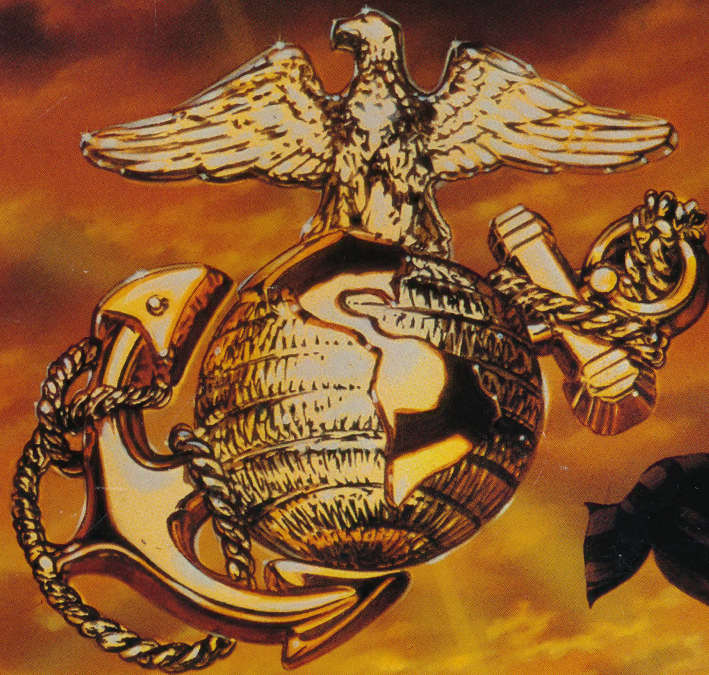# HALLS OF MONTEZUMA

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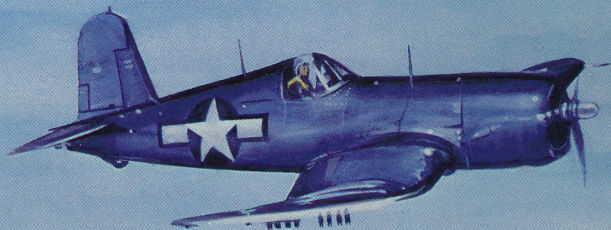
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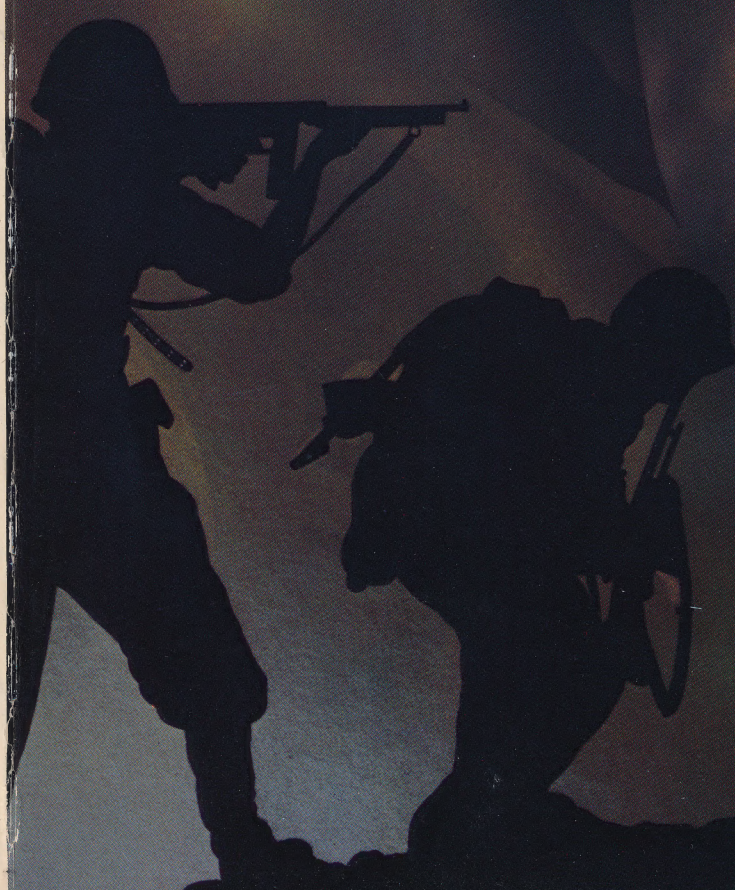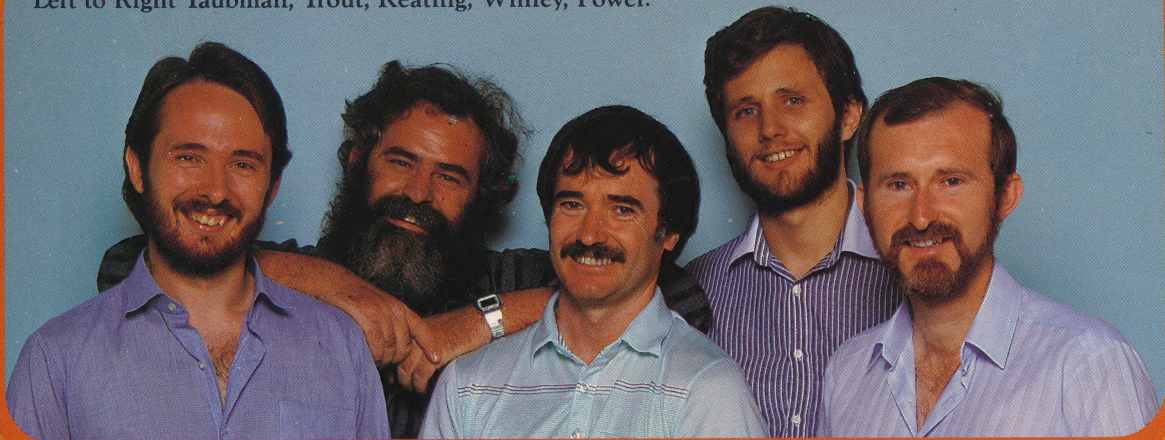
EDITOR'S NOTES

Some things just never change. More work, less free time and the same old photograph. Not that we are complaining. If we had any free time, we'd only spend it playing this wonderful game.

DESIGN CREDITS

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Game Design — Ian Trout
Project Development — Andrew Taubman, Malcolm Power, Gregor Whiley
Scenario Testing — Phillip Bradley, David Freer, Phil Niven, Danny Stevens, Mark Holman, Hans Schiller, Roger Keating, Ian Trout
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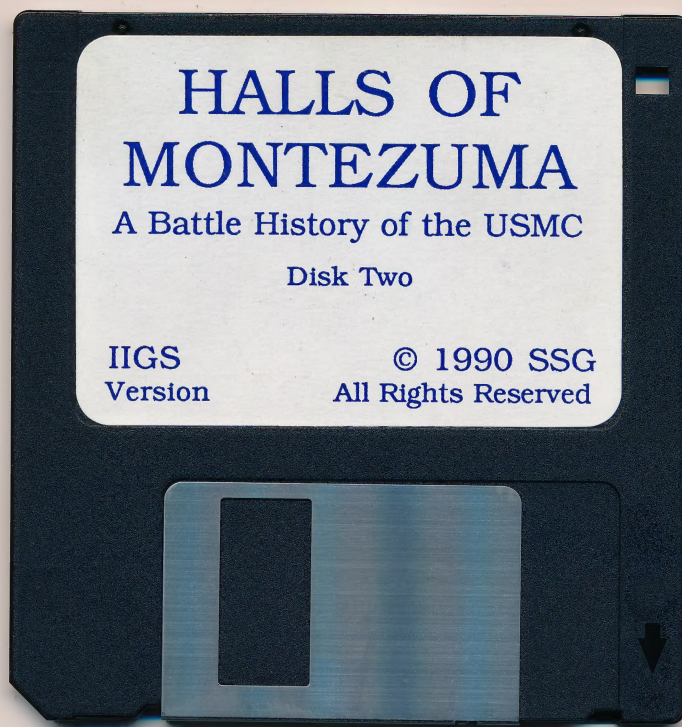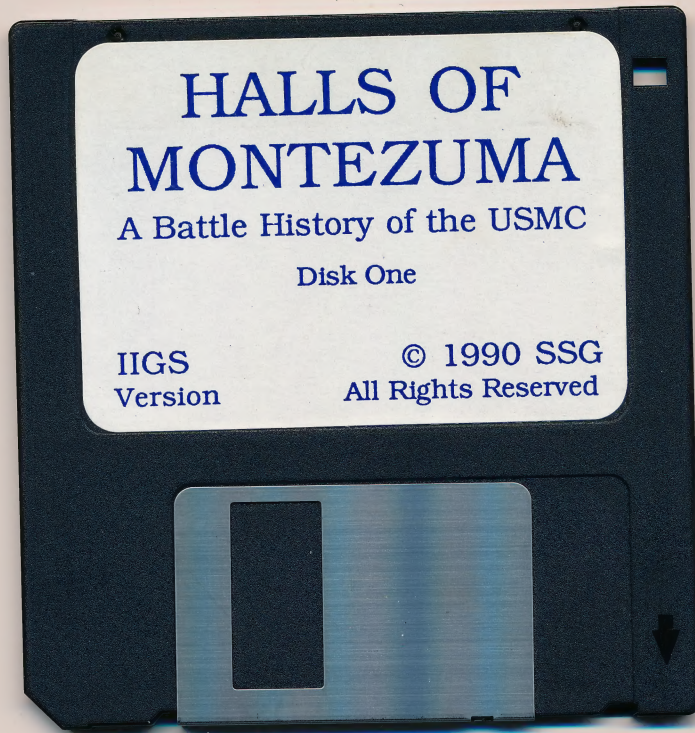
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HALLS OF MONTEZUMA

A Battle History of the USMC

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HALLS OF MONTEZUMA

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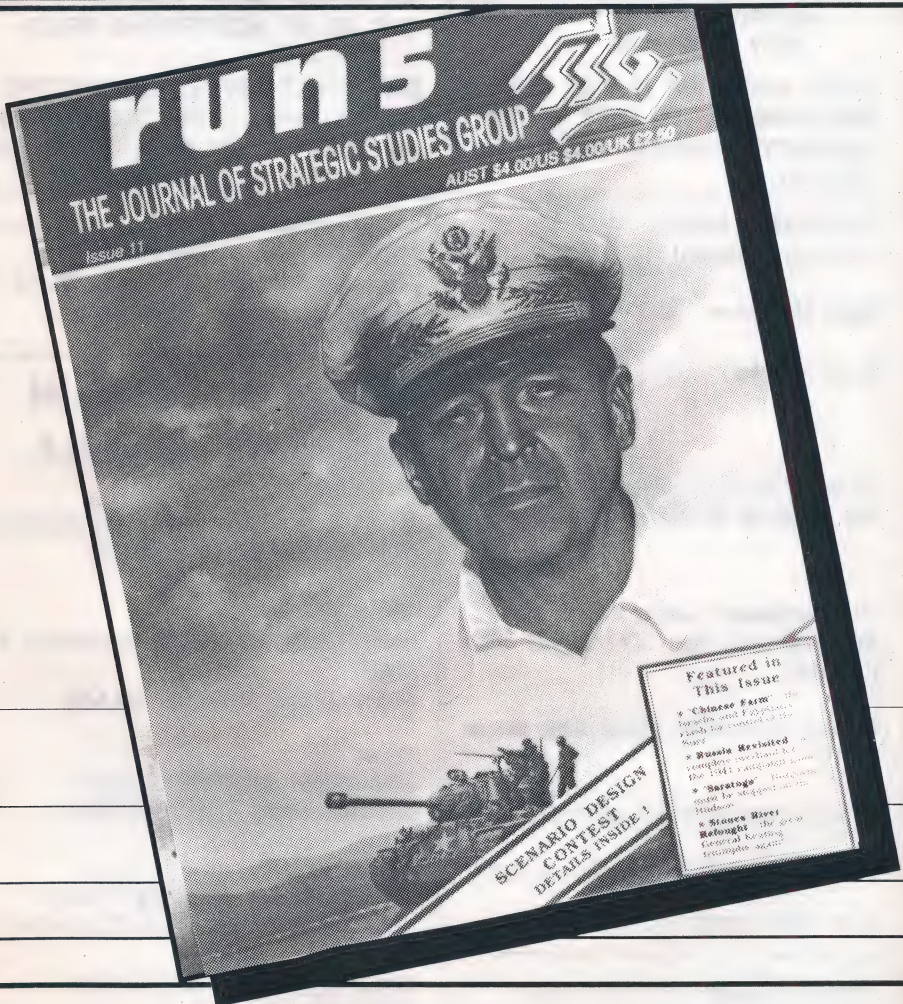Strategic Studies Group

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Carriers at War	X	X	1/91				
Europe Ablaze	X	X					
Fireking		X	X				
Gold of the Americas			X	X	X	10/90	X
Halls of Montezuma	X	X	X	X	11/90	X	10/90
Mac Arthur's War	X	X	11/90				
Panzer Battles	X	X	X	X			
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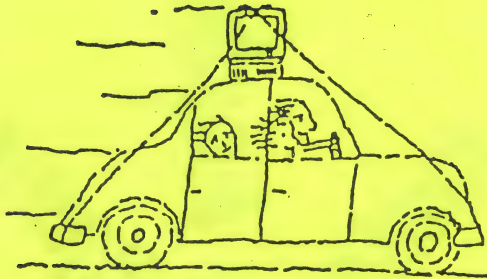
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Contents

PART ONE
GAME TUTORIAL

1. Your First Battle

It is September 13th, 1847. Ten thousand men under General Winfield Scott are about to assault Mexico City. Not many Marines are present but it's quality, not quantity, that counts.

Your task is to use these men to crush resistance at Chapultepec, move swiftly along both causeways to capture the gates to the city and then strike for the Halls of the Montezumas. Following these tutorial instructions will get you started. We recommend that you refer to the Game Manual for further details about the various game mechanics.

As well as this tutorial, you'll need to have the game map in front of you and to have located the appropriate area for the Mexico City scenario. Keep the Game Manual handy. Use the reference card appropriate for your computer.

2. Starting Up

Open the Mexico City scenario from the scenario folder. Colour Mac users should select the Mexico City (c) scenario; monochrome Mac users should select the Mexico City (b&w) scenario.

The game preparation screen will appear and three choices have to be made for each side. The Mexicans are going to be commanded by the computer so click in the radio button below the Mexican headquarter description. Do not make the Mexicans enhanced. The Americans will be under human control (that's you) and you can select enhanced if you wish to be absolutely sure of winning your first game.

Go to the Environment menu and select Play from it.

3. Reviewing Your Forces

The game map opens and to the right of it is the Command Window. All of your orders are issued through the Command Window.

The picture in the top left corner tells you the current weather while the time of day, the date, the weather forecast and the extent of any air superiority is displayed to the right of the picture.

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces.

The display menu contains seven items. The five items above the line are on-off switches.

The Objective switch will reveal/hide the location of the objectives assigned to your forces. Holding the mouse button down while the cursor is positioned over an objective will tell you its name, which turns it is active, how many victory points (VPs) you earn for capturing it and how many turns to date you have held it. Objectives which have been assigned to the division currently displayed in the Command Window will be identified by a flashing star icon instead of the cross-hair icon.

The Minefields switch will reveal friendly minefield hexes. There are none of these in the scenario.

The Control switch will reveal the exact location of the front line. Knowing which hexes are under friendly control is very important for maintaining supply lines.

The Arrival Hex switch will tell you where reinforcements are scheduled to arrive.

The Units switch will temporarily remove units from the map to allow you to examine the battlefield.

The two items below the line are reports.

The VP Report presents a breakdown of the situation to date. It tells you the result if the game were to end at this point.

The Objectives Report summarizes the details of all your objectives in a single table. Clicking on an objective in the table will centre the map on that objective.

Whenever the cursor is positioned on the map and the mouse held down, you will be told the type of terrain in the hex and who controls it. If friendly or enemy units are in the hex, you will be given details about them.

4. Issuing Orders

Back to the Command Window. There are three buttons below the weather picture which correspond to the three American divisions. When the window opens, the first of these divisions (Pillow's) is displayed. Below these buttons you are told the condition of Pillow's division. A single click in a division button will select that division. A double click in a division button will open up the dialog box which contains the division's asset battalions. Pillow's division has three asset units; one cavalry and two artillery. These units may be assigned to any regiment from the division on a turn by turn basis.

Similarly, there are four regimental buttons, although only three of them are active in this scenario because Pillow's division has only three regiments. The information panel to the right of the buttons displays information about the high-lighted regiment.

At the bottom of the Command Window is a palette of 12 orders which can be issued. Not all of them will be available at any one time. Reading from left to right and from top to bottom the orders are Reserve, Objective, Enemy Unit, Deploy, Defend, Delay, Support, Prepare, Probe, Assault, Exploit and Wake Up (used only at night).

Click in the top regimental button. This is Caldwalader's regiment. Its current order is defend. You can confirm this by holding down the mouse over the order icon and a small dialog box will open up to identify it. The regimental information tells us the regiment is ENGAGED and this defines which orders are available to us. The enemy target unit is high-lighted on the game map.

Give this regiment a Probe order by clicking on the Probe icon from the Orders palette. It's 1847 so there isn't any air support available. Similarly, give a Reserve order to the second regiment (Clarke)) and a probe order to the third regiment (Garland).

Now go to the second division (Quitman) and issue prepare orders to both regiments (P. Smith and Shields). Double click on Quitman's division HQ button. There are four asset battalions available; one marine, one engineer and two artillery. Both artillery battalions are assigned to P. Smith's regiment. Click on the 4th battalion (Hug), then click on the second regimental HQ button. This action will transfer the artillery battalion from P. Smith's regiment to Shields' regiment.

During the game it is vital to continually monitor your asset battalions. Switch them to whichever regiment needs them the most. When losses mount and/or the asset becomes fatigued, place in it reserve (i.e. click on the reserve button instead of a regimental HQ button).

The third division (Twigg) has no movement points (static) and not much of a job. They must stay where they are, but the Mexicans will probably come visiting anyway.

5. The First Turn Reviewed

We have issued probe orders to Caldwalader's and Garland's regiments from Pillow's division, and prepare orders to P. Smith's and Shields' regiments from Quitman's division. We have examined all the troops in our command and switched a divisional asset in Quitman's division. Now it's time to fight. Go to the Play menu and select *Run 5* from it.

6. The Computer's Role

Combat and movement will then occur. The Mexicans will not attack you on this first turn, so you will get a combat report from each of your attacks. Click the OK button to continue after each report.

After the first turn is finished you will be returned to the Combat Window.

7. The Game Plan

War being what it is, it is not exactly possible to tell what may have happened by now. The defenders of Chapultepec may have routed or they may still be there. If they are, use the Assault order for both regiments from Quitman's division. This will certainly finish them off. If they have already retired from the field there will be no shortage of replacements which will stream out from Mexico City along the causeway on the first turn. Quitman's division has the task of removing these obstacles and capturing the Belen Gate. Keep pushing forward. Use the Probe order to concentrate your men if you are only in CONTACT, and then the Prepare order followed by the Assault order when you are ENGAGED with the enemy.

Pillow's division must lend a hand on the first day, to clear Chapultepec and the road junction it commands. Sometime on the second day you should have pushed the Mexicans back far enough to allow you to swing north and take the San Cosme gate. To do this you will have to be in the READY state; i.e. not in CONTACT or ENGAGED. Use the Reserve order if necessary to withdraw from contact. Don't do this until the Mexicans are at least four hexes from the road junction otherwise you will just get caught up in the fighting. The battlefield narrows towards the causeway anyway, so there won't be the room to fight. Once you have taken San Cosme Gate, press on to the Halls of the Montezumas.

Twigg's division has an unenviable job. Unable to move, all he can do is fight any Mexicans who come his way. Conserve your efforts and you should outlast your attackers, who should soon have other problems.

8. Tactics

Some brief points to help you on your way. These remarks are amplified in the game manual. Your men are superior to the Mexicans and should win any contest of arms. Don't get carried away and assault more than once a day. Too many assaults result in exhausted men who have run out of supplies, so watch your supply and fatigue status.

PART TWO
THE SCENARIOS

1. MEXICO CITY
September 13th, 1847

"I knew I could not be wrong, so long as the enemy in large numbers were ahead" Captain George H. Terret

"I believe if we were to plant our batteries in hell the Yankees would take them from us" Santa Anna, after the fall of Chapultepec

"God is a Yankee" was his Chief of Staff's reply

The assault on Mexico City was the culmination of a three year war between the USA and Mexico. The proximate cause of the war was the election of James K. Polk to the presidency in 1844, on an expansionist platform. At this time Texas, New Mexico, Arizona and California belonged to Mexico, but the resident American whites were keen to join the United States of America.

The war started in April 1846, and the US Navy quickly blockaded all major ports on both coasts of Mexico, which had no navy to speak of. At this time the marines were an integral part of the navy, and their main task was to guard ships and ports. They numbered about 1,000 men.

The Navy, aided by the Americans already in California, eventually conquered San Francisco, Los Angeles and San Diego, securing the future state. The next step was to invade Mexico and force it to peace. Major General Winfield Scott commanded the American Army in this incursion. He was persuaded by Henderson to include Marines in the invasion force, since they were a permanent trained force, and many of Scott's volunteers had served their time and returned home.

When the Army reached Mexico City on the August 8th, 1847, the Marines were disgusted at having been used to guard the supply trains, thus missing the battles (such as they were) so far. The battalion of 357 men was commanded by Lieutenant Colonel Samuel E. Watson, and was attached to the division of Brigadier General John A. Quitman.

Scott's Army numbered 10,738 men, and faced a Mexican army of about 32,000 commanded by the self-styled Napoleon of the Americas, Santa Anna. The Mexicans were massed south of the city (the direction from which the Americans were approaching), so Scott decided to attack from the west. On 7th of September he used Brigadier General William J. Worth's division to assault a group of heavy stone buildings called Molino del Ray, which guarded the western approaches and were resolutely defended by the Mexicans. They took it, but ruined the division in doing so.

On Monday, September 13th the attack proper started. The first and main obstacle was Chapultepec, a steep hill surrounded by walls. It was defended by about 900 soldiers and a handful of cadets - known ever afterwards to Mexicans as the Niños Heroicos. Quitman's division was assigned the difficult south face, as a diversion from the main attack by Brigadier General Gideon Pillow's division up the west face. To the east of the hill, the Mexicans had garrisoned a vital road junction with a battery of artillery and some entrenched infantry.

The attack was a success. Special storming parties, including some Marines, were formed

and equipped with ladders and pick-axes. These were to take the lower walls while the bulk of each division provided covering fire. They were quickly pinned down under the intense crossfire from the walls and from the force at the road junction. Then, by sheer persistence the pioneers of Pillow's division won the walls, and the brigade on the right flank cleared the road junction. The bulk of both divisions, including some Marines, swept up the hill and captured the fortress.

Captain George H. Terret took his company of about 30 Marines and raced up the western causeway towards the San Cosme gate, the last defended position before Mexico City proper. Joined by one Ulysses S. Grant and about 20 men, they stopped a counter-attack by some Mexican lancers, then routed a force of over 1,000 enemy foot en route. Heavily outnumbered, they assaulted and took the gate against determined resistance, becoming the first troops to set foot in Mexico City itself. They had far outrun the rest of the Army, and were forced to return to the road junction. This gate was eventually re-taken by Worth's division that evening.

The rest of the Marines, with Quitman's division, advanced along the eastern causeway and established themselves inside the Belén gate before nightfall, after a fierce fight. The Mexicans counter-attacked several times, but could not press home against the American artillery and musketry.

Overnight the city fathers persuaded Santa Anna to abandon the city to prevent damage to the buildings and civilian population. By morning the Americans discovered that the Mexicans had withdrawn and abandoned the city out of consideration for the populace, and the low morale of the Mexican army and its commanders.

Up until this time the Marine standard had borne the motto: "To the Shores of Tripoli". On their return to Washington the people of that city presented the Marines with a new banner and a new motto: "From Tripoli to the Halls of the Montezumas". Thus a piece of Marine Corps history was born.

SCENARIO NOTES

Because this battle is somewhat outside the time period that the *Battlefront Game System* is designed to cover, the time scale has been expanded. Historically all the action took place in one day, but this scenario is four days long with each day representing one normal turn. This allows the numerous small skirmishes that happened to still occur while giving the Americans time to get to their objective, the Halls of Montezuma.

The scenario as created departs from history to add interest to both sides. The assumption is that the Mexicans stood and fought for their city on the second day rather than evacuating it. The Mexicans now have a chance to conduct a limited offensive in the southeast of the map, possibly spoiling the US attack in the centre.

The research for this game was the most difficult yet, and the Mexican OB is necessarily substantially guess-work. The names of the units are real ones, but further hard information is limited.

While not as challenging as the other scenarios, Mexico City is nevertheless of historical interest and a good learning scenario.

PLAYER'S NOTES

THE MARINES. You must make the running. Assault Chapultepec defenders and their supporting units with everything possible until they are eliminated, as they block your way to the city. Then advance along both causeways towards Mexico City. Pillow's division should take Belen Gate and Quitman's division the San Cosme Gate. After that you will have some

street fighting in Mexico City. You will have to fight your way through a fair few units to be able to take the Halls in time.

MEXICAN FORCES. There is only a limited amount you can do to affect the game. Make an immediate and swift advance down to the objectives at the south of the board, and try to capture one of them. You will have to attack very carefully, as your offensive capability is small. Be prepared to run back to the city as soon as the US approach the Belen Gate.

SCENARIO VARIANTS

(1) Assume the Americans had launched their attack from the south, their direction of approach. Move all US units to the southern board edge east of the swamp.

(2) Assume the Americans had suffered more disease and supply difficulties (as they might well have done). Reduce all US admin and supplies to 2.

2. BELLEAU WOOD
May 28th - June 18th, 1918

"Retreat, hell. We just got here!" Captain Lloyd Williams, USMC

1918 was the decisive year of World War I. The Russians had surrendered in 1917, and huge numbers of Germans were transferred to the western front. The German commanders had decided to try to end the war before the new American divisions could arrive in numbers. Their massive offensives of March-May 1918 threw the Allies reeling back towards Paris, and once again the French government made plans to evacuate the city. The US 3rd division played a vital part in stopping their drive at Château-Thierry.

The Germans wheeled right at this check, moving along the Marne instead of trying to cross it. This brought them to the area of Belleau Wood, from which they ejected the dispirited French in the last days of May.

The 4th Marine Brigade, made up of the 5th and 6th Marine Regiments, was part of the 2nd US division. They were holding a line from the Paris-Metz highway on the right, through Lucy-le-Bocage, to Hill 142 on the left.

On June 3rd, the Germans continued their attack towards Paris, advancing from the Wood towards Lucy-le-Bocage, the centre of the Marine line. The well-trained Marines held their ground and shot the German attack to a standstill. This was the climax of the German advance.

The Germans knew that their advance on Paris was finished, so they dug in inside the woods and waited. The Marines were not to disappoint them. Early on June 6th, 26 years before D-Day, the Marines went in to the attack. Their inexperience was to cost them dear: they had failed to send out patrols to gauge the defence, and had believed the French reports of no enemy troops in the woods. The woods had in fact been converted into a mini-fortress, with barbed wire and a network of interlocking machine-gun nests, and manned by an experienced regiment of Germans.

The epic battle of Hill 142 went on all day. At one point the Marines nearly took Torcy, at another they nearly lost the hill itself. But by 5 pm, the appointed hour of the main assault, they held the hill, depleted but firm.

There was no pre-assault artillery bombardment, as this was to be a surprise attack - but the Germans were expecting them. As Sergeant Dan Daly started to lead his men into the withering fire from the woods, he turned to them and exhorted: "Come on, you sons-o'-bitches! Do you want to live for ever?".

The centre and right of the attack did somewhat better, since they did not have to cross such expanses of open ground as did the left. One platoon in the centre actually managed to fight their way through the Wood, only to be cut down as they emerged into the open.

The right flank's task was to capture Bouresches, to anchor that flank of the main assault. Twenty three men, the remnants of one company took and held the town for half an hour against counter-attacks until reinforcements arrived.

By the end of the day the 4th Marine Brigade had taken 1,087 casualties (about 60% of its infantry strength), more than in their entire history up to that point.

The following day, June 7th, was a day of rest for the Marines. Disorganized, with many small units shattered, it was all they could do to hold their ground and feed in reinforcements and ammunition. The Germans put in an attack at around midnight but were stopped cold.

At 4am on June 8th, the Marines of the 3/6th Battalion were ordered out of their foxholes again. After 6 hours of heavy fighting with no perceptible result, the attack was called off and the battalion withdrawn from combat. The German defence had again been underestimated.

June 9th was spent in an enormous artillery duel, with the Americans and French raking the woods from end to end, and the Germans shelling Lucy-le-Bocage and Bouresches and the ground between. On the next day, June 10th, 1/6th Battalion advanced up the long axis of the Wood from the south, while 2/5th Battalion attacked from the west across the deadly wheat fields. The two units were able to link up, but, due to exhaustion and casualties, were unable to further dent the Germans' determined defence.

The following day saw the 2/5th Battalion advancing, so they thought, north east through the woods. Taking heavy casualties, they struggled in platoons and companies through the dense forest. When they emerged from the cover of the trees, they reported back that they had taken the north of Belleau Wood. Unfortunately, they had been traveling west, and had merely crossed the Wood at 90 to the defensive lines. They had accidentally rolled up much of the Germans' southern defence line, but exposed their left flank to the remaining Germans.

General Pershing had already announced to the world that the Marines had taken Belleau Wood, so the local commanders set about making that news true. The Germans were prepared because the preliminary bombardment had overshot by 1000 yards, leaving the front line undamaged. The Germans fought back with everything, including mustard gas. Despite the fierce combat, the eastern half of the Wood was captured by the Marines that day.

Due to the mix up in position, the 1/5th and 2/6th Battalions, coming to relieve the 2/5th, found the west of the Wood full of Germans. Finally, on the morning of the 15th, the Marines were able to get a toe-hold in the western side of the woods. Gas had caused so many casualties by now that the whole 4th Marine Brigade was judged unbattleworthy, and was relieved by the US 7th infantry, who failed to make any headway in the next week.

To break the log-jam, the 3/5th Marines Battalion was brought back to 'clear' the northern part of the woods - resistance still being reckoned to be light. The Germans had manned their line with three fresh battalions, to hold the remainder of the Wood. The attack quickly ground to a bloody halt.

The whole of the Marine Brigade was now recalled for action. At 5pm on the 25th June an attack went in, after a proper all-day bombardment. The attack was spearheaded by the 3/5th Battalion, with the now-veteran 2/5th and 3/6th Battalions on the flanks. The attackers took heavy casualties, but the artillery preparation had knocked out many enemy machine-guns, and they were running out of reinforcements. On the morning of June 26th, men of the 3/5th Battalion finally reached the northern edge of the Wood, and were able to signal "Woods now US Marine Corps entirely". The cost was 1062 killed and 4121 wounded Marines.

The defence by the Marines saved Paris and removed the last German chance to win the war.

SCENARIO NOTES

The scenario begins when the first German attacks hit the French forces in front of the Wood on the 28th of May, and continues for 87 turns until the Marine Brigade is withdrawn for refit on the 18th of June.

The French division is made brittle to simulate the forced withdrawal it made on about the 1st of June. By this time the Germans should have occupied the Wood and Hill 142.

PLAYER'S NOTES

THE MARINES (AND SOME FRENCH). You must first conduct a careful defence with your fragile French troops. As soon as a regiment approaches its brittleness rating, withdraw it. You can often stop the Germans advancing beyond the Wood until the US troops arrive.

With the US troops in hand you must make continual assault on the Germans in and around the Wood, where the victory points are. You have good admin and supply values, so your damaged units will recover quickly. You must, as always, rotate your units as they get tired or low on supplies.

GERMAN FORCES. You must quickly establish yourself in defensive positions as far forward as possible. If you can disrupt the Americans as they come on the board, so much the better. Your divisional admin and supply values are not good, so do not indulge in frequent counter-attacks.

SCENARIO VARIANTS

(1) Assume the French make a good stand here. Remove the brittleness flag and increase their divisional admin and supply values to 4. This will unbalance the game severely, so ...

(2) Assume the Germans had got their logistics as well organized as their tactics. Increase their divisional admin and supply to 5 each.

(3) Assume that the Wood had not exercised its powers of fascination over the Allied commanders. Delete both objectives for both sides within the Wood, as well as the two adjacent hills.

3. IWO JIMA
February 19th - March 6th, 1945

"Uncommon valour was a common virtue" Admiral Chester A. Nimitz

Operation Detachment, the plan to capture the island of Iwo Jima in February 1945, was a vital part of the American strategy of island-hopping their way to Japan. Possession of Iwo Jima and its two airfields (with a third under construction) would cut the Japanese links with the huge expanses of ocean that they still controlled. It would also enable the air force to escort the B29s now bombing Japan from the Marianas Islands. It was thus an obvious target - a fact which was itself obvious to the Japanese.

The Japanese armed forces had suffered an almost unbroken string of defeats for over two years. Even their prepared defences of islands had resulted in far more casualties for themselves than for the attackers. They looked to change this with a range of new tactics. Gone would be the reliance on fanatical banzai charges to decide the issue. They had proved wasteful of manpower, and had not succeeded in a single instance, close though they were to the heart of the Japanese warrior.

Iwo Jima was to be fortified to the limit. The island consisted of the relatively small Mount

Suribachi in the south, and the larger Motoyama Plateau in the north (supporting the airfields), connected by a plain of volcanic sand. This sand would cause great problems for the Marines, as it was too soft to dig in properly, and virtually prevented running. "Like trying to fight in a bin of loose wheat" was the comment of the 4th Division's official history. Both elevated areas were naturally endowed with hundreds of caves, which the Japanese augmented and interconnected with kilometres of tunnels. Thousands of concrete emplacements were built, and the Japanese spread their supplies, ammunition, and 21,000 men over many sites so that they would not all be destroyed or captured at once.

The American plan for the invasion was simple. They would use two Divisions of Marines for the main invasion, the 4th and 5th, and hold the 3rd in reserve to be committed if necessary. The only possible landing place was the eastern shore of the volcanic plain, where eight Battalions would alight on the first day. This meant that there was inevitably going to be incredible congestion on the first day, no matter how well the landing went, with over 50,000 men packed into 2 square miles of open plain - the Japanese gunners would find it difficult to miss.

The Americans had also taken account of their experiences in previous invasions. Each Battalion now had an assault platoon attached, equipped with flamethrowers, bazookas and satchel charges. The tank Battalion increased their numbers of flamethrower tanks. A two day bombardment from hundreds of warships would take care of the surface defences.

The landings occurred in the early morning of February 19th, 1945. The Japanese held their fire until the Marines stepped ashore from their am-tracks, then let loose with artillery and mortar fire in an intensity unequalled in the Marines' history. The two Divisions making the initial assault suffered 2,300 casualties in the first day, taking an area only half that of the first day objectives. The Marines scooped shallow foxholes in the volcanic sand and waited for the usual counter-attack ... which never arrived. Few Marines had even seen a live Japanese soldier so far, and no prisoners were taken.

The next few days were spent in cutting across the island, and working through the preliminary defences at the base of the Motoyama Plateau, including the first airfield. At this stage the 4th Division held the left flank and the 5th Division the right. Most of the 3rd Division was soon committed to the fight in the central front, as units ran low on men and officers.

February 23rd (D+4) saw the historic capture of Mt Suribachi by the 28/5th Regiment, with the famous flag-raising under fire. The Secretary of the Navy, James V. Forrestal, witnessed this from off-shore, and said to the Marines' commander, Holland Smith,: "The raising of that flag on Suribachi means that there will be a Marine Corps for the next 500 years". Smith turned to an aide and whispered "When the war is over and money is short they will be after the Marines again, and a dozen Iwo Jimas would make no difference". How right he was.

The Japanese defenders fought with their typical dogged skill, not giving ground where unnecessary, not expending themselves uselessly in counter-attacks, using the terrain and their superb spotting positions on the top of the Motoyama Plateau to the best advantage. Often they would let the Marines advance past a hidden position, then open fire from the rear. There seemed to be no front line on the island; areas that were thought to have been 'secured' had to be cleared and cleared again before they were safe.

The island campaign would not be over until March 16th, as the exhausted Marine Divisions slowly eliminated the pockets of resistance in the north of the island. The Japanese garrison had, in the main, died in place as ordered. The 21,000 defenders had caused 28,500 casualties to the attackers; the first time in the Pacific campaign that the Japanese had inflicted more casualties than they had taken.

SCENARIO NOTES

The whole island of Iwo Jima was covered by Japanese defensive works. To simulate this all terrain is more resistant to attack, especially by artillery, than would otherwise be the case. To allow for the exposed and crowded US positions along with the well prepared Japanese artillery, all Japanese artillery ratings and strengths have been increased. The Japanese units with zero movement allowance represent the fact many units, while forbidden suicide attacks, had no qualms about suicide defence. Many expected to die in place.

The original game in this series, *Battlefront*, included a scenario on the Marine invasion of Saipan in 1944 and Issue 3 of *Run 5* included a scenario on the Guadalcanal campaign.

PLAYER'S NOTES

THE MARINES. Your only task at first will be to win a beach-head large enough to deploy your troops. The 5th Division must head for the West Coast and also contain Mt Suribachi. The 4th Division must capture Airfield 1. Be prepared for some high casualties in doing so, especially from minefields. The 5th must then clear Mt Suribachi. When you have the necessary room you can rest, reorganize and then drive north.

The 5th should drive along the western coast to Hill 362a and Hill 362b. The 4th must clear the Amphitheatre before assaulting Hill 362c. When it arrives, the 3rd can assist in the south if necessary, before striking up the heart of the island for Airfield 2 and Motoyama.

While you have excellent troops, they must be carefully managed to ensure victory. KIA'd units, especially armour will be expensive in victory points.

The US has large numbers of OBS points during the day. These are necessary for a successful attack but can also be used to repulse the expected Japanese attacks on weakened units.

JAPANESE FORCES. Your job is to hold on to key terrain features and delay the US advance as long as possible. Your artillery units can give you an edge in attack if allocated carefully. Attacks at night will be most effective due to the absence of the overwhelming US OBS. Attacks in bad weather should be considered for the same reason. Attacks should only be made against US units in bad shape. Units who have spent some time in minefields are obvious candidates.

Your men will be most effective in their forts, so these should not be abandoned lightly. If you can keep the US player off balance and unable to concentrate his power you can win.

The 109th Division has responsibility for the defense of the North, with the 2nd Brigade and the Navy defending the Amphitheatre and Turkey Knob respectively.

SCENARIO VARIANTS

(1) The 3rd RCT of the 3rd Marine Division remained in reserve and were not committed at Iwo Jima. Assume that they were used and land them after the 9th RCT. Model them on the 9th RCT but make the three infantry battalions strength 12 and the artillery unit strength 4.

(2) The D-Day weather for Iwo Jima was excellent, with very light seas. Assume that the weather deteriorated, hampering supply operations. Reduce the Supply value by 2 and the admin value by 1 for all regimental HQs of the 4th and 5th Divisions.

(3) Assume that the preliminary bombardment had been more effective. Remove three forts of the US player's choice.

4. OKINAWA - THE SHURI LINE
May 10th - 22nd, 1945

"You cannot by-pass a Jap because a Jap does not know when he is by-passed" A Colonel of the 96th US Infantry Division

Two weeks after the campaign on Iwo Jima was officially over Operation Iceberg, the invasion of Okinawa, began. The decision to take Okinawa was made at the same time as that for Iwo Jima, and for much the same reasons.

The Americans thought they knew what to expect after the Iwo Jima campaign. A fanatical defence of position after position, each having to be winkled out by flamethrowers, demolition charges, and sometimes even direct fire from 14" naval guns. There were known to be around 100,000 defenders on the island, good quality troops in the main, well supplied with artillery and automatic weapons.

The Japanese planned to defend the southern third of the island as they had the northern part of Iwo Jima - tunnels, caves, concrete emplacements and a strict ban on vain suicide attacks. This part of the island contained the best defensive terrain, as well as four air-bases, the port of Naha, and the best beaches and anchorages. The rest of the island would be covered by delaying forces, and left to the acknowledged US superiority in air and sea power. The defenders included the crack and experienced 62nd Division, the green 24th Division and the 44th Mixed Brigade, as well as numerous independent small units, including 10,000 naval troops, the elite 5th Artillery Command, the 27th Tank regiment and 20,000 native Okinawans (Boetai).

The Americans hit the island with everything they had. Carrier planes and B29s bombed airfields in Formosa, Japan and other nearby islands to suppress Japanese raids and kamikaze missions; a full week was spent pounding the island from sea and air. The invasion force consisted of the 7th, 27th, 77th and 96th Infantry Divisions, and the 1st, 2nd and 6th Marine Divisions, accompanied by 1,500 ships of all types.

The landings began on April 1st and initially went well. The Japanese had chosen not to contest the beaches. The 1st Marines landed and were held in place to act as the local reserve. The 6th Marines were given the task of clearing the north of the island, as they were not as experienced as the other Marine divisions. The 2nd Marine Division performed a landing feint near the south eastern corner of the island to pin Japanese reserves.

On the 6th of April the gigantic battleship Yamato, the pride of the IJN, sailed on a one-way mission to interdict the US Navy off Okinawa. The Allied air forces had kept an eye on her, and detected the movement straightaway. Within 24 hours, she joined her cousins on the sea bottom. But she had done some good: the distraction allowed a huge aerial kamikaze attack to achieve unprecedented success. An air armada of 700 planes, over half kamikazes, struck the US fleet. Six ships were sunk and seventeen damaged. If this rate of success was continued, the kamikazes had a real chance of delaying or even stopping the Allies at Okinawa.

It took until April 8th for the two Army divisions to work their way through the scattered defenders and outposts up to the main Japanese defensive line along Kakazu ridge, one of a series of rugged terrain features that ran directly across the US line of advance. These defences were part of the first Shuri defence ring, a fortified line extending across the island through the town of Shuri, which was an ancient castle and the centre of the defences.

By April 12th, the defenders had brought the Americans to a standstill. The men would work their way up a hill through artillery, mortar and machine-gun fire, take the crest, and then be pinned down or driven back by the main Japanese position on the reverse face of the slope,

almost immune from indirect fire. The 'blowtorch and corkscrew' tactics developed by the Americans, referring to the use of flamethrowers followed by demolition charges, were needed at almost every step. Often the defenders of a position were entombed alive and by-passed, only to appear elsewhere having escaped through a tunnel.

The Japanese command was divided between the cautious realists, led by the highly competent General Ushijima, and the 'fire-eaters', the junior and less experienced officers. Encouraged by the course of the battle thus far, Ushijima gave the fire-eaters their way on April 12th, and put in a six battalion attack that night. The Americans had decoded the signal flares using a captured signal book, and were prepared. By the light of star shells from the ships off-shore, US firepower blew the attack apart before it could get going. Still the Japanese persisted until the 14th, when Ushijima finally put an end to the slaughter. It was a return to the worst of Japanese tactics, relieved only by the lack of the suicidal and unproductive banzai charges.

Lt. General Buckner, Tenth Army commander, decided on a large frontal attack to crack the tenacious defensive line. On April 19th all three front line divisions (XXIV Corps) went over to the offensive.

The preliminary bombardment was ferocious. Over 600 planes, 18 warships and 300 guns opened up. The net result was estimated later to be about 200 Japanese dead. The defenders reappeared from their tunnels when the barrage stopped, and halted the advance in its tracks. The longest gain was around one kilometre in the west; many units ended the day on their start lines.

The 2nd Marine Division was again used for a landing feint to distract the defenders, who were in fact expecting another landing. In one of the most unfortunate decisions of the campaign, the experienced 2nd Marines were then sent back to Saipan, not having seen action on Okinawa at all.

But the strain told on the defenders. Every gun, man or position lost could never be replaced. Slowly the Japanese were forced back by the unrelenting pressure. On the night of April 23rd/24th, the Japanese fell back to their second line. After a month of combat, the US Tenth Army was in trouble. Three infantry divisions, the 7th, 27th and 96th, had attacked for all they were worth against the first Japanese defensive line for three weeks and had taken more casualties than metres of ground.

There were two alternatives available to Buckner at this point: he could use his reserves (1st and 6th Marine and 77th Infantry Divisions) to replace his exhausted front line units, or he could make another landing behind the Japanese defensive lines.

Buckner chose the first course for two main reasons: he was in a hurry, and organizing another invasion would mean two weeks of delay; and he feared "another Anzio, but worse". The 27th and 96th Divisions were pulled out on the April 30th and replaced by the 1st Marine and 77th Divisions respectively. The 7th had to wait another 10 days until the 96th was ready to return.

At first the fresh troops made little difference. For a week, the US troops advanced perhaps two kilometres in the centre, and less on the flanks. The Americans had run into the second Shuri line of the defence ring. The men had to go through it all again; the names changed but the tactics remained the same.

Ushijima once more allowed himself to be talked into an offensive. Encouraged by the stalemate at the front, he planned an attack for May 4th, to be accompanied by massive kamikaze strikes on the US Navy. The 24th Division, the 27th Tank regiment and the 44th Mixed Brigade were to lead the assault, and miscellaneous small units would make landings behind the American front to disrupt supplies and communications.

After a half-hour barrage of over 13,000 rounds, the attack went in early in the morning. The coastal landings were an abysmal failure; most were penned in or destroyed within minutes of debarking. The main assault met the fate of the earlier attack: US firepower rapidly decided the issue.

Incredibly, another assault was put in the next night, and actually achieved a small breakthrough. By the next day, the Americans had restored the front and killed all of the successful attackers. The two attacks had cost the Japanese hundreds of planes, 5,000 casualties, almost all their tanks, and 60 precious guns. The US losses amounted to six ships sunk, six damaged, and 720 land casualties. The Japanese attack was another expensive failure.

By May 11th the refreshed 96th Division was brought back into the line to replace the 7th, and the 6th Marine Division was added to the western flank. Buckner scheduled an all-out attack along the whole line for that day. The Japanese, certain by now that no second landing was coming, committed most of their reserves. The fighting went on, hardly moving, for ten days.

At the end of this period, the Japanese line was in danger. Both flanks were bending back, and the Americans were on the outskirts of Shuri in the centre. On the east coast, there was a real possibility of a breakthrough as the US troops opened a gap between the Japanese and the shoreline. At this point the rains, unseasonably late, started. Much of the front became a sea of mud, even stopping am-tracks. The only significant advance was made in the west, where the Marines finally took the town of Naha, largest in Okinawa but virtually deserted now.

The Marines also began to outflank Shuri to the south west. The situation looked desperate to General Ushijima, as he had no hope of reinforcement. The only viable option open to him was to abandon the hard-fought-for Shuri line and retreat into the very southern portion of the island, where a last defensive line had been prepared.

The Japanese took advantage of the cover afforded by the constant rain to stage their withdrawal, skilfully covered by a rear guard. The withdrawal was complete by May 28th, but the Americans only realized that it had happened at all on the 30th, when a Marine unit slipped through a gap in the rear guard and took Shuri castle. Even then, the town proper held out for another day. When the men finally entered the ruined town, it was deserted.

SCENARIO NOTES

The scenario begins with reformation of the III Amphibious Corps as the 6th Marines enters the line to the right of the 1st. The resulting bloody struggle for the Shuri line was only stopped by the cyclonic storms that commenced on May 22nd and rendered offensive action impossible.

The Japanese defended their positions to the death and withdrew only under the cover of the storms. To simulate this many Japanese units have zero movement allowance.

Each side will take heavy losses and if both have held at the end then the issue may be decided by casualties inflicted as well as objectives held.

PLAYER'S NOTES

THE MARINES. You must conduct a steady and calculated assault on the Shuri line to be successful. Careful co-ordination of assets and OBS is essential. Marine losses will be high but your excellent supply and elite troops should allow you to maintain steady pressure. Watch for any weakening in the Japanese lines and hold try to hold any gains without overreaching. Pushing exhausted troops, even marines, can result in disaster.

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The 1st Marines' ultimate objective is Shuri Castle, but Dakeshi must be reduced first. The 6th Marines must cross the Asa River and assault the Sugarloaf and Horseshoe hills which dominate the Shuri Line in the 6th Division's sector. These must fall before the Japanese rear areas at Kokuba can be taken.

JAPANESE FORCES. Many of your units are dug in and these must form the backbone of your defense. The mobile units you control are essential for shoring up the weak points caused by US assaults. Holding the line is your only aim as in so doing you will have caused heavy losses to the US. Your units will also suffer but you may be certain that the US player is probably suffering in at least equal measure.

The Shuri Line must be held. The 44th Independent Brigade is responsible for Sugarloaf, Horseshoe, Hill 55 and Makuba. The Navy is responsible for the Naha area including Makishi, while the 62nd Division defends Wana and Shuri Castle.

SCENARIO VARIANTS

(1a) Assume that Japanese kamikaze attacks are having a greater than historical effect on US shipping. Reduce divisional and regimental supply values by 2 points.

(1b) You can also assume that the US carriers were being somewhat diverted and reduce the reliability of US OBS by 2.

(2) Assume that heavy rains which stopped the US offensive arrived earlier. Reduce the scenario length by 4 days.

5. OKINAWA - THE FINAL REDOUBT
June 4th - 19th, 1945

"It's all over now but cleaning up pockets of resistance. This doesn't mean there won't be stiff fighting but the Japs won't be able to organize another line" General Buckner, May 31st 1945

By early June, when the rains had subsided, the Americans were advancing faster than ever before. They had come three kilometres in a week - fast by Okinawan standards. They started to by-pass the Oroku peninsula on the west coast, held by the troops of Admiral Ota's naval base force. On June 3rd, two regiments of the 6th Marine made a landing on the northern point of the peninsula. The landing by sea was considered easier than moving the men in the mud.

The remainder of the Japanese forces on the island, about 30,000, had retreated to a new line in the south. Only one third of these, however, were trained infantry. The Japanese were running out of men. The support troops fought as bravely as the rest, but not so well. The now-familiar process of prising the defenders out of every nook and cranny in the convoluted hills continued. Tanks were of little use, as the ground was still soft from the rains.

Again the Marines and the GIs faced the daunting prospect of resolutely held ridge lines raining mortar and machine-gun fire on them as they struggled up the slopes. The Japanese had very few heavy guns left, which eased the Americans' task somewhat. General Ushijima sensed the end was at hand, as the first ridge line fell in only 12 days. On June 17th, the Japanese front collapsed, so Ushijima, after one final, futile counter-attack, ordered his men to infiltrate through the US lines and carry on guerilla warfare in northern Okinawa. He and his staff took refuge in a cave near the island's southern shore. He committed hara-kiri on June 22nd, when US troops approached.

General Buckner was killed on June 18th by an artillery shell, in the final days of the drama that was Okinawa. He was the highest ranking American officer to be killed in combat in WWII, and he died only two months before the end.

The total Allied losses were 49,000 casualties, of which 9,700 were naval personnel - the worst losses in the navy's history. The naval dead (4,900) outnumbered those of any other service in the campaign. They also lost 221 tanks (over half the original force), 36 ships sunk and 368 damaged, and 763 planes.

The Japanese losses were 110,000 troops and thousands of civilians. They also lost 16 ships sunk and 4 damaged, and, incredibly, 7,800 planes. But they had served their emperor well, and delayed the Allies by 83 days - nearly three times as long as originally estimated by the Allied planners.

The island fighting had shown that the only way to deal with determined defenders who would not surrender was with fighting men of equal skill and determination who would not relent.

The desperate, resolute and intelligent defence of Okinawa by the Japanese must have been a factor in the decision to drop the atomic bombs on Japan. After all, if they fought in that fashion for an island populated by people they considered their inferiors, how would they fight for their homeland?

SCENARIO NOTES

The Japanese vacated the Shuri line under cover of the heavy storms. After the rains abated somewhat, the US forces took up the pursuit. This scenario depicts the contribution of the Marines to the closing stages of the Okinawa campaign. Movement costs are greater than in the Shuri scenario due to the sodden ground.

PLAYER'S NOTES

THE MARINES. You must drive south and assault yet another fortified line. To win you must clear Oroku and breach the Japanese defences near Kunishi Ridge. The Japanese troops are weaker now but still occupy formidable positions, so all previous comments about assaulting fortified lines still apply. Be prepared for the arrival of the 8th R.C.T. late in the game. A fresh unit can make all the difference.

The 1st must attack towards Itoman, clearing important terrain around Dakiton, en route. Once accomplished, the main defensive line on the Kunishi Ridge must be penetrated to reach Makabe.

The 6th Marines has been split into two groups to clear the Oroku Peninsular. Once cleared the 6th should proceed south and support the 1st by striking Kyamu.

JAPANESE FORCES. You still have excellent positions, but the quality of your troops has suffered. You must be extremely careful in choosing attacks. Base units and Boetai are not suitable for any real offensive action. If you can delay the fall of Oroku and hold the line at Kunishi, you should win.

The Ad Hoc formation must delay the advance of the 1st Marines on Itoman. The Navy defends Oroku to the death. The 24th division holds Kunishi Ridge and then makes its last stand at Makabe.

SCENARIO VARIANTS

(1a/1b) Same as Shuri.

(2) Assume that the 8th R.C.T. clean up their small island objectives earlier. Change their arrival to turn 25.

(3) Assume that the rain clears earlier and therefore allows easier movement. Adjust all the movement values for all terrain to that used in the Shuri scenario. Also adjust the movement allowance of US divisional HQs, which were reduced to reflect the logistical difficulties of the poor ground conditions.

(4) Assume that more of the Japanese 24th Division's battalions remain intact for the defence at Kunishi. Substitute standard rifle battalions for the Boetai battalions used and add 1 to the experience rating of all 24th Division rifle battalions.

6. PUSAN - SACHON
August 6th - 12th, 1950

"Following Brigade rapid advance from Chindong-ni to Sachon in which this Brigade attacked, overcame, and pursued the enemy, the 25th Infantry Division directed the withdrawal of this Brigade in order to hold a defensive position and mop up enemy resistance in the zone of action of elements of the 25th Division" 1st Provisional Marine Brigade order, August 13th 1950

The 1st Marine Brigade, consisting mainly of the 5th Marine Regiment, landed at Pusan on August 2nd, and was to go into action on the 7th. The plan was to launch a counter-attack on the very southern end of the North Korean front, to draw NKPA attention and reserves from their anticipated attack on the centre of the US line. The attacking forces were designated Task Force Kean, and consisted of the Marines, the 5th Regimental Combat Team (RCT) and two regiments of the 25th Infantry Division.

The attack would jump off from the coastal town of Masan and head towards Chinju, cutting off a large peninsula and threatening the right flank of the entire NKPA line. The 35th Regiment of the 25th Division would take the inland road through Pansong, the 5th RCT would accompany the Marines down to Chindong-ni and then cut across to Pansong, and the Marines would take the longer coast road through Kosong and Sachon - their first major objective.

Facing TF Kean was the NKPA 6th Infantry Division, reinforced with the 83rd Motorcycle Regiment. This force was also about to put in an attack, hoping to stage an 'end run' on the weak left flank of the UN forces and roll up their line. The initial set-up advances of these two forces collided at Chindong-ni on the night of August 6th/7th.

From then until the morning of the 9th the fighting swirled around the hills overlooking Chindong-ni. The NKPA positions here were eventually wiped out and the advance began to get under way. The Marines headed south along the coast road, and arrived at Taedabok Pass, a narrow defile 15km short of Kosong, on August 10th. The day was spent clearing the hills overlooking the pass of an ambush.

When the lead elements of the force arrived in Kosong the next morning, they surprised about 100 vehicles of the NKPA 83rd Motorcycle Regiment. Good co-operation between the ground troops and Marine Air Group 33 ensured their destruction, at a cost of two Corsairs down. The 24km from there to the village of Changchon were almost uncontested.

The Marine Brigade was now fighting on two fronts 40km apart, facing in opposite directions. Their leader, Brigadier-General Craig, commanded from a helicopter. At midnight on the 12th/13th, the rest of the Brigade received orders to withdraw back to the Chindong-ni area. As they started to move in the early morning, an all-out NKPA attack hit them. One platoon was overrun, and the pressure did not let up until dawn, when artillery and air power forced the attackers to retreat.

The Marines were finally free to withdraw from combat to prepare for MacArthur's masterstroke - the landing at Inchon.

SCENARIO NOTES

The exact composition of the NKPA units is uncertain. Nevertheless the names, locations and approximate strengths are correct. Both sides are given as night combat capable to simulate

the NKPA's preference for nocturnal combat and the Americans' demonstrated ability to cope with it. The Marines have been split up into company-size units to reflect their actual employment.

PLAYER'S NOTES

THE MARINES. You must first deal with the extensive NKPA forces on your flanks. They should be wiped out if possible, but leave the GIs to deal with them and push the Marines south as soon as practical. You must take Sachon and/or Chinju to secure victory.

The American 25th Infantry Division must hold Masan and Chindong-ni. The 1st Marine Brigade are to attack along the path Kosong-Changchon-Sachon-Chinju.

NORTH KOREAN FORCES. You must make the best use of the limited forces you have. Leave one 'regiment' (actually a battalion) of the 13th Regiment to tie up the Allies near Chindong-ni, and withdraw the rest into the rough to regroup. You can then strike east at Masan, south at Chindong-ni or west at Pansong. Chinju and Sachon must not fall.

SCENARIO VARIANTS

(1) Assume that the NKPA had been prepared for the attack. Move their units to a sensible defence line, say from Paedun-ni along the south side of the road to near Pansong, then north. Allow them 10 mine and 10 fort hexes, to be placed at will.

(2) Assume that the Marines had not been depleted by pre-war budget cuts. Use the blank Allied third division to create the 1st Marine Regiment, similar to the 5th already there. Place it anywhere that is Allied controlled at the start of the game.

7. INCHON - SEOUL
September 15th - 27th, 1950

"Mr President: By the grace of a merciful providence our forces fighting under the standard of that greatest hope and inspiration of mankind, the United Nations, have liberated this ancient capital city of Korea." Douglas MacArthur to President Syngman Rhee, September 29th, 1950.

With the addition of large numbers of UN (mostly American) troops, the situation around Pusan had finally stabilized. The NKPA, in its last offensive gasp, had taken the key town of Taegu, but outnumbered and battered, could go no further. General Douglas MacArthur, commander of the UN forces in Korea, had decided to stage an amphibious landing behind the NKPA lines to retake Seoul and cut the supply and communications lines that ran through there. Inchon was chosen because it was the closest large port to Seoul.

Despite five days of air and two days of sea bombardment, the landing on September 15th took the NKPA by surprise. The harbour islands of Wolmi-do and Sowolmi-do were captured, after a severe pounding, with light casualties. By the end of the first day the Marines controlled most of Inchon and the surrounding hills.

On the next day, the two Marine regiments attacked out of Inchon along the highway towards Seoul, leaving the KMC to secure the town. After a short, sharp fight to take Ascom City, the 5th Marine regiment and the KMC turned north towards Kimpo, site of a large airfield, while the 1st Marine Regiment headed east towards Yongdungp'o, an industrial suburb of Seoul just across the Han river from Seoul proper.

After beating back some determined but hopeless counter-attacks, the 5th Regiment took the airfield and some hills to the south east that overlooked it. By the morning of the 18th, the airfield at Kimpo was secure. The next day it was being used as a base for Marine air

squadrons. The 1st Marines were having a harder time of it. Halfway between Ascom City and Sosa, a group of NKPA ambushed the lead platoon, but were repelled with a loss of over three hundred by tank and aircraft fire. It had been the Marines' hardest fight so far.

The 5th Regiment were now ordered to cross the Han and take Haengju, preparatory to moving on Seoul itself. The recon team that preceded the crossing forces had failed to check the crest of nearby Hill 125, and gave the all-clear signal. As the crossing started, NKPA bullets and mortar bombs hit the water and shore around the Marines. The unprepared LVTs and am-tracks beat a hasty and unauthorized retreat.

Embarrassed by this repulse, the Marine commanders ordered the battalion concerned (3/5th) to cross in force at 6.30am that same day. A single company was sent across in LVTs and am-tracks, and made it over almost unhurt. The three platoons then assaulted and took the hill. The rest of the regiment crossed over during the day.

The 1st Regiment now concentrated on Yongdungp'o. They took the hills overlooking the town, then had to retake them, due to an administrative blunder. Having captured the last hills outside Yongdungp'o, the regiment plunged into the city at dawn on the 21st. Fierce resistance cost the Marines many casualties, and the twin drives, from the northwest and southwest, were stopped. One company, however, had penetrated into the very centre of the city.

Between 9pm and midnight, the company fought off five strong attacks by NKPA infantry. The 5th Marine Regiment was in position in front of the hills that run along the northern side of Seoul on September 22nd. These hills were defended by the 25th Brigade, veterans of the Chinese Civil War. There was hard fighting ahead for the men of the 5th Marines.

The next three days saw combat as fierce as any the Marines had ever seen. The NKPA small-unit leadership and tactics in the hills were impeccable, and they put in several locally successful counter-attacks. The Marines were told that the capital was to be taken by the 25th, so that General MacArthur could announce its liberation exactly three months after its capture. By the 24th much of the hill line had been cleared, but there was no slackening of enemy resistance.

Major-General Almond, commanding the X Corps, changed the attack plan. The 32nd Infantry and the 17th ROK Regiment were ordered to cross the Han south of Seoul and take the city's defenders in the rear. For the first time in the campaign, the 1st Marine Division was fighting as a division.

At 7am on September 25th, the UN forces entered Seoul from three directions; the 5th Marines finally swept the hills clear and entered from the northwest, the 1st Marines had crossed the Han and entered from the southwest, and the Army troops had taken South Mountain and entered from the southeast. The announcement of Seoul's capture went out on time.

The announcement was, however, somewhat premature. The NKPA still held the bulk of the city, and none of the captured areas were secure. Units had to constantly about-face and retake a building or city block to clear out infiltrators. The initial caution against use of supporting fire, to preserve the city, evaporated with the need to take the city swiftly.

Two more days of close-in street fighting were required to clear the city centre and take Government House. The NKPA proved skilled in city combat; everywhere were barricades, ambushes, mines and booby-traps. Finally, as the evening of September 28th drew in, the North Koreans gave up the fight and started withdrawing to the north. The next day, to the sound of distant cannon, with an honour guard composed chiefly of Marines, General MacArthur handed the remains of the city over to President Rhee. The lightning strike at

Seoul, together with the conventional attack at the Pusan perimeter, had shattered the NKPA. Of the 130,000 men that had poured across the border three months ago, less than 30,000 got back.

SCENARIO NOTES

The game starts at noon on September 15th and goes for 50 turns until the 28th, when the capital had fallen and was secure. Again both sides are flagged as night capable to simulate the almost 24-hour-a-day combat that occurred. The Marines are split up into companies to conform with their employment.

PLAYER'S NOTES

THE MARINES. You must advance swiftly to capture Yongdungp'o, then swing your Marines either north or south (preferably both) to take Seoul. The airfield must be cleared for the air-landing troops that will arrive on turn 38. The Marine Division has a string of objectives Haengju-To Nth Korea-Government House and must attack them in order. The 32nd Regiment has solely Seoul 3 as divisional objective for the southern approach. The UN's Miscellaneous unit has the Kimpo airfield to mop up.

NORTH KOREAN FORCES. You must defend carefully. You will not be able to attack with any prospect of success until the US player gets men into Seoul. Your troops there, especially the 25th Brigade, are quite good. The reinforcements from the south that arrive on turn 8 can be used as defenders of Yongdungp'o, or can launch an end run on Inchon itself. The 31st Division has been given the task of fighting for Government House, a highly symbolic building.

SCENARIO VARIANTS

(1) Assume the NKPA had got around to laying mines off Inchon (they were going to any day ...). Reduce all Allied troops landing in the first two days by 1 strength point and 2 fatigue points, and stretch them out so that only two units plus a HQ land each turn.

(2) Assume the complimentary Allied offensive had been more successfully prosecuted than it had. Remove the NKPA reinforcements from the south and one regiment from Seoul itself.

8. HUE
February 8th - 23rd, 1968

"But by the middle of February, he [the NVA] was through. He had not gained the popular support he expected. The American presence in Vietnam was unshaken. The Vietnamese armed forces ... had done surprisingly well ... not a single ARVN unit defected. He had won no battlefield victories, held no new territory, and in I Corps alone had used up the equivalent of three divisions." General William Westmoreland

Hue was another story. The beautiful ancient capital had always been something of an open city thus far in the war, and was not properly defended. In less than a day, seven Communist battalions took almost the entire city. The only holdouts were the MACV (Military Assistance Command, Vietnam) compound south of the river, and the headquarters of the 1st ARVN Division within the imperial citadel.

Early on January 31st, A/1/1st Company Marines arrived at the MACV compound. They were soon joined by G/2/5th Company and a tank platoon. The compound was safe. Reinforcements composed of F and H/2/5th Marines joined them on the 1st and 2nd of February respectively, followed by B/1/1st Company on the 4th. The five companies were

organized into two (understrength) battalions, the 1/5th and 2/5th. Not until February 9th did the Marines recapture the whole city south of the river.

Meanwhile, north of the river, the 3rd ARVN Regiment reinforced by three airborne battalions was making slow, steady progress, moving from the northeast corner (where the ARVN HQ was located) towards the southwest.

Three days later, after further calls from the ARVN, the Marines moved into the old city north of the river. Monsoon rains nullified airpower. The US Marines took the left flank, the ARVN Marines the right, with the 3rd ARVN Regiment in the centre. It was eleven days of hard house-to-house, block-by-block combat before the bulk of the NVA in the city had been eliminated.

The NVA had committed between eight and eleven battalions to the battle, under the aegis of the 6th NVA Regiment. Facing them were three understrength battalions of Marines and thirteen ARVN battalions, although not all at the same time. West of the city five US Army battalions had been used to cut the NVA supply lines to the hills.

Militarily speaking, the Tet offensive in general and the Hue battle in particular were a disaster for the North Vietnamese. The Viet Cong organization in South Vietnam was shattered, the NVA severely battered, and no lasting results were obtained. But politically it must be counted a success. The US public were shaken to discover that an enemy supposed to be on the brink of defeat could deal such a blow.

SCENARIO NOTES

This scenario depicts the second phase of the fighting in the old city north of the river. It begins with the US marines in position after being re-deployed north to support the ARVN regulars and marine units who were making slow progress against strong enemy resistance in the old citadel. Their final goal is the Palace of Peace located near the southern wall.

PLAYER'S NOTES

THE MARINES (AND SOME ARVN). You should maintain a steady pressure while fully utilizing available fire support points. Any VC infiltrations must be swiftly dealt with while maintaining constant progress toward your objectives. You must take territory to win.

NVA/VC FORCES. You must delay the enemy advance with skilful defence. Don't waste your strength with fruitless assaults. Attack only small, tired, enemy units. It doesn't matter how many of your men survive at the end of play; if you can hang onto the major objectives, you'll win.

SCENARIO VARIANTS

(1) Assume that additional marine armour support was committed to the fight in the Citadel. Activate the armour asset of the marine division by giving it a maximum and current strength of 6. The remaining information necessary to activate the battalion is already in the database.

(2) Assume the NVA command structure had not been disrupted by a B52 strike (as it was). Increase all NVA admin, leadership and supply values by 1 at division and regiment levels.

EPIOLOG

"We're professional soldiers. We fight any enemy the President designates" Commandant David M. Shoup, 1961

Looking back at the history of the USMC, we can see that, from uncertain beginnings, it evolved into an organization that acquired, through its exploits, a reputation for military skill and determination unexcelled by any force of comparable size in the world.

To a great extent it has been able to live up to its billing. Its popularity is both deserved and necessary. There is no doubt that without the support from Congress and the general public that the Corps has enjoyed in the past and enjoys today, the armed forces of the USA would long ago have been deprived of an elite fighting arm that has always been 'The First to Fight'.

PART THREE
A DESIGN TUTORIAL

"Making Marines"

The following example is a simple introduction to the use of *WarPlan*™. In it we will give the United States some more marines at Iwo Jima. Open the Iwo Jima scenario to work on and then select *WarPlan*™ from the Environment menu. The Iwo Jima map will open and to the left of the map will be the Tools window. See *Fig 6* in the Game Manual. This window contains all the tools used in map and unit creation and placement.

The hand icon is used both to access the unit database and to place them on the map. Double click on this icon and the Order of Battle or (OB) window will open. See *Fig 8* in the Game Manual. The top left of the window contains the icons for each side, along with buttons for selecting them. Obviously you can only edit one side at a time. Select the US side.

The window shows the divisional HQ buttons along the top, as they appeared in the Command Window, and the regimental HQ buttons below. Click on the first division HQ button. The second and third regiments will be defined and have their component battalion icons to the right. The first and fourth regiments are undefined (as shown by the question mark) and their battalion icons are empty.

We will now define Regiment 1. Double-click on the first (top) regimental HQ button (currently a question mark). A dialog box will appear so we can enter the regimental HQ details. See *Fig 9* in the Game Manual.

Make the following entries; HQ ID (R.C.T. 3), HQ Type (Marine), Admin (6), Leadership (7), Supply (7), Brittle (0). The Return key enters the data in a field, the Tab key moves the cursor the next field and Shift-Tab moves it back one field. Any field can be selected by clicking on it with the mouse. When you have finished press the Done button.

You will see that the regiment HQ button has changed from a question mark to the normal shape. To the right of the regiment are the battalion icons. Double-clicking on a battalion icon brings up the battalion dialog box. It works just like the regimental dialog box.

Double-click on the first battalion icon of the first regiment. Enter the following details; Battalion ID (1st), Unit Class (0), Arrival Mode (3), Equipment (1), Movement (12), Arrival Turn (26), Max. Strength (12), Cur. Strength (12), Tactical Rating (12), Range (0), Fatigue (7), Experience (7). When you are finished, instead of hitting the Done button, use the Bat button. This takes you to the next battalion in the same regiment. Enter the details for the next two battalions in the same way, but make the IDs (2nd) and (3rd) respectively.

The fourth battalion is an artillery battalion. Enter Battalion ID (12a), Unit Class (13), Arrival Mode (3), Equipment (4), Movement (14), Arrival Turn (27), Max. Strength (4), Cur. Strength (4), Tactical Rating (9), Range (15), Fatigue (7), Experience (6).

After creating the fourth battalion you should see four landing craft icons opposite your new regiment. Now you have to place these on the map. To do that just click on the battalion you want and drag it onto the map, releasing the mouse button when it is in the desired position. The current cursor co-ordinates are displayed in the bottom left of the map window. The co-ordinates for each battalion (in order) are (8,17), (9,16), (8,17) and (9,16).

Save your altered scenario under a different name and you can test it out.

Run 5 Magazine

Additional scenarios have been published in our support magazine, *Run 5*. Each issue contains at least two new scenarios for our various game systems as well as suggestions on game play, variations to existing scenarios, order of battle information for scenario designers, errata (features?) and historical articles.

The magazine is a very useful tool for anyone interested in getting more from their original investment in the game. Subscription details are provided on a separate enclosure.

GAME MANUAL
BATTLEFRONT GAME SYSTEM

Roger Keating
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Battlefront

Macintosh, Amiga and Apple IIGS Versions

Contents

PART ONE
THE GAME ROUTINES

1. THE BATTLEFRONT GAME SYSTEM

The *Battlefront Game System* is Strategic Studies Group's award winning land combat simulation system. This manual covers all games that use the *Battlefront* system and is written for mouse driven computer systems. Computer specific information is included in a separate supplement. Scenario details, histories and an introductory tutorial are contained in the Scenario Booklet.

To get started with the game, we recommend that you complete the following steps:

(i). Read the computer specific supplement for details on installation, memory sizes and other issues.

(ii). Read Chapters Two and Three of this manual for instructions on how to start playing and an overview of the game system.

(iii). Play the introductory tutorial included in the Scenario Booklet.

(iv). Select any scenario and start playing referring to this manual as necessary. You should read the Player's Notes for a particular scenario before playing it for the first time as they contain useful background information.

Note that the illustrations in this manual are taken from the Macintosh version and may vary slightly from other systems or from other games in the series.

This manual contains two major sections. Part One, *The Game Routines* explains the operation of the game system and contains all that you need to know to play a game. Part Two, *WarPlan*™ explains the operations of the scenario design routines, including *WarPlan*™, SSG's icon and terrain editor. While you do not need to read this section to play the game, it will provide some insights into the deeper workings of the game system. In addition, we would encourage everyone to find out just how easy it is to modify scenarios with *WarPlan*™.

2. STARTING A SCENARIO

Before going through the introductory tutorial, we recommend that you read the next two chapters which provide an overview to the game process.

After starting the game (consulting the computer specific supplement if necessary) you must choose the scenario you wish to play. Use the Open command from the File menu to do this. You will then be shown a prep screen which will allow you to make choices for the play of that particular scenario. These are as follows.

Choose sides; i.e. whether the game will be played between two human, one human and one computer or two computer players. Players may also be Enhanced. Enhanced players gain

random but powerful benefits. Note the two computer players mode is a very useful tool for historical analysis and for testing original scenarios. You may also edit the names of the opposing commanders at this stage. The game is now ready to play. If you choose Play from the Environment menu the scenario will start.

3. AN OVERVIEW

Each scenario lasts for a set number of turns; up to 99. There are four turns to each day (am, noon, pm and nite) so that the maximum length of a scenario is 25 days.

The military forces at your command are battalion size units. These are your basic fighting men. They are organized into larger formations to reflect a proper military hierarchy. A regiment can have up to four component battalions. A division can have up to four component regiments as well as up to four independent battalions. These independent battalions can be temporarily attached to any of the division's regiments.

Finally, each player can have under his command up to three divisions, for a total of 60 battalions. This is the corps formation that you are commanding. There are fourteen different types of battalions ranging from standard infantry, armour and artillery types to airborne, engineer, anti-air and anti-tank, assault gun and tank destroyer.

The battlefield on which you fight is a field of hexagons up to 40 across and 40 down. The ground scale varies from scenario to scenario, ranging from 500 metres to 8 kms (0.3 to 5 miles). Different types of terrain are represented by different terrain icons. Roads, rivers and cities are shown. Places of special significance are designated as objective hexes, and victory points are awarded for control of these at different times in the game.

It is your job as a Corps Commander to use these forces and these conditions to capture and hold as many of your objectives as you can, to destroy as many of the enemy battalions as you can get your hands on and, of course, to prevent your opponent from doing this to you.

The player who has scored the highest number of points by the end of the game is the winner.

You control the game through the mouse and menu commands. All commands in the game are given through a single command window, which also provides a number of reports. You can also click on the map itself to gain information.

These commands allow you to manœuver and deploy your battalions, to send them into battle and to refit and re-organize them when necessary. Although each individual fighting unit is a battalion, battalions are grouped together to receive and carry out orders as regiments. Remember, each regiment consists of up to four battalions and can have a further four battalions attached to it. As corps commander you issue a general order to each regiment. Every battalion attached to that regiment will then execute the order.

Only one battalion can occupy a hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

It is vital to realize the command separation between you and a battalion. From your lofty height in the chain of command, you have little direct control over the location of individual battalions. They will position themselves in order to best carry out your orders.

You can examine a variety of reports which will provide the information to base your decisions on. Air strikes and naval bombardments are represented by a variable amount of support points. These can be allocated to help out any regiment.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Movement orders are then executed.

Each scenario is accompanied by a short briefing which will give you a good idea of what must be accomplished in order to win.

On average you can expect a scenario of ten days length to take 90 minutes to finish in solitaire mode; a little longer if your opponent is human.

4. THE MENU BAR

The commands from the Menu Bar regulate the flow of control and the appearance of the game. They also give access to certain reports. The normal system menus such as File and Edit for each computer will be displayed. Following them will be the game menus, which are described below.

5. ENVIRONMENT

This menu has three items; *Prep Screen*, *WarPlan*™ and *Play*.

(i). Prep Screen. This is automatically opened at the start of a scenario. From the Prep Screen you can set the number, type and enhancement of players for the scenario. The *Prep Screen* also displays the name of the scenario, the Corps on each side and the names of the commanding Generals. The Generals' names can be edited if desired.

From the *Prep Screen* you must choose either *WarPlan*™ or *Play* from the *Environment* menu. You may return to the *Prep Screen* at any time and edit the details at any time in the game.

(ii). WarPlan™. Choosing this item enables the *WarPlan*™ menu and takes you to the scenario editing environment. It is covered in detail in Section Two of this book.

(iii). Play. This item enables the *Play* menu and initiates game play.

You may change between the *Prep Screen*, *WarPlan*™ and *Play* at any time. Each time you change you will be asked if you want to save the current changes to disk. Regardless of whether you save to disk, the information remains current. That is to say, in the middle of playing a scenario you may go into *WarPlan*™, edit details to suit yourself and then continue playing the altered scenario.

(iv). Scenario and Save Games. A scenario, as distributed exists in a primordial state. Once *Play* is selected it initialises itself and sets certain variables. Once this is done it cannot be undone. Therefore it is vital that you do *not* save a game that has been started over the scenario file that you started from. We will do our best to stop this from happening, but given the peculiarities of various operating systems, if you are not careful we may not be able to prevent this. If you always give your save games a different name to the original scenario then you will be safe.

6. WARPLAN™

See Part Two for a full description of WarPlan™. You do *not* need to access this menu at all to play a game. It is the construction set used to build up all of the scenarios in the game and can be used by you to create original scenarios or variants to existing scenarios.

7. PLAY

This is the main menu for controlling the flow of the game. The options are as follows.

(i). Autosave. With this item selected the computer will automatically save the game at the point at which orders have been given. The first time it does this you will be prompted for a

save game name. This option is a useful form of insurance against operational errors.

(ii). Side 1 Orders. This item allows access to the orders for Side 1. In a scenario the actual name of the side, as defined, is inserted in the menu.

(iii). Side 2 Orders. As above but with the Side 2 name.

(iv). Orders Done. You use this to tell the computer that you have finished giving orders for a particular turn.

(v). Run 5. This command tells the computer to execute the combat and movement routines for the turn.

The operation of the *Orders Done* and *Run 5* commands is determined by the number of human players. If there is only one human player then the computer gives the *Side 1 or 2 Orders* command and opens the command window for you. Similarly, in a one human player game, when you choose *Orders Done* the computer automatically issues the *Run 5* command and turn execution starts.

With two human players, the second player can only access his *Side Orders* after the first has chosen *Orders Done*, and the *Run 5* option is not available until both sides have accessed their respective orders menus.

8. DISPLAY

The first five items on this menu toggle the display of particular information on the map. The last two call up static information displays.

(i). Objectives. Objectives are indicated by a target symbol. They are critical to the game so you should keep a close eye on them.

(ii). Minefields. This will show you all of your own minefield hexes, and any enemy minefields which you have triggered but not cleared.

(iii). Control. This displays the current ownership of all hexes, by showing the location of the front line.

(iv). Arrival Hexes. Hexes where reinforcements will arrive are indicated by a small unit stack. This occasionally becomes important as reinforcements cannot come on if another unit occupies their arrival hex.

(v). Units. The units themselves can be hidden to facilitate inspection of the map.

(vi). Victory Points. This item calls up a dialog displaying the current Victory Points in the game.

(vii). Objectives. This will list a table of all of your objectives, the number of turns that you have held them and the points you have earned, as well as the objectives Victory Point value at the end of the game. Clicking on an objective will centre the map on that objective.

9. THE COMMAND WINDOW

The command window is opened when you give the *Side Orders* command in a two human player game, or is opened for you by the computer if you are playing solitaire. Using this window and the mouse, you can give orders to all of your troops and obtain reports on their condition.

A typical command window is illustrated in *Fig 1*. The name of the Corps is contained in the title bar of the window. Underneath that are written the turn and date, the weather forecast

Fig 1. *The Command Window*

and the air superiority status. There is also a small icon showing the weather conditions.

Below that are three buttons which select the current division. If a division is present in a scenario its HQ icon will appear in this location. A division is selected by clicking on its *HQ* button. The currently selected division is highlighted and information about it is printed below the icons. This information includes the divisional name and type, ratings for Admin and Supply and levels for Brittleness and Losses.

Below the division are the regimental buttons, identified by regimental HQ icons. Alongside each regimental icon is its current order and its Off Board Support or OBS box. A regiment is selected by clicking on its HQ icon. To the right of the regiment icon is displayed the available OBS points, regimental name, ratings for Admin, and Supply and levels for Brittleness and Losses for the currently selected regiment.

Below these ratings are the state of the Line Of Supply or LOS (which can be either Open or Cut) the combat state of the regiment and the composition of any enemy force if known.

At the bottom of the dialog is the palette of buttons used to give orders to the regiment.

10. THE DIVISION

There are up to three divisions per side each of which controls up to four regiments. You select a division by clicking on its button. As you do so the divisional info changes, as does that of the regiments beneath it. The division exists only to control the units subordinate to it, and is represented on the map by a single unit, the divisional HQ.

This is the only unit that you can move to a particular hex. To do so, click on the jeep button and the map will scroll to indicate the current location of the HQ. Scroll the map to where you want to go and click on the destination hex. The HQ has now been ordered to proceed there. Once it reaches its destination, it will move no further until given a fresh order. HQs cannot be ordered to an enemy controlled hex and are not allowed to move through enemy controlled hexes.

In any subsequent turn, a new objective can be assigned to a divisional HQ. The old objective is voided and the HQ will try to move to the new destination. If your HQ cannot move (i.e it has a movement allowance of 0), the jeep icon will be replaced by a tent icon.

Note that a moon-shaped icon will appear beside the jeep button if that side is night capable.

(i). Divisional Attributes. The divisional attributes of Leadership, Admin and Supply remain fixed throughout the game and are rated as Poor, Fair, Good or Excellent. Leadership is important in combat, and Admin affects supply and movement. Divisional Supply directly reflects the rate at which regiments resupply themselves. A division with only Poor or Fair supply will be slow to resupply and will have its ability for offensive action restricted by supply considerations.

Regiments must be able to trace a Line of Supply (LOS) to their divisional HQs each turn in order to receive supply and replacements. The LOS is Open if the computer can trace a line of friendly controlled hexes from the regimental HQ to the divisional HQ, and is Cut if it cannot.

The divisional HQ is also the focus for units given Reserve orders who will try to get to within 3 hexes of the HQ before deploying. The HQ should be far enough away from the front line so that reserve troops can disentangle themselves from the fighting, generally a minimum of 6 hexes from the front line.

Divisional HQs suffer from the dislocation of moving, unless moves are made at night. They will move involuntarily if they find themselves within two hexes of the enemy and can be shattered and displaced violently to the rear if they are actually attacked.

Therefore, the best location for a HQ is at least 6 hexes from the front line, more if necessary to create room for reserve troops, but in such a position so as to ensure supply to all regiments. All movement should be done at night wherever possible, and the HQ should be preserved at all costs from contact with the enemy.

Fig 2. *The Assets Window*

(ii). Divisional Assets. The division also controls up to four independent battalions, known as divisional assets, which may be allocated to any of the division's regiments or kept in reserve. Double-clicking on the division HQ button will bring up a dialog box which shows the current condition and attachment of these battalions. *(See fig 2.)* To change the allocation, simply select one of the battalions by clicking on its icon and then click on the icon of the new regiment or the Reserve symbol.

Assets should be allocated to those units which need them the most, either those mounting a major attack or those under the most defensive pressure. They should be checked *every turn*, especially artillery and allocated for maximum effectiveness. If their losses get too high or they become exhausted they should be Reserved.

Note that the assets of one division are not transferable to another division. The type of battalion asset is important when deciding assignments. For example, assault guns, assault engineers and artillery are very useful in attack while anti-tank guns, tank destroyers and the ubiquitous artillery will be of use in defense. Assets assume the supply state of whatever regiment they are attached to.

11. THE REGIMENT

Each division has up to four regiments subordinate to it. The regiment is the formation to which you actually issue your orders. Each regiment controls its own battalions which act to carry out the regimental order you have issued.

In the command window (see Fig 1 again), the regiments are identified by the regimental HQ buttons and are listed vertically under the division. One regiment will be highlighted, and its details will be listed, starting with its name to the right of the icons. To change to another regiment, simply click on its regimental HQ button.

Each regiment has its regimental HQ, which is notionally located by the computer with one of the regiment's battalions, usually the one furthest away from the enemy. Thus you never see a regimental HQ on the map, as you do with divisional HQs. Nevertheless, they are there and they have attributes just like divisional HQs.

(i). Regimental Attributes. Regimental Leadership does not vary throughout the game. The better it is the better you will fight.

Regimental Admin varies throughout the game. From an administrative point of view, the ideal formation is one that never moves or fights. The more you do of either, the worse the administrative burden. Admin affects resupply, replacements and ease of movement.

Regimental Supply is the most important attribute in the game. If this is only Poor or Fair, your men simply cannot be effective. Supply is expended by combat, slowly if you are defending and very quickly if you are attacking. You must keep a very close watch on your supply situation and you must adapt your actions to its dictates. The act of simply not attacking is usually enough to improve your supply position.

As explained in Chapter 10 (The Division) each regiment must maintain a Line Of Supply (LOS) to its divisional HQ. If this LOS is cut, you must move either the divisional HQ or the regiment so as to connect it. If you cannot do this, you are in big trouble.

Brittleness for regiments is the same concept as for divisions. Once you reach the brittleness level as a regiment your regimental attributes take a nose dive and you begin to take extra losses in combat and your formation will just melt away.

(ii). Regimental State. At every stage of the game, an active regiment (i.e. one with at least one battalion on the map) will be in one of three states. These are READY, CONTACT and ENGAGED. The regimental state is displayed just under the LOS display. In Fig 1, the regiment shown is CONTACTED. The computer determines which state the regiment is currently in. The current state of a regiment determines which actions it may perform.

A regiment in an ENGAGED state is more or less *toe to toe* with the enemy. As a useful rule of thumb, a regiment will count as engaged whenever two or more of its battalions are within two hexes of the same enemy unit.

A regiment in a CONTACT state is in proximity to enemy units. At least one battalion is within two hexes of an enemy unit.

The enemy unit responsible for triggering an ENGAGED or CONTACT state is identified by the map cursor.

A divisional asset cannot trigger the ENGAGED or CONTACT state unless there are no non-artillery battalions organic to the regiment left.

In all other circumstances, a regiment is in a READY state.

A regiment will keep the same action from turn to turn unless you step in and issue new orders provided the combat state does not change. If the combat state does change (e.g. from

READY to CONTACT), then the default actions for each of the three states are READY (deploy), CONTACT (defend) and ENGAGED (defend). In this circumstance, the computer will select the default action for you if you don't issue an order yourself.

(iii). Regimental Orders. The orders that you can give to a regiment are determined strictly by its Regimental State. As well as showing the current state the command window will adjust the orders palette at the bottom to allow access to only those orders applicable to the current state. A list of states and allowable orders is given below, followed by explanations for each order.

ENGAGED - Reserve, Delay, Defend, Probe, Prepare, Assault, Exploit.

CONTACT - Reserve, Defend, Support, Probe.

READY - Reserve, Objective, Enemy Battalion, Deploy.

Note that the icons can be identified by holding the mouse down on the order icon next to the regimental HQ button. A dialog box will appear containing the name of the icon.

A description of the regimental orders follows.

(a). Reserve. A regiment given reserve orders will attempt to move its battalions behind its divisional HQ and deploy them there. A battalion with a deploy instruction will seek out the best defensive terrain in the immediate vicinity.

A regiment in reserve is more likely to recover fatigue, receive replacements, be resupplied and to re-establish its administrative routine than a regiment in any other state. This refitting procedure will be much enhanced when the component battalions of the regiment are more than two hexes from enemy units.

The reserve state is an inefficient formation for fighting so you have to be careful when issuing this order. It is always a bit tricky to rescue a regiment from a tight combat situation.

Selecting a reserve order in the READY state is usually pretty safe. Just make sure your divisional HQ is out of harm's way and 6-10 hexes clear of enemy units.

(b). Objective. When you choose this order, all the objective hexes for your side on the map will be highlighted. Choose an objective by clicking on it. Normal objectives are indicated by a cross-hairs symbol. Possible divisional objectives are indicated by a star, and the current objective by the map cursor.

Once an objective is chosen, the component battalions of the regiment (including any assets) will move towards it, generally selecting the quickest route. This action is the principal means of manoeuvre for uncommitted regiments. Use it to get into position to engage the enemy.

(c). Enemy Battalion. Choose an enemy battalion from the map by clicking on it. Only those enemy battalions within 8 hexes of the friendly regimental HQ battalion can be selected by this action.

Once an enemy battalion is chosen, the component battalions of the regiment (including any assets) will move towards it, following the most direct route. You use this action to send your battalions into battle!

(d). Deploy. This action is chosen in those circumstances where there are no enemy units nearby but nevertheless you wish the regiment to remain in place, presumably to counter a future threat. Individual battalions will seek out the best defensive locations in the immediate vicinity within supporting distance of each other and await your further instructions.

Remember that Deploy is the default order for the READY state. This means that a regiment given a Reserve order while in the CONTACT or ENGAGED state will revert to a Deploy order

if its state changes to READY. You should check on regiments given Reserve orders if you wish them to remain in reserve.

(e). Delay. If the regiment is subjected to a major attack, it will withdraw in the direction of its divisional HQ. This action will minimize losses from full scale assaults at the price of conceding ground. Uncontacted battalions from that regiment will move up to support the engaged battalion/s.

(f). Defend. This action is basically self-explanatory. Battalions within two hexes of enemy units dig in *in situ* while others in the regiment deploy to the best defensive terrain in their immediate vicinity. It is the safest formation and when in danger (or in doubt), select it. Remember that Defend is the default order for the CONTACT and ENGAGED states.

(g). Support. This action is a more vigorous type of defense. Battalions within two hexes of enemy units will dig in as they do with the Defend order; however, all other battalions from the regiment (including assets) will move up to support the contacted battalion/s. This action is chosen either to stiffen the defense of a particular sector or to assemble the regiment's components in preparation for a planned future offensive. Don't select it when you're heavily outnumbered and short of reinforcements/reserves. If you don't want anybody to move, use Defend.

(h). Probe. In the CONTACT state, this is the most aggressive response you can make. Rather than dig in, those battalions within two hexes of enemy units immediately launch a limited attack while the other battalions from the regiment move up into supporting positions in the expectation of contributing to the battle in the next turn.

This action should not be taken when CONTACTED unless you have considerable superiority and a pressing need for some decisive achievement or for concentration of your own men, as you will not have achieved a high concentration of forces.

From the ENGAGED state, Probe is a conservative and exploratory type of attack. It reduces your losses to the minimum while giving you a good idea of your opponent's strength. You won't do much damage to the enemy. Should you experience a simultaneous attack from your opponent, you will be in the best condition (given that you are attacking) to receive it. It has the same effect as a Probe while Contacted, except that as you are engaged, you will be more concentrated and thus more effective.

(i). Prepare. To all intents and purposes, this appears to be another Probe attack. However, it is simply a diversion while the regiment prepares to launch a full scale assault. You will inflict the same level of damage on the enemy as you would with a Probe attack but you are much more vulnerable to a counter-attack. Regiments attacked while executing a Prepare order can get quite badly chewed up.

The value of this order is that it makes a subsequent assault very much more effective. You really must use prepared assaults against tough enemy opposition. A Prepare done on the pm turn may be effective (i.e. assist an Assault) on the following am turn, but this is not certain. A Prepare has no bonus for an Exploit.

(j). Assault. These are full scale attacks using every component of the regiment which is in a condition to participate. They can result in horrendous losses for both sides. Make sure you allocate as much off-board support and as many divisional assets as you can spare. Every little bit helps! These are much more effective if the same regiment has done a Prepare the previous turn.

(k). Exploit. This type of attack should be launched against a weak enemy position. It gives the attacker the greatest opportunity to advance after combat. It will only be truly effective if your opponent is KIA'd or routed. Do not use it against a tough enemy position; your losses could well reach unacceptable levels.

(iv). Fighting at Night. Unless you specifically wake them up, your regiments will not do anything at night. To give orders at night, you must first click in the bugle icon at the bottom right of the orders palette. Units attacked at night will wake up and defend normally. Fighting at night causes extra fatigue losses for both attacker and defender.

(v). The Regimental OB. Although the regiment's losses are reported in the Orders box, to find out what is really happening you need to look at the component battalions. To do this, double-click on the regimental HQ icon in the command window. A dialog box will open showing the condition of all organic battalions and any assets attached at the time.

(vi). Allocating Off Board Support. Just above the regimental ID is the OBS icon, a plane, followed by two numbers. The number to the left of the slash is the amount of OBS currently unallocated, to the right is the total for the turn. OBS is a catch-all category for air support, artillery support by units outside the scope of the game or even naval gunfire.

Adjacent to each regimental order icon is a small box with a plus and minus sign. Clicking in the plus or minus sign allocates or de-allocates OBS points to that regiment. Holding the mouse button down speeds up the process.

In general, regiments with attack orders (especially assault) should get the most support. Regiments in tough/desperate defensive situations also need all the help they can get. However, support points are most effective when assaulting or exploiting, and less effective in all other situations.

Correctly proportioning support to your regiments will have a major effect on the outcome of most battles. Be careful not to forget that you have up to three divisions; don't allocate all your support points to just one of them without good reason.

12. THE BATTALION

The battalion is the unit that actually does all the fighting. There are up to four battalions belonging to each regiment, and divisional assets may be attached to the regiment and thus fight alongside the organic battalions.

Battalions are broadly divided into three types, Armour, Infantry and Artillery. When you see enemy units on the map, they only display generic icons for each of these three types.

Each battalion actually belongs to one of fourteen specific unit types, which are divided among the three generic types. A list of all the specific unit types follows.

Armour - Mechanized Infantry, Tank Destroyer, Armour, Assault Gun.

Infantry - Leg Infantry, Motorized Infantry, Paratroopers, Heavy Weapons, Cavalry, Reconnaissance, Engineer, Anti-Air, Anti-Tank.

Artillery - Artillery

Fig 3 illustrates the military symbols used to identify each type of battalion.

(i). Battalion Attributes. Each battalion has three attributes. The first is their level of training which can be Green, Trained, Veteran and Elite. This attribute does not vary. The level of training has a large bearing on the combat performance of a battalion.

Two other attributes determine the day to day state of a battalion. These are the levels of casualties and fatigue. Both occur as a result of combat. Replacements for casualties may occasionally be received while a unit is still in combat, but the process works much better if a unit is in reserve, and a unit will need to be reserved to recover from any significant casualties. Any battalion with casualties over 30% will not be operating with any great effectiveness.

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UNIT SYMBOL CHART
(VISIBLE ONLY TO CONTROLLING PLAYER)

⊠	LEG INFANTRY	⊓	ENGINEER
⊠	MOTORIZED INFANTRY	△	ANTI-AIR
⊠	MECHANIZED INFANTRY	△	ANTI-TANK
⊽	PARACHUTE	⊟	TANK DESTROYER
⊠	HEAVY WEAPONS	◯	ARMOUR
⧄	CAVALRY	◉	ASSAULT GUN
⧄	RECONNAISSANCE	•	ARTILLERY
XX	DIVISION HQ	**H** H̲	DIV HQ (AX/AL)

Fig 3. *Battalion Symbols*

Fatigue loss is also a result of combat. Fatigue levels are Exhausted, Tired, Fit and Fresh. Tired or Exhausted troops will be unable to fight effectively. Fatigue losses will normally be recovered overnight, unless night fighting takes place.

If levels of fatigue or casualties become too great a battalion can rout. This means that a unit has ceased to operate as an organized military unit. Routed battalions will display a special icon and will retreat towards the divisional HQ as best they can.

13. COMBAT

There are two types of combat in the game. For convenience, they are referred to as *regimental combat* and *minor combat*.

(i). Regimental Combat. The effective regimental combat radius of all units is 2 hexes, regardless of type. Certain ranged units can be effective up to 15 hexes from their target. It is quite important to remember that the exact positions of the opposing battalions matter only insofar as battalions must be within 2 hexes or within range of an enemy unit to fight.

A battalion under attack can receive support from friendly battalions within 2 hexes (or range) of itself. Battalions from the same regiment are much more likely to provide support. Try to keep your regiments as concentrated as possible.

As a result of combat, battalions will lose strength points and become fatigued. They may even rout if the battle goes too badly against them. Routing battalions are readily identified on the screen by their distinctive icons. Rout is a general term used here to cover a number of different states. Essentially it means units unable to undertake organized activities within

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the normal military framework. For any given combat state, the higher the experience of a unit the less likely it is to rout, and the quicker it is to recover. Elite troops are very durable and reorganize very quickly.

In any battle, the supply, and to a lesser extent the admin, values of the regimental HQ are reduced in proportion to the intensity of the combat.

In addition each side may have a *brittleness* level set when the scenario was created. If a formation has been flagged as brittle and its losses are greater than or equal to the brittleness level then its supply and admin values will be zeroed and the units themselves will suffer attrition. This is to simulate the total loss of higher organization, even though the men may still be in the field. Naturally units in this condition are more likely to rout.

A brittle division affects divisional supply and admin and any divisional assets. A brittle regiment affects regimental supply and admin and all component battalions.

Whenever a regiment executes an attack order you will receive a report providing you with the details. Losses occur at four levels, Light, Medium, Heavy or Extreme and are indicated by an icon in the report. This represents the strength point loss as a proportion of current strength and is thus a relative measurement. Attackers losses are calculated on the total strength of all attackers.

The combat report also shows the orders for attacker and defender and if OBS is allocated it is shown iconically as Light, Medium or Heavy. *(See Fig 4)*

```
     Attacker          Defender
 5 Div/RCT 27      109 Div/109 Div
 Assault    [≣≣≣][ ]  Defend    [ ][KIA]
 ┌─────────────────────────────────────┐
 │                OK                     │
 └─────────────────────────────────────┘
```

Battalions belonging to the attacking regiment are highlighted on the map with different high-lights for those taking part in the battle, those out of range and those too exhausted and/or feeble to participate.

Fig 4. *The Combat Report*

Fatigue losses are not shown in the combat report but you should check on them through the regimental OB.

(ii). Combat Bonuses. Certain units or combinations of units get bonuses in combat. Having two out three ARTillery, ARMour or INFantry types involved in an attack gets a combined arms bonus. Having all three gets a larger bonus. OBS points count as type ART. Units of type ARM are always more effective than otherwise identical units of type INF.

Recon units in an attack reduce the enemy's defence values. Anti tank and Assault guns gain bonuses in attack and defence against units of type ARM. Engineers gain a bonus in defence and can improve the defence of other units in their regiment. In attack, the Engineer unit only treats all terrain as the easiest terrain to attack. Assault gun units are treated as armour units when attacking from a range of 1 or 2 hexes; they are treated as artillery when attacking at greater ranges.

(iii). Minor Combat. In addition to the regimental battles displayed in the combat reports referred to above, all opposing units adjacent to each other are subject to minor *combat*. Battalions may suffer fatigue and/or strength point losses as a result of minor combat. Minor combat ignores the presence of OBS points. The loss of strength points (but not fatigue) is indicated briefly on the screen by a small explosion. The higher the experience level of a battalion, the more damage it can cause and the less it takes from minor combat. Adverse

factors for minor combat are lack of supply, high fatigue and high numbers of adjacent enemy units. Units can be KIA'd in minor combat.

Minor combat does not occur at night, unless a side been flagged as night capable. Night capable battalions meeting the normal minor combat conditions will conduct minor combat at night. This simulates aggressive night patrolling and combat. In all other respects they are identical to normal battalions. Night capable battalions still suffer the normal penalties if they commit a regimental attack at night.

If a side is night capable, a moon symbol will be shown next to the HQ movement button.

14. MINES AND FORTS

Mines and forts affect both movement and combat. A battalion moving onto an enemy minefield or fort cannot move any further that turn. Minefields and forts are automatically cleared at the end of turn, unless the battalion conducts or is the target of a regimental attack, in which case it has a 50% chance of clearing the minefield. A unit on an uncleared mine or fort hex blocks friendly movement through that hex. An enemy fort or minefield will not be removed unless it is cleared by a friendly unit and until it is cleared, an enemy fort or minefield hex will remain enemy controlled.

Minefields (but not forts) cause losses in strength and fatigue, and will continue to cause these losses until cleared. In any turn, a unit on an enemy fort or minefield is also very vulnerable to minor combat, and incapable of inflicting minor combat losses on the enemy.

Friendly minefields have no effect. Friendly forts use the movement and combat effects defined for them in WarPlan™. In a regimental attack on a fort, any engineer battalions (only), treat the terrain as being combat effectiveness (7) i.e. the easiest terrain for combat.

Routed units cannot clear minefields nor do they suffer any extra penalties for being in a minefield. Any enemy minefield or fort hexes occupied but not cleared are automatically cleared at the end of the game. This means you will receive victory points for those hexes.

These routines mean undefended minefields or forts slow movement without doing much damage. Defended minefields, or worse still, minefields with defended forts behind them can cause a lot of grief.

15. SPECIAL UNITS

These are units showing the the parachute, glider or amphibious landing craft icon. While showing this icon parachute or glider units are especially vulnerable to minor combat. They only show the icon on the first turn that they land. Landing craft will suffer special attrition if there was space for them to land at the beginning of the turn and there was an enemy unit within two hexes. If there was no space they are deemed to be keeping a prudent distance off-shore until such a space arises.

16. THE MOVEMENT ROUTINES

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the regiments will move. This is based on admin, experience, supply, leadership, current order and a small random component.

If necessary, the movement routine will be divided into a series of *pulses*. This is to ensure that no single battalion moves more than 4 hexes (or 8 along a road) before every battalion

has had a chance to execute its order. Note that mechanized units (i.e. those with a movement allowance higher than the specified mech min for the scenario) cannot cross rivers except at fords or bridges and that static units cannot move at all.

Objectives may have been allocated to a particular division during the creation process. A computer controlled force will attempt to take or re-take those objectives with the specified division. A human player can naturally issue any orders he wishes. However, if an enemy unit is KIA'd, your battalions will move after combat towards a divisional objective, if it exists. Therefore you should either follow your initial orders or remove the divisional objective allocation in *WarPlan*™.

17. THE MAP

The map displays a lot of information to keep you informed. When you are giving orders the battalions belonging to the current division show their specific icons, while the other divisions show their generic icons. The current regiment is further highlighted and its target, if one exists, is indicated by a flashing target symbol. The map will always be scrolled so as to centre on the most important item.

By holding the mouse down on a hex when you have the binocular cursor, you will pop up dialogs with information about the hex and its contents.

18. THE END GAME

The game will end with the completion of the movement routine on the last turn. It is always a pm turn.

The victory screen will appear and summarize the players' performance.

19. TACTICS

Some parts of the game are so vital to playing it properly that they need to be specified in one place rather than scattered throughout the menu explanations. They are *combat* and *supply*.

(i). Combat. There are many factors in the game that are considered in the resolution of combat. The most important of these are the fatigue state, casualty level, and supply state of the troops. Deficiencies in any one of these areas can make a serious difference to combat performance. These are variables that are immediately affected by your command decisions and deserve your closest attention.

Tired or exhausted men cannot fight effectively. A combat result can cause loss of strength, fatigue or both. Thus men can lose fatigue points in combat in both attack and defence. Each attack can cost fatigue points and repeated assaults without a break will cause extra fatigue and supply losses.

Fatigue is recovered best at night by sleeping, and attacking at night will certainly cause fatigue losses and should only be done where really necessary. There are, however, some good reasons for attacking at night. These would include having large amounts of off-board support, the fact that your opponents air power makes attacking during the day very difficult, or having so many men that you can afford to have some attack at night to keep up constant pressure on the enemy. The main point is that troops fighting both day and night will rapidly become exhausted.

Night capable troops will conduct minor combat at night without fatigue loss. Moreover, any

OBS allocated to them for a regimental attack automatically arrives as it does during the day. Non night capable units have only a 50% chance of receiving allocated OBS. Night capable units still receive normal fatigue penalties for regimental night combat.

Regiments in reserve will recover fatigue much faster than regiments in any other state and tired units should be placed in reserve to allow more rapid recovery. Attacking with units that are tired or exhausted invites disaster.

Units lose effectiveness as their casualty level mounts, over and above the actual loss of strength points. Any battalion with over 20% casualties is a definite candidate for reserve, and units with over 50%, even if they remain on the battlefield, are not very useful. If units are brittle you must try to keep casualties below the brittleness level. Brittle units will never recover and will eventually die of attrition, even if they are not in combat.

Casualty levels are not the absolute totals of killed and wounded. Rather they reflect the steady lowering of the number of troops willing and able to effectively fight the enemy. Most of the casualties will not be hurt at all but are out of contact, cut off, confused or leaderless, pinned down or otherwise ineffective.

Putting such a unit in reserve will allow re-organization and replacement and will eventually restore it to a reasonable fighting condition. A unit committed and taking too many casualties may break and rout. A routed unit is no longer effective as a fighting force and will usually retreat towards its divisional HQ.

Any unit suffering overwhelming casualties may cease to exist for game purposes. It is noted as KIA and disappears from the game.

(ii). Supply. The toughest unit is helpless without bullets and useless without food. The regimental supply level is used for combat purposes. Its likelihood of replenishment is related to its current order (reserve is best, assault is worst), the divisional HQ supply value and both HQs' admin values.

The divisional HQ supply and admin values do not change! If these are low you have to be extra careful in selecting an attack philosophy. Although a regiment may start with decent supplies, resupply will be a chancy procedure. Naturally attacks use a lot of supply, so avoid unnecessary combat.

Even if divisional supply is good each regimental HQ must trace a line of friendly controlled hexes to the divisional HQ to establish resupply for each regiment. You will be told if the LOS is open or cut. If it is cut, you may have to move your regiment or your HQ or both. Placement of the divisional HQ is critical.

As a special concession to amphibious operations, regimental HQs can trace supply to divisional HQs located off-shore, i.e. showing the special landing craft icon. Once the HQ has landed the normal rules apply. Terrain prohibited to mech units and the presence of enemy units may also block supply. If your LOS is blocked you cannot afford to wait too long before unblocking it.

(iii). Management. There is no such thing as a lucky turn. A good technique can overcome most reverses. Bad play turns reverse into disaster. A few principles to help you avoid disaster are set out below.

Keep a reserve. Your div HQ has to be at least 6 hexes away from the enemy to make this possible. If you don't have that room, fight like crazy to create it. Don't commit your reserve until you have made provision for a replacement.

Use the right men for the job. Historically, the best formations got more than their share of tough jobs, for very good reasons. You will find those reasons equally compelling.

Give the right job for the men. Even inferior troops who are strategically on the defensive can and should attack, at least occasionally. Judicious use of probes will cause extra fatigue and supply losses to the attackers. They will probably win anyway but be in worse shape after the victory than if a purely passive defense had been maintained. If your probe catches an attacker during a prepare he will certainly suffer.

Manage your assets. In one sense all your troops are assets and your job is to use them correctly. The divisional assets provide a useful illustration of this. They should be checked every turn to ensure that they are being used in the most efficient manner possible. The techniques for managing them successfully apply to the rest of your troops. Apply those consistently and you'll be hard to beat.

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PART TWO
WARPLAN™

1. INTRODUCTION

The following notes are meant as a guide to *WarPlan*™. The information they contain will also provide some insights into how the game works, and should be read at some stage even if you never construct your own scenarios.

Varying an existing scenario is fairly straight-forward and we provide an example of how to do this in Chapter 4. Variations are the easiest way to get the most out of your game. All of the scenarios in the game come with suggested variations which can be easily implemented. However, designing a full scenario will require a reasonable degree of familiarity with the game itself.

All games in the *Battlefront Game System* use the same design routines. We publish complete scenarios for the *Battlefront Game System* in our magazine *Run 5*. These contain all the information required to create entire new games using the construction kit. Information describing our *Run 5* magazine is icluded with the game materials.

2. USING THE DESIGN MENUS

In the Battlefront Game System there is no distinction for editing purposes between a scenario and a game in progress. A game in progress can be saved to disk, edited as you see fit and then restarted.

This is a feature to be used with restraint. While you can change sides with the computer, for instance, it will generally take until the end of the next game turn for the computer to readjust.

3. VARYING A SCENARIO

Varying a scenario is a way of exploring historical options. It is much easier than creating a new scenario from scratch and is a good way to become familiar with the design mechanics. Consult the Scenario Manual for a simple tutorial. The following chapters explain in detail the mechanics of this powerful construction set.

4. THE WARPLAN™ DESIGN MENUS

This section describes the various items in the *WarPlan*™ menu together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

(i). Map Size. The map size in the *Battlefront Game System* is variable. Each map can up to 40 hexes across and down. At a suggested ground scale of 1 kilometre per hex, this represents an area of a little over 1,600 square kilometres.

In creating a scenario, map size *must* be set before anything else. Select the smallest map size that can comfortably support the action you wish to represent. Apart from being less work, smaller maps will mean faster games.

(ii). Equipment. There are 31 equipment types that can be defined. This facility makes the identification of friendly units much easier. The name itself is not used by the program but is simply displayed as a mechanism to increase the recognition level of a battalion.

(iii). Terrain. There are sixteen basic terrain types in the *Battlefront Game System*. The names and the effects on both combat and movement for any terrain type are defined here. It is possible to represent the ground conditions of any battlefield by judicious use of names and combat/movement effects. See *fig 5*.

		Move Cost		Combat		
		Mech	Non Mech	Arm	Art	Inf
8	Plateau	7	4	6	5	5
9	Broken	6	4	6	5	6
10	Bluffs	20	9	5	3	4
11	Hilltop	0	9	3	1	3
12	Cliff	24	12	4	2	3
13	Mt Suribachi	0	9	3	1	3
14	Gully	10	6	6	4	5
15	Airfield	6	1	6	6	7

Page 2 of 2   Done

Fig 5. Terrain Creation

Examine any (or all) of the game scenarios to see how its done. For each terrain type you wish to use, choose an appropriate name.

The movement section of the terrain display is used to determine how many movement points each terrain type will cost when a battalion enters a hex of that type.

Mechanized battalions are those primarily moved by tracked or wheeled vehicles. Non-mechanized battalions primarily move on foot. Enter a number between 0 and 31. Note that 0 signifies the hex is impassable to that type of battalion.

Terrain affects combat by reducing the effectiveness with which an enemy battalion will attack into a particular hex type. Since armoured, artillery and infantry units play a different role in combat, there is a separate effect for each type. Enter a value between 0 and 7. A value of 7 means that the terrain has no adverse effect on combat. A value of 0 means an incredibly tough position to assault.

(iv). Features. Roads, Forts, Bridges, Rivers and Cities must have their movement and combat effects defined in the same way as terrain types. Note that forts and cities cannot affect movement and roads cannot affect combat. Mechanized units cannot cross rivers except at bridges. Notice how Forts, as defined, can severely reduce the combat effectiveness of all three troop types.

(v). Briefing. Enter a name for the scenario. There are also up to three lines you can use for a sub-title to the scenario.

Enter the turn, day, month, year and century that the scenario begins.

Enter the number of days the scenario will last. The maximum is 25. Every game ends on a pm turn.

Enter the initial weather. 0 = precipitation (rain or snow as appropriate), 1 = heavy overcast, 2 = light overcast, 3 = clear. Note that this is atmospheric weather only. To reflect the effect of mud or snow on ground movement, you must make appropriate provision in the terrain effects routine.

Enter the current weather forecast. 0,1 = stormy, 2,3 = building, 4,5 = stable, 6,7 = clearing.

Enter the climate. This sets the basic parameters on which the weather forecast will operate to produce the weather. The default type 0 is European. The other climates are Arid, (suitable for desert battles), Monsoon, Tropical, Arctic (clear only 25% of the time, cloudy or precipitation the rest) and Temperate (perfect weather, just like Sydney).

Enter the Mech Min. All battalions with a movement allowance greater than or equal to this number pay mechanized terrain costs. All others use the non-mechanized values.

(vi). Corps. For each nationality you must enter a name for the Side, the Corps and the Commander.

Support points are assigned in two categories; those available in daylight turns and those available at night. Each point of air support is equivalent to 1 SP of artillery. Reliability measures how likely the support points are to be available for use each turn. 0 = unlikely, 3 = almost certain. Rating is a measure of the effectiveness of the support. Sixteen inch naval shells deserve the highest rating, 25lb WWI surplus bombs the lowest.

Air superiority is measured on a scale of 0-7. 0 = strong Axis, 7 = strong Allied. Reliability measures how likely this air superiority is to remain throughout the scenario. A low reliability means the air superiority condition could fluctuate frequently throughout the scenario. A reliability of 7 means there is little chance of any change to the air superiority condition.

Enter the separate casualty levels at which units of each side become brittle (if so designated). These are percentage casualties in increments of 10%.

Enter for each side whether it is night capable. Night capable units conduct minor combat at night and always receive their allocated OBS points.

(vii). Misc. Factors. Every hex on the map is controlled either by the Axis or Allied player. This is set when the scenario is created. Control then changes when a battalion enters an enemy controlled hex. This change is automatic except for enemy forts, cities and minefields. They take a variable amount of time to demolish/clear and until rendered ineffective they will function as normal for their original owners.

In essence, you do not really control a fort or minefield hex until you have cleared that hex. Hexes occupied but uncleared at the end of the game are automatically cleared and will earn victory points. Progress is always slower when moving in enemy territory. Just how much slower is determined by the values entered for adjacent enemy controlled hexes. The parameters from (1) to (6) are the number of surrounding hexes which are enemy controlled. The values underneath each parameter which may range from 0 to 15 specify the movement point penalty, for entering a hex surrounded by any particular number of enemy hexes.

Note that the penalty is specified for each side. Thus the AXIS line specifies the penalties for Axis units in Allied controlled hexes and vice versa.

The size of a battalion is measured in strength points as described in the Troop Creation routines. Each player receives victory points for destroying enemy battalion strength points. A value between 0 and 15 must be entered for both the mech and non-mech categories. The AXIS line reflects the number of VPs earned by the Allies for killing Axis strength points in each category.

(viii). Minor Combat. This item allows you to increase or decrease the effectiveness of minor

combat for one or both sides. It is especially useful as a balancing factor in customized scenarios. There are three categories which can be edited.

(a). Fort Enhancement. Troops defending a fortification can be made tougher or weaker by changing the minor combat value. Increase the value to toughen the battalion. Decrease the value to weaken the battalion. A value of 15 will make the defender almost immune to the effects of minor combat. The default value is 2.

(b). City Enhancement. Troops defending a city can be made tougher or weaker by changing the minor combat value. Increase the value to toughen the battalion. Decrease the value to weaken the battalion. A value of 15 will make the defender almost immune to the effects of minor combat. The default value is 0.

(c). General Enhancement. Troops defending in other terrain can be made tougher or weaker by changing the minor combat value. Increase the value to toughen the battalion. Decrease the value to weaken the battalion. A value of 15 will make the defender almost immune to the effects of minor combat. The default value is 5.

5. THE TOOLS PALETTE

To the left of the map window is the tools palette. Most of the work in creating a scenario is done through this palette. The two main tasks are unit creation and map creation. See *fig 6*.
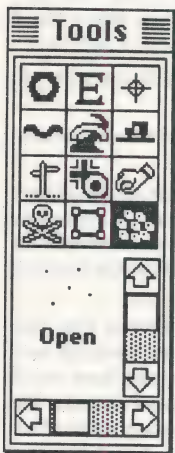
Fig 6. Tools

(i). Map Creation. There are 16 basic terrain types which should be defined first in the *Terrain* menu item. These 16 types are all that the movement and combat routines understand. The *WarPaint™* editor will allow you to define many more icons which much be related to a basic terrain type.

Regardless of the number of icons, the process of creating the map is the same. There is a section of the tools window, with scrolling controls, which displays the current terrain icon. There is a horizontal scroll bar and a vertical scroll bar. The horizontal scroll bar fixes the terrain type (as defined in the terrain dialog box) for that hex icon. The vertical scroll bar selects hex icons. Use the controls to select the icon you want and then click on that hex. When you move the cursor to the map, click to place the current icon on the map. If you hold down the mouse button and move the mouse you can 'paint' the current icon as it follows the cursor.

Other map features can be added simply by selecting their icon from the palette and painting them on the map. River and bridge hex-sides and roads, cities, forts and minefields can be added to a hex in any combination. To remove a feature, simply click on it a second time.

Each hex in the game is always controlled by one side or the other. To set the control, choose the control tool from the tools palette and paint the front lines on the map. You don't have to paint every hex as the computer will work out the borders as you draw. The control symbols will not continue to be displayed once you have finished painting unless you have set the display option for control to 'on'. The default value is Axis.

An ersatz road is not treated by the computer as a road for movement choices. They should be used to stop the computer becoming confused by dead-ends. A hidden road will be masked

from view by the terrain type in the hex. Use hidden roads where no real road exists but you wish to create a channel for troop movement. Another use is when the terrain type is particularly significant or unique and you wish it to be displayed. A unit traveling on an ersatz road will pay road movement costs. A unit traveling on a hidden road will pay normal terrain costs.

We suggest you keep the map size as small as possible for your first original scenario.

All maps are compromises between the actuality of the terrain and its representation. Do not feel afraid to be creative with terrain to make the map work properly within the game system.

(ii). Objectives. Each side can have up to 30 objectives created for a scenario. To create an objective click on the objective symbol from the tools palette and then click on the map at the location chosen for the objective. A dialog box will open and the objective details can be assigned. See *fig 7*.

```
+-----------------------------------------------+
|   +-------------------------------------+     |
|   |         East Suribachi              |     |
|   +-------------------------------------+     |
|                                               |
|    Japan              United States           |
|            [X] Enable Objective [X]           |
|                                               |
|           [ 0 ]   Division    [ 0 ]           |
|                                               |
|   [ 1 ] to [63]  Active Turns [ 1 ] to [63]   |
|                                               |
|           [ 5 ]  Points / turn [10]           |
|                                               |
|          [200]  Points at end [100]           |
|                                               |
|        ( Remove )        ( Accept )           |
|                                               |
+-----------------------------------------------+
```

Fig 7. Objective Dialog

Each objective must be given a name. An objective may have a division, numbered 1 to 3, assigned to it. If a side is computer controlled, the computer will attempt to take an objective with a regiment from the nominated division. This regiment will be assigned divisional assets and will head for the objective at every opportunity. If a number of objectives are given to one division it will attempt the closest and work its way through the others as they arise. In this way a line of advance may be specified for a division.

This control is only valid for the turns that an objective is earning points. If an objective is in friendly territory, i.e. already controlled, then it is ignored and the division will seek enemy controlled divisional objectives or follow the normal rules. However, if such an objective is taken by the enemy, then the computer will make a concerted effort to recapture it.

The ability to control troops conferred by the divisional objective is very useful. Scenario creators have a lot of power at their disposal.

Objectives which have a division assigned to them may be designated as defensive objectives. Only the specified division will be affected by this condition and it operates only while the objective is under friendly control. A regiment from the specified division will be despatched to the objective and will defend it as long as the time reference (as explained below) applies.

Victory points can be awarded for the possession of an objective on a turn by turn basis throughout the game and/or at the end of the game. When awarding points throughout the game, you must select the turn that point scoring will begin and the turn on which it will end.

If you wish to create an objective simply as a signpost for the direction of your troops, assign just 1 VP for its occupation at the end of the game. The Objective or Enemy Battalion commands are the only way to move men freely around the map. If you want troops to be able to go somewhere, put in an objective.

(iii). Unit Creation. Examine the blank division roster in Appendix A. One of these should be prepared for each division in the game. Do not attempt to edit the screen until these rosters have been completed.

To create units, double-click on the hand icon to get the Order of Battle (OB) window. See *fig 8*. Select which side you want to edit by clicking the correct radio button. You will see the division HQ buttons across the top of the window and the regiment HQ buttons along the side,

Fig 8. *OB Window*

Fig 9. *Regiment HQ Dialog*
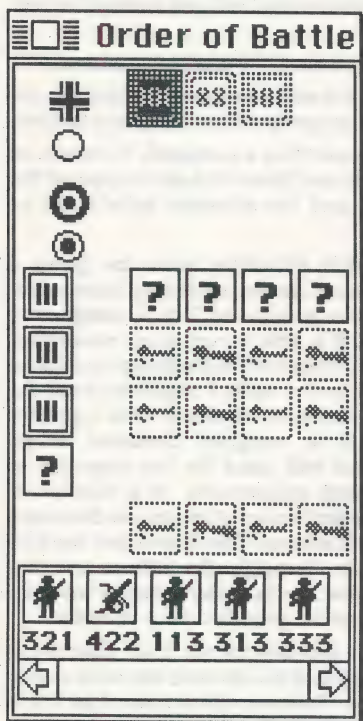
just as they are in the command window. To create a division or regiment, double-click on its button and fill in the details (explained below) in the dialog box. See *fig 9*.

The following notes will explain the factors which must be valued or rated. A design perspective is attempted in the Design Overview at the end of this section.

Next to the Unit I.D. is a unit designation generated by the computer. It takes the form Battalion/Regiment/Division where each is numbered. Thus the first battalion of the second regiment of the third division is numbered 1 2 3. Where a unit is an asset and belongs permanently only to a division, the regiment number is replaced by an A. Thus 2 A 1 is the second asset of the first division.

(a). Headquarters

HQ I.D. You must enter a name to identify the division or regiment.

UNIT TYPE. Enter a name to describe the type of division or regiment.

HQ ADMIN. Enter a value between 0 and 7. Admin affects the efficiency of every function the HQ carries out. The higher the value, the better. Divisional HQ admin never varies in the course of a game. Regimental HQ admin rises and falls in response to the current situation.

LEADERSHIP. Enter a value between 0 and 7. Leadership is always important in battle. The higher the value, the better. Neither divisional HQ leadership nor regimental HQ leadership will change in the course of a game. Both are important to the effectiveness of a formation.

HQ SUPPLY. Enter a value between 0 and 7. Divisional HQ supply is fixed in each scenario and represents the overall supply status of the formation. Regimental HQ supply usage is dependent upon combat while resupply is dependent upon the divisional supply value.
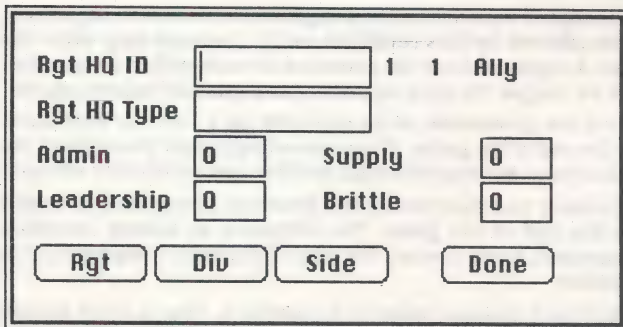
The more fighting, especially assaulting or exploiting that a unit does the greater the supply consumption. An adequate regimental HQ supply level is vital for effective combat. Values between 4 and 7 are satisfactory for all purposes, values of 2 or 3 will result in certain penalties in combat while values of 0 and 1 are disastrous. Thus a unit with very low divisional supply will be severely restricted in the amount of effective combat it can undertake.

BRITTLE. Enter a value of 1 if the HQ is brittle. Brittleness is a factor for divisional and/or regimental HQs. A unit suffers the effects of brittleness only if the regiment or division is designated as brittle and its casualty figure reaches the brittleness level set in the scenario briefing. Once this happens then the divisional or regimental HQs supply and admin values are set to zero and attached battalions suffer attrition each turn. For divisional HQs the affected battalions are the divisional assets, while for regimental HQs they are the regular battalions of that regiment.

HQ MOVEMENT. Enter a value between 0 and 31. Regular divisions with the usual provision of wheeled or horse-drawn vehicles should be given a movement allowance at least equal to the mech. min. value, even if they are basically leg infantry divisions. Only those divisions such as airborne and marine which arrive by an air or amphibious route should have a movement allowance lower than the mech. min. Resupply by XX HQs with a movement allowance lower than the mech. min. will not be as good as their conventional brethren in most circumstances. Resupply across rivers is less restricted for XX HQs with a movement allowance lower than the mech. min. If a unit was tied to a single supply source (such as Airborne divisions and their drop zones), consideration should be given to using a zero movement point HQ to reflect this.

ARRIVAL (XX HQ ONLY). Enter a number between 0 and 99. This is the turn that the divisional HQ will arrive on the map. An arrival number of 0 means the HQ begins the game deployed on the map. Units without a divisional HQ will have no line of supply. Delaying the arrival of a HQ beyond that of its battalions is a very useful way of restricting the operations of units until an appropriate time.

(b). Battalions

UNIT I.D. You must enter a 1-3 character name to identify the battalion. Units without a name are ignored by *WarPlan*™.

CLASS. Enter a number between 0 and 13. These 14 numbers correspond to the fourteen different types of battalions you may create. The types are. 0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type. These are the three types of units defined by the combat routines.

MODE. Enter a number between 0 and 3. This number determines the mode of entry of a battalion. 0 = normal; the battalion begins on the board or arrives as a reinforcement in the normal fashion. 1 = airborne; the battalion begins the game just landed by air drop or arrives as a reinforcement by air drop. 2 = air landing; the battalion begins the game just landed by air transport or arrives as a reinforcement by air transport. 3 = amphibious; the battalion begins the game at sea adjacent to a beach-head or arrives as a reinforcement in an ocean hex.

Units in normal mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in parachute mode will arrive

on any hex within a 1 hex radius of their designated entry hex. If there is no vacant hex inside this radius, they are destroyed. Units in air landing mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive that turn. On subsequent turns they may arrive if that hex, or an adjacent hex, is vacant. Units in amphibious mode will arrive on any coastal hex within 2 hexes of their designated entry hex. If there is no vacant hex inside this radius, they will wait off-shore until there is one.

EQUIPMENT. In the Equipment menu item you are asked to describe the types of equipment/troops used by your corps. This facility makes the identification of friendly units much easier. The name itself is not used by the program; it is simply a mechanism to increase the recognition level of a battalion. There is space to list 31 items of equipment and/or troop types. Enter the number corresponding to the appropriate equipment.

MOVEMENT. Enter a number between 0 and 31. This is the number of movement points the battalion will have available for each turn. Note that you must co-ordinate this number with the mechanized minimum value from the *Briefing* menu item. All battalions with a movement allowance greater than or equal to the chosen mechanized minimum value will be treated as mechanized units; all others will be treated as non-mechanized.

ARRIVAL. Enter a number between 0 and 99. This is the turn that the battalion will arrive on the map. An arrival number of 0 means the battalion begins the game deployed on the map.

MAXIMUM STRENGTH. Enter a number between 1 and 15. This is the maximum strength of the unit. For infantry and armour types, a full strength company is equal to 3 strength points (SPs). A depleted company is worth 2 SPs and a remnant company worth 1 SP. Look to make a typical battalion at full strength between 9 and 12 SPs, and adjust all other units relative to this benchmark. For artillery types, 3 tubes is equal to 1 SP.

CURRENT STRENGTH. This must be less than or equal to the initial strength. For various reasons it is often desirable to start a unit understrength. This allows you to do just that. The normal game processes for replacements will tend to bring a unit's strength back to its maximum strength.

RATING. Enter a number between 0 and 15. This number is a subjective evaluation of the quality of the equipment and organization of the battalion. For example, the rating of a tiger tank battalion would be 12-15 depending on the scenario while a Matilda tank would be lucky to rate 1 in any circumstances.

Infantry, armour and artillery type battalions should be rated on separate scales. The combat mechanics take care of the inter-relationships. If you don't like the ratings of your favourite hardware or unit, change them.

RANGE. All direct attack types of infantry battalions should have a range of 0. All supporting types of infantry battalions should have a range of 1. All armour type battalions (except mechanized infantry) should have a range of 1. All artillery type battalions should have a range equal to the effective distance at which they could engage the enemy. The maximum range is 15.

FATIGUE. Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

EXPERIENCE. Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality. The average regular battalion should have an experience between 3 and 5.

ATTACHMENT (XX ASSETS ONLY). Enter a number between 0 and 4. This number will identify which regiment of the division has currently been assigned the particular asset battalion. A number of 0 indicates that the asset is in reserve.

Note that all asset battalions which are intended as reinforcements should be assigned to a regiment when created and *not* placed in reserve. This will stop them from clogging up a reinforcement hex while they get their bearings.

(iv). Unit Placement. To place troops on the map, simply drag their icon from the OB window, move the cursor to the map, and release to place them in the desired location. Units can be picked up and moved around the map or removed from it. A quick way to un-define a unit is to edit out its name. Units without a name do not exist.

When more than one unit is placed in a hex, or the unit is scheduled as a reinforcement, the stacking icon will be displayed. Use the target cursor to select a reinforcement hex and all units scheduled to arrive there will be displayed in a list at the bottom of the OB window. These units may be double-clicked or dragged like any other unit.

6. A DESIGN OVERVIEW

(i). Units. The process of creating a scenario should be regarded as an art rather than a science. While some armies came close to fighting with a homogeneous organization, a lot didn't. The circumstances of war usually bear little relation to paper organizations. Do not be afraid to combine units and manipulate strengths and ratings to get the desired affect. A scenario is much more than the sum of its parts.

(ii). Combat. The various battalion types, as defined by the CLASS entry under Battalions, have different effects in the combat routines. Choice of the CLASS for a unit should bear these in mind. The types are listed below.

0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2 and 10-12 are ARMour types and 13 is an ARTillery type.

Any combat having both the INF types 0-3,5-7 and ARM types 11-12 gains a combined arms bonus. When defending, there is an additional bonus for the presence of an anti-tank type unit (8-10).

Any unit with a range greater than zero gains a bonus when used in conjunction with a 0 range unit. For example, a US infantry regiment usually mustered three infantry battalions and an artillery battalion. The heavy weapons and mortars were in separate companies organic to the infantry battalions. To represent the supporting fire of these companies, enter a range value of 1 for one of the infantry battalions. This will ensure that the combined arms bonus is realized. Note that the artillery bonus is in addition to the above.

The presence of ART or OBS also confers a bonus, irrespective of the actual effectiveness of those points. ART and OBS points work with full effectiveness only in <ASSAULT> or <EXPLOIT>. All other orders are only 50% effective.

Engineer units ignore terrain when they attack, and are hence extremely useful for attacking forts.

(iii). Supply. Supply consumption is dependent on the level of fighting a unit engages in. Normal resupply depends on regimental and divisional admin and divisional supply. There must also be a Line of Supply (LOS) between the regimental and divisional HQs and the Div HQ must not be adjacent to any enemy unit. If there is no LOS then resupply can still occur but at much reduced levels.

7. WARPAINT™

WarPaint™ is used to draw the game map. Colour machines (such as Mac II, Amiga and IIGS support full-colour graphics; back and white machines (such as Mac Plus and Mac SE) use monochrome graphics.

The *WarPaint*™ window allows you to create three types of icons. These are terrain icons (hex shaped patterns which fit together like a honeycomb to build up the map), unit icons (square shapes which represent the military units in the game) and feature icons (variably shaped symbols which represent certain game functions. Click on the appropriate radio button to select which type of icon you wish to create.

You have access to 250 terrain icons, 47 unit icons and 7 feature icons.

The colour palette varies from computer to computer. The vertical scroll bar to the right of the palette will be active if the palette can be varied; it will be inactive otherwise. The larger square to the left of the palette defines the colour currently selected. Click on the palette to change the colour.

Above the palette are mask and brush buttons. The mask button is only active when editing features. All drawing is done using the brush. The mask defines the area of a feature which will be transparent.

The horizontal scroll bar directly under the enlarged icon image is used to select icons.

Select the desired icon, paint it just as you would with any typical paint program and then click Apply to register the change. The standard copy, cut and paste commands are all active.

You may also access the map directly while the WarPaint™ window is open. Click in any map hex and the chosen terrain icon will appear there.

Have a look at one of the scenarios in the game to see how it all fits together. With a little experimentation, you'll find this tool very easy to use.

Furthermore, Issue 14 of our house journal, Run 5, will include an article on the use of WarPaint™ for various computers.

✪   ✪   ✪   ✪   ✪

APPENDIX A

BRIEFING

AXIS

SIDE [16]

CORPS [16]

COMMANDER [16]

ALLIED

SIDE [16]

CORPS [16]

COMMANDER [16]

DAY	NIGHT	SUPPORT	DAY	NIGHT

QUANTITY
(0-99)

RELIABILITY
(0-3)

RATING
(0-15)

AIR SUPERIORITY (0-7)

STATUS = ☐
RELIABILITY = ☐

SCENARIO [16]

BRIEFING [26]

(0-3)	START =	☐
(1-31)	DATE =	☐
(1-12)	MONTH =	☐
(0-99)	YEAR =	☐
(0-20)	CENTURY =	☐
(1-16)	LENGTH =	☐
(0-3)	WEATHER =	☐
(0-7)	FORECAST =	☐
(0-7)	CLIMATE =	☐
(0-31)	MECH MIN =	☐

BRITTLENESS

(0-9) AXIS = ☐ %
(0-9) ALLIED = ☐ %

NIGHT CAPABLE

(0-1) AXIS = ☐
(0-1) ALLIED = ☐

TERRAIN EFFECTS CHART

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0						
T1(RET)						
T2						
T3						
T4						
T5						
T6						
T7						
T8						
T9						
T10						
T11						
T12						
T13						
T14						
T15						
-	ROAD					
-	FORT					
-	CITY					
-	BRIDGE					
-	RIVER					

DIVISION ROSTER

SCENARIO	Nationality	1st Ind	II	II	3rd Ind

XX HQ — Division — 2nd Ind | II | II | 4th Ind

III HQ — 1st Regt
III HQ — 2nd Regt
III HQ — 3rd Regt
III HQ — 4th Regt

II 1st Bn / II 2nd Bn / II 3rd Bn / II 4th Bn (×4 columns for each Regt)

HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]					
UNIT TYPE	[8]					
HQ ADMIN	0-7					
LEADERSHIP	0-7					
HQ SUPPLY	0-7					
BRITTLE	0-1					
MOVEMENT	0-31		N/A	N/A	N/A	N/A
ARRIVAL	0-99		N/A	N/A	N/A	N/A
LOCATION	(x,y)		N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]																				
LOCATION	(x,y)																				
CLASS	0-13																				
MODE	0-3																				
EQUIPM'T	0-31																				
MOVEMENT	0-31																				
ARRIVAL	0-99																				
MAX STREN.	0-15																				
INIT. STREN.	0-15																				
RATING	0-15																				
RANGE	0-15																				
FATIGUE	0-7																				
EXPERIENCE	0-7																				
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A				

APPENDIX A

OBJECTIVES AND MISC. FACTORS

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(AX)							
2(AX)							
3(AX)	.						
4(AX)							
5(AX)							
6(AX)							
7(AX)							
8(AX)							
9(AX)							
10(AX)							
11(AX)							
12(AX)							
1(AL)							
2(AL)							
3(AL)							
4(AL)							
5(AL)							
6(AL)							
7(AL)							
8(AL)							
9(AL)							
10(AL)							
11(AL)							
12(AL)							

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex = [ ][ ]   4th Hex = [ ][ ]
2nd Hex = [ ][ ]   5th Hex = [ ][ ]
3rd Hex = [ ][ ]   6th Hex = [ ][ ]

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	[ ]	[ ]
ALLIED	[ ]	[ ]

MAP SIZE

ACROSS (0-2) [ ]
DOWN (0-3) [ ]

NOTES
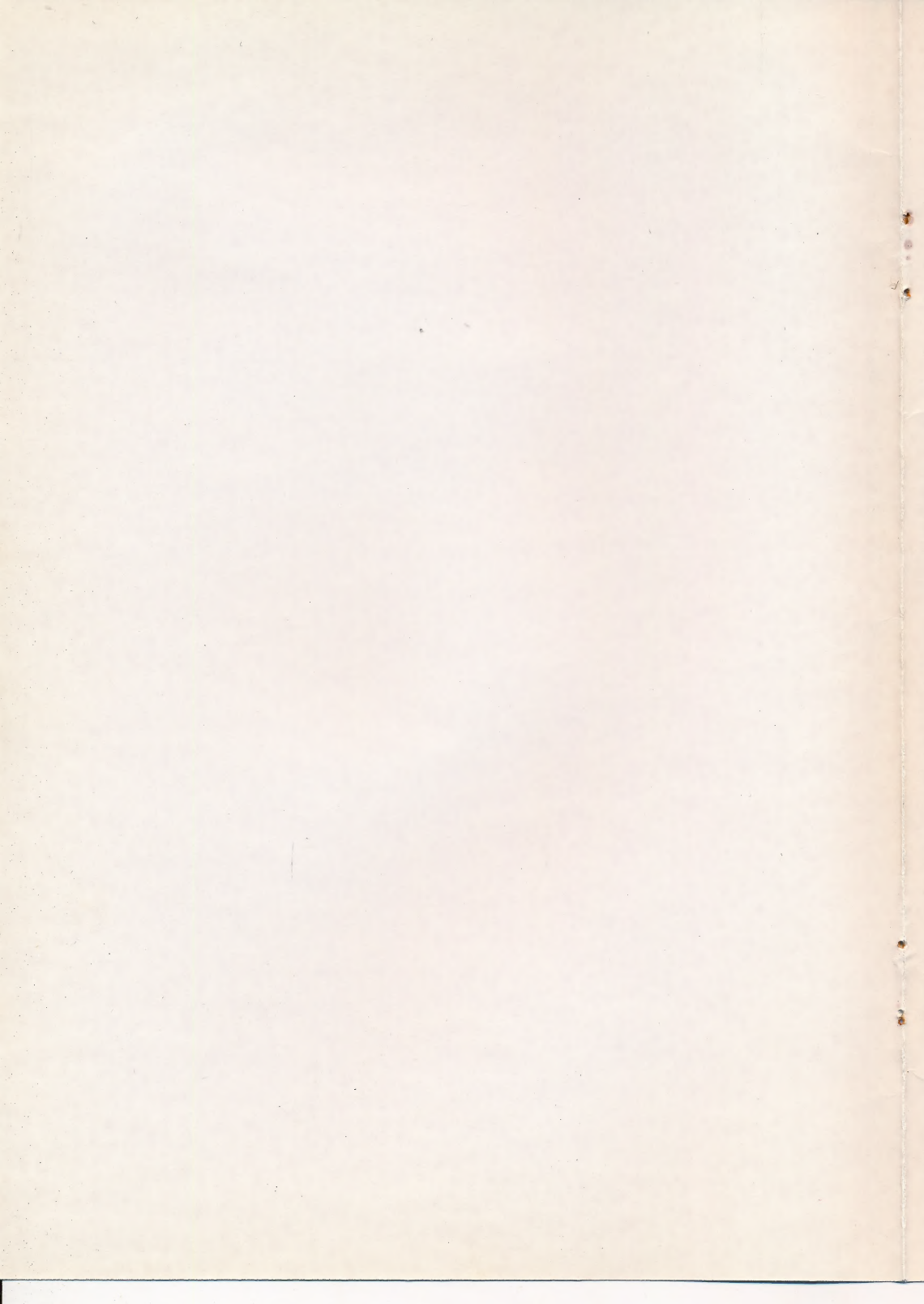
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