

RELATIVE RANGE

A Periodic Newsletter Dedicated to Avalon Hill's Up Front™

Note: Only issues 1–10 have been converted to electronic format at this point.

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Interested parties may want to know that the paper publication was compiled entirely in WordPerfect for Windows 6.0a and printed on a Hewlett-Packard 4L printer. Enjoy...

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Hope for the Italians

Rules Modifications

by Don Hawthorne

Bad jokes and racist claims to the contrary, the Italians in WWII were just not this bad at the tactical level. The "poor Leadership" referred to in the Desert War rules occurred in the Upper echelons of command, mostly due to disparities in living conditions between officers and enlisted men (Captains and above lived like kings; Sergeants and below lived like animals). One side-effect resulting from this was that non-coms and line troops related pretty well to one another, and once committed to the sort of missions Up Front simulates, they could be relied upon to support their comrades with far more effectiveness than the rules credit them with.

My objections to the Italian and French Rules were ignored by AH, so I'll repeat them ("The Deadly French?!" contains my modifications to that nationality). Basically, I feel that any one of the disabilities they heaped on the Italians would have been sufficient handicap; using all of them cripples the Italians and makes them utterly dependent on the luck of the draw.

1. Basic Squad Composition. Substitute Sgt. Capone (Italian Personality Card 21) for Sgt. Ferraro as the basic Italian SL. He is still considered to be the leader for Elite Italian forces. Use Sgt. Ferraro and Cpl. Farrio (Italian Personality Card 22) only for Italian second-line units. Adjust the point differences for DYO purposes accordingly.
2. Rule 50.3. Delete this rule entirely. Come on, they have no firepower at Range One already; they need this grief, too? It's just not very realistic.
3. Rule 50.4. The Italian squad breaks at exactly 50 percent casualties (the same as the French), or nine out of eighteen men in the typical scenario.
4. Rule 50.41. Delete "(even with a Hero)" from Rule 50.41. Surrendered Groups may Rally a man with the use of a Hero Card, and may then play Rally cards on that group normally. Otherwise, all other Surrender Restrictions apply.

5. Rule 50.42. This rule makes no sense, as it suddenly makes the Italians twice as good against the Russians as they are against anyone else. After "Consequently...", change this rule to read: "the Surrender and exactly 50% Broken Squad rule do not apply in scenarios vs Russians." Delete the part about increasing the Italian infantry Panic values; AH should have done that at the printers.

These revisions change the Italians from possible threat to worthy opponent. They're still an underdog, but at least they aren't a dead dog.

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Outside the Lines

Increasing the Value of UP FRONT

by Michael P. Nagel

As I write this article, I must admit that I feel rather odd -- and for a single reason. The first time I played UP FRONT, five or six years ago, I absolutely hated it. It just seemed too silly.

Paraphrasing Mr. Allen in his designer's notes, I was looking for that omnipotent mage who was tossing terrain in front of my own and my opponent's groups. Where was the board? Where were the dice? This was no game! At the time, my idea of a wargame included numbered hexes, thousands of counters and a D-Elim combat results table.

It's truly amazing just how much a person can grow in five years, especially when they get into the right crowd. After graduating from college, I wandered aimlessly (gamelessly?), until a strategically placed ad in the Opponents Wanted column of this the GENERAL got me involved in the founding of the Eastern Pennsylvania Gaming Society. About a year later he came along, bearing two boxes and an evil cackle.

The first box contained a simple ancient period combat game: ANCIENTS (at the time by Good Industries, but since republished by 3W). The game could be taught in about 15 minutes and played in an hour. What a concept! This is how games should be designed: simple enough to play, but with just enough chrome to learn something from the experience (and thanks to Avalon Hill's Smithsonian/American History series, this type of game is gaining popularity again!).

Then he pulled out the other box. "This is a neat game," he said. "Lots of chrome, but you don't have to use it all at once. as it uses Programmed Instruction." "Oh, no. Not UP FRONT! What a stooopid game! It makes no sense," said I. This tete-a-tete went on for a couple of months.

Needless to say, I finally gave in. Now I'm practically obsessed. Once I realized that terrain wasn't dropping from the skies, but my squad was actively looking for it, a l :

Private Smith: Look Sarge, there're some sturdy

buildings over there!

Sergeant Burnette: You've good eyes Private, but not good enough to see the medium machinegun on that hill, and you don't have the brains to realize that we have to leave the cover of these woods to get there!

my opinion shifted 180 degrees. The game is awesome, it's fantastic, it's amazing, it's...well...UP FRONT.

I often wonder if Messrs. Allen and Greenwood had the foresight to see just how popular this game would become when they gave it its title. When last I checked, it has been rivalling ADVANCED SQUAD LEADER for the top spot in the "So that's what you've been playing..." listing. It is now, almost literally, UP FRONT.

Now before I begin to froth at the mouth in my exaltations, let me shift gears, and get to the reason I'm putting this article together. After getting hooked, I scrambled through all the issues of THE GENERAL I could get my hands on, in search of any and all articles concerning the game, primarily looking for new and different scenarios. After recently getting pasted six games in a row (by a different "friend", by the way), I reread those articles for a different reason! When done, I realized that there were two topics conspicuously missing. One of them concerned actual scenario design (even though there are several excellent scenarios in past issues) which I will deal with a little later in this article.

The other subject is one which not only deals with UP FRONT, but also affects all games across the industry. That issue is cost effectiveness. Please excuse me while I brush off my soap box...

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Bailey Bridge Crossing

A 2-Player Scenario

by Michael P. Nagel

This scenario simulates the inherent difficulty -- not to say the danger -- in attempting to cross a Bailey Bridge while under enemy fire. These floatation bridges offered very little cover and were quite fragile. A lucky artillery hit would tear them apart, ruining what could have been days of work by a platoon of engineers.

Special Bridge Rules:

1. Remove the two Stream cards from the deck and place them in front of any squad during setup, one in front of the other. These cards represent the bridge being crossed, and are considered to be at Range chit one, two, or three, as defined in the setup.
2. Any personalities which are to be advanced to the same Range chit where the bridge is located must first be moved to the group marker where the bridge has been placed. It is possible to have more than one group of personalities at a single group marker, provided that they are at different Range chits (one following the other). Individual troop transfers onto the bridge are not possible!
3. Two Movement cards will need to be played on the crossing group before they can play another terrain card or attempt to Entrench, and a Squad Leader or Assistant Squad Leader will need to be part of the crossing group. When the first Movement card is played (in order to move onto the bridge) a Morale check will have to be made by the Squad Leader or Assistant Squad Leader (use the Squad Leader if both are in a single crossing group) in the squad attempting to cross. If a Pin result occurs, the squad will not cross (discard the Movement card). A Hero card will automatically allow the squad to advance without a Morale check (a Movement card will still be needed). The first Movement card will still gain the benefit of any terrain being exited. If the Squad Leader or Assistant Squad Leader is routed or killed while on the bridge, the squad may still advance. If they retreat off the bridge, they will need another Squad Leader or Assistant Squad Leader before entering the bridge again. Note that armored vehicles need

not make Morale checks in order to cross, and infantry guns may not cross at all.

4. Once on the bridge, all Morale values are considered to be one less than those printed on the personality cards. Also, all Concealment cards provide minus one protection, regardless of their printed modifier (these modifiers only affect the squad on the bridge).

5. A maximum of six personality cards or a single vehicle may occupy the bridge at any one time. Once a group has advanced past the bridges' Range chit, another group may move onto the bridge immediately, using the process described above.

6. No Flanking fire or sideways movement is available to units on the bridge, although they may be Flanked (or even Encircled, if it ever comes to that).

7. No terrain can be played on opposing squads during setup.

8. If a Radio card is used to call an Artillery strike on units on the bridge, a hit result of a black six results in the bridge being "holed" (rotate one of the Stream cards to represent this). In order for a surviving future squad to advance off the bridge, it will need to be repaired. This can be done by drawing a black one random number as a sole action of the group on the bridge. A squad may retreat off the bridge normally. A broken bridge may only be repaired by the squad which is occupying it.

Scenario Setup:

(Design-your-own setup: attacker: 310pts / defender: 250pts)

Attacker sets up and moves first. Number of Decks: Three

Discards: Remove all Gully and Pillbox cards as they are discarded unused or as a random number/position draw.

Cower Cards: Marsh and Minefields

Bridge Location: Range chit Three

American personalities: 1-12, 28 (Elite)

German personalities: 1-10 & Radio

Victory Conditions: Attacker must get four personality cards at Range chit four in terrain which reduces fire attack effectiveness, or defender is considered the winner.

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Find der Führer

A 2-Player Scenario

by Michael P. Nagel

Adolf and Eva have stepped out of the Reichschancellery for a smoke and have disappeared! A scouting report shows that the Russians are coming! In this scenario, a group of SS must find der Führer before he is captured by a Russian Guards unit and taken back to visit Jojo. Note that this scenario doesn't necessarily need to be a search for Hitler. Monty or Patton may suit just as well, provided that you'd want to find them...

Special Scenario Rules:

1. All woods cards are considered to be Buildings cards in all respects, with the same terrain modifiers.
2. Streams are considered to be heavy debris, resulting from saturation bombardment. This debris behaves like Streams in all respects.
3. The defender gets one additional unnamed personality card (der Führer) and places it to one side of the playing area. Once this card is brought into play, its firepower value may not be used when controlled by the defending or attacking player.
4. In order to search for der Führer, a group must first occupy a Buildings (or Woods as described above) card.
5. A search may be undertaken as a single action by a group. In order for the search to be successful, a random number must be drawn whose value is six less than the current range chit of the searching group (ie: a red six at Range chit zero, a red five at Range chit one, etc...). Once located, der Führer is placed with the locating group and treated as a prisoner in virtually all respects, exceptions noted below.
6. Once der Führer has been found by a group, he can be captured by an opposing group through infiltration and the destruction of the controlling group in close combat. If the controlling group is destroyed through gunfire, der Führer will

disappear, and the search process will begin again. der Führer is immune to gun fire (at least he thinks he is!) and is never killed or routed. Do not include him as a target when the controlling group is fired upon.

7. An immediate victory can be obtained by the capturing group if they can retrograde past Range chit zero before breaking. If neither side breaks or if der Führer can't be removed from the play area before the third deck is played, victory points should be awarded for aggressive action.

8. Each side will receive one Random Reinforcement during the course of the game, equal to 100 points of "Design-Your-Own" Elite troops. If these personalities don't arrive by the end of the second deck, they are automatically available on each player's first turn after the third deck has been shuffled.

Scenario Setup:

(Design-your-own setup: 300pts for each player, Elite vs. Elite)

Defender sets up first and the attacker moves first.
Number of Decks: Three

Discards: Remove all Gully and Hill cards as they are discarded unused or as a random number/position draw.

Cower Cards: Marsh, Minefields and Pillbox

Russian personalities: 1-15
German personalities: 1-10

Victory Conditions: Attacker or defender must find der Führer and return him to safety, or break the opposing squad. Failing this, victory points are awarded for aggressive action. Also, award an additional victory point per personality card to the side which controls der Führer at the end of the game.

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Force: Nine
A 2-Player Scenario
by Michael P. Nagel

This scenario is designed to simulate all those great commando movies and television shows. It depicts a group of elite fighters attempting to infiltrate a compound in order to steal or destroy some vital piece of equipment or information, thus setting the war back a few years for the enemy -- before they can use it to tip the balance of power.

Special Scenario Rules:

1. The attackers are considered Elite units and the defenders Second Line units (security guards).
2. All Night scenario rules are in effect.
3. All defending personalities have the close combat values, armed and unarmed, decreased by one (to a minimum of one).
4. The defender should determine in which building the target for theft or destruction is being housed. Unless both players decide that that information should remain hidden (an extra challenge for the attackers!) the attacker will know which group must be infiltrated.
5. The defenders may not move or attack until they spot the enemy or are fired upon (including Star Shells). Once the enemy has been spotted, the defenders still may not move forward (change Range chits) until the item has been discovered, or they draw a zero (regardless of color) as a sole action for a group. They may make individual troop transfers, however no defending group may be reduced to less than two personalities. Note that the Demolition charge will not attack friendly infiltrators in this scenario!
6. Once a number of Elite troops have infiltrated the appropriate enemy position, they will have to search for the object in question. It can be found by drawing a zero (regardless of color) plus one for each infiltrated personality, as a sole action for the group. In other words: any color zero for one man, red zero through black one for two men, red zero through black two for three men, etc... If the infiltrating group manages to destroy the

defending group in close combat, the item can be automatically retrieved as a sole action for the victorious group. Also, until the item is found, the attacker may not use the Demolition Charge.

7. When the object is found, it is considered a secondary weapon in all respects, and should be assigned to a single personality. If that personality is killed, it must be recovered. To add a little extra challenge to the defender, the item may be secretly assigned to a personality. Watch your opponent sweat as you start those individual group transfers!

8. The attacking group will never break!

9. During setup, the defender must set up in at least three groups and may start these groups in the first three Buildings cards randomly drawn from the action deck. If these Buildings are vacated, they are discarded from the game. Also, the defender may not place initial terrain on the attacker.

Scenario Setup:

Defender sets up first and the attacker moves first.

Number of decks: Three

Discards: Remove all Buildings cards as they are discarded or as a random number/position draw.

Cower Cards: Marsh, Minefields (for the attacker only!) and Pillbox

British personalities: 1-10 (Elite) & Demolition Charge

German personalities: 300 Second Line Design-Your-Own

Victory Conditions: In order to win, the attacker must infiltrate a target group and locate the mission objective. The attacker must then retrograde the item past Range chit zero.

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Fuel Shortage

A 2-Player Scenario

by Michael P. Nagel

In the movie "Patton", the illustrious general's supply of gasoline is curtailed for use by other assets. As a result, several of his tanks are left immobilized, where they are jumped by German soldiers and forced to fight hand to hand. This scenario involves the tribulations of one of these tanks.

Special Scenario Rules:

1. The tank begins the game Immobilized, and suffers all detriments associated with this situation.
2. In order to simulate the difficulty involved in manually cranking a turret around to bear on a target, subtract the Relative Range from the To Hit value of the tank's main gun. Also, to reflect the fatigue involved in this task, additionally subtract the deck number from the To Hit value.
3. Optionally, if both sides agree, ignore any machine gun values on the tank card. Playtest shows that this will significantly balance out the scenario for the attackers.
4. The defenders will never panic or route from the battlefield. They may only be killed. The attackers can only win the scenario by destroying the tank.

Scenario Setup:

(Design-your-own setup: Defender: 225pts + AFV 500pts / Attacker: 300pts)

Defender sets up first and the attacker moves first.
Number of Decks: Four

Discards: Remove all Buildings cards as they are discarded or as a random number/position draw.

Cover Cards: Marsh, Minefields, pillbox

American personalities: 3, 4, 5, 7, 9, 17, 18, 20, 36

German personalities: 1-10, 17, 18, 21, 22, Demolition Charge, Panzerfaust

Victory Conditions: Attacker must destroy the tank by the end of the last deck. Any other result is considered a victory by the defenders.

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The Deadly French?! **Rules Modifications** **by Don Hawthorne**

Deadly? A six-card hand with a one card discard? You're afraid of that? Well, here's one plan. The French set up in at least three groups, regardless of scenario. Two are small two-man maneuver groups, one of which contains the (expendable) SL. The third is a huge firebase with all the highest morale PCs (and the French have very good morale, on average).

The two maneuver groups play movement cards (sideways, usually) or smoke cards or just any garbage while the firebase shoots or performs worthwhile missions. Except for the LMG, arguably the best uncrewed weapon in the game, all the French have rifles (thus no wasted Machine Pistol firepower at long ranges) and they can shoot at RR 1. With the use of the German side of split-action cards, the French can usually rid themselves of half their hand every other turn or so, and as we all know, "card-flow" is the key to Up Front. Okay, maybe this is a self-serving exploitation of the rules; is anybody in their right mind going to ignore it?

All this makes French Line Troops slightly better than American Green Troops, and elite French Legionnaires better than elite American Paratroops. The second notion I'd be willing to entertain for argument, but as to the first; no way. Following are rules for modelling the French more accurately.

1. Basic Squad Composition. Substitute Sgt. Petrou (French Personality Card 21) for Sgt. Villeneuve as the basic French SL. He is still considered to be the leader for Elite French forces. Use Sgt. Villeneuve and Cpl. Goreux (French Personality Card 22) only for French second-line units. As with the Italians, Adjust the point differences for DYO purposes accordingly.
2. Rule 51.1. French Line Troops have a Five-card hand with a one-card discard on pass turns.
3. Rule 51.2. The French use the American side of any split-action cards, not the German. This gives them the paucity of Movement cards under which

the American player labors as well; a far more realistic simulation of "the outmoded French tactical doctrine emphasizing static defense and discouragement of individual initiative."

These rules give a much more realistic picture of the French in WWII. It doesn't cripple them, but it does keep them from slaughtering their German(!) opponents. If the French had been this good in 1940, an entire gaming industry might never have been born.

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Night Jungle Assault

A 2-Player Scenario

by Anthony Toglia

Date: September, 1942

Place: A ridge near Henderson Airfield, Guadacanal

American marines have successfully assaulted Japanese positions on a ridge near Henderson airfield on Guadacanal. Intelligence indicates a strong Japanese buildup in the immediate area aimed at pushing the marines back off the ridge.

The Marine's is job is to hurriedly prepare entrenchments in order to survive through the night.

The Japanese must rely on stealth through the jungle at night as they approach the American positions for the final assault.

Special Scenario Rules:

1. All Jungle and Night Rules apply.
2. Each side should secretly determine their initial setup by either placing some kind of a barrier between the players or marking the setups initially on paper.

Scenario Setup:

Both sides use Hidden Setup; Japanese move first.

Number of Decks: Four

Discards: None

Cower Cards: The Pillbox is a cower card for both sides. Minefields are cower cards for the Japanese player only.

Japanese personalities: 1-14,22,27, DC

American personalities: 3-5, 7-9, 11, 12, 15,21,42,43

Victory Conditions: The Japanese must have five unpinned personality cards at Range Chit Five in a single, uninfiltrated group. The Americans must avoid the Japanese victory conditions.

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Up Front Article Index

A Semi-Complete Listing of Published Articles

compiled by Michael P. Nagel

The following is a listing of articles of all sorts which I have compiled from as many different sources as possible. Although it is fairly extensive, it is not exhaustive as there are, invariably, several articles which have slipped through the cracks. I urge readers to send me the details on any articles that they've read which aren't on the list so that it will become as complete as possible. As new material comes to light, the list will be updated and republished. The list is sorted by publication and includes the title, author, issue, and page information; sorted by date of publication.

from THE GENERAL

Playing Your Cards Upfront, Don Greenwood	
Up Front by the Numbers, Jim Burnett	
2nd Edition Up Front, Don Greenwood	#21-1, pg 5
Return to the Front, Jim Burnett & Ron Whaley	#21-1, pg 15
On All Fronts, Jim Burnett	#21-1, pg 23
Moving Up Front, Rex A. Martin	#22-2, pg 5
Up Front with Sgt. Rock, Steve Harvester	#22-3, pg 31
Up on the African Front, Steve Harvester	#23-2, pg 29
Cold Front, Jim Burnett	#25-3, pg 41
501 City-Fight-in-Four, Marcus Watney	#25-6, pg 35
The Long Campaign, Michael Hall & Gradie	#26-2, pg 49
Frederick	#26-5, pg 6
Odd Man In, Jay Kaufman	#26-5, pg 13
Up Front: A Decade of Shuffling Along, Don Hawthorne	#26-5, pg 29
Up Front Scenarios, G. Kettler, J. Murphy, M. Reed	#28-3, pg 37
Spiders in the Grass, Don Hawthorne	#28-4, pg 34
Tough Old Gut, Don Hawthorne	#28-5, pg 48
	#28-6, pg 47

from FIRE & MOVEMENT

Three Decks of Many Things, Michael Urtis	
---	--

from BATTLEPLAN

Ortona, The Western Stalingrad, Keith Martens	
---	--

from CANADIAN WARGAMERS JOURNAL

Bir Hacheim, Keith Martens	
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from Unknown Source

Flamethrower Defense Scenario, Andrew Fischer	pg 6
---	------

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Trying to be Up Front
A Letter from the Editor
by Michael P. Nagel

The primary bent of this letter to you all is to let you know how to send submissions to this newsletter to keep it cranking along at a pleasant -- and hopefully timely -- clip. I must admit that I do find it rather difficult to keep from taking advantage of this public forum to rant on about what a great game Up Front is. We already know that... With luck, this whole process will make the game even more enjoyable by providing a dedicated outlet to for the talents and imaginations of the members of our peculiar cult. And it is a cult!

Consider, brethren, the parallels between this following and the unique populations of airports and busy city street-corners. For the most part, we're shunned by the hex-mongering, chart-busting, dice-throwing populace of "normal" wargaming. "Pfffft...they're playing that card game again." Occasionally, however, some curious soul hangs over the table a bit too long, or asks just the right question -- at which point the trap is set and it's just a question of drawing our victim into it. With cool subtlety, we slow down the play so that the victim can follow the actions a little more closely. We describe the action in a more colorful manner: "Bernhoff, ever the Hero, doubles his Firepower and leads his squad in a brilliant attack on Sgt Vassey's slimy-limeys...but the plucky Desert Rats instantly rally due to their world-famous British backbone..." And when the game is over, we lean back, roll our eyes, and breath deeply as if recovering from an experience of orgasmic proportions. Then we ask if they want to play... The weak ones submit immediately, but the others might require a little more coaxing. Perhaps they'd rather watch a game from the beginning. Okay. Or, maybe one of us would volunteer to coach them through a game. Even better. One way or another, they end up with cards in hand, and for some reason, they always seem to win that first game. By then it's only a matter of time before they ask how Armor works or how much the game costs. The trap clangs shut and no amount of deprogramming will help.

Does this sound familiar? Maybe it happened to

you. It worked on me...

This newsletter, then, serves two purposes. As I mentioned previously, it is an outlet for the more manic of you to express your ideas about UP FRONT. Secondly, a regular (or at least semi-regular) newsletter will add a certain amount of credibility to the game. It will raise it to the level of other game titles, such as DIPLOMACY, ADVANCED THIRD REICH, and -- above all -- ADVANCED SQUAD LEADER, our meat-and-potatoes' paternal twin (as to which is the evil twin is still a matter of conjecture...).

So, what am I looking for in terms of submissions?

Basically, I'll take just about anything that deals specifically with UP FRONT: new scenarios, scenario/game analysis, tournament ideas, original art work, etc. I should make a couple of personal preferences made at this point. First, when it comes to new scenarios, if they are historical in nature, it would be nice if they came with a brief article depicting the particular situation in which they take place, in order to put the scenario in its proper context. And, by brief, I do mean brief. Consider the length of the newsletter! Non-historical scenarios should include some kind of justification for their design. Second, I've never particularly liked "series-replay" style articles. Personally, I find them to make for boring reading, and given their inherently lengthy nature I don't see them fitting in very well in Relative Range. I will admit, however that they are popular with lots of players, so I won't reject them outright. Fictionalizing a series-replay, however, just might increase the chances of your game getting into print...

Another likely candidate for inclusion within these pages are new personality and vehicle cards. I've fiddled around enough with the software at hand to determine that I can put cards together. They probably won't be as pretty as those which are professionally printed, but they'll be functional. For those of you who feel up to the task of creating new nationalities, I hope to include a generic card building form in the next issue.

Now, how to go about actually submitting material?

Preferably, all submissions should be sent to me on a diskette with accompanying hardcopy. I'd prefer IBM format, but I have access (so far...) to MAC as well and can get the files converted. The text of the submissions should bear no special formatting whatsoever (like italics, bold, differing font sizes, etc.). Just plain old vanilla ASCII. If you want to stress a particular point or word, highlight it in the hardcopy. Hopefully I'll be able to interpret your points. Those of you who use IBM can optionally submit articles through electronic mail to my Internet (or Genie) address.

If you don't have access to a computer, you can submit typed or neatly (big stress on that word) written manuscripts. Hand-written manuscripts should not be done in script or cursive, as my scanner will probably freak out while trying to interpret the words. Block lettering please!

Send submissions to:
167 Samdin Blvd, #2
Trenton, NJ 08610

Now, the 64,000 Dollar question: How long will Relative Range last?

All I can say is: who knows? It all depends on the number of submissions that I receive from all of you. If the pool of articles dries up, the newsletter will not last. Because of this, I won't be accepting "subscriptions." Let me know if you're interested in receiving an issue (preferably by sending an article), and once it's ready, I'll let you know. With any luck, the issues will go out quarterly, or as soon as I have enough stuff to fill 24 pages.

I'm sure that the next, and final, item you're all wondering about is whether or not you'll get paid for your submissions. As I see it, Relative Range is something of a labor-of-love. If you love Up Front enough to submit an article, you get a copy of the newsletter with your submission sent to you free of charge. Otherwise each issue will cost a buck or two to cover the cost of materials and postage.

As of now, this is all an experiment. I sure hope it works out, as we all know that Up Front is worth it! Help me prove the fact by sending in your ideas and comments. Thanks!

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The Lonely GI

A View on Solitaire Gaming

by Michael P. Nagel

NOTE: Due to the length of this article it is presented in four parts

Solitaire Gaming (this page)

[Play-by-Mail](#)

[Problems with Standard Games](#)

[Solitaire UP FRONT](#)

One of the largest problems plaguing the wargaming hobby today is the difficulty in finding opponents. If you're lucky, and have a subscription to a magazine like THE GENERAL which has an Opponents Wanted column, the problem can be somewhat ameliorated. If you don't have such a subscription or if you live in a sparsely populated or relatively inaccessible area, you may still very well find your playing style becoming somewhat schizophrenic. In this article, I'll endeavor to discuss the ways in which a player can get a game going when he or she is faced with the lack of a convenient opponent, along with the advantages and disadvantages of each.

So, what to do when there's nobody around to do it to (er, with)? The most obvious way around this dilemma is to play the game or games in question solitaire.

Solitaire Gaming

Fortunately for gamers, the industry (and I must stress Victory Games in particular as they seem to have the most games in this class -- half a dozen at my last count) has released several titles specifically designed as solitaire games. These designs seem to follow, for the most part, one of two tacks. The first is comprised of a series of dice rolls and chart reading which moves the player through the game at a quick, and often distressing, pace. I say "distressing" as sometimes these games can be made up of truly lousy rolls, which make you wonder why you purchased the game in the first place. Examples of games which use this system include Avalon Hill's B-17 and PATTON'S BEST. The other type of system, which is also favored by the designers of solitaire role-playing adventures, involves a somewhat programmed series of steps described in detail in

an accompanying manual or book. For example, if you roll a certain number, follow the instructions in paragraph X, otherwise go to paragraph Y. Games in this genre include Victory Games' AMBUSH series, and unlike the previously mentioned titles, they have more of a narrative feel to them.

Both these types of games have their high and low points of course. The first type of solitaire game is virtually unlimited in its replayability. No two games or full campaigns are alike, and the play is fast, furious, and often gives you that sense of being on the veritable "edge." Will your bomber complete that glorious 25th mission, or will it fall to a flak burst in its bomb bay? Yet, as exciting as this type of game can get, you have to wonder just how long you can keep rolling the dice and flipping the charts. Unless you're really gung-ho about your bomber, crew, or whatever, these games can get a little tedious after a while, and interest can wane (every now and again though, I still hanker for a B-17 run on the sub bases at Keil!). On the flip-side of the solitaire coin, the narrative style of the AMBUSH games is the more involved of the two, and due to its format, can easily spur the imagination. The dice only determine the outcome of your decisions. Will you stand and fight or will you run for cover? No guts, no glory... Even though every hex moved into may cause a different series of events, the events are limited to the ones included in the game or module. Once you've played a scenario a couple of times, you'll know how the movie ends, which cuts down drastically on the replayability value of these games.

When purchasing a solitaire game of these kinds, you have to ask yourself which is more important to you: the ability to play the game over and over again, or the chance to get involved in the game at an almost personal level, but with limited plays. To each his own. I personally think that Victory Games' AMBUSH was much more fun to play than Avalon Hill's B-17, but the latter is still part of my collection.

Even though these games can provide hours of excitement to a gamer who has no convenient opponents, there are still those gamers who just don't like to play solitaire games. There's nothing

like a meeting of minds over a battlefield, and playing against a system just won't cut it. For those gamers who fall into this niche, the answer might lay in Play-by-Mail.

[Part 2 of this article](#) [Part 3 of this article](#) [Part 4 of this article](#)

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Solo UP FRONT

A Solitaire System

by Michael P. Nagel

WARNING! This article is extremely long, yet its format dictates that I not break it down into several pages. If you like you can get a complete [text version](#) of this article to read offline. There is also a [summary outline](#) of this variant, also in a text version.

The following guidelines provide a method to play the game without an opponent. The flow of play is divided up into three distinct areas: [The Setup](#), which covers the random layout of the absent player's cards; [The Play](#), which determines which cards will be played on your groups; and [The Discard](#), which determines which cards will be removed from the non-player's hand, if any. For the most part, the rules only deal with the absent player, who will be referred to as the Defender or Defending Player. You will be considered the Attacker or Attacking Player. The Attacker will always set up and go first, and play his or her hand normally.

In many situations, you will be required to narrow down a group of possible choices to a single one. A good example of this is in determining the order in which the enemy groups will play actions.

Simply follow the structures provided, weeding out candidates until you reach a single goal. Then start the process again for any remaining issues if necessary. This may sound tedious, but you will find that by narrowing choices down, you will be determining, by process of elimination, the actual order of activities, which will speed up the course of play.

49.1 System Modifications

49.11 Regardless of scenario definitions, Marsh and Minefield cards are always considered Cower cards for the attacking player, and Gully and Concealment cards are always considered Cower cards for the defending side.

49.12 When the Defending player is attacked, draw a Random Position Card and check the number under the third column. If the number is black, deduct that amount from the Fire Strength of the

incoming attack as if the Defending player used a Concealment card.

49.2 The Setup

49.21 The Attacker sets up first, according to the standard rules.

49.22 Determine the number of groups that the defender will use by drawing a RNC (regardless of color) and comparing it to the chart below:

- 0-1 Two Groups
- 2-4 Three Groups
- 5-6 Four Groups

Deduct a point from the Random Number if the defenders are German or British, or add a point to the Random Number if they are Russian or Italian. If the scenario requires the use of a Pillbox, deduct two from the Random Number draw, cumulative with any nationality modifications. Any result less than zero or greater than six are considered zero and six respectively.

49.23 If the scenario requires the use of a Pillbox, remove the Squad Leader, the personality with the lowest Morale value, and an available automatic weapon with the largest Firepower value (crewed, if necessary) at Relative Range five. If the Machine Gun need be crewed for maximum effectiveness, the Squad Leader will act as the crewman. These characters will occupy the Pillbox at the beginning of the scenario.

49.24 Draw a card for each defending personality and check the Random Position number which corresponds to the number of groups determined in the previous step. Deduct one from the number of groups determined in 49.22 if the Pillbox is in play (it is counted as part of the total number of opposing groups). Place each personality into a group which corresponds to the number drawn. For example, if three groups are to be used, place all the personalities which draw a Random Position of '1' in the first group, those that draw a Random Position of '2' in a second group, and so on. This process will distribute the personalities into one or more groups, and it is possible that one or more problems may result, which can be corrected as

follows.

49.241 All the Personalities in One Group: move the Squad Leader and the personality with the highest Morale value (but not the Assistant Squad Leader) to a second group. If the Squad Leader is armed with a Light Machine Gun, move the Assistant Squad Leader instead.

49.242 Too Many Personalities in One Group: place additional personalities in the group with the fewest number of personalities (using a Random Position number if there is more than one option), or create a new group if only one group exists.

49.243 A Group with Only One Personality: move the non-Squad or non-Assistant Squad Leader personality with the highest Morale value from the largest group to the smaller one. If there are multiple candidates, move a personality which is similarly armed to the solitary individual. If there are still multiple choices, use a Random Position number to determine the candidate.

49.244 Squad and Assistant Squad Leader in the Same Group: draw a Random Number card. If the RNC is Red, move the Squad Leader to another group (using a Random Position number to determine the destination group, if necessary), otherwise move the Assistant Squad Leader.

49.25 Note that if the distribution of personalities results in a number of groups less than the number determined in step 49.22, the remaining groups are not used. There should always be at least two groups, however.

49.26 Assign the groups created above to ID chits as follows: The smallest group becomes Group A. The Largest group becomes Group B. If necessary, the next largest group becomes Group C, and any remaining group becomes Group D. EXCEPTION: If the scenario calls for the use of the Pillbox, the largest group will become Group A, the next largest Group C, and so on through Group D, if necessary. The Pillbox will always occupy Group B. If there are any conflicts in determining the Group chit which a group will occupy (ie, two equally sized) draw a Random Position number to place groups as needed.

49.27 Sort the personalities by morale, highest to

lowest and place them left to right in their groups, with the highest morale values to the left. Move any automatic weapons in the right-most position (regardless of morale) and crew them if necessary (adjacent and to the left) with a Squad or Assistant Squad Leader, or if neither of these are available within the group, the personality with the highest Morale value. Also place any Squad or Assistant Squad Leaders on the right side of a group unless, as described, they are being used to crew an automatic weapon.

49.28 Place Secondary Weapons (Demo Charge, Anti-Tank Magnetic Mine, and Panzerfaust) randomly among the personalities with the highest Morale values (highest first, then the next highest, and so on...), using Random Position values to determine which Secondary weapon to be assigned and if necessary, which character will be the recipient.

49.29 Placing Terrain and Entrenching: The defending side may still use cards to be discarded according to scenario definition during initial setup only (Buildings terrain in the Patrol scenario, for instance). If the defender is forced to leave that terrain, it is automatically discarded if the discard level has not yet been achieved (ie, if the scenario calls for five Buildings cards to be discarded and five have not yet been discarded, any Buildings abandoned by the defending side are removed from the game, otherwise the cards are returned to the Action deck). From the remaining stack of Action cards, draw random terrain for the defending groups, from Group A to Group D. Gully, Marsh, Minefield, and Artificial Terrain types may not be used. Once terrain is placed; for each group that can legally Entrench, draw a Random Number card. If the number is a zero or one (regardless of color) the group is entrenched. If the Random Number drawn is also red, the group in question starts the scenario entrenched at Range Chit '1.'

49.3 Dealing the Cards

49.31 Shuffle the Action Deck, and in a convenient area, deal out the defender's hand face down. On the Defender's turn, flip all the unrevealed cards over and play or discard those cards as described below. Replace the played or discarded cards face-

down. Remember that the status of the Defender's Squad Leader and the number of attacking groups may increase or decrease the size of the Defending Player's hand!

49.32 Draw and play the attacking player's hand normally. During Initial Terrain Placement, the attacker may place terrain as desired on his or her own groups, but may not place terrain on the defender's groups.

49.4 Determining the Order of Defensive Actions

49.41 When it is the defending player's turn, you must determine the order in which the groups will take actions (initiative). Use the following hierarchy to narrow down the available groups to the one which will attack first, second, and so on. For clarity, place unused range chits on the groups (the red ones are quite handy for this) to show the order in which they will act.

49.42 The group with the initiative will (in order of precedence): have not acted yet; have the highest Relative Range to any enemy group (ie, the closest); have the highest combined Firepower value at that range (not including the Firepower values of weapons which have malfunctioned); have the highest combined Morale value (Pinned personalities have a Morale value of zero each); contain the Squad Leader personality; contain the Advanced Squad Leader personality; if necessary, be chosen by the draw of a Random Position card.

49.5 Determining Individual Defensive Actions

49.51 When a group has the opportunity to take an action, consult the following list. If the group cannot do the first item, move onto the second, third, and so on, until you find an action that the group can successfully complete. Once the results of the action have been determined, remove the Range chit to show that the group is done for the turn.

1) If the group is moving, it must place one of the following terrain cards (in order) to eliminate its moving status: Hill, Building (−3 before −2), Woods, Wall, Brush. If there are no terrain cards available, it must play a card as Open Ground. To determine which card should be used in this situation, refer to the Discard Hierarchy displayed

below, and start at the bottom of the list. Note that some cards may not be used as Open Ground, as noted in the list of discards.

2) Move sideways in order to Ford a Stream. Use the following types of Movement cards, in order of precedence: Ford, Normal, Flank.

3) Use a Radio, if possible, to call in Artillery. Determine the target as described in step #7, below.

4) If playing against the Japanese, and a defending group of equal or greater size is at Relative Range five to an attacking group (but not an AFV!), there may be a Banzai attack. If the defender holds a Movement card and the group in question includes a Squad or Assistant Squad Leader, draw a Random Number card. If the number is red, discard the Movement card and initiate immediate Close Combat with the entire Japanese group. If the defender holds both a Movement and a Hero card, discard the Hero in lieu of drawing a Random Number card. In other words, the Banzai attack is automatic! Note that there is no intervening attacker turn, as in normal Banzai attacks!

5) If the acting group is at Relative Range five to an AFV and possesses a Demo Charge or Anti-Tank Magnetic Mine, draw a Random Number card. If the result is a red number, the character holding the Secondary Weapon immediately enters into Close Combat with the AFV. If a Hero card is currently held by the defending player, it must also be used, in lieu of the Random Number draw.

6) Attempt to Crew an Uncrewed Weapon.

7) Use all available Fire cards (using a Hero if necessary, and NOT while in a Stream) to achieve the largest possible Fire attack against an enemy group. The target group will be one of the following in order of precedence: Flanked (only if the Flanking bonus allows for the largest possible Fire Strength); Moving; the largest group, not in Gully terrain (unless the Firing group is on a Hill); have the lowest average morale; be the result of a Random Position check. If the group is appropriately armed with an ordinance weapon and the defending player only holds unusable Fire cards, conduct an ordinance attack against an enemy group. Determine the target as above, but

do not fire on a Moving group. The to Hit attempt should use the unusable Fire card with the highest Firepower requirement (the circled value). If there are more than one highest card, use the one with the lowest Fire strength. Note Panzerfausts will only fire at point-blank range. Any subsequent ordinance attacks will be made at the same group until acquisition is lost.

8) If any personalities in the acting group are Pinned, play the lowest value Rally card available, which will rally the greatest number of Pinned men. For example, the hand contains three Rally cards with values of three, two, and one. The acting group has two pinned men. The group must play the Rally 2 card. Alternatively, the defender holds three Rally cards with the values of five, two, and one, and has three pinned men. The Rally 5 card must be played.

9) Remove a Wire card with a Movement card in this order of precedence: Normal, Ford, Flank.

10) Attempt to Entrench if allowed by the type of terrain occupied.

11) Repair a weapon malfunction if possible.

12) Release Smoke if possible.

13) Attempt a Sniper Check if possible.

14) Attempt to Recover a dropped Secondary weapon (Demo Charge, Panzerfaust, etc...).

15) Move sideways to achieve a Flanking position. The target of the Flanking fire should be determined by the following hierarchy: The group should not be moving; The group should be in range for a minimal Fire attack; no crewed or automatic weapons in the group; the group should have the largest combined Firepower value; the group should be the largest in number; the group should contain the Squad Leader; the group should contain the Assistant Squad Leader; the group should be determined through the draw of a Random Position card. Note that groups containing AFVs or IGs will never move, so ignore this step in those cases.

49.52 If a group is unable to successfully complete any of the actions listed above, they are

considered to have passed without taking an action. In most cases, if all the groups pass in this manner, the Defender will be allowed to discard one or more cards as described below.

49.6 The Discard

49.6.1 Once all of the groups have taken their actions, the appropriate number of cards should be discarded if possible. Every card of a particular type should be discarded before the next type in the list (ie, all Sniper cards should be discarded before any Wire or Stream cards are discarded). As in the Action hierarchy described above, start at the top of the list and work your way down. If a particular type of card is not available for discard, move on to the next one until the end of the list is reached.

1) Sniper cards. The target group of a Sniper card should be determined as follows: the group with the largest ratio of Pinned to non-Pinned personalities; a group with an automatic weapon (crewed or otherwise); a group which includes a Squad Leader; a group which includes an Assistant Squad Leader; a group as determined by drawing a Random Position card.

2) Wire cards. The target group of a Wire card should be determined as follows: a Moving group; a group with pinned men; a group in Hill terrain; the group with the largest aggregate Firepower; the largest group; a group as determined by drawing a Random Position card.

3) Stream cards. These cards should be placed on the group of moving men which has the highest Relative Range to any group. If there are more than one, place the Stream on the group with the largest aggregate Firepower. Otherwise draw a Random Position card.

4) Minefield cards. If in play, these cards should be played similarly to the Stream cards described above.

5) Marsh cards. If in play, these cards may be placed similarly to Stream cards, with the added requirement that the moving group be at Range Chit three or less.

6) Scenario defined Cower cards, Gully terrain, or

Concealment cards.

7) Normal (non-Flank/non-Ford) Movement cards.

8) The lowest valued card of a single type, of which there are more than two in the hand. For example, if the defending player holds three Rally cards (Rally All, Rally 3, and Rally 2), the Rally 2 card would be discarded. EXCEPTION: Only discard Fire cards if there are more than three in the hand, and follow the specifications provided in step 12 below.

9) Ford Movement cards.

10) Flank Movement cards.

11) Terrain cards. Discard Terrain cards in the following order: Brush, Minefield, Wall, Woods, Buildings, Marsh, Stream, Smoke, Hills.

12) Unusable Fire cards. These cards are defined as having Firepower requisites that are too high. If there are more than one of these cards in a hand, discard the one (or more if possible) that has the highest Firepower requisite and the lowest Fire strength. For example, if there were two unusable Fire cards with requisites of 15, one with a Fire strength of four and the other with a Fire strength of six, the card with the Fire strength of four would be discarded.

13) Rally cards. Discard the lowest value Rally card.
NOT USED AS OPEN TERRAIN!

14) Hero cards. NOT USED AS OPEN TERRAIN!

49.7 Using and Discarding Split-Action cards.

49.71 In most cases, all Split-Action cards may only be used for one purpose (Movement, Rally, or Smoke) as the other purpose will be Cower, and are therefore considered normal cards. There is one card, however, which can only be used by a British defender as a Movement or Smoke card (#158). If this card is held by a British defender along with a normal Movement or Smoke card, and one of these cards must be discarded, the normal cards must be discarded before card #158. Normal Smoke and Movement cards must also be used by a group before this card as well. If in a situation where this card can be played, consult the

progression above, and use the card as soon as possible.

49.8 Solitaire Scenarios

49.81 Following are a list of scenarios which may be played with these solitaire rules. These particular situations have been selected because they allow the defending side to remain fairly static while the active player moves forward. The first set of scenarios require the attacking player to move to Range Chit four and dig in, where the second set require the attacker to make it to Range Chit five. This list is by no means exclusive, as many other scenarios can be adjusted with little effort to fit into the requisites of the solitaire system.

49.811 Range Chit Four

Scenario A	Meeting of Patrols	UP FRONT
Scenario M	Jungle Patrol	UP FRONT
Scenario T	Armor Patrol	BANZAI
Scenario U	Armor	BANZAI
Scenario	Tobruk	GENERAL 22-3
AA	Bailey Bridge	Relative Range #1
Scenario	Crossing	

49.812 Range Chit Five

Scenario C	Assaulting a	
Scenario H	Fortification	UP FRONT
Scenario L	Armored Advance	UP FRONT
Scenario O	Outpost Line	UP FRONT
Scenario S	Assaulting a Pillbox	BANZAI
Scenario V	Jungle Assault	BANZAI
Scenario W	Ambush	BANZAI
Scenario	Surprise Attack	BANZAI
CC	Normandy	GENERAL 22-3
Scenario	La Ponte du Morte:	Relative Range #2
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The following guidelines provide a method to play the game without an opponent. The flow of play is divided up into three distinct areas: The Setup, which covers the random layout of the absent player's cards; The Play, which determines which cards will be played on your groups; and The Discard, which determines which cards will be removed from the non-player's hand, if any. For the most part, the rules only deal with the absent player, who will be referred to as the Defender or Defending Player. You will be considered the Attacker or Attacking Player. The Attacker will always set up and go first, and play his or her hand normally.

In many situations, you will be required to narrow down a group of possible choices to a single one. A good example of this is in determining the order in which the enemy groups will play actions. Simply follow the structures provided, weeding out candidates until you reach a single goal. Then start the process again for any remaining issues if necessary. This may sound tedious, but you will find that by narrowing choices down, you will be determining, by process of elimination, the actual order of activities, which will speed up the course of play.

49.1 System Modifications

49.11 Regardless of scenario definitions, Marsh and Minefield cards are always considered Cower cards for the attacking player, and Gully and Concealment cards are always considered Cower cards for the defending side.

49.12 When the Defending player is attacked, draw a Random Position Card and check the number under the third column. If the number is black, deduct that amount from the Fire Strength of the incoming attack as if the Defending player used a Concealment card.

49.2 The Setup

49.21 The Attacker sets up first, according to the standard rules.

49.22 Determine the number of groups that the defender will use by drawing a RNC (regardless of color) and comparing it to the chart below:

0-1	Two Groups
2-4	Three Groups
5-6	Four Groups

Deduct a point from the Random Number if the defenders are German or British, or add a point to the Random Number if they are Russian or Italian. If the scenario requires the use of a Pillbox, deduct two from the Random Number draw, cumulative with any nationality modifications. Any result less than zero or greater than six are considered zero and six respectively.

49.23 If the scenario requires the use of a Pillbox, remove the Squad Leader, the personality with the lowest Morale value, and an available automatic weapon with the largest Firepower value (crewed, if necessary) at Relative Range five. If the Machine Gun need be crewed for maximum effectiveness, the Squad Leader will act as the crewman. These characters will occupy the Pillbox at the beginning of the scenario.

49.24 Draw a card for each defending personality and check the Random Position number which corresponds to the number of groups determined in the previous step. Deduct one from the number of groups determined in 49.22 if the Pillbox is in play (it is counted as part of the total number of opposing groups). Place each personality into a group which corresponds to the number drawn. For example, if three groups are to be used, place all the personalities which draw a Random Position of '1' in the first group, those that draw a Random Position of '2' in a second group, and so on. This process will distribute the personalities into one or more groups, and it is possible that one or more problems may result, which can be corrected as follows.

49.241 All the Personalities in One Group: move the Squad Leader and the personality with the highest Morale value (but not the Assistant Squad Leader) to a second group. If the Squad Leader is armed with a Light Machine Gun, move the Assistant Squad Leader instead.

49.242 Too Many Personalities in One Group: place additional personalities in the group with the fewest number of personalities (using a Random Position number if there is more than one option), or create a new group if only one group exists.

49.243 A Group with Only One Personality: move the non-Squad or non-Assistant Squad Leader personality with the highest Morale value from the largest group to the smaller one. If there are multiple candidates, move a personality which is similarly armed to the solitary individual. If there are still multiple choices, use a Random Position number to determine the candidate.

49.244 Squad and Assistant Squad Leader in the Same Group: draw a Random Number card. If the RNC is Red, move the Squad Leader to another group (using a Random Position number to determine the destination group, if necessary), otherwise move the Assistant Squad Leader.

49.25 Note that if the distribution of personalities results in a number of groups less than the number determined in step 49.22, the remaining groups are not used. There should always be at least two groups, however.

49.26 Assign the groups created above to ID chits as follows: The smallest group becomes Group A. The Largest group becomes Group B. If necessary, the next largest group becomes Group C, and any remaining group becomes Group D. EXCEPTION: If the scenario calls for the use of the Pillbox, the largest group will become Group A, the next largest Group C, and so on through Group D, if necessary. The Pillbox will always occupy Group B. If there are any conflicts in determining the Group chit which a group will occupy (ie, two equally sized) draw a Random Position number to place groups as needed.

49.27 Sort the personalities by morale, highest to lowest and place them left to right in their groups, with the highest morale values to the left. Move any automatic weapons in the right-most position (regardless of morale) and crew them if necessary (adjacent and to the left) with a Squad or Assistant Squad Leader, or if neither of these are available within the group, the personality with the highest Morale value. Also place any Squad or Assistant Squad Leaders on the right side of a group unless, as described, they are being used to crew an automatic weapon.

49.28 Place Secondary Weapons (Demo Charge, Anti-Tank Magnetic Mine, and Panzerfaust)

randomly among the personalities with the highest Morale values (highest first, then the next highest, and so on...), using Random Position values to determine which Secondary weapon to be assigned and if necessary, which character will be the recipient.

49.29 Placing Terrain and Entrenching: The defending side may still use cards to be discarded according to scenario definition during initial setup only (Buildings terrain in the Patrol scenario, for instance). If the defender is forced to leave that terrain, it is automatically discarded if the discard level has not yet been achieved (ie, if the scenario calls for five Buildings cards to be discarded and five have not yet been discarded, any Buildings abandoned by the defending side are removed from the game, otherwise the cards are returned to the Action deck). From the remaining stack of Action cards, draw random terrain for the defending groups, from Group A to Group D. Gully, Marsh, Minefield, and Artificial Terrain types may not be used. Once terrain is placed; for each group that can legally Entrench, draw a Random Number card. If the number is a zero or one (regardless of color) the group is entrenched. If the Random Number drawn is also red, the group in question starts the scenario entrenched at Range Chit '1.'

49.3 Dealing the Cards

49.31 Shuffle the Action Deck, and in a convenient area, deal out the defender's hand face down. On the Defender's turn, flip all the unrevealed cards over and play or discard those cards as described below. Replace the played or discarded cards face-down. Remember that the status of the Defender's Squad Leader and the number of attacking groups may increase or decrease the size of the Defending Player's hand!

49.32 Draw and play the attacking player's hand normally. During Initial Terrain Placement, the attacker may place terrain as desired on his or her own groups, but may not place terrain on the defender's groups.

49.4 Determining the Order of Defensive Actions

49.41 When it is the defending player's turn, you must determine the order in which the groups will take actions (initiative). Use the following hierarchy to narrow down the available groups to the one which will attack first, second, and so on. For clarity, place unused range chits on the groups (the red ones are quite handy for this) to show the order in which they will act.

49.42 The group with the initiative will (in order of precedence): have not acted yet; have the highest Relative Range to any enemy group (ie, the closest); have the highest combined Firepower value at that range (not including the Firepower values of weapons which have malfunctioned); have the highest combined Morale value (Pinned personalities have a Morale value of zero each); contain the Squad Leader personality; contain the Advanced Squad Leader personality; if necessary, be chosen by the draw of a Random Position card.

49.5 Determining Individual Defensive Actions

49.51 When a group has the opportunity to take an action, consult the following list. If the group cannot do the first item, move onto the second, third, and so on, until you find an action that the group can successfully complete. Once the results of the action have been determined, remove the Range chit to show that the group is done for the turn.

1) If the group is moving, it must place one of the following terrain cards (in order)

to eliminate its moving status: Hill, Building (-3 before -2), Woods, Wall, Brush. If there are no terrain cards available, it must play a card as Open Ground. To determine which card should be used in this situation, refer to the Discard Hierarchy displayed below, and start at the bottom of the list. Note that some cards may not be used as Open Ground, as noted in the list of discards.

2) Move sideways in order to Ford a Stream. Use the following types of Movement cards, in order of precedence: Ford, Normal, Flank.

3) Use a Radio, if possible, to call in Artillery. Determine the target as described in step #7, below.

4) If playing against the Japanese, and a defending group of equal or greater size is at Relative Range five to an attacking group (but not an AFV!), there may be a Banzai attack. If the defender holds a Movement card and the group in question includes a Squad or Assistant Squad Leader, draw a Random Number card. If the number is red, discard the Movement card and initiate immediate Close Combat with the entire Japanese group. If the defender holds both a Movement and a Hero card, discard the Hero in lieu of drawing a Random Number card. In other words, the Banzai attack is automatic! Note that there is no intervening attacker turn, as in normal Banzai attacks!

5) If the acting group is at Relative Range five to an AFV and possesses a Demo Charge or Anti-Tank Magnetic Mine, draw a Random Number card. If the result is a red number, the character holding the Secondary Weapon immediately enters into Close Combat with the AFV. If a Hero card is currently held by the defending player, it must also be used, in lieu of the Random Number draw.

6) Attempt to Crew an Uncrewed Weapon.

7) Use all available Fire cards (using a Hero if necessary, and NOT while in a Stream) to achieve the largest possible Fire attack against an enemy group. The target group will be one of the following in order of precedence: Flanked (only if the Flanking bonus allows for the largest possible Fire Strength); Moving; the largest group, not in Gully terrain (unless the Firing group is on a Hill); have the lowest average morale; be the result of a Random Position check. If the group is appropriately armed with an ordinance weapon and the defending player only holds unusable Fire cards, conduct an ordinance attack against an enemy group.

Determine the target as above, but do not fire on a Moving group. The to Hit attempt should use the unusable Fire card with the highest Firepower requirement (the circled value). If there are more than one highest card, use the one with the lowest Fire strength. Note Panzerfausts will only fire at point-blank range. Any subsequent ordinance attacks will be made at the same group until acquisition is lost.

8) If any personalities in the acting group are Pinned, play the lowest value Rally card available, which will rally the greatest number of Pinned men. For example, the hand contains three Rally cards with values of three, two, and one. The acting group has two pinned men. The group must play the Rally 2 card. Alternatively, the defender holds three Rally cards with the values of five, two, and one, and has three pinned men. The Rally 5 card must be played.

9) Remove a Wire card with a Movement card in this order of precedence: Normal, Ford, Flank.

10) Attempt to Entrench if allowed by the type of terrain occupied.

11) Repair a weapon malfunction if possible.

12) Release Smoke if possible.

13) Attempt a Sniper Check if possible.

14) Attempt to Recover a dropped Secondary weapon (Demo Charge, Panzerfaust, etc...).

15) Move sideways to achieve a Flanking position. The target of the Flanking fire should be determined by the following hierarchy: The group should not be moving; The group should be in range for a minimal Fire attack; no crewed or automatic weapons in the group; the group should have the largest combined Firepower value; the group should be the largest in number; the group should contain the Squad Leader; the group should contain the Assistant Squad Leader; the group should be determined through the draw of a Random Position card. Note that groups containing AFVs or IGs will never move, so ignore this step in those cases.

49.52 If a group is unable to successfully complete any of the actions listed above, they are considered to have passed without taking an action. In most cases, if all the groups pass in this manner, the Defender will be allowed to discard one or more cards as described below.

49.6 The Discard

49.61 Once all of the groups have taken their actions, the appropriate number of cards should be discarded if possible. Every card of a particular type should be discarded before the next type in the list (ie, all Sniper cards should be discarded before any Wire or Stream cards are discarded). As in the Action hierarchy described above, start at the top of the list and work your way down. If a particular type of card is not available for discard, move on to the next one until the end of the list is reached.

1) Sniper cards. The target group of a Sniper card should be determined as follows: the group with the largest ratio of Pinned to non-Pinned personalities; a group with an automatic weapon (crewed or otherwise); a group which includes a Squad Leader; a group which includes an Assistant Squad Leader; a group as determined by drawing a Random Position card.

2) Wire cards. The target group of a Wire card should be determined as follows: a Moving group; a group with pinned men; a group in Hill terrain; the group with the largest aggregate Firepower; the largest group; a group as determined by drawing a Random Position card.

3) Stream cards. These cards should be placed on the group of moving men which has the highest Relative Range to any group. If there are more than one, place the Stream on the group with the largest aggregate Firepower. Otherwise draw a Random Position card.

4) Minefield cards. If in play, these cards should be played similarly to the Stream cards described above.

5) Marsh cards. If in play, these cards may be placed similarly to Stream cards, with the added requirement that the moving group be at Range Chit three or less.

6) Scenario defined Cower cards, Gully terrain, or Concealment cards.

7) Normal (non-Flank/non-Ford) Movement cards.

8) The lowest valued card of a single type, of which there are more than two in the hand. For example, if the defending player holds three Rally cards (Rally All, Rally 3, and Rally 2), the Rally 2 card would be discarded. EXCEPTION: Only discard Fire cards if there are more than three in the hand, and follow the specifications provided in step 12 below.

9) Ford Movement cards.

10) Flank Movement cards.

11) Terrain cards. Discard Terrain cards in the following order: Brush, Minefield, Wall, Woods, Buildings, Marsh, Stream, Smoke, Hills.

12) Unusable Fire cards. These cards are defined as having Firepower requisites that are too high. If there are more than one of these cards in a hand, discard the one (or more if possible) that has the highest Firepower requisite and the lowest Fire strength. For example, if there were two unusable Fire cards with requisites of 15, one with a Fire strength of four and the other with a Fire strength of six, the card with the Fire strength of four would be discarded.

13) Rally cards. Discard the lowest value Rally card. NOT USED AS OPEN TERRAIN!

14) Hero cards. NOT USED AS OPEN TERRAIN!

49.7 Using and Discarding Split-Action cards.

49.71 In most cases, all Split-Action cards may only be used for one purpose (Movement, Rally, or Smoke) as the other purpose will be Cower, and are therefore considered normal cards. There is one card, however, which can only be used by a British defender as a Movement or Smoke card (#158). If this card is held by a British defender along with a normal Movement or Smoke card, and one of these cards must be discarded, the normal cards must be discarded before card #158. Normal Smoke and Movement cards must also be used by a group before this card as well. If in a situation where this card can be played, consult the progression above, and use the card as soon as possible.

49.8 Solitaire Scenarios

49.81 Following are a list of scenarios which may be played with these solitaire rules. These particular situations have been selected because they allow the defending side to remain fairly static while the active player moves forward. The first set of scenarios require the attacking player to move to Range Chit four and dig in, where the second set require the attacker to make it to Range Chit five. This list is by no means exclusive, as many other scenarios can be adjusted with little effort to fit into the requisites of the solitaire system.

49.811 Range Chit Four

Scenario A Meeting of Patrols

Scenario M Jungle Patrol

Scenario T Armor Patrol

Scenario U Armor

Scenario AA (from the GENERAL 22-3, by Jim Burnett) Tobruk

Scenario (from Relative Range #1) Bailey Bridge Crossing

49.812 Range Chit Five

Scenario C Assaulting a Fortification

Scenario H Armored Advance

Scenario L Outpost Line

Scenario O Assaulting a Pillbox

Scenario S Jungle Assault

Scenario V Ambush

Scenario W Surprise Attack

Scenario CC (from the GENERAL 22-3, by Jim Burnett) Normandy

Scenario (from Relative Range #2) La Ponte du Morte: 862

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Quick Outline for Solitaire Play

Follow the outline provided below, when using the solitaire system provided in this issue. You'll find its use a little easier to deal with than constantly flipping back and forth within the text of the article. Of course, when in doubt about a particular step, check the detail!

You can also obtain a [text version](#) of this outline.

I. Determining a Group's Initiative

- A. Has not acted yet
- B. Highest Relative Range
- C. Highest Combined Firepower
- D. Highest Combined Morale (pinned = 0)
- E. Group includes an SL
- F. Group includes an ASL
- G. Group chosen with an RPC

II. Determining a Group's Action

Drop into Terrain if moving:

- II.
- A. Hill
- Buildings (-3 before -2)
 - 1. Woods
 - 2. Wall
 - 3. Brush
 - 4. Open Terrain (see Discards)
- Move sideways to ford a Stream with:
 - 6. Movement (Ford)
- B. Movement (Normal)
 - 1. Movement (Flank)
 - 2. Use Radio to call in Artillery (see G. 3. below)
- C. Perform Banzai Attack
- D. Attack AFV with DC or ATMM
- E. Crew a non-crewed weapon
- F. Fire on enemy units which are:
 - G. Flanked
 - 1. Moving
 - 2. Largest Group
 - 3. Have the lowest average Morale
 - 4. Determined by RPC
 - 5. Rally Pinned Men
- H. Remove Wire with:
 - I. Movement (normal)
 - 1. Movement (ford)
 - 2. Movement (flank)
 - 3. Entrench

- J. Repair Malfunctioned Weapon
- K. Release Smoke
- L. Attempt a Sniper Check
- M. Recover a dropped Secondary
- N. Weapon
- O. Move sideways to Flank a group that
 - 1. is:
 - 2. Not Moving
 - 3. In range for minimal Fire Attack
 - 4. No automatic weapons (LMG,
 - 5. MMG, etc.)
 - 6. Largest combined Firepower
 - 7. Largest in number
 - 8. Holds SL
Holds ASL
Chosen with RPC

Determining Discard(s)

- III. Sniper against:
 - A. Group with largest ratio of Pinned to non-
 - 1. Pinned personalities
 - 2. Group with large automatic weapons (LMG,
 - 3. MMG, etc.)
 - 4. Group with SL
 - 5. Group with ASL
 - B. Group chosen with RPC
 - 1. Wire against:
 - 2. Moving
 - 3. Pinned Men
 - 4. In Hill terrain
 - 5. Largest Firepower
 - 6. Largest Group
 - C. Chosen with RPC
 - 1. Stream Card on Moving Group
 - 2. Highest Relative Range
 - 3. Largest Combined Firepower
 - D. Chosen with RPC
 - E. Minefield on Moving Group (as in C.)
 - F. Marsh on Moving Group at RC3 or less (as in C.)
 - 1. Cower Cards
 - 2. Scenario Defined
 - 3. Gully
 - G. Concealment
 - H. Normal Movement Cards
 - I. Lowest valued card in a set of three or more
 - J. Ford Movement Cards
 - K. Flank Movement Cards
 - 1. Terrain Cards
 - 2. Brush

- 3. Minefield
- 4. Wall
- 5. Woods
- 6. Buildings
- 7. Marsh
- 8. Stream
- 9. Smoke
- L. Hills
- M. Unusable Fire Cards
- N. Lowest Value Rally Card (not as Open Terrain!)
Hero Cards (not as Open Terrain!)

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Quick Outline for Solitaire Play

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I. Determining a Group's Initiative

- A. Has not acted yet
- B. Highest Relative Range
- C. Highest Combined Firepower
- D. Highest Combined Morale (pinned = 0)
- E. Group includes an SL
- F. Group includes an ASL
- G. Group chosen with an RPC

II. Determining a Group's Action

- A. Drop into Terrain if moving:
 1. Hill
 2. Buildings (-3 before -2)
 3. Woods
 4. Wall
 5. Brush
 6. Open Terrain (see Discards)
- B. Move sideways to ford a Stream with:
 1. Movement (Ford)
 2. Movement (Normal)
 3. Movement (Flank)
- C. Use Radio to call in Artillery (see G. below)
- D. Perform Banzai Attack
- E. Attack AFV with DC or ATMM
- F. Crew a non-crewed weapon
- G. Fire on enemy units which are:
 1. Flanked
 2. Moving
 3. Largest Group
 4. Have the lowest average Morale
 5. Determined by RPC
- H. Rally Pinned Men
- I. Remove Wire with:
 1. Movement (normal)
 2. Movement (ford)
 3. Movement (flank)
- J. Entrench
- K. Repair Malfunctioned Weapon
- L. Release Smoke
- M. Attempt a Sniper Check
- N. Recover a dropped Secondary Weapon
- O. Move sideways to Flank a group that is:
 1. Not Moving
 2. In range for minimal Fire Attack
 3. No automatic weapons (LMG, MMG, etc.)
 4. Largest combined Firepower
 5. Largest in number

6. Holds SL
7. Holds ASL
8. Chosen with RPC

III. Determining Discard(s)

- A. Sniper against:
 1. Group with largest ratio of Pinned to non-Pinned personalities
 2. Group with large automatic weapons (LMG, MMG, etc.)
 3. Group with SL
 4. Group with ASL
 5. Group chosen with RPC
- B. Wire against:
 1. Moving
 2. Pinned Men
 3. In Hill terrain
 4. Largest Firepower
 5. Largest Group
 6. Chosen with RPC
- C. Stream Card on Moving Group
 1. Highest Relative Range
 2. Largest Combined Firepower
 3. Chosen with RPC
- D. Minefield on Moving Group (as in C.)
- E. Marsh on Moving Group at RC3 or less (as in C.)
- F. Cover Cards
 1. Scenario Defined
 2. Gully
 3. Concealment
- G. Normal Movement Cards
- H. Lowest valued card in a set of three or more
- I. Ford Movement Cards
- J. Flank Movement Cards
- K. Terrain Cards
 1. Brush
 2. Minefield
 3. Wall
 4. Woods
 5. Buildings
 6. Marsh
 7. Stream
 8. Smoke
 9. Hills
- L. Unusable Fire Cards
- M. Lowest Value Rally Card (not as Open Terrain!)
- N. Hero Cards (not as Open Terrain!)

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Nightmare in Stalingrad

A 2-Player Scenario

by Greg Guth

The German Assault engineers with armor support are preparing for an attack in the morning, the Russians catch wind of it and prepare their own counterattack with their best reserves. While moving into position, both sides blunder into each other at night.

Special Scenario Rules:

1. All groups, except tanks, start in Buildings terrain. The eight Buildings cards are taken out and shuffled. The Buildings cards are then dealt four to each player (the first card going to the German player).
2. All groups start at Range Chit 1.
3. Minefields are treated as Booby-traps.
4. The Pillbox card can be used as terrain, and does not need to be applied to Group B.
5. Both players have two Snipers at the beginning of the scenario.
6. Night rules are in effect.
7. A successful Demo Charge attack can be used to remove Wire cards and counts as an action for a group; no infiltration is required.
8. Both sides are considered Elite, and the Russian ASL is a Commissar.

Scenario Setup: (DYO: 899pts Each)

Germans Setup and Play First

Number of Decks: Three

Discards: None

Cower Cards: Woods

Russian Personalities: 3-5, 8, 12, 16, 17, 19, 20, 23, 26, 34, 4xATMM, 3xDC

German Personalities: 1, 2, 4, 6, 9-11, 13, 14, 17, 40, Morale:3 Machine Pistol (blank personality), Morale:3 Rifle (blank personality), 3xDC

Victory Conditions: At the end of the third deck,

Aggressive Action points are awarded only for groups in Buildings terrain at Range Chit 3 or higher, as well as points for KIAs and Routed personnel (the AFVs do not count towards victory, however). The highest VP score (or routing the enemy) wins.

Designer's Notes:

The main motivation of this scenario was to challenge the player by placing an enormous amount of firepower on the table (for each side!) then make him move into the teeth of it to win. The initial building setup with night rules & elite troops will make long range gunnery duels ineffective; however, move a couple of range chits up and you will probably get to see some of those fire-8/18 cards you thought you would never see played coming your way! The victory conditions reflect this purpose by making aggressive action points difficult to achieve but very valuable at the same time. The armor was removed from the victory conditions because playtesting demonstrated that the first deck would become an armor duel with the loser 10 points down and forced to move; this rule relegates the armor to a supporting role.

The primary purpose of the special rules is to impart the particular flavor of the Stalingrad battle to UP FRONT. Woods as Cover Cards and rules 1 and 4 are for the urban nature of the terrain. Rule 2 is for the "up close & personal" nature of the battle. The close proximity of the forces and the shifting lines made booby-traps and snipers the rule rather than the exception, this is reflected in rules 3 & 5. The night rules are there mostly because I wanted to write a night-rule scenario, it also makes some of the movement required possible (for an official variant, try this scenario w/o night rules, it is very nasty). In scenarios where players are required to move against tough odds I often include rule 7 which allows an offensive to continue, but at a stiff price (especially in this scenario, where it would not be unusual to see defensive use of a Demo Charge). Good luck, and don't forget your starshells!

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The Grinner's Corner

Question: Rule 44.9 (BANZAI) states that the British and (via exception) Japanese non-crew served LMGs can only double its Firepower with the black RNC Hero card. Specifically "This rule cannot be used for other nationalities (EXC: Japanese)." However, rule 50.6 (DESERT WAR) states "Like *all* (emphasis, mine) LMGs in the game which are not considered a crew-served weapon, a Hero card can be used to double the LMG's Firepower only if the Hero card is also a black RNC." Which rule is correct (as the two contradict each other), and how is the BAR handled?

Answer: Both are; nor do they contradict – not to split hairs, but the BAR is not considered to be an LMG. Either Hero card may be used to double its fire.

Question: Can a PC whose primary weapon is a crew-served weapon act as a crewman for another crew-served weapon (e.g. a mortar PC act as a crew for a MMG)?

Answer: No.

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The Cassino Games – Part I

A Brief Overview of the Cassino Campaign, 1943–44

by Michael P. Nagel

NOTE: Due to the length of this article, it has been broken down into three sections:

The initial invasion of Italy (this page)

[The initial assault on Cassino](#)

[Kiwis and Indians replace the Americans](#)

[Following this article are two scenarios which represent some of the fighting which occurred during the campaign prior to the air-strike on Monte Cassino].

[Le Ponte du Morte: 862](#)

[A Round Up at II Fortino](#)

Following the great success of the Allied campaign in North Africa, the Allies turned their efforts toward what Winston Churchill referred to as the "soft underbelly of Europe." The focus of this new campaign would be the Italian peninsula, and the first target, the island of Sicily. In July of 1943, two armies landed (the British 8th, under Montgomery, and the American 7th, under Patton), and over the course of several weeks either raced or slugged their way across the island until finally meeting in Messina. With Sicily liberated, the Allies turned their attention to their next target in their Italian campaign, southern Italy and in particular, the port of Naples.

On October 1, 1943, "Mark Clark's 5th Army" -- as Gen. Clark liked to refer to it -- landed in Salerno and quickly secured the port of Naples, while the British 8th Army focused on the eastern Italian shores. Once their initial targets were secured, and air-bases set up, these two armies were to converge on Rome, with the support of a third landing scheduled to take place in early 1944.

There were four major roads which would be able to support the bulk of the 5th Army on its drive north. Two were too far east and promised to Montgomery for the movement of British forces. The western coastal road looked promising, but was too close to sea-level and prone to flooding at that time of year. This left a single option which ran through a spine of mountains running north toward Rome. This last option was none-too

appealing, as the mountains surrounding it were filled with German troops, including the Hermann Goering division which had dealt the Allies several blows in Sicily. At the cap of this route, 80 miles south of Rome was the open plain of the Liri valley which was itself surrounded by several high peaks and dominated by a fortress-like monastery atop Monte Cassino.

The hills which overlooked the valley formed the lynch-pin of the Gustav line, a heavily fortified line of artificial and natural obstacles formed by the Axis forces to halt the advance of the Allied armies. It is said that the entrenched forces in the surrounding hills had a complete view of the valley and the roads which moved through it. From these points they would be able to call in artillery strikes with impunity, particularly if they inhabited the 1,400 year old Benedictine abbey which had been converted to a fortress in the 19th century and stood 1,500 feet above the valley floor. The only access to the abbey was along a narrow road from the town of Cassino, made up of hair-pin switchbacks up a steep hill to a rocky promontory. The path from this promontory was via a thin rib of land which had deep ravines on each side.

At the time of the German occupation of Cassino, the monastery above was home to innumerable treasures and artifacts, foremost which was the most complete record of the Western world in existence. Realizing the intent of the invading armies to occupy the monastery itself, the monks put out a plea to the Vatican and the combined warring governments to leave the abbey in peace. These pleas resulted in the best portion of the artifacts being moved to the Vatican (although some items were diverted into Hermann Goering's private collection) and promises by both the Allied and German local commands that the monastery would be avoided at all costs. For the Allies, this meant a curb on air-strikes, and for the occupying Germans, the setting up of a 300 meter safe-zone around the abbey.

As the Allies came closer, this latter concession was voided, and although German units never set foot in the monastery itself, they did occupy the caves at its foot, for protection against Allied artillery. Don't get the idea that the Germans were the only ones to break their promise to the monks,

though!

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La Ponte du Morte: 862

A 2-Player Scenario

by Michael P. Nagel

The French Expeditionary Force, an infantry unit born and bred for mountain fighting in North Africa, met its match during the battle for Monte Cassino. Given an impossible mission to take heavily fortified German positions over hazardous terrain these elite fighters hurled themselves suicidally at the enemy fortifications. The commander of one unit, 2nd Lieutenant Bouakkaz, swore that he'd be the first to set foot on a peak known only as Point 862. He made it, carried dead by three of his men to the summit.

Special Scenario Rules:

1. The German forces are considered to always be at a higher elevation than the attacking French, and therefore always have a +1 Attack Strength bonus (as if on a Hill).
2. All German units set up at Range Chit 1, in -2 Buildings terrain.
3. All German units are at an additional +1 when Moving.
4. The French player starts with two SLs, one of which is secretly designated as Lt. Bouakkaz prior to play. Both SLs function normally and never Panic. If killed, the French player may assign three men in the same group to carry (or drop) the dead SL as the sole action for that group. None may be a crewman, and once assigned, only provide half Firepower.
5. The French may use Split Action Cower cards as Hero cards to Rally pinned men (only!).

Scenario Setup: (DYO: Attacker, 395pts – Defender, 240pts)

Defender (German) sets up first and the attacker (French) moves first.

Number of Decks: Three

Discards: Remove all Buildings cards as they are discarded unused or as random number/position draws, or once vacated by Germans.

Cower Cards: Marsh, Pillbox, and Minefields

German Personalities: 1, 13, 15, 18, 19, 21, 24, 26, 27

French Personalities: 1-4, 6-9, 12, 16, 17, 20, 21 (Elite), Strength 6 Radio

Victory Conditions: The French win by routing the Germans or by getting Lt. Bouakkaz to Range Chit 5, dead or alive (terrain not necessary). Germans win by routing the French.

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A Round Up at Il Fortino

A 2-Player Scenario

by Michael P. Nagel

On February 4, 1943, the American forces came as close as they ever would to capturing the abbey at the summit of Monte Cassino. One platoon was sent out with the job of assaulting the structure and managed to make it to its walls without being detected; where it surprised a platoon of Germans. Instead of completing their mission, the squad returned to base with its prisoners.

Special Scenario Rules:

1. Germans must set up in at least three groups, in randomly drawn Buildings (Cave) terrain at Range Chit 0, and all personalities begin the game in Pinned Status. The American player then sets up normally, momentarily disregarding Range Chits. The German player then rallies a number of men equal to a RPC drawn for each group (German player's choice). The American player then draws a RNC for each group. If the result is black, the group begins at Range Chit 3, otherwise, it begins at Range Chit 4.
2. A German group may take no actions until attacked (Fire, Sniper, or Close Combat) or a Hero card is played on it. The Germans may, however, play Movement cards to remove Wire, and may discard normally.
3. German units never Panic (but may be Pinned) during combat, voluntarily or otherwise.
4. The American units are considered to be of Elite quality.

Scenario Setup: (DYO: none)

Germans set up first and the Americans move first.

Number of Decks: Three

Discards: None!

Cower Cards: Marsh, Pillbox, and Minefields

German Personalities: 4-10, 15, 17-19, 21-24, 26, 27

American Personalities: 2, 4, 5, 7-9, 11, 12, 18, 21-23, 25-27 (Elite)

Victory Conditions: Americans win immediately upon capturing eight German soldiers. The Germans win by breaking the American squad or avoiding the American Victory Conditions by the end of the third deck.

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UP FRONT Demo Derby

A Multi-Player Variant

by Andrew Maly

Introduction:

Tired of those two player UP FRONT games? Do you find Scenario A to be too ahistorical? Really want to play a game with a lot of different nationalities? Got a cold keg of beer and want to have some real fun? Welcome to the UP FRONT Demo Derby!

Historical Basis:

Absolutely none! I could add some really inventive stuff, but I really don't think I could fool the reader. Alternatively, Churchill, Stalin, Hitler, and the rest get together and decide that the cost of the war in monetary, environmental, and human terms is getting to be too much. Therefore, they will decide the fate of the world in a single, winner-take-all match (and readily agree that pay-per-view is the way to go...).

Rules:

If you can't get at least three people, this is not worth playing. Of course, this is UP FRONT, so getting at least two other opponents should not be a problem.

The scenario to be played will be either A or M (the Patrols), with the following modifications:

1. No Buildings cards are removed from the deck. You're probably going to forget to do so, anyway...
2. Pillbox and Minefield cards are not Cover cards. Since you can only fit three men into a Pillbox, if you structure your squad to take advantage of the Pillbox card, you are obviously taking a chance that you will find the Pillbox card. Once Minefields are used, they are not removed from the game, but put into the discard pile.

How to Determine Sides:

Players cut the deck, and based on the Card Control Number (high to low) will randomly determine their nationality. Once the order is established, the first player will draw and look at

the Random Position Number in the "7" column. Each subsequent player checks one column to the left, and any gaps in the nationalities are closed up.

The nationalities initially correspond with the Random Position Numbers as detailed in Table 1.

Table 1: Nationality Determination

American	RPC 1
British	RPC 2
French	RPC 3
German	RPC 4
Italian	RPC 5
Japanese	RPC 6
Russian	RPC 7

As an example, the first player draws, and the RPN in the 7 column is a 2. That player is the British. Compress the remaining nationalities, and the next player draws a 5. The nationality structure now appears as: A-F-G-I-J-R, so the second player will be the Japanese (not the Italians). Repeat this process until all players have a nationality. Each player gets the normal patrol squad assigned to the nationality played (see DESERT WAR, if you have any questions). The players go in order of the Card Control Number draw.

The game lasts a number of decks equal to the number of players. For every two players eliminated from the game, the duration of the game is decreased by one deck. The object of this scenario is to fulfill the Patrol scenario victory conditions (good luck!), or more preferably, have the last remaining good order squad. Only wimps win by aggressive action points at the end of the allotted time period.

All squads are considered adjacent and opposite each other. Thus, in a six player game, although the player opposite you is three players distant, the concepts of Relative Range apply equally to all players in the game.

Table-talk is allowed, even encouraged. Players are not restricted by historical alliances for their actions during this game. Alliances are only valid for as long as they hold.

If you haven't figured it out by now, this is a tongue-in-cheek, have a blast, scenario for when you've got a bunch of friends together. And it's much more historical than Scenario A. I played UP FRONT this way quite a number of times, and it was always a lot of fun. Enjoy!

Variant:

For those who think the scenario above is too tame, try the Demo Derby Paradrop. Each player takes their basic patrol squad and follows the setup instructions for the paratroop scenario (ie, must be in four groups, at least two men per group, random determination of range and group ID by the player on your left). The Patrol scenario victory conditions are in effect. Using this variant, players cannot win by the Patrol victory conditions until after the completion of the first two decks.

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The Cassino Games – Part II

A Brief Overview of the Cassino Campaign, 1943–44

by Michael P. Nagel

[Following this article are two scenarios which represent some of the fighting which occurred during the campaign].

[Getting the Flock Out!](#)

[When the Chips are Down](#)

On February 12, 1944, General Bernard Freyberg (commander of the combined New Zealand/Indian Corps) requested a flight of 36 fighter-bombers to hit the Benedictine monastery atop Monte Cassino. The monastery had been an imagined thorn in the side of the Allied efforts to relieve the Anzio beachhead and strike on Rome. It was also a key German position from where they could call artillery strikes down on the flustered Allied forces. Remarkably, however, there were no German units in it, as it was made off-limits by Kesselring and the German high-command in Italy!

Unfortunately for posterity and the Catholic Church, the Allied command was so sure of the necessity to bomb the monastery that they sent 144 B-17s and 86 medium bombers against it. It would be the largest flight of aircraft sent against a single building in history and considerably more than originally requested! Over the course of four hours, over 450 tons of bombs were dropped on the Abbey of Monte Cassino. In his diary, a staff sergeant aboard an attacking B-26 noted, "Target cabbaged real good."

First hand witnesses to the attack were elements of the Indian Division which were as close as 300 yards to the monastery. Had they been informed of the attack schedule, they would not have had a dozen bombs dropped on them. The state of communications in the 5th Army was plagued with problems throughout the battle, so the Indian units were caught in the fray. Fortunately, none of the two dozen casualties proved fatal.

These units were so close to the monastery in anticipation of an assault on the ruins after the last of the bombs fell. That night, a single company attacked, but not the abbey as originally planned. It was decided by the commanders of the Indian

Division that Monte Calavario -- the nearest high point to the rubble of the monastery -- would need to be taken first.

One company (66 men and officers) of the Royal Sussex Battalion headed out at night, only to find their way blocked by a deep gully which had not appeared on any of their maps. Trapped out in the open and in difficult terrain, half the company fell as casualties before they could retreat to safety.

Still convinced of their superiority, the Royal Sussex attacked again, later that night, in much greater force. This second assault resulted in twice as many casualties, some due to Allied artillery, and the hill still remained untaken.

At 2:15 the following morning, two battalions of Ghurkas launched an assault on the monastery proper, in support of a third attack by the Royal Sussex on Monte Calavario. Under a bright quarter moon, the Ghurkas followed the same basic route toward the caves below the abbey which was used by the American squad a week before (when the prisoners were taken). While on the way, several units decided to take cover in nearby brush.

Disastrously, it turned out to be laden with mines, and within 15 minutes, two-thirds of the two lead companies of Ghurkas were cut down by German fire. As expected, the assault on Monte Calavario (to the Ghurka's right) failed as well.

That night, the Indian Division lost 530 men, and the New Zealanders, who had been ordered to take Cassino town, lost all but 70 of a 200-man force. Clearly, the bombing of the abbey had proved fruitless. Two days later, the ruins were inhabited by elite German Fallschirmjager (paratroops).

In March, the devastated Indian Division was replaced by the Poles, who continued to fight on, also with heavy loss of life.

Finally, in May -- six months after the assaults on the Cassino ridge began -- the elite French forces were allowed to try to cut through the Arunci mountains to outflank the German positions. The Americans and British commanders thought it was impossible, but the French were successful, and on May 18, 1944, the German units occupying the ruins of the abbey, and its intact vaults below, withdrew.

The six month battle for Monte Cassino raises many questions. Primarily, why did it take so long? The objectives of the battle were clear: punch a hole through the Gustav Line, and link up with the Anzio landings. Under ordinary circumstances, these objectives should not have been this difficult to fulfill. But the battle was fought under extraordinary pressures. First was the defensibility of the terrain, a brilliant choice by the German High Command to make a stand. Second were the political pressures toward the preservation of the monastery. If the peaks surrounding the Liri valley had been thoroughly bombed before the first assaults began, the battle may have been counted in weeks or days, rather than months. Third were the command and control difficulties within the 5th Army. Not only was it made up of several units from different countries -- which placed language and cultural handicaps on the offensive -- there was also considerable stress within the overall command. Several of the unit commanders resented having their forces placed within the command of units from a different country, as well as having personal biases against particular leaders. Could the reason that Free-French commander Gen. Alphonse Juin's requests to outflank the Germans were continually set aside by frontal assaults be due to an earlier relationship with the Vichy? I doubt that this was the only reason for his plans being pushed aside, but it probably played a role.

Given the inordinate amount of casualties resulting from the battle, it is difficult to draw comfort from the fact that the Gustav Line was eventually breached. Nevertheless, Rome was liberated and Nazi Germany lost its most powerful ally within the European theater.

Suggested Reading: "Monte Cassino" by David Hapgood

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Getting the Flock Out!

A 2-Player Scenario

by Michael P. Nagel

During the latter half of the Monte Cassino campaign, New Zealand forces were charged with the task of taking Cassino town. Unfortunately, the German forces had predicted the importance of the town, and had destroyed most of it in an effort to set up a defensible position. The early morning assault by the New Zealanders ended in disaster and a hazardous retreat from the ruins of the town.

Special Scenario Rules:

1. Night Rules are in effect through the first Action deck. At the beginning of the second (and third, if necessary) deck, draw a RNC. If it is red, enough day-light has broken to discontinue night conditions.
2. The Germans set up first at RC0, followed by the New Zealanders (British), at RC2. The New Zealanders then draw a RNC for each man. If the result is a red 1, that man starts wounded. All the Buildings and Wall cards are then removed from the deck, shuffled, and dealt one at a time onto each group; German Group A first, followed by New Zealand Group A, German Group B, etc. Any remaining cards are returned to the Action Deck, which is reshuffled.
3. Regardless of the printed modifier, all Buildings cards provide -2 protection.
4. The New Zealanders may retrograde past RC0 with a black RNC Movement card if they play it in conjunction with a black RNC draw or a Hero card.

Scenario Setup:

Number of Decks: 3
Germans set up and move first, as described above
(DYO: none).

Discards: The first five Woods cards are removed after being discarded unused or as RNC/RPC draws.

Cover Cards: Marsh, Minefield, Pillbox (and Smoke under Night conditions).

German Personalities: 2, 3, 15, 17–19, 21–23, 26,
27

New Zealander Personalities: 1–5, 8, 15, 17, 24

Victory Conditions: The New Zealanders win by
breaking the German Squad, by getting five men
past RR0, or by surviving three decks.

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When the Chips are Down

A 3-Player Scenario

by Michael P. Nagel

The assault on Monte Cassino involved a large variety of nationalities under the Allied flags, particularly the British who included among their troops units from New Zealand and India. As well trained in mountain fighting as some of these units were, they were not in for an easy time! Holding the abbey were none other than the battle-hardened, elite German paratroopers (Fallschirmjagers).

This is a semi-historical scenario which postulates an attack by Ghurkas on the German positions within the ruins of the abbey. They are being supported by a regular unit from the Royal Sussex forces.

Special Scenario Rules:

1. The German player receives three -3 Building cards prior to play for use on any of his groups. In addition, he also receives the Pillbox, which is treated as a -4 Building and may hold any number of men. When setting up his positions, he may allocate no more than four German personalities per Building, but may rearrange them freely during play, using Individual Troop Transfers. If these Buildings are vacated, they become Cower cards when returned to the Action Deck.
2. Each Allied group begins the game in -2 Buildings terrain, and may allocate personalities in any way (subject to standard rules).
3. As the scenario simulates an up-hill battle, add one to the Fire Strength of all German attacks (excluding the Mortar). The height advantage does not endow the defenders with the ability to fire into Gullies as if a Hill card were occupied. Hill and Gully cards are used as per the standard rules.
4. The German and Royal Sussex forces are at an additional +1 penalty towards in-coming Fire attacks when moving.
5. The German squad is made up of veteran Fallschirmjager (paratroops) and is considered to be Elite quality. They may use split-action Cower

cards as Hero cards for the purposes of Rallying (only!).

6. The Ghurkas and Royal Sussex are both variations on the British units and are used in exactly the same way. The Royal Sussex are considered Line quality, and the Ghurkas are fanatical Elite mountain fighters.

7. The Allied players may communicate and compare hands only after establishing Radio Contact (rule 41.7). For game purposes, the Allied Players are entitled to maintain such contact so long as their Radio Chits are operating. Also, either of the Allied players (but not both) may call in a Strength 5 Artillery strike by using a Radio card during any turn.

8. Ghurka Assault (optional): The Ghurkas had a reputation of being notoriously spirited and violent fighters. Because of this particular zest for battle, the Ghurkas may use Banzai attacks in the same way as the Japanese.

9. Night Action (optional): The Regimental Commanders have decided to send the intrepid Allies out in the cover of darkness. Although their movements will be hidden, the terrain will slow the Germans and Royal Sussex down. In order to advance, retreat, or move sideways, two Movement cards will need to be played simultaneously; one of them down and the other into the discard pile. Two movement cards are NOT needed when moving under the illumination of a Starshell. The Ghurkas are trained mountain units, and are not affected by this rule.

10. Hidden Deployment (optional): This is a rule that I recommend for use in every scenario. When setting up, place some kind of a divider between the attacking and defending groups, so that neither side can see how the other is deploying his troops. Once each player is done setting up, remove the dividers and place the Group ID chits accordingly. This option turns Fog-o'-War into Pea Soup!

Three-Player Game Setup:

The Ghurka player sets up first, using Group ID chits Z, A, and B, in three groups. The Royal Sussex player then sets up using Group ID chits C,

D, and E, also in three groups. The German player sets up last, using Group ID chits A, B, C, and D, in four groups. The order of play follows the order of set-up. The Ghurkas first, followed by the Royal Sussex, and finally the Germans. If the Allied players have established Radio Contact, they may play their groups' actions in any order desired.

Scenario Setup:

Number of Decks: 4

Allies set up first and move first, as described above (DYO: None).

Discards: None!

Corner Cards: Marsh, Minefield (for the Attackers), and -3 Buildings (once vacated and returned to the Action Deck).

Ghurka Personalities: 1, 3, 5, 14-18, 22, 24 (Elite), Radio, DC

Royal Sussex Personalities: 2, 4, 6, 8, 9, 10, 12, 19, 21, 23, 25, Radio (American)

German Personalities: 1-6, 8-10, 15, 18, 19, 22, 25-27 (Elite)

Victory Conditions: The Allied player wins if he can clear two of the four Buildings of German occupants or move one four-man/non-infiltrated group to Range Chit 5. Any other result is a German Victory.

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Quick Reference:

Acquiring Infiltration Status / RPC Modifiers

by Michael P. Nagel

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

(WEB NOTE: The following is a .GIF graphic which you can download.)

Quick Reference:	Acquiring Infiltration Status
	<ul style="list-style-type: none"> * Each unit attempting INF must play a Move card (20.22) or make a Morale Check (20.21), ignoring color. Failure results in a Pin. * Crewmen attempting INF will give up Crewman status (20.23). * Flamethrowers and Secondary Weapons may be affected (20.23). * No INF from Minefield or Wire. When attempting INF from a Stream, a Ford Card or Ford Check must be played in addition to any Move card played to ignore a Morale Check. A successful Ford RNC is used as the INF RPC. INF from Marsh may only be attempted if two Move cards have been previously played (20.24). No INF into a Minefield (20.25). * INF is resolved for each unit by drawing an RPC. If the RPC is red, the INF attempt is successful. The base RPC column equals the number of men in the target group, which may be modified (20.3).

Quick Reference:	Cumulative Infiltration RPC Modifiers
Concealment (20.3).....	Value Left
at Night (20.31).....	3 Left
to and from Smoke (20.32).....	2 Left/card
from Brush (20.33).....	2 Left
from Woods (20.34).....	1 Left
from Hill (20.35).....	1 Right
to Pillbox (20.36).....	1 Right
from Open Ground (20.37).....	2 Right
Pinned Defenders (20.38).....	1 Left/each
to or from Moving (20.39).....	2 Right
from Infiltrated (20.39).....	2 Right

* Night and Smoke modifiers cannot be taken together. Smoke cards are Cover cards in night scenarios (13.26 and 20.4).

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Ham and Jam: Pegasus Bridge

The Day a Bridge Changed Name

by Kevin Pietersen

WEB NOTE: This section discusses the action, the other part contains the [scenarios](#).

The Orne River and parallel canal were situated on the eastern most extent of the Normandy landings on the 6th of June, 1944. These bridges were deemed an essential target, so as to secure the left flank of the Sword Beach landing zone. To the east of the river and canal was the Breville highland which overlooked the British force's approach to the strategically important city of Caen. The British decided that the heights must be captured, therefore the bridges had to be captured intact so that the paratroopers could be supplied and reinforced once they had captured this high area.

British Major Howard and 160 men were ordered to land by glider -- before the paratroopers or sealanding troops touched down -- seize both the bridges, and hold them until relieved by the paratroopers or the sealanding forces. Major Howard's airlanding force incorporated volunteers from D Company and two platoons of B Company of the 2nd Oxfordshire and Buckinghamshire Light Infantry, as well as twenty sappers from the 249th Field Company.

The Ranville and Benouville bridges were defended by approximately fifty men of the German 736th Grenadier Regiment of the 716th Infantry Division, who were equipped with one 50mm ATG, several LMGs and one AAMG. Most of the defenders were sheltering in trenches, but there was also a concrete bunker near the Benouville bridge. The German troops were a mixture of Poles, Russians and underage Germans led by German NCOs.

00:16 – One of the two sentries on the bridge, a sixteen old Berliner -- Private Romer -- heard the first of the gliders land within fifty yards of the bridge. He ignored the distraction and continued his pacing, believing the noise to come from debris falling off a damaged allied bomber returning from a bomb run over Caen to the south. Major Howard's glider had landed in the marshy area between the two rivers, coming to a halt in the barbed wire that surrounded the bridge. The two

pilots were thrown from the glider and lay unconscious, and Major Howard was momentarily stunned.

Within eight seconds of landing, Lieutenant Brotheridge and twenty-two of his men had exited the glider and were charging towards the bridge. Corporal Bailey and two men were also charging towards the pillbox that defended the bridge, their job being to silence this point of defense.

The remaining two gliders landed eight seconds behind the first. Lieutenant Wood and his men exited their glider and advanced on the nearside trenches with the aim of clearing these defenses of any opposition.

HAM: The Capture, 00:18

Private Romer looked to where he heard the other gliders landing and saw a swarm of black-faced troops charging down on the bridge. As he ran away he shouted to a comrade, who took the time to fire a flare as warning to the rest of the defenders. This activity cost him his life, as he was mown down by Lt. Brotheridge. At the same moment Corporal Bailey knocked out the pillbox with several grenades. The Sten gun shots, the flare and the exploding grenades woke the Germans up to the threat that was bearing down on them. The Poles and Russians realizing the danger started to withdraw, but the German NCOs opened fire with everything they had.

Lt. Brotheridge and his Bren gunner, Private Grey, had made it across the bridge. The lieutenant threw a grenade at the MG post on the far shore, and was killed, yet the grenade destroyed the gun pit. Corporal Parr and another section made it across the bridge, and began to shout the codeword for success, "Ham and Jam".

A German sergeant, named Hickman, who was driving past the bridge, detoured towards it after seeing the ruckus from his car. He and his four companions crept up on the bridge to see what he said "frightened the daylights out of you". He opened fire with his SMG at the British Bren gunner who was reloading at the end of the bridge. The Bren gunner ran into a nearby barn and returned fire. The five Germans soon ran out of bullets and withdrew.

At this time, Lieutenant Smith with an injured knee, crossed over the bridge. As soon as he got to the other side, a German lobbed a grenade at him. He opened fire with his Sten gun and killed the German before he could jump over a wall, whereupon the grenade exploded nearly blowing off his hand. The rest of the British and Germans exchanged several grenades, and the British finally managed to take the bridge. The remaining non-German defenders in the nearby houses aimlessly fired off their bullets and retreated.

00:21 – The bridge was now cleared, and Lieutenant Wood -- having cleared the trenches on the nearside of the canal -- crossed over to clear the other trenches and took possession of a MG38 and plenty of ammunition. On the way back over the bridge he was wounded by rifle fire.

After this first action, Major Howard was greatly shocked that in 6 minutes he had lost all three of his platoon commanders. The sappers had discovered that the bridge had been readied for demolition, but the fuses had not been connected.

JAM: The Counterattack, 01:30

Over an hour after the British troops had secured the bridge over the canal, two German commanders in Benouville and Le Port decided to counter-attack, though they knew very little about the situation. The German attackers came from the 1st Panzer Engineering Company and the 2nd Engineering Company of the 716th Infantry Division. In quality they were far superior to the troops that the British had defeated around the bridge. The British knew the counter-attack was about to begin when they heard the sound of tank tracks approaching the bridge. Sergeant Thornton possessed the defender's only weapon capable of penetrating the German tank's armour -- the one and only undamaged PIAT.

The Bren gunner was the first to see the German tanks, the leading one a mere twenty yards from his position. The glider troops opened fire. While under a night attack, the Germans had made one crucial error: they had failed to protect their tanks with infantry. This error allowed Sergeant Thornton to wait until the tanks were right on them before he fired his PIAT, but he only had two rounds! As

the tank was turning in front of him he fired.

The PIATs bomb hit the Mk IV tank directly in the middle. The tank's armour was penetrated, setting off its bullet supply, soon followed by grenades and high explosive shells. The exploding tank lit up the whole battlefield. Disoriented and lost personnel, miles away, saw the flare up which acted as a beacon to the regrouping Allied paratroopers. After the explosions stopped the British could hear screams coming from the nearest tank. One of the British soldiers found a German with his legs blown off. This man turned out to be the commander of the 1st Panzer Engineering Division, who died a few hours later.

The German Lieutenant in charge of the second tank withdrew and the first counter-attack came to an end. He reported to the remaining German commander that the British had a 6-pounder ATG! The Germans decided to wait until dawn to assess the situation before any further action would be taken.

After several additional counter-attacks the weary glider troops handed the bridge over to relieving paratroopers. In honour of these soldiers, the French renamed the bridge after the British Paratrooper's insignia, a Pegasus. D Company continued fighting in Normandy until the 5th of September, by which time they had lost 141 out of their initial strength of 181.

What follows is a mini-campaign which recreates the action around Pegasus Bridge on the 6th of June, 1944.

Suggested Reading: "Pegasus Bridge" by Stephen E. Ambrose

[Ham and Jam mini-campaign](#)

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Ham and Jam: Pegasus Bridge

The Day a Bridge Changed Name

by Kevin Pietersen

WEB NOTE: This section discusses the scenarios, the other part contains the [history](#).

What follows is a mini-campaign which recreates the action around Pegasus Bridge on the 6th of June, 1944.

Special Campaign Rules:

The Ham and Jam campaign consists of one or two linked scenarios:

1. HAM, the British attempt to capture Pegasus Bridge, and
2. JAM, the German counter-attack

If the German player wins the first scenario, that player is considered to have won the campaign. Otherwise, the second scenario is played, the winning player being the campaign victor.

Scenario One (HAM) Special Rules:

1. The German player must set up a Pillbox in Group A at Range Chit 4, with either an LMG or MMG within. If the Pillbox is vacated, it must be discarded from the game.
2. The German player sets up groups B and C at Range Chits 0, 3 or 4. The LMG or MMG may not be placed at Range Chit 3 initially, however.
3. Any German group at Range Chit 0 or 4 may begin the scenario Entrenched if desired.
4. Once placed in their respective groups, half of all the personalities in each group (rounded up) which are not at Range Chit 3 must begin the scenario in Pinned status. The German player may designate which combatants begin pinned, with the exception that the LMG and MMG must begin pinned.
5. The British player must set up with three of four groups at Range Chit 0.
6. A "bridge" is situated at Range Chit 3 within Groups B and C. No movement is allowed into

Range Chit 3 in Groups A or D, as it is a deep, unfordable river!

7. The only terrain cards which may be placed at Range Chit 3 are Open Ground and Wall cards. If a Wall is played, it only carries a maximum protection value of -1 (from any attacking enemy group). Also, no Entrenching is allowed at RC3 while in Open Ground.

8. All Night rules are in effect, but the German player may not use Starshells (rule 38.5).

9. The British units are considered Elite, while the Germans are Volksgrenadiers.

Scenario One Setup:

Number of Decks: 3

Germans set up first, British move first (DYO: Attacker, 397pts / Defender, 290pts)

Discards: Snipers and Hills are removed from the game when discarded unused or as RNC/RPC draws.

Cower Cards: Minefields are Cower cards for both players. Streams and Marshes are cower cards for the British player only.

German Personalities: 3-5, 7-9, 13, 18, 21-24, Pillbox

British Personalities: 1-6, 8, 15-17, 24, 2xDC

Victory Conditions: The British player immediately wins if the German personality cards in the Pillbox are all Pinned, Routed, or Dead, and there are at least two unpinned British personalities at RC4 or RC5 in an uninfiltrated group in terrain that will reduce the Fire Strength of any attack against them.

Scenario Two (JAM) Special Rules:

1. The British player may set up at any Range Chit, other than RC5.

2. The British ATM is represented by the use of a Russian ATM (it is a Gammon bomb).

3. A deep unfordable river is situated at Range Chit 3, and all special rules pertaining to it in Scenario One (SSR #6 & #7) are applicable here. The "bridge" is still located within groups B and C at

Range Chit 3.

4. All British units, not in Groups B or C, and at Range Chit 3 may begin Entrenched. The British player may place all Terrain cards in his hand on his own or his opponent's groups before the German player places any of his own.
5. The British player may set up hidden. Instead of openly displaying the personality cards, they may be placed in a pile, with only the status of the top card visible. A hidden group may only be fired at if it voluntarily exposes itself by firing or moving, or if the German player makes a successful Observation draw (rule 38.2), with the Relative Range decreased by two for this purpose alone). Once exposed, the hidden group is displayed normally, with the top card being the left-most (first position) card and the bottom being the right-most (last position). Sniper attacks and other RPC determinations are handled in the same manner.
6. The Pillbox may only be placed on any group at British Range Chit 0, 1, or 2. If vacated after being played, the Pillbox is discarded from the game.
7. Night rules are in effect.
8. The British units are considered Elite, while the Germans are standard Line troops.

Scenario Two Setup:

Number of Decks: 3

British set up first, Germans move first (DYO:
Attacker, 1035pts / Defender, 514pts)

Discards: Hills are removed from the game when discarded unused or as RNC/RPC draws.

Cower Cards: Minefields are Cower cards for both players.

German Personalities: 4, 8, 9, 17, 18, 21-24, 32, 44, DC

British Personalities: 1-6, 8, 11, 15-17, 24, DC, ATM

Victory Conditions: The German player wins immediately if he has at least two unpinned personalities in an uninfiltrated group at Range Chit 5 in terrain which will reduce the Fire Strength of any attack against them.

Alternate Setup: The British player may exchange personality cards 8 and 11, and the ATM for German card 29 (the 50mm ATG). Card 29 may be set up at British Range Chits 0, 1, or 2. The ATG may be set up in the Pillbox at the start of the game. The ATG may never be moved. If the ATG is set up in terrain where Entrenching is allowed, it may be set up in this manner (contrary to rule 36.4) and is considered Hull Down. Terrain may only be played on the ATG during initial setup.

[Ham and Jam battle account](#)

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David versus Goliath
An Analysis of Up Front and Advanced Squad Leader
by Anthony Toglia

[Ed. Note: This article has been reprinted from our local club's newsletter, and I feel compelled to add a brief preface. Tony is, or was, a confirmed ASL player with dozens of games under his belt. His observations, therefore, are grounded in the knowledge of the two systems described, as opposed to simple ignorant observation. The following raised quite a few shackles amongst our local ASL players. I'm curious to know what the readership and their resident ASL players think of it!]

WEB NOTE: I've broken this article into three pieces as you will soon see.

When deciding whether or not to purchase a wargame, I usually ask myself many questions; Who's the designer/developer? What level of play is it? How is command control handled? What's the cost? Etc. One of the most important questions is whether or not the game is a good simulation. To answer this, I ask myself three further questions;

Is the game historically accurate and do the units behave within acceptable limitations?
(Discussed here)

How do the rules govern the game flow and are the details reflective of what they should be for the game's level?

Does the game give the players an idea of how their historical counterparts felt, including the decisions they were forced to make?

I used these very questions to compare Avalon Hill's WWII tactical games, UP FRONT and ADVANCED SQUAD LEADER. My conclusions are that while both systems utilize abstractions, UP FRONT is the "David" to ASL's "Goliath". That is, ASL, the "giant" of tactical combat systems, falls victim to all of its own charts, tables, rules and chrome -- collapsing under its own weight.

Let us tackle the first question. Is the game historically accurate and do the units behave within

acceptable limitations? ASL and UP FRONT are both games representing tactical level combat in WWII. UP FRONT is extremely focused, as it usually deals with only single-squad firefights and uses a necessarily abstract (at this level) multi-scenario format. Of course, there were many instances where single squads were overwhelmed by several enemy squads. Although this is where larger games come into play, UP FRONT has the capacity to simulate this to a limited degree. However, this lies outside the game's intended parameters and it is hardly balanced at this level, therefore, it isn't terribly fun for the outnumbered player. ASL scenarios are usually gleaned from official battle records and I have no reason to assume that they are inaccurate to any great degree. I believe the scenario cards with their historical data to be one of ASL's merits. To accommodate the hundreds of scenarios for ASL, Avalon Hill uses the geomorphic mapboard design it first used in PANZERBLITZ. This is a brilliant concept which accommodates many scenarios using a limited number of map boards. However, as with every equation, something has to give somewhere. Geomorphic mapboard systems sacrifice some mapboard detail and accuracy in order to accommodate multiple scenarios. As far as I am concerned, it is an acceptable trade-off due to the high cost of printing mounted mapboards, but the inaccuracy is there nevertheless. When simulating a detailed historical conflict at the squad level, this missing accuracy can be critical. As for UP FRONT, it side-steps this problem altogether. Instead of approximations through geomorphic mapboards which accommodate hundreds of scenarios, UP FRONT abstracts terrain completely. Realizing that when individual soldiers/squads fight over terrain they encounter unseen obstacles on their way towards certain objectives, UP FRONT uses no mapboard at all and has terrain cards and movement cards. This requires a leap in imagination and several trials to truly understand its success. However, when one thinks back to childhood, running across neighbors' lawns, through parks, etc, you can easily remember the wide variety of terrain you encountered. Some of this terrain was of your own choosing. But sometimes, you stumbled across a creek or bush on your way to a shack on a hill. Unlike ASL, which gives both players an unrealistic God's-eye view of the battlefield and its units, UP FRONT provides a

fog-of-war to the terrain which better simulates real life tactical combat.

Unit behavior is a more difficult question to answer. UP FRONT uses nationality differences to yield different card hand capacities ASL too, utilizes national differences to modify capabilities and behavior. This adds flavor to both game systems and is meant to reflect the different squad tactics utilized by the different countries. Both games allow for pinned down units and morale, etc. However, I have often observed ASL squads being sent from buildings out into the open streets in front of enemy forces with machine guns in order to soak up the "defensive first fire" of opposing units. I have never witnessed this type of artificial technique utilized in a game of UP FRONT. UP FRONT makes a player value the life of his men. A loss of over 50% (modified by nationality) of your squad will cause the squad to rout and you to lose the game. Therefore it makes you think before you coldly order men into dangerous situations. In UP FRONT campaigns, you might even willingly lose a game in order to save the lives of your squad to fight another day because it would do you no good to accomplish one mission if your squad gets killed in the process. The movement cards used by UP FRONT limit the capacity of your squad/section to simply pick up and move to a desired objective. A lack of movement cards in the player's hand can be seen to reflect the lack of initiative/courage found in men during combat as well as any other inability to blindly follow orders with 100% precision during the chaos of combat. Frequently, men could hear nothing, including shouted orders, during the oppressive noise of combat! In contrast, all squads in ASL follow orders blindly and without question, even if that means certain death!

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The Grinner's Corner

Question: BANZAI rule 46.4 States that no group may have more than one LMG per group. Does this extend to combinations of MMGs and LMGs? In addition, there have been some articles that imply that the Italians can ignore this rule. Indeed, their large "squad" is in actuality a combination of a rifle squad and a LMG squad. This would indicate that more than one LMG per group would be normal for them. Besides, the Italians need all the help they can get in this game! Thus, is rule 46.4 in effect for the Italians as well?

Answer: Yes! The Italians cannot set up with two LMGs in the same group! For the sake of the quality of your play, you would do well to ignore the other viewpoints expressed in those articles as well.

Question: A PC who is carrying a Radio as a Secondary Weapon is also a crewman. Can the Radio still be used? 11.2 indicates no, but arguments have been made that the Radio is not used by the PC, but by the SL or ASL with the PC, and thus they can use the Radio even though the carrier is busy with other things.

Answer: The arguments are wrong. A crewman cannot use a Radio. [Ed. Note: The respondent to these rules questions made the following comment about this question and the previous one: "These are perilously close to abuses of the rules, folks."]

Question: If a mortar is eliminated through a failed repair attempt, does the PC still get the stated Firepower value at close range? If yes, does the mortar need to be crewed to get that FP? Likewise, if at close range with an enemy, can the mortar be uncrewed so as to get both the FP of the mortar and that of the ex-crewman?

Answer: You do not get the Firepower from an eliminated mortar. You may add the Firepower of an uncrewed mortar with that of an ex-crewman.

Question: When can a group rearrange their order? (1) as the sole action of a group?; (2) following an individual transfer? (3) (rule 17.8); upon crewing/uncrewing a weapon? (rule 11.11)

Answer: (1) Yes!; (2) No!; (3) Yes, see rule 11.12.
Also after weapon acquisition, rule 18.2, and make
sure to read the full text of rule 3.3 as well as
4.25.

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Go for Broke!

A Variant for the American Nisei

by Michael P. Nagel

In the first issue of Relative Range, I included an article which described the sheer economic value of UP FRONT based on the number of potential nationality combinations which could be used in any scenario. Within my own gaming group, the article was well received, with the exception of the suggestion that non-historical match-ups could be made. Although I never received any real derision per se, I did get a couple of sneers and some eye-ball rolling.

While boning up on the Cassino campaign for this issue, I came across an interesting passage in one of my sources. A British officer, who was just arriving at the scene, was amazed by the diversity of nationalities present in the area. He was particularly astounded to hear that the Japanese(!) had taken the fort at the base of Monte Cassino known as Rocca Janula. He later found that the unit to which he was referring was the 100th Infantry Battalion, made up of American Nisei (Japanese Americans).

At that point I realized that there could be a legitimate way in which UP FRONT players could match the Germans (or Italians) against the Japanese -- when their only other odd-ball option was sending Allied units against the Vichy French...oo-la-la.

During the early 20th century, there was a large influx of Japanese immigrants into Hawaii and the west coast of the United States. These immigrants brought with them their moral ideals and religion (primarily Buddhism), and began the process of integration into American culture. They adapted so well, in fact, that upon returning to Japan they found their way of life no longer fit in with the Japanese norm. They had become foreigners in their own homeland, who still carried much of the morality of their ancestors, which they instilled in their children -- the second generation, known as Nisei (the first being Issei).

The Nisei were born in the United States and were considered American citizens, even though many of their parents were not. They were also

considered second class citizens and were confined primarily to agricultural labor. They used their own form of "Pidgin English" and were referred to as "Buddha-heads," a nickname derived from their religion. This term was not taken as an insult, as it helped to differentiate their social group from the Japanese -- particularly after the "Japs" bombed Pearl Harbor, and in the process killing or wounding many Nisei.

After the attack, many Nisei expressed the desire to sign-up and fight the Japanese. The American government, in its paranoia, sent them to internment camps instead, which further fuelled their frustration. In a deft political maneuver, Washington ordered the creation of two all-Nisei combat units, the 100th Infantry Battalion and the 442 Infantry Regiment (which later took control of the 100th in order to replace combat losses). These units were sent to the European theater -- to the dismay of many Nisei, but for obvious enemy-identification reasons -- and soon proved themselves to be a semi-elite fighting force.

Given the strong moral and mental attitudes provided by their heritage and the high quality equipment provided by the United States government, the American Nisei distinguished themselves beyond the call of duty in both Italy and France. Soon, one of their Pidgin-English phrases became one of the watchwords for valor: "Go For Broke!"

Special American Nisei Rules:

1. As the Nisei are American units, they use the same hand and discard capabilities normally used when playing Americans, and use American Split Action cards. A Nisei player should use Japanese Personality Cards however, and when choosing a scenario, should refer to the table at the end of this article.
2. The Panic Values of all Japanese Personality cards are increased by 1.
3. The rifles used by the Japanese personalities are actually semi-automatic rifles, so the Fire Power at Relative Range 1 should be increased by 1. Also, they do not suffer the movement penalties normally attributed to Bolt-Action rifles (rule 12.11).

4. Nisei units may use Banzai attacks in the same manner as Japanese units (rule 45.4), but do not get the Japanese Movement bonus (rule 45.11).

5. Nisei squads will break after taking 75% casualties.

6. Nisei squads use American equipment. When Japanese Personality cards are used in a scenario which are equipped with heavy weapons, these personalities should be rearmed (using American weapon chits) with equivalent equipment according to the chart below:

WEAPON CONVERSION CHART

Japanese	American
LMG	BAR
MMG	MMG
Flame	Flame
Thrower	Thrower
Grenade	Mortar
Launcher	

7. Each scenario may list additional primary weapons and equipment required for play (add'l BAR and/or Bazooka). These weapons may be assigned to any non-SL unit and replace the standard weapon listed on the card as the primary weapon for that personality (like Special Rule #6). If this new primary weapon malfunctions or is destroyed, the personality is considered to be unarmed.

8. AFVs/IGs: When called for by a scenario, these items should be pulled from the American collection of personality/vehicle cards. The scenario listing has these items marked with an (a) for clarity.

9. DYO: The Nisei are considered semi-elite troops. If you choose to build a Nisei squad, decrease the pool of DYO points by 5%, and then purchase units from the appropriate sources: Infantry from the Japanese Cards, AFV/IG/Secondary Weapons from the American cards. Bazookas and additional BARs may be purchased at 35pts and 25pts respectively (note that the counter mix imposes a limit on the number of these items a player may purchase!).

There are no Second Line Nisei units. Elite Nisei forces may be purchased by decreasing the available DYO points by 20%. These units use the same hand-size and draw-capacity as American Paratroopers.

10. Only the following scenarios may be used with Nisei. Also, only German and Italian units may oppose Nisei (at least to stay within historical parameters, not that that should stop anybody...).
 [WEB NOTE: This table has been modified from its original version.]

AMERICAN NIESI TROOP LISTING

A.	PATROL	1-12
B.	CITY FIGHT	1-9, 11, 18, 19, DC
C.	ASSAULTING A FORTIFICATION	attack 1-4, 6, 7, 14, 17-20 defend 1-3, 5, 8, 10-14
D.	REAR GUARD ACTION	attack 1-12, 18, 19, 23 defend 1-4, 6-9, 18, 19
E.	ARMORED RECON PATROL	1-9, 11, 31(a) attack 1-12 defend 1-4, 6, 7, 14, 18, 19,
F.	THE INFANTRY'S IRON FIST	attack 32(a) defend 1-10, 13, 19, Bazooka
G.	BLOCK CLEARING	attack 1-9, 19, 34(a) defend 1-8, 13, 14, 19, 20, Bazooka
H.	ARMORED ADVANCE	1-5, 7-9, 11, 12, 19, 20, attack 41(a) defend 1, 3, 5, 7-9, 12, 29(a) [rein: 2, 4, 6, 11, 20, Bazooka]
J.	FREE FOR ALL	
K.	ELITE TROOPS ON THE ATTACK	attack 1-12 defend 1-8, 14, 18-20 3-12, 21, 25(a)
L.	OUTPOST LINE	attack 2-12, 19-21, 27, 40(a) defend 1, 2, 4-8, 16, 23
P.	EVACUATION	attack 1-12 defend 1-8, 18
R.	PARATROOP DROP	attack 1-8, 14, 18-20 defend 1-12

V. AMBUSH	attack	1-8, 11, 13, 14, 17, 18, 20, 27,
W. SURPRISE ATTACK	defend	BAR, Bazooka
	attack	1-4, 6, 7, 14, 18, 20
X. SURROUNDED	defend	1-12
	attack	1-7, 18, 20
	defend	1-12, 19, 23
		1-7, 18, 20(a)

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Hit the Beaches: The Amphibious Assault

2-Player Historical & Hypothetical Scenarios

by Greg Guth and Mark Lomastro

Special Scenario Rules:

1. Woods terrain cards are Cower cards for the Defending Player and are used as Air-Attack cards by the Attacking Player (see Special Rule 10 for Air-Attack rules).
2. Setup: The Pillbox and one Wall are given to the Defending Player at start. The Wall card has an Entrenchment counter placed on it (-3 from opposing/-2 from adjacent). The Pillbox must be placed at Group Chit B. After initial hands are dealt, but before initial terrain placement, the Defending Player undergoes a Morale Check for every personality card (RNC ♦ Morale Value results in a Pin -- ignore color). Initial terrain is then placed -- all terrain placement on the Attacking Player's groups must conform to Special Rule #4 (below). After initial terrain placement, the Attacking Player then makes an Entrenchment attempt for each eligible group at Range Chit 0.
3. The Attacking Player's AFV is considered a Dual-Drive (amphibious) AFV and starts the game buttoned up and at Range Chit -2. It cannot fire until it reaches Range Chit 0. Every time it plays a Movement card until it reaches Range Chit 0 it must draw a RNC, and if it is red 5 or 6 the AFV sinks and is removed from play. The AFV must make a Bog check on every movement that changes its range chit until Range Chit 0.
4. Terrain: Defending Player has no restrictions. The Attacking Player (or defender placing on attacker) may only place terrain according to the following table:

TERRAIN PLACEMENT RESTRICTIONS	Range Chit -2 to -1	OPEN GROUND (Attacker only)
	Range Chit 0 to 2	Above & WALL & GULLY
	Range Chit 3	Above & BRUSH
	Range Chit 4	Above & HILL

Range Chit 5 or More	Above & BUILDING
-------------------------	------------------

Marsh & Stream can be placed on both players at any range chit except during initial terrain placement. Minefield & Wire can be placed as terrain only by Defender, and can be used as Movement cards by the Attacker.

5. Defending Player's AT Gun must be placed in the Wall terrain and is considered hull-down. It cannot be moved from its initial placement.
6. Whenever the Attacking Player places Open Ground at any Range Chit up to and including RC2, a RNC is drawn. If it is red, the Attacking Player places an entrenchment counter on that group.
7. The Attacking Player's Radio simulates naval gunfire support and has an additional random element. If the normal Radio resolution is successful a RPC is then drawn to select a group. The RPC number must also be black for the attack to proceed.
8. The Attacking Player may receive Random Reinforcements throughout the game.
9. A successful Demo Charge attack may be used to remove Wire. This counts as an action for the group and no infiltration is required.
10. Air Attacks: Air attacks may be performed by the Attacking Player only. As the sole action of a group containing an operational Radio, a Woods card must be played to the discard pile. The Defending Player must then perform a morale check for every personality card.

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Cold Front

The Winter War for UP FRONT

by Jim Burnett

[Ed Note: The following article has been reprinted from the Avalon Hill GENERAL -- Volume 26, Issue #2 -- with their permission. Its use is required in the play of two articles included in this issue of Relative Range.]

Thus far, the different guises of UP FRONT have presented themselves in temperate and tropical climates. This ignores the other extreme of warfare in World War II -- the fight for the frigid north. Numerous books and articles have been written concerning Arctic combat, the German woes in their invasion of the Soviet Union being frequently mentioned. We will, then, skip over any detailed description of these actions and, instead, attempt to add the necessary rules to the UP FRONT system to make it applicable to the final frontier of the Second World War.

1.0 The Winter War

The following rules for winter warfare are presented as modifications to the rules already found in the UP FRONT series. The only basic assumptions made are that the temperature is well below freezing, that there is snow on the ground (ice in areas), and that the weather is not otherwise prohibitive of combat.

2.0 Terrain

The terrain cards are modified to reflect the presence of snow and ice. Unless listed below, all cards retain their effect and use.

2.1 Stream: Stream cards are treated as impassable terrain. Any Stream card discarded on a group will remove the Movement card in place. A Stream is a break in the snow/ice surface sufficient to expose water which would require a crossing. Icy waters would quickly freeze, and were to be avoided.

Removal of the Stream card will require the play of two Movement cards sideways. A player may place terrain after the first card is played however, but the Stream remains in place until the second Movement card has also had terrain played upon it. Semi-frozen water is a very strong deterrent to

movement.

2.2 Marsh: Marsh cards are treated as Open Ground but may be discarded on any friendly or opposing moving group. Marsh is here considered equivalent to tundra.

2.3 Minefields: Minefield cards are discarded from all scenarios except where used as Booby Traps. The extreme cold and damp climate often led in frozen detonators, not to mention the difficulty of burying them in frozen ground and the muffling effects of heavy snow on their blast.

3.0 Actions

Many of the normal actions used in combat were very different when performed in bitter cold against a snowy backdrop. These few changes are summarized here.

3.1 Concealment: Concealment for units which are assumed not to possess winter camouflage gear is reduced by one. These will typically include German units of the first two winters in any East Front (i.e., versus Russian units) scenario. Thus, a "-2" Concealment for them would be "-1", or "-1" be read as "0."

3.2 Entrench: Effective entrenchment was difficult in the frozen expanses. Entrenchment is only successful if a black "0" is drawn.

3.3 Ski Troops: Ski troops are always considered to be Elite. A forward or backward Movement card played on Ski Troops which occupy a Hill will allow them to increase/decrease their range by one during their turn, and by one more at the end of the immediately following opponent's turn. This additional movement is at the option of the controlling player, of course.

4.0 Weapons

All types of weapons were more difficult to maintain and supply in the frozen North. However, some troops were supplied with weapons more suitable to the weather conditions, while others simply made do with what they had or devised makeshift methods to avoid the worst problems.

4.1 Malfunctions: All weapons are subject to

malfunction on a number one less than listed on their card. For example, a weapon which has a breakdown of "5-6" now has a breakdown value of "4-6." Finnish weapons, Soviet weapons after 1940 and weapons for Elite troops (including Ski Troops) are exempt from this penalty.

4.2 Repair: Repair is only successful on a draw of one greater than that listed on its card. Exceptions should be made for certain troops as listed in 4.1 above.

4.3 HE: All attacks by HE, except those against vehicles, will be resolved at one less firepower than listed due to the muffling effects of deep snow.

5.0 Vehicles

Vehicles were particularly affected by cold temperatures and conditions. They became difficult to start, move and service.

5.1 Movement: A vehicle requires a black RNC Movement card to be played in cold conditions for movement of any sort. Exceptions are made for the Finns, Russians after 1940 and Germans after 1942.

5.2 Bogging: A vehicle must make a Bog check for each terrain card entered. This check will be modified from its normal Bog as follows: A Bog in Gully or Woods is resolved with a RPC number two less than listed; all other Bog checks are resolved at a RPC two greater. Note that the Bog RPC number may never be less than "1."

5.3 Bog Removal: Bogs and Immobilization may be removed by the play of a Movement card and the draw of a black RNC greater than "0."

6.0 The Finns

The Finns were some of the most valiant warriors of the period when in defense of their homeland or liberating the parts occupied by others. Their tactical actions in both the Winter War and Continuation War are worthy of recognition. The following rules apply to them:

6.1 Manpower: The Finns use the German Personality cards. All cards will be modified by raising the Morale and Panic numbers by one. This

is a reflection of their familiarity with the land being fought over, and their individual love of Finland.

6.11 Squad Size: The Finnish squad will, in all scenarios, have two less members than listed. The cards with the two lowest Morale values should be removed. Specific choice will be left to the controlling player, however.

6.12 Morale Break: The Finnish squad will break at 60% losses.

6.2 Hand: The Finns will use the German card hand. Provisions for Elite, Line and Green troops are as per the German practice. The Finns should, however, have a greater likelihood of possessing Elite (Ski) or Line troops.

6.21 Split Actions: The Finns may make use of either side of a split-action card which contains Concealment or Movement and any other action, regardless of nationality marking. This is a reflection of their adaptability to the tundra and the trackless forests of the north. Cards which contain neither are Cower cards for the Finns.

6.22 Radio: The Finns use the Soviet radio cards. The Finns consistently lacked much artillery support.

6.3 Vehicles: The Finns use only German Vehicles 30, 31, 37, 42 and 43. They never maintained a large fleet of AFVs.

6.4 Leaders: The Finns are not subject to the leadership restrictions of Rules Section 15. Finnish leadership was not called upon to furnish the morale support or guidance to their troops that was required by the soldiers of other nations.

Other Nationalities

I will also use this occasion to present the other minor powers which were combatants in the world war. The reader will note that only the Finns get special treatment as far as new and revised rules are concerned. This is because of their very special nature in the war. The other minor powers can be fairly easily assimilated into the ranks of their co-combatant great powers. This is in no way intended to lessen their own efforts or

accomplishments, but merely recognizes the similarities in their own weapons, tactics and effectiveness. As is usual, it will be possible to find many instances where they over- or under-performed the nations with which they are equivalents. In these cases, the reader should feel free to make his own interpretations concerning the use of Elite or Green troops.

These other nationalities are given as additions to the game system as a whole. The listed minor power will use the cards and hands of their equivalent major power. Also listed is the complement of AFVs which each nation possesses. Note that these are not intended to reflect actual vehicles in most cases, but AFVs which were similar in performance to those in the minor country's arsenal.

The following changes should be considered when generating scenarios for the countries listed. Most Commonwealth nations had above-average troops. Their usage should lean toward the Elite or Line versions of British cards/hands. The Gurkhas are always Elite, and their AFVs represent other specialized support units. Minor nations against Germany in 1939-40 should subtract one from their Morale/ Panic numbers. Any nationality which does not use all of its major power equivalent's armor should be used only as the defender in armor scenarios unless the exact AFV(s) listed are in the scenario. Armored forces of some nations were non-existent, rare or seldom saw action.

The listings for the Chinese are, admittedly, a bit odd. Any time the Red Chinese are fighting the Japanese, equal sides will be fighting. Using the Italians as Nationalist Chinese is also a very rough approximation. Both of these minor "nations" were included solely to give those who like to play the Japanese a few more options. It is suggested that for both types of Chinese, the trend be toward Line or Green troops. Inadequacies in leadership and the lack of supplies and training is reflected by lower quality troops. The only concession is the use of the Banzai rule to represent Communist fanaticism.

Major Power Equivalent	Minor Power	AFVs
Russia	Poland	31, 32
	Yugoslavia	32

**Minor
Power
Equivalency
Table**

		Tito's Partisans	None
		Free French	All
United States		Australia	All
Britain		Canada	All
		New Zealand	All
		South Africa	All
		Gurkha (Elite)	All
	France	Belgium	35
		Greece	None
		Netherlands	35
		Norway	None
Italy		Hungary	31, 35
		Rumania	31, 33, 35
		Slovakia	35
		Bulgaria	35
		Nationalist China	None
Germany		Finland	30, 31, 37, 42, 43
Japan		Red China	None

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The Perfect Tournament

An Overview of Convention and Tournament Formats

by Jim Matt

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What's This All About?

I am a tournament gamemaster that has run a couple of Up Front tournaments, each one using a different format. Good designs, but each had flaws. In this article, I'll share my ideas, and hope they will generate some response that might lead to my grail: The Perfect Format for an Up Front Tournament.

Up Front is a great game for tournaments. It offers quick set-up, fast games, multiple match-ups in a short(er) time frame, no perfect strategies, and is of only moderate (relatively easy?) complexity. But as you'd expect, there are still wrinkles. I've found several issues that need special attention. In order of priority, they are:

A definitive way to determine winners, or at least 1st to 3rd rankings.

Ability to handle a variety of player experience levels, all the way from "I've always wanted to try this" to "Statistical analysis of my past 1,427 games defending as Germans shows ...".

A way to keep early finishers busy so they don't become bored and wander off. There is nothing worse (for both players) than to end a game 10 minutes after the tournament starts. The loser is really bummed, and the winner loses his warm feeling of winning just as other winners are getting theirs.

To play something other than Patrol or City Fight!

Has anyone noticed that I did not mention time? As with any convention (save AvalonCon), you are normally allotted a slot of four hours or so. Not a lot of time to get real elaborate with round-robin match-ups, league play, or play-each-nationality techniques. Time dictates that there will be three or less rounds, excluding the final showdown between the top two players.

Yin/Yang of just one Up Front slot

In a perfect world, you'd hold a beginner's clinic 2 hours ahead of your tournament. All potential new players would show up on time and go through a sample game, which would familiarize them with the entire set of rules and make them ready to play competitively.

Yeah, right, and panzerfausts will fly out of my butt (well, maybe flamethrowers....).

[Ed Note: Hey, I just print 'em...]

A game such as Up Front is usually granted just one time slot. Newbies and veterans play together, causing disappointment for some. Either newbies feel over their head with all of the advanced rules (and get frustrated) or veterans feel they are playing the lowest common denominator (which they are).

So who should get their way? I side with the newbies for one pragmatic reason: The more people who learn the game will love the game, and I'll have more opponents in the future. But this sucks for the veterans. Can there be a compromise? I think there can be. Let's work with a real life example of a four hour slot for Up Front.

The gamemaster spends the first fifteen minutes giving an overview of what will happen and clues everyone in that the more who learn the game will love the game. He then teams up players for a learning deck. Very experienced players (teachers) are matched with medium players who have not gotten through the vehicle rules yet (students). Teachers play the German attackers in H. Armored Advance, starting at RC2. Students play the Americans, starting at RC2. (Yes, this is RR4). Objectives are to demonstrate general issues of AFVs, including overruns. The gamemaster (teacher) will gather the newbies (students) in a cluster and will play a round of German vs. American A. Patrol, starting at RC1 for both sides. Objectives are to demonstrate all beginning game aspects, plus entrenching, wounds and close combat. Teachers will explain how and why they are making each move. In addition, they will make recommendations on what the student could do, provided he has the necessary cards, and why that would be a good move.

After 45 minutes all training games are stopped and two divisions are formed: junior (newbies) and varsity (veterans). Junior division players are playing for a certificate the gamemaster created himself; Varsity division players are playing for the prize the convention is offering, if any.

Any junior division player that feels "ripped off" at not being able to play for a convention prize is welcome to play in the varsity division. Make it clear that he is probably fresh meat, as there is no handicapping or special consideration for not knowing the game rules at this level. Let the tournament (for each division) begin.

What's the point(s)?

I'm a firm believer in inciting action and options by using incentives. A point based tournament system fits this bill. You don't have to deny players anything -- they can play with their old favorites (scenarios, sides, etc.), although they might not get many points for it. Or you can increase the likelihood of seeing the Italians or Russian conscripts or C. Pillbox or whatever by making it worthwhile using points.

The major problem is in deciding and assigning point values to things you want to influence. Are the values fair? Do they have unintended consequences? Can a standard set of point values be created for universal tournament use?

A good example was my tournament scoring system for MichiCon 1993. Each round a pair of opponents had 90 minutes to play one or more games of 501 Cityfight in 4 decks. To influence fast play and more than one game, I used the following chart:

Table #1		First Game Against this Opponent	"Bonus" Points for quick play (playing second game)	Second Game Against this Opponent
	Winner:	+ 1 Point	+ 0.75 Points	+1.25 Points
	Loser:	- 1 Point	+0.75 Points	-0.75 Points

At the end of the first game the winner has +1 point and the loser has -1 point. If they play a second game and can get to the 2nd deck to qualify, they both automatically get +.75 points just for playing. The second game winner can be determined and the winner/loser points assigned.

But check it out: The worst the loser of the second game can get is what he already had at the end of the first game. He played and lost, but basically treaded water. The winner of the second game had much to gain: A first game loser justifies himself and gains an overall total of +1 point. A first game winner bounds over the competition with +3 points.

So what does this do? It encourages fast play -- everyone wants to get into their second game to make it count. A first game winner worries that other first game winners might make the three point leap and leave them in the dust. A first game loser wants some vindication and needs to get on the positive point side.

That was my first attempt to influence action via a point system.

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URRAH!**Putting the Russian Charge Back into Up Front**
by Michael Anchors

In the Historical Notes, on page 32 of the UP FRONT rulebook, we are reminded that "Russian technique in the attack was basically of two types. First, infiltration, similar to the German usage, and when that failed or could not be implemented due to lack of initiative, massed headlong attacks. The Russian human wave . . ." Wait a minute! What human wave? Rule 3.2 requires that the Russian player, like all other players, place his personality cards in two to four groups of two to ten cards each. Why not one group?

As the Russian commander, I would really like to move my squad forward as a unit. Then I would only have to scavenge terrain for one group, instead of two. Approaching the Germans more quickly, my squad would suffer less casualties and grapple the Fascists in more effective numbers. At least, more men would survive to reach protective terrain at Range Chit 4, forcing the Germans to counterattack.

True, the Germans would have one more card in their hand, because of the single Russian group, but the advantages of a massed attack would overcome that edge. Having one group, instead of two or three, doubles the value of the Russian hand. Adding a sixth card to the German hand increases their hand by only 20%.

Worried about play balance? Don't be. The scenarios using the existing rules favor the Germans. Allowing the Russians to advance in one group actually improves play balance.

So here is my proposal: if the Action card drawn in an RPC has a red number in the '4c' column, a second card is drawn. The RPNs on the second card are read as position 11, 12, 13, etc.

Example: My fifteen man squad stumbles into a minefield. The first RPC has a red number in the '4c' column, so a second card is drawn. The second card has a '2' in the '5o' column, corresponding to my fifteen man squad, so the 12th man in my line-up steps on a mine. It's Commissar Dotski! He arches skyward. My men cheer.

If the first card had had a black number in the '4c' column, instead of red, the victim's position would have been found under 'Or', for having 10 men. Yolky palky. It couldn't be easier!

And if the Russians are permitted to mass in a single group, why not other nationalities? Let them discover by experience that divided groups are better for them. One nation's meat is another's poison. But rules should not legislate strategy.

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FinnSickle: A Winter War Treat

A 2-Player Tournament Scenario

by Jim Matt

[The following is a tournament scenario which was originally run at MichiCON 1994. FinnSickle is presented here in its tournament format, but it can of course be played as an individual scenario.]

On November 30, 1940, the Russians decided to go on a land grab in Finland. They poured over the border, stayed a few months, then left. They did, however, leave a lot of Russian bodies and material behind.

Tournament Details

All players will play three games of this same scenario against different opponents. Every player, regardless of winning or losing a game, will gain tournament points from a victory point schedule. After three games, the top two tournament point scoring players will face each other in a final match. Their tournament points from the final game will be added to their totals and the tournament winner will be the highest tournament point scorer.

Who gets to play what side?

If you and your opponent wish to play the same side, you must bid for it. Both of you secretly write a bid of how many points you will give up to play that side. Personality cards do not have to be specified at this time. Players should lay out the available personalities in DYO point order to assist in making a bid. The higher bidder wins the side, but gives up personality cards equal to or greater than their winning bid.

There is no such thing as a negative bid. A bid of no points is acceptable, but you'll probably be rebidding.

Special Scenario Rules:

1. The Finns: handle this nationality as per the guidelines described in the "Cold Front" article by Jim Burnett. The Winter Terrain rules also described in "Cold Front" are not in effect, but may be used if both players agree.

2. If the final deck is run out while completing an attack, reshuffle the Action Deck and complete that final action.

3. Victory Points are calculated per Rule 16.4. At the end of each scenario, VP totals are adjusted according to Table #2 on page 13.

Scenario Setup:

Number of Decks: 3

Finns (Germans) set up and play first.
(DYO:none)

Discards: None!

Cower cards: Pillbox, Minefield

Finn (German) Personalities: 1, 4-6, 8-10, 12, 25, 28 (No reinforcements)

Russian Personalities: 1, 4-7, 9, 11, 14-16, 19-20, 22-24, 41 (Elite -- No reinforcements)

Victory Conditions: The Russians win by getting four unpinned cards in one or more non-infiltrated groups at Range Chit 4 in terrain that will reduce the Fire Strength of an attack, or by breaking the Finn squad. The Finns win by breaking the Russian squad, or denying a Russian victory.

Designer Notes:

The Finn forces may look skimpy, but don't be deceived; the Finns are tough. It took me a long time to get the play balance even (?) -- over 22 games.

I tried to create a situation where seldom used equipment and rules are spotlighted. You might/will see the following: Commissar, AFV protecting infantry, IGs, prisoners, CC on AFVs, overruns, elite troops, "new" forces and berserk Russians. Ya ney panimeio.

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Quick Reference:
Infiltration Effects and Loss of Status / Close Combat
by Michael P. Nagel

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

(WEB NOTE: The following is a .GIF graphic which you can download.)

Quick Reference:	Infiltration Effects and Loss of Status
* A unit with INF Status may enter Close Combat (20.52) or double Firepower against the infiltrated group (20.51).	
* A unit with INF Status has the option to participate in a fire attack against the infiltrated group (20.531); is immune to ordnance attacks from the infiltrated group (20.54); may acquire an unpossessed weapon from the infiltrated group which has no designated crewman (20.57).	
* An infiltrated/infiltrating group may not make a Lateral Group Move unless INF Status is voluntarily dropped (20.56).	
* Voluntarily dropping INF Status costs an Action (20.56).	
* A unit loses INF Status if pinned, upon taking a prisoner, if his group plays a Movement card (except to remove Wire), after firing, or if the infiltrated group plays terrain at RR4 or Moves to RR3 (20.53), or if voluntarily dropped.	

Quick Reference:	Close Combat
* Each unit attempting to enter CC must play a Move card or make a Morale Check (20.52), ignoring color. Failure results in a Pin.	
* Both defender (first) and attacker may play one Concealment card on opposing fighters to decrease their CCV (20.621).	
* Unpinned supporting personnel (additional attackers or crewmen) add +3 to attacker or defender's CCV (20.622).	
* If more than one man attacks a single defender, and the primary combatant is killed, CC is resolved again immediately using the remaining attackers (20.73).	
* CC is resolved by attacker and defender drawing an RNC and adding applicable modifiers. The lower result is killed, and a tied result eliminates both fighters (20.7).	
* The victor in CC may acquire a victim's weapon (not ordnance) and does not lose INF Status (20.73,20.74).	

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Attu Island: Hell Frozen Over

A Brutal Winter Rules Campaign in the Aleutians

by Michael P. Nagel

Web Note: To bypass the historical article and get to the campaign, [click here.](#)

When one decides on playing the Japanese in an UP FRONT scenario, it is often taken for granted that the scuffle will be taking place in the stinking, sweltering jungles of south-east Asia and the Pacific. One doesn't readily imagine Tojo's boys slogging through snow-drifts, slipping down ice-coated slopes, or dying of frost-bite. Nevertheless, the first major Allied victory of World War II, was fought under just these conditions, near or within places known as Murder Point and Massacre Valley.

On Tuesday, May 11, 1943, the American 7th Division embarked (or rather, debarked) on the first Allied sea-borne invasion of enemy-held territory. The destination: Attu Island, located in the Bering Sea, nearly 500 miles from Japanese/Soviet contested territory. Attu, part of the Aleutian Island chain stretching west from Alaska, had been captured by the Japanese during the beginning of the Midway campaign, in an effort to set up forward air-bases as a threat to the American west-coast. Nimitz recognized this threat and organized the operation for the relief of the Aleutians, along with Admiral Kinkaid. Under Kinkaid's command, General Brown (and later General Landrum) was placed in charge of the actual assault on Attu. As this was to be the first attack of its kind (just Army, no Marines), the Allied commanders would learn several valuable lessons.

The plan was to land the 7th Division in two forces, one which would land north and the other south of the enemy positions. They would then converge at the top of a peninsula which would isolate the enemy. The northern force followed the island's coast-line, accompanied by a small flanking scout battalion to their right. The southern force pushed upwards from the aptly named Massacre Bay through what was equally aptly named Massacre Valley. Both of these names were derived from an attack by Russians on the native Aleut populace, around 50 years prior to the Allied assault. Veterans of the battle might dispute

that fact, given that their commanders failed to take a couple of things into account. First, the Japanese really didn't want to give up the island, and second, environmental conditions common to the island turned what should have been a relative cake-walk into Hell-on-Earth.

When the first wave of Americans arrived, they found snow running all the way down to the beach. The first artillery pieces which were landed, promptly sank deep into the tundra after being fired, rendering them useless. Until they could be taken off the beaches, there would be no artillery support, other than from naval guns brought to bear by courageous captains willing to venture near enough to the island. Air support from the nearby CVE Nassau was also eliminated by persistent 90% cloud-cover over the island. Fighters which did come in, more often than not strafed friendly units. Add to that, a thick ground-fog which persisted to a considerable altitude. This fog gave outstanding protection to the Japanese, who could clearly see the movements of the American troops. The Americans were sitting ducks!

The beaches quickly jammed up with supplies and bogged vehicles, which made supply-lines into the frozen wastes tenuous at best. Troops in the front lines began to suffer greatly from the effects of the bitter cold. Roughly a quarter of all casualties could be traced to frostbite. There were many cases where troops lost in the persistent fog walked into enemy-cross fires, where they would be pinned for hours, unable to find reasonable shelter from the cold.

Regardless of conditions the American troops slugged their way forwards, as the Japanese forged a bloody withdrawal. Eight days of nearly perpetual combat added seemingly years of experience to the battered forces. By the time the northern and southern forces linked up on May 18, those troops who made it could be considered elite fighters by any measure, even though they were green recruits only a week previously. The same could be said for the Japanese defenders who's resolve increased as their hold on Attu began to shrink.

On May 28, the commander of the battered Japanese forces, Colonel Yasuyo Yamasaki, formed

a bold plan to turn the tide of the battle. In the dead of night, his remaining force of 800 men (out of an initial 2600) would break through a weak point in the American lines, capture an Howitzer emplacement which he would use to pin the enemy long enough to evacuate his surviving forces.

At 3:15 the following morning, Yamasaki's troops took advantage of the lingering fog and managed to break through the American lines using great stealth. Ten minutes later, with the artillery battery of Engineer Hill in sight, the Japanese commander ordered a Banzai attack. The sleepy Americans quickly rallied their forces and threw the Japanese back into the fog after heavy close combat. This failure effectively destroyed the Japanese morale, and 500 of the remaining force committed mass suicide, via close-held grenades. Yamasaki tried a final charge later in the day with what remained of his force, but it proved fruitless and he lost his own life to a .30-caliber bullet. The battle for Attu was over.

The casualties incurred during the invasion of Attu were appalling. The Americans suffered 3829 casualties, roughly 25% of the invading force, second only in proportion to Iwo Jima. Of these, 549 were killed; 1148 injured; 1200 with severe cold injuries; 614 with disease; and a remaining 318 to miscellaneous causes. On the Japanese side, 2351 men were counted by American burial parties, and hundreds more were presumed to be already buried. Total prisoners taken: 28 (none of which were officers). They virtually fought to the last man!

In preparation for their next invasion -- the island of Rendova -- American Infantry commanders picked apart the Attu operation, and used several lessons to excellent effect. Modifications to GI clothing, the use of Forward Air Control, and various types of engineering gadgets which were created for, or during, the invasion were put to good use elsewhere. The lessons learned at Attu would come in particularly handy during the Infantry's next hurrah, the invasion of Sicily.

[Making a Campaign of it All](#) – The Attu Island Campaign.

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The Grinner's Corner

Up Front Q&A

by Grinner

Question: Reading 17.7, it says that a Lateral Group Transfer is not complete (ie, the new group chit is not placed) until terrain is placed and accepted. How does that apply in a group exchange? A) do both groups need to have terrain placed before the transfer is complete? B) If one group rejects discarded terrain, is the transfer null? C) Must both groups play terrain in the same turn for the transfers to be effective?

Answer: A) Yes; B) Yes; C) Yes.

Question: When do groups exchanging positions actually change their group counters? ID Chits are exchanged once both groups have accepted or received new terrain. If either one of the groups rejects terrain, it loses its movement status and the transfer of both groups is canceled.

Answer: Correct.

Question: Similarly, if two groups are both making Lateral Transfers (eg, group C to D and group B to C) then if the leading group C fails its transfer, then the other group B could not transfer either. If C fails, could they try again, prior to B completing their transfer, thus allowing both to transfer without B having to play another movement card?

Answer: No, see 17.7, 3rd sentence: "Such a group ID transfer can occur only if there is no other friendly group in that position at the start of the turn." So B could not go to C until the turn after C became D.

Question: I've concluded that cards no longer usable for TEM due to active movement cards are left on the table, and not discarded until terrain is finally placed. My rationale for this comes as much from the examples that go with 7.2 as with the rule itself. The rule never specified when to place cards in the discard pile, but they state in example C that the first Movement card should have been discarded due to terrain play, example E has no such statement with it, implying that the Brush

card, while not used in determining the Fire Strength of the attack, is not yet discarded. This could be important for determining what cards go back into the deck when it is reshuffled. Is this a correct assessment?

Answer: 5.41 and 7.2 show that placed terrain stays in place until new terrain replaces it. You're right though that this can cause problems in reshuffling and thus, timing. [Ed Note: To clarify, the play of a terrain card will cause the immediate removal of a previously played terrain and/ or a movement card.]

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Rung by Bloody Rung!
Setting up an UP FRONT Ladder for your Local Club
by Greg Courter

Web note: This article was written during the boom of the Scorpia topic on GEnie, of which the author was a member, and the existence of the AREA rating system. Thus the mention of those services. That's the only reason. An update of how to get onto Greg's internet ladder is included later in this article.

As the number of UP FRONT players in your area or group increases, new ways to build competition become available. Two methods are tournaments and ladders. Tournaments are appropriate at conventions but ladders are for long term use. Both are fun ways to pit your skills against others for UP FRONT supremacy.

A ladder is a structure where each player occupies a "rung." It allows a player to challenge a higher rung or to be challenged from below (a player on a lower rung). The top rung is player number one and the bottom rung is numbered based on how many people are on the ladder. One good thing about a ladder versus a tournament is that new comers are always welcome, they just build a new bottom rung and can start challenging. I would suggest that before starting a ladder you have at least eight players available for play.

The ladder rules pretty much force a player to alternate between challenging up the ladder, and being challenged from below. So to work your way up, you have to keep winning. A loss will drop you a little, wins will move you up, often in leaps. It makes for interesting play.

I am currently running a ladder on the GEnie computer network consisting of all PBEM games (play be electronic mail). I'll perhaps write about playing UP FRONT by electronic mail at a future time). This ladder is based on the Advanced Squad Ladder that Phil Pomerantz [Ed. Note: Phil is a local nemesis...if we can just wean him away from ASL...] is running on GEnie. Phil is also a member of the UP FRONT ladder. I will list the rules used on the GEnie ladder shortly. It should be usable, with a few modifications, for any type of UP FRONT

ladder you might want to devise, or in fact for any two player game.

One of the most difficult problems with ladders is setting up the initial rungs (seeding). How do you determine who should be the top banana (otherwise referred to as "target") at the start? One simple method is a random draw. Another is to hold a tournament prior to starting the ladder. The outcome of the tournament will determine the starting rungs of the ladder. This is the method I used on GEnie. The finals pit the top two finishers in the tournament in their first ladder game as players (rungs) number one and two. Another method would be to use the players current AREA rating (if you don't know what AREA is, pick up a copy of The Avalon Hill Game Company's magazine, The General) to set the initial seeds. Other rating methods would also work.

Following are the rules I'm using to run the GEnie ladder. I will insert a few notes on where you might want to change the rules for your own ladders. These will be shown in [brackets]. Note that rules highlighted in bold print are specific to play by electronic mail where it often takes at least a day to complete one turn. These would probably not be pertinent to face to face play.

Ladder Rules:

1. All games are AREA rated. [This is not necessary, but adds additional tension and continuity to the games.]
2. The Ladder is in straight numerical order. You may challenge your rank divided by four (rounded up) or five (which ever is larger) higher than your current position. [This should be based on the size you expect your ladder to reach. Adjust it based on how easy you want it to be to move up. Make sure it is large enough so that players will have others to challenge when they finish current games.]
3. If the winner of a match is higher ranked to start, no positions are changed. The winner of a match -- if originally the lower on the ladder -- takes the loser's place, and all other positions below drop one rung. The exception to this second point is in a match for first place. If the top ranked player loses he drops either one-quarter of the

ladder (rounded up) or five places, which ever is smaller. For example: if there are ten rungs on the ladder, and the top dude loses, he would fall from first to fourth place ($10 / 4 = 2.5$, rounded up to 3 – dropping three places puts him in fourth). If there are 25 rungs in the ladder, he would drop to sixth place ($25 / 4 = 6.25$ rounded up to 7 – but 5 is smaller, so he drops 5 rungs). [Again adjust based on size. Note that player's rankings will drop if someone below them beats a higher ranked player. This makes for a continuously shifting board.]

4. Games must be played expeditiously. Matches must be completed within 3 months. If not finished at that time, an impartial panel will assign a winner.

5. Challenges will be made on a first come, first served basis. Please let the Keeper of the Ladder know so that he can be aware of the match and resolve disputes on time.

6. Challenges must be accepted if you are vulnerable. Scenario, side, and nationality are agreed upon between players. If there is disagreement on scenario and/or side, the following method will be used:

The challenger selects either:

Scenario to play,
Which nationality to play, or
Whether to be attacker or defender.

Next the challenged player selects one of the three remaining choices. This continues until the scenario selection is complete. All selections are contingent on the available resources. In other words, if one player doesn't have the Desert War expansion module, than neither may play the French. [Handle this however you want. This method is called the "Ano" scenario definition method after Andrew Maly who created it for use at an Avaloncon tournament.]

7. Non-standard (i.e. not in the Up Front or Banzai! rule book) or DYO scenarios may be played only if both players agree. This includes scenarios from The General or fanzines. [Your choice.]

8. If a player doesn't respond with moves in a

timely fashion, delaying the game unreasonably, he or she may forfeit the game. A good practice is to assume a two day turn around. If you know you'll be out of town, you should let the other player know (courtesy).

9. If there are going to be any prolonged absences from the game, the other player and the Keeper should be notified.

10. The loser of a match may not challenge the winner again until he or she has played another match.

11. All results are to be reported to the Ladder Keeper. Please report the scenario played, nationalities, and the winning side. [This is not necessary, but can make for interesting information.]

12. Participants joining after the start of the ladder will be placed at the bottom. The initial placement on the ladder will be based on the outcome of a small tournament. [Or other preferable method.]

13. Yearly honors may be bestowed on those in the top positions.

14. Any changes will be made by majority vote of the participants.

15. A player must accept a challenge from below if he is vulnerable. If he is not vulnerable, he may not be challenged if another player is in range of the challenger and vulnerable.

16. A player is vulnerable if he or she:

was the originally lower ranked player in his last match,
has been inactive for an extended period of time,
and/or
is the Top Dude, Big Kahuna, Top Banana (#1)

17. A player is not vulnerable if he or she was the higher ranked player in his or her last match.

18. All disputes will be resolved by the Keeper, unless they involve the Keeper, in which case the dispute will be resolved by someone agreeable to both parties.

19. If the Keeper must relinquish his position

permanently, he or she will decide who the next Keeper shall be.

20. Inactive status can be requested. When a member becomes inactive he drops one quarter or ten places on the Ladder (whichever is less). For every six months he remains inactive, he or she drops another quarter or ten places. While inactive he does not count when figuring upward reach of a challenge for someone below him or her.

21. Games may be played with either a moderator or using computer aids. However, if either player cannot, or chooses not to use computer aids, then the game must be played with a moderator. Ladder members should periodically make themselves available as a moderator to help others play. Anyone who would like to moderate a game, contact the Keeper of the Ladder. If you are always available for moderating, let the Keeper know that as well.

22. When requesting to join the ladder, send a message (either E-mail or on the topic) specifying:

your name,
your GEnie address,
your AREA rating (if you know it), and
if you own Banzai! and/or Desert War.

Web note, you can sign up for the internet ladder by emailing your name, email address, AREA rating (if you know it), and if you own Banzai! and/or Desert war, to [Greg Courier](#). Note, this connects you to his current email address.

This information should be enough to help you start up a new and fun way to determine opponents for UP FRONT or many other games. Running a ladder takes time and a bit of work, but is rewarding in its own way and helps increase interest in this great game.

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The Grinner's Corner – Issue 5

Up Front Q&A

by Grinner

[Ed. Note: this edition of the Grinner's corner raises an issue of some contention among UP FRONT players. First, the question and the "official" answer, then my own thoughts...]

Question: Are the cards drawn for resolution placed on the table, or are they immediately discarded? This is important for determining which and how many cards go into the deck if the resolution spans decks.

AH's Answer: Rule 4.4, first line. They and their Fire card(s) are immediately discarded. Admittedly, this may be inconvenient for calculating Fire Strengths on big groups. Leave them out til you have to re-shuffle, then put them all in.

RR's Answer: I am adamantly opposed to this answer. Consider that when an attack takes place mid-deck it is impossible for a specific card to come up twice as an RNC. In between decks, by returning all RNCs (as well as Fire cards, etc) to the deck, this impossibility becomes a possible -- though not necessarily probable. For the sake of statistical continuity, this eventuality should never be able to occur. As UP FRONT uses the Action Deck as its statistical base for determining random events, the only way to make it work perfectly would be to return every card to the deck after play (terrain, movement, etc) and then reshuffle it. This is obviously infeasible. I urge all players, then, to leave any cards in play (even Snipers) out of the reshuffling process until the actions they have caused have been completely resolved.

Web Note: Mike must have had a bad hair day. The AH Answer is right.

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City Fight in Eighteen
A Play-Aid for "501: City Fight in Four"
compiled by Greg Counter

Following are the eighteen squads supplied for the GENie play by electronic mail UP FRONT tournament. This tournament used the 501: City Fight in Four scenario taken from The General Vol 26, # 5. The kicker in this tournament is that after each player submitted his squads -- he never saw them again. Each player was assigned a random squad in each game. The only provisos were that he would never get to play -- or play against -- one of his own squads, and he would never see the same squad twice. Actually, one person did see the same squad twice, but that was the only exception.

The squads are listed as follows. Each table contains the name of the player who submitted their three squads, and those squad's overall win-loss record (not the player's record, his squad's record), followed by the squads themselves. Each squad's nationality and win-loss record is shown along with the squad's makeup.

[Ed Note: The following is provided for those of you who would like to try this outstanding scenario, but don't have the time to create "the perfect squad." For editorial reasons (size mostly) I've cut out a significant amount of detail from the article's original incarnation -- mostly info which can be gleaned from the cards themselves.]

John Curtis 2-2

Deck	Personalities	Deck Total	Cum Total	Pts Remain
Americans 0-1				
1	1, 4, 5, 10, 17, 19, 20, 21, 24, Sniper	231	231	270
2 (x 0.8)	7, 11, 15	116	347	154
3 (x 0.5)	33	154	501	0
Russians 0-1				
#1	2, 3, 4, 5, 6, 8, 9, 12, 13, 14, 16, 26, 27, Sniper	351	351	150
#2 (x 0.8)	32	149.6	500.6	0.4
Germans 2-0				

#1	1, 3, 8, 9, 10, 13, 18, 21, 22, 24, Sniper	368	368	133
#3 (x 0.5)	4, 5, 15, 28	133	501	0

Bill Edwards 3-2

Deck	Personalities	Deck Total	Cum Total	Pts Remain
Germans 2-1				
#1	1, 4, 6, 7, 10, 12, 21, 26	220	220	281
#2 (x 0.8)	2, 16, 20	97.8	317.6	183.4
#3 (x 0.5)	39	180.5	498.1	2.9

#1	1, 7, 8, 10, 11, 14, 15, 16, 24, 28	234	234	267
#2 (x 0.8)	2, 3, 4, 6, 18, 20, 2xATM	132	366	135
#3 (x 0.5)	35	134.5	500.5	0.5

#1	4, 6, 15, 16, 18, 21, 22, 27	190	190	311
#2 (x 0.8)	3, 8, 12, 13, 26, 1xDC	123.2	313.2	187.8
#3 (x 0.5)	38	186	499.2	1.8

Peter Salekin 2-2

Deck	Personalities	Deck Total	Cum Total	Pts Remain
British 1-0				
#1	1, 4, 11, 13, 14, 15, 17, 22, 26	434	434	67
#4 (x 0.2)	42	65.8	499.8	1.2

#1	1, 4, 7, 8, 9, 12, 15, 17, 18, 21, 24, 26, 1xPF	320	320	181
#3 (x 0.5)	39	180.5	500.5	0.5

#1	5, 9, 10, 14, 16, 18, 19, 25, 27	180	180	321
#2 (x 0.8)	3, 8, 12, 17, 26, 1xDC	150.4	330.4	170.6

#3 (x 0.5)	41	170.5	500.9	0.1
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"The Idiot" 1-3

Deck	Personalities	Deck Total	Cum Total	Pts Remain
Germans 1-0				
#1	1, 2, 4, 6, 8, 9, 10, 12, 15, 17, 19, 25, 26, 4 x PF	501	501	0
Americans 0-1				
#1	3, 4, 5, 7, 9, 11, 13, 18, 19, 20, 21, 25, 28	409	409	92
#4 (x 0.2)	36	91.6	500.6	0.4
Russians (Guards) 0-1				
#1	3-5, 8, 11-13, 16, 17, 19, 20, 22-24, 26, 27, Radio-7	500.7	500.7	0.3

Andrew Maly 2-3

Deck	Personalities	Deck Total	Cum Total	Pts Remain
Americans 0-1				
#1	3, 4, 5, 8, 9, 11, 15, 17, 18, 19, 20, 21, 23, 25, 28	499	499	2
British 1-1				
#1	1, 2, 3, 4, 5, 6, 7, 8, 12, 13, 15, 16, 23, 24	498	498	3
Germans 1-1				
#1	1, 2, 4, 6, 10, 12, 13, 15, 19, 25, 26, 27	500	500	1

Jim Matt 2-1

Deck	Personalities	Deck Total	Cum Total	Pts Remain
Americans 1-0				
#1	1, 4, 5, 6, 7, 8, 10, 20, 40, Sniper	391	391	110
#3 (x 0.5)	21, 22, 24, 26, 27	24	415	86
#4 (x 0.2)	38	84.4	499.4	1.6
Russians 0-1				
#1	1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 13, 14, 15, 16, 32, Sniper	500	500	1

Japanese 1-0

#1	1, 5, 7, 8, 9, 11, 12, 13, 15, 22, 23, 26, 27, Sniper	294	294	207
#2 (x 0.8)	4, 6, 10, 14, 17, 18, 19, 20, 25	152	446	55
#4 (x 0.2)	35	53.8	499.8	1.2

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Iwo Jima Mop-Up Detail

A 2-Player Scenario

by Phil Henderson

Proceed to the [scenario](#) on this subject.

Were it not for Joe Rosenthal's famous picture of the (second) flag raising on mount Suribachi, the memory of the battle of Iwo Jima in Feb–March 1945 would probably be lost among all the other great battles in the island hopping campaign in the Pacific. However, Iwo Jima was the bloodiest battle fought by the Marines in WWII. The casualty figures read more like an ACW battle rather than a WWII battle. The 75,000 man, three division(3rd, 4th, and 5th) American Marine force took nearly 26,000 casualties in 36 days. Rifle regiments in the 4th and 5th divisions took 75% casualties requiring untrained support troops to take replacement combat positions. Little more than 200 of the estimated 22,000 Japanese defending force was taken prisoner during the battle. Another 800 were captured in subsequent mop up operations.

Iwo Jima's proximity to Japan made it strategically critical. The capture of the Marianas in July of 1944 put the Allies close enough to Japan that the B-29 superforts could bomb the home islands, but Iwo Jima made these bombing runs costly. Iwo Jima served as an early warning station for these runs and allowed interceptors the time to ambush Japan-bound formations. After Iwo Jima was conquered, the B-29s received fighter support on their runs and B-29s that were damaged by flak had a haven where they could land if they could not make the 700 mile trip back to the Marianas.

The terrain on Iwo Jima is forbidding. The volcanic island has a tear-drop shape five miles long and two miles wide. The terrain consists mostly of rocky ridges and hills situated above a floor of volcanic ash. The volcanic ash made it tough going especially when it rained. American AFVs were often bogged and subsequently destroyed by Japanese anti-tank weapons. Entrenchment during the battle was at best difficult and could be dangerous if a sulfurous volcanic steam vent was opened.

The Japanese had several months to plan and build their entrenchments on Iwo Jima. The defense

force was headed by Lt. Gen. Kuribayashi, a fifth generation soldier, who knew that he probably could not hold Iwo Jima indefinitely with the limited support he received from a resource-starved Japan, but he was determined to make the fall of Iwo Jima as costly as possible for the Americans. The Japanese honey-combed the island with 13,000 yards of tunnels with 5,000 cave entrances and pillboxes. Concrete blockhouses with 5-foot thick walls served as gun emplacements. This made the defenses practically immune to the effects of American artillery, which more often than not served the sole purpose of alerting the Japanese that a fresh assault was imminent. The positioning of the defenses were well thought out allowing fire from multiple well-hidden locations to rain down on the most logical paths of advance. The particularly well defended regions were given informal names by the unlucky assault battalions ordered to take them. Names such as The Meat Grinder, Turkey Knob, and The Amphitheater are now infamous in Marine history.

American daily gains were often measured in feet and yards. Hidden Japanese pillboxes would often wait until American troops had just past their position then open fire from several directions pinning and cutting off the retreat of the attackers. Mortar fire and snipers would then decimate the attack force. The only battle plan possible was a frontal assault on Japanese positions with bazookas, flamethrowers, and grenades covered by fire from rifles and machine guns and Shermans when they weren't bogged in the volcanic ash. Many gun emplacements could be knocked out only by astounding feats of heroism. Twenty-seven Congressional Medals of Honor were awarded for actions on Iwo Jima, thirteen posthumously.

Twenty-four days into the battle CinCPac Admiral Nimitz declared Iwo Jima conquered, and with the main airstrips secured and rebuilt, Iwo Jima was officially used as an American air base for bombing attacks on Japan. Yet some of the fiercest fighting was to occur in the last 12 days as the remaining organized Japanese resistance became consolidated in two main pockets of the island. The Japanese started final suicide assaults which were not the loud banzai charges seen elsewhere, but silent well-organized nighttime raids.

The 147th Regiment was brought in as a defense force and to help "mop up" the remaining Japanese defenses. It was estimated after the last official day of battle (36 days after landing) approximately 250 Japanese remained scattered on the island. In fact over 2,500 Japanese were still in place.

Although leaderless and without the possibility of coordinating attacks, the remaining Japanese were committed to fight to the death. After several dangerous weeks of approaching caves with flamethrowers and sealing them with demo charges, a detachment of Nisei interpreters were brought in to try to talk the remaining Japanese out. They assisted in the capture of more than 800 Japanese soldiers, four times the number of captives taken during the battle. For some of the Japanese it was a very long war. The last two Japanese defenders surrendered in 1951!

[Iwo Jima scenario](#)

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The Mighty Beck!
Variant Options for Real Men...
compiled by Greg Courter

[Ed. Note: Around a year or so ago, this slough of "variants" made its way onto the GEnie UP FRONT topic. How or why it appeared is beyond me, and I'm not too sure I want to find those answers... Let me simply caution you to **proceed at your own risk**. The items below are presented (presumably) in chronological order.]

From Jeff Paull...

Andy [Maly] and I came up with a couple of Real Men' rules:

Real Men go to Open Ground at RR5
Real Men never Entrench
Real Men Banzai from RR0
Real Men fire at Surrendering Italians
Real Men never play as the French

From Jim Matt...

Regarding: Real Men go to Open Ground at RR5. . .
I thought it was Real Men go to Open Ground on the back of a -3 Buildings and show you as they lay it down

Regarding: Real Men never play as the French. . .
Of course not. That would probably involve Jerry Lewis. But take the French as their forces -- sure!

From Greg Courter...

Let me correct a couple of your Real Men rules:

Regarding: Real Men go to ground at RR5. . .
Real Men don't go to ground at RR5

Regarding Real Men never Entrench. . .
That must have been Andy's -- he could never Entrench.

Regarding Real Men fire at Surrendering Italians. . .
Real Italians fire at Surrendering Italians

Regarding Real Men never play as the French. . .
Real Men play with the French (women)

Also Real Men never waste time to Rally-- they

just leave the wimps behind.
Real Men put the German LMG in a two man group
(in a Gully).
Real Men prefer a squad of all Becks.
Real Men Close Combat AFVs with single man
groups.

From Bill Edwards...

Now lets get down to the real nitty here.

Real Men decline to play initial terrain.
Real Men trash all of their weapons.
Real Men charge/Banzai to enter Close Combat
barehanded.
Real Men never, never play Concealed or Hero
cards.

Just picture it: 22 screaming, unarmed Italians with
five Move cards in each group in play right at your
front door.

Now as to the Frenchmen, they stay at home, drink
wine and (deleted) all the folks.

From Jeff Paull...

Greg, I agree. However, I would like to amend one
of my own rules:
Real Men can play French in a French vs. French
Partisan match. That way, no matter who dies,
they're only French.

From Greg Courier...

Gee, when we get this list finished, maybe we
should send it to Mike for inclusion in RR. Or we
could have Andy give it to the Hawthornes (Don
and Maria) – then they could start the Real Women
list for Up Front, or the Real Couple list.

From Andy Maly...

Real Men discard a Hero card just before the last
fire attack in deck three when leading by three
points in the AvalonCon Up Front tournament.
Corollary: Real Women take advantage fo Real
Men.

Real Men always enter their forces via the Paradrop
method, no mater what the mission (especially
when defending a Pillbox).

Real Men discard Wire on their own moving groups, just to prove their guys can handle it.

Real Men play French-Italian Outpost Line on an 18" diameter bar table in dim lights during Happy Hour.

Real Men do not miss the AvalonCon Up Front tournament, even if it is on Thursday.

Real Up Front Players never whine.

From Greg Courier...

Real Men always whine.

Real Men invent new things to whine about every day.

Real Men know that whining is an art form, second only to Up Front.

From Bill Edwards...

Now this is getting hard to top, or at least bottom:

Real Men voluntarily Panic any man who Pins.

Real Men Retreat to RC -2 before trying to take the Pillbox.

Real Men always put the wimps in their firebase.

Real Men always use ten-man groups.

Real Men have attended all four AvalonCons.

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Quick Reference:

Jungle and Desert Terrain

by Michael P. Nagel

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

(WEB NOTE: The following is a .GIF graphic which you can download.)

Quick Reference:	Jungle Terrain
<ul style="list-style-type: none"> * Jungle terrain is represented by Buildings cards (-2 and -3), and are treated as Woods terrain in every way (47.2). * The Fire Strength of all attacks (including Ordnance & DC, excluding Flamethrowers & CC) are decreased by one (47.3). * Marsh may never be rejected nor placed on AFV or IG (47.4). * AFVs must check for Bog when moving, and may not Overrun or enter -3 Jungle (Buildings) terrain (47.6). 	

Quick Reference:	Desert Terrain
<ul style="list-style-type: none"> * All SSRs for removal of terrain cards should be ignored (52.1). * Minefields are effective on a black RNC ≥ 1 (52.11). * Entrench on a 1 RNC (52.2) or black 1 RNC when on a Hill (52.12). * Streams are "Wadis" and have an incoming TEM of -1, and offer no firepower or weapon restrictions (52.13). * All -3 Buildings are removed when discarded or used as RNC/RPC. -2 Buildings are Escarpments: no Entrenching or Overrun. No firepower or weapon restrictions (52.14). * Marsh is "Soft Sand" and Entrenching is not allowed. There are no firepower or weapon restrictions. HE attacks are -1 (52.15). * All Woods are removed when discarded or used as RNC/RPC unless played on moving group as Oasis (black RNC). If not Oasis, moving group remains moving (52.16). * Malfunction range increased by one, i.e. x6 becomes x5-6 (52.3). 	

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Cool Real Estate, Comrade ... A Brief Overview of the Russo-Finnish Winter War by Jim Matt

[Ed. Note: this article and the following are a continuation of Relative Range's dip into the cool waters of snow-bound combat. A topic which was sorely passed over in the original design of UP FRONT, and a topic worthy of coverage, particularly as the summer heat-wave begins to mount. Ahh, for the cool climes of the Russian front...]

In late 1939, Soviet Premier Josef Stalin decided he needed a buffer between Mother Russia and Western Europe, as things were starting to heat up. So he made the Finns an offer they couldn't refuse: the Finns would yield control of the Gulf of Finland (five islands and the Karelian Isthmus, which was an additional 750 square miles) in return for East Karelia (which was 2,135 miles of swampland, and some woods and lakes).

The Finns declined this offer. Russian tanks rolled on November 30, 1939.

Fortunately, under the direction of 72 year old General Gustaf Mannerheim, a fortified line of defense (the Mannerheim Line) had been constructed along the 88 mile front on which the Russians would approach. The Russian horde of tanks and men easily overran the screen in front of the Mannerheim Line defenses, and pushed into Finland as far as five miles on the first day.

The Finns had to retreat fast, but they did manage to leave behind enough booby-trapped "presents" for the greedy Russian peasant soldiers. Russian General Kirill A. Meretskov pulled up to the Mannerheim Line and stopped for ten days, due to the booby traps, making the excuse that his men "were afraid to advance." This gave the Finns some much needed time to prepare for the coming onslaught.

Finns were courageous, although this might be due to their sheer desperation. When Russian tanks broke the defensive lines, the Finns, who were out of ATMMs, would infiltrate the tanks and jam heavy logs into their treads to immobilize them.

After a few months of slow progress, the Russians began to craft well coordinated combined arms attacks. Their orchestra of artillery, armor and infantry kept pushing the constantly counterattacking Finns back. However, the Russian timetable was not being met, and the fight for Finland was starting to become a manpower and material nuisance for the Russians.

On March 13, 1940, the Winter War ended, with the Russians nabbing 12% of Finnish territory (more than their original "offer"), and a 30 year lease on a peninsula to on which to build a naval base. The Finns were commanded to clear their people out of the ceded territory in twelve days, and to construct a special rail line for the Russians which would bisect Finland.

The Winter War was over. The Finns would remember this, and in fifteen months they jumped in on the Axis side against Mother Russia.

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**... and with Saunas for All!
A Finnish Elite Winter War Campaign
by Daniel C. Holtrop**

The following campaign endeavors to follow the basic flow of the Russo-Finnish Winter War of 1939 and 1940. The special rules draw heavily on Jim Burnett's Cold Front article, available in The General (#26-2) as well as Relative Range #4. Readers are strongly encouraged to dig up a copy if at all possible.

Special Campaign Rules:

General Winter Conditions

1. The rules from Cold Front should be used in their entirety, along with any following enhancements.
2. Infiltration: There is a one-column shift to the right for the Russians, and a one-column shift to the left for the Finns when determining Infiltration. Also, in precipitation (see below) each visually inhibiting factor which provides a leftward shift adds an additional shift to the left. For instance, Smoke would cause three shifts per card and Woods would cause two shifts.
3. Winter Weather Determination: At the beginning of a scenario (after drawing the men, but before deploying), draw separate cards for ground and atmospheric conditions (after all are drawn, throw into discard pile):

Ground Conditions: On an RNC of 6, there is "Deep Snow." Under these conditions, entrenching is successful on a RNC of 0 or 1. Vehicles which do not Bog upon moving into non-building terrain, draw an additional RNC. If the result is a 4, 5, or 6, the vehicle acquires Hull Down status. This status is lost when the vehicle moves or removes a Wire card.

Atmospheric Conditions: Check the following table:

		Effects
RNC Draw	Conditions	Fire Strength and To Hit
Red 0-6	Clear	Normal
Black 1-5	Light Precipitation	Fire Strength and To Hit: -1
Black 0,6	Heavy	1

Precipitation	Fire Strength and To Hit: -
	2

4. Spotting: When firing on units protected by a cumulative TEM of -4 or greater, the attacker must first spot the target per the Night rules (38). If unsuccessful, the Fire Strength of the attack is halved (dropping fractions). In the case of ordinance, To Hit results are only possible with a black RNC. If the attacker already requires a black RNC (if the target were moving, for instance), the To Hit range is additionally decreased by one.

General Campaigning Rules

1. Heros: The Hero campaign benefits sometimes see players wanting to use a Hero card on whoever needs it most. There must be a legal use for the Hero, even if such use is unnecessary or makes no difference in the game.

2. Pursuit: Drawing a red 6 RNC ends a given scenario even if the squad leader's morale is 7. Russians suffer a -1 to morale level for squad leader morale check in campaign pursuit. Finns enjoy a +1 to their squad leader's morale for the same check. If the Finns have no leaders, apply the bonus to their man with the highest morale, who becomes the de facto squad leader for this purpose.

3. Jr. Sgt. Burlak: The Russian player can be in a campaign-losing bind if he has lost both machine gunners, then plays a scenario requiring personality card #2, who happens to be an officer. The player should be able to buy a replacement enlisted man at regular cost if he wishes, using the #2 personality card, and listing on his or her sheet that this is not an officer. Otherwise, he loses seven points for the forced transfer. [Optional: Allow the player to replace the other LMG instead. This should not be standard, because the current campaign replacement rules focus on individuals, not random draws from weapon types.]

4. Commissar: the rules as written are unclear substituting a Commissar for another man with a machine pistol in a given scenario (or, in rare cases, for a rifleman). To combat the slight Russian disadvantage in the game, and to spice it up, I allow the Russian to bring in the Commissar not only for any dead or WIA leader, but also for any

missing machine pistol man (or rifleman if all other rifles are used). In this case, the Russian player could reap the benefits of three group leaders, although he may never have more than one leader designated as squad SL or ASL before each scenario. Of course, replacing a dead or wounded Commissar still takes seven points for a leader transfer. The idea is, use him as much as you can while you can, for free.

5. Finnish Elite (Ski) Troops: Do not demand 10% extra in cost, but rather delete yet another man from the roster in Finnish Elite scenarios, as per rule 6.11 (Cold Front: Squad Size). [Optional Artillery vs. Manpower Balance: If reducing the Finnish elite squad by three men seems too stringent, try reducing it by two and giving the Russians a Radio-5 or reducing it by only one and giving the Russians a Radio-6 (in Scenario L, the tradeoff per man is booted up by one strength point of artillery each, since the Russians receive artillery in the normal OB). Essentially, in this variant the Finns still have fewer men available than the Germans would; but they have put their best men in a section of the line the Russians are concentrating artillery attacks on. Both players must agree on this variant in order to use it.]

6. Assault Rifles: These personality cards may not be used. They do not exist for the purposes of this campaign.

Scenario Listing and Modifications

Some scenarios stretch the available armor. I have allowed use of only the weakest armor, even if the exact model featured therein was not generally available (if we use an HE effect 1 model when the real-life effect was 0 and not featured in the UP FRONT cards...oh, well).

Scenario Order: A – B – V – D – E – F – G – H – C – L (ten scenarios)

Scenario A

Start with normal ground conditions and heavy precipitation.

Scenario V

The Finns only lose two men from the OB instead

of three, because this scenario already assumed the attacker has elite troops. In the artillery variant, the Finns must still start down a man to represent their low manpower, so the Russians could only get a Radio-5 for one Finn. The Finns always attack in the ambush, even if behind in the campaign.

Finn Attack: Substitute 9, 10, 17, 18, 25 for 8, 11, 15, 19, 26

Russian Defense: Unmodified

Scenario F

Russian Attack: Unmodified

Finn Defense: Substitute one DC for 2xPF

Finn Attack: Unmodified

Russian Defense: Substitute 19 for 4, 3xATMM

Scenario G

Russian Attack: Substitute 20, 29, 40 for 24, 34

Finn Defense: Substitute one DC for 2xPF

Finn Attack: Substitute 4-7, 17, 25, 31, DC for 18, 40

Russian Defense: Substitute 19 for 22, 3xATMM
(Commissar may serve as third group leader)

Scenario H

Russian Attack: Substitute 3, 27, 29, DC for 37 (all Reinforcements)

(The Russian player may take a turn to shuffle leader roles with arrival of #27)

Finn Defense: Substitute DC for 6, PF (all Reinforcements)

(Delete only two men from original group; 1 from reinforcement. Artillery variant: cannot delete 0 from original and 1 from reinforcement. Must do 1-1 or 1-0.)

Finn Attack: Substitute 31, DC and 25 (as reinforcement) for 42

Russian Defense: Substitute 13 for 2xATMM; 11 for ATMM (reinforcement)

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Relative Range Five – In Your Face!

A Letter from the Editor

by Michael P. Nagel

When I started publishing this magazine a year ago, I honestly didn't consider that it would come to five issues. Given the title, this should be the last issue as a group can't advance any further than Relative Range Five. Unfortunately, I still have some material in my bins which deserves publication. As the title of this article indicates, to say nothing of the rules of the game, we have advanced into the face of the enemy, and must now press onward to where the game won't allow...Relative Range Six!

So far, the ride has been interesting as well as educational. The publishing process has allowed me to get a firm grasp on the software used to create the end result, being -- as mentioned in the Miscellany of each issue -- WordPerfect for Windows. I've also made good use of a screen-capture utility which has allowed me the luxury of placing photographs within the pages of the zine. If you've noticed, the printing hardware I've been using has also been improving, from 300dpi to 600dpi. An even superior machine that prints at a staggering 1800dpi has recently become available as well, so you should see a considerable jump in quality in the near future.

My publishing education has not only been technical, as I've experienced a social faux-pax or two. As some of you may recall, my announcement for the second issue of RR was adorned with the scowling visage of "Old Lazy-Eye" and a banner proclaiming "Achtung!" One of the readership, along with his request for the issue, wondered if I had ever considered that said announcement would be delivered to a Jewish residence who's elder family members might raise an eyebrow over what they were receiving in their mail-box. Point taken...no more SS officers adorning the mailings...ya live, ya learn...

All in all, I've really enjoyed mailing each issue out to the 100+ of you, whether you live just down the road, or as far as Germany, South Africa, and even China! And I earnestly wish to carry on to the best of my ability. One of my contributors asked me if I felt I was burning out, and I confidently answered

in the negative. Relative Range will go on and on, provided that the material keeps coming in. (Can you guess where this is leading?) Here's were I get on my knees and beg...

I need more publishable material! There is currently enough for RR6, but that's about it. What do I mean by publishable? Basically, articles that are three to four single-spaced typed pages in length -- or longer. These can be brief historical articles (with accompanying scenarios or campaigns), variants, analyses, replays, what have you. Several people have sent in single-page scenarios and variants which I can only use -- and will use when possible -- as filler. An entire issue of these nibbles would be disappointing in the extreme, so please, please send me material...the mailing address is listed on the inside/front cover.

Remember:

Real Men submit articles to Relative Range!

Thanks!

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Three Points to Ponder

A View of UP FRONT Scenario Design

by Jim Matt

Web note: This article is rather long...

After designing a number of scenarios and having a great time developing each one, I've learned some things that are worth sharing.

The three most important things in UP FRONT Scenario Design are (obviously these are personal preferences, but this is my article, isn't it? -- I'm hoping to prod you into writing your own article on how to design scenarios -- RR Plug #1):

- Nail-Biting Factor
- Choices
- Short 'n Aggressive

Fingernails on the Game Board

The "Nail-Biting Factor" is the most important aspect of design. If a scenario is always going to end the same way, or if a perfect plan can be created, what fun is the game? The game is effectively over once sides are determined. The best games are the ones that seesaw; both players have their hand on the prize, and are clawing for it turn by turn.

Between players of equal ability (and luck levels), a scenario should be winnable by the "underdog" side at least forty percent of the time. Below forty percent, and only a masochist will take the underdog side, looking for that rare win. But between forty and fifty percent you've got a scenario that will invigorate players to improve the win ratio for the underdog.

Each side winning over forty percent of the time does not make the scenario a nail-biter, however. Both sides must have two different victory conditions that are achievable. Most players settle on the one they are most comfortable with, but it is important to have two; the other serving as a fall-back. The second set of victory conditions also serve as a semi-contrary style of play for a player wishing to out-psyche his opponent.

The second set of victory conditions is usually to break the other side. Is this realistically achievable

for each side? If not, make it so. Example: A two man picket group of defensive Russians destroying an invading German Tiger is just not going to happen. But give 'em two ATMM's and things get a lot more interesting for both players. The Russians can actually go on a Tiger hunt mini-offensive and change the game radically. The Tiger must worry about defense in addition to its offensive role. All due to the scenario being tweaked to make it a more interesting and fair. And what about victory conditions stating that if the Germans lose their tank, they lose the game regardless if that is their only loss? (Tanks are expensive you know). You're in charge -- you decide.

The main victory conditions should focus on what you are trying to represent or recreate in the scenario. Is the squad trying to take and hold some ground? Grab the "package" and get back to base? Cross the river in a hasty retreat? Make a last stand, buying time for others? Whatever it is, it must be achievable. Keep tweaking until it feels right for both sides.

Choices! Choices!

There must be more than one path for a player to follow, both in victory conditions and in turn-by-turn tactical decisions. Above we talked about having two paths to victory. But that only affects the general style of play. I like to force players to make choices each turn by creating several opportunities for them.

Most scenarios are pretty cut and dried about how you begin. You build your firebase, your movement team and your special ops team. Well, that's what I do. Then you try to move them into position and let them do what they do best. Movement cards go to the movement team. Fire cards go to the firebase. Pretty staid.

I like to give the players many options of what to do with the same cards. Let the player mentally wrestle whether the Fire card would be better used by Group A or by Group C. Should he retreat his medium sized group back towards the primary victory condition with that Movement card, or zip his anti-armor team forward to get a better bead on the AFV that's giving him trouble. Is it better to attempt infiltration this turn (for close combat next turn) or to play the "measly" Fire Strength 4 fire

card this turn? Rally the group sitting on the enemy's prize or use it as Radio card? Make the decisions full brainers for each player.

Just how do I go about giving more choices? You'll read how in the sections below.

One other thing about choices. Players are less likely to kick themselves after a game for a channeled dumb move that lost it for them, because they'll be focusing on the "what ifs" that would have won it for them. Choices apply a little ego-salve to the loser.

Speedy Carnage

One of the things that bothers me about many scenarios is that they take too long to get bloody. Three deck games are mostly where the first deck serves as the limo ride to the prom. There are too few choices during the first deck of a three deck game. Up Front is not about set-piece battles -- it's about down 'n dirty tactical scrimmages.

I understand the theory of how attacking a pillbox requires a fine dance between covering fire and well-timed movement. But just how fun is it for the pillbox attacker to wait two decks to get the movement cards to get into proper position, only to have one Minefield and then the other tossed on him as a penalty for not having luck to draw movement sooner? Maybe it's realistic if you use the rationalization of "the terrain varied from what the scouts told us, etc.", but c'mon, you're playing a game! And not a very fun one if you are buried before you get a chance to act.

That's why I like my scenarios to start the opposing groups closer -- say RR2, instead of RR0. And cut it from three decks to two decks per game. This gets things moving quickly and forces players to act aggressively before time runs out. Excitement results in nail-biters, and that's what you're aiming for. Also, two deck games give you a fifty percent increase in games played during your regular playing time. More loser's salve -- "I'll get him next game!"

Just Where The Hell Did That Come From?

Designing scenarios allows you to flex your creative muscles and fine-tune a composition you

can be proud of. But where do you get the original idea in the first place?

As you'd expect, the easiest source is war stories. Find one you feel strongly about -- one that makes an impression on you that you'd like to share with others. You can follow the historical outcome or design a hypothetical situation with different factors, equipment, and goals.

Even lopsided war stories can make good scenarios. Remember, you're dealing with just one squad against another squad. In my FinnSickle scenario (see Relative Range #4), the Finns put up a great fight against the Russians for two decks. If the game were to go more than that, they would be annihilated. But I just framed the time where two squads could fight relatively equally, and built a scenario to fit it.

Another way I generate scenarios is by putting together elements that you just don't see. In Baraque de Fraiture it is 3, count 'em 3, vehicles. In Wakizashi's Edge, it is the Japanese retreating from the Russian horde in August, 1945. In Biergarten, it is DYO with Minefields and the possibility of an allies vs allies twist. [Ed Note: More from the mind of Matt ... coming soon to a Relative Range near you ...]

Probably the loopiest way I've designed a scenario was by selecting the name first: Partisan Ship. I knew I wanted to design a scenario with partisans and that by involving boats I could have a clever scenario name and hopefully a challenging scenario. (I had the name and idea churning for year and a half before I starting working on a feasible scenario).

But however you get your ideas, send 'em to Relative Range. [RR Plug #2]

Testing: 1, 2, 3, ..., 25, 26 ...

Playing the scenario solitaire is how to find the major holes and balance problems. I've playtested scenarios five to twenty-five times to get the feel just right. The important factor is that both sides must feel they have a chance to win throughout the entire game.

When playtesting, try different tactics for both

sides. If one side is designed for an end-around finesse, see what happens when they perform a flat out bold charge. Just because you personally don't set-up and play with a group of ten men and one of two men does not mean that someone else won't try that. And if something "weird" unbalances the scenario so that a perfect plan can be devised, then your scenario won't be played any more.

Once I've tweaked a scenario to where I feel it's fair to both sides, I'll play it against another experienced player. I let him read over the scenario and play without commenting to see if he can poke holes in it by coming up with tactics and questions that I never dreamed of. Omissions are filled in and special rules are honed during these useful sessions.

Write down your design decisions and rulings, even if you think it might be stating the obvious. You're cutting down player frustration in advance.

A helpful item to me are the photocopied Battle Report Worksheets I made to keep track of each game played, similar to a lab report. I record the starting positions of each group, who is playing that side (me vs. me again?), date, and special set-up conditions. Also on the front is a victory point tracker for each side. The back contains ruled lines that I record battle highlights (i.e. Pvt Moon successfully passes a morale check for infiltration!) and ideas that come during the game. I always record how the game ended and how far through we got through a particular deck.

Philosophy of the Berg-er-meister

Noted game designer Richard Berg tells game players that "We make this stuff up, so can you." Don't feel bound by the rules all of the time. Sometimes you need to break (or severely tweak) a game rule in order to balance the scenario or recreate your mind's eye scenario faithfully. Do it.

UP FRONT is a game, not a lesson in real life tactics.

With that said, don't go overboard. My general philosophy is that if a scenario has more than two special rules in play at the same game instant, it's probably too complicated and not worth playing.

When you're modifying an attack due to terrain (normal) and special scenario modifier #1 and special scenario modifier #2, it's getting to be too much.

Also, you want to be familiar with all of the rules before you start bending and breaking them. Too much fiddling can result in a frustrating mess for players due to unforeseen situations and circumstances. I usually only bend rules for reasons of play balance, and only break them if play balance really needs it.

Every Game Tells A Story, Don't It?

Your scenario is actually a story. You've got a cast of characters, a setting, and a plot needing resolution. Write a scenario narrative (a paragraph at least) to help the players get in the mood of their roles.

It's important to give a definitive reason why each side wants to achieve their victory conditions. The squad wants to hold that piece of land because it is the entrance to a wine cellar. Or their last stand allows their comrades to get away and fight another day. Or that they'll have to explain to their commanding officer why they weren't able to take an obviously puny force with their advanced equipment until some rival force arrived and put things right.

Take the time to explain your design decisions to the players. I like to know the reasons why a certain thing was changed for scenario balance. The best thing you can do is to rationalize the reason as part of your scenario narrative. "Waiting for a fuel resupply" rationalizes why the AFV needs two movement cards to move; "Fighting to the death because they'll be tortured and then killed" rationalizes why the Partisans will break at 76% instead of 51%.

Homer Simpson's Family Couch

I like building my scenarios so that set-ups vary and no game ever starts the same way twice. This discourages perfect plan creation and injects a bit more fog-of-war into the game.

Mostly I make the starting Range Chit for one side variable. In Wakizashi's Edge, the starting RC for

the Japanese is RC1 plus RPC(3). This means each starting group would be at either RC2, RC3 or RC4. In Stomp #106, the Americans in Groups A, B, D and E start at either RC0 or RC1 (red/black determines).

Another variation I've tried is random Group IDs. In Partisan Ship, the two German AFVs declare whether they'll be HT/Mark II or be Mark II/HT. The Partisans set up, and then a RPC(6) is drawn for the Germans: 1 is A/B, 2 is A/C, 3 is A/D, 4 is B/C, 5 is B/D and 6 is C/D.

Like the Simpson's family couch, you know in a general sense what you're getting, but not exactly what it will be this time.

Your Mission

After reading this, I hope you've been inspired to create a scenario or two. Do it. Send it to the Nageler c/o Relative Range so we can keep this 'zine going. I'm looking forward to hearing your differences of opinion concerning scenario design and in trying out your scenarios. [RR Plug #3]

If you'd like discuss scenario design, or just plain 'ole UP FRONT boosterism, I can be contacted on the Internet at WAMASTER@GENIE.GEIS.COM. Web note, the author can now be reached at sawtooth@tir.com

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The Grinner's Corner Questions and Answers

Question: Rule 17.6 says that the encircling group is at RR4 and may keep its encirclement and move to RR5. It then says that "the adjacent group must have an opposing group directly in front of it. These two encircling groups do not have to be capable of fire; they merely have to exist." This implies to me that range doesn't matter. **Answer:** Yes, correct.

Question: Most groups are not capable of fire at RR0. 17.62 states "An encircled group remains encircled until either opposing group which comprises the encirclement ... is at Relative Range 1 or less from the encircled group ..." There is no wording to imply that groups need to be at RR2 in order to initially create the encirclement (although one group is obviously closer than that). Does 17.62 imply that the group in front of the encircled group needs to be at RR2 or better for the encirclement to take place? It would definitely seem so. If not, what is 17.62 really saying?

Answer: In 17.62, the directly opposing group must be at RR2 or closer to the encircled group. You're right, it's unclear. Sorry!

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To Hell and Back

Audie Murphy as an UP FRONT Hero

by Christopher Salander

Web note: Another longish article, but lots o' scenarios...

ATTENTION AUDIE FANS!

Included with this issue is a specially made Audie L. Murphy personality card which can be used with any of the Audie scenarios in this issue. Simply replace the SL or ASL card (as appropriate, given Audie's rank in the particular campaign) with the special card and you're ready to go!

Just one more reason to actually get Relative Range...

Go to a specific scenario:

[Sicily – Crossing the Furiano River](#)

[Salerno – You Never Know Whom You Might Meet](#)

[Anzio – The Big Prize](#)

[Anzio – Intelligence Wants a Prisoner](#)

[Anzio – Expand the Bridgehead](#)

[Southern France – Die Hards](#)

[Germany – The Colmar Pocket](#)

Many of the books written about WWII are written by generals and officers, so the actions they write about cover battalions and regiments and divisions. Fortunately, one soldier who spent most of the war as an NCO also wrote about his experiences. Because Audie Murphy wrote "To Hell and Back" from the perspective of a corporal and a sergeant, almost all of the actions he describes in his book are at the squad or platoon level. This makes them ideal for use in UP FRONT.

Some of the battles Murphy fought in were very similar to the scenarios provided with UP FRONT. However, Murphy's unit was frequently not up to strength, was variably armed, and usually faced German units that varied considerably in size and armament. This article includes a series of scenarios based on some of those more unusual encounters. They may not be balanced, but they are all true.

Scenario One:

Sicily – Crossing the Furiano River

As part of the advance up the east coast of Sicily, Murphy's unit is ordered to break through the German defensive line along the river. German resistance was fierce, and the attack failed. The river defense line was broken only after an amphibious assault was launched further north, in the German's rear.

Special Scenario Rules:

Remove all of the Stream cards. Any group which moves to American Range Chit 3 receives a Stream -- even if all Stream cards are in play. This represents the river, which is a permanent feature of that range.

Scenario Setup:

Number of Decks: 3

The Germans set up first, the Americans play first.

Discards: First two Woods and all -3 Buildings unused or as RNC/RPC draws.

Cower: Pillbox, Minefield

American Personalities: 1-12, 15, 17

German Personalities: 1 - 5, 8 - 10, 25 (May start Entrenched).

Victory Conditions: The Americans must cross the river and put at least four men in fire-reducing cover at RR4. Otherwise, the Germans win.

Members of Murphy's Squad:

Sgt. Olsen, Cpl. Murphy, Pvts. Kerrigan, Johnson, Jones, Novak, Steiner, Corrego, Beltsky, Brandon, Antonio, Griffin

Scenario Two:

Salerno – You Never Know Whom You Might Meet

Murphy's squad was on patrol as the Allies advanced out of Salerno. Approaching an orchard, they noticed that one of the tree branches was tilting down towards them. A group of Germans tore off camouflage netting to reveal a tank in the orchard. The G.I.s dove for cover as the first shell went screaming by. The American infantry men were showered with dirt, but after a few rounds, the tank commander could not spot anyone, so the tank drove away. Murphy's squad had no AT weapons.

Special Scenario Rules:

1. The American player deploys first, using a minimum of at least two groups with a minimum of three men in each group. No transfers are allowed until the German tank is spotted. The German player then secretly writes down the location of the tank – which group it is in front of, and whether it is at RR0, 1, or 2. The US player must then advance until one of his groups comes within RR3 relative to the tank. The tank card is then put out, with a Woods card that was taken out of the deck earlier. Revealing the tank takes one Action. It may not fire until the turn after it is revealed.
2. American groups at at least RR5 from the tank may be removed as an action. The American player gets one victory point for each man removed. The German player gets one VP for each man killed, panicked, or routed, and one VP for each man that did not advance to at least RR1.

Scenario Setup:

Number of Decks: 2

The American set up first (per SSR 1) and play first.

Discard: First four Buildings unused or as RNC/RPC draws.

Cower: Pillbox, Minefield, Smoke

American Personalities: 1 – 9

German Personalities: 33 (Mark IV Tank)

Victory Conditions: The side with the most points wins. If the US player has not spotted the tank by the end of the first deck, he automatically loses. If the German tank has been spotted, but no one has any points by the end of the second deck, the US player wins.

Members of Murphy's Squad

Sgt. Murphy, Kerrigan, Johnson, Jones, Novak, Steiner, Corrego, Beltsky, Brandon, Antonio, Swope(BAR), Capeheart

Scenario Three:

Anzio – The Big Prize

During the previous day the Germans had attacked with tanks across an open field. One tank had been knocked out by artillery and the rest had

withdrawn. A group of men from Murphy's squad was sent out that night to make sure that the Germans did not recover the tank. While most of his squad engaged the Germans, Murphy advanced up a ditch close to the tank and used rifle-launched grenades to blow off the tank treads.

Special Scenario Rules:

1. Night rules are in effect.
2. Neither side has starshells; they occur randomly. Anytime someone plays a "Breeze" card as an RNC/RPC, every group in play (German and American) is assigned a number, and the American player draws an RPC. A starshell bursts over the group whose number was selected.
3. The German tank starts in front of groups B (regardless of other personalities in that group), at Range Chit 2, in open terrain. The tank is empty, but it is mobile and the Machine-gun works. The tank's position is visible at all times because someone left a light on inside.
4. The German player may transfer men to the tank. One man can drive the tank. A second can use the machine gun. Other men, (up to 5) may enter the tank for cover, but may not operate the main gun. The first man in must drive only, he cannot use the MG.

Scenario Setup:

Number of Decks: 3

The Germans set up first, the Americans play first.

Discards: First two Woods and all -3 Buildings unused or as RNC/RPC draws.

Cower: Pillbox, Smoke

American Personalities: 1 - 12, 1 DC

German Personalities: 1 - 10

Victory Conditions: The Germans win if they can man the tank and drive it back to RR0. The US wins if they can break the German squad or immobilize the tank. The demolition charge represents anti-tank grenades.

Optional Rule: The US player gets one Hero card in addition to his regular hand, which he can play at any time.

Scenario Four:

Anzio – Intelligence wants a Prisoner.

American intelligence was concerned that the Germans were preparing a new attack on the Anzio bridgehead, so Murphy and his pals were ordered out on a night raid to capture a prisoner for Intelligence to interrogate. Murphy's patrol attacked a group of Germans in a building with a grenade. They captured one alive. Set upon by the rest of the German squad, the Americans stopped shooting so that the Germans could not find them. One group whisked the prisoner back to American lines while another group acted as rear guard.

Special Scenario Rules:

1. The Germans must all start Pinned at RR0, in three groups of 3, 3, and 4 men. One group may start in a randomly drawn Building. There is no other initial terrain placement on the Germans.
2. The Germans automatically Rally the first time an American group Infiltrates or Fires. This Rallying occurs at the beginning of a turn and does not count as an action.
3. Night rules are in effect, but Starshells are unavailable.

Scenario Setup:

Number of Decks: 3

The Germans set up first, the Americans play first.

Discards: First two Woods and all –3 Buildings unused or as RPC/RNC draws.

Cower: Pillbox, Smoke

American Personalities: 1 – 12

Germans Personalities: 1 – 10 (All start pinned.)

Victory Conditions: To win, the US player must capture at least one German and get him back to RR0 (wounded or alive).

Optional Rule: If the American player gets his prisoner back to RR0, draw an RNC. If the prisoner's morale is less than or equal to RNC+2, the prisoner turns out to be a drunken Polish conscript who just arrived three days ago and does not speak German (historical result).

Scenario Five:

Anzio – Expand the Bridgehead

Scouts were attached to Murphy's squad and assigned to advance through the early morning mist to scout ahead of an Allied advance to expand the Anzio bridgehead. Unfortunately, the Germans called down artillery. Worse yet, the mists rose and the Americans were raked by a quadruple 20mm mobile flak gun. The advanced patrol was devastated, but eventually two Sherman tanks came up in support and began routing the Germans. Unfortunately, a near miss caused the tanks to hide behind the shelter of a farmhouse, so the infantry had to withdraw.

Special Scenario Rules:

1. The German 251/10 halftrack represents the "Whirbelwind" mobile flak gun. Double its unboxed effect number every time it scores a hit.
2. American personalities 17 and 20 are scouts. If they are in a group by themselves or with a SL or ASL, they can move without a card, (but this counts as an action.)

Scenario Setup:

Number of Decks: 4

The Germans set up first, the Americans play first.

Discards: First two Woods and all –3 Buildings unused or as RPC/RNC draws.

Cover: Pillbox, Minefield

American Personalities: 1–12, 17, 20;

Reinforcement: 34 (Sherman Tank)

German: Personalities: 1–10, 46, Radio (May start entrenched.)

Victory Conditions: Americans: Get at least four unpinned PCS to fire-reducing cover at RR4.

Germans: Break the American squad.

Optional Scenario Setup: The Germans start concealed with only their group chits and terrain showing. A group is revealed any time it fires or moves, or one of the two scouts comes with RR4 of the German group's position. American alternate victory: find all the Germans.

Members of Murphy's Squad – Anzio:

Sgt. Murphy, Kerrigan, Johnson, Jones, Steiner, Corrego, Beltsky, Brandon, Capeheart, Martinez, Evans

Scenario Six:
Southern France – Die Hards

Murphy's division participated in the landing in Southern France, advancing up the Rhone river valley. Most of the advance was quick, but every now and then the Americans would hit some serious resistance. In this case, Murphy's squad came upon some wooded hills with three machine gun nests. The advance was supported by a machine-gun section, but the MG crew came under fire and froze. Murphy took the MG away from its paralyzed crew and placed it out in a field where he shot up the first enemy LMG nest. He then advanced into that position, captured the German LMG, and proceeded to wipe out the other two LMG nests.

Special Scenario Rules:

1. The Germans must deploy in three groups, one crew per group. They start entrenched, and may be placed either in Woods, or on a Hill. This replaces initial terrain placement on the Germans.
2. The American player gets an additional Hero card, which can be played at any time.
3. If both members of the American MG crew are pinned or eliminated, the SL or ASL can take the MG away from them and fire it.
4. The Germans never Panic or Rout. They die to the last man.

Scenario Setup:

Number of Decks: 3

The Germans set up first, the Americans play first.

Discard: First four Buildings unused or as RNC/RPC draws.

Cower: Pillbox, Minefield

American Personalities: 1–13, 15, 17

German Personalities: 1, 3, 4, 10, 12 + blank LMG (M4, CCV 4/3)

Victory Conditions: The American player must kill

all the Germans and occupy at least one of the original German positions. The Germans must last to the end of the last deck, or break the American squad.

Members of Murphy's Squad:

France:Sgt. Murphy, Kerrigan, Jones, Brandon, Valero, Constantino, Elleridge, Berner, Kohl, Bergman, Mahler

Scenario Seven:

Germany – The Colmar Pocket

In the forested hills near the French-German border, Murphy's platoon participated in an offensive to cut off a salient in the German lines. When the Germans counterattacked with artillery, 20 tanks, and a full company of infantry, Murphy's platoon was defending a wooded hillside with the support of two tank destroyers, a machine-gun, and artillery support. As the German artillery and tank guns began to hit the American position, the MG was knocked out by a tree burst. One American tank-destroyer drove nose down into a gully and was abandoned, while the other was knocked out. Murphy called for artillery and ordered his men to leave the area.

Murphy stayed on the radio, calling in artillery fire, and adjusting it to follow the German advance. He moved behind the burning tank-destroyer for cover. When the German tanks went off to the flanks, and Murphy came under fire from the German infantry, he jumped up onto the TD and used the turret-top machine-gun to mow down the advancing infantry. He alternated firing the TD MG with calling in new adjustments to the artillery fire, eventually calling it down on his own position.

Special Scenario Rules:

1. The improved Sherman is used, rather than a tank destroyer, because the main guns are the same, but the Sherman has a better MG.
2. The American has one Hero card which can be played at any time.
3. Even if the American tank is knocked out, any one or two American personalities can man the turret MG through Individual Troop Transfer. At the end of a deck, draw a RNC. If the RNC is red

and •2, the tank explodes, eliminating anyone using the MG.

Scenario Setup:

Number of Decks: 4

The Germans set up first, the Americans play first.

Discard: First four Buildings unused or as RNC/RPC draws.

Cower: Pillbox, Minefield

American Personalities: 1-12, 15, 17, 36, Radio, 1

Woods, 1 Hill

German Personalities: 1-10, 12, 15, 17-24, 33, 34, Radio

Victory Conditions: German: Occupy every original RRO position that the Americans first occupied.

American: Hold your position and don't break.

Optional Rule: Even if the American squad breaks, the SL (and the AFV) can stay and fight, and the battle continues until he is dead.

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Audie at Holtzwihr

A 2-Player Scenario

by Greg Guth

On January 25, 1945 near the town of Holtzwihr on the German Frontier, the Americans have been advancing like a steel curtain. The Germans have found a weak spot: the battered "B" Company of the, 15th Infantry Regiment, 3rd Infantry Division. The order to launch a local counter-attack has been given. The Germans have made only one mistake: B Company's commander is 2nd Lieutenant Audie L. Murphy.

Special Scenario Rules:

1. The Americans set up the Audie personality card atop American personality card #35 (M10 Wolverine) at group chit B. The AFV acts as his initial terrain card (which provides -1 protection against incoming attacks), and therefore no terrain may be placed on him during initial terrain placement. The AFV begins Immobilized and with Inoperative Ordinance (place chits accordingly); however the MG on the AFV is functional and can be used by Audie and Audie only (the crew has abandoned the AFV). If for any reason a movement card is played on this combination in any way that under the rules would allow a group to change terrain, the AFV is removed from play.
2. The American player can use all Rally 1 cards normally usable by the Americans as the equivalent of a Hero card. Additionally, the American player can use both Hero and Rally 1 cards to double the firepower factors of the AFV MG as if it were a personal weapon.
3. The American player does suffer hand capacity effects if Audie is pinned; however, the German player does not gain any benefits for the American player having only one group.

Scenario Setup:

Number of Decks: 3
Audie sets up first (per SSR 1), Germans play first.

Discards: First five buildings removed as RNC/RPC
Cover: Pillbox, Minefield, Marsh

German Personalities: 1, 2, 4, 10, 33

Americans: Audie (use blank Carbine card with
Morale/Panic: 7/8), Radio:6

Victory Conditions: The German player must get five personality cards to Range Chit 5, in one or more non-infiltrated groups, or KIA Audie Murphy. The American player wins by avoiding the German Victory Conditions.

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Quick Reference:
Malfunctions and Moving Fire
compiled by Michael P. Nagel

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

Quick Reference:	Weapon Malfunctions (19.13)
<ul style="list-style-type: none"> * If the only weapon with usable Firepower malfunctions, attack ends (19.11). * All weapons in an attacking group (even those with a firepower of 0) are considered to be firing (exc. flamethrowers, secondary weapons, ordnance, non-firing infiltrators, and weapons of asst. crewmen). * If the RPC indicates a non-firing weapon, there is no effect. * If the RPC indicates a pinned man, there is no effect, but the pinned man's weapon malfunctions. * If the RPC indicates a position occupied by a crewman or a man who's weapon has no firepower, the malfunction is considered momentary, and the attack continues at one less Fire Strength. * If the RPC indicates a firing position, the attack continues at one less Fire Strength for every two Firepower points (or fraction) provided. * Losses to Fire Strength are applied after Moving or Night Fire losses. * Weapons of pinned men and malfunctioned weapons are still subject to additional malfunctions (19.14). 	

Quick Reference:	Moving Fire
<ul style="list-style-type: none"> * The Fire Strength of any Fire card played by a moving group is halved prior to other modifications, dropping fractions (12.1). * The Firepower of a moving man with a bolt-action rifle is halved, dropping fractions (12.11). * MMG's, Mortars, Light Anti-Tank Weapons, and Infantry Guns may never be fired while moving (12.12). * A moving man with a fully crewed LMG must use the bracketed Firepower value. A non-crewed LMG may never be fired while moving (12.13). 	

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A Gathering of Titans

The 1995 Avaloncon UP FRONT Tournament

by Andrew Maly

This year's UP FRONT tournament drew 48 competitors seeking the title, or at least the ability to beat two-time defending champion Bruce "I've Sold My Soul to the Devil" Young. The 1995 tournament was a true international affair, as six countries on four continents provided the contestants willing to do battle for the title.

The qualifying round was Swiss style, and players competed in preselected scenarios. There were numerous reports of very close games, with reports of, "It could have gone either way." Bruce "I like the close ones" Wigdor was the lucky participant in five such games during the qualifying round.

One of the major highlights of the opening round were the loss by Bruce Young to Austria's Herbert "I came here to play" Gratz. Bruce, in claiming the 1993 and 1994 titles, had gone undefeated, and was 3-0 in this tournament until the loss. Bruce quickly got that loss out of his system by trouncing his next opponent [Ed Note: hmm . . . I wonder who that was?!] to go 4-1 in the qualifying rounds. Herbert's glory was short lived as he was defeated by Ray "I'm the good looking one" Stakenas Sr., who entered the finals as the number one seed.

Another "highlight" of the qualifying round was the performance of Greg Courier, a.k.a. "Mr. Up Front," who set the standard for his Team Italia (a.k.a. The Pretzel Boys). Greg's performance was unmatched by any other contestant. Yes, Greg was the only entrant to go 0-5. But that's only half the story. In his game of Surprise Attack, he lost to a defender who abandoned all of his original buildings. As everyone but Greg knows, the only way this is possible is if you're not paying attention to the victory conditions. Then in his final match, his opponent, Ken "Let me rub some salt into those wounds" Katano, delivered the coup de grace by beating him with the Italians in half a deck. Greg's performance was considered the United Nations of UP FRONT, as he played contestants from four of the countries represented, and he proved to be just as effective as a UN peace keeping force. Word

of his "accomplishments" quickly spread throughout the convention. People were embarrassed to walk with Greg, as teenage girls would point their fingers and giggle as he passed.

Twenty-four of the original forty-eight contestants were selected to go mano-a-mano for the title. Tight contests whittled the field down to the elite eight. Ray Stakenas Sr, Ray "Yes, that really is me behind those Ray-Bans" Stakenas Jr., John "How come I kick Bruce's butt every day of the year but at Avaloncon?" Emery and Steve "The Ringer" Huskey fell in the round of eight, but the four finished in the money.

Each of the final three games played were Russian-German City Fight matches. Don "Maria's Husband" Hawthorne faced his nemesis, Jeff "Mr.

Psychological Warfare" Paull, in a repeat of one of last year's semifinal matches. The result was the same, as Jeff made a desperate (or was it a well calculated) last deck maneuver to claim a tight 15-14 victory as the Russians. In the other game, Bruce Young had a chance for revenge against Herbert "Germans" Gratz. Herbert, however, had his German buzzsaw finely tuned, and took advantage of Bruce's Russians 18-2.

A large crowd gathered [Ed Note: most were playing PRO GOLF] to watch the final match, and they were entertained by a contest that lasted the entire three decks. While neither player performed flawlessly, both Herbert and Jeff played an excellent game. Herbert quickly established a fire base at range one and started picking away at Jeff's maneuver group. Though never being able to knock Jeff out of the game, Herbert managed to masterfully cycle about two-and-one-half decks in rapid fire succession. Jeff was never able to establish his troops in the city, and went down to defeat, thereby claiming title as the new Avaloncon perennial bridesmaid. Herbert claimed a different title, the best UP FRONT player of 1995.

In the (un)official team tournament, Italian paratroopers successfully managed to defeat French defenders in five out of six simultaneously played games, continuing the Italian dominance over the French in this annual event. Jeff Paull scored the first paratrooper win, and also managed to eradicate a moving French group three games

away. Other victorious commanders were Bruce "Seeking Revenge" Young, Rob "It is possible to play both UP FRONT and ASL well, Phil" Wolkey, Jim "I have to play him?!" Miller, and Andy "The Chowderhead Who Runs the Tournament" Maly. Bill "Breakout: Normandy" Edwards managed the sole French win against Phil "I'd better stick with ASL" Pomerantz, who asked the question on a 12 result, "What's the wound number?" Nice try, Phil. The Italian commander lamented, "It was a noble plan, but I fear we went a pizanno to far."

In the rumor mill for next year is the inclusion of the Demo Derby and team UP FRONT as scheduled events. That's of course assuming. . .

The Final Standings:

Explanation: Players 25-48 were ranked based on their records during qualifying. Players 1-24 were ranked based on the round of their defeat, then by record during qualifying, in that order. The number in parenthesis represents the player's qualifying round record. Players were allowed to drop out of the qualifying round if they had obtained three or more wins.

I apologize for any spelling errors. I did the best I could reading the handwriting.

1995 Avaloncon Up Front Tournament Standings

Rank	Name	Record
1	Herbert Gratz	(4-1)
2	Jeff Paull	(4-1)
3	Bruce Young	(4-1)
4	Don Hawthorne	(3-0)
5	Ray Stakenas Sr.	(5-0)
6	John Emery	(4-1)
	Ray Stakenas Jr.	(4-1)
8	Steve Huskey	(3-2)
9	Jim Vroom	(4-0)
10	Murray Cowles	(3-1)
11	Bill Edwards	(3-2)
	Andrew Maly	(3-2)
	Lance Ribero	(3-2)
	Mike Stachowski	(3-2)
15	Jeremy Billones	(2-3)
	Greg Schmittgens	(2-3)
17	Bill Henderson	(3-0)
18	Michael Lazar	(3-2)
	Donald Lewis	(3-2)
	Roger Taylor	(3-2)

	Nick Vlahos	(3-2)
	Bruce Wigdor	(3-2)
	Kirk Woller	(3-2)
24	Brian Carr	(2-3)
25	Joel Bouzaid	(2-3)
	Steve Caler	(2-3)
	Jay Dragonetti	(2-3)
	Jason Dzubow	(2-3)
	Tony Goldsworthy	(2-3)
	Ken Katano	(2-3)
	Mike Nagel	(2-3)
	Thomas O'Brien	(2-3)
	Katsuro Ueyama	(2-3)
34	Mac Willingham	(2-2)
35	David Gantt	(2-1)
36	John Poniske	(1-2)
	Joel Tambro	(1-2)
38	Michael Anchors	(1-3)
	Dennis Nicholson	(1-3)
40	Jeff Finkeldey	(1-4)
	Jean-Maurice Labelle	(1-4)
	Mike Scano	(1-4)
43	Scott Pfeifer	(1-0)
44	William Connor	(0-3)
	M. Vanesa Sanabria	(0-3)
46	David Angus	(0-4)
	Tony Bouzaid	(0-4)
48	Greg "Mr. Up Front" Courier	(0-5)

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Meeting of Patrols ... Again?!
A Random Scenario Selection System for UP
FRONT
by Michael P. Nagel

Web note: The tables for this article are on a [separate page](#).

How many times has this situation occurred to you? You and a friend decide to get in a quick game of UP FRONT, probably after extolling its virtues for an hour. You open the box gleefully, and while sorting through the personality cards, you ask your opponent which scenario he or she would like to play. "I don't care," is the response, "what about you?" You flip through the two-dozen options and settle -- once again -- for the no-brainer Patrol scenario. It's quick, it's simple...it's *boring*!

Given the quick-fix that the Patrol -- and City Fight -- scenario gives the players, the rules that are required to play them out are only a small fraction of the depth provided in the game. Continual play of these scenarios is like driving a car without ever leaving first-gear, when the most enjoyment comes as the engine is purring away at high revolutions. Why do a Patrol, when you could do a Paratroop Drop? Why do a City Fight, when you could do an Armored Advance?

Perhaps one of the greatest reasons for falling back on the "old stand-by" is because of the wealth of situations to choose from. Not only are there two-dozen scenarios, but there is an enormous number of possible variations to each, given the pool of nationalities and potential environmental conditions. The possibilities are virtually endless! When each situation is as fascinating as the next, how can you possibly make a decision? UP FRONT players are like kids in a candy store with a hundred dollar bill and 30 seconds to make up their minds...

To help alleviate the decision making process, I have put together a system to randomly select a scenario to play, as well as the nationalities and environmental conditions involved. I have been batting this idea around in my head for quite a while now, and must credit Bruce Wigdor and Tom O'Brien for inspiring me to get it down on paper.

The system is broken down into a series of steps.

Simply follow from point to point until you've completed the process and are ready to toss cards!

Step One: Scenario Selection

Draw an Action Card and match its Inventory Control Number (the little blue number in the upper left corner) with the [Scenario Selection table](#) below. If a "Design-Your-Own" result is selected, draw again, and use the DYO values provided to create the necessary squads. You will note that the odds of drawing a particular scenario are even for each, and that I have combined scenarios A and M (the Patrols) into one option and have eliminated scenario J (Free for All) from the listing.

Step Two: Alliance Selection

One of the players draws an Action Card to determine to which alliance (Axis or Allied) that player's squad will belong. If the Random Number is Black, they will be an Axis power, otherwise they'll be Allied.

Step Three: Nationality Selection

Each player should examine the Scenario Selection table to determine which of their alliance's forces are available for the scenario to be played. If there is more than one option, each should be assigned a Position Number. A card is then drawn by that player, and a Random Position Number checked under the RPC column equal to the number of forces available. The nationality with a Position Number corresponding to the resulting RPC will be the nationality to be played. Forces should then be drawn normally from the personality cards (use the Desert War tables to simplify this).

For example, in scenario G (Block Clearing) the Germans, Japanese, and Italians are available. They are assigned Random Position numbers of 1, 2, and 3 respectively. A card is drawn, and the number under the third column is checked. It's a "2," so the Japanese will be used.

Design-your-own scenarios should only involve nationalities that would be appropriate for the scenario at hand (no Germans in the Jungle, for instance), unless -- and this is really reaching -- those forces are considered minor countries of some sort.

Also note that when defending against the French or Italians in certain scenarios, it is unclear which personalities should be used. In these cases, select the squad which would otherwise be defending against the Germans (Italians) or the Americans (French).

Step Four: First Play Determination

One of the players draws an Action Card and examines its Random Number. If it is black, that player will play the first card in the scenario. If the RNC is red, the other player will play first. Examine the scenario specifications to determine whether the first players is the Attacker or Defender, whether or not special troop types are required, and which player will set up first.

Some nationality pairings in certain scenarios make the determination of who plays first a moot point (Partisans and Paratroop Drop, for instance). If necessary, ignore this step.

Step Five: Environmental Condition Determination

One of the players should draw an Action Card and examine the Random Position Number under the Or column. If the number is red, the scenario will take place under Night conditions. Also, unless scenarios N (Jungle Meeting Engagement) or S (Jungle Assault) have been selected, match the Random Number under the Or column with the following table to determine which set of [environmental rules](#) will be in effect for the scenario. If agreed between the players and the Winter condition rules are available (see Jim Burnette's "Cold Front," in Relative Range #4), a Random Position result of 0 as well as a red Random Number on the same card results in Winter -- instead of Desert -- conditions.

If the resulting environment will produce a non-historical scenario -- the Germans or Italians in the Jungle, for instance -- treat the scenario as having "Normal" conditions instead (Night conditions are still valid!).

Step Six: Optional Weather Conditions

For those players who truly want to inject serious diversity into their games, what follows are a series of [additional modifiers](#) which can be used to further enhance play. These options were inspired by Jim

Burnette and his article "On All Fronts" (The GENERAL, #22-3).

Dry: No effect on play.

Light Precipitation: Light conditions include light rain and snow, blowing sand, and fog. Fire Strength and To Hit is modified by an additional -1.

Heavy Precipitation: Heavy conditions include heavy downpours and blizzards, sand storms, and dense fog. Fire Strength and To Hit is modified by an additional -2.

Extreme Temperatures: Sweltering heat or bitter cold prevail on the battlefield. All Entrenchment attempts are at one less than their normal chance (ie, a "0" becomes a "1," a black "1" becomes a black "2"). At the end of each turn, draw two RPCs. The first is used to determine a group, and the second to select a man in that group. Make a morale check for that personality. If he fails the check, he becomes pinned. If already pinned, he acquires a Wound. If already wounded, he is KIA.

Muddy Ground: Each attempt to move a group requires a RNC draw. If the RNC is black, the Movement card may be played normally. If the result is red, the Movement attempt becomes a Sideways move (adjusting Range Chits, if necessary) or the Movement card is discarded if the action was declared as a sideways move. The check need not be made if the Movement card was a "Ford" card as well. Infantry Guns may not be moved in Muddy Ground, and AFVs must check for bog on each Movement card played. Also, Entrenchment attempts are at one less than their normal chance.

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The Devil's Brigade
The Elite First Special Service Force
by Rob Genadio

Web note: This article was changed from its original format

Links to other related articles:

[Scenario Rules](#) [Monte la Difesa](#), scenario [The Saddle](#), scenario

A Short History

The First Special Service Force, dubbed by their German counterparts as "The Devil's Brigade," was an elite striking force without precedent, a uniquely successful experiment in cooperation that combined the toughest troops the U.S. and Canadian armed services had to offer. The brainchild of the unlikely and uneasy union of Geoffrey Pyke, an exceedingly eccentric and eclectic English civilian, and Colonel Robert Frederick, a relentlessly determined American officer, the Force was to become an incredibly diverse unit.

Colonel Frederick's men were first trained on skis for operations in Norway, but after that mission was canceled, the Force underwent intense mountain warfare training while developing a proficiency in all modes of hand-to-hand and weapons combat. The first mission in its short history was as part of the amphibious assault on Kiska in the Aleutians, but the island turned out to be undefended. Soon, however, the Force was to face its most grueling test with the murderous Italian campaign, which ranged from conducting lightning attacks on the hills shielding Rome to enduring the incessant danger of the Anzio beachhead.

It was in Italy, in early December 1943, that the Force was finally assigned the type of missions for which it was trained. With the "impossible" assault on Monte la Difesa and the subsequent mad charge across "the Saddle," the Forcemen were finally able to make full use of their skills and fight the way they were meant to. Scaling the supposedly impregnable north side of Monte la Difesa, the Forcemen -- in their very first combat -- overwhelmed the amazed German defenders,

the veteran 104th Panzer Grenadiers, in just two hours. They followed this victory with a daring charge across the saddle joining the ridgeline to the south of the mountain, routing a German force that vastly outnumbered their own.

Unfortunately, for the next few weeks the Force's talents were horribly squandered. With the exception of their surprise assaults on Monte Majo, the Forcemen were given few chances to fully utilize their capabilities. Their real "suicide missions" were the costly frontal assaults they were thrown into against entrenched German positions along the Winter Line, being used as more highly-trained meat for the meat grinder where lesser-trained troops had already been butchered. The fact that even in these situations the Force was able to persevere speaks leagues for their courage, but the waste of so many of their number in these bloody attacks was something the Force could never recover from.

The Force made the most of their time at Anzio, actively patrolling and infiltrating into German positions, holding down an eight mile front by making the German defenders think they were facing a much more numerous foe. When the time finally came to breakout, the Force was instrumental in leading the way, fighting through the crucial crossroads of Artena to the outskirts of Rome. On June 4, 1944, Frederick and his men were the first American troops to penetrate past the city limits, deep into Rome itself.

After the Force was pulled off the line, Colonel Frederick was sent away from the unit he had raised and led to organize the First Airborne Task Force for Operation Anvil, the assault on Southern France. Despite this loss, the Force was also to play their part in the invasion. After storming two island fortresses to help cover the initial landings, the Force fought its way up the Riviera in a series of operations the troops dubbed "the Champagne Campaign." Then the Force itself was disbanded, its members being reassigned to various other units in preparation for the final assault on Germany.

But the First Special Service Force had left its mark. In its example, a precedent was set which would eventually be followed with the formation of the

U.S. Army Special Forces, the "Green Berets." Ironically, most of the original Force members would never have made it into the Green Berets. The Force's main requirements were a basic doggedness and an ability to scrap. The U.S. recruits scholastic aptitude and background history were considered irrelevant to the job at hand, and in many cases more questionable background histories were deliberately ignored. Although many of the U.S. soldiers had been recruited straight from the stockade, the camaraderie between them and their highly disciplined Canadian counterparts was remarkably close-knit. In reality, the Force was more a diverse mix of fiercely aggressive misfits and coldly professional killers exhibiting a wild variety of fighting strengths than the Force's highly skilled but clean-pressed descendants in the Green Berets.

Despite the costly waste the unit was later to be subjected to, the First Special Service Force left no question to its abilities with its triumph over the German defenses on Monte la Difensa and their courageous charge across "the Saddle." The accompanying scenarios attempt to recreate those two incidents, where the Force emerged victorious against overwhelming odds when others said it could not be done.

General Bibliography:

The Devil's Brigade by Robert H. Adleman and Col. George Walton (1966).

"**The Devil's Brigade: Reference Notes For ASL**" by Steven Swann in Avalon Hill's ASL Annual 1990.

Small Arms Of The World by W.H.B. Smith and Joseph E. Smith.

The Rand McNally Encyclopedia Of World War II edited by John Keegan (1977).

Phoenix Command World War II Weapon Data Supplement by Barry Nakazono and David McKenzie (1988).

And Special Thanks to Everyone at the JFK Special Warfare Museum, United States Army Special Operations Command, Fort Bragg, North Carolina for their friendly, prompt, and highly-detailed

response to my request for information on the Johnson light machine gun and comparative statistics between the Johnson and the Browning Automatic Rifle.

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The Devil's Brigade: Monte la Difensa

A 2-Player Scenario

by Rob Genadio

Links to other related articles:

[Main Article](#) [Scenario Rules](#) [The Saddle](#), scenario

The left hinges to the approaches to Rome were guarded by dug in German positions on Monte la Difensa and Monte la Remetanea. The Force was first given the impossible task of clearing Monte la Difensa. Optimistically, it was felt that the Force could accomplish its mission in just three days time, but the price would surely be the unit's complete annihilation as a fighting force. It was a price the headquarters officers were willing to pay.

Colonel Frederick scouted out the approaches to the German positions in person. The obvious direction of attack would be up the slope on the south side of the mountain, where many costly attacks by other units had already failed, but Frederick observed that the Germans had left the north side lightly guarded as this side had the natural defenses of a 200 foot cliff followed by a series of high ledges. It was obviously impassable. Frederick determined that his men would attack there.

The assault on Monte la Difensa was planned for 6:00am on December 3, 1944, but shortly after 4:30am a rockfall gave the approaching troops away. The ensuing struggle in the darkness was bitter and confused, much of it in the form of desperate hand-to-hand combat. But it was all over at dawn, as the fog began to clear. The Force's fight for the impossible objective had taken only two hours.

Special Scenario Rules:

1. The defender starts one group entrenched on a Hill and may place any other groups on Escarpment (-2 Buildings) cards prior to setup by using the first Hill and Escarpments revealed by a random search through the deck sufficient to find such terrain for all the defender's groups. Preparation for Play then begins normally.
2. Stream cards represent impassable terrain and cannot be accepted.

3. The defender starts play with all but one Morale 3 soldier pinned. This soldier cannot be armed with anything more powerful than a rifle or machine pistol and cannot be a SL or an ASL. The defender may not rally any of the pinned men until he is fired upon or until a subsequent turn after he makes an attack of his own. He may rally men with a Hero card at any time.

4. The defender may make no artillery or Sniper attacks until he has rallied someone without use of a Hero card. A Sniper attack by the attacker would count as fire upon the defender and allow him to rally his men.

5. Night rules apply. The German player may use starshells once the SL is unpinned. Use of starshells by the attacker will alert the defender and allow him to rally his men. A successful observation RNC draw to observe U.S. troops is not enough to alert the German defenders.

6. Fog is in effect (as per the "Light" weather Environmental rules listed in Jim Burnett's article "On All Fronts" in The GENERAL Vol. 22-3). Each Fire Strength and To Hit number is modified by -1 (the Fire Strengths are reduced before being halved for Night fire). In this scenario Fog affects the Night rules, making Observation more difficult by -1 and reducing the Fire Strength and To Hit numbers even when starshells are used. Infiltration attempts are shifted a further one column to the left, even when illuminated by a starshell.

7. Acquiring a weapon is harder with the night and fog. A black RNC of 1-6 is needed for the attempt to be successful, although any black RNC will succeed if a starshell is illuminating the area.

8. Attacking Uphill: Hill terrain cannot be placed on any troops unless they are at the German player's starting range.

9. The U.S. player must scale straight up sheer cliffs and climb past a series of narrow ledges to get to the German starting position. The following chart shows this in terms of Range:

German	Relative Location
--------	-------------------

U.S. Range	Range	German Starting Range
5	0	Narrow Ledges
4	1	
3	2	
2	3	
1	4	The Cliffs
0	5	U.S. Starting Range

Scaling the cliffs: To get to Range 1, a U.S. squad may only advance forward with a black RNC Movement card or after playing a second Movement card of either color on top of a red RNC Movement card. If this second Movement card is a black RNC the Movement card below it is discarded. German groups may not move out onto the cliffs (German Range 4), but they may move onto the narrow ledges.

U.S. troops cannot fire while scaling the cliffs. Only German units on Hill cards or at German Range 3 (overlooking the cliffs) can observe or fire on U.S. troops on the cliffs, unless the U.S. troops are occupying a Gully card, in which case not even Germans on Hill cards may spot them. Gully cards on the cliffs represent steep ravines.

Any soldier that routs at any range other than the two opposing starting ranges is considered KIA (unless Wounded), having fallen off from the cliffs or one of the narrow ledges.

10. Rockslide: If the German player is still unable to play Rally cards by the time any U.S. squads reach the narrow ledges, check and see if a Rockslide gives the advancing Forcemen away. Draw a RNC every time a U.S. squad advances forward to Ranges 3-5. A Rockslide occurs and alerts the Germans if the U.S. squad moves to Relative Range 5 and a RNC of 2 or higher (of any color) is drawn, if at RR4 a RNC of 3 or higher is drawn, if at RR3 a RNC of 4 or higher is drawn, or if at RR5 a RNC of 5 or 6 is drawn. Once alerted, the German player can play Rally cards on any of his pinned men.

11. Any German Personality being targeted by Close Combat may immediately respond by feigning surrender to the U.S. attacker but then pulling out a hidden weapon to fire upon his would-be captor at point-blank range. The German player does this by drawing a RNC: a black

RNC means that the U.S. Personality is killed outright, a red "0" means that the U.S. soldier is Wounded before then gunning down the German, and a red RNC of 1-6 means that the German is shot dead before he can fire. The U.S. player can immediately retaliate to a black RNC result if there are any remaining U.S. soldiers at RR5 to the German. Draw a RNC: if the result is black the German is killed; a red RNC result is a miss and the German rejoins his squad. The German player may attempt this only once, and once a German Personality uses this option no more prisoners may be taken by either side for the duration of the scenario.

Scenario Setup:

Number of Decks: 3
Defender (German) sets up first and the attacker (U.S.) moves first.
(DYO: Attacker, 334 pts – Defender, 332 pts)

Discards: First four Woods cards to be discarded unused or as RNC/RPC draws.

Cower: Pillbox, Minefield, Marsh

German Personalities:
3 (FG 42) or RR2, 4-5, 8-10, 12, 22-24, Radio 5

Americans:
3 (Johnson M1941) or RR4, 4-5, 9, 11, 18-20, 23, 25

Victory Conditions: The U.S. player wins immediately by occupying an equal or greater number of Hill and Escarpment cards at the German starting range than are currently occupied by the German player. The defender wins by avoiding the attacker's Victory Conditions.

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The Devil's Brigade: The Saddle

A 2-Player Scenario

by Rob Genadio

Links to other related articles:

[Main Article](#) [Scenario Rules](#) [Monte la Difensa](#), scenario

The First Special Service Force's next assignment was to clear the Panzer Grenadiers from the "Saddle" between Monte la Difensa and Monte la Remetanea. The saddle was the connecting ridge between the two peaks. The Germans not only had the advantage of the high ground, but the U.S. artillery fire was limited by the presence of nearby British troops. Nevertheless, Colonel Frederick saw a chance, and the attack was thrown in at midafternoon December 5, 1944.

What ensued was a mad rush through heavy fire which eventually routed the German defenders by its sheer audacity. The Forcemen were left in advanced stages of exhaustion, but their foe had been defeated. The Force would take its next main objective, Monte la Remetanea, the very next day.

Special Scenario Rules:

1. The attacker and defender each receive a Hill card on which they can start one group, already entrenched. Any other Hill cards that come up can only be played at either a player's starting range or upon reaching the enemy's starting range.
2. Artillery can be used by both sides during the first deck only.
3. The U.S. squad will only break if it takes more than 60% casualties.
4. Charge (adapted Banzai rules): Any U.S. group containing a SL or ASL can declare a Charge as its sole action for that turn by playing a Movement card sideways (regardless of the presence of pinned men). The Movement card can serve no other purpose. A Charge can be declared only against an adjacent or directly opposing group, regardless of range. Declaring a Charge immediately rallies all pinned men in that group (including the leader if he is pinned).

Once a charge is declared, the group may take no

other actions than play of Movement cards or Close Combat as long as the Charge is in effect. The U.S. player cannot place terrain on a Charging group, but the German player is still able to discard terrain on the group. Placement of such terrain does not cancel the Charge, and the U.S. player can still reject terrain as normal.

If a Charging group is at RR5 to a target group at the start of its turn, all of its members perform Close Combat as the sole action of that group for that player turn and all succeeding turns until there are no longer any opposing forces at RR5. Infiltration, Morale Checks, or the play of additional Movement cards is not necessary; Close Combat is automatic. Even after a Charge has resulted in Close Combat, the Charging group is still subject to fire attacks from its target group or any other enemy groups. A Charging group can perform Close Combat at RR5 even while on a Wire card, but the Charging group suffers a -1 modification to its CCV for each Wire card it is attacking from.

Once declared, a Charge lasts until all of the attacking or defending personalities have been eliminated or one side or the other has broken. A U.S. squad can cancel a Charge only if its target retreats or moves laterally.

A Charging group may not use any Concealment cards.

Unlike a Banzai attack, a Pin result is not an automatic KIA. A Hero card may be used to rally a pinned man in a Charging group. Once an additional Movement card or a terrain card is placed on the group all pinned men must Voluntarily Panic (10.3).

A man is Wounded rather than Pinned if the 7W column on the RNC which caused the Pinned result is equal to the target's Morale. An unpinned wounded man continues in the Charge normally, although he engages in Close Combat with his pinned CCV.

All unpinned men in a defending group attacked by a Charge may perform CC (even if on Wire, but with a -1 CCV for each Wire card) against the Charging attackers without infiltration provided the Charge group is not attacked by Fire Combat

from any source that turn.

A Charge group cannot be used to satisfy any range-related Victory Conditions until it is released from its Charge status.

5. No prisoners may be taken in this scenario.

Scenario Setup:

Number of Decks: 3

Defender (German) sets up first and the attacker (U.S.) moves first.

(DYO: Attacker, 408 pts – Defender, 290 pts)

Discards: First four Woods cards to be discarded unused or as RNC/RPC draws.

Cover: Marsh, Pillbox, Minefields, and Streams

German Personalities:

3 (FG 42) or RR2, 4-5, 8-10, 12, 18, 23-24,
Radio 5 (first deck)

Americans:

3 (Johnson M1941) or RR4, 4-5, 7, 9, 11, 18-20,
25, DC, Radio 5 (first deck)

Victory Conditions: The U.S. player wins immediately if there are four unpinned attacking Personality cards in one or more uninfiltrated groups at range chit 5 in terrain which will reduce the Fire Strength of any attack against them. The defender wins by avoiding the attacker's Victory Conditions.

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The Iron Horses

A Variant for Armored Fighting Vehicles

by Christopher Salander

The following rules are strictly optional and potentially controversial. In any scenario where only one side can take advantage of these rules, the other side(s) should be given one or two more PCs, to allow for the mobility and protection advantage provided to the attacker by these rules. All players in a game should agree to their use.

1.0 Infantry Following Tanks

1.1 With the exception of ordinance and IGs, up to four personalities can be placed in the same group as AFVs. All such PCs must be either all in front of or all behind the AFV. To be "alongside" the AFV, they must transfer to an adjacent group. In order to distinguish their relative locations within a group, place the AFV card in front or behind the personalities as necessary. If the infantry are in front of the AFV, the AFV cannot fire its weapons or conduct overruns. It takes one sideways movement for the infantry to move in front of or behind the AFV. The tank and infantry must stay together as long as they are in the same group, but Individual Transfers are still allowed. The rules for leaving pinned men behind also apply.

1.2 PCs in the same group as an AFV share all the effects of any terrain or fire card, including Minefield and Wire. If any discard would force the halt of either the infantry or the AFV, both must halt. If the AFV is knocked out, the group is considered in Smoke at that range. If the AFV is immobilized, or the crew stunned, the infantry must stay with it or transfer.

1.3 The Morale ratings of personalities in the same group as an AFV are increased by one, but do not get the -1 fire benefit applied to adjacent groups.

1.4 Any personalities behind a tank count as being behind a wall, even if they are also moving (combine the two effects). Mark each PC with a "-1" range chit as a reminder. The protected personalities may not fire, and for the purposes of malfunctions, are considered non-firing weapons. If a situation occurs which requires the tank to present its flank to the enemy, the infantry are

considered unprotected. In this situation the infantry may fire at the flanking group normally.

1.5 Each personality behind an AFV that is performing an overrun attack increase the AFV's OVR value by one. For example, a German SPW 251/1 with four personalities following would have its OVR value increased from three to seven.

2.0 Infantry Riding on Tanks

2.1 All of the above rules apply, plus the following. All PCs in the same group as an AFV must be all riding on it, or all behind it or in front of it. No combinations. Riders must start a game on the AFV. Infantry may only dismount if the group is unpinned, and requires the play of a sideways Movement card. Upon playing terrain, the player may choose whether they get off in front or in back. Remounting is not allowed during the course of one game.

2.2 If an infantry group is riding on an AFV, it does not affect the AFV's ability to fire or move. A group on an AFV always has a protection against small arms fire of -1, regardless of terrain (with the exception of a Gully), or the movement of the AFV. Men riding on an AFV cannot fire or use a radio.

2.3 Men riding on AFVs have no protection against HE, artillery or mortar fire. Each unpinned personality riding on AFVs which is in a Minefield must each draw an RNC when their AFV is attacked by the Minefield. A red RNC greater than or equal to their Morale values results in a pin.

2.4 If the AFV is immobilized or the crew stunned, the riders must immediately dismount (pinned men must check for rout). If the AFV must button up, all riders become pinned. If the AFV is knocked out, all riders immediately dismount (as above) and all become pinned and in Smoke.

2.5 Riders on an AFV performing an overrun immediately dismount and may add one to the AFV's OVR value for each rider.

3.0 Commentary

While players may argue that different tanks could shield different numbers of men, it makes these rules much simpler if you use just one number (in

this case, four) for everything. Players may find the "Riding" rules to be a dubious advantage, since the riders are often exposed to more fire in return for a small increase in mobility.

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Bir Hacheim

A 2-Player Scenario

by Keith Martens

Ed Note: This scenario was originally published in the Canadian Wargamer's Journal #24, and is gratefully reprinted here with their permission. The original article formatting has been adjusted to fit the standard Relative Range article format.

On May 26, 1942 Rommel unleashed his attack on the Gazala line. The British and their allies had established a forty mile long front blocking the road to Tobruk. The southern most end of this line of strong points and mines was Bir Hacheim on the edge of the deep desert.

The strong point was held by the 1st Free French Brigade (the only French ground force at the time bearing arms against the Germans). The Italian infantry division Ariete was assigned the task of taking this strong point out. This would secure the pivot point to Rommel's "sweeping right hook."

The initial attack was repulsed at the loss of thirty-two Italian tanks. Rommel pushed on, cutting off the French as Bir Hacheim was attacked and bombed almost continuously for over a week. The British managed a relief column on the night of June 4th, but by June 6 Bir Hacheim was again under attack. A mixed German/Italian force with artillery support made the desperate assault that the scenario tries to simulate.

The attack failed but the Germans kept at it. Finally on June 10th, faced with huge losses and low ammunition, the French attempted a night breakout with mixed success. The French had put up a gallant struggle.

Special Scenario Rules:

1. The French player receives the Pillbox and up to two -2 buildings (weapon pits) to place with its initial set-up. If the terrain is ever unoccupied, it disappears.
2. All Desert, Italian, and French rules are in effect except where contradicted as follows.
3. Sniper and Minefield cards are treated as cover

cards for the Italian.

4. Both sides are Elite status.

5. Special Victory Point Calculations

Only the Italian player receives Victory Points. He or she gains Victory Points for preserving is men, inflicting enemy loses, and gaining groud. The Italians start with -20 Victory Points.

Unit Losses: The number shown is applied to the Italian total for losing men or causing losses.

Result

	Italian	French
Each man killed or captured	-2	2
Each man wounded or routed	-1	1
	-25	25
Broken Squad (16.5)		

Terrain: At the end of the scenario, the Italian player receives 15 Victory points for each initial terrain features captured or vacated by the French.

Scenario Setup:

Number of Decks: 3

The French set up and move first.

Discards: None! (Desert Rules).

Cower: None! (Desert Rules)

French Personalities:

1, 3-6, 9, 10, 22, 30 (75mmAT)

Italian Personalities:

1-19, 25, plus German 32 (Pzkw IIIH), 1xDC and a Radio

Victory Conditions: If the Italian victory point total is positive then he or she wins, if it's negative the French win.

Scenario Notes:

At first glance, the Italians look like a shoe in. They have nineteen men, a mortar, a German tank, a demo charge, and a radio against eight Frenchmen and an AT gun. After the first play you believe the

Italians cannot win. They are mercilessly gunned down trying to close with the French. Well, since I think the scenario is balanced (well maybe 55-45 French) I feel I should provide some insights into play for both sides.

French

I like to have the Pillbox in the centre with personalities #1 (squad leader), #3 (light machine gun), and #10 (Morale:2). Group C should have the 75mm AT gun and #5(the throw away Morale:1 man). This leaves four riflemen for the weapons pit in group A (Morale: 4, 3 [the ASL], 3, and 4). This should cover the tank's approach with the AT gun, have a solid firebase group in the Pillbox, and have my best group in the exposed position. The idea for the weak morale man in the AT group is to provide some close combat support if the gun is rushed.

The French strength lies in terrain and in its hand capacity. Its elite status allows six cards with one discard and one action. The one action is usually pounding the Italians with the 75mm and still culling one card from your hand. This means a refresh of two cards a turn. The rest of the cards should be two spare Fire cards, a Rally card, and a nasty terrain card (Minefields are nice). With a two card refill you have approximately a $2 * 48/162 = 60\%$ chance of pulling a new Fire card. Once your hand is set a hasty rush by the Italians will be met with a hail of bullets.

Sit tight and watch him squirm as the clock runs down.

Italian

Think of your position as a challenge.

Your main problems are the lack of good approach terrain and your poor hand capabilities.

Just look at the terrain. Hills are hard to entrench in, -3 buildings are discards, Marshes (soft sand) have no terrain effect, Woods (Oasis) are just as likely to be a mirage. All that is left is Brush, -2 Buildings, Gullies, and Walls. On a positive note, Streams are better than in the regular game. Terrain is hard to find and will form an integral part of your attack.

Your hand capability is four cards with two discards

if you take no action. Your elite status does allow you German split cards (same as the French) and negates your poor surrender provision. With only four cards you can only do so much. You basically have to do what you can without sticking your neck out.

I recommend four groups since you do not want too many Italians hit by the 75mm in any given turn. I position the tank two spaces from group A with no response. The infantry weapons of the Italians are a 45mm Mortar (effect only 1), a machine pistol wielded by the SL, and two uncrewed light machine guns. The 45mm is of limited use but I would put it with a few weak riflemen (say #15 and #19) in Group B. This will add some additional long range firepower without making a juicy target.

The remaining 17 men form the firebase and manoever group. The Italian rifles are not worth anything until Relative Range 2 (while the French rifles provide one firepower point at Range 1). You must successfully advance your firebase to Range 2.

I would start both light machine guns [Ed. Note: Whoops! This isn't allowed, Keith, but we get the idea!] and eight men in Group C hoping to get the two LMG's and five men to Range 2. This would result in a firepower of 12 (Italian must have over the number needed). There are 33 of these in the deck. The manoeuvre group would consist of seven lower morale men including the machine pistol toting SL. Their mission is to stay out of trouble and rush forward when the time is right.

The overall Italian plan would be something like this. Get your key groups (firebase and manoever) into some initial terrain. If this does not happen move sideways early and drop into some terrain. The tank is safe at Range 1 to the AT and the mortar is too weak for the French to worry about. Never move forward without protective terrain.

Deck One should be spent in attack preparation. This mainly consists of getting the firebase into terrain at Range 2. In the meanwhile you can take potshots at the French with the tank and the mortar (both in the same turn).

Deck Two is the start of the assault. Ease the tank and the manoeuvre group forward and gauge the fire response. Open fire with the firebase and an artillery strike. If successful in pinning the AT gun

push the tank forward. This is a furious phase where you hope to make the French take more than one action (rally and a fire, say) so he cannot cull his hand. You must balance daring and prudence while waiting for the right moment to advance.

Deck Three can take two forms. If the attack has started you can keep trying to close, eventually overrunning the defenders. If you have not made much progress it is time to unleash the desert shuffle. Move as many groups as possible with as much supporting fire as you can muster. Cross your fingers and hope.

A few finer points in closing:

One useful card for the Italians is the Flank Fire. If you can flank fire a position in good terrain you can severely pressure it. Remember the French are almost immobile.

The tank is fragile in the face of the AT gun. It has a 50% chance of beingbrewed up at range 1 once hit, so husband its firepower.

The Italian's best friend can at times be movement since only black RNC hit with ordnance firing on a moving target. Just be aware of the machine gun.

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The Grinner's Corner Questions and Answers

Question: Rule 28.7 and the following example are a bit confusing. I think that there are a number of typographical errors in the example (for instance "... they also have an inherent boxed 6 firepower 3 ..." The number 6 makes no sense in that statement). The main question is: when using inherent boxed firepower vs. open topped AFVs (and also the flamethrower's boxed FP vs. any AFV) do you add the fire strength value of the fire card played to the RNC?

Answer: In reference to the first point, delete the "6" from the example stated. It is a typo. Secondly, no, you add the strength of the attacking unit's boxed fire strength (like a panzerfaust or bazooka). The example indicates by the needed RNC values that the fire strength is not counted, but this might also be an error in reading the armor value of the half-track.

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Quick Reference:
Japanese Hand/Play Capacity and Banzai Attack
by Michael P. Nagel

Web Note: The cards are edited from their original content.

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

Quick Reference:	Japanese Hand / Play Capacity
* Line:	Four Card Hand; Two Discards if No Action.
* Elite:	Four Card Hand; Two Discards if One Action.
* 2nd Line:	Four Card Hand; Two Discards if No Action.
* Break Level:	75%
* With the exception of 2nd Line troops, the Japanese may play	Move cards in any way without affecting their discards (45.11).
* Japanese discard Scenario and Printed Cover cards, regardless	of actions taken, by showing them to their opponent (45.12)
* Japanese are +1 in Close Combat vs. AFVs (45.33).	
* Japanese LMG FP is doubled with a black RNC Hero (45.52).	
* Japanese ATR and MMG must be carried by two unwounded	men (45.6).
* Japanese SL and paratroops have 1FP at RR5 if undamaged (45.5).	

Quick Reference:	Japanese Banzai Attack (45.4)
* To start a Banzai attack, the Japanese player places a Movement	card in advance mode at RR4 or less or sideways mode at RR5 on a group with an SL or ASL. All pinned men freely Rally.
* While a Banzai is declared, the attacking group may only play	Movement cards (no Concealment) until RR5 is reached. The turn after the attacking group reaches RR5 to the defending group, Close Combat is automatically initiated, and continues each turn until the attacking or defending group is eliminated, or the defending group plays a Movement card.
* Only the defender may place terrain on an attacking group. The	attacker must transit negative terrain or suffer CCV penalties.
* Pinned results against an attacking group are treated as KIA.	
* Defender may enter CC against attacker without infiltration.	

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**Bah, Who Needs ASL?
A Preview of the ultimate UP FRONT Expansion
Kit
by Booji Boy**

Ed Note: The following announcement was discovered on the GEnie network. It looks like someone has finally realized the value of our particular passion. Get your credit cards ready!

You've waited long enough! You've bitched loudly!
Your patience is about to be rewarded!!!

Announcing, exciting new expansions to the UP FRONT system!

Minor Countries: Module 1

Minor countries are introduced so that World War II may be played out using the UP FRONT system. Minor Countries Module 1 is in production now, and Minor Countries Module 2 will quickly follow. Module 3, the Dutch truck module is the third projected supplementary release.

Module 1 contains rosters which detail the basic composition of squads for the following minor countries:

Brazil, Argentina, Netherlands, France, Belgium, Norway, Poland, Czechoslovakia, Hungary, Albania, Yugoslavia, Greece, Sweden, Denmark, Bulgaria, Romania, The Vatican, San Marino, Lichtenstein, China, Andorra, Spain, Portugal, Mexico, Canada, India, Maori, Phillipines, Pakistan, Turkey, Vietnam, Australia, Barbados, Mauretania, Aruba, Jamaica, and Monaco. Note, the French have been downgraded to minor country status, as they lasted as long as anyone else on this list.

Each roster identifies a separate scenario, and the basic composition of each squad for that scenario. For example the squad leader for The Vatican as the attacker in scenario R is listed as:

SL-6/7 AR

This is interpreted as a Morale 6 / Panic 7 Squad Leader, carrying an assault rifle.

The basic structure of each nationality is in the chapter on nationalities, which details basic hand and discard capabilities, and the types and functions of each weapon that nationality used, plus any rules unique to that country. Examples: A Chinese player always receives the wall cards on defense in addition to his initial hand draw. During the prepare for play, the Czechoslovakian player always gets the pillbox card, and may use it regardless of scenario special rules, and the Vatican player one time per game can draw any card out of the deck, for use in his hand or to use in resolving an event, even if it is deck three and has previously been discarded.

These three new modules will add new nationalities and new variety and are sure to enhance your enjoyment of the greatest game ever made!

Announcing the ULTIMATE UP FRONT Campaign Game!

"Eritrea to Nagasaki"

Even the die hard UP FRONT fanatic must admit that the 24 staid scenarios provided with the basic system grow a tad tiresome after the 13,000th playing. After several hundred campaign games, players yearn for something more. And, finally, here it is!

Eritrea to Nagasaki will allow the true UP FRONT fan to recreate this planet's greatest conflict at the appropriate scale. The basic framework is provided in a mere two special rules. We know that any more than two special rules turns off contestants, so we cater to your desires. Special Campaign Rule One comes as a 10 CD ROM set in a handsome leather carrying case. Special Campaign Rule Two is a collectors edition 5 CD ROM set. Disks 1 – 4 provide errata and clarifications to the basic rules system and clarifies any ambiguities in Special Campaign Rule One. Disk 5 provides errata and clarifications to disks 1 – 4, and includes the extra special "Grinner's and Nageler's Own Interpretations" to really help clarify those difficult issues.

Each and every individual participant in this

conflict has been evaluated and rated in the appropriate categories. Not just squads, but entire command structures are provided for every single country which did see or could have seen action in this conflict. Yes, all 176,000,000 personality cards needed are included in this set. We know that no portion of this grand event would be missed by the true fan of The Game!

Additionally, Eritrea to Nagasaki includes group ID chits, ranging from F to ZZZZ, with capabilities to stage battles on different fronts. Think that sniper in Leningrad can't take out that moving group down in Stalingrad? Think again!

We are extremely confident that the true UP FRONT affecianado will not be without this expansion module, and will devote his life to the 200 x 200 square mile facility being built to host this project.

And remember, as always, it's a beer a man.

[Note, in case you hadn't figured it out by now, this is just a joke. Such modules don't exist. They should, but they don't. Please don't call Avalon Hill. Then, again . . .]

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Baraque de Fraiture / Woody's Crossing

A 2-Player Scenario

by Jim Matt

On December 22, 1944, a regiment of the 2nd SS Panzers, assisted by the 560th Volksgrenadiers, attacked a strategic crossroads between Bastogne and Liege.

The American defenders included a battalion of the 325th Glider Regiment, a detachment from the 203rd Antiaircraft battalion (37mm AT gun), the 589th Forward Artillery, and a piece of the 7th Armored (Sherman & Halftrack).

The Germans sent an 80 man patrol on December 20th, that was promptly shot up by the Americans, and forced to retreat. But and 80 man patrol? Something big was up.

After harassment fire of mortars and artillery on December 21st, the Germans opened up with a heavy mortar and artillery attack, killing many Americans.

On December 22nd, the Germans began their attack. The fighting was fierce, but the overrun was completed in thirty minutes.

Special Scenario Rules:

1. The Americans use the back of the #141 Minefield card as the crossroads for initial terrain placement (remove it from the Action Deck, before dealing the hands). The Americans get to play this and another terrain card (if any) before the Germans get their first initial terrain placement. The crossroads must be placed in either Group B or C. The group containing the crossroads is not subject to the variable Range Chit placement described in Special Scenario Rule #2.

2. Once both sides have set-up and initial terrain placement has been completed, the variable Range Chits are determined for all of the American groups (except the one on the crossroads). Draw an RPC for each group, and check the "9" column. Find the result on the following table to determine the range at which that group will start.

RPC Column "9"	Initial Range Chit
1	0
2, 3	1
4, 5	2
6, 7	3
8	4
9	5

3. All American groups can begin Entrenched, terrain permitting.

4. Place a range marker on the crossroads itself. The group on the crossroads may move forward or backward into a new terrain card if desired. The crossroad stays on the table at Range Chit 0, and placed either ahead of the group (if they retrograde) or behind them, if they advance.

Scenario Setup:

Number of Decks: 2
Defenders (Americans) set up and play first.

Discards: None!
Cover: Minefield and Pillbox.

American Personalities:
6-8, 10-13, 18, 22, 24, 26, 27, 29, 31, 34
Deck One Reinforcements: 4, 5, 19-21, 23

German Personalities:
4, 5, 8-10, 12, 15, 18, 19, 22-24, 27, 34, 42,
2xPF

Victory Conditions: The Germans win by breaking the American squad, or by getting at least one unpinned man or AFV onto the crossroads. The Americans win by breaking the German squad or by living surviving two decks.

Variants:
The American #34 must start on the crossroads at Group B.
Play using Deep Snow and/or Light Snow rules.
Give the Americans a Radio.
Allow the American AFVs to be considered Hull Down in areas which allow Entrenching (the Americans had time to dig the AFVs in, thereby only exposing their cupolas).

I was intrigued by the violent clash of this battle and tried to replicate a sense of this by using the variable Range Chit placement. Think of the variable Range Chits as either the Americans holding back until the enemy gets in their dead-eye fire lanes, or that the Americans had already picked off or turned back others in previous (unplayed) decks. Also, I wanted an opportunity to play with equipment and rules rarely used (e.g. AFVs, Overruns, and Close Assaults vs. AFVs).

I feel that the player has a different dilemma than the normal UP FRONT game: with so much good stuff and the ability to use it (range, etc.), what will the best play be? Do I risk the AFV for an Overrun? Do the Americans take one more shot or fall back? Will the two decks last long enough or move fast enough to play conservatively?

The scenario might be a bit unbalanced due to the randomization. Try playing the best of three of five games with your opponent, rotating sides, with the first two-game winner taking the Americans for the deciding game.

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The Beast from the East

Nationality Rules for the Chinese

by Don Hawthorne

Ed. Note: This will hopefully be the first of a continuing series which presents detailed guidelines for the play of minor (or in this case, not-so, minor) nations in your UP FRONT matches.

General Guidelines:

Morale Range: One to Five.

Personality Cards: Russian.

Split Action Cards: American.

Hand Capacity: Four-card hand, one discard if no actions are taken.

Standard Squad: One through Ten, plus Special Rule # 1.

Special Rules:

1. In addition to the standard squad, an additional random number of extra men determined by a RPC draw are added to the initial squad size. Check the "Or" position, ignoring color -- treating a "0" as "10." This is the number of additional personality cards added to the Chinese player's force mix. These men are randomly drawn from the pool of unused Russian personality cards, numbers 11 through 30, inclusive. Note that this could result in the Chinese player starting the game with an extra LMG or even an Infantry Gun. Draw of additional SLs or ASLs does not increase his Command Control capability, however. Such extra SLs and ASLs are treated as regular troops. As a reminder to which personalities are the SL and ASL when this situation occurs, place SL and ASL markers on the appropriate cards.

2. Treat all Smoke cards as Cower cards, and the Chinese may never have a Radio.

3. Chinese troops automatically Ford a Stream card by the placement of any two Movement cards, both in sideways mode. Use of a "Ford" card by the Chinese player still allows exit of the Stream normally.

4. The Chinese player may take no more actions per turn than the number of unpinned SLs and ASLs he has remaining in play. Chinese SLs and

ASLs function as per a Russian Commisar with respect to the execution of pinned men in their groups (Rule 15.53).

5. Communist Chinese Variant: Communist Chinese automatically receive the Commisar (Russian personality card # 19) as an additional ASL, giving them a total of three leaders to start. In addition, any SLs or ASLs drawn by the Communist Chinese player as a result of Special Rule # 1, are also treated as ASLs. Russian personality card #1 is always treated as the primary SL, however.

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A "bit" of This and That Up Front in the Electronic Age by Michael P. Nagel

The "Information Superhighway" has opened up whole new methods to efficiently play lengthy wargames with opponents located not only in the United States, but around the world. Through the use of on-line services such as Compuserve, Prodigy, and America On Line, "virtual communities" have sprung up where gamers meet, greet, and arrange the play of their favorite titles. So what does this have to do with UP FRONT specifically?

Sometime in late January or early February, Genie -- an on-line service run by General Electric, and the recognized Mecca of the electronic wargaming community -- was sold to a private concern. The new management promptly doubled their connection charges, which forced a large percentage of said community to weigh their options and look for greener pastures -- myself included. The decision to leave Genie was made more difficult as it would cause the fractioning of an outstanding "neighborhood" where UP FRONT players made their home. Before leaving, however, many of us put our heads together and came up with a solution which would not only keep the community together, bu also open in up to a mass of new players world-wide.

As most of us were migrating from Genie to the Internet (through local providers), we decided to take advantage of one of its greatest strengths: the mailing list. In essence, a mailing list is an automated clearinghouse for electronic messages. A subscriber submits a message to the list, and it is in turn distributed to all those who subscribe to the list. All that is required to subscribe is an electronic mail address, something which all internet providers offer. Once you subscribe to the list, you become part of the community where you can discuss rules, scenarios, and even play moderated games! If you are interested in becoming part of this community, and have a computer with a modem, but can't afford a provider (which is comperable to subscribing to a cable television provider) all is not lost. At the end of March, a new sponsor-supported service called JUNO (800-799-juno) will be getting under way, which provides e-mail access ... and it costs nothing! As of this moment, I'm not sure if the telephone number used to access the service will be local or not, so it's best to call and find

out. As soon as you get access, send a message to "upfront-request@harte-lyne.ca" and include the single word "subscribe" in its body.

Another feature of the internet which is taking the country by storm is the World Wide Web, a huge repository of information through which you can navigate for hours on end. The Web is a series (a never-ending series!) of documents, each with its own unique address. With the aid of a "web browser" (like Netscape or Mosaic), each of these documents -- or "web sites" can be viewed. For those of you with web access, Andrew Maly has set up a web site dedicated to UP FRONT which is loaded with cool stuff, including opponents wanted listings and back issues of Relative Range! The address is:

<http://www.abs.net/~anomaly/upfront/upfront.html>

Web note: the above address is for nostalgia. It is a dead page.

Even though Genie may be on its way out, the electronic UP FRONT community will live on. If you can, I urge you to come join us!

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Opening Setups Revisited
Alternatives to a Previous Approach
by Andrew Maly

Web note: This article is very long and has been modified for easier reading.

[Part 2](#) –

[Part 3](#) –

Ever since Don Greenwood presented his setups for UP FRONT in issue 19-1 of The General, I have seen little, if any, printed discussion of recommended setups for various scenarios. Jim Burnett and Marcus Whatney presented a generic overview of the scenarios in issue 22-2 of The General, but their article left out any in depth analysis of setups. While a good set up alone cannot win a scenario, a poor setup can hinder a players chance of success.

I'll preface this "literary" work by stating that I started out with ambitious plans. I proposed to cover each of the nationalities for each of the meeting engagements. A meeting engagement being defined where there is no defined attacker or defender, but rather an Axis Player first setup and move. These scenarios consist of A – A Meeting of Patrols, B – City Fight, M – Patrols, J – Jungle Meeting Engagement. The length of my writing for just the A-M Patrols scenarios made me reconsider, and I've broken this effort into several parts.

When I discuss setups in generic terms, they will be discussed in terms of number of men in Group A, Group B, etc. Thus a popular German setup for the patrol scenarios would be presented as a 4-6. Since gaps cannot be left in a player's setup, no group C nor group D exists, and for simplicity, these are omitted. For greater detail, a separate table is provided with recommended groupings, as I've discussed them. I won't claim to have invented any or all of these setups, but rather they reflect my history and experience with UP FRONT.

Another basis for my discussion, is that unless otherwise noted, the best morale men compose the fire base. After many years of playing, I strongly believe that if you cannot lay down fire,

you will have a difficult time winning. Where variations of this theme exist, I shall expand on those thoughts.

About the Nationalities

Americans:

Why have the Americans fallen out of favor? Certainly, they can be as entertaining as any other nationality to play. Besides, the perceived drawbacks to playing them should serve as a challenge and a nice reward when victory is achieved. However, in tournament play, this seems to be just too big a risk to take.

The problem with the Americans is their “static” hand. In the eyes of the American player, it often appears that there is a choice between performing an action with one group or discarding two cards. With a squad deployed in two groups, it will be tough to cycle more than two cards per turn, even if both groups take an action. Is this necessarily a bad thing? Maybe not, but combined with the lower average morale of the American soldier, this forces the American player to hope that cycling brings a lot of rally cards.

Being able to stockpile cards for a series of moves is nice, but the game, quite often, does not allow this style of play. Rather, moving cards through one's hand increases the chances that the next card needed will appear, and allows the flexibility to change one's plan on the fly if need be. Besides, any “well calculated move” takes several turns to develop, and you can expect your opponent to throw at least one obstacle in your way.

British:

The British are an anomaly. Theoretically, their increased fire power should provide them a large benefit, but in reality, this is a false sense of security. Given a typical setup, there are 2-4 additional fire cards usable by the British at each range. While this is nothing to scoff at, it is nothing to write home about either. The relatively static nature of their hand means that more than two groups need to be created to generate greater potential card flow, but this setup results in reduced effective fire power and maneuverability. Still, the British are a decent match for the

Germans, and much preferable to the early war Marines versus the Japanese. Additionally, they can carry the day versus the Italians, so they are not a nationality which should be shied away from.

French:

The French are arguably the worst nationality in the game. The Italians are a close second, but the complete lack of flexibility when playing the French leads to a lot of turns consisting of a one card discard. On the positive side, even a two group squad is sufficient to increase card flow through one's hand, even if not by much. While the Italians provide a light hearted approach to the game, playing the French is as enjoyable as root canal.

Germans:

The Germans, after all these years, are still the most popular side to play in UP FRONT. The flexibility of their hand, strong fire power, and decent morale are all reasons why this is true. They do have two drawbacks. First, is that their ten man squad is one of the least sustainable in the game. (The British and French squads being the other two). Thus, they have to be able to outshoot their opponent, and for this purpose they have a very fine LMG. Second, is the German trap. The trap, of course, is being stuck with a useless hand and only being able to discard one card per turn. This factor doesn't seem to carry much weight when choosing sides.

However, if there is a true downside to the Germans, its that there is a general lack of creativity in constructing setups. This probably translates to their being a decided best setup for the Germans. Thankfully, the other six nationalities do not suffer from this flaw.

Italians:

You have to be either a masochist to play the Italians, or you are taking a devil may care attitude. Any loss with the Italians can be written off, but a victory is sweet. Still, there are several things which should be remembered about the Italians. First, they are a fragile lot. Although you have more troops than any other player, you have to treat them well, lest you find your forces have

deserted you. Second, brash or bold maneuvers are seldom the proper course of play, unless things turn desperate.

One course of action that I believe is often overlooked as the Italians is that of voluntarily routing men. The Italian player must lose more soldiers than any opponent he must face, so there is a small buffer. Consider, for example, the benefit of voluntarily eliminating one man of a six man group when you need to accomplish something more important, like removing wire, removing flanking fire, etc. Keeping that one pinned man may result in the demise of the entire group.

Japanese:

For all their faults, the Japanese are a fun bunch. Sure their tactics are crude, but the 75% loss level means that you're not likely to get totally hosed by one mistake. Besides, if things are going real bad, you get the last laugh with a Banzai charge. If you're going to lose, go out with a bang! Still, their hand is extremely flexible, and while movement seems like a way of life, they seem to have more variety in play than the Germans, and are definitely an enjoyable side to play in any scenario.

Marines:

Some people lament the Marines. Yes, their early war squads really bite, and they just seem to get overwhelmed by the Japanese. I even know someone who Banzais as the Japanese with his first movement card, just so that the game has some balance to it. Once the Marines change to the 3 BAR squad, things get nasty for the Japanese. There never seems to be a happy medium of competitive contests between the sides, which is a shame.

Russians:

The Russians seem to be a more popular alternative than the Americans in terms of the original three nationalities. Their morale is nothing to write home about, and the four card hand can bring tears to the Russian player's eyes. However, the ability to rapidly discard and having a squad of fifteen men are very attractive features. Plus, they've got enough morale 4 and morale 5 men so

that close combat isn't a problem. And since this isn't a finesse group, its a perfect fit.

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Ortona: The Western Stalingrad An Overview and 2-Player Scenario by Keith Martens

Web note: This article was changed from its original format

Ortona scenario

[*Ed Note: This article has been reprinted with the kind permission of the Canadian Wargamer's Journal. Its original text has been modified to fit the standard Relative Range format.*]

The following article and scenario is an interesting neglected piece of history (in this case Canadian). The battle is brought into focus by a short historical article and provided is a scenario to a popular game, UP FRONT. The history is reviewed and brought into game terms, a combination we hope to bring you again.

In December 1943, the Second Canadian Brigade, 1st Division was assigned to clear the Italian town of Ortona, defended by the elite German 1st Parachute Division. What would follow was a week of the fiercest house to house fighting on the Western Front, the "Western Stalingrad."

The 1st Canadian Division was sent to England in 1939 where they had a few excursions but little sustained fighting until the invasion of Sicily on July 10, 1943. After the stiff fighting around Mt. Etna, the Canadians worked their way up the boot of Italy generally on the east coast. The Germans had thrown up the Bernard Line south of Rome using the rocky interior and rivers on the coast to good advantage.

The Allied strategic plan was to tie up as many Germans as possible in Italy and pave the way for the coming summer invasions of France. Italy is a rugged country with many defensible lines and while a lightning breakthrough was not expected, forward motion was a great morale builder. The British and Americans on the west coast were making little progress held up by the Rapido River and the heights of Monte Cassino.

On the east coast, the Allies' fortunes were better. The Bernard Line was breached by

crossing the Sargro River in November and the Commonwealth troops (2nd New Zealand, 8th Indian, 78 Inf, and the 1st Canadian) pushed forward until they met the next line of defense at the Moro River in early December. Here a fierce battle raged with the 8th Indian Division outflanking the Germans inland and the Canadians pushing up the coast.

The Germans were expected to fall back on the next river line, but they had other plans. They meant to hold at Ortona. The elite unit, the 1st Parachute Division, was ordered to hold Ortona at all costs.

Ortona is typical of many Italian towns. In Medieval times it was a thriving Venician city with a harbor protected by a fortress on a promenade. The narrow streets and solid row houses formed a huge bunker. A gully to the northwest of the town kept the town from being locally outflanked.

The 2nd Brigade consisted of the Loyal Edmonton Regiment, The Seaforth Highlanders of Canada, and The Princess Patricia's Canadian Light Infantry. At dawn of December 21st, the Edmontons and the Seaforths approached Ortona from the southwest and began fighting their way into the town. The outskirts of the town was modern and had a more open layout. By nightfall, the Edmontons had established themselves into the Piazza Vittoria and the Seaforths had cleared the Church of Santa Maria di Constantinopoli after a stubborn fight.

The next morning as the Canadians pressed into the "old Town" they found most of the streets heavily blockaded. The exception was the Corso Vittoria Emanuelle. This main road was meant to channel the Canadians advance into the main square, the Piazza Municipal, which the Germans hoped would become a "killing ground."

The Canadians chose to clear the flanks first, using the Edmonton's "A" company on the left and the "D" company on the right. They began to clear the Germans "house to house" with armor support following. At the end of the day they were just short of the Piazza.

The resistance in the old town was stubborn and

vicious. The Germans would fortify a house by surrounding it with mined rubble and cover the approaches with fire lanes. When the bottom floor was taken the paratroopers would fight on in the upper stories.

The Canadians tried to overcome these strong points by using anti-tank and assault gun fire as an instrument of demolition. When this was not possible the Canadians used a new wrinkle in house to house fighting known as "mouse-holing." The Canadians unable to progress through the streets, used explosives or PIAT fire to breach the adjoining wall of enemy occupied buildings. Grenades were thrown in and a furious hand to hand battle would ensue through the "mouse-hole" and up the stairs if the first floor had been taken. The Germans responded by placing "booby trap" mines in abandoned rooms. Only one side of the street needed to be taken since the defenders on the other side could not allow themselves to be outflanked.

On the 23rd the Edmontonians continued towards the Via Tripoli. A troop of tanks were brought up the Corso Vittoria Emanuelle to cover the square by the church of San Tammaso and thus the right flank. On the right the Corso Umberto I was secured. During this day, some of the weakened Edmontonians (down to three companies of 60 men each) were gradually relieved by Seaforths.

On Christmas Eve day, two lines of attack were attempted. The Seaforths on the left were to try and force their way up Via Tripoli and outflank the main defense. The Edmontonians on the right would push along the Corso Umberto I to the Castle.

Heavy resistance and sweeping fire lanes again made the streets unsafe and the Canadians reverted to the low but effective house to house methods. The Germans were slowly bled to death.

Christmas Day was a cold and bleak time for the men of both sides since the fighting went on without respite.

Finally on the 27th, as the relatively fresh Princess Pats were assigned to the front line, the Germans withdrew. There was a small follow up by the 3rd Canadian Brigade but the offensive was stalled for the moment. The main Allied effort shifted west to

the Rapido and Monte Cassino where no progress would be made until May when the 2nd Brigade would again see heavy action.

Besides the valiant effort on both sides and the interesting tactics, one might ask: why did the Germans suddenly decide to abandon their fighting withdrawal and hold at Ortona? As with many German decisions late in the war, the answer may lie in politics. The German commander for Italy, Kesselring, blames it on the western press. He states that on December 8th Ortona was merely the Adriatic end of a "makeshift German defense" but by the 14th the press called it a "strategic junction." On December 16th the press claimed that captured German documents ordered the town held at all costs. Kesselring stated "it is clear we do not want to hold Ortona decisively ... but the English have made it appear as important as Rome." Not surprisingly, the Allies had a long talk with the press since they did not want a reoccurrence at Rome.

Ortona scenario

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Quick Reference:
German and Italian Hand/Play Capacities
by Michael P. Nagel

Web Note: The cards are edited from their original content.

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

Quick Reference:	German Hand / Play Capacity
* Line	Five Card Hand; One Discard regardless of Actions.
* Elite	Five Card Hand; Two Discards if One Action, or One Discard regardless of Actions.
* 2nd Line	Five Card Hand; One Discard if No Action, and must reveal Discards.
* Break Level:	51%

Quick Reference:	Italian Hand / Play Capacity
* Line	Four Card Hand; Two Discards if No Actions.
* Elite	Four Card Hand; Two Discards if No Actions.
* 2nd Line	Four Card Hand; One Discard if No Actions.
* Break Level:	41%
* Elite Italians (Bersaglieri) may use German Split Action cards and are not subject to Surrender provisions (50.5).	
* Italians need more FP than required to use a Fire card (50.3).	
* Italians Surrender if all the personalities in a group are pinned, and remain that way until attacked or upon receipt of an unpinned man through Individual Troop Transfer (50.41).	
* When fighting Russians, increase all Panic values by 1 and ignore Surrender rules (50.42)	

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Greasing the Treads of our Tanks...

Two small 2-Player Scenarios

by Michael Anchors

The following two scenarios are for the tank-lovers out there. In "The Ogre" you get to find out what it's like to go toe-to-toe with one of these beasties in nothing but your shirtsleeves. In "Tread to Tread," you get to play out a very tiny part of Kursk or some similar armor engagement.

Note that in both scenarios, none of the Command Control rules (15) are in effect!

THE OGRE: Scenario Setup

Decks: 3

Defender sets up and moves first.

Discards: First four Buildings to be discarded unused or as RPC/RNC draws.

Cower Cards: Pillbox and Minefield.

Defending Personalities:

American - 14; Russian - 1, ATMM; German - 11 or 26, PF

Attacking Personalities:

American - 34; Russian - 34; German - 36

Victory Conditions: Survive!

TREAD TO TREAD: Scenario Setup

Decks: 3

Attacker sets up and moves first.

Cower Cards: Pillbox and Minefield

Discards: First four Buildings to be discarded unused or as RPC/RNC draws

Attacking Personalities:

American - 34, 35, 36; Russian - 34, 35, 38

Defending Personalities: German - 33, 40, 45

(DYO: Germans - 1445; Russians - 1250; Americans - 1203)

Victory Conditions: The last player with an undestroyed, mobile (not

immobilized or bogged) tank is the winner.

3-Player Variant Same rules with the Americans, Russians, and Germans in a three-way free-for-all. Not very historical, but fun.

Gotterdammerung Variant Only use two German tanks, but they are SS!

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At Deck's End or, the Equivalent of the Paratrooper–Marine PLD by Andrew Maly

As I sat at my computer condensing and marking up the errata for UP FRONT to put it up on my web site, (a shameless plug for <http://www.abs.net/~anomaly/upfront/upfront.html> if ever I heard one) (*Web note: that's the old address*) a few things really caught my attention. I'd like to share them with you, as they pertain to the state of UP FRONT, and gaming in general.

What really got me rankled is errata which really isn't. I know, you're probably saying to yourself, "I thought all errata was pertinent." Nothing could be further from the truth. I'll give you two examples from the compilation.

First off is the inclusion of a question regarding the ability of the Italians to put multiple machine guns in the same group. Why? It's not allowed by the rules. It's even specifically mentioned that it is illegal to do so. So why would anyone think otherwise?

Well, maybe you've decided that the Italians could use the help. Fine. I really don't have any problem with that, as it's your own house variant. But to publish articles stating this is a valid tactic, without disclosing that its based on a house rule; or having it lead to people having to question their interpretation of the rules, I really start to have a problem with that. Even more frustrating is someone who plays using the variant, and neglects to inform their opponents. Inevitably, there will be a point of contention over this rule, and the person playing by their interpretation or variant will have absolutely no comprehension or belief that their argument is invalid. Period. The only situation where it would be valid is if both players agreed to it beforehand. That's fine as well, but, "that's not how we play it in my gaming group."

The other stretch of this rule is that although the rule states about multiple LMGs in a group, there is no restriction on putting a LMG and a MMG in the same group, or two medium machine guns in the same group. O.K., I'll grant everyone the fact that it is not specifically spelled out as being illegal by the rules. On the other hand, that interpretation violates

the spirit and intent of the rule, and, more importantly, common sense. We're not talking about classified legal binding documents. What we are talking about is game developers with self inflicted head wounds.

Second, we have our estimable editor steering people in the wrong direction. What I'm referring to is the Grinner's column in a previous issue of Relative Range. The advice here is that although the rules are explicit on when and how to discard cards, we're told that because the editor doesn't really like the stated reply to the question, he advises against using it. That's the type of advice that would make me consider canceling my subscription to Relative Range, if such subscriptions existed. It's bad advice because it's contrary to the reading of the rules and how 99% of all players interpret the rule. More importantly, its confusing a simple issue, which leads to questions about deck shuffling getting asked in the first place.

Basically, the argument stated is that a player should not be able to draw the same card twice during the resolution of a single action, in this case the resolution of a fire attack. Maybe there is some merit to this argument, but I view that potential as a) minute, and b) part of the overall fate which the deck implies. There are times you will benefit from this sequence of events, and times you will get burned, but more often there won't be any noticeable fate, and you'll wind up pulling different cards anyway.

I'd like to present two counter-arguments to that proposal, which go beyond the "that's how the rules read," argument. Number one being, it's a very awkward mechanic. At what point do you state that cards should or should not be placed into the discard pile? "Gee, I don't think we ought to shuffle in this discard right now, because it's a cower card, and if I redraw it, I'll really feel like I got hosed." Darn straight. You might get hosed big time. What's your point? March on!

The number two argument, and the one I feel is more important, is that stating that it presents probabilities which should not be applicable to that event. "Nice shooting, Bernhoff. Except, you really didn't wax the SL cause it was improbable. Keep up the good work, but try shooting during the middle of the deck next

time."

What about probabilities which should be applicable to that event which have no possibility of occurring?

I'm referring to the cards which have been removed from the deck, cards which are present on the board and cards which the players retain in their hands. These are all potential probabilities, according to the deck, but cannot occur, not just once, but twice, during this same fire attack, because it occurred at the end of the deck. Yet, you don't hear people considering that aspect of the probabilities.

Heck, any good UP FRONT player tries to manipulate probabilities to their benefit. Have you ever held onto a Buildings card in City Fight, until after the start of the third deck? "Sorry, guy, we've got that approach covered." How about holding onto a Black 6, lest it come back to haunt you on a Fire 2? "Keep yer heads down men!" I'd argue these tactics are within the spirit of the rules. Introducing an awkward mechanic, which is contrary to the reading and of the rules, under the guise that it avoids an imbalance in probability really doesn't hold much merit. Besides, I've yet to see a divine intervention card come up in any of the games I've played.

However, I probably shouldn't complain. For all the errata associated with UP FRONT, most of it falls into the realm of clarification or correction. Basically, rules are contradictory, and the errata defines which is correct, or changing the wording of a rule because it was printed wrong. I'm the first to admit that the rules could be written a lot better. I've even misinterpreted rules, but it takes about a minute once every five games to reread a particular rule, discuss it, and get back on with the game. UP FRONT still has a strong following after a dozen years, so the rules can't be that bad.

Unfortunately, too often errata has become the result of a litigious society. "Please spell it out, and spell it out again, and spell it out a third time, even though the literal translation of the rules could be understood by an illiterate. I want to be able to beat everyone, not because I'm a better gamesman, but because I've mastered every subparagraph, nuance, and loophole in the rulebook." I can name quite a few games that I won't play with strangers or have lost my appetite because of the "errata" associated with the game. What hurts even more is that I've worked

on some of those games, and I know the developer and the playtesters did a darn good job.

In my perfect world, the developer would look at that type of errata and print in big red letters **RTFRB!**, and ship it back to the sender. Oh, well. At least I have UP FRONT. A game where I can be assured that I won't get involved in too lengthy of a rules debate, and am pretty much guaranteed a good time. Heck, I'll even let you shove three Italian LMGs into one group and we can hold the results of fire attacks out of the deck shuffle. Just let me know you want to play that way before we start.

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The Grinner's Corner Questions and Answers

Question: The guy who wrote that (ie, "At Deck's End") must have had a bad hair day. For the sake of clarity, which Relative Range issue is the author of this piece referring to?

Answer: You are correct, in that the author should have specified that he was referring to Issue Five. For a guy who's complaining about errata ...

[*Ed. Note:* I disagree. I think the author should have referred to the Grinner's Corner in general, and not a specific issue of the magazine. Of course, had he kept that specific issue out of his pile of Relative Ranges, then he probably wouldn't have had that problem.]

Seriously though, Andrew's opinions are well taken, although he should be reminded that the perceived intelligence of a question is no reason to alienate the person asking it.

(*Web note:* ... oh, never mind.)

In regards to the "At Deck's End" opinion that I stated in RR5, I should probably have thought the situation out, and better worded my comments. To all those readers who may have taken offense at my blithely discarding the written rules of the game, I humbly apologize. The editor is an opinionated, power-mad control-freak with an ego that's *this big*. Fortunately, if he didn't have an ego that was *this big*, there probably wouldn't be a Relative Range ...

Ironically, after this discussion began, my group of local players began to play the deck-shuffle option as written, without much of a problem. To assist myself and those who have trouble remembering who the next target will be of an attack and how strong that attack is, I created the following set of counters. Just photo-copy them onto heavy cardstock or paste them up!]

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The Short Campaign

An Up Front Campaign Variant

by Daniel C. Holtrop

Web note: This article was changed from its original format

The Campaigns

[Ed. Note: The following is presented as a variant on the standard campaign rules for those who don't have the time — or inclination — to set up a campaign for the long-haul. There are those players out there who would prefer to see the results of their efforts in the short-term, and these rules are specifically geared to them. Given that UP FRONT is a game which caters to those of us who prefer short games, why not treat campaigns in the same light? One good day's play and it's over! Readers should note that this article is an excerpt from a submission by Mr. Holtrop, the rest of which has already been published in Relative Range #5.]

CAMPAIGNING: General Rules

1.0 Promotion: The rules state that a man receives a promotion slash only each time his Morale or Panic goes up by one. On average, including neither exceptional actions nor routing on his part, and winning about half of the time, a man would have to survive seven scenarios to be promoted (a survival point for each; and promotion every two scenarios). Let's put aside the paradox that the only reliable way in this system for a player to get a staff sergeant in a nine-scenario campaign is to kill off one of his sergeants the first time he is used, and hope the second survives for seven scenarios, to be promoted in time for the last fight, if necessary. (The occasional Hero card might help a sergeant, but this is still problematic if you happen to be German and crewing an LMG — there is no use for such a hero. See Heroes, below.)

So to add spice, in campaigns of eight scenarios or fewer, I use the wrong rule on promotion — the one gleaned from the stat sheet, saying each man *automatically*

receives a survival and promotion point if living after a scenario. Then, those who earn five elan points also get *another* promotion point. This means a man may be promoted with average performance, after participation in only four scenarios. This is not the way to go for those long campaigns however. Then play balance will be additionally skewed by someone getting a staff sergeant for too long.

2.0 Hero: The hero campaign benefits sometimes see player wanting to use a Hero card on whoever needs it most. There must be a legal use for the Hero, even if such use is unnecessary or makes no difference in the game.

3.0 Pursuit: Drawing a RNC of a red 6 ends a given scenario even if the squad leader's morale is 7.

4.0 Substitution

4.1 American Bazookas: One of the two bazooka men may substitute for the other if the one called for is killed. However, a chit for the proper weapon must be used!

4.2 Jr. Sgt. Burlak: The Russian player can be in a campaign-losing bind if he loses both machine gunners, and then plays a scenario requiring Personality card #2, who happens to be an officer. The player should be able to buy a replacement enlisted man at regular cost if he wishes, using the #2 Personality card, and listing on his sheet that this is not an officer. Otherwise he loses seven points for the forced transfer. Optionally, allow the player to replace the other LMG instead. This should not be standard, because the current campaign replacement rules focus on individuals, not random draws from weapon types.

4.3 Commissar: The rules as written are unclear with regards to substituting a commissar for another man with a machine pistol in a given scenario (or, in rare cases, for a rifleman). To combat the slight Russian disadvantage in the game, and to spice it up, I allow the Russian to bring in the commissar not only for any dead or WIA leader, but also for any missing machine pistol man (or rifleman if all other rifles are used). In this case the

Russian player could reap the benefits of three group leaders, although he may never have more than one leader designated as *squad SL* or *ASL* before each scenario. Of course, replacing a dead or wounded Commissar still takes seven points for a leader transfer. The idea is, use him as much as you can while you can, for free.

4.4 Optional Random Substitution: The rule demanding random substitution of replacement officers, once the decision to transfer is made, makes sense. The player realistically cannot know that the best man will show up. Players may want to play the same way within all classes of personality cards, divided in groups of: Squad Leaders, Assistant Squad Leaders; and other men divided by weapon type. This of course will destroy much of the plotting which players put into a typical campaign.

4.5 Optional Relative Manpower Costs: For playability and flavor, I sometimes play that replacement do not always cost one point, but instead the following schedule:

Germans	1♦ points
British, American, French	1 point
Russians, Japanese, Italians	♦ point

Not that it helps the Italians any, or that anything can in a campaign (I've tried it ... call it masochism). But this system does help the Russians and Japanese, who believed in mass charges, and who often found finding reinforcements easier than their enemies did, because of population size and because Russians and Japanese fought on only one front at a time. The Germans of course fought on two fronts, and for most of the time without putting their women to industrial work either. Those alleged *ubermenschen* can get pretty expensive, then. Thus, the cost discrepancy, especially comparing Germans to Russians, adds some realism.

"So vat if you just viped out to vaves of Eyevahns,

eh? Zey vill come back and get you eventually!"

The Campaigns

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Partisan Ship

A 2-Player Scenario

by Jim Matt

Comrade Rostov is leading his band of partisans back toward their riverbank rally point after a successful mission, when a roving German partisan patrol intercepts them. If they can only make it to their boats and cross the deep river they will escape, as there is no bridge for the vehicles to cross; but they must do so quickly, before a reinforcing German patrol arrives to mop them up.

Special Scenario Rules

1. The German player has a four card hand, as he has no leader.
2. The Partisans break after losing twelve men. They are fighting to the death, as they know they will be tortured, *and then killed*, if captured. And they *will* be captured after Deck 2, unless they get across the river.

3. Boats and River Crossing Rules:

- Boats carry a maximum of four men. There is always one boat waiting per Group position (A-D), regardless of the initial Partisan setup. A Group of more than four men that enters a boat will voluntarily panic off the excess men (as per rule 10.3).
- Boats cannot be destroyed by German attacks. Too little time to pour in enough lead or shrapnel to sink them, and no vehicle commander is reckless enough to overrun something in water of unknown depth.
- Men in a boat may not play Concealment cards. Normal terrain modifiers do apply (i.e. the terrain shields them from being easily spotted).
- Firing from a boat reduced offensive Fire Strength by one, after halving for firing while moving (as per 12.1).
- River crossing required two separate Movement cards. The first is a sideways Movement card that represents entry into the boat and shove off. A sideways river crossing

card must be used for that single purpose — the Movement card *cannot* be used to also ford a Stream or flank a group.

- The second Movement card is a retrograde movement to Range Chit -1, and can be played even if it does not meet the requirements of rule 5.51. This retrograde movement card can be played without ill effect if there is one or more unpinned men in the boat, who is considered to be steering/paddling (ignore rule 5.1, second sentence).
- When terrain is played on the second river crossing Movement card by either player, the men have leaped out of the boat on the other side of the river. Terrain can be rejected on the second river crossing card, but it turns the second Movement card sideways, so the boat remains afloat at Range Chit 0 with two sideways Movement cards.
- Men in a boat *can* play terrain on themselves with only the first (sideways) river crossing card in play. They are leaping out of the boat into some protective(?) Cover on the starting shore (Range Chit 0).
- The German player can discard any terrain (except Wire) onto the Group in a boat. If the terrain is accepted, the Group has crossed the river to Range Chit -1, even though the second movement may not have been played. If the terrain is rejected, the boat remains afloat and keeps the sideways movement card(s) — no harm, no foul.

4. Partisan groups that have crossed the river to Range Chit -1 are still eligible targets for German guns. The Partisans can retreat no farther, but must meet the normal retrograde requirements (rule 5.51).

5. Partisan reminders:

- Concealment cards act as if one better (-1 becomes -2, etc).
- Panic values of all men are reduced by one. Rout values remain normal.

- All Groups cannot act on the same turn — you only have actions equal to the number of groups minus one (with a minimum of one action per turn).
- Two successful Sniper checks are required to eliminate the Partisan Sniper.
- All sideways Movement cards serve as Ford cards (except when used for river crossing). Marshes are exited after playing just one sideways Movement card.
- Ambushes (per rule 37.5) from Woods or Brush allow a printed strength Concealed card value to be added to the Fire Strength of a Partisan attack.

6. During setup, the Germans declare the right and left positioning of their AFVs: (SPW 251 / Mark II or Mark II/SPW 251). The Russians then set up normally. After the Russian has completed setting up, the German draws a RPC6 to determine the location of his AFs as follows: 1 – A/B, 2 – A/C, 3 – A/D, 4 – B/C, 5 – B/D, 6 – C/D. All Russian groups start at Range Chit 2 and both German vehicles start at Range Chit 0. The Germans start the game with Initial Terrain Placement.

Scenario Setup

Number of Decks: 2

Setup per SSR #6, Germans play first (DYO: none).

Discards: None!

Cower Cards: Pillbox, Minefields, Sniper (for attacker).

Russian Personalities: 1, 3–8, 11–13, 15, 18, 20, 22–24

German Personalities: 30, 37 (no Sniper)

Victory Conditions: The Partisans win if they can get five or more unpinned men across the river and to Range Chit –1 (the river is between Range Chits 0 and –1) in terrain that will reduce the Fire Strength of an attack against them, or by destroying both German vehicles. The Germans win by eliminating 12 or more Partisans, or by denying the Partisans both of their victory

conditions.

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The Grinner's Corner Questions and Answers

Question: Rule 6.5 states that after seeing the final firestrength of an attack (which has a lot to do with whether the opponent plays concealment or not) that you can then call off the resolution. In the case of ordnance, can you call off the attack after seeing the final To Hit value?

Answer: Yes, but not after seeing the final hit strength.

Questions: Can a player use a Hero card to double the PC's firepower, even if the extra firepower is not needed in order to play the resultant fire card?

Answer: Yes, especially if playing a campaign game where elan points are being accumulated -- he cannot lay the "Hero" card to no effect, however.

Question: According to an earlier question, when an individual transfer takes place, the group receiving the transfer cannot be rearranged at that time (rule 3.3). Where then do the transferring men go? Are they placed at the front of the group, at the back, or can they be laced anywhere they want, just so long as the rest of the group order is not changed?

Answer: Transferred personalities can be placed anywhere within a group so long as the order of the original personalities in the accepting group are not changed.

Question: Rule 27.1 states that "Only a mortar, IG, or AFV ... qualify for Target Acquisition." Is the Japanese Grenade Launcher considered a Mortar for acquisition?

Answer: Yes.

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Quick Reference:

American and British Hand/Play Capacities

by Michael P. Nagel

Web Note: The cards are edited from their original content.

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

Quick Reference:	American Hand / Play Capacity
* Line:	Six Card Hand; Two Discards if No Action.
* Elite:	Six Card Hand; One Discard if One Action.
* 2nd Line:	Six Card Hand; One Discard if No Action.
* Break Level:	51%
* Elite "Paratroopers"	have an inherent firepower of one at Relative Range 5 if unarmed, but may use this firepower only in conjunction with a Fire card with a black RNC (39.4).
* All American forces opposing Japanese forces are considered "Marines" who have a minimum Morale of 2 and Panic of 3. All Marines prior to 1943 are armed with bolt-action rather than semi-automatic rifles (46.0)	

Quick Reference:	British Hand / Play Capacity
* Line:	Five Card Hand; Two Discards if No Action.
* Elite:	Five Card Hand; One Discard if One Action.
* 2nd Line:	Five Card Hand; One Discard if No Action.
* Break Level:	51%
* All British Groups	gain an additional point of Firepower to use in an attack provided that they have at least one usable point of Firepower (44.3).
* The British Bren LMG can only be doubled with a Hero card if the Hero card has a black RNC (44.9).	
* The maximum effect strength of any British ordnance hit with a red unboxed strength of 0 is always 0 (pairing any positive target modifiers for wire or movement) (44.6).	
* PIATs are governed by the Bazooka rules (44.5).	
* The Wasp and Bren carriers are subject to Panic (44.7).	

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Grist for the Mill
Several Personnel and AFV Variants for UP
FRONT
by Tom List

The following rules and accompanying personality cards are provided as a means to expand on UP FRONT — an already comprehensive system by itself — and should by no means be taken as official rules or modifications. Their usage may well lend that extra nudge of variety to those scenarios which have already been played to death. Scenarios which use these cards will follow in future issues of Relative Range.

Option One: Grenade Launchers

This rule represents the usage of muzzle loaded grenades with a long shaft and blank cartridge to fire them. The standard grenade is called an Explosive Grenade. Follow the standard ordnance rules with the exceptions listed below. Grenades may only be used at Relative Ranges 3 and 4; and the To Hit values are 0 and 0-1 (0-2 for the British) respectively. Acquisition does not apply to grenades. The basic Fire Strength of a grenade is two, and with respect to terrain behaves the same as a mortar shell. Grenades are also ineffective against boxed defense values.

If the grenade hits, pull a RNC. If it is a red 6, the grenade was a dud. If not a dud, use the same card as a RPC to determine the target personality at the center of the attack. Again, on the same card, the column to the left of the RPC (or the 3 column if there are more than four personalities in the group) acts as the “radius” of the attack, and all additional personalities within that radius are affected by it. For example, a grenade drops on the fourth position in a five-man group, and the number under the 3 column is a “2,” the second, third, fourth, and fifth positions are affected by the blast (the sixth position is ignored as it is unoccupied).

Firing a grenade requires an action for a group which must include at least one functional bolt-action rifle and a SL or ASL.

The number of available grenades is limited. If this option is to be used, draw a RNC and add the

resulting number (deducting it if it is red) to the original number of men in the squad. A record of grenade usage should be maintained during the course of the scenario. When using the DYO option, the cost of a grenade capacity for a squad is 30 points.

Option Two: Field Medics

This option represents the ability of one personality card in a group being an attached medic, who is identified by the use of a special secondary weapon ... his medical kit. During setup, the kit should be assigned to one non-SL or ASL personality in the squad. If the either the medic or his kit is lost during the course of the scenario, the medical options are lost as well.

The medic may also not perform his duties while pinned or wounded.

When one or more men are killed by attacks which exactly equal their KIA values and are not wounded in the process, the medic may treat them on the following turn (so they should be marked in some way) as an action for the group. If more than one personality fits this description, draw a RNC. If it's black, the medic may choose his patient. If red, use the same card as a RPC to determine which personality will be treated. Once a patient is determined, draw an additional RNC. If it is black, the patient obtains Wounded status, and any untreated patients are removed as KIA. If the RNC is a red 5 or 6, the patient is KIA and the medic becomes pinned (those sucking chest wounds can be a little much to take during the heat of battle ...).

A medic may also treat a Wounded personality as an action for that group. Draw a RNC. If it is black, mark the personality with an additional Wound marker to show that he is no longer subject to Endurance checks (33.7). If the RNC is a black 5 or 6, the wound marker is removed. If the treated personality is wounded again, in the first case he is automatically removed as KIA, in the latter case normal checks for wounding are used. If the RNC drawn for treatment is a red 6, the patient is removed as KIA and the medic becomes pinned.

The DYO cost of a medical kit is 100 points.

Option Three: Gas Warfare

This option is similar to Option One, except that a gas canister is launched instead of an explosive grenade, and all personalities in a target group are effected. Like grenades, the ordinance rules are used to fire them, except that a Smoke card is also required and is played simultaneously with a Fire card. If the To Hit RNC is a malfunction, and the RPC in the 1 column of the same card is black, the canister breaks open on the firing group. Depending on who is affected, the requisite Smoke card should be played on that group and acts like Smoke in all respects (but only effects out-going fire under Night conditions).

All personalities in a group effected by gas must make Morale Checks (disregarding the color of the RNC). Failure results in a Pin, and Pinned personalities are immune to the effects of gas. No personality is ever killed by gas attacks. Medics may not perform treatments while under the effects of gas.

Only open topped and CE AFVs are affected by gas attacks.

The DYO cost of gas is 30 points and the number of gas canisters which can be carried is limited to the carrying capacity defined in Option One. If both options are purchased, the numbers of each type of ordnance will have to be determined ahead of time.

Option Four: Infantry Mine Sweepers

A mine sweeper is a special type of Personality card. Treat minefield rules normally with these exceptions. If a minefield is played upon a group with a mine sweeper, that player may choose immediately to try to detect the field. To do this, pull a RNC. If the number is black the minefield is discarded, otherwise resolve the attack normally and — in addition — make a morale check (regardless of RNC color) for each non-targeted member of the group. Resolve standard pinning and routing, but ignore woundings and deaths (this is due to panic ensuing upon the discovery that the minesweeper was not as effective as the troops thought...). If the RNC used to initially detect the minefield is a red 5 or 6, the minesweeper has malfunctioned. It can be repaired using standard

repair rules on a black 5 or 6. If a repair attempt is made and a red 5 or 6 is pulled, then the Mine Detector is irreparable.

EXIT: If a group in a minefield which possesses a mine sweeper places a movement card (or terrain if only one movement card is in play), draw a RNC. If the number is black, there is no attack. If red, the minefield attacks normally.

REMOVAL: A mine sweeper may clear a minefield with a RNC draw equal to the attack number of the field or higher, as well a zero, regardless of color. If the attempt succeeds, it does not count as an action for that group. If the attempt fails the minefield is still cleared, but the group may not take an additional action.

SIDEARMS: A mine sweeper also carries a pistol for a fire power of 1 at RR 5.

Option Five: AFV Mine Sweepers

These are modified armor units with special equipment for destroying mines, and are subject to normal AFV rules. There are three types. The Mine Exploder TIE4 for the Americans; a modified M-4 Sherman. The Sherman Crab Mark I for the British; a modified M-4 Sherman. And a Modified CHI-HA for the Japanese; a CHI-HA with a unit similar to the British Scorpion. The additional DYO point cost for MSAFV capability is 200 points.

The ability of an AFV to sweep mines is shown through the placement of an MSAFV counter on the AFV card. Each side of the counter shows the current mode that the AFV is using — “Fire” or “Sweep” — and switching between modes counts as an action for the AFV. Note that switching modes while within a minefield results in an immediate attack on the AFV.

VULNERABILITY: These vehicles are slow and more vulnerable to attacks when sweeping. While sweeping, attacks against the AFV use its flank values. If the flank values are already being used, the final fire strength of the attack is increased by fifty percent (dropping fractions).

DUST PROTECTION: Because of the vast amounts of dust created by the flailing chains on these vehicles (particularly the Crab and the CHI-HA),

when they are sweeping they add an additional -2 (-1 for the American vehicles as the effect was not as bad) to incoming fire attacks against the AFV. Groups adjacent to and at the same Range Chit as the sweeping AFV receive the same level of protection in addition to the standard -1 for AFV adjacency. It is owing to this effect primarily that a mine sweeping AFV cannot fire while it sweeps.

DETECTION: Like Infantry mine sweepers, when a minefield is discarded on an AFV which is in sweeping mode, draw a RNC. If it is black, the minefield is discarded. If red, however, the sweeper is not attacked, but must come to a stop in the minefield. AFVs in firing mode are attacked by minefields normally.

EXIT: A sweeping AFV may clear a minefield on it or on an adjacent group at the same Range Chit by playing a sideways movement card and drawing a RNC. If the result is black, the minefield is cleared, otherwise there is no effect and the movement card is discarded.

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Opening Setups Revisited: City Fight

An Analysis of Scenario B Setups

by Andrew Maly

In part two of this continuing saga, I turn to Scenario B, City Fight. This scenario has become the late round favorite at Avaloncon. While it lacks the automatic victory condition contained in Patrols, the scenario requires both sides to be aggressive, and, besides, both players get a demo charge. Certainly luck can play a part in how well you perform in this scenario, but between competent play, the games are usually close and last all three decks.

I perceive there are three basic ways to play this scenario:

1. Establish a firebase in buildings terrain at the minimum relative range possible, and keep your opponent at bay. Enemy casualties aren't the main concern, rather preventing your opponent from gaining the upper hand is the key to success. This approach requires maximum card flow, both through your hand and through the deck. Any advantage needs to be exploited. The drawback to this approach is lulling yourself into a false sense of security, hacking Jim Matt, and allowing your opponent to claim victory through a late deck three move to range chit 2 or greater.
2. Establish your firebase in buildings terrain to maximize your firepower advantage, and proceed to try and pound the snot out of your opponent. Fear none, for you carry the demo charge. The primary objective is to neutralize the enemy firebase so that your opponent is forced to send groups closer to make up for the lost victory points. Any groups which have advanced forward of the now depleted fire base become the target of the maneuver group in the ultimate test of will. The drawback is that there will be a lot of lead flying in both directions, so be prepared to take casualties.
3. Laterally transfer Group C to Group D, and run like the dickens. This is most effective against an opponent who has set up in only two groups. This gambit primarily forces your opponent to react to such a move, lest he fall victim to the easy victory points gained. The drawback to this approach is

that it sends between 20 to 40 percent of your force into an isolated position, willing to trade firepower for space.

Inherent in the play of UP FRONT is being able to take advantage of any situation and having a force structure to accomodate any of the three situations described is a key to victory.

With that brief introduction, we now turn to the nationalities.

Americans

The American player claims an advantage by spreading out into three groups. The exact mix I've seen most recently is a 3-4-5, which Jim Murphy introduced to me. I also remember playing a 3-6-3, but the details are lost. My liking of the 3-4-5 has nothing to do with the fact that *my* card winds up with the demo charge. The design of the 3-4-5 is to be able to cycle cards through ones hand, while maintaining control of as many buildings cards as possible. If you don't think this is crucial to this scenario, then I think you might be missing something. Reflect on this situation: Versus the Germans with all of each players groups at range chit one, the Americans hold a 12-10 advantage, and five or six of the buildings cards are out of the deck. More than likely, your opponent is going to have a tough time finding that missing buildings card, and, hence, will be loathe to move.

British and Japanese

Sigh. I know the Japanese only have one machine pistol in their entire OOB, but having these two squads in the system would make the game, IMO, a lot of fun and complete. The problem being that we'd never come to a consensus on what the official squads should be...

French

Behold the French! I never thought I'd say that, but then they have a thirteenth man which puts them on a par with everyone else, except the Japanese, in terms of the casualty rate. Still, they have to split into three groups to increase potential card flow. A big drawback is the lack of any machine pistols, which really isn't that bad, and lends

credence to the Japanese City Fight squad. But, I digress. As the French player in this scenario, you probably won't have the capability to be very aggressive. Thus, your rifles provide you an advantage as your opponent is forced to make a slow, plodding advance in your direction. Group A may seem like a throw away, but they can serve many useful purposes. Use them creatively to increase your card flow.

German

There are two very viable German setups for this scenario. The ever popular 4-6 remains a staple. Even the Greenwood 4-6 weak firebase is supportable with strong buildings terrain. More support for this approach is that the maneuver group is stocked with hearty souls, and the demo charge, with the obvious intent of engaging in Close Combat to extract the enemy. Unlike Patrols, there is no automatic victory. Any player worth their salt includes the Buildings cards as their must count cards for this scenario. Sometimes fate decides that you will not be dealt any buildings cards. In this case your squad needs to be prepared to extract the enemy and take his terrain, and the strong maneuver group provides for such action.

One alternative, which has gained in popularity is the 2-6-2. While unfit for the patrol scenario, this setup has great potential for the City Fight, especially against the Russians. Group A consists of the two weakest morale men. Group B is the firebase, and Group C is two morale five men. Sgt. Dietenger winds up being one of these men, because of the desire to spread out the SL and ASL. Group C also is adorned with the demo charge.

The reason the 2-6-2 set up can be effective, is that it takes advantage of the lower Russian morale which is present in the expected larger fire group. Thus, it is more likely that at least one Russian will pin per fire attack. The Russian player also suffers from practically no firepower at Relative Range one. Thus, if the German player is capable of establishing his firebase quickly, then the two wing groups serve to burn cards. And cycling the deck quickly is the objective. One other feature of this setup is that it presents a counter to the Russian D

and out tactic, presenting a relatively lethal reception (10 firepower plus the demo charge, plus applicable crossfire) if tried. Group A never strays very far forward, except to potentially gain a few additional victory points with an assured move into Buildings terrain.

Italians

The Italians are potentially the greatest fear of every opponent for this scenario. Twenty-two men is a hard thing to pass.

Against the Russians, it they are even more formidable, as they out gun the Russian player, and two of the largest hinderances of the Italian side being removed serve to make this a toe to toe slugging match.

Even so, against any of the other nationalities, there is reason enough for opponents to be concerned. What they lack in quality they make up in volume. The firepower penalty means it is wiser to make groups just a bit larger, and the plethora of cover cards means that taking four actions per turn is probably unrealistic. How then to deal with the Italians? One critical tactic which often gets overlooked by the Italians is voluntarily panicing a man in order to keep a course of action going. Quite often the Italian player gets bogged down because of one or two men. Consider that the Italians can sustain more casualties than any other nationality they face. Granted, they lose men at a faster rate, but one pinned man should not unhinge the entire Italian plan.

As an apparent trend, the nationalities tend to spread out into three groups for the City Fight, with group A being comprised of the throw away weenies. Sure, it seems that there are too many of these types in the Italian line up, until you put them all together, and then you've got your opponent wondering how many fire cards do you possess? Yes, you will take casualties, and yes this game can be ultimately frustrating playing the Italians. However, you are the underdog, and each and every victory is sweet. Just remember to exclaim, "pizza-pizza!" as you toss that demo charge.

Russians

The approach I've seen adopted more and more is to go with the 3-7-5 and the demo charge accompanies group C. This approach makes sense for a lot of reasons. The Russian player really doesn't have the capability to deal with four groups in this scenario. It treats the scenario as it should be for the Russians, a clash at close range rather than a contest of finesse. Certainly some fancy maneuvering can carry this scenario, but the Russian player must close to relative range two before they can deliver firepower. Expecting a German player to be so gracious is unrealistic, and if you're going to close to relative range two, the advance to relative range three shouldn't be far off, as the Russian firepower begins to outpace that of the German player. There are sufficient movement cards to be able to make this a possibility. Another problem with the Russians is that the limited hand size makes keeping a Building card in reserve a liability, so there is one more reason to try a up close clash. If the firebase can be established quickly at RR2, then there is the added option of swinging the five man group out to Group D, which should provide a bit of relief from the power of the enemy firebase. Next time I'll tackle the nasty issue of Fortifications.

Recommended City Fight Setups

(Adjust the organization of the groups to your liking)

AMERICAN SETUP		
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
3, 6, 8	1, 5, 21 (with DC), 22	2, 4, 7, 9, 11
FRENCH SETUP		
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
5, 11, 18	3, 4, 7, 20, 21	2, 6, 8, 9 (with DC), 12
GERMAN SETUP		
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
18, 22	2 (crew), 3, 4, 6, 9, 10	1, 17 (with DC)
ITALIAN SETUP		
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>

5, 15, 17, 19, 20, 24	2, 7, 9, 10, 11, 13, 14, 16, 23	3, 4, 6, 8, 12, 18, 21 (with DC)
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RUSSIAN SETUP

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
7, 9, 11	2, 3 (crew), 4, 5, 6, 12, 15	8 (with DC), 22, 23, 24, 26

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Improving Perfection

Ten Rules Modifications for Up Front

by Andrew S. Fischer

Introduction

To all who play it, UP FRONT is fun and challenging, with an excitement level unmatched by any other wargame. It's easily my favorite and most-played game (1200+ since late 1984), yet never fails to provide new trials, tribulations, thrills and chills. While Avalon Hill's official "complexity-rating" for UP FRONT is in the middle-range, the rule book is quite extensive (and not always comprehensive). Over the years, my primary UP FRONT partner and I found it necessary to make a few interpretations, fill in some gaps, and tweak some rules. It's those latter rule-tweaks I'm offering here; use all or none, as you choose. We've found over time, however, that they all work quite well.

1. The Axis player does not always go first in "Patrol" and similar scenarios. Instead, determine this randomly, or alternate from game to game.

Why should the Axis always take the initiative, and get, for example, the advantage of first terrain placement? In "Patrol," "City Fight," and other scenarios where both sides have equal forces (i.e., where there is no specified attacker and defender), it only seems fair (and obvious) that first placement / move should be available equally to either side.

2. Marsh may not be played during initial terrain placement (except in Jungle scenarios).

At any other point in the game, Marsh can be (and almost always is) refused. So why should an unfortunate group be forced to accept it at the start of the game? Drawing a Marsh card on the game's initial deal is pure luck, no skill is required to plop it on an opponent's group, and it's such a hindrance to the normal development of the game that it simply shouldn't be allowed.

3. Fire Attacks with an adjusted Fire Strength of -1 or less (before concealment is played) must be called off.

Nuisance attacks are usually launched as “time-wasters” — attempts to burn cards rather than actually pin anyone. Does it really make sense to allow the use of an FP1/FS1 card to attack a group in -3 Buildings, for example? We think not. The real-life parallel here is a group of soldiers firing without any real chance of hitting anything, i.e., a simple waste of ammunition. In UP FRONT terms, it’s a cheap, talentless way to hasten the end of a game.

4. Concealment cards may be added and used together, up to a total value of -3.

Two -1 Concealment cards could be used together as a -2 vs. a single attack. Three -1 cards could be played as a -3. A -1 and a -2 could be played as a -3. Two -2 Concealment cards could be used together as a -3 (the excess -1 is lost). This rule makes those marginal -1 Concealment cards worth a bit more, as well as providing a better chance of standing up to big attacks at RR3 and above.

5. Always check for wounds first on any KIA/Rout result.

If the number in the 7w column equals the man’s printed morale value, he is wounded and remains in play. There didn’t seem to be enough Wound results in the game, and this rule added just the right amount. This rule also applies to KIA/Rout results of Sniper attacks, and can lessen the pain of a sniper’s lucky shot.

6. Men lost to Voluntary Panic are always considered Routed, never KIA.

It’s just too painful to leave a man behind and risk eating two Victory Points for a KIA. (Besides, if a soldier flees the battlefield, he’s probably going to head for the safety of his own lines, right?) A typical example would be trying to ford a Stream with a regular Movement card. There’s only a 50% chance of success and two men are pinned. If I know with 100% certainty (my rule) that I’m only giving up two VP’s, I might take that 50% chance. On the other hand, if there’s, say, a 50% chance of losing three VP’s, plus another 20% of losing four VP’s, there’s almost no way. It’s tough enough just losing the men (whether or not the ford attempt succeeds!); the loss of more than two

VP's due to unlucky RPC draws makes it unbearable.

7. Ignore color during Close Combat RNC draws; all results are added.

You'd think an attacking soldier with a CCV of 8 in Close Combat vs. a defender with a CCV of 5 would win outright most of the time, and he will. But the attacker will actually die almost 25% of the time! (I invite everyone to do the math themselves.) There's just too much possible variation in the RNC draw — the swing can be as great as 12! — and this rule reduces it to a more sensible range (0-6). In the above example, the attacking +3 CCV soldier will only die around 12% of the time.

8. If only one man remains in a group, a Lateral Group Transfer may not be made (unless the lone soldier is an SL or ASL). He may make only an Individual Transfer into another group.

Increases the value of SL's and ASL's, and clears up any confusion on this specific subject.

9. A Hero card can prevent a Pin result.

Suppose you have a single infiltrator in your opponent's 4-man group at Chit 4, and this infiltrator is the only thing keeping your opponent from a "four men to Chit 4" victory. Your soldier is fired upon and pinned, breaking the infiltration. You immediately throw down your Hero card to unpin him, but your opponent cries "too late!" and a huge argument ensues. Adopt this rule, and it won't happen. In the above example, the pin is prevented and infiltration is not broken.

10. The "loser" in a "four men to Chit 4" victory always gets "his last."

It seems incredibly unrealistic for the game to end immediately when I plop my four-man group into terrain at Chit 4. It's as if time stops on the battlefield, and the losing side just vanishes into thin air. No matter that my opponent can blast me with a Fire Strength 10 attack, or place double-Wire on me. Nope. I got 4 to 4 — game over, goodbye, too bad, end-of-story.... Instead, we play that the impending loser always gets one last turn to undo the victory conditions. This could

mean a fire attack, infiltration attempt, getting 4 to 4 (for a draw), breaking the "winner's" squad by any possible means (again a draw, if the 4-to-4 remains intact), etc. If the 4-to-4 is voided, (e.g., if one of the four men is pinned) play continues normally; if it stands, the game is over. Remember, whenever a new 4-to-4 is achieved, the impending loser gets his last.

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Pinned in Wire
A letter from the Editor
by Michael P. Nagel

I find myself here again in disbelief — if not downright shock — two years and eight issues of Relative Range since the newsletter's inception. This road has not been without bumps, however, and it's these bumps that I'd like to address in this annual report.

First of all, technology and I just don't seem to get along. I don't know what it is ... maybe I scuff my feet too much or my fingers are too fat. To date, I've suffered near catastrophic data loss several times which has blown away my mailing lists (e-mail as well as snail-mail), forcing me to rebuild to the best of my ability. My upgrade to Windows '95 didn't help much either. It looks like my postal mailing list is at around 80% of what is used to be, so if anybody asks you why you received an announcement and they didn't, that could be why. Tell 'em to send me their address again, and this time I'll backup my backup. With the upgrade to Win '95 — as well as Corel WordPerfect 7 — I've upgraded to Netscape 2.0 as a web-browser, and have found that the e-mail interface is utterly lousy. Until I find a suitable replacement, my e-mail mailing list will be out of service and I'll have to relay on postings to the UP FRONT Mailing List, the CONSIM Mailing List, the Rec.Games.Board newsgroup, and any other suitable internet resources I can lay my hands (or rather, keys) on. This should cover the bulk of e-mail "subscribers."

Secondly is several fits which were caused by some of the content of previous issues of Relative Range. Somewhere along the line, some subscribers have become of the opinion that this newsletter is the final-word in UP FRONT rules interpretations and that everything published herein is "official." Nothing could be further from the truth. I first conceived of Relative Range as a central processing point for game ideas, be they good, bad, or ugly. The goal was to let players of the world's greatest game find out what their brethren are doing to increase the enjoyment of their play. As the creator of a scenario called "Find der Fuhrer" I fully expected to get some odd-ball articles. And I have! In order to lay any fears to

rest, let me unequivocally state that anything read within these pages (with the possible exception of the "Grinner's Corner" which comes directly from Avalon Hill) is unofficial, and to be used with caution. In other words, don't expect to play that way at Avaloncon ...

Lastly is the largest bump in the road, one which may potentially cripple this puppy. As the title of this editorial eludes, pinned groups stuck in wire don't go anywhere fast, and neither will the newsletter without submissions. This issue is the first to feel the pinch owing to a virtually depleted supply of articles, and its release is roughly two months overdue (it should have been announced prior to Avaloncon '96 in late July). Until I can get a boat-load of new articles to publish, don't expect the next issue to come out any faster.

Even though UP FRONT is no longer being printed by Avalon Hill (get extra copies while you still can!), recent events have shown that the game is totally vital, and that there may be some seriously exciting things in its future. Until then, keep shuffling those Action Decks!

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Burning the Midnight Oil

Variant Vehicle Smoke Rules

by Greg Courter and Andrew Maly

Web note: This article was changed from its original format

[Axis AFV Smoke Tables](#) [Allied AFV Smoke Tables](#)

In UP FRONT, the use of smoke by an AFV is quite simplified. Basically it comes down to two rules:

- All AFVs can play smoke on themselves, and
- Any AFV with an ordnance boxed affect number of 4 or more can play smoke on any group.

This is further restricted to the Americans and Germans. An additional argument could be made that this should be extended to any nationality capable of using smoke (British, French and Elite Italians).

As many gamers know, UP FRONT is loosely based on SQUAD LEADER. With the advent of ADVANCED SQUAD LEADER, a large amount of research has been compiled on many of the AFVs of World War II. This information is available in the form of unit counters and notes. By using this information, an AFV's smoke capability can be made much more specific. Below are tables for all of the AFVs currently available in the UP FRONT system. The tables have a row for each AFV in the game with five columns per row. These columns are:

- Personality Card number and AFV name (AFV).
- Smoke dispenser (and type) available (SD type).
- Smoke dispenser usage capability (SD Use).
- Are Smoke Rounds available, i.e. can this AFV place smoke and/or White Phosphorous (optional) rounds (SR Type).
- Smoke Round usage capability (SR Use).

The information included in these tables allow

additional levels of “realism” to be added to the placement of smoke (of course you can always just use rules 13.2 and 25.8 as mentioned above). This will let you decide how specific you want to be when using smoke with AFVs. Following are the additional AFV smoke rules:

1) Use the rows SD Type and SR Type to determine if an AFV can place smoke on itself or another group in its LOS. If the word ‘none’ occurs in either column, that AFV cannot use smoke in that way (at this point ignore the type). Smoke is limited to that available to the nationality of the AFV. Note that if the SD type or SR Type is followed by a slash and a number (e.g. SD/3) that indicates the date of availability. In the example above, a smoke dispenser is available on or after 1943.

2) In addition to Rule #1 use the SD Use and SR Use to determine the availability of smoke. This column lists which smoke cards can be used to place the kind of smoke specified. The possibilities are G, All, and US(o). These refer to the nationalities listed on the smoke cards. G means a card usable by the Germans, All means any smoke card (actually those usable by the Americans), and US(o) means a card usable by ONLY the Americans (i.e. not both Germans and Americans). For example, if the SD Type column has SM and the SD Use has US(o), that AFV can play smoke on itself but only with the 3 smoke cards in the deck that can be used by the Americans but not the Germans. Similarly for the SR Type and SR Use columns.

3) The final level of “reality” (or complexity if you wish) adds certain restrictions to AFVs using smoke dispensers to place smoke on themselves based on the type of dispenser available. Use both rules above. In addition, if you wish to use a smoke dispenser (as opposed to a smoke round), determine what type is available and how to use it based on the following:

- SD: Basic Smoke Dispenser. This can be used at any time and places smoke on the placing AFV.
- SM: Smoke Mortar. This projects a short range smoke round. This can be used to place smoke on the AFV’s group, or any

adjacent group. If used, any target acquisition is lost.

- SP: Smoke Pot. This works like a Smoke Dispenser, but can only be used if the AFV is CE (Crew Exposed – not pinned or buttoned up).
- SN: Nahverteidigungswaffe. This is a German anti-personnel device that is also able to place smoke. It can only be used if the AFV is buttoned up. Optional: if buttoned up, any CC vs. a German AFV with a SN is at an additional -1.

The above rules can be mixed and matched any way you want. We have included a number of "chits" as an aid to using these rules. Prior to the start of the scenario, but after the PCs have been placed, it is suggested that the appropriate chits are placed on or next to each AFV with smoke capability. For example, if you are using all the above rules and have PC #44 (PzKw III N) in play, you would place a "SD" counter with a "US only" below it and a "Smoke Round" counter with an "All" chit below that. This should be a reminder of the smoke ability of the Panzer without having to look it up later, thus tipping off your opponent to the fact that you're holding smoke.

White Phosphorous (WP) – Optional

If an AFV can fire a WP round, this acts as a smoke round in all respects with the following addition. Smoke is always placed but a To Hit RNC is also drawn as if a fire card had been placed (exception: no concealment card can be played). If it "hits" then all non-pinned Personality Cards in that group must undergo a Morale Check similar to that taken to attempt infiltration or CC (20.21). There are two differences:

- The morale of the men is increased by 1 (this is in addition to any change due to the presence of a Commissar), and
- While the color of the RNC is generally ignored, a red 6 always results in a pin.

If using the WP rule, you might add 3 % (rounded up) to the cost of any WP capable unit.

Mortars & Infantry Guns – Optional

There are a few mortars and IGs in UP FRONT that had the capability to fire smoke or WP. These have also been included in the listing. In general, these smoke rules, except those marked options, should not have much impact on play balance, but do add some additional realism and hopefully enjoyment to this already great game.

[Axis AFV Smoke Tables](#) [Allied AFV Smoke Tables](#)

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Dalley's Desperadoes: Bungle in the Jungle

A Malasian Campaign Variant

by Christopher Salander

World War II in Malaysia

In the 1930s, while Japan fought with China, the British in Malaysia struggled to deal with communist guerillas. Most of the guerillas came from the ethnic Chinese portion of the population. In Singapore the British established a commando school to train its soldiers in jungle warfare.

When Japan fought the Soviet Union in Manchuria, the communist guerillas began to recognize that the Japanese, rather than the British, were their worst enemies. When the Japanese took over French Indochina from the Vichy French, British and Chinese cooperation accelerated to the point where some guerilla leaders were put through the commando school.

Since December of 1940, Lieutenant Colonel J. D. Dalley of the Federated Malay State Police had been arguing for the creation of jungle ambush patrols using Chinese irregulars. When the Japanese finally invaded Malaysia in December of 1941, Dalley finally got the go-ahead to create "Dalforce," nicknamed "Dalley's Desparadoes." By the time the British surrendered Singapore, Dalforce was estimated to be almost 3000 strong (loyal and communist, male and female, urban and rural).

Independent of Dalforce, the British Army sent out "stay-behind teams," squad-size commando units designed to operate on their own in Japanese-occupied Malaysia. At first, both groups fared badly and suffered many casualties. The Chinese forces suffered from a lack of training and equipment, and the British groups suffered from disease and supply problems. Only late in 1942 did the two sets of guerillas combine and solve each other's problems. The first guerilla squad described for Up Front is based on this more effective combined force.

Guerilla squads were often accompanied by 20 to 30 unarmed civilians of all ages. These camp followers carried equipment and found food for

the whole group. Their presence also made the group more vulnerable to discovery and attack. When this happened, the armed guerillas would fight a rear-guard action to allow everyone else to escape into the jungle.

Meanwhile, the Japanese were separating Indian POWs from the Europeans. The Indians were then encouraged by deserters to join the "Indian National Army" led by Indian nationalist Subhas Chandra Bose. During the course of the war, 25,000 Indian soldiers fought for the Japanese. Most were used behind the lines in garrison duties, including the pursuit of Allied guerillas.

Although in short supply, the submachine gun was the weapon of choice in jungle battles, with the Japanese even employing captured US Thompson SMGs. As the Allied equipment broke down or ran out of ammunition, it was gradually replaced by captured Japanese weapons.

The Japanese would ambush the guerillas just as often as they themselves were ambushed. Their favorite tactic was to pre-site mortars on a particular location, then lure the guerillas into that spot. Banzai charges were rare.

The Allied disadvantage in weapons was finally overcome in 1944, when the front line moved closer to Malaysia. Stripped down bombers with extra fuel were able to drop supplies of new weapons and equipment. The most common firearm was the US M1 carbine. Rifle-launched grenades were used in place of mortars. Rearmed and reorganized, the guerilla groups went on the offensive until they were finally relieved in 1945.

Malaysian Campaign Rules:

Scenarios and Terrain

Do not use any scenarios that involve vehicles, artillery, cities, or Infantry Guns. Neither side was able to use heavy equipment. Jungle rules apply at all times.

Troops and Weapons Use the British and Japanese squads in the different scenarios as published, but apply the following modifications:

Japanese/Indian

- The SL has only a pistol with FP1 at RR5 only.
- Up to 2 of the Japanese PCs can be replaced by Japanese PCs with the same or lower morale and the Japanese machine pistol. (Although only 20,000 of these guns were made for the entire war, Japanese anti-guerilla groups made more use of them than any other Japanese units.)
- 25% of the Japanese force (rounded down) must be replaced by Morale: 3, KIA:8, Panic: 4, CCV: 4/-1, Rout > 4. The PCs should have Indian surnames. (These are POWs recruited to fight for the Japanese in anticipation of Indian independence. The loss of the high morale troops reflects the fact that the Japanese were rear echelon troops and not of the best quality.)

British/Chinese

There are three sets of descriptions for these troops. The first set applies for the entire war. The second set applies from 1942 to early 1944. The third set applies from late 1944 to the end of the war. This difference is the result of air-dropped supplies that began reaching the guerillas in 1944. In 1944 the Allies had advanced close enough to Malaysia to send in bombers loaded with new weapons and reinforcements, changing the character of the guerilla groups.

Whole War

- The SL, ASL and any LMG gunner must be British.
- All Partisan rules apply except the first, 37.1.
- At least two thirds of all PCs on the British/Chinese side (rounded down) must be Chinese. Use the British PCs, but with the following modifications:
 1. No British firing bonus (unless all FPs come only from British).
 2. Add 1 to the Panic values.

3. The PCs should have Chinese surnames.
(Many of the local guerillas were untrained and poorly armed. They included all ages and both sexes. These squad members represent the top 20% or so).

1942 – 1944

- Half of all squad rifles (rounded down) are captured from the Japanese. Change FP to 0 at RR1.
- On a RPC (column 6) of 1 – 3, any MG is captured from the Japanese. Change the base malfunction numbers to Red 5 and 6. (This does not include Jungle effects.)
- Replace Mortars, ATRs, and PIATs with demolition charges.
- The SL has only a pistol, FP 1 at RR5 only.

1944 – 1945

- The SL has only an automatic pistol, FP2 at RR5 only.
- Replace ATRs with PIATs.
- Replace British Mortars with Japanese grenade launchers. (Try to keep morale the same. These represent rifle-fired grenades.)
- Replace all rifles with the American M1 Garand. (Use British rifle information on their PCs, but add the automatic rifle rule.)

Designer Comments

At first, this may look like the standard Japanese versus British match-up, with the favorite techniques removed. (The Japanese assault group with high morale, the British sharpshooters.) However, this means that long time players must rethink their tactics. Thanks to the Partisan rules, the Japanese will face an opponent about as stealthy as they are. Players should also consider modifying the victory conditions of scenarios to allow the guerillas points for withdrawing their forces. I hope that this representation of the situation in Malaysia will provide new and interesting games for players of UP FRONT!

Optional Rule

The guerilla ASL must be Chinese. He, and not the SL, is the leader the Chinese in the squad respect and understanding. If he is killed or routed, permanently reduce the guerilla hand by one card, even if the British SL is still alive.

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The Grinner's Corner Questions and Answers

Question: Rule 28.52 and 28.53 never specifically state that a Bogged AFV's movement card (if one is in play) is discarded. Does a Bogged AFV stop moving?

Answer: The AFV's movement card is removed upon entering terrain, before checking for Bog. If it somehow Bogs while moving (i.e. by a wire discard), then yes, the movement card is discarded.

Question: Rule 18.21 states "Primary weapons of pinned and unwounded men cannot be voluntarily exchanged." I take this to mean that you can't exchange weapons on a whim, that this would tend to allow the game to be unbalanced. The question is: what about wounded men? Can anyone exchange weapons with a wounded man?

Or is this reference to the fact that a wounded MG man can exchange with his crewman?

Answer: Yes, a wounded personality can exchange weapons with an unwounded, unpinned personality.

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Quick Reference:

Russian and French Hand/Play Capacities

by Michael P. Nagel

Web Note: The cards are edited from their original content.

Rules manuals can be a real pain! Particularly when the game being played is chock-full of little chrome rules which only apply in specific situations. UP FRONT is a classic example of this, the problem augmented by the addition of two subsequent manuals (BANZAI and DESERT WAR). This feature of Relative Range provides quick-reference cards which can be kept inside your UP FRONT box for easy situational reference. Simply copy the contents of this page onto sturdy paper (colored cover stock works nicely), cut out the card and pop it in with the rest of your stuff!

Quick Reference:	Russian Hand / Play Capacity
* Line:	Four Card Hand; Discard All if No Action.
* Elite:	Four Card Hand; Two Discard if One Action.
* 2nd Line:	Four Card Hand; Two Discard if No Action.
* Break Level:	51%
* Russians may make Entrenchment attempts, but each attempt reduces their discard capacity by one (36.5). Elite Guards may take one action, make one Entrenchment attempt and still discard one card (39.2). Conscripts (2nd Line) may make one Entrenchment attempt and still discard one card (39.1).	
* Russians may have a Commissar instead of a SL or ASL. They must start in the largest group and increase Morale/Panic by one. If unpinned in a group with pinned men, check for Execution (15.53). Commissars may never be voluntarily eliminated.	

Quick Reference:	French Hand / Play Capacity
* Line:	Six Card Hand; One Discard if No Action.
* Elite:	Six Card Hand; One Discard if One Action.
* 2nd Line:	Six Card Hand; One Discard if No Action.
* Break Level:	50%
* French use German Split Action and Radio cards. Reservists (2nd Line) treat all Split Action cards as cover cards. Cost for Reservist Radios are halved.	
* French may use Partisans in DYO scenarios.	
* The Char B1 has two guns. The first values are for the 75mm and the second for the 47mm. The 75mm behaves as an Assault Gun and may not be fired when Hull Down. The To Hit numbers on the 75mm are always one less.	

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What if Ty Were One of Us? Dropping the Bomba on Up Front by Booji Boy

Web note: This article is long...

Some days, well it seems like too many days, when my mind begins to wander a bit, I start getting some ideas. No, I'm not on medication. Some of the ideas are goofy. Well, most are goofy, but I'm still waiting for that really killer idea that's going to make a bazillion bucks. But I digress. This isn't the killer idea, it's one of the weird ones. But watching the Caps-Pens quadruple overtime game last night provided that last bit of synchronicity to bring this to fruition.

O.K. this idea is as bad as the science fiction movies that inspired it. Yes, what if a Godzilla-like monster fought in UP FRONT?!

Historical Basis

During the World War II conflict, an enormous fire breathing creature arose out of the ocean and progressed inland. Naturally, the creature ran into towns, cities, the general country side, and began to raise havoc. The nation where he struck sent a military force to deal with this new problem. [Ed. Note: historically this nation was Japan, but could have easily been any of the other major combatants in the war.]

Special Rules

1. The Godzilla-like monster (Godzilla) is an independent creature. It is the only unit on its side. Godzilla has the following statistics:

Hit Points: 100

CCV: 100 minus damage

Stunned CCV: 50 minus damage

CCV modifier vs AFVs: +20 minus one per five points of damage (round down).

Fire Power

RR0 . . . 0

RR1 . . . 0

RR2 . . . 0

RR3 . . . 0

RR4 . . . 25 [boxed]
RR5 . . . 50 [boxed]

Godzilla has a five card hand and may discard up to three cards if no actions are taken, or two cards if it takes an action. Godzilla may use any nation's card ability, and may choose which side of a split action card to use. Godzilla may discard terrain on an enemy group. Godzilla may not reject terrain.

2. The nation opposing Godzilla does get the bonus card for facing only one enemy group. The enemy player may use any movement card for retrograde movement, and at any range chit.

3. Godzilla starts any scenario in Group B.

4. Godzilla must treat pillbox, minefield, sniper, and concealment cards as cower cards. Note, Godzilla can effectively use Wire cards. (Representing those power lines so easily trashed).

5. The initial presence of Godzilla has the ability to scare the enemy. If Godzilla has not made an attack, then Godzilla may strike fear into the enemy by playing a Radio card. Every enemy unit on the board must check morale by individually drawing an RNC, ignoring color. AFVs are immune to this morale check. If a unit fails this morale check, it immediately routs. Once used, Godzilla may not attempt this action for the remainder of the scenario, except versus any subsequently entering reinforcements, and then only if Godzilla does not attack again prior to trying to scare the reinforcements.

6. Godzilla has the ability to destroy terrain. If Godzilla is currently moving, any building, woods, pillbox or wall card that Godzilla discards may be removed from the deck, at the Godzilla player's option. Godzilla may occupy any terrain card, but does not receive any benefit nor detrimental effects from that terrain. The exception is Marsh, which requires the play of two movement cards, the first of which must be sideways, to exit.

7. Godzilla can attack in two ways, using firepower or in close combat. Godzilla shoots fire from its mouth, which is the equivalent of a

flame-thrower. Godzilla's firepower is not affected by movement. Godzilla cannot use a hero card to double its firepower. Enemy terrain does modify the effect of Godzilla's attacks.

In close combat, Godzilla has a normal CCV of 100 minus any damage it has taken to that point. Godzilla has a stunned (pinned) CCV of 50 minus any damage it has taken to that point. In close combat versus AFVs, use the procedures outlined in 28.8, but Godzilla need not infiltrate the group containing the enemy AFV. Godzilla just has to be at RR5 to the AFV. Additionally, there is a positive modifier of (+20 minus one per five points, rounding down, of Godzilla damage) in addition to the modifiers listed in 28.81. Godzilla being damaged does not equate to being wounded.

8. Fire attacks versus Godzilla. Conventional fire attacks are resolved in the normal manner versus Godzilla, that is, Fire Strength plus random number, to achieve a Final Combat Resolution Number. However, movement cards on Godzilla do not modify the Fire Strength. This Final Combat Resolution Number is the number of Hit Points that Godzilla loses. Godzilla starts with 100 Hit Points. Players will need to keep a side record of its current status. If Godzilla is reduced to 0 or less hit points, Godzilla is KIA.

9. Close Combat: If Godzilla reaches RR5 to an enemy group, it may, as its action for the turn, engage that enemy group in Close Combat. No infiltration is necessary. Simply determine the target of the attack through random selection, and resolve the Close Combat. Conversely, an enemy group at RR5 to Godzilla may engage in Close Combat. No infiltration is necessary, but all men wishing to participate must either play a movement card or pass a morale check. If Godzilla wins the Close Combat, the lead enemy soldier is eliminated. If the enemy soldier(s) win, then Godzilla loses a number of hit points equal to the difference in Final CCVs. For example, the enemy soldiers have a final CCV of 27, and Godzilla has a final CCV of 23, then Godzilla would lose four hit points. To use a demo charge versus Godzilla, the individual soldier possessing the demo charge states that the demo charge will be used to attack Godzilla. Normal infiltration

procedures are used versus a group size of one, with the normal modifiers for terrain and movement. If Godzilla is infiltrated, the demo charge attacks Godzilla normally. (Note, Godzilla rule 11 does not apply in this case.)

10. Stunning Godzilla. Godzilla never checks morale. However, if Godzilla takes 12 or more hit points as the result of a *single* attack, Godzilla is stunned. Flip Godzilla over to its back side, where it may not attack nor move, but may defend in Close Combat. Godzilla rallies to its normal side once it has played rally cards equal to one quarter (round up) of the hit points taken from the attack that stunned it. Rally cards may be accumulated over the course of several turns for this purpose, but multiple rally cards cannot be played in one turn for this purpose. A hero card instantly rallies Godzilla, but does not result in doubled firepower. If Godzilla is attacked while stunned, it may be subject to increased levels of stun, if any individual attack results in 12 or more hit points of damage. The additional stun levels are also equal to one-quarter (round up) of the damage of any single attack resulting in 12 or more hitpoints of damage. Note, the only difference between the stunned and unstunned sides of Godzilla are the inability to conduct fire attacks or movement and a reduced CCV. Godzilla maintains the same number of hit points in both its stunned and unstunned states.

11. Nifty things. Any weapon of a soldier eliminated by Godzilla is destroyed, with two exceptions, AFVs and Demo Charges.

AFVs: If Godzilla defeats an AFV in close combat with a final modified strength of greater than 20, it is considered to have picked up the AFV, in addition to eliminating it in close combat. The next turn, Godzilla may either drop the AFV and take another action, or it may throw the AFV as its action for the turn. To throw the AFV, Godzilla designates the target group. The To Hit number required is a black RNC less than or equal to the Relative Range to the target group. Concealment may be played by the target group, and the target group's terrain applies as a modifier to the To Hit process. If a hit is achieved, then the same card used to resolve the to hit is used as a RPC against the target group. That individual has

been crushed by the AFV, and is KIA. Any weapon possessed by that individual is destroyed, and may not be recovered. Once dropped or thrown, the AFV is removed from the game.

Demo Charges: If Godzilla defeats a man possessing a demo charge, the demo charge may have been set to explode prior to the soldier's demise. During Godzilla's next turn, draw an RNC. If the RNC is red, Godzilla has swallowed the demo charge with the just defeated soldier. If the RNC is black, Godzilla spits out the demo charge on the group the man with the demo charge came from. If the RPN under the 0 column is odd, then the demo charge will explode. If it is even, the demo charge was failed to be set, and if spit back out on the enemy group, it may be acquired by an enemy soldier. If a set demo charge is spit upon the enemy, then resolve a demo charge attack versus that group normally. If Godzilla swallowed a set demo charge, then resolve a demo charge attack versus Godzilla, but DOUBLE the final result for calculating the number of hit points Godzilla loses. However, if the result is a Black 6, the demo charge ruptures Godzilla's heart, and Godzilla dies instantly. After resolving the fate of the demo charge, Godzilla may take its normal turn.

12. For added effect, play some Blue yester Cult during the play of the scenario. Both players are encouraged to provide their own sound effects.

**Scenario: "Oh No! There Goes Tokyo!"
(or Berlin, or Rome, or New York, or London, or Paris, or Moscow)**

Scenario Setup:

Number of Decks: 3

The enemy forces set up first and the Godzilla player plays first.

Discards: none.

Cower cards: Minefield.

Enemy Personalities: DYO 500 Points (adjust as you feel necessary for play balance). Recommended first force:

Japanese Personality Cards: 1-11, 19, 35

Godzilla Personalities: Godzilla

Victory Conditions: The enemy player wins by eliminating Godzilla. Godzilla wins in one of two ways: Breaking the enemy squad, or reaching Range Chit 10. Range chits are not reset at the start of a deck. If neither player fulfills their victory conditions, the game is a draw.

Design Note: Olaf Kolzig played goalie for the Caps. His goalie mask features...

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King of the Biergarten

A Short 2-Player Scenario

by Jim Matt

It is in WWII Valhalla where the cry of “The Bar is Open!” rings out this afternoon. Your squad is a thirsty bunch, and aims to be the first (and only) side to inhabit the biergarten, where the beer flows freely. The trouble is that the other squads have the same thing in mind. And even normally allied forces will mix it up with each other when a beer tap is involved; only squads from the same nationality will share their beer with each other, and hence, won’t fight.

You’ve got 301 Design-Your-Own points to put together a squad that will dominate the competition. Everything must be purchased — Snipers, all of your men, etc. The normal DYO rules from UP FRONT and BANZAI apply, with one important addition below. May the best squad be the first at the tap.

Special Scenario Rules:

- 1) Terrain may only be placed on your own forces during initial terrain placement. Groups may start entrenched, terrain permitting.
- 2) Deck One reinforcements can be purchased at 90% of point value, and can enter on the sixth game turn or later (Hint: Grab five seldom used chits and throw one back after each turn. No more chits — bring ‘em on!).
- 3) When the movement card is played to bring the reinforcements on, draw a RPC10. If the number is 8-10, they enter as Group Z to the left of Group A. Otherwise they enter normally as Group E.
- 4) Lateral moves to become groups E or Z are legal if either player has reinforcements. If a reinforcing group is directed by the RPC to set up in an already occupied group, the group does not enter and the movement card to bring them on is discarded.
- 5) Players can play in any environment (e.g. jungle, desert, normal) and with any special weather rules that can be agreed upon. Special

rules must be agreed upon before bidding for sides. The default is normal daylight, with no weather modifications.

6) There are no period limitations for weapon or personnel availability. The only restriction is that players must use different nationalities for their game; Axis and Allied distinctions have no bearing on prohibiting match-ups (American vs. British, Japanese vs. German, etc).

7) Draw an RNC prior to setup to determine which side sets-up and plays first.

Scenario Setup:

Number of Decks: 2

The player who sets-up and plays first determined per SSR #7.

Discards: Minefields *after* they have been played.

Cower Cards: Pillbox, Stream

Personalities: DYO: 301 points.

Victory Conditions: Break the enemy squad, or score more victory points in two decks of play. The Victory Point schedule is normal (as per rule 16.4), except that aggressive action victory points are awarded *only for unpinned personnel at range chit 3* — the tap! — that are in terrain that will reduce net hostile fire strength. Enemy infiltration does not negate aggressive action victory points for groups at RC3; entrenching on open ground meets the requirements for reducing hostile fire strength; wire can negate aggressive action points by not allowing a net decrease in fire strength, especially in the case of Brush or entrenchment in open ground.

Some Suggested Squads for King of the Biergarten

American:

Start: 1, 4-12, 17, 20-27 (301 points), no sniper

Start: 8, 9, 12, 17, 18, 21, 22, 28 (174 points), no sniper

Deck 1: 4, 5, 7, 11, 20, 27 (101.7 points)

German:

Start: 1, 4-9, 15, 17-19, 21, 22, 24, 26, 27 (301 points), no sniper

Start: Sniper, 2, 4, 15-17, 25, 26 (247 points)
Deck 1: 6, 10, 19

Russian:

Start: 3-15, 20, 22-26 (229 points), no sniper
Deck 1: 12, 20, 21, 23 (72 points)

Start: Elite Troops, Sniper, 7, 20-25 (158.7 points)

Deck 1: 31 (181.8 points)

Japanese:

Start: 2, 5, 7, 8, 10-15, 18, 19, 26, 37 (301 points), no sniper

Start: 1, 5, 8, 10, 11, 13, 16, 19, 26 (193 points), no sniper

Deck 1: 2, 4, 6, 7, 14, 15, 18

British:

Start: 1, 4-7, 9, 10, 15-19, 25, 26 (229 points), no sniper

Deck 1: 2, 8, 24 (72 points)

Start: 15-18, 22, 23 (164 points), no sniper

Deck 1: 33 (136.8 points)

Italian:

Start: 4, 6-8, 11, 13, 18, 21, 22, 24-26, 28, 31 (301 points), no sniper

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◆No Pasaran!

The Spanish Civil War in Up Front

by Christopher Salander

Occurring just before the start of WWII (1936–1938), the Spanish Civil War is close enough to that greater event in weapons and tactics that it can be recreated using the UP FRONT system. The war was used as a proving ground by the future combatants, so some of the weapons and vehicles included in UP FRONT first saw combat in Spain. This article attempts to outline the UP FRONT characteristics of the troops and weapons involved in the Spanish Civil War so that jaded UP FRONT players will have many new and interesting match-ups to fight.

One side in this conflict was the Nationalists — also known as the “rebels” or Fascists, led by Generalissimo Francisco Franco. The other side was the Republicans (loyalists and government), led by the elected body in Madrid. The majority of the unit types were as follows:

Nationalist:

- **Army** – conscripts, regulars, Foreign Legion, and Moroccans
- **Militias** – Falangists (Fascists) and Carlists (religious monarchists)
- **Police** – Carabineros, Civil Guard, and Assault Guard (Asalte)
- **Foreign** – Italian and German (for the latter, tank and IG crews only; plus air and naval units).

Republican:

- **Political Militias** – Communist, Anarchist, Marxist–Leninist (POUM)
- **Separatists** – Basque and Catalan
- **Gobernitos** – Asturias, Santander (provinces cut off from Madrid)
- **Police** – Carabineros, Civil Guard, and Assault Guard (Asalte)
- **Foreign** – International Brigade

Republican Army

Most of the Civil Guard and Carabineros sided with the Nationalists, while most of the Asalte sided with the Republicans. Most of the militias were absorbed into the two regular armies during 1937. For UP FRONT, all the police units can be merge into one unit type, and all the militias and separatists can be combined with special rules for the Carlists, Basques, and Anarchists.

So we have these unit types:

Nationalist: Army, Foreign Legion (elite), Moroccans, Police, Militias (green), Italians

Republican: Army, Political Militias (green), International Brigades

To give an idea of the availability of different unit types, and allow players to randomly generate both sides in a scenario, a “Side Selection Table” based on the draw of a RPC — and checking the six column — is provided below.

#	Nationalists			Republicans		
	1936	1937	1938	1936	1937	1938
1	Militia	Italians	Italians	Militia	Militia	Militia
2	Militia	Army	Army	Militia	Militia	Army
3	Army	Army	Army	Militia	Army	Army
4	Army	Army	Army	Militia	Army	Army
5	Foreign Legion			Militia	Int'l Brigade	Int'l Brigade
6	Morrocan			Militia	Int'l Brigade	Int'l Brigade

Italians use the standard Italian hand, split actions and personality cards. Nationalists use the German hand, split actions, and personality cards with the following limitations: Foreign Legion, same as German; Regulars, Militia, and Moroccans cannot discard and take an action in the same turn; Militia holds a four-card hand.

Republicans use the Soviet hand, split actions, and personality cards, but ignore Berserkers and Entrenching is not a ‘free’ action. All Republican units

have a Commissar. Militias have only one discard per turn, and all split-action cards are cover for them.

Heavy Weapons: Nationalists are limited to the French 75mm and 45mm guns, the Italian 45mm and 20mm guns, and the German 37mm AT gun. The Republicans are limited to the Soviet 45mm gun and the French 75mm and 45mm guns (if a conflict arises while setting up a scenario, the Republicans can select the French guns before the Nationalists).

Vehicles: If the scenario calls for an armored car or halftrack, the Nationalists use the Italian armored car, and the Republicans use the Soviet armored car. If the scenario calls for a tank, the Nationalists use the Italian L3 or German MkI (use the MkII with +1 FP for the MG and -1 to all armor values). Republicans use the Soviet BT-5 (use the BT-7 with -1 to forward armor values — flank values are unchanged) and T-26. Draw a RPC6 to determine which AFV is received by a side:

Nationalist:

1-4 (or 1-2 in 1938): L3
 3-4 (in 1938): MkII
 5-6: MkI

Republican:

1-4: T-26
 5-6: BT-5

Basic Squad Sizes:

Foreign Legion – 10
 Moroccans – 8
 Italians – as is
 Republican Army – 12
 International Brigades – 12
 National Army – 10
 Militias – 10
 Police 10.

Moroccan Unit Close Combat: Owing to superb infiltration and melee abilities, the Moroccan's CCV values are all increased by +1 and may play 'free' movement cards like the Japanese.

Small Arms: All light AT weapons are replaced by an ATR or Demo Charge (the player's choice, depending on availability). Foreign Legion and Police units can

have up to two Machine Pistols in a squad; all other MPs and AGs are replaced by riflemen with the same morales.

Malfunctions: All Nationalist Militia unit's and Republican unit's weapons malfunction on a red 5 RNC. A red 6 RNC automatically removes the weapons for the remainder of the scenario (supply was a serious problem and many units often ran out of ammunition. At the beginning of the Battle of Guadalajara, Republican soldiers started with twenty rounds each!).

Entrenchments: All Militia units must draw a black 6 RNC (only) to entrench. Militia units frequently refused to entrench — or at least entrench deeply — as they considered it undignified and cowardly.

Optional Militia Rules –

Carlists: Designate one member of the squad as a chaplain. He adds +1 to the morales of the group that he is in. However, if anyone in the squad is killed, the Carlist player must use any subsequent Movement cards to individually transfer the chaplain into the group which sustained the casualty, so that he can administer Last Rights.

Basques: At the beginning of the scenario, draw two RPC6. On the first draw, a result of 1–3, no Radios are allowed. On the second draw, replace any existing machine pistol with a rifle (the Basques suffered from severe supply problems).

Anarchists: The squad functions as if there is no SL or ASL (all squad members are equal and decide their actions collectively). Reduce the hand capacity to three cards, and all Hero cards are treated as cower cards.

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The Cost of Play

In these days of recessions, inflation, and unemployment, it's vital that we watch every penny. We can't just run off to the gaming store and pick up anything we want to -- the days of ten dollar wargames are long gone. This budgetary crisis has led me to use two game purchasing strategies when looking for new acquisitions. The "Price per Pound" method and the "Cost per Scenario" method.

The first method is pretty self explanatory. I won't spend \$40 bucks or more for an unmounted map or less than five hundred counters. It's as simple as that. I'd say that the best game to fit into this category would be Avalon Hill's FLAT TOP. I almost got a hernia carrying it to the cash register. It's also one of the best games I've played, but I'm getting away from my absolute praise for UP FRONT. The second method, "Cost per Scenario" is where UP FRONT truly excels beyond all other games.

I typically consider each scenario included in a game as a game in itself. They have their own rules, their own victory conditions, and their own strategies. ANCIENTS, which I mentioned earlier is quite cost effective. Including 15 scenarios and rules for "Design Your Own" it gets a value of just over a buck per scenario. If you consider playing each side as an additional scenario, that cuts the cost in half. How many forms of paid entertainment can you think of which cost a mere 50 cents an hour?

Now, what about UP FRONT? The short term cost of this gem is roughly \$60 bucks (sorry folks, but you HAVE to buy BANZAI and DESERT WAR. Once you've played UP FRONT a couple of times -- and get over the perception hurdle which affects most hex-grid mongers -- you'll soon want to field some different nationalities. Trust me...). This may seem a little pricey at first, but read on...

If you were to only play the first scenario, "Meeting of Patrols" with a purely historical state of mind, you would be able to craft 12 different nationality variations, making the cost per scenario roughly five dollars. Compared to my previous example, this is, admittedly, no great fiscal shakes. But if

you take advantage of the troop quality rules (Elite, Line, and Second Line qualities) the number of combinations jumps to 108, or just over 50 cents per scenario! Assuming you're a little more imaginative (and I've found this quality to be rampant among wargamers) you can put together non-historical troop combinations ("what if Patton turned against Moscow?" or "what if Germany fought the Japanese for world domination?") or use a set of nationality cards to represent minor countries (like Jim Burnett's Finns from THE GENERAL 26-2). This brings the total variations on the first scenario to nearly 200, and a cost per scenario roughly equal to 30 cents! Adding environmental aspects to your engagements (Desert or Jungle, with Night conditions) pulls the cost per scenario down even further.

Now, here's the kicker: You're still only playing the first scenario! Including those scenarios issued through THE GENERAL and other publications, there are well over two dozen scenarios provided for UP FRONT, bringing the cost per scenario down to mere pennies per game.

Cost effective and it all fits into a single bookcase style box (even with two counter trays!). Who could ask for more? Well...I could! Which brings my to the second part of my article.

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The Lonely GI

A View on Solitaire Gaming

by Michael P. Nagel

NOTE: Due to the length of this article it is presented in four parts

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Play-by-Mail

There are quite a few organizations which are dedicated to the support of long-distance gaming, most notably AREA and AHIKS. Through these groups, solitary players can find opponents for a large selection of games which they can play through the mail -- often several games at a time. These organizations also provide the advantage of rating your performance which helps find challenging opponents for future games. As I mentioned in the introduction to this article, many of the popular gaming magazines include Opponents Wanted sections, where you can find others looking to break the monotony with some play-by-mail blasting. Perhaps the greatest advantage to play-by-mail gaming is the chance to spark new friendships with people across the country. I've known folks to meet at gaming clubs and conventions who spin yarns for hours about the battles they've fought and plans they've plotted, even though it was the first time they'd met face to face!

An off-shoot of Play-by-Mail, which is becoming more popular as the initial cost comes down, is Play-by-Electronic-Mail. Here, players log into national bulletin boards through their computers (the initial cost!), where they can meet opponents to discuss and play games. The advantage of Play-by-Electronic-Mail over standard Play-by-Mail is that the turn around time for play is inherently faster. You can feasibly get your opponent's move within 24 hours instead of the several days it takes for the US postal service.

Playing games through the mail, either Postal or Electronic, demands one requirement: Patience. A game which would normally take an hour or two to play will take days or weeks to play, depending on

your method of turn transmission. Also, only certain games lend themselves well to this style of play. The Avalon Hill Classics, with their simple Player A Move, Player A Combat; Player B Move, Player B Combat, work quite well, as do those games which can be handled by a referee, of which FLAT TOP springs immediately to mind. But can you imagine playing a complete game of FLAT TOP in this way? Even assuming a perfectly behaved opponent who never makes a mistake in his or her moves or interpretations of the rules (a rare animal indeed!), the game would take around six months to finish, if played through E-Mail, or around three years(!) if played through the post. I only wish I had that kind of staying power! And speaking of the perfect opponent, I've started several games where after a few turns, my opponents simply stopped sending moves, and I never heard from them again, which resulted in a lot of wasted time and table space -- a risk you always have to be willing to run.

The other greatest concern in playing by mail is the additional cost involved, particularly when playing electronically. Games played by the post will run you anywhere from 30 cents a move (for standard board games) to several dollars for some of the specially designed play-by-mail games offered by different organizations. Playing through electronic mail can be much more expensive, when your computers tie into the big national boards like CompuServe, Genie, and Prodigy, which all charge by the hour -- plus a set monthly charge. Relatively large credit card and/or phone charges are not out of the question, nor surprising!

People who either don't have access to, or are merely unwilling to play solitaire games or standard games through the mail are in a bit of a quandary. How can you effectively play a game designed for two or more players when you're the only one around? My theory is that you can't, at least not without significant changes.

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Problems with Standard Games

There is no way to play a game without being biased toward one side. This may sound like a rather general statement, but consider the problems with games which include a fixed order of battle. Each side knows in advance when the other's reinforcements will arrive, and often where they'll arrive, and will be able to prepare accordingly. When playing both sides in a game, not only do you know when and where units will arrive, but also what their objective will be and how they'll go about achieving it. This knowledge will, more often than not, lead to the perfect victory by one side, or the perfect draw, both results being either completely inaccurate, or completely unrewarding. Achieving these sorts of results may help you to learn the system, but not the game.

Another problem which often crops up when playing a game solitaire, is rules misinterpretations or omissions when playing, especially when the game is new. I'm not saying that this never happens when playing with an opponent, but you're more likely to get a "Hey, you can't do that, because..." when you have an opponent. Ask any ADVANCED SQUAD LEADER player. Similarly, you may simply forget to take advantage of a rule or situation when playing solitaire, which could skew the whole outcome of the game. For instance, when designing a scenario for UP FRONT which would focus on the effects of fatigue on a tank crew [ed note: see the Fuel Shortage scenario in RR1], I focused primarily on the use of the tank's main armament. The scenario seemed to be quite balanced. Once I played the scenario with a live opponent, he focused on the use of the tank's machine gun, and promptly routed my group of attackers before the end of the first deck! I blame

myself for this lack of attention to all the assets available to a non-player squad, but this is one of the inherent problems with playing a game solitaire when it was not originally intended to be played that way.

The only games designed to be played -- for the most part -- by two or more players and which can be played solitaire, are those in which the play is actually against the system, instead of the other players. In other words, multi-player solitaire games. Games which would fit into this category would be BLACKBEARD or SOURCE OF THE NILE, both by Avalon Hill. The strength of these games is that their rules systems clearly state the effects of a players actions. In the case of SOURCE OF THE NILE, you move your expedition into a new hex, draw randomly to determine what it finds, and then deal with the discovery. The process continues for each player until one has achieved a victory. There is little, if any, player interaction in games of this sort -- apart from social, which is the underlaying purpose of gaming in the first place. Unfortunately, most games don't allow this type of play, as in most games simulating conflict, you must react to the movement of, possibly, hundreds of enemy units. This volume movement and reaction is virtually impossible to accurately automate in a solitaire game, as the number of decisions can be virtually limitless.

Many brave souls have endeavored to create solitaire systems for their favorite board games. The results, as I've seen them, have been fair, the best usually involving air-to-air or tactical naval combat -- games which often involve a relatively small number of units. And even these mostly relay on random movement for the absent player. A lucky string of dice rolls can result in the quick decimation of the enemy. If you happen to be the type who likes to analyze the heck out of a system, you can usually find a way to turn the random movement to your advantage, thereby taking any challenge out of the game.

The greatest strides in converting two or multi-player wargames to solitaire design has been in the computer game industry. This is the case for several reasons. First and foremost is the demand for computer programs which can successfully emulate an opponent. By doing this, the need for a

partner in play is no longer needed, hence resolving most of the key problems described above. The second is the portable nature (for lack of a better term) of the games. It doesn't matter how long it may take to finish a game of THIRD REICH on a computer, as you can save it and resume play later on. Playing the same type of games as I've mentioned on a board can take days, if not months, and take up valuable table space. And woe unto those players who have pets or young children! Third, the advances in computer technology (primarily processing speed) have provided the ability to speed through complex algorithms which can evaluate tactical or strategic situations and respond accordingly. The computer can move the hundreds of pieces, calculate combat odds and modifiers, and even roll the dice for you, all in a matter of seconds. Although the artificial intelligence built into these games is not yet perfect (and probably never will be) it is getting better all the time, and the new computer game titles are becoming more and more challenging and entertaining.

It would seem that the successful creation of a solitaire system for a standard board game, then, would have to follow the basic guidelines used in the design of a computer algorithm, only on a much simpler level in order to make it easy enough to deal with. I've found that, with a few modifications, the system provided with UP FRONT works quite well solitaire, as the number of decisions which can be made are limited by the small number of groups involved in a scenario, and by the status of those groups at any one time.

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Solitaire UP FRONT

Those already familiar with UP FRONT -- particularly the BANZAI module -- already know that solitaire rules are included in the game, so why bother with a new system? In the rules, the solitaire system involves playing both sides equally, without knowing ahead of time what the other side's hand may consist of (card replacements are hidden). This isn't much better than playing any other two player game solitaire, as you still may be prone to the rules omissions mentioned above, and you'll always know some of the cards held in each hand, which may bias your decisions. Some cards may be concealed in a hand which might be useful at a given point (Concealment and Hero cards in particular), but you'll never know they were there until after the fact.

To help avoid these problems, I decided that I needed some kind of [step-by-step procedure](#) to follow when playing the opposing non-player groups. Just like an algorithm used by a computer game. The results of my effort follow, and I suggest that you use these rules in lieu of the standard guidelines provided in the BANZAI module, when confronted with the need to blast something and there's no opponent in sight. I've also taken the (enormous?) liberty to number these rules accordingly.

There are a few things that you might notice as you examine the [outline](#). Primarily, it seems quite complicated and rather long. To paraphrase so many rule books, it often takes a lot of words to put forth a simple concept. Once you play through the procedure a few times, you'll find that it gets much easier to deal with. Secondly, I've had to make a few rules adjustments and have even

created a few in order to smooth out the flow of the game. After examining the system, imagine what it would be like to similarly automate a game as simple as AFRIKA KORPS without the aid of a computer!

In this new age of Techno-Babble, you've probably heard that a computer program is only as good as the person who wrote it. A corollary to this might read that a solitaire system is only as challenging as the player who designed it. When you use the following system, you are, in a sense, playing me. The guidelines for the non-player opponent follow those which I might use, given the appropriate situation. If you find that the system is easy to beat, you'll want to play me in an UP FRONT tournament. If you find the system impossible to beat, I'll want to play you! If you disagree with the order of the decisions made, and think that something should be done differently, feel free to change it. The object of this whole exercise was to create an enjoyable and challenging solitaire system.

I must admit that the system is still not perfect, nor do I think it ever will be, as UP FRONT is still primarily a two-player game. Its greatest flaw is still in the need to remember the situation of the non-player groups. For instance, if the enemy is lucky enough to achieve a Flanking position on one of your groups, remember to double that group's Firepower when it is firing. I believe you'll find, after using this guide a few times, that it becomes much easier to play a fairly unbiased and realistic game of UP FRONT without the benefit of a breathing opponent.

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The Cassino Games – Part I

A Brief Overview of the Cassino Campaign, 1943–44

by Michael P. Nagel

NOTE: Due to the length of this article, it has been broken down into three sections:

[The initial invasion of Italy](#)

The initial assault on Cassino (This page)

[Kiwis and Indians replace the Americans](#)

[Following this article are two scenarios which represent some of the fighting which occurred during the campaign prior to the air-strike on Monte Cassino].

[Le Ponte du Morte: 862](#)

[A Round Up at II Fortino](#)

On December 19, 1943, in the midst of one of Italy's worst winters, Generals Eisenhower and Clark arrived at the opening of the Liri valley on an unusually clear day. Ahead of them was a small unoccupied hill, and beyond that the expanse of the valley plain and the Monte Cassino ridge. After the beating the 5th Army had taken during the past months to get that far, the valley and overlooking ridge looked a comparatively simple job. Rome was within their grasp. By mid-January of 1944, the army was gathered on the far bank of the Rapido river, which cut through the valley in front of Cassino town.

The first assault on the Monte Cassino ridge began early on January 20, with the 36th Division Texas National Guard attempting to cross the Rapido. This two day assault was the first ugly stain on Mark Clark's otherwise spotless record. Plagued by disorganization, poor combat construction, bad weather, and deadly German artillery called in from positions in the surrounding hills, the assault was called off and resulted in 1,681 casualties. This loss was particularly bad, as the assumed break-thru was meant to allow the 5th Army to reinforce the landings at Anzio which took place two days later. The German commander of the Italian theater, Kesselring, ordered several fresh divisions to halt the Allied advance into the area. As the expected result never happened, these divisions were redeployed against the new Anzio beachhead, and were in a position to push the invasion back into the sea. Suddenly the situation at Cassino had

become critical.

Perhaps out of desperation, Clark ordered another frontal assault on the ridge, this time involving a two pronged attack made up of the elite French Expeditionary Force to the north (who were to capture two of the larger hills overlooking the valley) and the Americans who would assault the monastery hill. The French commander, Gen. Alphonse Juin -- who's forces were skilled in fighting in the difficult terrain of North Africa -- requested a slower but less hazardous flanking attack around the ridge, but Clark turned him down.

During this ten day battle, the French forces fought suicidally in an effort to gain their objectives. They were successful, but at such a high cost in casualties, that they couldn't exploit their victory. The American attack was considerably more successful, as units made it as far as a location called "Point 445" (a reference to its height), a mere 200 yards from the German positions and 400 yards from the monastery itself. On February 4, two American platoons were actually sent out from Point 445 to capture the monastery. The first of these made it all the way to its base where they surprised and captured 17 German soldiers in the caves below. Unfortunately, their prisoners outnumbered their own 15 men, so to be safe, they returned them to Point 445, instead of taking the monastery which they had been in a position to do. The other platoon ran into heavy German resistance from "Il Fortino," a small fort in a ravine at the base of the monastery, built by the Italian military in 1820. This was the closest that any American forces ever came to the abbey on Monte Cassino.

Apart from their failure to take the monastery, this second assault had another detrimental effect. Upon seeing Allied forces near the top of the ridge, the Germans began to drop artillery down on them, which occasionally hit the monastery as well. The troops being bombarded logically concluded that the German artillery spotters must be inside the abbey, as it was the closest and safest structure nearby (remember that it was a fortress). This resulted in the occasional eager-beaver taking pot-shots at it with mortar rounds which only resulted in angering the Allied commanders.

As far as they were concerned, the abbey was still sacrosanct. The soldiers who were actually involved in the fighting had a differing opinion. An American artillery commander was quoted as saying: "Catholic boys are dying because we are leaving the monastery alone...I have Catholic gunners in this battery, and they've asked me for permission to fire on the monastery, but I have not been able to give it to them. They don't like it." Apparently, a religious artifact as critical as the monastery loses its importance when seen as a serious threat.

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After several weeks of brutal fighting in the harsh terrain and miserable Winter weather, the American forces were replaced by fresh New Zealand and Indian divisions. Of the latter, a large percentage were Nepalese Ghurkas, arguably the best mountain -- as well as the most zealous -- fighters in the world. These replacements found many American troops too weak to walk, and American positions strewn with corpses. They also discovered vital gaps in command intelligence which seemed to indicate that none of the American commanders had been reasonably in touch with their men.

The most unusual feature of the 5th Army was its diversity. Along with those nationalities already mentioned, there were also Brazilian units as well as units of the American Nisei (Japanese Americans). The great amount of diversity found within this army can also be assumed as one of its primary trouble spots, as it proved very difficult for Clark to maintain reasonable command and control among the differing nationalities.

The commander of the Indian division, Gen. Francis Tucker, upon learning of his assignment gathered up as much literature as possible regarding the monastery and its surrounding terrain, most of which was gleaned from local guidebooks. He concluded that there was no way in which the monastery could be taken from the ground without rubble it first, and so advised the

commander of the newly combined New Zealand/Indian Corps, Gen. Bernard Freyberg. Tucker believed that the best course of action would be to reinforce and exploit the French toe-hold on the north end of the ridge. At first, Freyberg seemed to concur with this plan, but later changed his mind and ordered yet another frontal assault.

It is postulated that the fixation on frontal assaults during this campaign can be explained by the fact that on a map, the amount of distance between the Allied forces and their objective was less than two inches. Hardly a significant goal. What never seemed to occur to these commanders was the fact that you can't traverse an inch of solid metal without considerable injury. The German high-command was well aware of this fact, and for all intents, the Gustav line, at that point, was made of steel.

Tucker was not around long enough to dispute his new commanding officer, as he was stricken by a bout of rheumatoid arthritis, and replaced by Gen. H.W. Dimoline. Tucker's successor also felt, upon hearing of the plan to send his Indian division up the slopes, that an air strike would be necessary, and so requested Freyberg. Clark didn't feel that the strike would be necessary, so Freyberg escalated the request directly to Gen. Harold Alexander who was the overall Allied commander of the Italian front.

Do entirely to political strains, Alexander agreed to authorize the air-strike, contrary to the promises made earlier to preserve the abbey on Monte Cassino. He realized that the New Zealand division was in Italy by the grace of the government of New Zealand which could recall it at any time, and given the Japanese threat in the south Pacific, this potentiality was more likely than not. As this was a likelihood that Alexander could not afford, he was forced to mollycoddle Freyberg. The bombing request was made on February 12, but it would not arrive for several days.

In the meantime, German commander Gen. Ernst-Guenther Baade found his forces attacked by an American armor probe. Thinking that this was another attempt at a breakthrough, he launched a counter-attack which resulted in his own forces

being decimated by the Americans who, in this case, held the high-ground. This fiasco illustrates that it was the terrain which was the major factor in this bloody engagement, not the quality of the troops involved.

At 9:30am on February 16, units of the Indian division -- which had been placed as little as 300 yards away from the monastery in accordance with a plan to attack after the last bombs dropped -- heard the sound of high-altitude bombers. Due to the now commonplace confusion within the chain of command, no one had bothered to inform these units that the bombers were on their way, until it was too late. One of the officers on the ridge later wrote: "At that moment I was called on the blower and was told that the bombers would be over in 15 minutes. I started to blow up myself, but even as I spoke, the roar drowned my voice as the first shower of eggs came down."

The end of Part One.

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David versus Goliath
An Analysis of Up Front and Advanced Squad Leader
by Anthony Toglia

WEB NOTE: This is part two of three parts:

Is the game historically accurate and do the units behave within acceptable limitations?

How do the rules govern the game flow and are the details reflective of what they should be for the game's level? (Discussed here)

Does the game give the players an idea of how their historical counterparts felt, including the decisions they were forced to make?

The second question I ask myself when ascertaining whether or not a game is a good simulation is, "Is the game flow and detail reflective of what they should be for the game's level?" It is this question where I believe UP FRONT compares most favorably with ASL. There is no question that although both games can be considered complex, ASL is more complex than UP FRONT. ASL uses the traditional approach of unit counters, mapboards and various charts. However, in order to deal with the complexities of simulating many scenarios of tactical combat, ASL has thousands of cardboard counters, dozens of mapboards, and a rule book hundreds of pages long. ASL strives to include every detail of squad-level combat. There are dozens of different types of informational counters. The ASL Manual reads like a legal contract out of the necessity of dealing with and encompassing such a level of detail in the traditional methods/format described above. The ASL Rules Manual is a well designed three ring binder printed with full color pictures and divided into sections. It is also very modular. New modules for ASL conform to the original style nicely. The Manual comes with graphs and charts about everything imaginable! There are rules regarding wind direction, walls, wall advantage, moving fire, moving targets, sustained fire, machine-gun breakdown, fires, blazes, radio contact, OBA, sewer movement, hero creation, trenches, exhaustion, tank movement, turret movement (both slow traverse and others), elevation, casualty reduction,

snow, desert, scaling walls, orchards, wheat fields, seasonal changes in said orchards and fields, buildings (both wooden and stone), jungle, concealment, first defensive fire, deploying smoke, second defensive fire, subsequent defensive fire, triple point blank fire, close combat, searching, mopping up, hidden initial emplacement, national troop quality variations, etc, etc, etc, ad nauseam.

UP FRONT incorporates a good deal of complexity and detail while still being highly playable. This is the major difference between the two systems. UP FRONT lacks the excessive level of detail that bogs ASL down. UP FRONT comes with a single card deck, some counters, and seven groups of personality cards (including the two modules). The rule book is of moderate length. The game is very interactive and moves quickly. ASL is fragmented into so many phases and defensive fire decisions that the word "flow" is not even applicable. UP FRONT excels as much in its software as in its hardware. The card deck, a synthesis of hardware and software, is a masterpiece. Players utilize cards to move groups of men, to fire at the enemy, to rally pinned men, or to enter terrain. These are the four most common functions. Cards can also be used to deploy smoke, bog enemy AFV's, conceal groups from enemy fire, make radio contact to call down artillery on enemy positions, make sniper attacks, etc. Most rules questions are answered right on the cards. The game plays very intuitively as the cards flow in and out of the players' hands. Different nationalities have varying capabilities for their card hands (as mentioned above). UP FRONT was designed with programmed instructions built into the rules. The learning curve for UP FRONT is significantly higher than that of ASL.

A big debate in wargaming is the issue of playability versus realism. Essentially, the argument is that a game can be realistic or playable, but not both. It is this unfounded statement that some proponents of ASL lord over UP FRONT gamers. They're wrong.

Hindsight renders the historian an advantageous view towards potentialities in conflicts that have occurred in the past. For instance, it is generally believed that the Confederate States of America could never have won the American Civil War.

However, keep in mind that few wars have opponents that are absolutely equal and that it is the perception of parity that leads sides to conflict rather than annexation/slavery. Wars are fought because there is an approximate parity in forces between the antagonists. Therefore, assuming a typical world conflict with, say, a sixty-forty, advantage in favor of side "A", we can simulate the conflict by several game methods.

An incredibly complex game which yields a 60/40 advantage through extensive play-testing.

A 10 sided die roll with a 1-6 result in favor of side "A".

Something in between the two choices above.

In effect, all three methods will simulate the conflict accurately with varying degrees of detail. But the end result, a 60/40 split in favor of side "A" is identical. Therefore, the detail, while very important for game flavor and chrome, is entirely disassociated from "result" accuracy. To say that a game is not a good simulation because it lacks complexity is a statement brought forth from incomplete comprehension of the facts. There is more to simulation than complexity. In fact, too much complexity can actually decrease the accuracy of a simulation! Complexity does not guarantee a higher degree of simulation. A good simulation should have not only a probability outcome similar to the historical outcome, it should also yield the correct feel to the players regarding the decisions made by their historical/contemporary counterparts. If there is too much detail, players will spend too much time dealing with chrome, looking up rules, and arguing fine points. Real commanders didn't have time for this. Once the planning stage was over, combat necessitated a flexible, quick-thinking leader who dealt with the realities and made quick, basic decisions. Tactical combat is total chaos and terror. An unlucky squad can be eliminated by a single bomb! Therefore, at the tactical level, there should be less of a feeling of detail and more of a feeling of terror and, yes, even luck! In sum, there is too much detail and rules questions in ASL for the game to properly simulate the lightning-like aspects of tactical combat. The game mechanics consume too much time to truly emulate the chaos

of squad level combat. The brutality and expressiveness of fierce firefights are lost in the myriad of rules, tables, charts, Incremental Infantry Fire Tables and phases. What I'm saying is that the very level of detail found in ASL which allows for every consideration also slows down the flow of play to the point that minutes take hours. When you alter one side of an equation in mathematics, something's got to give on the other side. It can take players about one hour to simulate one minute of combat in a scenario. In ASL it is temporal simulation that suffers greatly.

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David versus Goliath
An Analysis of Up Front and Advanced Squad Leader
by Anthony Toglia

WEB NOTE: This is part three of three parts:

Is the game historically accurate and do the units behave within acceptable limitations?

How do the rules govern the game flow and are the details reflective of what they should be for the game's level?

Does the game give the players an idea of how their historical counterparts felt, including the decisions they were forced to make?(Discussed here)

Lastly, does the game give the players an idea of how their historical counterparts felt as well as the decisions they were forced to make?

Real combat is seldom as complex as ASL. It is simple, like UP FRONT. Things are happening all around you and much too fast. The enemy rushes towards your position. What do you do? Consult the charts and tables to check the effectiveness of fire lanes and calculate ballistic trajectories? NO! You kill or be killed! Slap down a fire card to cut down his men as they rush towards you and hope that you get them all before they find cover. Or, retreat and hope to find better terrain. There is no God's-eye view in UP FRONT. Terrain is seen and then moved towards, but never guaranteed. Turns last from seconds to one minute maximum. This creates a very high level of player interaction and keeps the excitement going. UP FRONT approaches the simulation from the opposite end of the spectrum than ASL. It simulates the feelings of, as well as the happenings around, men in combat.

In conclusion, UP FRONT succeeds where ASL fails to simulate tactical combat. UP FRONT is filled with quick play and easily executed if not easily concluded decisions—just like real combat. It is not bogged down with minutiae and renders the psychological aspects of command to the players. ASL, incredibly more detailed, loses something in its complexity and fails to render either

psychological or methodological realities. In its quest for realism, ASL encompasses too much detail and loses itself in minutiae, losing the essence of combat. Taking six hours to simulate a ten minute fire fight just isn't real. The God's eye view of the battlefield, including the enemy's positions and approximate strengths, is unrealistic at all but operational/strategic level games. UP FRONT simulates real-time combat and fog-of-war better than ASL. UP FRONT works better as a game that simulates both the ferociousness of squad firefights as well as the fear that every sergeant felt as he was forced to make split decisions that would dictate who would live and who would die. UP FRONT puts you in the battle and gives you command of several individuals' lives. As players and our hobby are maturing, they are demanding more than just detail, they demand psychology, interaction, and fog of war. The "Goliath", ASL, collapses under its own weight as a simulation. It tries to incorporate too many aspects of combat simultaneously. The sum is less than the whole of its parts. UP FRONT, on the other hand, shows the excellent nature of "streamlined" combat systems and how they are in the ascendancy in our hobby. "David" wins again.

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Hit the Beaches! Scenarios

by Greg Guth and Mark Lomastro

Hit the Beaches! – Article

Scenario #1, JUNO BEACH

Scenario #2, BLOODY OMAHA

Scenario #3, Operation: SEALION

Scenario #4, SANDY HOOK

SCENARIO #1 JUNO BEACH

Background: On June 6, 1944, Elements of the 2nd Canadian Division attack coastal defense troops at Juno beach.

Scenario Setup:

Number of Decks: 4

German defenders set up first using Special Rules

2 & 5, Canadians (British) play first.

(DYO: Attacker-1294 / Defender-535)

Discards: None!

Cower Cards: Woods for defender only.

Canadian Personalities:

1,6,8,9,11,12,14,17,21,24,25,39, 2 DEMO & Radio
FS7

German Personalities: 4-10,13,23-25,29 –

Volksgrenadiers (Green)

Victory Conditions: The Canadians win by placing five personality cards at Range Chit six in terrain which will reduce the fire strength of an attack against them; or by the removal of the German group in the Pillbox. The Germans win by avoiding the Canadian victory conditions. The breaking of squads does count.

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SCENARIO #2BLOODY OMAHA

Background: On June 6, 1944, Infantry regiments of the 29th division hit the beaches of Normandy. The 352nd Infantry division of the German army is waiting for them.

Scenario Setup:

Number of Decks: 4
German defenders set up first using Special Rules
2 & 5, Americans play first.
(DYO: Attacker-1219 / Defender-629)

Discards: None!
Cover Cards: Woods for defender only.

American Personalities: 2-5,7-9,11,12,14,16-20,25,26,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57

20,25,34, 3 Demo Charges & Radio FS7

German Personalities: 4-10,13,23-25,29

Victory Conditions: The Americans win by placing five personality cards at Range Chit six in terrain which will reduce the fire strength of an attack against them; or by the removal of the German squad in the Pillbox. Germans win by avoiding the American victory conditions. The breaking of squads does count.

Optional Rules for Bloody Omaha (Historical, American masochists only!)

1. The Germans get all benefits of Hill terrain (+1/-1 FS modifiers) against any American group at Range Chit 3 or less (they hold a defensive position on cliffs).
2. The Germans get a Radio, which must be placed in the Pillbox. The off-board artillery begins the scenario at Fire Strength 5, and is decreased by one at the beginning of each subsequent deck.
3. Modify Special Rule #10: The American player may only call in an Air Attack by drawing a black RNC in addition to the discard of a Woods card. Also, all Woods cards are removed from play when used, discarded or used as RNC/RPC draws.
4. The American squad breaks on losses over 75% instead of the normal 50%.

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SCENARIO #3. Operation SEALION

Background: On September 15, 1940, after a brilliant air campaign, conducted with little interference from Berlin, has dealt a death blow to the RAF. With no air cover, the Royal Navy has

been swept from the channel by the Luftwaffe. This has opened the way for a feat not accomplished since 1066, the invasion of the British Isles.

Scenario Setup:

Number of Decks: 4

British defenders set up first using Special Rules 2 & 5, Germans play first.
(DYO: Attacker-1166 / Defender-530)

Discards: None!

Cower Cards: Woods for defender only.

German Personalities: 1,4,6,9,10,12,14,17,24,39
one blank MP (Morale 3), three blank RFL (Morale 3), 4 Demo Charges & Radio FS7

British Personalities: 4-10,13,21-23,27 –

Homeguards (Green)

Victory Conditions: The Germans win by placing five personality cards at Range Chit six in terrain which will reduce the fire strength of an attack against them; or by the removal of the British group in the Pillbox. The British win by avoiding the German victory conditions. The breaking of squads does count.

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SCENARIO #4. SANDY HOOK

Background: June 6, 1944: With Britain conquered and the Soviet Union broken up into small autonomous states under control from Berlin, Germany turns its eyes westward. After the devastating naval defeats of Pearl Harbor, Coral Sea & Midway, the American Atlantic fleet is reduced to reinforcing the collapsing Pacific Front. The time is ripe for Germany to declare war and launch a surprise attack on the last bastion of democracy.

Scenario Setup:

Number of Decks: 4

American Defenders set up first using Special Rules 2 & 5, Germans play first.
(DYO: None)

Discards: None!

Cower: Woods for defender only.

German Personalities: 1-

4,6,9,10,12,14,15,19,23,26,27,33,one blank AR

(Morale 4), 3 Demo Charges, Radio FS7

American Personalities 1,2,4-8,10-

12,15,17,19,28,30

Victory Conditions: The Germans win by placing five personality cards at Range Chit six in terrain which will reduce the fire strength of an attack against them; or by the removal of the American group in the Pillbox. The Americans win by avoiding the German victory conditions. Breaking of squads does count.

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The Perfect Tournament - Part 2

An Overview of Convention and Tournament Formats

by Jim Matt

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My second attempt at inciting action was with a MichiCon 1994 scenario called FinnSickle. I wrote a scenario that had specific tournament points granted to each player for what they did, and for who won. Here is the chart:

Table #2

	Russian Win Squad Break	Russian Win Victory Conditions	Finn Win Squad Break	Finn Win Victory Conditions
Russian Tournament Points	24 + 25% of Victory Points	27 + 50% of Victory Points	Straight Victory Points	Straight Victory Points
Finn Tournament Points	Straight Victory Points	Straight Victory Points	17 + Victory Points	25 + 25% of Victory Points

(The victory point schedule was the normal Rule 16.4 for KIA/NSP, routs wounds, prisoners, IG kill and AFV kill, but ignoring terrain V.P.s)

Either side could win by breaking the other squad. The Russians would get more points if they could achieve their tournament published victory conditions; the Finns got more points by breaking the Russian squad than by just denying the Russians their special victory conditions.

This achieved what I wanted to: It stratified the competition and sifted the better, more experienced (knowledgeable?) winners to the top with more points. Also, the loser of the scenario still earned tournament points and remained viable in the competition, albeit he needed an unbroken streak of wins from then on.

A major problem was the time and effort necessary to balance the scenario and tournament

point chart. It took me 26 solitaire games to get things feeling right, a substantial time commitment. A potential problem loomed if a calculating Russian player rules lawyer dragged the game to a standstill by trying to determine each turn if he'd score more points by breaking the Finns or getting to RC4.

Greg Courier [Ed Note: Jim's nemesis and regular contributor to Relative Range] made the argument that it encourages stoopid actions that you would not normally do in a game just to get the victory points. I admit that gamesmanship could play a role in a few actions some of the time, but deny that it is unrealistic. I'd rather have the game decided by a AFV destroyed by a lucky Close Assault vs. AFV (exciting for both players!) than just cycling discards to get to the end of a deck (borrringg).

Patrol and Cityfight Must Die

I attended my first AvalonCon this year (1994) and played among what you could arguably call the cream of the Up Front crop. Fifty plus players began the tournament and I expected to play some good games in a variety of scenarios. But it kept happening. Patrol and Cityfight. Very, very few people played anything else. I can think of a few reasons why:

They are simple and familiar, with no "advanced" rules needed.

You would not be walking into a trap of your opponent having an "optimized strategy" for a particular, seldom(?) played scenario.

There was no incentive to play anything else!

Now I enjoy these scenarios, just not playing them every single game! How about getting a little variety in our gaming life?

Point systems to the rescue, maybe. Try giving the players a choice, with tournament points based on what scenario they played, and how they won. A sample chart might be as follows (note that the points are for winners only!):

Scenario (winner was

Meet Printed Victory

Table #3	Attacker / Defender)	Break Other Squad	Conditions
	A. Meeting of Patrols	50 Points	100 Points
	B. City Fight	50 Points	100 Points
	C. Pillbox (Attacker) (Defender)	125 Points 150 Points	200 Points 125 Points
	H. Armored Advance (Attacker) (Defender)	150 Points 150 Points	250 Points 125 Points

What might this do? Experienced players (or players taking a "risk") leapfrog ahead of those choosing the moldy oldies. Interest in the more advanced rules is generated, as the more you know and use translates into the more points you can earn.

As you can see, attackers in C. Pillbox and H. Armored Advance get more points by pressing on to take their strategic objective than in laying down suppressive fire. Valor! Action! Excitement! The defenders in C. Pillbox and H. Armored Advance get more points by breaking the attacker (read: taking the initiative) instead of waiting patiently for the game to end in their favor. Once again, action and excitement.

But why stop here? Why not get some more options into the picture, to truly make each game unique and exciting? How about, in conjunction with the previous chart, giving winners AND losers the following points:

Played Elite Italians: +20pts	Played Elite French: +10pts	Played 2nd Line Germans: +5pts
Played Regular Italians: +35pts	Played Regular French: +20pts	Played 2nd Line Americans: +10pts
Played 2nd Line Italians: +50pts	Played 2nd Line French: +30pts	Played 2nd Line Russians: +10pts

This really gives players incentive to get out of the rut and play something different. The measly +5 points 2nd Line Germans give might be the difference between top dog and second place.

Coin Tosses Win No Friends

An age old problem always crops up of who gets to choose the scenario, or nationality, or be the attacker/defender. If the players are having trouble deciding between themselves, I found a neat trick to let them put their guts where their instincts lie.

My FinnSickle tournament scenario had players determining which pre-generated side they would play, but you can make it as generic as you need.

"If you and your opponent wish to play the same side, you must bid for it. Both of you secretly write a bid of how many Points You Will Give Up to play that side. Personality cards do not have to be specified at this time. The higher bidder wins the side, but gives up personality cards equal to or greater than their winning bid. There is no such thing as a negative bid. A bid of 0 is acceptable, but you'll probably be rebidding."

Maybe next game each player will be able to come to agreement without the need for special intervention. Or maybe the wily player will force a bid no matter what. C'est la guerre.

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Attu Island: Hell Frozen Over

A Brutal Winter Rules Campaign in the Aleutians

by Michael P. Nagel

Web Note: To get back to the historical article, [click here.](#)

The fighting on Attu was fast and furious. It was also a trial of strength for all those who participated in it. What better way to simulate this battle than in campaign format? History has already dictated that the Japanese army will lose this particular conflict. But as we all know, UP FRONT is about men, not armies! Can your Japanese squad make a brave stand and deal out more damage than it takes? Or will your American grunts live to stand on Engineer Hill after the deadly Japanese onslaught?

What follows is a series of scenarios which endeavor to follow the basic flow of the situation. Players can lengthen the duration of the campaign by sprinkling an additional number of Patrol encounters among the listed engagements. An odd number of scenarios should still be maintained, however. Final victory in the campaign can be determined in one of several ways:

After the last scenario, whom ever has won the majority of the games is the campaign victor.

The campaign is run according to standard Campaign Rules (42). Whom ever has accumulated the most campaign victory points at the end of the last scenario is the campaign victor.

Each side starts with a pool of DYO points equal to the sum total DYO points for each scenario (the basic amount is provided for convenience). The players may spend points out of this pool at the beginning of each scenario as they see fit (subject to a few limitations as outlined below). At the end of each scenario, each side recovers a number of points equal to the sum total DYO values of surviving personalities, plus half the sum total DYO points of Routed personalities (Panics and KIAs are worth nothing). Winning according to the scenario victory conditions accrues an additional 100 points. The player with the largest pool remaining at the end of the campaign is considered the campaign victor.

Scenario Title	American	DYO Points	Japanese	DYO Points
#1 Delaying Action	Attacker	388	Defender	236
#2 Ambush	Defender	481	Attacker	497
#3 Patrol	Defender	224	Attacker	236
#4 Evacuation	Defender	242	Attacker	236
#5 Surrounded	Attacker	324	Defender	259
#6 Surprise Attack	Defender	236	Attacker	242
	Attacker	224	Defender	236
#7 Patrol		2119		1942

Totals:

Special Campaign Rules:

1. Jim Burnett's Winter Rules are in full effect.
2. When playing the scenarios as DYO, the following restrictions apply:
 - a. No AFVs or Infantry Guns may be purchased!
 - b. No Elite units may be purchased until the fourth scenario (Exception: The Japanese in the second scenario are automatically Elite, and need not pay the premium). Elite units must be purchased by both sides for the sixth scenario.
 - c. The Americans may not purchase Radios for the first three scenarios.
3. Contrary to rule 46.1, no Marines can be used/purchased in any of the scenarios listed.
4. The first card drawn in each scenario (after hands have been dealt and initial terrain played, etc...) is a Fog Check. Check the RPC value in the column equal to the scenario number. If the value is red, Fog has settled over the battle area. Fog acts like Smoke in all respects, except that it covers every group, and is not blown away by breezes. Also, the Americans must attempt to Spot the Japanese before attacking (rules 38.2 and 38.3). When calling in a Fire Mission with a Radio (rule 40.2) in foggy weather, a black six RNC

results in the calling group getting attacked instead of the enemy.

5. FROSTBITE: At the end of each scenario, any wounded personality is considered KIA.

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Iwo Jima Mop-Up Detail Treat

A 2-Player Scenario

by Phil Henderson

Return to the [historical article](#).

Special Terrain Rules for Combat on Iwo Jima:

1. -3 Buildings are considered underground entrenchments. -3 Buildings are given to a player as defined by special scenario rules before set up. Any -3 Buildings cards unused before play or vacated during play are removed from the game. Normal buildings rules apply except for the following:

No more than 5 personality cards may occupy this terrain in a single group. A single group may not have more than one machine gun.

Individual Transfers to or from -3 Buildings are allowed; however the individual transfer is subject to a +3 modifier to all Fire attacks against the sending or receiving groups (the man is between the two entrenchments and is essentially in Open Ground).

Any group in an underground entrenchment may not use Concealment Cards to reduce the Fire Strength of an attack against them. (Note that Concealment Cards are not considered Cower cards for a Japanese player in an underground entrenchment, because the group could use Concealment Cards if they were in any other terrain).

2. -2 Buildings are considered rocky escarpments as in Desert Rule 52.14. There are no weapons restrictions and Entrenching is not allowed.

3. Woods and Stream cards are considered Cower cards and are removed from play as discarded or drawn for RPC/RNC.

4. Marsh cards are considered wet volcanic ash, rules are unchanged.

5. Entrenchment. A successful Entrenchment attempt requires an RNC of 1. If a red 6 RNC is drawn the group has hit an volcanic steam vent. An RPC is drawn and the indicated man is wounded (Rule 33).

6. Line of sight. Opposing groups at RRO and RR1 have 0 Firepower factors against each other due to line of sight. Exception: if one or both of the opposing groups are occupying Hill terrain, both groups have their normal number of Firepower factors.

7. Malfunctions. All malfunction numbers have their breakdown range increased by one as with Desert Rule 52.3 as Iwo Jima's "sand" is actually a powdery volcanic ash making weapons difficult to keep clean.

Background:

The island of Iwo Jima has been declared captured by Admiral Nimitz. The Americans estimate that approximately 200 disorganized Japanese soldiers remain on the island; in reality 2500 well-armed Japanese are still concealed in underground entrenchments. The Army's 147th Regiment has been brought in for mop-up detail to remove these remaining Japanese from the island. The remaining Japanese are committed to fight to the last man.

Special Scenario Rules:

1. The Japanese player is given the four -3 Buildings cards to use as underground entrenchments prior to set up (Special Terrain Rule 1) and one Flank chit. If a Japanese group is in a position to laterally flank (17.2) an American group they may play one Flank Movement card to the discard tray as the sole action for that group. This group is now entitled to Flanking Fire against the American group indicated by the placement of the Japanese player's Flank chit. The Flanking Fire remains until negated as per rule 17.4 or the Japanese player decides to flank a different American group with the play of another Flank Movement card to the discard tray.

2. Hara Kiri. On the Japanese turn, one, some or all men in a group may attempt Hara Kiri as the sole action of that group. Japanese prisoners may not attempt Hara Kiri.

In order to attempt Hara Kiri, each man must pass a Morale Check (20.21).

An unpinned man may attempt Hara Kiri without a Morale Check by playing a Movement card to the discard pile as in rule 20.22.

Resolution: An RNC is drawn for each man attempting Hara Kiri. If the RNC is red the attempt is successful and the personality card is removed from play.

No victory points are awarded to the opposing player for Japanese personality cards removed by Hara Kiri.

3. Area Fire. Due to the well-hidden entrenchments of the Japanese, the Fire Strength of all American fire is halved (fractions rounded down) against any Japanese group that has not fired.

4. The American player may use the Rally 6 or Rally All cards as Hero Cards (Rally and double the Fire Power of one personality card at any time; does not count as an action for the group).

Scenario Setup:

Number of Decks: 3
Japanese set up first, Americans play first.

Discards: Woods and Stream as per Special Terrain Rule 3.

Cower cards: Pillbox (both), Minefields (for Americans only)

American Personalities: 2-5, 7, 9, 11, 12, 16-20, #FT(M4, P6), 1 DC

Japanese Personalities:

Version One: 1-11, 13 (with a Shiki LMG instead of rifle), 27, Double Snipers

Version Two: 1-12, 16, 1 DC, Double Snipers
[Note: Version Two makes the scenario more "Iwo Jima-like" and is not for the squeamish!]

Victory Conditions: The player with the most victory points at the end of the time limit is the winner (16.2). Victory points are awarded for casualties as follows : 2pts for KIA (0 points for KIA due to hara kiri); 1pt for Rout; and 10pts for prisoners (instead of the 5pts from Rule 32). If both sides have the same number of victory points

the Japanese player wins. Aggressive Action VPs are awarded to groups in Escarpment terrain (-2 Buildings) at Range Chit 3 or higher.

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Meeting of Patrols...Again?!

Scenario Generation Tables

These are the associated tables with the article, Meeting of Patrols...Again?!. Target links back to the article are included at the end of each table.

Scenario Selection Table

##	Scenario	Available Nationalities
1-7		
8-14		
15-21	A. Meeting of Patrols/Patrol	Am, Ru, Br, Fr, Ge, Ja, It
22-28	B. City Fight	Am, Ru, Fr, Ge, It
29-35	C. Assaulting a Fortification	Am, Ru, Fr, Ge, It
36-42	D. Rear Guard Action	Am, Ru, Fr, Ge, It
43-49	E. Armored Recon Patrol	Am, Ru, Br, Fr, Ge, Ja, It
50-56	F. Infantry's Iron Fist	Am, Ru, Br, Fr, Ge, Ja, It
57-63	G. Block Clearing	Am, Ru, Br, Fr, Ge, Ja, It
64-70	H. Armored Advance	Am, Ru, Br, Fr, Ge, Ja, It
71-77	I. Partisans	Ru, Fr, Ge
78-84	K. Elite Troops on the Attack	Am, Ru, Br, Fr, Ge, Ja, It
85-91	L. Outpost Line	Am, Ru, Br, Fr, Ge, Ja, It
92-98	M. Jungle Meeting	Am, Br, Ja
99-	N. Engagement	Am, Br, Ja
105	O. Assaulting a Pillbox	Am, Ru, Br, Fr, Ge, Ja, It
106-	P. Evacuation	Am, Ru, Br, Ge, Ja
112	Q. Delaying Action	Am, Ru, Br, Fr, Ge, Ja, It
113-	R. Paratroop Drop	Am, Ru, Br, Fr, Ge, Ja, It
119	S. Jungle Assault	Am, Ru, Br, Fr, Ge, Ja, It
120-	T. Armor Patrol	Am, Br, Ja
126	U. Armor	Am, Ru, Br, Fr, Ge, Ja, It
127-	V. Ambush	Am, Ru, Br, Fr, Ge, Ja, It
133	W. Surprise Attack	Am, Ru, Br, Fr, Ge, Ja, It
134-	X. Surrounded	any historical, per DYO values
140	DYO – (draw again)	
141-		
147		
148-		
154		
155-		
162		

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Environmental Condition Table

RPC	Environment Name
1-7	Normal
8-9	Jungle
0	Desert (Winter, if allowed and the RNC draw is red)

[Back to article](#)**Optional Weather Conditions**

RNC	Normal	Jungle	Desert	Winter
0	Dry	Dry	Dry	Dry
1	Dry	Dry	Dry	Dry
2	Dry	Light	Dry	Light
3	Light	Light	Light	Light
4	Heavy	Mud	Light	Heavy
5	Mud	Mud	Extreme	Mud
6	Extreme	Extreme	Heavy	Extreme

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The Devil's Brigade – Scenario Rules

The Elite First Special Service Force

by Rob Genadio

Web note: This article was changed from its original format

Links to other related articles:

[The Devil's Brigade](#) [Monte la Difesa](#), scenario
[The Saddle](#), scenario

Special Rules for both Devil's Brigade Scenarios.

These rules apply to both of the accompanying scenarios:

1. All Devil's Brigade personalities are considered U.S. for game purposes. Although their numbers were over one-third Canadian, the men used U.S. equipment and trained and fought together as a U.S. unit.
2. All –2 Building cards are considered Escarpments, deducting 2 from the Fire Strength of the group attacking it. –3 Buildings are Cower cards and removed from the game as they are discarded unused or as random number/position draws. There is no weapon usage restriction for occupying an Escarpment. Entrenching is not allowed in an Escarpment.
3. Walls are considered to be low ridges but all Wall rules apply normally.
4. As good as the Panzer Grenadiers were, the FSSF troops, despite their lack of combat experience, are Elite compared to them (German status is considered regular).
5. DYO: No AFVs or Infantry Guns may be purchased.

The scenarios introduce two new weapons to UP FRONT: the Johnson M1941 light machine gun and the German FG 42. In addition to its use here or in other possible FSSF recreations, the Johnson can be used in any post-1941 scenario involving the U.S. Marine Corps. The FG 42 is limited to scenarios involving Fallschirmjaeger or Luftwaffe field troops.

You can never have more than one LMG to a group

(as per BANZAI rule 46.4), whether it be a Johnson or a BAR, or a FG 42 or a MG 34.

Having been fully trained in live-fire practice with German (and Japanese) weapons, the FSSF soldiers do not suffer from the malfunction rule (20.741) affecting captured weapons. All captured weapons are instead treated like normal Primary or Secondary armament.

Four cards are provided for use with the accompanying scenarios and DYO situations. If you damage or misplace these cards, you can use standard personality cards, with the adjustments detailed below. The American cards used are #3 (Fox, BAR) and #19 (MacGowan, BAR), whose Pinned Close Combat values should be adjusted to 3/0 and 2/-1 respectively. The German cards used are #3 (Schussel, LMG) and #12 (Greiss, LMG), whose Pinned CCVs should be adjusted to 3/-1 and 4/0 respectively.

The American Johnson M1941 Light Machine Gun

In addition to its regular weaponry, the Forcemen also carried the Johnson M1941 light machine gun. Already in use by the Marine Corps, the Army, in a controversial decision, had passed on the weapon in favor of renewing orders for the time-proven BAR. The Johnson was slightly less reliable than the BAR, but it had more kick and was five pounds lighter, making it ideal for Colonel Frederick's mountain climbing troops. It can be represented by any Personality card armed with a BAR, but the following differences apply:

A Morale 3 Personality armed with a Johnson costs 43 points, and a Morale 4 Personality costs 50 points.

The card's CCV is increased by 1 to CCV: 3.

The gun will malfunction on a red x5-6 RNC (but it is not considered a crew weapon). It is repaired (or eliminated) the same as a BAR. (Later in the Pacific War many Marine units were equipped with the Johnson M1944. Its main design improvement over its predecessor was its increased reliability. The M1944 malfunctions on x6, the same as a BAR.)

Use a BAR counter when the Johnson gun is dropped or malfunctions. If the weapon is picked up by an unarmed personality normally equipped with a different weapon, remember that the Johnson malfunctions on a red x5-6 RNC.

The Johnson's Firepower is summarized according to the following table:

RELATIVE RANGE	0	1	2	3	4	5
FIREPOWER	2	3	4	4	5	6

The German FG42 Assault Rifle

The German paratroopers that made up the Panzer Grenadiers opposing the Force themselves had a different weapon in addition to the usual stock, the FG 42 Fallschirmjaeger-Gewehr multi-purpose assault weapon. This assault rifle was light in weight and possessed a high rate of fire, but its heavy recoil tended to scatter its shots at very high ranges. It can be represented by any Personality armed with a MG 34, but the following differences apply:

It is not a crewed weapon.

A Morale 3 Personality armed with a FG 42 costs 50 points, and a Morale 4 Personality costs 58 points.

The card's CCV is increased by 3 to CCV: 4. Not only was the FG 42 much lighter but it also had an integral bayonet.

Use a LMG counter when the FG42 is dropped or malfunctions.

The FG42's Firepower is summarized according to the following table:

RELATIVE RANGE	0	1	2	3	4	5
FIREPOWER	1	3	4	4	6	6

Basic Campaign rules can be applied if playing both scenarios in sequence.

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Opening Setups Revisited – Part 2

Alternatives to a Previous Approach

by Andrew Maly

Web note: This article is very long and has been modified for easier reading.

Part 1 – Introductory commentary on the

nationalities

Part 3 – Italian, Japanese, Marine and Russian
setups

A Meeting of Patrols/Patrols (Scenarios A and M):

Americans:

Given the desire for greater hand flexibility, yet maintaining an approach which would lead toward victory yields only two “legitimate” setups. Either the 2-6-4 or the 3-5-4. Both provide for a firebase, and a maneuver group. However, both the 2-6-4 and 3-5-4 provide for little margin of error. The “maneuver” groups designed to win the scenario cannot afford even a single casualty. The firebase is weakened, because of the desire to achieve greater card flow. This sort of obviousness makes your opponent's job just a bit easier.

What, then, to do? Given that the primary opponent of the American squad will be either the Italians, Germans or French, dealing with the issue using brute force, and not maneuver might not be such a bad idea.

It has been surmised that the solution to the problem was the 4-8. Again, the flaw with this approach is that the loss of even one man in Group A dooms the American chances of an automatic victory. This leads, generally, to some unpleasant tactics with group B to make up for the loss. However, because of the presence of eight men, a lot of down time can be expected waiting for rally cards. Certainly, men can be left behind to fate, but with the loss of men from Group A, its not a decision a lot of American commanders are willing to take, as it puts them even closer to the breaking point. I'll take a bold leap of faith and say that it is a rare case when an American firebase group achieves the scenario victory conditions.

The 5-7 provides a margin of error for both the maneuver group and the fire base. Both have adequate resources to perform their jobs, and this setup provides a counter for each of your opponents. Germans? You get to match their firepower, and even if they get the first move, you can engage them in a firefight. Italians? Your morale is better. French? A Van de Graffe generator doesn't produce as much static.

Even so, with this setup, the maneuver group is a fragile lot. Risks may need to be taken with this group, but such risks should be well calculated. At the very least, the American player should maintain a few cards for the purpose of extracting this group from trouble.

The 6-6 goes just a bit too far, in that the maneuver group becomes too easily pinned down and the firebase becomes just a bit too weak. Thus, it is not advocated.

RECOMMENDED AMERICAN SETUP

<u>Group A</u>	<u>Group B</u>
12, 8, 10, 6, 2	11, 5, 7, 4, 9, 3, 1

British:

The British seem to be a blend of the American and German squads, with the liabilities of both and the benefits of neither. The ten man squad isn't built to take a lot of punishment. The discard requirements are akin to the American, without the benefit of the sixth card to tuck away for emergencies.

Further, any thought of breaking down into more than two groups is dangerous at best. A low morale maneuver group is much better than two two-man flanking groups. This just attracts lead toward the firebase, unless you do something really stupid. Then one of your flank groups winds up out of the game. Even with only four men, the "maneuver" group can dish out decent firepower. This setup doesn't lead to many flashy victories or defeats. Tight contests are the order of the day with the British, and every game should play that way.

RECOMMENDED BRITISH SETUP

<u>Group A</u>	<u>Group B</u>
9, 10, 7, 2	4, 6, 8, 5, 3, 1

French:

Since the French are portrayed as a static group, its in their best interest to play as such. That means don't expect to move that much, and be prepared to shove out mass volumes of fire. Don't expect to win this scenario by maneuver, rather, bludgeon your opponent and take advantage of any opportunity that may arise. This means forgoing the victory conditions, and the common maxims regarding setup.

Following this philosophy, there is ample room in the French hand to hold cards. Cycling cards can be achieved just as easily and readily through discarding as through the play of cards at times. This should lead French players to consider bidding their time if there is not a pressing need. As an example, the German maneuver group advances to Range Chit 1. Given the opportunity to fire at the moving target may be the easy choice, but if this move voids your hands of usable fire cards it may be more prudent to hold onto that fire card in an attempt to build a better reception for the advance to Range Chit 2.

One advantage of keeping a large immobile firebase is that it increases the number of fire cards usable by that Group. More fire means faster cycling of the deck. And this puts an end to your misery even faster. The two fringe groups increase your potential for using cards, in an attempt to put some life into an otherwise dead hand.

The other option for the French player is to go with the 5-7 approach, in an attempt to win the scenario. This maneuver group is as fragile as the American 5-7 maneuver group, so wild risks cannot be taken with the group. Building a hand to move either group is painfully slow, and yet a balanced hand must be maintained. The result is painful, as the game moves much more rapidly than your hand will allow you to change to meet the dynamic conditions.

RECOMMENDED FRENCH SETUPS

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
----------------	----------------	----------------

5, 10	4, 6, 8, 12, 9, 7, 3, 2	11, 1
<u>Group A</u>		<u>Group B</u>
6, 10, 5, 11, 1		4, 8, 12, 9, 7, 3, 2

Germans:

Two German setups for this scenario were initially proposed. The 2-8 was labeled a horrendous setup, and both versions of the 4-6 were presented. (The second version being the weak firebase/strong maneuver groups). Original theory advocated that a strong firebase be brought to bear versus the Americans, and a strong maneuver group be brought to bear versus the Russians. The weak fire base 4-6 proved to be fairly popular during the early days, but even against the Russians the 4-6 has evolved into putting the better morale into the fire group. The rationale is that you will be able to tear up any Russian group which attempts to close to relative range five. Engaging the Russians in close combat is really only desirable if you like losing this scenario, so you need a sustainable firebase to survive.

Other combinations have been tried, 2-6-2, 3-7, and a 5-5, but none of these combinations seems to maximize the German potential in this scenario. Additionally, the 2-6-2 and 3-7 basically forfeit any possibility that the German player will be able to fulfill the scenario victory conditions. Given the choice of hitting a gnat or a big fly, I think most would opt for the big target. The 5-5 is the German equivalent of the American 6-6. This type of setup weakens the fire base just a bit too much. Perhaps the comfort with the 4-6 setup is yet another reason for the popularity of the Germans.

RECOMMENDED GERMAN SETUP	
<u>Group A</u>	<u>Group B</u>
5, 8, 7, 2	10, 9, 4, 6, 3, 1

[Part 1](#) – Introductory commentary on the nationalities

[Part 3](#) – Italian, Japanese, Marine and Russian setups

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Opening Setups Revisited – Part 3

Alternatives to a Previous Approach

by Andrew Maly

Web note: This article is very long and has been modified for easier reading.

Part 1 – Introductory commentary on the nationalities

Part 2 – American, British, French and German setups

A Meeting of Patrols/Patrols (Scenarios A and M):

Italians:

My philosophy for the Italians runs contrary to what I've said for most of the other nationalities, and that is, bigger is better. Large groups, not four groups is the way to go. Certainly both strategies are prone to backfire, but my argument for such a setup is thus: the more men you have in a group, the less likely that you will surrender as the result of one fire attack. Of course there are the times that you encounter a Fire:5 moving in the open while under a Wire card. In that situation anyone is up the creek. I firmly believe that the ideal Italian hand consists of the following: Movement, Concealment, Terrain, Hero. As you can see, this means one of two things, either you play ultra conservative and lose, or take a chance and pray you don't get hosed. Each group should be capable of supporting the others, and never move one group two range chits beyond the rest of the squad, unless it means certain victory.

With these thoughts in mind, I propose the following groups: 6-6-6, 6-7-5 or a 4-7-7. Those are the order in which I recommend their use. Your opponents are either a lot tougher than you (Russians) or can afford the luxury of knowing where they will be going to when they move (Americans, British, or Germans). In either case, you need the potential for dealing heavy doses of firepower. Dividing into four groups doesn't provide enough firepower, and makes it a little easier to surrender your groups.

RECOMMENDED ITALIAN SETUPS

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
-----------------------	-----------------------	-----------------------

10, 14, 16, 15, 17, 5	8, 18, 6, 4, 3, 2	11, 13, 7, 12, 9, 1
Group A	Group B	Group C
10, 14, 16, 15, 17, 5	8, 18, 6, 4, 3, 2, 12	11, 13, 7, 9, 1

Group A	Group B	Group C
16, 15, 17, 5	8, 18, 6, 4, 3, 2, 12	10, 14, 11, 13, 7, 9, 1

Japanese:

The first Japanese setup presented was the 2-5-2-4. The obvious benefit of this setup is that it starts with a Group D, thus forcing the Allied player to either spread out his forces, or spend two or more turns establishing a Group C. The “drawback” is that even one loss out of Group D means that the scenario victory conditions cannot be met. This really isn’t so bad, however, for the Japanese, as they seem to breathe movement cards. Combine this with their high sustainability, and individual transfer doesn’t seem like such a bad thing. And it certainly represents one of the few nationalities that can realistically afford to hold a few soldiers in reserve.

An interesting variant versus the Marines or British is a 5-2-2-4 or vice versa. Certainly it violates the maxim of splitting ones forces, but it really creates havoc for the Allied player. The initial turns of the game are spent filtering the four center men out to the flanks. The Allied player has two options, spread himself out into three groups, or concentrate on one of the two threats. A Marine counter-spread is easily overwhelmed, and allowing the Marine player to beat up on one of your flanks (i.e. only 50% of your force) is not a problem, as the other flank will be claiming victory.

On the flip side, the four soldiers removed from the battle, and the lack of coordination between the B and D groups are seen by some as handicaps. This is easily solved by going to a 3-5-5 or a 2-6-5. My preference of the two is to use the 2-6-5 as it gets rid of your two weak soldiers. The likelihood that you will draw four usable cards in one turn is remote, and there are the discard

caveats, so cycling cards really isn't a problem. Further, you will have two strong groups, which mutually support each other and will be able to deal some hefty firepower at a single group. Having the option to crossfire or provide covering fire is tremendous. This philosophy generally means that combat becomes very deadly for both sides, but then, the Japanese can afford to trade one-for-one with any nation they battle.

RECOMMENDED JAPANESE SETUPS			
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
9, 12	7, 6, 13, 4, 3, 1	11, 10, 8, 5, 2	
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
9, 12	7, 6, 4, 3, 1	11, 13	10, 8, 5, 2
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
7, 6, 4, 3, 1	13, 12	11, 9	10, 8, 5, 2

Marines:

If you play the early war marines, forget any realistic chance of winning the scenario through victory conditions. In this case, the best way to go is with a 3-6, versus the 2-6-5. Let's deal with this situation first. The 3-6 advocates being able to put together one and only one firebase. Putting it central to the board allows it to maneuver easier and deal with any advances out to Group D. Leaving the three man group with the poorer troops relegates this group to useless. Putting the better morale troops into the "maneuver" group provides them with the capability to survive, and the mission of Close Combat. The objective in this instance is to isolate one of the two main Japanese groups, and deal with it piecemeal. Not a fantastic proposition, but necessary.

The other situation is facing the Spread offense. Then you need to consider how to deal with each flank, and each flank must be dealt with. The Japanese maneuverability will end this scenario quickly. Not only do you need a presence on each flank, you're going to need some significant firepower, as the Japanese relentlessly advance.

Even so, you'll still be out-gunned and out-maned. The only benefit you have at the start is that you get to see how the Japanese player sets up, and you get to respond accordingly. The goal is to get your Group B to C, which means that you need one or more movement cards. This is not an unreasonable expectation. Diluting the setup to three Groups (4-2-3 or 3-2-4) is an alternative, but it still requires that you laterally transfer men out to A and C. This is a bit riskier, but is fairly safe if done early in the game. Still, it leaves your groups a bit wanting for firepower early, which may cause quick problems. My recommended setup versus the Japanese spread is based on a 5-2-2-4 setup. The exact alignment of the setup should commit strength versus strength. Remember, the Japanese player can readily afford even casualties in this one, so sacrificing one flank isn't a possibility.

RECOMMENDED MARINE SETUPS		
<u>Group A</u>	<u>Group B</u>	
9, 11, 42	4, 12, 5, 7, 3, 43	
<u>Group A</u>	<u>Group B</u>	
5, 7, 12, 43	11, 4, 9, 3, 42	
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
7, 12, 43	5, 11	4, 9, 3, 42

Russians:

Two similar setups are the 2-X-2-Y where X and Y are either 6 and 5 or 7 and 4. Again, for reasons stated previously, the 6-5 combination is preferable to the 7-4, lest one loss negate the benefit of having a group D in the first place. Against the German player, it nearly forces a counter maneuver of German group B to C, to prevent an uncontested end run. Since this move by the German player does cover both Group B and Group D, going to an X-2-2-Y puts the German player on the horns of a dilemma equal to that of the Marines versus the Japanese.

The obvious drawback to the spread approach is that it separates the Russian strength, and can potentially be dealt with in a piecemeal fashion. If group X or Y needs assistance, there is no direct

help from either group A or C (or B or C), as these four men are considered "expendable", and generally don't enter into play, unless it is to burn additional cards from the Russian player's hand. That sacrifice of over 25% of your manpower may be just a bit too much of an advantage for any opponent.

The alternatives are a 2-8-5, a 2-7-6 or a 3-7-5. These three setups basically write off the weakest portion of the Russian squad, which could be considered a liability, anyway. The firebase maintains a beefy approach, so the loss of a single rifleman won't present a significant setback. Further, the maneuver group has some extra weight, and it too can survive the loss of one of its members before becoming nothing more than a victory point group. This approach basically forces the "go for the throat" approach, and a Russian player using this setup must be willing to take a chance in close combat. Being able to throw a group of Morale 4 and Morale 5 men against any opponent is definitely something to be feared. Against the Japanese, you can expect them to be closing just as fast, so being prepared for a toe-to-toe slugging match makes a lot of sense.

RECOMMENDED RUSSIAN SETUPS			
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
9, 10, 14	13, 6, 4, 8, 12, 2, 3	15, 11, 5, 7, 1	
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
14, 11	13, 4, 8, 12, 2, 3	9, 10	6, 5, 7, 15, 1
<u>Group A</u>	<u>Group B</u>	<u>Group C</u>	<u>Group D</u>
13, 4, 8, 12, 2, 3	14, 11	9, 10	6, 5, 7, 15, 1

Wrap Up:

Hopefully this long winded dissertation has served a useful purpose. I'd consider any of the following results a success:

- A new or relatively new UP FRONT player reads it and stomps their opponent after reading it,

- It provides a veteran player with an unconsidered alternative, which gets tried at a later date, or
- It makes you believe that I know absolutely nothing about the game and you write your own novella about basic UP FRONT strategy.

Actually, counter-opinions are encouraged, as it introduces new potential and possibilities of play.

One other point. Depending on the response to this article, the editor may publish part two, which focuses on the City Fight. Necessarily part two is shorter, because of the lack of Japanese and British squads for that scenario. And if you're not careful, it may be the start of a regular column. . .

[Part 1](#) – Introductory commentary on the nationalities

[Part 2](#) – American, British, French and German setups

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Ortona: The Western Stalingrad

An Overview and 2-Player Scenario

by Keith Martens

Web note: This article was changed from its original format

Ortona Main Article

UP FRONT Scenario

When designing a scenario, two things are paramount to me: the scenario should reflect what happened in the historical event by giving the gamer a “feel” for it and it should be a fun balanced game.

UP FRONT is a fast moving, nail biting game on the ultimate tactical level of one to one. The scenarios tend to be outdoor affairs where sweeping fields of fire dominate the battlefield. Even the city fight and pillbox scenarios allow a fair bit of maneuver in the open. To simulate Ortona a key factor was that a lot of the battle was spent moving through buildings avoiding the death on the streets. Therefore the two groups (one for each side of the street) and the extra heavy terrain benefits were included. The optional reinforcements represent a minor flanking force in an alley or a force moving on another floor.

These rule additions allow a slow steady advance to relative range five. When the Canadians reach relative range five the special “mouse-holing” rules give them some options on how to assault. The Germans are given Snipers and Minefields, simulating the variety of traps used to slow up the Canadian advance.

Lastly, the Victory Conditions force the Canadians to make some headway before three decks are used.

Special Scenario Rules:

1. Both sides may only set up in group B or C and may not laterally move except between B and C.
2. The Canadian player may elect to use Reinforcements (35). The reinforcements consist of any four men (except the SL) from the initial force. These men enter after one deck but as Group A or D. Lateral transfer for the Canadian player is then allowed between B, C, and the reinforcement’s group.
3. After setup, but before terrain, the German player receives two random buildings cards for placement on his groups.
4. All Woods and Gully cards are treated as -2 Buildings in all respects.
5. All Buildings cards have their terrain modifiers increased by one (ie, a -3 modifier becomes -4). This includes the substitute cards above.
6. Hills, Stream, Wire, Brush, and Wall cards function normally. Hills should be conceptualized as an advantageous firing position (2nd story etc.) while a stream is an inopportune rubble pile or major barrier. Wire is a less serious form of barrier.
7. Only the Germans may use snipers and it takes two successful sniper checks (14.4) to eliminate the German snipers.
8. Canadians at relative range five, that possess a Demolition Charge or PIAT can perform a “mouse-hole” attack:
 - The Canadian player plays a fire card of any strength as his action. The group must be non-moving and contain no pinned men.
 - Demolition charges are expended and a RNC is pulled to determine whether the PIAT or the demolition charge malfunctions.
 - The Canadian group then makes an immediate Close Combat attack with eligible men on the German group. The eligible Canadian men are non-PIAT, non-demolition charge men who pass a Morale Check. Men failing the Check are pinned.
9. **Victory Points** – Only the Canadian player received Victory Points. He receives Victory Points for preserving his men, inflicting enemy losses, and gaining ground. The Canadian starts with -20 Victory Points.
 - **Unit Losses** – the number shown is applied to the Canadian total for losing men or causing losses. Remember 16.41 – Pinned men are not eligible for Victory Points for either side.

RESULT	CANADIAN	GERMAN
Each Man Killed	-2	2
Each Man Wounded or Routed	-1	1
Each Man Captured	-5	5
Broken Squad	-25	25

- **Terrain** – At the end of the scenario, the Canadian player multiplies the number of unpinned men occupying a building in each group by the present range chit of its group. *Two thirds* of this number is added to the Victory total.

Scenario Setup:

Decks: 3

Canadians setup and move first

Discards: None!

Cower Cards: Pillbox and Marsh, Minefields and Snipers (attacker only)

Canadians: 2-5, 8, 11, 17, 20-22, 24, DC

Germans: 1, 3, 6, 9, 10, 23, double snipers

Victory Conditions: Canadians must accrue a positive Victory Point balance or the Germans win.

Strategy Tips

Canadians

To be successful you must think like a Commonwealth troop. You do not have men to burn like the Russians or an over-abundance of equipment like the Americans and while your morale is high you do not have the combat flexibility of the Germans.

You must execute a careful relentless advance from one building to the next. Use the “bounding” technique; settle a group to act as covering fire and advance the other. Have the terrain ready (rally and/or concealment would not hurt either), you do not want to give the Germans more than one turn to fire at you.

Conserve your PIAT guns, their breakdown numbers and low repair chance makes them an unproductive infantry mortar. Use them for “mouse-holing.” The Demolition Charge can be used for a direct assault if the defender is in relatively poor terrain. Obviously, “mouse-holing” in strength can be devastating but you have to get to the German in strength and pin him so he does not slip away.

Overcoming the German position without breaking will take all of what the Canadians possessed; bravery, skill, and patience.

Germans

Initial set up of the meager German forces is very important. The two main options are to have two even strength groups, or one fire group and a small holding force. Since the Canadian setup is known (they will probably come with two even groups) it really depends on whether the reinforcement option is chosen. If the Canadian is using reinforcements you should have two balanced groups to avoid having your holding group flanked. A large kill group is risky but tenable if the Canadian is overbalanced and you can oppose his main force.

You should use all delaying terrain possible: Wire Stream, Minefields (of course), Brush, Wall, and yes, even Hill should be played on the advancing opponent. You will undoubtably be in -3 terrain or better and by placing him in -1 terrain, even where he has a fire advantage you will put him at a disadvantage and may find he will reject the terrain. Also since you can always discard without crimping your move, the Germans are best at placing blocking terrain.

Your two sniper checks before curtailment allows you to use snipers with abandonment. This nuisance along with the threat of a minefield should drive him crazy.

Your two main decisions should be when to fire and when to tactically withdraw. As he slowly creeps forward you will have built up an impressive array of fire cards. But if you fire them, you may find he has a rally card and he will then move boldly forward for a few turns. This is the German weakness. Once you have a bad hand your one discard per turn makes for a long comeback to a good hand. Be patient and hold back one good card to make him pay for his recklessness. Force him into weak terrain and then fire.

On the subject of retreating two things are mandatory: keep your line even and stay in buildings. If you let the Canadians get a decent fire attack against you or he can concentrate a close assault against one of your groups you will find yourself out of the game.

With patience and the proper timing of blocking terrain and fire attacks, you will be able to blunt the Canadian attack before it reaches you. If all else fails withdraw before the final assault.

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The Short Campaign

An Up Front Campaign Variant

by Daniel C. Holtrop

Web note: This article was changed from its original format

The Article

JUNGLE/BANZAI Campaign

Scenario Order: M-N-Q-T-U-O-S (seven scenarios)

Special Campaign Rules: None

ARDENNES Campaign

Scenario Order: K-D-A-B-E-F-G-H-L (nine scenarios)

Special Campaign Rules:

- 1. Time saving rule:** eliminate scenarios A and B.
2. The same SS squad must attack one or two squads of green troops in scenario K, a squad of upset line troops in scenario D, and elite reinforcements in the remaining scenarios.
3. **American Trial by Fire:** If the first squad in scenario K is broken, it surrenders. The second squad in scenario K surrenders only if broken, plus losing one more man (to pursuit). The squad in scenario D breaks only at over 50% losses plus one (because they are hot and bothered, and under intense pressure to buy time), but surrenders if it loses another man beyond that.
4. **American Remnant Reinforcements:** The American may keep track of the best men whose squad is broken but does not surrender in scenarios K and D, to a maximum of five men (the number of blank cards in the American Personality deck). That squad maintains its integrity; plus it's presumed the American will lose these, as he did historically. Winning one or both is a bonus in itself. The Morale, Panic, and initially issued weapons of remnant reinforcements should be noted, as well as rank, elan, promotion, etc. These men may join the Elite squad in the game, and become Elite themselves for all game purposes. However, there is no requirement that any one of these remnant reinforcements be used (e.g. if one's morale is too low for the player's preference in a scenario).
5. **Fog:** Fog, usually treated identically to and cumulatively with Smoke, plagues the beginning of each scenario until at least scenario E. When it does not start a scenario, it no longer applies in the campaign. According to the following schedule, each scenario begins with a Fog level (which acts as perpetual Smoke), but may clear — prior to scenario setup — with the draw of a RNC.

Regarding ordinance, a clarification of the Smoke rules pertains: The total visual impairment number affects the To Hit draw, not necessarily the Fire Strength. But it also subtracts from the strength of incoming and outgoing shots unless the RNC which hits is black, in which case it is a critical hit. As with Smoke, no acquisition may be made in Fog.

FOG CLEARANCE TABLE

Scenario	Fog Protection	Fog Clearance Draw
K	-2	-
D-B	-1	-
E	-1	6
F	-1	0
G	-1	0-3
H	-1	0-4
L	-1	0-5

At the end of each deck, a RNC draw of 6 changes the fog status which varies the fog density per the following schedule:

FOG DENSITY TABLE

Current Fog Protection	Black 6 RNC	Red 6 RNC
-2	Clears	-1
-1	0	-2
0	-1	-2

6. American Air Support: In this campaign, the American squad is supplied with one Radio chit per scenario in addition to its normal setup. Any time Fog is not in play, they may use the radio to call in tactical air support. An extra RNC must be drawn for the support to be effective (i.e., the first RNC draw determines if the strike is accepted, and a second is required to see if the attack is carried out successfully). If the second RNC draw is a red 6, the air strike attacks the Americans by mistake! Any subsequent draw of a red 4-6 while determining the individual results signifies that the pilots have seen their error and have broken off the attack.

The strength of the air strike is one less than the strength of the Radio being used.

7. German Assault Riflemen: These may be substituted for riflemen or machine pistols called for in a given scenario. All available men armed with the required weapon must first be used; but ARs may always be substituted before the other different weapon (e.g., a rifleman called for is dead; if all rifleman are used, an AR may be brought in; the German need not use all of the MPs before the ARs in this case).

Optional: Use of ARs costs one VP each man per scenario as per reinforcements, although the men originally appear at KIA 8. The AR men add considerable value to the squad, possibly skewing the scenario; however, this campaign as a whole is an uphill battle for the Germans, as it was historically.

BERLIN Campaign

Scenario Order: L (Russian Attack) -D-E-F-G-H (six scenarios)

Special Campaign Rules:

1. Extend the campaign length by adding Scenario C, but the defender must be compensated for the lack of minefields in Berlin.

2. **Scenario L Modifications:** Substitute Russian #37 for #32 (+80pts). Substitute German #19, a DC and a PF for #9 (+80pts). It would be fun to substitute German #38 for #46 and attack with an AFV-Flamethrower, but they can't in this campaign.

3. **Scenario E Modifications:** Remove first three Woods instead of first four Buildings.

4. **Scenario F Modifications:** Remove first three Woods instead of first four Buildings. With the Russians attacking, substitute Russian #32 for #40 (+32pts); and German #22 and a PF for #7 (+31pts). With the Germans attacking, substitute German #19, #26, and #27 for #5, #7, and #9 (+34pts); and add Russian #19, #27, or #22 and a Radio (+33, +33, and +34pts respectively). The Russian player should draw a RPC to determine which of the three options will be used before the German sets up. The Russian player may omit the Commissar possibility if the Commissar is killed or wounded.

5. **Scenario G Modifications:** Treat all Woods and Brush as rubbed buildings. The defender receives the Pillbox as a -4 Building *in addition* to an extra -3 Building. With the Russians attacking, substitute Russian #39 for #34 (+134pts), and German #11, #16, #27, and a DC for #5 (+133pts). With the Russians defending, substitute German #35, #19, and #27 for #9, #18, and #40 (+220pts); and add Russian #19 and #30 (+220pts).

6. **Scenario H Modifications:** Treat all Woods and Brush as rubbed Buildings. Rather than checking for a terrain card, the defender simply receives one extra -3 Buildings. With the Russians attacking, substitute #34 for #32 and #37 (+30pts); and German #19 and a PF for #9 (+30pts). With the Russians defending, substitute German #19, #27, and #41 for #8, #9, and #42; and add Russian #12 and #13, or #19 (+31 and +33pts respectively). The Russian player should draw a RPC to determine which option is used. The Russian player may omit the Commissar possibility if the Commissar is killed or wounded.

7. **Scenario C Modifications** (if used): The defender may use Booby Traps instead of mines; do not discard the cards once used. Any number of men may be in the Pillbox, which is a -4 Building.

MOSCOW Campaign

Scenario Order: K-D-A-B-E-F-H-L (eight scenarios)

Special Campaign Rules:

1. Winter Conditions: Owing to light blowing snow, all Fire Strengths and To Hit numbers are decreased by one. Also, no acquisitions may be maintained.

2. As in the Ardennes campaign, Trial by Fire and Remnant Reinforcements are in use. Soviet troops in Scenario K surrender only when they have suffered over 75% casualties, and those in Scenario D surrender at over 90%. Russian troops in Scenario K still break at over 50% and in Scenario D at over 50% plus one. Rumors of massacres, trips on open freight cars, starvation, slave labor, genocidal fascist plans, human experiments, and reprisals to your family in the Rodina all added up to inhibit a comrade's surrender impulse by late 1941.

3. Russian Radios: Starting in Scenario A, the Russian player receives a Strength 5 radio per scenario. In scenario L, it is a Strength 6 radio.

4. Troop Types: All German forces are considered Elite. Russians in Scenario K are considered Second Line, and are considered Elite in Scenarios E through L.

5. Scenario K Modifications: With Russians defending, substitute Russian #6, #8, #9, #17, #18, and #22 for #15, #19, #26, and #27 (-1pt).

6. Scenario E Modifications: With Russians attacking, substitute Russian #13, #16, #19, and #27 for #4 and #31.

7. Scenario H Modifications: With Russians defending, substitute Russian #22 and #39 for #7 and #42, or #22 and #43 for #8 and #42. Draw a RPC to determine which option is used.

8. Scenario L Modifications: With Russians defending, substitute Russian #12 and #18 for #3 and #15 (-1pt).

SS troops try to break through to Moscow, through the last crust of stopgap raw Soviet recruits. Line troops form the second line, and — egad! — our little Guards contingent from twenty-seven fresh and vengeance-thirsty Siberian divisions forms the rest of the Soviet lineup starting with that first casual engagement in Scenario E.

The Article

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You are at:

<http://mywebpages.comcast.net/upfront2000/relrang/issuenin/campain.htm>

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Burning the Midnight Oil
Variant Vehicle Smoke Rules
by Greg Counter and Andrew Maly

Web note: This article was changed from its original format

[Smoke Article](#) [Allied AFVs](#)

German AFVs					
PC#	AFV	SD Type	SD Use	SR Type	SR Use
25	5 cm Mortar	No smoke, but note that there should be no date restrictions			
30	SPW 251/1	none		none	
31	SdKfz 231	SD	G	none	
32	PzKw III H	SD	US(o)	none	
33	PzKw V G	SN/4	US(o)	SN/5	All
34	PzKw IV H	SD	G	Smoke	All
35	PzKw VI B	SN	All	none	
36	PzKw VI E	SD	US(o)	none	
37	PzKw II F	SD	US(o)	none	
38	PzKw II (f1)	SM	US(o)	none	
39	StuG III B	SD	US(o)	Smoke	All
40	StuG III G	SD	US(o)	Smoke	All
41	PzKw III (f1)	SD	US(o)	none	
42	PSW 234/2	SD	US(o)	none	
43	PzKw	SD	US(o)	none	

	38 (t) E				
44	PzKw III N	SD	US(o)	Smoke	All
45	JgdPz 38 (t)	none		none	
46	SPW 251/10	none		none	

Japanese AFVs

PC#	AFV	SD Type	SD Use	SR Type	SR Use
22-24	Type 89 Gr. Launcher	none		Smoke *2	US(o)
31	Type 97 Te-Ke	none		none	
32	Type 95 Ha-Go	SD/4+	G	none	
33	Type 97 Shinhoto *3	SD	G	none	
34	Type 4 Chi-Nu *4	none		WP	G
35	Type 1 SP Ho-Ni	none		WP	G
36	Type 92 AC Osaka	none		none	
37	Type 1 HT Ho-Ha *4	none		none	
38	Type 97 Chi-Ha	SD/1+	G	none	

Notes:

- *1. Can only be used on groups at range 4.
- *2. Can only be used on groups at ranges 0 – 3.
- *3. This AFV should have an availability date of 1942.
- *4. ASL does not have these vehicles in it's mix.
The Type 1 HT is probably correct (i.e. no SD) but the Type 3 Chi-Nu is a

guess. If you have any information on either of these AFVs, please let us know.

Italian AFVs

PC#	AFV	SD Type	SD Use	SR Type	SR Use
31	L3/35	none		none	
32	L3/Lf	none		none	
33	M13/40	none		none	
34	Semovente M41	none		Smoke	All
35	Ansaldo AB 41	none		none	

Folgore Italian AFVs

PC#	AFV	SD Type	SD Use	SR Type	SR Use
31	L3/35	none		none	
32	L3/Lf	none		none	
33	L6/40	none		none	
34	M11/39	none		none	
35	M13/40	none		none	
36	M14(M15?) /42	none		none	
37	M40 Semovente	none		Smoke	All
38	M41 Semovente	none		Smoke	All
39	M42 Semovente	none		Smoke	All
40	AB 41	none		none	

Smoke Article Allied AFVs

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Burning the Midnight Oil
Variant Vehicle Smoke Rules
by Greg Courter and Andrew Maly

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Smoke Article Axis AFVs

Russian AFVs					
PC#	AFV	SD Type	SD Use	SR Type	SR Use
31	M5 Halftrack	none		none	
32	BA-6	none		none	
33	T-26 S	none		none	
34	T34b	none		none	
35	T34/85	SD*	G	none	
36	OT-133	none		none	
37	Bt-7-2	none		none	
38	SU-85	none		none	
39	IS-2	none		none	
40	T60	none		none	
41	T28C	none		none	

Notes:

* – Can only be used once per scenario

American AFVs					
PC#	AFV	SD Type	SD Use	SR Type	SR Use
28	60 mm Mortar	none		WP	US(o)
31	M3 Halftrack	none		none	
32	M8	SP	G	none	
33	M3A1	none		none	

34	M4(75)*	SM	All	Smoke, WP	G, US(o)
35	M10	SP	G	Smoke/5	G
36	M4A3(76)	SM	All	Smoke/5	G
37	M26	none		none	
38	M24*	SM	All	Smoke, WP	G, US(o)
39	M8 HMC	none		WP	All
40	M20	SP	G	none	
41	M5A1	none		none	

Notes:

* – Both smoke and WP shown for information purposes. We suggest that if the WP optional rule is not in use, use the WP numbers for normal smoke.

French AFVs

PC#	AFV	SD Type	SD Use	SR Type	SR Use
30	75 mle	none		Smoke	G
31	Char Leger H39	none		none	
32	Char Leger R35	none		none	
33	Char S-35	none		none	
34	Char B1-bis	none		none	
35	AMD 35	none		none	

British AFVs

PC#	AFV	SD Type	SD Use	SR Type	SR Use
23	Mortar	none		Smoke	US(o)
31	Mk VI A	SD	G	none	
32	T17 E1	SM	All	none	

33	Wasp	SD	G	none	
34	Bren Carrier I	SD/4	G	none	
35	A15 CS I	SM	All	Smoke	All*
36	A15 I	SM	All	none	
37	A12	SD	G	none	
38	Sherman V C	SM	All	none	
39	A22	SD, SM	US(o), All **	Smoke, WP	All, G
40	A10	SD	G	none	
41	A27 M	SD	US(o)	Smoke	All
42	Sexton	SD	All	none	

Notes:

* – In addition to any Smoke card, the Crusader CS can use any fire card as a smoke round. Place the fire card on the group sideways to show that it is acting as smoke.

** – These Smoke Mortars can only place smoke on an adjacent group – not on itself. You must use the Smoke Dispenser to place smoke on the AFV.

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Scenario Design

Being the imaginative money-grubber that I am -- after playing UP FRONT for several months -- I started to get ideas concerning new scenarios and situations which the system could depict, and Mr. Allen's design is an excellent platform on which to build such scenarios!

When designing a new situation for the game, the first thing you should keep in mind is what it is that one or both sides are trying to accomplish during the scenario. Will it be a maneuver, infiltration, or firepower scenario? Will both sides be active, or will one side be obviously attacking, while the other valiantly defends? Where will the scenario take place? Will it be a generic encounter that might occur as easily under the desert sun as it would in a frozen field near Stalingrad?

Once you have a good idea of what's to take place, you should keep in mind what exactly makes up a scenario. As I see it, the primary elements of an UP FRONT scenario are the Cower cards, the Discards (those which will be completely removed from play), and the Victory Conditions.

Cower cards are those cards which sit in a player's hand as dead weight and slow down a player's progress during play. These cards are especially devastating to those sides with four-card hands like the Russians, Japanese, and Italians (especially the Italians!). As a general rule, the more Cower cards a player has to deal with, the harder it will be for that player to win. Also, given a certain amount of luck, or lack thereof, a scenario with lots of Cower cards may result in the quick decimation of one player, giving the impression of a biased situation.

The selection of Cower cards for a scenario should be as unbiased as possible, unless the scenario is to be set up as an attacker vs. defender situation -- like assaulting a Pillbox for instance. Marsh and Minefield cards are high on the Cower card list. I like to use Marsh as Cower cards for a couple of reasons. First, having them ineffective in a game lets the player be a little more daring in maneuvering his or her groups. There is no longer that ever present threat of having to withdraw to a previous range chit and being forced to jump into

good terrain which would have been far more effective at closer ranges, instead of being slaughtered in the open. Second, I don't think that there are that many players who would miss them! Marsh can only be played on moving groups (except during initial terrain placement), and can still be used to fulfill victory conditions in some scenarios. Unless you are playing the Americans (and, perhaps, the Germans) who can afford to hold onto one for any length, they usually go into the discard pile anyway! Minefield cards should always be used as Cower cards, unless there is a definite defender in the scenario, who would have the only access to these troublemakers. Unless I'm very misinformed, an advancing army rarely used minefields until they reached their objective and dug in. Other cards which might be considered as Cower cards are those terrain types which would normally be unavailable in the area where your scenario is to take place. These might be Hills in flat terrain, or Woods in city scenarios.

Another way to get rid of illogical terrain is remove the appropriate cards from play as Discards during play or before the game starts. The latter method is simpler to deal with, but the former is preferable for one simple reason. By removing cards from the Action Deck before play begins, you run the chance of skewing the outcomes of various actions, making them more or less difficult, or more or less deadly. As Mr. Allen's design relays heavily on the normal -- "bell curve" -- distribution of random number cards, removing the wrong cards from the game can really foul things up, particularly if those cards favor very high or low random number results like red and black fives or sixes, or if those cards favor either black or red random numbers. Leaving these terrain cards in play for one deck -- essentially as cower cards if drawn into a player's hand -- they have a chance to fulfill their functions as random number or random position draws before they're removed from play. An excellent example of a terrain type which might be removed from play as Discards are Buildings in non-city encounters. As there are so many Buildings cards, not all of them should be removed, as this might skew odds, and one might say that there is still the occasional farm house in which your troops might seek shelter. An interesting variation that you might want to try is leaving the buildings cards in play

until a certain number are actually played or until a particular number of Action Decks have been used up, giving the impression of moving from a built up area into the open, instead of vice-versa.

Given that removing cards permanently from the deck runs the risk of skewing future outcomes, why not simply make all these cards Cowers? As this route would keep all the cards in the deck, it would seem to be a more preferable option. Apart from the potential devastation I've already mentioned, there is another reason for not choosing this method. One of UP FRONT's greatest strengths is its speed of play and flow. An increase in Cower cards can only hamper this feature, as players will spend more and more time discarding, in order to unload the unwanted cards, instead of productively moving their groups or blasting away at the enemy. I'm sure that those of you reading this article who've played in games where discarding was the only option remember just how much fun those games were!

Experience seems to dictate that a combination of the two is the best way to go, where no more than a dozen cards are used as Cower and Discards. Remember that this isn't really a rule, it just works pretty well for me. If you feel that your scenario would logically use different combinations of Cower and Discards, I won't tell...

The easiest item to determine in scenario design, the set of Victory Conditions, is also the hardest to balance. If a scenario calls for one side to accomplish something, how might the opposition be able to stop them? In life, it's often the case that one side never has a chance against the opponent. In play, this situation leads to dusty games and auctions, so unless you are trying to play out a historical mauling, play test your scenario a couple of times -- solitaire if necessary -- to determine its balance (remember to play both sides fairly when playing solitaire -- something I have a hard time doing!). Standard Victory Conditions might include getting a certain number of men to a particular range chit and into protective terrain, infiltrating a group and wiping it out, or simply surviving through a particular number of decks. One might consider the number of decks in a scenario to be a separate concern, like Cower cards and Discards, but in my thinking,

the number of decks in a scenario are part of the Victory Conditions. In most games, the Victory Conditions require that a job be done in the allotted time. The same is true here.

Keeping these scenario design factors in mind is fine, but where do you come up with the ideas in the first place? I've found the best sources to be books and film. Being a long time role-player (no hissing!), I've found that it's quite easy to emulate fictional and non-fictional situations given a flexible set of guidelines. The few man-to-man wargames out there can also emulate these situations, providing that the rules give you enough breathing room, and UP FRONT is the best in its class. The statistical platform provided by the Action Deck can be used to easily determine the outcome of virtually any situation. All that is required on your part is a little imagination and some common sense. For instance, some actions may be harder than others to accomplish, which can be differentiated by the random number that must be drawn. If an action is particularly difficult, it might be color specific. For specific examples of how to build on the UP FRONT base, take a look at the scenarios I've included with this article. As you can see, you can derive quite a bit of flexibility from the system without decreasing any of its realism.

If you view or read about some experience that you think might play out well in an UP FRONT scenario, start thinking about how the system could handle it. What aspects of the game would best represent the situation, and would you have to add any special rules? I think that the more you fiddle around "under-the-hood," the more you'll find just how good the system is.

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Design Inspiration

At this juncture, I'd like to describe to you from where I got my ideas, and why I designed the following scenarios in the way that I did. First let me state that all of the scenarios were built originally using basic squad compositions and "Design-Your-Own" values from the "Meeting Engagement" scenario. As I played out the scenarios with fellow gaming club members, I've had to change things around -- in some cases a little, in others a lot -- in order to achieve some sense of play balance (and some might argue that I was unsuccessful, but I'll let you be the judge!).

Scenario #1: Bailey Bridge Crossing

The original idea for this scenario popped into my head when thinking about a documentary I'd seen regarding the American engineers who built the first bridge over the Rhine. These poor guys were out in the middle of a river, while the Germans threw every kind of ordnance at them, including V-1s and Me-262 strikes. My interest was renewed upon reviewing "A Bridge Too Far" which includes a scene where a Bailey Bridge is actually built during the invasion of Holland.

My first concern was how to represent the bridge in the game, assuming that it was already built, and that men were moving to cross it. The primary consequence of crossing the bridge would have to be the exposure and lack of mobility that the troops would suffer while on it. I took care of this by modifying the effect of the Concealment cards, removing the ability for men occupying the bridge to effect Flanking fire, and limiting the number of men on the bridge at any one time.

My next hurdle was in actually getting units onto the bridge. According to the documentary, there was always a non-commissioned officer with the men on the bridge while it was being built, as there were perhaps, no enlisted men courageous -- or stupid -- enough to volunteer going out on it without one. To account for this, I require a Squad Leader or Assistant Squad Leader to be in the crossing group and that the leader has to pass a Morale check in order to get his squad moving. Also, to take into account that you'd know just what kind of a sitting duck you are while crossing,

each character's Morale value is decreased by one and you have to use two Movement cards to cross successfully. The actual placement of the bridge relative to the positions of attacker and defender was another question. I eventually concluded that the river/bridge should take up an entire Range chit, originally fixed at Range chit three, but later allowed to be placed at Range chits one, two, or three, depending on how difficult you wanted to make it on the crossing group. The further away the bridge, the tougher the mission.

Which terrain cards would be Cover cards or discarded was my next decision. I chose to remove Gullies completely as I couldn't see one being anywhere near a river bank, without it being part of the river (I'm not a geologist, so I could be wrong here, but it seems logical), and the Pillbox needn't be used at all. I chose the Marsh to be Cover cards as the attackers wouldn't build a bridge in a marsh. I didn't want Minefields to be used at all as I couldn't see either side having the time to plant them, and their use would be a little too hard on one side or the other. Streams should never enter into a river crossing so I chose to use them as a physical reminder that two Movement cards would have to be played (one per Stream card) before the bridge would be crossed. Finally, I included the possibility of holing the bridge to give the defender a slim chance of really mangling the crossing -- ain't I a stinker? The only real change I made to the rules was allowing more than one group to occupy the same group ID chit, but at different ranges.

After playing through this scenario a couple of times, I found that it was horribly biased toward the defender, so I gave the attacker an additional Light Machine Gun, an extra personality, Off-Board Artillery, and I made the attackers Elite quality. I couldn't believe that this didn't make much of a difference, so I added a Mortar. After that change, it was all over for the defenders. The scenario now stands as a base attacking squad of Elite quality troops plus a Mortar against a standard Line quality defending squad.

Scenario #2: Find der Führer

I'm really not too sure where my mind was when I came up with this one! It either came to me while I

was waking up or when I was going to sleep. I'd guess the latter, as I was probably up too long! This scenario originally started out as two groups searching for some vital item, kind of a "capture the flag" deal. Well, one beer led to another, and the flag became der Führer.

The two primary adjustments to this scenario involved the search, and the fact that the whole scenario takes place in a huge bombed-out city. To reflect the location, I converted all the Woods cards to Buildings (with the same terrain modifier), and Streams are considered movement hindering rubble. The search, I decided, would have to occur in Buildings, as a group's action, and would have to get easier the further you move in. I didn't want to make it too easy, so I limited the random numbers used to search to red numbers. During play-test, I've found that der Führer is usually found by half way through the second deck. I also had to allow each side to capture the "prisoner" from an opposing group, which is contrary to the standard rules.

As in the previous scenario description, my decisions on which cards were to be Cower and Discards are based on the logic of encountering those particular terrain types while wandering through an urban zone. I didn't want to have sewer movement used in the game (what would der Führer be doing in a sewer?), so the Gully cards are removed, and I chose to eliminate Hills because I imagined the battle area to be pretty flat. As this isn't a defensive scenario, per se, I use the Minefield and Pillbox cards as Cowers, along with the Marsh cards (let's keep those soldiers moving!).

The Random Reinforcements were added primarily to give each side a chance to capture der Führer from an enemy group, kind of a second wind if they're about to break, and a last ditch effort to get some Aggressive Action points if der Führer hasn't been found. I also have a thing for Close Combat, and SS vs. Guards (for which the situation was originally designed) is quite a show! Bernhoff vs. Chernenko in a single round battle to the death...

Scenario #3: Force Nine

This scenario is a combination of "Find der Führer" and the "Surprise Attack" scenario

provided in BANZAI. It involves a group of Elite quality troops infiltrating an enemy compound -- under the cover of darkness -- in order to steal some item of great importance, and getting it back to that waiting plane or submarine. If you couldn't tell, I was heavily influenced by Alistair MacLean (author of "Guns of Navarone" and "Where Eagles Dare") as a child.

The primary influence on my design of this scenario were the espionage and adventure stories themselves. Just about all of them involved some small force of super soldiers (SAS or OSS) sneaking around under the cover of darkness, past the unsuspecting enemy. Hence the night scenario rules (if you've never used these rules, they really add something to a scenario -- especially in the Jungle!) and an Elite attacker versus Second Line defenders.

When I first designed this engagement, the mission of the attackers was to simply infiltrate a group, set off a Demolition Charge, and then retreat the offending group from the battle area. During playtest, this mission seemed a little easy. In its newer incarnation, odds are that the offender will be forced into Close Combat with the defender before being able to retreat, which makes the situation much more interesting. I also added several more points in defending personalities to the situation.

I decided to use Marsh as Cower cards simply to keep the game moving. If one of these cards were plopped down on the attacker or defender -- particularly in the latter parts of the game -- victory could probably be assured. Also, the intelligence gathered by our illustrious team of super soldiers would warn against the location of impassable terrain! I tossed the Pillbox card just because I couldn't see one being used by the defenders, as they all start in Buildings terrain anyway -- "designer's prerogative!" The use of Minefields I logically limited to the defenders.

Scenario #4: Fuel Shortage

The idea for this scenario game from two sources. The first was a desire to come up with some kind of a situation which involved one of the nastier "personality" cards in the game: a Heavy Tank. The second was the movie "Patton" where there's as

scene showing the aftermath of a battle involving tanks which had run out of fuel. So, I put one and one together and got scenario "D."

The premise of the scenario is pretty simple. A situation involving a group of German attackers trying to destroy an immobilized tank, while its fatigued crew and some protective infantry endeavor to hold them off until reinforcements arrive.

After doing a little asking around, I found that tank turrets -- once the vehicle is out of gas -- can operate for a limited time off of a battery. Once that is depleted, a turret can be moved with a hand crank. In order to simulate the difficulty of getting a bearing on a target manually (the inertia of the barrel swinging around is tough to stop), I decided to deduct the relative range from the To Hit value of the tank's gun. In other words, it gets progressively more difficult to bear on a target as it gets closer -- especially if said target is ducking and weaving back and forth. The amount of wear and tear that a tank crew suffers from moving the turret manually I try to simulate by also deducting the current deck number from the To Hit value. All of these modifiers add up, particularly toward the end of the scenario, and make the situation somewhat easier on the attackers. A lucky hit by the defenders, however, and the opposition is toast!

While playtesting this situation, I found that the Machine Gun on the tank was a significant deterrent force. If the defender were to get a lucky run of fire cards, he could feasibly rout the attacker before the scenario has even begun! As the attacker will have enough trouble assaulting the tank, you may want to begin the scenario with the machine gun permanently out of commission.

As this is an open terrain scenario, the Buildings cards should be discarded. Marsh cards are Cowers because it's unlikely that the defenders should be moving very much, and the attackers will have scoped out the terrain enough to avoid any nasty patches. Minefields are Cowers because the defenders wouldn't have had time to create any, and the assault takes place at the front of a rapid allied offensive (ie, yesterday, the spot was behind enemy lines). The Pillbox is out for the usual

reasons.

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Aftermath

As you can see, the sources for new UP FRONT scenarios are virtually endless. Movies, television, books, or your own imagination are the only tools you need to slap together a few new and different situations. Fortunately, the UP FRONT system is flexible enough to allow a little tweaking here and there without significantly diminishing the speed or enjoyment of play.

Before I take my leave, I'd like to mention one additional advantage to UP FRONT which I purposefully left for last. If you are a gamer who takes as much pleasure from wargaming as you do from role-playing (like me), UP FRONT is the perfect tool to get those extremists you know to venture over to the other side for a little while, just to see what they're missing. For the hard-core wargamer, UP FRONT provides an excellent simulation of squad tactics and "Fog-of-War", unsurpassed by any squad level board games. For the Role-Player, UP FRONT provides the desperate struggle of a band of personalities, each with their own abilities and opinions of their situation ("They're shooting Fritz! I'm getting the **** outta here!"). Playing a couple of scenarios might just encourage these types to try a simple war or role-playing game, and once hooked, you just gotta reel 'em in!

Don't forget that the more you put into the game, the greater it's value becomes. I've been playing the game for almost a three years now, and have probably played more scenarios from this one game than all the other game titles I've played over the past 15 years! When it comes to value, UP FRONT is at the top of the charts. I sincerely hope you enjoy the supplied scenarios, and look forward to playing yours. Just remember that if you can think of a more rational way of handling a situation, or you find one side to be slightly out-matched, or would simply like to try different nationalities -- change the situation. Why? Because you can with UP FRONT!

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