Firefight

SCENARIO 10 (Map A and B)

GENERAL SITUATION
A large force of Russian paratroops has been ordered to capture a new American code book by a surprise attack. The plan is to land close to the HQ, get the code book and then try to hold out until a back up force can reach them and get them out.

TASK ORGANISATION
Soviet Forces: 4 TM, 15 TM+, 2 MG, 2 SPG9, 2 Sagger.
U.S. Forces: 17 TM+, 1 M150, 1 VehX, 4 M113, 5 M60A1, (4 Dragons to be assigned).

MISSION
Soviet Player: Capture the codebook and take it off the Eastern map edge.
U.S. Player: Prevent a Soviet victory.

DEPLOYMENT
Soviet forces parachute down anywhere on either map. U.S. forces come on anywhere on either map West of Hwy 1, but he must put at least 4 TM+ on the Mittehohe Hill and 5 TM+ and the Veh X on Feldschlossen.

REINFORCEMENTS
Soviet only: 12 T-62. 2 BMP, 4 TM+ on game-turn 2. They come on anywhere along the eastern map edge, the TM+s may be mounted in the BMPs.

VICTORY CONDITIONS
The Soviet player must capture the code book (see special rules) and get it off the eastern map edge. The U.S. player must prevent this (by destroying all Soviet units). Whoever succeeds wins the game. There is no time limit to the game.

SPECIAL RULES
Vehicle X represents an immobile command post. At the start of the game the code book is in its hex. To get the code book a unit must be in the same hex as Veh X for one whole turn. If a unit takes the code book and is then destroyed another unit can get the code book by staying in the hex in which the unit was destroyed for one whole turn. For game purposes the code book is totally indestructible. The U.S. player may not take the code book off the map (it would make it too easy for him to win if he could).

The Soviet paratroops (the force that the Soviet player starts with) can land anywhere on either

map. For each unit roll a die. If it is a one, two or three the unit lands in the desired hex, if it is a 4 or 5 it scatters one hex and if it is a 6 it scatters two hexes. Roll another die for direction. If a unit lands on a forest or town hex it takes an anti-personnel attack with an attack rating of 4 to simulate the dangers of landing in this sort of terrain.

U.S. units may shoot at the paratroops as they come down. Each U.S. unit may fire once. Calculate range as normal but subtract three from the attack rating to show the difficulty of hitting an aerial target. Obviously terrain has no effect as the paratroops are above it. Any suppressions caused by U.S. units or landing in rough terrain last through the first game turn.

SCENARIO NOTES
This is a very bloody scenario and the Soviet player must be prepared to take heavy losses in his initial paratroop attack. His aim must be to take Feldschlossen as soon as possible and then just stay there. Taking Mittehohe would be nice but should not be tried if it is unnecessary. In a surprise attack of this sort indirect fire doesn't come in so both sides must attack strong positions with on-map forces. The SPG9s and Saggers are very important, by destroying the M60A1s and especially the M150 the Soviet back-up will be more likely to get through quickly. Using TM+s with their RPG7s against the M60s can be tempting but doing that would deplete the force trying to take Feldschlossen. The U.S. player must look after the MI50 and defend it with infantry, it has no anti-personnel capability itself. Putting a strong force in Versbach would optimise the M60s gun effect and possibly make the T-62s come on further South, and it will take them longer to reach the paratroops at Feldschlossen. Asbachhohe is good as a defensive position but Hill 505 is probably best for the M150, giving it an excellent field of fire.

To prevent the U.S. player from putting everything around Feldschlossen which makes an interesting game boring you can rule that only 3 units (apart from the mandatory ones) can set up on Map B. If, however, you find that the Soviet player is finding it too easy give the U.S. player some reinforcements on game turn 20, say 4 M60A1s entering on hex 2102 on Map B.

Napoleon's Last Battles

SUGGESTED RULES AMENDMENTS
By ANDREW FINKEL

S&T 67's Games Rating rate **Napoleon's Last Battles** at 7.6, in my view, justifiably so. But with the clarification of a few minor bugs in the rules and one or two alterations, I feel that the game could be even better.

In the Folio game **Ligny**, the French win if they demoralise the Prussians and their losses do not exceed 35 strength points, but the rules don't say whether these two conditions must be satisfied simultaneously or at the end of the game; i.e. can a demoralised Prussian army win the game by destroying 35 French SP subsequent to their own demoralisation? The rules don't indicate an answer one way or the other. Also, no demoralisation level is given for the French, which makes the optional rule whereby a repulse of the Imperial Guard lowers the demoralisation level a dead letter.

Ligny differs from the Campaign game in that all three Prussian corps can attack, while only two can in the Campaign. This means that the outcome of the lst day of the campaign is radically different to that of **Ligny**, yet the only difference in the rules is the absence of leaders in the Folio. It is arguable that Blucher was able to control more than half his army, and that a leadership value of "2" out of 4 corps is niggardly. I do not accept the implied corollary that if Blucher, the only Prussian Commander, were to be killed, his army would be totally hors de combat. After all, his chief of staff, von Gneisenau, did adequate jobs in rallying the army during the retreat from Ligny while Blucher was still unconscious after falling off his horse.

I suggest the following answers to the above problems:-

a) Give the French in **Ligny** a demoralisation level of 55.

b) The victory conditions in **Ligny** should be viewed at the end of the game, not at the instant of Prussian demoralisation.

c) In the campaign game, give the Prussians an extra leader, a (1)—10, von Gneisenau. He acts as a normal Commander except as stated below.

i) He must be able to trace a command radius of 5 hexes to Blucher in order to function as a leader. If he can do so, treat him as a normal Commander.

ii) If Blucher is killed, treat von Gneisenau as a normal commander in all respects.

Von Gneisenau starts the campaign game anywhere within 5 hexes of Blucher.

Two other minor points:-

a) I would favour allowing commanders to rally units whose officer has been killed, subject to normal rules on rallying.

b) I would allow the cavalry retreat-before-combat optional rule to be used in the Folio games.