in which you can compare yourselves to various other inmates lurking about the country. Each numbered question is worth *two* points. In many cases, partial credit is given for incomplete or "close" answers, so make a guess if you don't know the exact answer. Open your blue books and begin. Good luck!

The Trivia Part

1. What are *escopetas*?
2. Of what general is it said his "brains were merely what happened to be left over from the making of his spinal cord?"
3. Name the six Mexican generals portrayed in the game.
4. Name the five American generals
5. Name four generals of brigadier rank.
6. Name as many mountains as you can that are found on the map (there are five).
7. Name as many typos in the rules as you can find (I found three).
8. How can you tell the value on the reverse side of an ineffectiveness chit just by looking at the front side?
9. The background of jungle hexes is green. In what color are the "trees" in the jungle represented?
10. There are at least twenty rivers (counting tributaries) on the game map. How many have names?
11. Name the twelve villages shown on the map.
12. What does the cover of *S&T 63* show?
13. What were the ranks of Robert E. Lee and Ulysses S. Grant during the Mexican War?
14. What medical event of note occurred during the Mexican War?
15. Who was Secretary of War during this period?
16. Who said that Scott's campaign was "unsurpassed in military annals?"
17. How many American casualties occurred during the siege of Veracruz?
18. Name the two American gunboat squadrons.
19. Name the two playtesters listed in the credits.
20. In what area of organization were the Mexicans clearly superior to the Americans?
21. In the *Somers* episode, the crew of the American brig *Somers* daringly sailed into Veracruz harbor and burned the blockade runner *Criolla*. What was unfortunate about this incident?
22. What was one of the unusual spoils of war after the American victory at Cerro Gordo?
23. Who were the "Irish Volunteers?"
24. What did Lee and some friends do with pork grease?
25. What's so important about Collado Beach?
26. What is the average strength of a guerilla unit?
27. What is the average strength of a militia unit?
28. What is so unusual about all American 2-8 infantry units?
29. How many hexes (via National Highway) is it from hex 0142 to Puebla?
30. How many combat factors of American volunteers have arrived prior to the Volunteer Withdrawal Turn (#13)
31. How far is it from Veracruz to Mexico City (as the crow flies — answer in hexes or miles)?
32. How far is it via National Highway?
33. Name the seven objectives for which you receive Victory points.
34. Assuming the Mexican player wishes to heavily defend Veracruz, what is the maximum number of combat strength points he should use to garrison it?
35. Which unit should the Mexican player not leave in Veracruz and why not?
36. What is a good tactic for a unit abandoning Veracruz
37. What is the total number of US combat strength points? Of Mexican combat strength points?
38. What are the chances of a successful guerilla attack against a supply train escorted by two combat strength points?
39. What are the chances of the American receiving neither a supply unit nor a pack animal on any given turn?
40. What is the American's expected number of supplies he will receive for the entire game?
41. What is the expected number of pack animals?
42. What is the average expected loss on the Casualty Table?
43. Assuming all available American artillery factors are used to besiege Veracruz every turn (at General Supply), on what turn will Veracruz fall, assuming average die rolls and no assault attempts?
44. What is the minimum number of hexes that the Mexican player must occupy in order to prevent the American from entering or getting adjacent to Mexico City?
45. How many units does the American have that are capable of reconnaissance? How many Mexican units are capable of reconnaissance?
46. Why should you not use the US Navy battery in an assault against Perote?
47. May the American engineer unit move directly from one enemy ZOC to another if performing reconnaissance?
48. Why should a player (in particular the Mexican) not place a reserve army on a road behind the front line units?
49. What are the five factors that can ultimately affect the final combat result (no, I won't accept the die roll as a valid answer)?
50. Why should Scott attempt to get most of his army at least to Corral Falso by Turn 6?

The Tactical Part

(I know, some *these* seem like trivia questions but at least there is some allusion to tactics somewhere)

The Answers

(don't look 'til you're finished!)

You receive two points for each correct answer unless otherwise stated. Spelling is not particularly important. Give yourself credit if you have what you believe is a valid alternative to the answers listed.

1. Sawed-off Brown Bess muskets (said to be totally useless).
2. Twiggs.
3. Santa Anna, Valencia, Morales, Alvarez, Rangel, Canalizo (Two points for all six correct, one point for any five).
4. Worth, Quitman, Pillow, Twiggs, Patterson (two points for all five, one point for any four — note that Scott does not have a counter).
5. Worth, Twiggs, Morales, Rangel (two points for all four, one point for any three).
6. Gofre de Perote (1221), Mt. Orizaba (1923, 2023), unnamed (1832), Mt. Ixaccihuatl (1841), Mt. Popocatepetl (2141, 2142). (Two points for any three, one point for any two).
7. Rule 4.0 B.2 states "reinforcements are placed in a controlled *Fort* hex;" should be "*Port* hex." Rule 11.4 states "supply to road hexes 0142, 0531, and 2751;" should be hex 0351. Rule 13.12 refers to case 16.13; should refer to 13.13.
8. The sequence of Combat Effectiveness is 5, 10, 15, 20, 25, 33. The reverse side of a given chit is always the next highest number in sequence, except for 33 in which it is 5, completing the circle.
9. Green (any shade of green acceptable).
10. None.
11. Puente National, Plan del Rio, Cerro Gordo, Corral Falso, San Martin, La Joya, Las Vigas, Cruz Blanca, Nopalucan, Piedro Negras, Rio Frio, Ayotla. (Two points for seven or more, one point for five or six).
12. Elements of the 8th and 5th US Infantry Regiments storming the *tete de pont* at Churubusco (one point for saying American assault on Mexican position).
13. They were Lieutenants (one point for each, but give yourself one point if you said Lee was a captain — the source is contradictory or else he was promoted during campaign).
14. First successful use of anesthesia.
15. William Marcy.
16. The Duke of Wellington (or Arthur Wellesley).
17. In the rules, it states under fifty; in the article, it states sixty-eight. Give yourself two points if you guess within 45-73 (inclusive); one point for range 35-44 or 74-83.
18. Ohio and Mosquito Flotilla.
19. Gould and Zombeck (one point for each).
20. Uniforms (*far* superior, states the article).
21. The *Criolla* was an American spy ship.
22. Santa Anna's wooden leg (one point for Santa Anna's personal treasure).
23. The San Patricio Battalion, composed of U.S. deserters.
24. They covered themselves with the revolting stuff in order to get rid of their sand fleas.
25. It was where Scott conducted his initial invasion.
26. 1.5 (6 units totalling 9 strength points — two points awarded if $\pm .1$; one point if $\pm .2$).
27. .96 (25 units totalling 24 points — two points if $\pm .05$; one point if $\pm .10$).
28. They are all volunteer units.
29. 35 (one point if ± 2).
30. 22 (one point if ± 2).
31. 43 hexes or 215 miles (two points if ± 1 hex or 5 miles; one point if ± 3 hexes or 15 miles).
32. 59 hexes or 295 miles (two points if ± 1 hex or 5 miles; one point if ± 3 hexes or 15 miles).
33. Mexico City, Puebla, Veracruz, Puente, Jalapa, Orizaba, Alvarado (two points for all six; one point for any five).
34. 7 (but also accept 6). With 7 combat strength points it is impossible for the Americans to assault at 3-1 (even with the third turn reinforcements). With 8 points, the Americans can still get a 2-1, so the extra point is wasted. I personally prefer using 6 strength points as a 3-1 if prevented until turn 3. But even then, it is unlikely that the American will chance a costly assault, and thus will have to settle for a potentially long and drawn out siege.
35. The VCM unit. From question 34 we have shown that you have at least one extra unit in Veracruz. As the VCM unit is the only unit that is eliminated if the garrison surrenders, it is the obvious choice to be the first one to leave Veracruz.
36. My favorite tactic is to use the VCM to destroy the pack animal on 2406 (one point if you used it as a delay unit).
37. Americans — 107; Mexicans — 114 (one point each, ± 5).
38. 38.9% (two points $\pm 4\%$; one point $\pm 9\%$). The other odds work out to: 1 escorting factor — 52.8%; 3 factors — 25.0%; 4 — 11.1%; 5 — 2.8%; 6+ — 0%.
39. 22.2% (two points $\pm 3\%$; one point $\pm 8\%$).
40. 23.83 (two points ± 2 ; one point ± 7). Don't forget to add on the initial 3 supplies!
41. 13.5 (I suppose you think this is a half-assed question!) two points ± 1.5 ; one point ± 3 .
42. A surprisingly low 9.6% (two points ± 2 ; one point ± 5) The actual loss probability on the CRT is 2.09,

whereas a 2.50 average would be expected, assuming "normal" combat results.

43. Turn 7 (two points for 6 or 7; one point for 5 or 8). By turn 6, the expected loss from the Siege Bombardment Table is 9.67 (almost there) and by turn 7 it reaches 11.8. If you were to supply all bombardments, you can expect Veracruz to fall by turn 5, but it doesn't seem worth those valuable supplies to gain only two turns.
44. 4 hexes (one possibility is 1050, 1149, 1547, and 1649). And guess what? There are only four fortification counters!
45. Americans — 1; Mexicans — 5.
46. Because it would be illegal! The navy battery may not enter rough terrain under any circumstances.
47. No. Rule 14.32 clearly states that it may not.
48. If the front line units are retreated through the reserve army, the reserves are then demoralized (a very nasty rule!).
49. Leadership, terrain, supply, organization, BNM, and possibly demoralization, but then you ignore BNM; (two points for all five; one point for any four).
50. In order to get west of the Yellow Fever Line and minimize attrition from disease.

The Veracruz Psychological Gaming Profile Chart

Having waded through the previous fifty questions, you are now ready to evaluate your test results. Total your score for each part of the test (fifty maximum for each part) and give yourself a grade according to the following table:

43-50 points	= A
30-42 points	= B
0-29 points	= C

The two test results are now paired together and compared to the profile chart. For example, if you received a 44 on the trivia part and a 41 on the tactics part, your profile would be A/B. Find the A/B pair on the chart to find out how you fit into the rest of the gaming world. I admit I have taken some liberties with the chart as not all of my sample tests were returned (actually, none were returned). However, based on past experience, careful scrutiny of players' games, and some divine guidance, I placed some of the more well-known wargaming figures in appropriate places in the chart. Complaints, discrepancies, and the like should be immediately forwarded to Richard Berg, in care of SPI.

Trivia /Tactics Comments

A/A	Supergamer! Actually, if you got this result, you undoubtedly made a mistake in computing your score. Go back and read the directions again.
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- B/A "The game's the thing" to the person receiving this result. Names that come to mind for this category are Redmond Simonsen and others who are mostly concerned with play, while the background (trivia, if you will) is of lesser, although still considerable import.
- C/A A strange result, to say the least. You're undoubtedly a math freak who couldn't care less if the battlefield was on the Russian steppes or

the plains of Mars. No names, please, but you people know who you are.

- A/B Another nice result. Have a cookie.
- B/B Not perfect, but still respectable. Well-rounded players (figuratively, of course — hmm... that still doesn't sound right), slip very nicely into this slot.
- C/B If you find yourself here, you forgot to read the article in S&T.

At least you paid attention to the rules. Unfortunately I could find no one who would admit to this result.

- A/C Truly a class by itself! And who else would you expect to find here but Richard Berg (*ars gratia artis*).
- B/C Another easy one to categorize. This has to be me. I never was very good at taking tests.
- C/C You actually admit it? Let me tell you about this nice little game SPI published several years back entitled *Scrimmage...*

CONVENTIONS Up and Coming

The following is a list of some of the conventions scheduled to be held in the upcoming year, including place, name of convention, and whom to contact for further information.

January 7-8

WINTER FANTASY, Lake Geneva, Wisconsin. *Contact:* TSR Hobbies, Inc., P.O. Box 756, Lake Geneva Wisconsin 53147.

January 13-15

MITSGS WINTERCON VI, Cambridge, Massachusetts. *Contact:* Paul Bean, 13 Grove, Apt. 7, Boston, Massachusetts 02114.

January 13-15

Return of ORCCON, California State University at Fullerton. *Contact:* James John Myers, 13718 Norbeck Dr., La Mirada, California 90368.

January 20-22

WINTER WAR V, University of Illinois, Urbana. *Contact:* Tony Svajlenka, 2020 N. Mattis, #201M, Champaign, Illinois 61820.

January 27-29

WAR CON IV, Texas A&M University. *Contact:* Jerry Ruhland, 6303 Reiger, Dallas, Texas 75214.

February 10-12

GENCON SOUTH, Jacksonville, Florida. *Contact:* Carl Smith, 5333 Santa Monica Blvd., Jacksonville Florida 32206.

February 18-20

DUNDRACON III, Oakland, California. *Contact:* c/o Dundracon III, 386 Alcatraz Ave., Oakland, California 94618.

March 10-12

TEXCON, Stehen F. Austin Hotel, Austin, Texas. *Contact:* Dan Kagan, Austin Brigade of the Republic of Texas (ABRPT), P.O. Box 12385, Austin, Texas 78711.

March 30-April 2

AGGIECON IX, College Station, Texas. *Contact:* Sven Knudson, Charman AggieCon IX, MSC, Texas A&M University, P.O. Box 5718, College Station, Texas 77844.

July 14-16

ORIGINS IV, Ann Arbor, Michigan (organized by Metro Detroit Gamers). *Contact:* Al Slisinger, 19941 Joan, Detroit, Michigan 48205.

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WAR OF THE RING

based on J.R.R. TOLKIEN'S

THE LORD OF THE RINGS

War of the Ring recreates all of the excitement of Tolkien's renowned masterpiece. It begins with the formation of the Fellowship of the Ring at Rivendell, where the Council of Elrond determines that Frodo Baggins, the Ringbearer, and his companions must travel to Mordor, the lair of Sauron, the Dark Lord. They must make their way, avoiding Sauron's servants — the nine dreaded Nazgul, vast armies of orcs, trolls and various evil figures to destroy the One Ring.

Combat takes place on two levels: individual combat, which is carried out through the use of the individual capabilities on the character cards; and army combat, which allows players to engage in pitched battles and sieges. The two section, 33" x 34" map covers the area from the Northern Wastes to Far Harad. The 400 playing pieces represent the individual characters as well as such armed forces as the Riders of Rohan and the Orc armies of both Sauron and Saruman. Also included are 112 player cards which cover many of the events and special regalia, such as palantirs and elvish blades, that are found throughout the story. Though basically a two-player game, *War of the Ring* contains a scenario for an active Saruman player. Every major event of the novel — and many minor ones — are re-created in a fast moving, exciting game that is fun for the entire family.



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