COVER DETAILS ON TITLE PAGE

Queensland

Wargamer

AUGUST 1986

COVER

Russian troop types. 1 Dragoon trooper. Green coat with yellow collar, cuffs, shoulder straps and piping. Grey trousers, black boots. Black helmet and crest with gold trim. Green saddle cloth trimmed yellow (RNC3). **2** Cossack. Overall blue coat and trousers with red stripe down latter. Black busby with red bag and white plume. Blue saddle cloth trimmed red (RNC1). **3** Hussar trooper. Regimental colours varied. Suggest brown dolman and pelisse with yellow collar, cuffs and braid. Blue trousers. Black shako with yellow cords and white plume. Brown saddle cloth with yellow trim (RNC9). **4** Pavlov Grenadier.

Green coat with red collar, cuffs, turn backs and epaulettes. White trousers an gaiters. Mitre cap red piped white ; rear, brass front. White belts (RN11). Jäger. Green coat and trousers with re collar, cuffs, turnbacks and epaulettes Black shako with white cords and blac plume (RN16). **6** Line grenadier drum mer. Green coat with red collar, cuff and turnbacks. Red shoulder straps an green, trimmed white, swallows' nests Black shako with white cords and whit over red plume. White trousers. Brow rolled greatcoat over shoulder of mos Russian infantry (RN8).

EDITORIAL

Another issue comes around, and I find myself trying to find some words of wisdom for the magazine. I realise how important this column is to all of you, and so I don't want to disappoint my many irregular readers.

Latest news on the shifting of the games cupboard is that now that the University Health Services have shifted to the new Student Services Building, Counselling Services will soon absorb the entire top floor of the Relaxation Block. This will mean that the current Club Common Rooms will be swallowed up. The games cupboard was expected to be moved to the old Billards Room but it would appear that this plan has been torpedoed.

The Commonwealth Bank wants to expand into most of the Bike Shop area which, in turn, wishes to move into the old Billards Room. The Clubs end up with whatever space that is left. Why the Bank needs to expand at all, is beyond me, given that since the installation of the AutoBank outside, its internal space remains unused for most of the time. We can only hope that Clubs and Societies continue to fight this encroachment of the clubs' rights. But by the end of the year, the games cupboard will have been shifted to somewhere.

Second semester meetings are scheduled for the following Saturdays: 6th September
4th October
1st Novem er

The 4th October is especially important as it is a combined Sale Day and Annual General Meeting (see Advert later). The AGM sees the election of Q.U.G.S. President, Secretary, Treasurer and Editor of THE QUEENSLAND WARGAMER. As Andrew Robertson intends to leave us and Mark Marychurch is finishing his Masters, we need YOU to provide the new blood to fill these positions! So think about it, and don't let your club go under. I, myself, am already overcommitted and maybe in State Parliament as the new ALP member for Toowong after this year's election. (So why not vote for him, ehh? - Mark, your friendly President/Typist.)

Anyway, one final note, a special thanks should be given to Mark and Andrew for all of the work that they have put into Q.U.G.S. for the past year. Andrew has been the best Treasurer Q.U.G.S. has ever had, and that's coming from an ex-Treasurer! Mark has certainly fulfilled has duties as President a million times over. It is no understatement that, without Mark and Andrew, there would be no Q.U.G.S. (And thanks to you to Jack who singlehandedly kept the club running before us - Mark again)

Anyway see you on the 6th September.

Jack Ford.

AN OFFICIAL APOLOGY.

On the 27th of May 1986, Neil Mack, one of your Q.U.G.S. members contacted the Editor in relation to an article that appeared in the last issue of THE QUEENSLAND WARGAMER. Mr Mack was very concerned about a mistake that was in the list of Q.U.G.S. members and their interests. Apparently we had listed him as an AD&D player whereas he was adamant that he simply a D&D player. So I promised Mr Mack that I would print a retraction, and I have kept my promise.

SCENARIO DESIGN - BACKBONE OF THE WARGAME
by Dale Murdock

Since the days of von Reisswitz's Kreigsspiel, the determination of wargame scenarioes has remained virtually unchanged. Yet scenario design is perhaps the single most important facet to a pleasing, successful game. A well prepared scenario provides posture and direction to a game where a poorly designed scenario often leaves the game a displeasing, amorphous mass. From the term "scenario" arise many concepts. Most gamers find it to be a highly variable series of information bits concerning forces, plans of action, situational estimates, etc. There is, however, far more to a scenario than this.

A wargame scenario may either be of historical or synthetic origin. Historical scenarioes use extensively researched data to produce a game capable of reliving history. They require maximum accuracy with orders of battle and deployments of forces. Some of the most pleasing wargames played relive history via well developed scenarioes, especially those games played in sequence, representing the cource of an entire campaign. Synthetic scenarioes relate generalised data to a fictitious situation, producing games that are analogous to history. Synthetic scenario design requires only a basic knowledge of military history and operations; a fundamental understanding of tactics, though helpful, is not essential.

Game scenarioes usually have been, and for most wargamers will continue to be quite variably determined. One of the eminent problems facing a designer is whether the wargamers desire a common, typical combat situation, or a unique or extreme situation. Further, the matter of play balance must be considered as well as providing players those forces and situations which they are capable of handling.

The determination of a scenario falls into the category of a pre-game activity. Where more than two players are present, someone usually is chosen as umpire or referee. In such games, it is the referee's function to produce a game scenario and then to properly construct the game terrain surface. The player's pre-game activity is to learn the scenario, assemble their forces and to develop a game plan or strategy. Where only two players are available, the "home team" assumes the scenario chores of the referee, and the "visiting team" is customarily given his choice of side. Since the time required for accomplishing all the scenario chores can be as long as the game itself, this function is often better performed prior to the day of the game. Thus there will be a maximum time available for actual wargaming.

As the first step in scenario design, prepare a brief general situation to be identically given to both sides. Include whatever information would have been available to the opposing forces in the real world, perhaps even a review of past military actions leading up to the current battle and any politically relevent events. Be sure, however, to keep the general situation brief and state only those facts having a bearing on the game. A short type written paragraph usually is sufficient -- remember most wargamers will be playing for enjoyment, not for scholarly intent.

After the general situation is prepared, two or more separate special situations are developed, one for each side and/or player. The special situation explains the conflict as viewed by the commanders of each side. There are five key parts to the special situation:

1. a terrain description for the area of impending operations, often including a map;
2. an itemized breakdown of available forces and order of battle, often incuding command organization and communications lines for advanced players;
3. an intelligence information on enemy forces, especially any significant potential threats;
4. the mission to be performed, and;
5. a statement of victory conditions.

There are several nuances in good scenario design. Both the general and special situations are best given simultaneously to the players, in written form. Though they should be brief, they must be comprehensive. Of utmost importance is that players and umpire, if any, all thoroughly understand the scenario prior to the start of the game. In any event, the guiding thought should be to construct a scenario which requires little, or preferably no modification of the game rules.

-0-0-0-

THE BRITISH INFANTRY BATTALION OF WWII
by Dale Murdock

MOTOR BATTALION 1940:
BHQ and: 4 motor Co with 3 motor plts of 3 sections (1 X 15cwt truck, 6 men, 1 LMG each) and 1 scout plt of 3 sections (3 universal carriers each)

MOTOR BATTALION 1942:
BHQ and: 1 A/T Co of 4 plts (4 X 2pdrs or 4 X 6pdrs), 3 motor Co with a mortar section (2 X 3" mortars), 2 motor plts, 1 scout plt, and 1 MG plt (4 X Vickers MMG)

MOTOR BATTALION 1944:
BHQ and: 1 support Co of 12 X 6pdrs (A/T) and 8 X Vickers MMGs, 3 motor Co each of 3 motor plts (in armoured half tracks) and 1 scout plt (carriers)

LORRIED BATTALION 1943/4:
BHQ and: HQ Co with 1 mortar plt (6 X 3" mortars), 1 carrier plt (13 carriers), 1 A/T plt (8 X 2pdr, later 6pdrs) 4 rifle Co of 3 plts of 3 sections of 10 men + 1 LMG (1 MMG plt with 4 X Vickers and 1 RASC transport plt with 30 X 3 ton lorries often attached from Brigade)

```
        FRENCH NAPOLEONIC ARMY (1809 15): ORGANISATION AND ARMY LIST
                              by Mark Marychurch
```

In response to my earlier article on the Prussian Army, I
have had some requests to write one on the French and Russian
armies. A Russian article maybe included in one of next year's
magazines but here is the French.
        The basic subdivisions of the French Grand Armee into
Regiments/Brigades/Divisions/Corp was standard for the whole of
the Napoleonic wars. But I have limited myself to the period when
the French had a battalion strength/organisation which was
virtually constant. The earlier battalion strength/organisation
was significantly different and therefore would not allow units
to be used for the wide variety of campaigns that the 1809-15
period allows. But over this period, regimental organisation and
troop quality varied greatly, so there still could be a large
variety of options available in the forces used on the table
(even with a standard battalion size). Also NO details as to
Guard organisation will be included, see later for reasons.
        The following is the general French army organisation.

```
INF. CORP ->1-5 INF DIVISIONS ->2 BRIGADES ->2 Regiments
               (gen. at least 3)                (1 legere/3 line)
                              ->1-2 6/8pdr Batteries

          ->1 LIGHT CAV DIVISION of Chasseur a Cheval (see below)

          ->RESERVE FOOT ARTILLERY ->1-2 12pdr

CAV. CORP ->2-3 CAV DIVISIONS ->2-3 BRIGADES ->2 Regiments
                                     (one type only, eg Dragoon)
                              ->1-2 Horse Batteries
```

        (NB. In 1812 Russian campaign, Cavalry Corp had 3 Divisions;
1 light, 2 heavy)

        The Line/Legere (light) battalion had 6 companies in this
period; 1 Grenadier, 4 Fusilier and 1 Voltigeur (skirmishers)
with a battalion strength of around 720 men. In 1809, regiments
had 4 battalions generally but only three seem to be in the field
together at anytime. In 1812, regiments were edicted to have 5
battalions and 2 3pdr guns. The Russian campaign prevented full
implementation but the French units involved in the central Corps
in Russia had this strength generally. Some Corps had variations
of the above organisation: one regiment per brigade but more
brigades.
        After the Russian debacle, regiments had, in the field, only
1-2 battalions (establishment was 4) with reduced morale and
training due to being hastily raised conscripts (more Raw units).
While in 1815, the infantry were of better quality (back to
Trained) but regiments generally contained only 2 battalions.
        Cavalry numbers changed greatly from losses in Russia. A
typical regiment had 600 men in 4 squadrons up to around 1812.
During 1813/4, all line regiments had less than 4 squadrons (at
best 3 weak ones). In 1815, the squadron strength was around 150
men and regiments contained 3 squadrons (some heavy regiments
contained 4).
        An artillery battery had the following; 6 12pdr guns and 2
10" howitzers for reserve artillery and 6 6/8pdr guns and 2 5.5"
howitzers for field batteries. Horse batteries had 6 4pdr guns.

The 1812 artillery reorganisation gave 1 Horse and 1 Foot battery per infantry division and the artillery per regiment. Reserve artillery was to be 2 12pdr batteries. Cavalry divisions had 1 horse battery per light division and 2 per heavy. After 1812, artillery numbers were greatly reduced, no regimental artillery remained and at best only 1 12pdr per Corp. In 1815, artillery numbers were slightly higher.

Therefore, the French units could be described as the following in WRG terms.

LINE BATTALION (normal Trnd unit: +1/fig for vet; -1/fig for raw)
     12 Trnd/musk @4pts + 2 Trnd/musk/skirm @5pts   = 58pts
(NB. For Empire, 2 skirmishers in each battalion of 12)

LEGERE BATTALION
     14 Trnd/light/musk @6pts   = 84pts

REGIMENTAL ARTILLERY 3pdr
     1 X Lgt Gun @20pts + 2 Crew/Trnd @5pts + Limber & 1 pair of Horses/Raw @2pts   = 32pts

LINE/LEGERE REGIMENT (1809)
     4 X Line/Legere Battalion   = 232/336

LINE/LEGERE REGIMENT (1812)
     5 X Line/Legere Batt. + 1 X Reg. Art.   = 322/452

LINE/LEGERE REGIMENT (1813-5)
     2 X Line/Legere Battalion (-14pts for Raw troops) = 88/140

CAVALRY REGIMENT (pre 1813)
     15 Trnd/Cav @10pts (+5/fig for Cuirassier)   = 150/225
(NB. Veteran experience modifier probably should be added to most regiments)

CAVALRY REGIMENT (1813/4)
     9 Trnd/Cav @10pts (+5/fig for Curiassier)   = 90/135

CAVALRY REGIMENT (1815)
     12 Trnd/Cav @10pts (+5/fig for Cuirassier)   = 120/180

ARTILLERY BATTERY 12pdr
     3 X (Hvy Gun @40pts + 5 crew/Trnd @5pts + Limber & 3 Pairs of Horses/Raw @4pts)   = 207
     1 X Hvy How @40pts + 5 crew/Trnd @5pts + Limber & 3 Pairs of Horses/Raw @4pts   = 69

ARTILLERY BATTERY 6/8pdr
     3 X (LMed Gun @25pts + 4 Crew/Trnd @5pts + Limber & 2 pair of Horses/Raw @3pts)   = 146
     1 X LMed How @25pts + 4 Crew/Trnd @5pts + Limber & 2 pair of Horses/Raw @3pts   = 48

HORSE ARTILLERY BATTERY 4pdr
     3 X (LMed Gun @25pts + 4 Crew/Trnd @20pts + Limber & 2 pair of Horses/Raw @3pts)   = 324

     These details can be used to form a fictitious French Corp with Reserve Cavalry support in Russia (1812).

```
C in C                                              = 100
INFANTRY CORP
    Marshal                                         = 40
    1st INFANTRY DIVISION
            General                                 = 40
            1st BRIGADE
                Brigadier                           = 40
                1 Line Regiment                     = 322
                1 Legere Regiment                   = 452
            2nd BRIGADE
                Brigadier                           = 40
                2 Line Regiments                    = 644
            1 Foot Battery                          = 194
            1 Horse Battery                         = 324
                            (Division total = 2056)

    2nd INFANTRY DIVISION (as above)                = 2056

    3rd INFANTRY DIVISION (as above)                = 2056

    CAVALRY DIVISION
            General                                 = 40
            1st CAVALRY BRIGADE (of Chasseur a Cheval)
                Brigadier                           = 40
                2 Vet. Regiments (+2/fig)           = 360
            2nd CAVALRY BRIGADE (of Chasseur a Cheval)
                Brigadier                           = 40
                2 Regiments                         = 300
            1 Horse Battery                         = 324

    RESERVE ARTILLERY
            2 12pdr Batteries                       = 552

CAVALRY DIVISION
    Marshal                                         = 40
    1st CAVALRY BRIGADE
        Brigadier                                   = 40
        2 Vet. Cuirassier Regiments (+2/fig)        = 510
    2nd CAVALRY BRIGADE
        Brigadier                                   = 40
        2 Dragoon Regiments                         = 300
    2 Horse Batteries                               = 648

                            TOTAL       = 9542
    Army contains 60 Infantry Battalions,  8 Cavalry Regiments
and 11 Batteries (+ 12 Regimental artillery)!!
```

NOTE: As in Prussian List; NO Guard units! French army used the Guard as a reserve to support and deliver the FINAL crushing blow when required by an army which would probably contain around 4 Infantry Corps!

ERRATA : In my earlier Prussian list, I said that Line cavalry regiments had 500 men in them. Upon rereading my sources, I found that I had confused some Landwehr units with Line when it was written. The average Line cavalry regiment had 600 men which leads to a WRG unit to have 15 figures rather than 12 but the points cost per figure is the same. Sorry for any confusion this has caused.

CURSE OF THE SPHINCTER

by Shaun Travers and Tony Smith

Sphincter Gristle strode boldly down the ramp leading fr m the minute spacefaring airing cupboard. Naturally Sphincter (or as his friends called him, Sphict) had one of the latest models of fourth dimensional airing cupboard, with virtually unlimited modular time shelves.

"Another mission successfully completed, another rebellious steller cluster bought under control, thanks to my efforts," Sphinct thought loudly to himself, as he placed his foot firmly upon the warm, tantalising surface of his home world of Mmmmm (pronounced softly, yet delicately).

The throng of millions cheered as Commander Gristle raised his hand in triumphant salute to the Galactic Co-ordinator.

"Well done, Gristle. You've saved the Universe again, just in time to save the Universe again."

Sphinter sighed silently yet ignobly.

"I'm only too proud to use my incredibly masculine body and massive intelligence to protect and serve all that is nice."

"Jolly good, Gristle, I knew I could count on you. Here are your orders."

As the Galactic Co-ordinator presented the sealed orders to our almightly hero, another ear-shattering, drum-bursting, brain-rattling, tooth-loosing cheer rose from the supercharged crowd.

Sphincter pirouetted at the base of the ramp and marched grandly back into his fourth dimensional airing cupboard.

"Okay Bowel, standby to power up the space annihilating disk drives."

As Bowel de Sorder (a recent immigrant form a French colonial planet in the backwaters of the Federation) initialized the start sequence on the drives, a throbbing surge of power was felt in every nook and cranny of the cupboard.

"Drives initialized, Commander."

"Wacko, let's Hoot," gleamed Gristle.

To a chorus of owl impressions, and with a genital-numbing acceleration, the airing cupboard threw off the shackles of Mmmm's fierce gravitational well.

"I wonder what Universe shattering mission we are on this time, Bowel?"

With his delicate but sinewed hands he brusquely tore through the seal on the Galactic Co-ordinator's orders.

"Oh shit! Those bastards, the BLURGEN, from that parallel universe are at it again. Raiding worlds, installing mammoth inertialess drives and hurling them at the Galactic Co-ordinator's Naff New Stereo Video Recorder. It takes a twisted mind to think up such a dastardly plot against our most glorious leader."

"Arggh, Sir," moaned Bowel, who was not noted for his wide vocabulary, never having done a Reader's Digest 'It Pays to Enrich Your Word Power' quiz.

"Quite," ejaculated Gristle, while peeping out a small gap in the airing cupboard for no apparent reason.

"But, Sir-"

"What, Bowel?"

"It's my finger, Sir."

"What about your finger, Bowel?"

"It's caught in my ring, Sir."

"Oh for God's sake! Stop grumbling Bowel, and pull your finger out."

Just as de Sorder was extracting his digit, a blistering
space oath burst forth from Gristle's deep blood-red lips, "Poo."
    "What is it, Sir?" strained Bowel through a haze of pain.
    "It's.........the BLURGEN!!"
    A deathly silence fell over the ship, broken only by the
reverberating pinggg! of the deepspace, long-range, ultra-
discriminating sonar.
    "Up periscope!" commanded Gristle.
    "But we don't have a periscope, Sir."
    Gristle tried again : "Well man the tubes "
    "We don't have any tubes either, Sir," sighed de Sorder.
    "Righto...retract the welcome mat, then."
    "Och, Cap'n, the engines canna take it!"
    "Who the hell are you?"
    "Is this na' t' Enterprise?"
    "Get out!"
    "Sorry."
    "Welcome mat retracted and stowed, Sir"
    As the words flowed from Bowel's mouth, the airing cupboard
shuddered under the full force of a hard-driven bolt of pure
energy.
    The BLURGEN scoutship hung motionless in space relative to
Gristle's vessal. Waiting only for its huge banks of accumulators
to recharge through the complete atomic disintegration of raw
sewerage, before firing another salvo of destructive energy.
    Bowel did one of his fancy movements over to the firing
control station.
    "Massive data loss from drive A:, Sir."
    "Switch to emergency drive C:," directed Commander Gristle.
    "Aye, Aye, Cap'n."
    "I thought I told you to get out!"
    "Sorry."
    As an afterthought Sphinct went to Plan B, "Plan B, Bowel."
    "Plan B, Sir?" inquired de Sorder.
    "Yes. You know - Plan B. The one where we take the antique
nuclear fission bomb from the hold, hurl it at the unsuspecting
BLURGEN scoutship, destroying them utterly and scattering their
component atoms to the solar winds."
    "Brilliant, Sir!"
    "Of course it's brilliant! What else would you expect from a
brain capable of doing thirty simultaneous integrals in seventeen
variables."
    "Sorry, Sir.," a slightly quietened Bowel spoke.
    "Bomb away, Sir!" shouted Bowel.
    Seconds later a eye-searing blast of light - along with a
wave of heavy radiation - swept surrounding space, eminating from
the point formerly occupied by the BLURGEN craft.
    "Good shooting, Bowel," congratulated Gristle.
    "Another BLURGEN ship on the scanners, Sir."
    "Scoutship?" queried Gristle.
    "One moment, Sir - I'll just twiddle the knobs," Bowel
answered, twiddling the knobs. "No, Sir. It's a BLURGEN
superdreadnought, ahh correction...it's a BLURGEN Class F
superdupadreadnought."
    "My God!" gasped Gristle, going all goosey.
    "It's big, Sir!" exclaimed Bowel.
    "How big, Bowel?"
    "Really big, Sir!!"
    "But how BIG?"
    "Really, really big, Sir!!!" vociferated Bowel.

"Throw all available power into the polycrylic forcescreens."

The lights went out.

"One more of those, de Sorder, and you're resected."

"Sorry, Sir, little joke," he swarmed.

As this witty exchange was taking place, the superdupadreadnought unleashed its baleful beam. The deadly scintillating energy arced across the empty void between the two combatants. It touched the outermost screen and began to bore tenaciously through layer after layer of the most imprenetrable screens known to the Federation. As the beam penetrated each successive layer with incandescent fury, a pyrotechnic display was born, the likes of which had never before been seen in the annals of Federation history.

As each stratum of the shields collapsed, Commander Gristle's face contorted into a mask of indescribable concern.

"Bowel - take this pill, hold your breath and hang on!"

As there words erupted from our hero's lips, the full fury of the superdupadreadnought's prodigious ray of destruction made its final thrust to the heart of the airing cupboard. When the ray struck the vitals of the small but sturdy craft, it exploded in a way only comparable to a sun going nova.

The BLURGENS, unprepared for the devastating power of the radiation released by the blast, died horribly at their stations in untold thousands.

"Lucky we had those pills, Sir," Bowel signaled shakily.

"Let's manoeuvre over to the airlock," Gristle motioned back.

Swimming spasmodically through space they reached the awesome warship. Gristle using his airlock-picking set cleverly hidden in his left tearduct, entered the airlock within microseconds.

Closing the door behind him, Bowel breathed a deep sigh of relief, "Well, safe at last, Sir."

Before Sphincter could reply, a vicious guardian robot floated into view from behind a bulkhead.

Sphincter's incredibly fast reaction time was beaten only by the android's slightly faster reaction time; it fired it's fusion-powered plasma rifle at Sphincter, blasting him into tiny particles of protoplasm, and splashing them around the airlock.

De Sorder, although shocked to his very core, spun behind the menacing 'droid whilst scooping up Gristle's discarded weapon. He fired a full plasma-bolt charge directly into the robot's positronic brain centre from point-blank range.

The pieces of protoplasm, meanwhile, had begun to reconstitute themselves into an anthropomorphic shape. Gristle's life forces, too strong to be nullified by a mere plasma charge, had initiated the rebuilding of his body, cell by cell.

"That was close," remarked Gristle, matter-of-factly.

"What next, Sir?" remarked Bowel, also matter-of-factly.

"To the bridge."

"Och aye, Cap'n."

"For God's sake, WILL YOU GET OUT!"

"Sorry."

A bit later:

With a quick glance at the enemy's totally alien control panel, Gristle, with his unequalled reasoning powers, was able to discern allthat was necessary to take command once more.

"What luck! This is one of the planet-capturing vessels.

That gives me another of my awe-inspiring plans...."
A bigger bit later:
The mammoth superdupsdreadnought, piloted by that Dynamic
Duo - Sphincter Gristle and Bowel de Sorder - hung inert high
above the BLURGEN'S home planet (whose name is unpronouncable to
the human tongue).
"Gosh, Sir, isn't this exciting," the words gushed forth
from Bowel in a spasm of excitment.
"Yes, it's time we expunged this rancorous race of no-
goodnicks from your universe. I'll go over the plan one more
time, Bowel."
"Oooh, thank you, Sir," Bowel said with a sigh of relief.
"Always feels good relieving you, Bowel."
"My pleasure, Sir."
"We construct a temporal hypertube in this space time
continuum, which curves back on itself to only moments before it
had been fabricated, thus forming a passage between the present
and the recent past. Once manufactured, we grapple the planet
with inertialess tractor beams and haul it into the temporal
field of the tunnel," Gristle expounded triumphantly.
"So?" Bowel said, unimpressed.
"So, the planet is then thrown, by the field, back onto
itself that existed only moments before. When the two planets on
different time tracks meet, both worlds will be utterly
annihilated."
They did.
And it did.
"I'm proud to say I serve under Commander Sphincter
Gristle," Bowel declared crawlingly.
"And I'm proud to have you as my own private Bowel," Gristle
wittingly retorted.
"Another mission successfully completed, another malignant
growth removed from our vast galaxtic body for the glory of our
Galactic Co-ordinator," Sphincter thought loudly to himself, as
he placed his foot firmly upon the.......
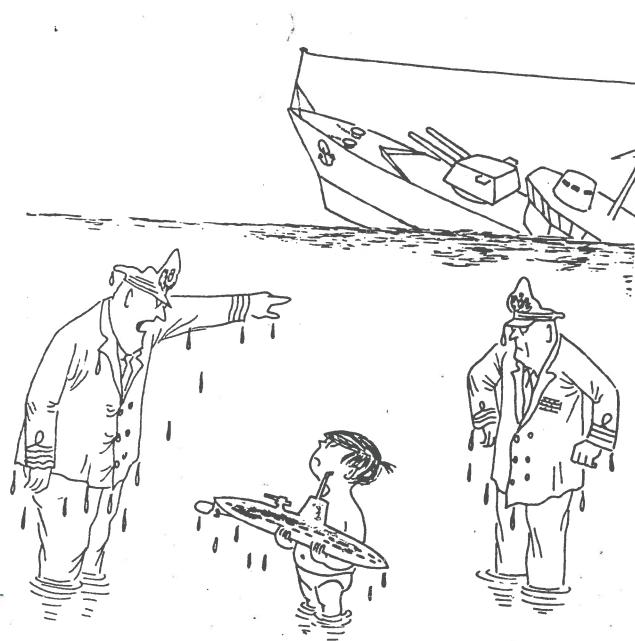
-0-0-0-

USING NAPOLEONIC ARMIES WITH DIFFERENT RULES
(or "Gee, sorry. Can't fight you; my army's WRG")
by Mark Marychurch

In Brisbane at the moment, there are basically two sets of Napoleonic rules being used. The WRG 1685-1845 rules (which I'll call WRG) and the Empire III rules (called Empire) are the only sets being used and the camps are divided over which is better. This "dispute" is tending to stop a lot of games due to the different scales involved (both figure and ground scale wise). I have, from investigations done during my "raising" of a 15mm Prussian army (surprise, surprise considering my recent article), found that there is no real barrier in using an army based in one system with the other's rules (except maybe a little prejudice). The only thing needed is a little bookkeeping and a friendly attitude in working out the frontage sometimes.

The bookkeeping is needed to keep track of how many "figures" are actually in the unit being represented in the other rules scale. But as one element of WRG line infantry has about the same frontage as 3 Empire (30mm WRG : 28mm Empire) and they represent about the same number of men (200 WRG : 180 Empire), there tends to be a certain degree of correlation. For cavalry, 1 WRG element (30mm frontage and 120 men) relates reasonably to 2 Empire figures (37.5mm frontage and 120 men). For artillery, the same basic scale is used for representation (1 model / 2 guns), so frontages tend to be similar (20mm WRG : 18.75mm Empire).

Therefore it is a relatively simple process to represent the army with the other rule's basing but you need to keep track on some record sheet of the actual figures in a unit at all times, as it is virtually impossible to take one casualty from 3 "Empire figures" (if they are being represented by 4 WRG).

Otherwise, an army can be used with either rules and the prospect of having to rebase a whole Corp, since everyone is playing with X rules, can be avoided with a minimum of effort.

-0-0-0-

EXTRA **** EXTRA **** EXTRA **** EXTRA **** EXTRA

TAKE NOTE!! For the October meeting (Saturday 4th October), there will be the AGM (Annual General Meeting) for the election of office bearers for 1987 and other business. In addition, more importantly, there will be another (NOT AGAIN!) SALE DAY.

Normal meeting otherwise however!!

So if you have a copy of ****, you don't want anymore; bring it along and you might find someone who has been looking forever for a copy. Similarily, you might get that game you've always wanted, for a decent price. As usual, Jack might find something in the cupboard the club no longer needs which will also be on sale. But we do need you.

So remember, bring your extra games/money for the sale, play a couple of games and do yourself a favour and vote/run in the elections for the positions of President, Secretary, Treasurer and Editor of this publication.

AN INCIDENT IN THE BREAKOUT FROM ANZIO

by Dale Murdock

Company E of the 30th Infantry, leading the attack for the 1st Battalion, ran into heavy German resistance from some ruined houses just south of the railroad embankment. Four men were killed almost immediately. Pfc. Patrick L. Kessler gathered up three of the men from his company and formed an assault group. While the three men covered him with fire, he crawled toward a machine gun position immediately to his front.

The Germans did not see his approach until he was within 50 yards; they then directed their full attention to him. Kessler charged the enemy position, until he was two yards from it; then kneeling, he shot both the gunner and the assistant. He then proceeded into the position, overpowering a third German and wounding another.

A group of German riflemen and two more machine guns opened up on Company E, killing another ten Americans. Kessler, who had been taking his prisoners back, turned them over to another soldier and borrowed a BAR. He crawled through a hail of artillery fire and an anti-personnnel mine field. By this time, both German machine guns had directed their combined firepower at him.

Kessler closed to within 50 yards of the enemy guns and engaged in a duel with them. Suddenly, an artillery shell landed almost on top of his position. When the smoke cleared, Kessler could be seen charging the Germans, firing the BAR from his hip. He killed both gunners and captured 13 prisoners. Escorting the soldiers back to the CP, he was fired upon by two German snipers who had infiltrated behind the company. Some of his prisoners tried to escape, but well placed bursts from the BAR on either side of them changed their minds. Kessler then fired on the snipers until they too surrendered. Pfc. Kessler, who was killed in combat two days later, was awarded the Congressional Medal of Honour.

-0-0-0-

DUNGEONS AND DRAGONS BANNED!!!

by Jack Ford

"Goodness, gracious me, you mark my words, this game will lead the young people of Queensland, to goodness knows what."
Seriously though folks, the State Government through its Education(?) Minister Lin Powell has banned D&D from all schools. This move had been prompted by the unfortunate suicide of a Brisbane Boys College boy who was a D&D player. His death led the College to blame the game for his death, and subsequently to ban it. An utterly ridiculous article written by a Reverend Holt for the COURIER MAIL on the 6th May prompted the letters reproduced below.
So what can all you D&D players do? You might try contacting your local politicians, though Mr Powell has already made up his mind, and is prone to support fundamentalist Christians such as Reverend Holt. Letters to the Editor of the local papers probably will not be published, as the issue is stale now.
Probably the only option is to remember that D&D has been banned by the National Party when election time comes around. As

the ALP candidate for Toowong, I can promise you that the ban
will be lifted from all state schools when the Labor Party wins
this year's State Election!

    POSTSCRIPT BY PRESIDENT, MARK MARYCHURCH
    As I type the magazine now (and sometimes proofread), I
elected to allow Jack to make his political statement to show
that we do have some support politically. Although the Club has
no political allegience (and never should, I think), we cannot be
dictated to by other people's narrow views. So let yourself be
heard and maybe we can get a fair deal. (If they think D&D is bad
for young minds, what would they think of CALL OF CUTHULU?)
    P.S. Some guy wants the fun game of GRASS banned 'cause
we're supposed to be fighting the proliferation of Drugs!!

Not evil, but a thinking person's game

I REFER to the article on the banning of Dungeons and Dragons from Brisbane Boy's College (C-M, May 6) which says: "There is one compulsory character, the evil Dungeon Master, whose role is to bring down the 'good guys'."

The Dungeon Master is not evil, but a referee (see page 225 of the Dungeon Masters Guide). He is someone who helps the characters — the good guys — not bring them down.

I suggest such information is putting into the minds of parents that this is an evil game, and that if their sons and daughters play it, they may get so involved as to harm themselves or others.

Dungeons and Dragons is a game where one is required to think and use imagination — more acceptable, would you not agree, to sitting in front of the television? — Paul Long, aged 13, Butternut St, Sunnybank Hills.

● Silly children

THE Rev. Holt (C-M, May 6) did an excellent job of proving to us just how little he knows.

He calls the game Dungeons and Dragons "un-Christian"! One of the co-authors of the game is a Baptist preacher.

He calls the Dungeon Master (who, as a matter of fact, is just a simple referee of the game) "evil"!

I am a role-player. I am a Dungeon Master. I am a Christian. I defy Mr Holt to tell me that I am un-Christian and evil! I take insult from his comments!

I would not recommend the game to emotionally upset people, and I feel the behavior of the children involved is not because of the game, but because they are silly little children who haven't the maturity to be playing an adult-orientated game. — Scott Beattie, Kent Court, Albany Creek.

● No knowledge

YOUR story on Dungeons and Dragons was clearly unresearched and unsubstantiated.

The allegations of Rev. Holt prove that he has little or no knowledge of the game itself, as there is nothing in the game to support his claims. — Sarah E.C. Byrne, Riverview Tce, Indooroopilly.

● Benefits

I HAVE been playing Dungeons and Dragons since I was five.

Teachers have told me that the game benefits us by improving reading and writing skills. Rev. Holt said that the game was "un-Christian". I wonder if he knew anything about the game when he "banned" it. Because there is only one evil person in the game, and that is the Dungeon Master, all the other people playing take on the roles of Christians and other religious characters. — Brett Muller, Ingleston St, Wynnum North.

● A crutch

I REFER to the article about the game Dungeons and Dragons.

It is yet another example of people using something or somebody else as an excuse or crutch for their own weaknesses. Why can't they blame themselves?

What does Rev. Holt mean by "un-Christian"? Has he forgotten that wars have been fought in the past, distant and not so distant, and even in the present times, all in the name of religion?

Who does he imagine thought up all the demons and monsters? It was the so-called Christians and religious leaders in the past who used these terrible beings to frighten people into believing what they wanted them to believe.

Intelligent people are not affected by this game or any other fantasy/war games. My own son has several friends around regularly to play it — sometimes taking nearly all day.

I certainly don't hear fights or wicked sounds coming from the room — only laughter and general sounds of enjoyment, including intelligent conversation.

I have played the game with my son. And at least the parents of these boys know where their sons are, which is more than can be said for a lot of other children.

It is the same with the game Skirmish. I personally do not like guns at all, but I cannot see anything wrong in grown men and women, and children for that matter, having fun splattering each other with paint.

It's better than killing fish and birds and roos in the name of "sport". If they want to ban games like these, why not ban toy soldiers, war films, armed forces manoeuvres, *The Hobbit, Lord of the Rings, Never Ending Story* etc. Heaven forbid (excuse the blasphemy). — Chris Foskett, Goenoeng Dve, Tanah Merah.

AUSSIE GAMES - A PROFILE ?

by Jack Ford

Well the Australian dollar is hardly worth its weight in aluminium cans. This means that the price of overseas games (the majority of the ones to be found on store shelves) are increasingly becoming priced beyond our means. Thus more and more boardgamers are being forced to rationalise their game purchases and this may mean that you buy more of the home-grown products. To assist you with deciding on which games to buy, here is a list of Aussie games.

Title	Produced by	Comments
African Campaign	Jedko Games	WWII, Western Desert strategic
Alan Jones Formula One	Jedko Games	Basic racing car game
Axis and Allies	Jedko Games	WWII, strategic, multi-player
Dacca	?	Dope dealing card gamee
Dungeon	Jedko Games	Fantasy, basic
Empires in Arms	Aust. Design Group	Napoleonic, strategic multi-player

(This game has now been bought by Avalon Hill, so if you manage to see an original Aussie copy in some shop, BUY IT! It will probably be worth a mint and cost less than the American version.)

Title	Produced by	Comments
Europe at War	Jedko Games	WWII, Western & Eastern Fronts
Field Marshal (2nd Ed.)	Jedko Games	WWII, strategic, very basic
Firebrigade	Panther Games	Battle of Kiev 1943, NEW To be released 1987
Fortress Europa	Jedko Games	Western Front 1944-5, strategic
Orion	Monash Games	SF spacecraft combat
Russian Campaign	Jedko Games	Eastern Front, strategic
Super Squadron	Adventure Simulations	Superhero RPG
Shanghai Trader	Panther Games	1930's Inter-War China, Multi-player
Trial of Strength	Panther Games	Eastern Front, strategic
War at Sea	Jedko Games	WWII, naval, Atlantic and Med. battles, strategic/tactical
Warlords	Panther Games	China Inter-War to 1941, multi, strategic
World in Flames	Aust. Design Group	WWII, all theatres, strategic/economic multi-player

Conclusion: With a total of 18 Aussie games to choose from, you cannot go wrong. It is a pity that the main subject areas are limited to European WWII and (peculiarly) China. Perhaps in the future, one of these companies will design a game on more Aussie subjects such as the New Guinea campaign?

-0-0-0-

ADVANCING TO VICTORY
A Review of Advanced Squad Leader   by Eric Topp

Only 8 months after its U.S. release, the long-await d
revision of the Squad Leader game system has arrived in Brisbane.
Being a SL fanatic I immediately bought a cop .
     The first part of the ASL system is the ASL rules. This is
in a loose-leaf format so that any errata can be cor ected by
removing the obsolete pages and replacing them with new pages
which TAHGC assures us will be free. There are over 100 pages of
rules divided into several chapters dealing with infantry combat,
terrain, ordnance and vehicles. More chapters concerning such
things as North Africa, the Pacific Theatre and campaign games
will be "available later".
     My first impression was that this is truly a quality
product. Informative, full colour illustrations are used
throughout and the cardboard data sheets which divide the
chapters are very handy. All the new terminology and
abbreviations are explained in the Index and Glossary at the
start of the rules. At the end of each chapter the designer has
provided interesting footnotes which may explain the rule
changes.
     And what of the rules changes you may ask? Well, nearly
everything including the heart of the game, i.e. infantry
movement and combat, has been altered. Now infantry is fired upon
as each individual unit moves during the Movement Phase in the
same manner as vehicles in the old system. New concepts such as
Pinning and Encirclement are introduced and the IFT has been
changed almost beyond recognition. Those who thought this was
just going to be a compilation of the four previous rule books
are in for a shock.
     This is a much "cleaner" simulation than the old system.
Scenarioes may take longer to play but the new rules are easier
to use and they fulfill the designers claim of increased realism
without sacrificing playability.
     Beyond Valor, the first ASL module, contains four mapboards,
ten scenarios, and all the Finnish, Russian and German counters
you will ever need. The artwork on the mapboards did not grab me
at first but does grow on you; I am more critical of the fact
that Board 8 (available separately or as part of GI) is required
for two of the scenarioes. The new infantry counters are much
more attractive than the previous counters and are more
informative as well; my only complaint is that the armour leaders
are not named. Lastly while the game system presently has no
provision for Programmed Instruction, the scenarioes are arranged
so that the first couple are purely infantry vs infantry with the
later ones bringing in different support weapons, new terrain,
ordnance, vehicles, etc.
     Paratrooper, the second ASL module, contains one mapboard,
ten scenarioes, two sheets of counters, and Chapter K of the
rules. This is an introductory module for those who do not want
to purchase Beyond Valor and provides a taste of Western Front
combat situations which will be more completely covered in the
third module. The scenarioes are all based in Normandy and
involve U.S. paratrooper squads. Chapter K, the Squad Leader
Training Manual, shows new players how the ASL system works by
taking them along with a squad as it moves across the mapboard,
firing and being fired upon. This is one of those "extras" which
makes ASL much more than just another game.
     Streets of Fire, the first deluxe module, contains four

mapboards, ten scenarioes, and 36 AFV cadrs. The deluxe mapboards
(which are the best SL boards so far) have hexes which are 5.5 cm
across enabling stacking to be eliminated and allowing the use of
1/285th scale miniatures. This might at first appear a luxury
item but even if you never play with those fiddly lead things,
the module will be appreciated by anyone who has just knocked
over a stack of concealed units for the tenth time in a game of
"The Tractor Works". The AFV cards are also a good idea; these
have spaces for information chits (e.g. weapon malfunction,
armour leaders) and all the weapon and armour stats for the
vehicle concerned.

I suggest that if, like me, you own and enjoy Squad Leader
but have not bought any of the gamettes (a minority I suspect)
you should buy the ASL rules rather than COI, COD or GI. In the
long run you will pay less and get much more enjoyment. On the
other hand if you do own the gamettes then consider this. While
you may still find opponents (after all, a lot of other people
own the gamettes) very few (if any) articles in the General will
be about the old system form now on. So in conclusion I would
suggest that all SL ethusiasts take the plunge and invest in the
finest WWII tactical warfare game system ever.

-0-0-0-

REAL SMALL FURRY CREATURES FROM ALPHA CENTAURI
Making Animal Encounters in Traveller More Interesting
by Eric Topp

In issue 23 of the Journal of the TAS, J. Andrew Keith
talked about wilderness situations in Traveller and how to set
them up so that the player characters must cope with a hostile
environment without their usual high-tech weapons and equipment.
Animal encounters become a matter of some concern in these ty,es
of adventures and the purpose of this article is to provide rules
for more detailed animal behaviour.

Procedure
After determining the range of an encounter and whether
either side has surprise, the referee should proceed to the
"program" for animal behaviour according to the category of the
animals. Note that an action such as "Flee", "Attack" or "Wait"
only lasts for the current turn.
To test whether the animal herd sees the group of characters
as a predator roll the flee number (F) or greater with DMs of -1
if the group stands without attacking and +2 if the group attacks
(closing range counts as an attack).
To test whether the herd sees the group as an intruder roll
the attack number (A) or greater with DMs of -2 if the group
opens range and +1 if the group closes range.
To test whether the herd sees the group as prey roll the
attack number (A) or greater with DMs of -1 if the group attacks
(closing range counts as an attack) and +1 if the group opens
range.
The above DMs are cumulative if the same action is performed
on consecutive rounds.

Herbivores
1 If group is predator then goto 2
                         else goto 3

```
2 Flee. Goto 4
3 If group is intruder then goto 5
                      else goto 6
4 If group is predator then goto 2
                      else goto 6
5 Attack. Goto 7
6 Wait. Goto 4
7 If group is intruder then goto 5
                      else goto 8
8 Wait. Goto 7
```

An immobile filter "flees" by closing its digestive sac and withdrawing its extremities which adds 1 to its armour rating.
Do not roll to see whether a filter sees the group as an attacker; filters (AO) are a special case as per Book 3.

```
Omnivores and Carnivores
1 If group is prey then goto 2
                  else goto 3
2 Attack. Goto 4
3 If group is predator then goto 5
                       else goto 6
4 If group is prey then goto 2
                  else goto 7
5 Flee. Goto 8
6 Wait. Goto 9
7 If group is predator then goto 5
                       else goto 8
8 Wait. Goto 11
9 If group is intruder then goto 10
                       else goto 7
10 Attack. Goto 11
11 If group is intruder then goto 10
                        else goto 12
12 Wait. Goto 11
```

Immobile trappers and sirens "flee" in the same manner as immobile filters. Do not roll to see whether pouncers, chasers, trappers and sirens see the group as prey or if pouncers see the group as a predator; these are all special ases as per Book 3.

```
Scavengers
1 If group is intruder then goto 2
                       else goto 3
2 Attack. Goto 1
3 If group is predator then goto 4
                       else goto 5
4 Flee. Goto 3
5 Wait. Goto 3
```

Examples
A 200 Kg hijacker (A5 F7 S2) is encountered by the group. Neither side is surprised. The animal sees the group is not violating its territory (intruder roll is 5+; 4 is rolled) but decides the group is dangerous (predator roll is 7+; 11 is rolled) and runs. Since they are low on ammunition, thg characters chase after the hijacker trying to scare it away. The attempt succeeds (predator roll is 7+; DM of +2; 5 is rolled) and the animal runs out of range ending the encounter.
Two 12 Kg hunters (A5 F4 S1) surprise the group. The animals

feel the group is unappetising (prey roll is 5+; 4 is rolled) but not dangerous (predator roll is 4+; 3 is rolled) so they wait. Next turn the group has moved too near their nest (intruder roll is 5+; 5 is rolled) so they scamper towards the enemy squeaking angrily. The characters mistake the animals for hungry carnivores and advance waving their arms about. The hunters are shocked by this ferocity (intruder roll is 5+, DM of +1; 3 is rolled) and stop in their tracks. The group continue to close the range and next turn the hunters attack (intruder roll of 5+, DM of +2; 7 is rolled). Realising that they have made a error, the characters retreat. However this does not pacify the small animals (intruder roll is 5+, DM of -2; 12 is rolled) and they run after the group.

In the first example, the animal behaviour sequence (scavenger) went 1, 3, 4, 3, 4. The animal behaviour sequence (omnivore) for the second example went 1, 3, 6, 9, 10, 11, 12, 11, 10, 11, 10.

Colour
    Using these rules (or any RPG rules) will not make an exciting game unless the vital element of graphic imagination is included. The referee must be able to transform a set of animal characteristics into a living, breathing animal in the minds of the players. Here is how to go about that process.
    The animal herd is sighted. How many are in it? Obviously the characters will only be estimating so saying "half a dozen", "a dozen", "several dozen", and so on is preferable to giving the exact number for a herd of more than 5 say.
    How big are they? The animals will not be standing on a mass balance so give their size in terms of familiar Earth animals e.g. "Big as an elephant".
    Basic shape and colouring comes next though this could be easily combined with size e.g. "a furry frog the size of a cat with a long tail". Of course the degree of description should depend on the size of the animal and how far away it is.
    If the animal herd is attacking in order to drive away a perceived intruder it will probably be making a fair amount of noise. The referee should have a go at making these sounds.
    Detailed information about the animal shozld be supplied to the players at opportune moments. For example, if a character suffers a nasty bite fighting an animal the referee might describe its "double layer of needle-shaped teeth".
    What exactly are the animals doing? The actions ("Attack", "Flee", "Wait") should be expanded upon to give vivid mental images. The half a dozen grazers might "gouge out divots in the muddy ground with their hooves" as they flee. The waiting killer might "swivel its three red eyes at the group and glare menacingly".
    Using the above techniques should help make any animal encounter memorable so long as the referee is prepared to use imagination.

-0-0-0-

THE FIRST BRISBANE WARGAMES CONVENTION TRAVELLER SCENARIOES.

The following is the scenarioes used for the Traveller competition at the inaugrial Brisbane Wargames Convention. They were written by Paul Agapow, Keith Fainges and Ross Nelson. The text used for the scenarioes at the conference had to be altered slightly to allow it to be understood in a magazine format. The reason for publishing the scenario in the QUEENSLAND WARGAMER is to allow those who participated in the adventure to know what actually went on.

Please understand that the scenarioes were written for a competition and that may help to explain why they are as they are. (Additional material, like the sector map, and starship details, are left at the end of the text as appendices.)

SCENARIO ONE

THE ADVENTURE

Basic premise : a run, in which the pursuing parties assume the characters know something they don't, and it is in their best interest to find out what that is.

Referee's Info : the adventure takes place over a number of days, in the Kaliteray system (Diadem/Lantry's Reach 202), on and between the moons Kaliteray and Denobe.

The Kaliteray System :

Twin star (HIRAGALE, ADRES); planet (KAGAN) and 2 moons; asteriod belt (CIAN BELT), gas giant (SPEIER) and 6 moons (inc. KALITERAY & DENOBE), planet (ALESCE) and 1 moon; belt (IRACAU); gas giant (ETARD) and 4 moons; gas giant (VICULIDORS) and 1 ring and seven moons; gas giant (BELAIN) and a moon.

KALITERAY

0202 Diadem / Langtry's Reach   8653894 B Nv Poor

Gas giant, imperial planet, drugs permitted, armed starships allowed.

Thin atmosphere (running to taint); Gov, Impersonal Bureacracy, light assault weapons and military weapons prohibited. Kaliteray at the time of the adventure (300-1110) is a lot like the Los Angeles of 2019 portrayed in BLADERUNNER; wet, smog-bound, noisy, crowded (almost the entire world's population is concentrated in Kaliteray City), slum-like, poor, dark, paranoid and somewhat tired of living. On the bonus side however gravity is around .85 G and the average temperature a tolerable 25 C The city proper is a vast sprawling mass of skyscapers, many run down and unused. It runs around the clock (hotels etc. book for the hour not days) and the streets are always crowded. The population is 98% human or humanotypes chiefly Vilani or Solomani. Due to the current depression, prices tend to be high. (However anything maybe bought, it is simply a matter of price.) Transport on Kaliteray is largely air-rafts/floaters with a few subways (qv. New York) with ground traffic severely restricted by traffic jams and pedestrians. Daylength = 55 hrs 33 mins 40 secs. Note that due to the highly poluted state of Kaliteray's upper atmosphere, it is virtually impossible to tell whether it is daytime or not.

Weather : in a word, shitty. 20% humid, 10% fog, 20% light rain, 10% heavy rain, 10% rain and fog, 10% sleet/slush, 10% overcast, 10% fine. Heavy rain sometimes leads to a precipitation of sulphuric acid, mild but a possible irritant. Weather in winter is worse.

Starport : Ground and orbital facilities are maintained, the ground facilities in and throughout the city. An imperial naval base is present, containing a prominent weapons research programme.

Places of Interest : City Tech Institute, various genetic and bioengineering firms, Market street, Regional Medical centre, City Library, Planet Control (government and records).

Police : generally lightly armed (autopistols, gauss pistols, hand lasers) and wearing light ceramic armour coveralls (treat as flak). Encountered on foot or in ground cars or floaters (enclosed and lightly armoured). Cops, especially in vehicles, will frequently carry the following equipment : personal and medium range communicators; anti-flash goggles; handcuffs; medikit; one heavy weapon (shotgun, laser rifle, ACR) and gas masks.

Encounters : any random encounter in the 61-66 range, should be taken to mean apprehension by police, no encounter, a "push" or "pull" encounter to advance the adventure, an attack by one of the appropiate parties in the adventure.

Added Notes.

1. A large part of the planets primary industry arises from Denobe, a moon of the same gas giant as Kaliteray. At the time of the adventure, Denobe is on the far side of Speier.

2. Kaliteray and Denobe have both developed life, independently.

REFEREE'S BACKGROUND

Long ago, when the Ancients ruled this spiral arm of the galaxy, the end of the civilized universe came. Slipping back into war-stricken barbarianism induced by the activities of the supernormal mutant Droyne, Grandfather, weapons were needed and built. One such was EHLERYGARHNIR (eh-lerr-rye-garh-near), liberally translated from Droyne as killing machine. Events however left the device without use, waiting for a future use which never came. As the Ancients retreated (blew themselves into prehistory), the device was left behind. A small package of nuclear, sub-nuclear, and contra-terrin death, dressed in a shell formed from the hearts of dwarf stars. Undisturbed until now.

But consider ...
Q. Why was such a lethal piece of hardware abandoned?
A. It didn't work.

PREPARATION TIME :

Characters are chosen, first in first served, and 10 minutes only is used to buy equipment, within tech and law level.

Note : The players are just new on planet and will have to carry everything (that they want to sure of keeping that is). Brief the players on the particular idiom of Kaliteray. Play commences in the Transit bar of the Ling Standard Products LIC Launch hotel complex.

START : A death on their hands : When sitting in the bar, the researcher ENERI KLAN stumbles into their group and looks wildly around. He babbles about how he is going to die but maybe they can help him, but if they cannot they must not.. He then dies noisily. Autopsy will reveal a slow acting toxin caused his death (synthetic). It is only a matter of time before other bar patrons notice his curiously quiet attitude. On him, he has an I.D. card (no address), 100Cr, a hotel key, a numbered and coded interplanetary flight ticket (destination unmarked) and a sheet

of paper with the words : "EHLERYGARHNIR ...FIRST - GRINGURA"

DEVELOPMENTS :

1. Note that from this moment on the players are being pursued.

2. Going to the police would be rather silly. Note that if the players are seen with the dead or nearly dead Klan, it will prejudice any further encounters with the law.

3. Klan was being pursued by three different parties,

a) The Imperium. Klan worked at the local navy weapons research establishment, before deciding the device was too dangerous for anyone to possess. He disappeared with the key information as to it's location and was trying to reach it when he died.

b) A subsector wide crime group, the Circle of Five. They desire to possess the machine, and will therefore attempt to get the players to tell them. It was they who poisoned Klan in an attempt to coerce him.

c) A goup of radical Hivers who believe like Klan that all knowledge of the machine must be destroyed for the common good. Initially they will try to terminate with extreme prejudice the group, their attempts turning to reason or coersion as they realise the players know nothing. The first time the players call in/check in at a hotel or Traveller's Aid Society after meeting Klan, the clerk will inform them that a parcel was left for them. When asked who left it (the Hivers), he will have time to reply "It didn't say..." before the bomb detonates, killing him. It is not intended to kill the players (1d10/1d6 wounds).

4. The I.D. card is useless as a lead. It gives only his name.

5. By using Klan's name, the players will be able to obtain the location of his hotel, the Silvan Urban Complex. It is a run down ultrahigh story building. If the players delay, or are very obvious about going there and entering they will be attacked either in the elevator or up in Klan's room and again down in the street.

Attackers : Circle of Five, 6 thugs, cloth, autopistol +1. They were hired to attempt to take as many players alive as possible.

In Klan's room : There are many books on the ancients, and pre-imperial pre-humaniti legends. There is a packed bag in the bedroom containing clothes, a body pistol, two computer discs, 1000Cr, a book on lifeforms of the Kaliteray system, a Droyne dictionary and a piece of paper saying "SECOND ... PHENRI". The first computer disc is a will. The second is a collection of data of Ancient Knowledge. Any player taking the time to read this should be slipped clues at the appropriate times. (The old Droyne/Ancients legends should push the players in the right direction. From the dictionary or a Droyne speaker, they could find out that EHLERYGARHNIR = killing machine; GRINGURA = sleeper and PHRENI = awake.) In the creature book, there is page marked on the Denobian tree shrew; its mating habits, etc., and the fact that it's metabolic biochemistry is totally different to any other Denobian lifeform.

At the Starport : They will learn that the unmarked flight ticket is for Denobe in a week's time. Also they will find that Klan has been to the moons of Speier many times, particularly Denobe.

By using streetwise or computer (information terminals), the players will be able to discern 1d6 + skill facts :

1. Klan was a historian in pre-humanti legends.
2. His address.
3. He used to work at the Tech Institute but for the last six months has been working at the Naval Base.
4. He was working at the weapons establishmen.
5. He was closed mouthed about his work.
6. He had visited the moons of Speier often, particularly Denobe.
7. Two months ago someone tried to detonate a bomb in his apartment.
8. There are other people looking for him.
9. He hated Hivers for some reason.
10. He disappeared two weeks ago.
11. The Clan of Five is active on plane .
(The push is of course to get the players to go to Denobe. With a little additional persuasion, the players will do so. As Denobe is currently on the far side of Speier, there is only one flight to go there in the next week : the "HORNET" a Guepe class boat, leaving in 24 hours, of course.)
HORNET = appendix for details.
Pilot = MICHELLE VANDERY, 34 years, 699965, Pilot+3, Eng+1, Cmptr+2, Hand Laser+2
Navigator = TUMBLEDOWN (a Dolphin), Nav+3, Cmptr+1, Gambl+1
Note : The far left stateroom has been converted to Tumbledown's holding tank, from where he plots the ship's course. Incidently he also knows a bit about ancient legends while Michelle can speak Droyne.
When the players go to leave on the Hornet there will be an additional passenger who booked just after they did - an android planted by the Hivers.
CANNIS XO, DAD6//, Android, Melee+2, HEAP snubpistol implanted in his arm, cloth+1. He will bide his time, and not reveal himself unless necessary. It is his purpose to discern whether the players in fact know anything and their intentions in that direction. He is in constant communication with his makers.
The journey will pass fairly quietly, taking 25 hours curving around the gravity well. Players should be encouraged to use this as an opportunity to get information off the ship's crew and think. Cannis will maintain a low profile. No open attacks will be mounted on the ship (too much chance of destroying the only source of information). The players will be bunking down in the cargo bays, along with the cargo - a few tonnes of medical supplies. The cost of the passage is 750 Cr each. If the players want to take over the ship, they can but what's the point? Make it a hassle.

DENOBE
Denobe is basically the place you'd expect for a backwater farming settlement, a sort of 50th century Idaho/Lismore/Darling Downs. The spaceport is a flat piece of tarmac with a underground fuel silo and landing guidance devices. A dozen small buildings cluster on the edge of the field, forming the main town. The locals speak in disturbingly wide accents and are excessively ignorant. The players at this point will be at a loss, having got to Denobe.
1. EHERYGARHNIR is a potter that lives in the hills north. Enquires will reveal this. Also players could see some vases or basins in a store or on someone's shelves, inscribed with the words: EHLERYGARHNIR, GRINGURA, PHRENI. These are his works.
2. Once the players have set off to see the potter if they

have delayed in any way in the town, 5km out of town, they will be called upon to stop by
     TYLER GANIIRSHU 867796 Age 40 Handgun+2, Grav veh+1, Pilot+1, Elec+1, Interr+2, Snubpistol, SMG, Combat Armour
     GAVIN X 979554 Age 30 Handgun/Rifle/SMG+2, Laser wp+2, Melee+1, Gunnery+2, Snubpistol, SMG, SPEARGUN ??, RAM GL, Combat Armour.
     They are Naval Intelligence and their aim is to screw information out of the players. Death and holocaust come after.
     Assuming they survive this encounter, they will reach the potter. A non-descript wizen old man who talks in a slow tired voice, HE is the device the players are seeking. He will maintain his identity as a potter until forced to shed it (he will listen politely to questions about the machine but will deny knowledge of) or until the players activate him with the code words, GRINGURA PHRENI.
     The true nature of the potter ia a vaguely humanoid skeletal black "thing" of very obviously offensive nature. The machine was equipped with the ability to disguise iself by its makers. A point in question - Why doesn't it work?
     The creators built it a bit better than they intended - it developed a conscience. No amount of urging will convince it to use its weapons - ever. (Curiously, the machine might think it is to dangerous to keep existing and self-destruct itself, along with any "nasty persons who want to use me to kill people." Once the players have found the machine, it is only a matter of time before the other three parties arrive for the monumental showdown. It would be best to leav .
     The threat and salvation of the player's lives is the location of the machine. Consider that once they have found it, they are effectively off the hook. Conversely, if they should supply the information earlier to one of the pursuing parties, their lives are forfeit.
     If Cannis XO has been revealed to be an android, he will track the players to the potter, calling on them to surrender and openly attacking them if he feels they have intentions to use the machine. Conversely, if he has not been revealed he will be more subtle. If the fight between Gavin and Tyler and the players becomes a rout, he may intervene.

SCENARIO TWO

PLAYER'S NOTES
     You have just landed on the planet "ORPHEOUS" (B-476ABC-B) which is a planet covered by arcologies (single, large buildings that house whole cities). At the orbital section of the starport, you are greeted by JOHN TRAPPETT, who is a representative of the city (arcology) of MITMOS. He explains to you that through various sources he knew that your party is both highly trained and also desperate and looking for refuge. He offers you refuge amongst the vast population of Orpheous, in return of a mission to sabotage a neighbouring arcology with which Mitmos is having a trade war. He points out that it is only a trade war and not a proper war.
     The arcology that Mitmos is having the trade war with is WRANGELL. Both arcologies are renown for their computer industries. The main industrial complex is situated just below the main shopping mall and above the food processing levels. Because life is so hard in arcologies, Mitmos will not condone any damage that is done to any other service or facility except

the computer plant. Also major infractions of Orpheous's laws
will result in the offending arcology (if traced back) being
heavily punished and penalties are severe.
    Due to the high law level propagated amongst the arcologies,
the players are warned not to enter Wrangell with weapons.
    They are then shuttled to the surface starport and from
there board a travel tube to Wrangell. The journey was short and
uneventful and the travel tube has just pulled up at Wrangell's
main travel complex.

REFEREE'S NOTES
    Upon arrival, each character is handed a small plastic card
(about the size of a keycard) with a magna-adhesive strip on the
back, this is their security pass which allows them to pass
freely throughout the city. (All citizens are implanted with a
subcutaneous tracing device and identification.) The visitor's
version of this is alike but of less permancy. The tag has many
functions :
        1) Allows visitors access to most facilities in Wrangell.
        2) Acts as a key to hotel doors.
        3) Acts as a tracer so that security can keep track of all
citizens and visitors alike (which accounts for the law level).
    After the tags are distributed, the players go through
customs, if any player is carrying weapons even though warned
most weapons should be found unless particularily well hidden. If
a player is caught then he is out of the game and will take no
further part.
    After customs, the party is then shown to the main elevators
and then to their hotel rooms, which are in the upper levels of
the centre arm of the arcology. The suites are the size of a two
room flat and contain most facilities. All expenses and other
fees have been paid for in advance by Mitmos.
    After a while, another representative of Mitmos will contact
them and will take them to a rarely used maintainence access
corridor. He will introduce himself as RAMON WUSS and presents
them with their weapons.
    Each player recieves 1 suit of cloth armour (even armour
worn is discouraged), 1 snub pistol, 1 ACR, 1 Dagger, A blade of
their choice and 10 clips for the ACR and 60 rounds of snub
pistol ammo (10 of each type). The group as a whole recieve 40
kgs of explosives.
    They then are shown at which level the computer factory is
on and given access cards for it. The players are then given
three days to complete this mission. The players are warned not
to take too many weapons with them as it will increase the chance
of being detected by security guards.
    The computer factory needs between 20 and 30 kgs of
explosive, any more and the resulting explosion will affect the
shopping mall and food processing areas and any less will produce
only superficial damage. The fuse on the explosives is only 10
minutes so that the players will still be in the building when
the explosion goes off.
    Once the explosion is set off the players are on their own
as the security guards have now been alerted.
    The security are as follows : 2d6 to find which type and 1d6
for number appearing.

No	Type		Hp	Skills and Armour
11	Heavy Security		23	ACR-2, revolv-2, cloth
12	"	"	18	Asslt Rfl-3, Rev-2, cloth
13	"	"	"	" " "

#	Role	#	Equipment
14	" "	23	ACR-2, Sword-2, Cloth
15	" "	20	SMG-1, AutoPstl-1, Cloth
16	" "	24	SMG-4, AutoPstl-1, Cloth
21	" "	22	Shotgun-2, Swrd-1, Cloth
22	" "	20	Asslt Rfl-2, AutoPstl-2, Cloth
23	" "	24	AutoPstl-4, Carb-1, Cloth
24	" "	15	" -2, SMG-2, Cloth
25	" "	13	" -1, ACR-1, Cloth
26	" "	22	" -2, ACR-2, Cloth
31	" "	21	" -2, SMG-2, Cloth
32	Security Officer	17	Ctlss-3, Snb Pstl-2, None
33	Security Sergeant	23	ACR-3, Ctlss-1, Cloth
34	Medium Security	26	ACR-1, " -1, Cloth
35	" "	29	ACR-2, " -1, Cloth
36	" "	25	ACR-1, " -1, Cloth
41	Security Defence (GAVIN)	26	Gauss Rfl-2, Snb Pstl-3, Combat Armour
42	Riot Control	15	Rev-1, Jack
43	" "	21	SMG-3, Rev-2, Jack
44	" "	23	Rev-1, Jack
45	" "	24	SMG-2, Rev-1, Blade-1, Jack
46	" " Officer	18	Body Pstl-3, Jack
51	Off Duty Personnel	21	AutoPstl-1, Jack
52	Off Duty Personnel	20	AutoPstl-2, Jack
53	Administrator	22	Snub Pstl-1, None
54	"	21	" " -1, None
55	"	19	" " -1, None
56	"	22	" " -1, None
61	"	18	" " -1, None
62	Technician	23	Body Pstl-1, None
63	"	11	" " -1, None
64	"	20	" " -1, None
65	"	19	" " -1, None
66	"	18	" " -1, None

All security personnel are carrying the weapons that they are skilled at and have 3 clips for each.

Security guards have no concern for populace at large so will shoot through hostages if need be as threat posed by the party is extremely grea .

As the players reach the transport and maintenance levels, the security should get thicker with 2d6 appearing instead of 1d6.

The security tags will allow the security forces to find the party on 11 or less as the tags include a tracking device. If the players (ALL the party) drop their security tags then the party will be restricted to the corridors and main access areas and here the citizens (who can tell outsiders by their very nature) will report them to security 50% of the time.

Only one group of security forces will be found on each level. Each group of troops will ambush them at the point at which they gain access to that floor and will fire as soon as the group comes into range or the group fires first. Therefore the players will have to go to another way down to move down a level. The players, if spotted, therefore shall have to travel to different sections on the way down.

The main feature of this scenario is not damaging the computer facility which is almost certain (unless the party goes with masses of weapons) but the firefights afterwards. After the explosives are placed the party should go back to their rooms to

get the larger weapons and then start their long fight down to the transport facility.

CONVENTION REFEREE'S CHECKLIST
    1. Give party initial information
    2. Hand out security tags
    3. Lead them to hotel suites
    4. Have Ramon Wuss meet them
    5. Let them plant explosives in factory
    6. Get them to go back to their suites to get heavy weapons
    7. Give them time to get to 5 floors above mall before first security group hits them
    8. Keep players hassled and moving
    9. Have fun
    10. Keep note on floors traversed

NB. If players get out alive they deserve special praise as this is an extremely hard scenario to get out of.

POINTS :   10 points for each level moved after security alerted
          100 points for correct demolition of computer plant
          50 points for superficial damage
        -100 points for excess damage
        -50 if job not done at all
          100 points for player that gets out
NB: Excessive weapons being carried would include carrying ACR's or large swords. However once security is alerted, anything goes.

APPENDIX
    Revisions to TRAVELLER combat system for convention.
    1. Combat system used are the basic/Snapshot or Azhanti High Lightning/Striker rules.
    2. In both cases hit points are calculated in the following fashion :   STRENGTH + ENDURANCE + SIZE
    Size is the characteristic of mass assigned to animals in the animal encounters section of Book 3. (7 for Humans, 6 for Darrians, 8 for Hivers) Wound pts taken or sustained are deducted from this total.
    3. STRIKER VARIANTS : Wounds are calculated thus = 2d6 + penetration - armour. If a double is rolled on the to hit roll (e.g. 6/6; 5/5 etc) and armour penetration is effected (i.e. wounds sustained) the target is stunned for 1-10 rounds. If in any one round a character takes more than half his currently remaining wound points, he is rendered unconscious for 1-100 minutes. If both these situations occur (a character os both stunned and KO'd) then the target is automatically killed.
    4. BASIC VARIANTS : stun, KO's and death results are as calculated above. It is suggested however, to keep wounding levels consistent with the other system, that all wounds recieved are reduced by one for every dice thrown (e.g. an autopistol actually does 3d6-3 damage).
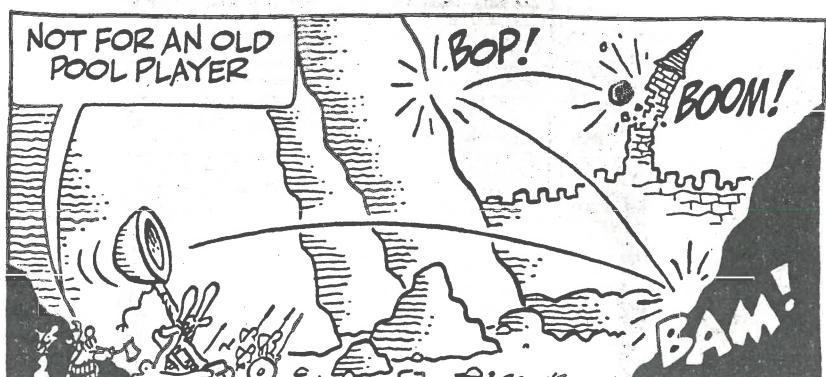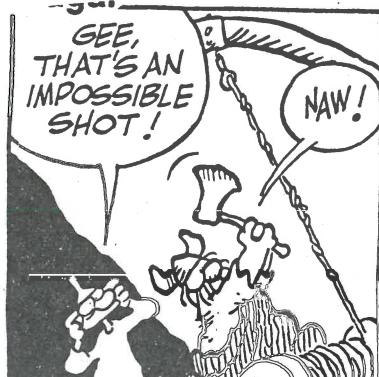
SHIP DESIGN

Guepe Class Light Merchant

```
LM    1622491 200000 20002 0    MCr 69.36 150 tons   TL 13
                  2     1
```

150 ton hull = flattened sphere, streamlined   Energy = 6
Jump 2 drives, 2 G thrust, 4 pt reactor   Agility = 4 - 3 cmbt
Factor 2 hull armour   2 for acc.
Model 2 cmptr
36 tons fuel (30/6 above and below deck)
1 hardpoint and triple turret (no weapons installed)
2 staterooms, 2 low berths, 48 tons cargo (double height deck)
Crew = pilot, engineer, medic (gunner optional)
Construction time : 12 to 9 months
Cost : MCr 36.7 to 69.36
   (weapons package : 2 beam laser, 1 missle launcher : +2.75 MCr)
Tonnage breakdown : 4.5 Jump, 7.5 manuever, 12 reactor, 9 armour,
      36 fuel, 20 tons bridge, 2 cmptr, 1 fire control, 3 living
      quarters, 2 cryogenics, 48 cargo.
Built LSP Shipyards, Missionary (TL 13)
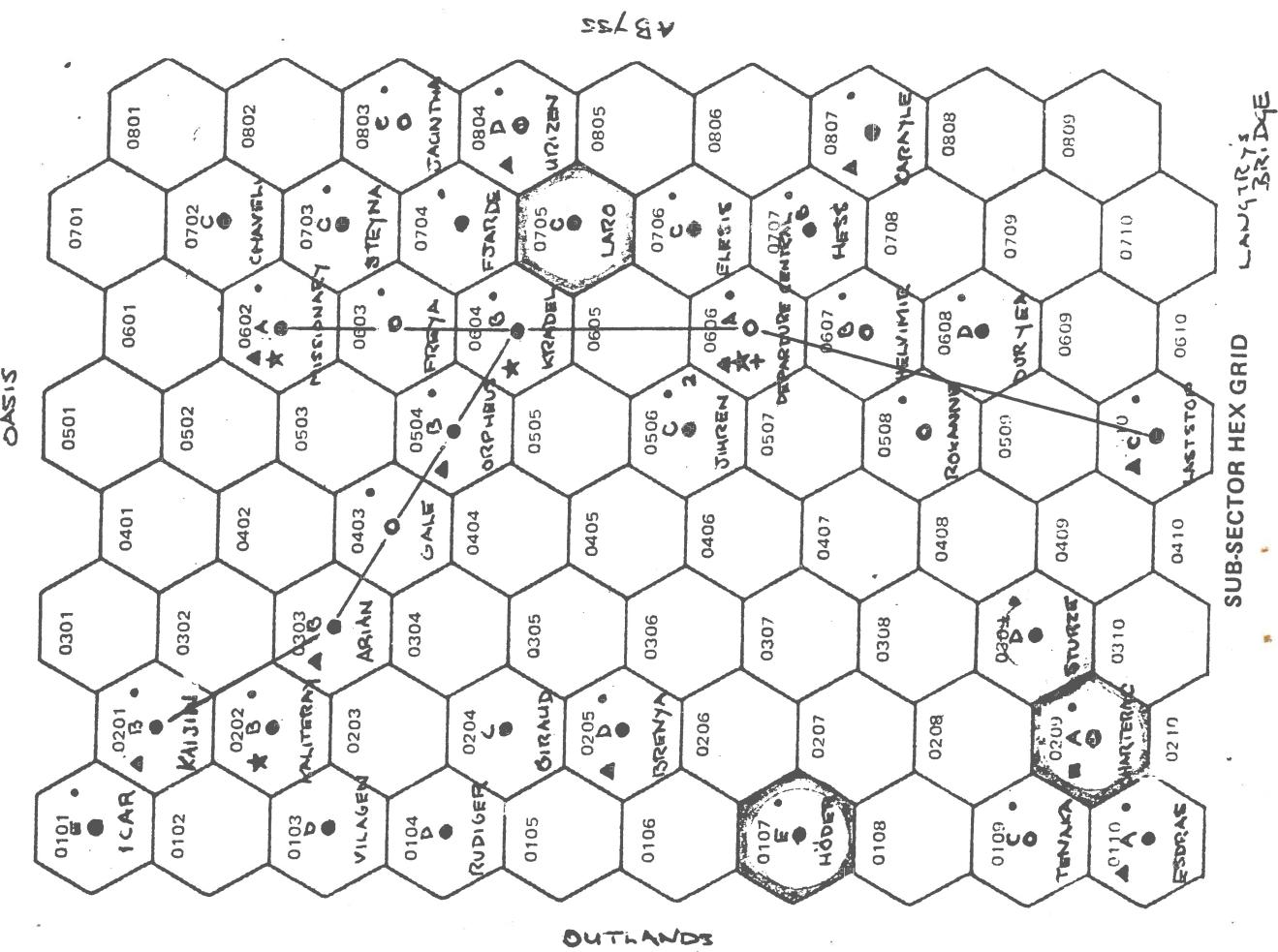
-0-0-0-
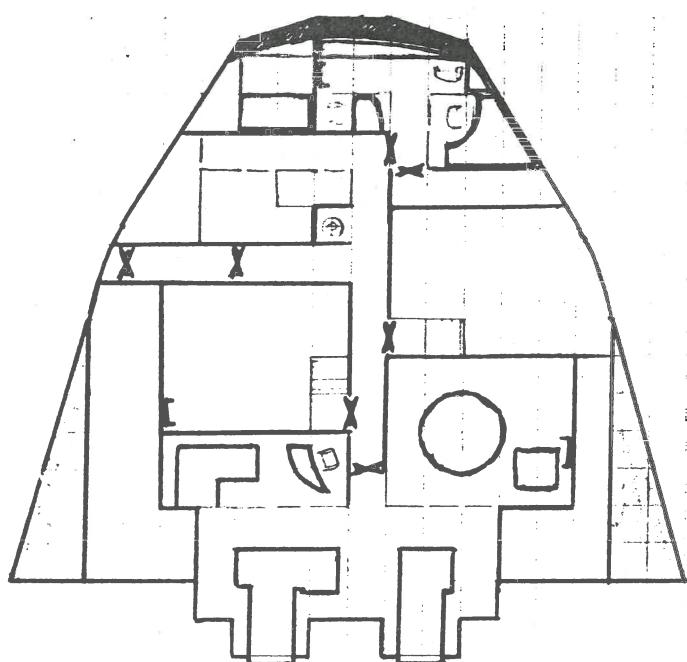
LANGTRY'S REACH (K)
THE DIADEM

SUB-SECTOR HEX GRID

SECTOR : Langtry's Reach : The Diadem

CRD	Name	S	S	A	H	P	G	L	T	IN	QUAL	ANALOGUE	C	G	D	S	GV	SC
101	ICAR	E	3	8	6	5	6	B	5	—	A,NI	Florin		Y	N	—	IC	—
103	VILAGEN	D	4	4	0	8	8	3	8	—	P	Desertworld		N	Y	—	IM	L
104	RUDIGER	D	6	5	3	4	6	5	4	—	NI,P	Jungle (DC)		N	Y	—	IM	L
107	HODER	E	5	5	5	5	4	2	4	—	A,NI	Iceworld	A	Y	Y	—	IC	A
109	TENAKA	C	9	C	0	6	6	3	7	—	NI	Dirdir		Y	Y	—	IM	A
110	ESDRAS	A	4	6	0	7	8	6	B	Sc	R			Y	Y	Y	IM	
201	KAIJIN	B	5	5	5	8	8	7	C	Sc	—	Sark		Y	C	Y	IC	L
202	KALITERAY	B	6	5	3	8	9	4	B	Nv	P	BladeRunner		Y	Y	Y	IM	
204	GIRAUD	C	6	7	6	7	8	7	7	—	A	Farms		N	Y	—	IM	L
205	BRENYA	D	9	8	3	7	7	6	2	Sc	R	Sanctuary		Y	N	—	IC	LC
209	CHARTERAC	A	6	A	7	8	A	A	C	M	—		A	Y	N	N	IP	LC
303	ARIAN	B	9	6	7	5	4	5	8	Sc	A,NI			N	N	Y	IM	
309	STURZE	D	6	5	3	7	7	0	3	—	P	Mad Max	A	N	Y	—	IN	LC
403	GALE	C	8	7	0	6	3	2	9	—	NI	Haven		Y	Y	—	IM	
504	ORPHEUS	B	6	4	5	A	B	7	B	Sc	I	High Popln		N	C	Y	IM	
506	JIHREN	C	6	6	4	5	8	6	7	—	A,NI	Raceworld		Y	N	—	IM	A
508	ROXANNE	C	7	8	8	6	8	8	9	—	NI,R,A	Cud		Y	Y	—	IM	L
510	LASTSTOP	C	6	9	A	5	1	3	8	Sc	NI	Iceberg		Y	Y	—	IC	A
602	MISSIONARY	A	4	6	4	9	C	5	D	2	—	Embassy		Y	Y	N	IM	A
603	FREYA	C	7	8	5	8	7	8	8	—	A,R	Nilihon		Y	C	—	IM	A
604	KRADEL	B	7	6	4	9	8	6	A	Nv	—	Capital		Y	N	Y	IM	
606	DEPARTURE CENTRAL	A	0	0	0	7	8	5	E	2+	NA	Terminal/ Junction	?	C	Y		IM	A
607	HELVIMIR	B	4	1	0	6	8	4	A	—	NA,NI	Belters		Y	Y	N	IM	
608	DURYEA	D	9	7	7	7	8	7	4	—	A	Junta		Y	Y	—	IC	LC
702	CHAVELI	C	9	8	D	3	3	4	9	—	NI	Seafarms		N	C	—	IM	L
703	STEYNE	C	4	7	4	4	1	5	8	—	NI	Mines/Mimban		Y	Y	—	IC	L
704	FJARDE	D	9	9	2	5	3	6	7	—	NI	S.H.		Y	N	—	IC	L
705	LARO	C	6	7	6	7	7	6	8	—	A	Israel	A	N	Y	—	IC	
706	ELESIS	C	8	7	8	6	5	6	A	—	A,NI	Trade/XCGC		Y	C	—	IM	
707	HESS	B	6	8	6	6	6	7	C	—	A,NI,R	Floating City		Y	Y	Y	IC	
803	JACINTHA	C	4	3	5	5	8	5	7	—	NI			Y	Y	—	IM	L
804	URIZEN	C	A	D	6	4	6	6	8	Sc	NI			Y	C	—	IM	
807	CARAYLE	D	8	8	5	2	3	1	6	Sc	NI	Forestworld		Y	Y	—	IC	L

-O-O-O-

DEATH DOGS OF DELMOS
(The sequel to Curse of the Sphincter)
by Tony Smith and Shaun Travers

The incandescent beams of fury sizzled through the stellar emptiness, distorting the very ether in the vicinity of the warring vessals of the void.

"They're bringing their vibrators to bear, Sir," moaned Bowel in anticipated ecstasy.

The vibraory fields leaped across the intervening gap and began to shake Gristle's magnificent craft to its very core.

"That's not fair. We don't have any defence against such a potent and fertile weapon," groaned Gristle.

"Don't worry, Sir," flucuated Bowel, "Our wall shields will stand anything except a level nine vibratory field, and they're only operating on eight."

At that moment, as an iron grin spread over Gristle's steely features, the attacking craft upped its field strength to level nine.

"Ah, Sir, you know how I said we could stand anything except a level nine field," smarmed Bowel.

"Yes," Gristle gaily replied.

"Well, they're gone to force nine," spat out Bowel.

Gristle, shattered, thought of only one reply: "Ahhhhhh, shit."

"Got any more of those pills, Sir?" inquired Bowel hopefully.

As the words of Gristle's reply formed in his mind, our illustrious heroes slumped bonelessly to the deck unconscious.

*   *   *

These two unconscious men of space were not just ordinary heroes, they were heroes' heroes, men among men, more than mere mortals; for Commander Sphincter Gristle (hero number one) was a master of many mystic Galactic disciplines, and had used them in all of his universe saving exploits.

Bowel de Sorder was also a good egg.

*   *   *

As consciousness slowly returned to our stout-hearted pair, they found themselves incarcerated and locked in a large bare room.

"Let's get out of these chains, Bowel," declared Sphinct.

"Oh, please Sir, just five more minutes," Bowel dribbled sensually.

"No, Bowel. Now, reach into my mouth-"

"Hurrrghh," Bowel heaved.

"-with your fingers."

"Oh, sorry, Sir. I thought you said-"

"I know what you thought I said, Bowel. If you'll let me finish."

"Okay, Sir."

"Now, just reach into my mouth-"

"Hurrrghh."

"Would you lay off the garlic prawns," Gristle gurgled.

"Sorry, Sir," said Bowel de Sorder, remorsefully.

"That's okay, Bowel, but do it once more and I'll pull your arse out through your mouth," threatened Sphincter.

"WIZZO, Sir."

"Anyway, if you'll just rea-ahh, put your fingers into my mouth and take out the plasma rifle secreted in my back molar."

"How did you get it in there, Sir?" queried Bowel.

"I've got a good dentist," answered Gristle, dead-pan.

"Ah, Sir."

After Bowel had removed the deadly hyperatomic weapon from Gristle's tooth, he shot off Gristle's wrists, chains and all.

"I've got to hand it to you this time Bowel, you're a bloody awful shot," Gristle wheezed, pointing a cauterized stump at his co-hero.

Suddenly the door flashed back into the bulk head and two barrel-chested humanoids strode into the room.

The taller one, Carter Lidge, turned to his fellow pirate, Hammer Roid, and scowled blackly, "I thought you'd disarmed them?"

"No. It was me, Mister Pirate Sir," Bowel piped up.

Sphincter also scowled blackly, sharply replied "He meant the plasma rifle, Bowel."

"Oh."

Hammer Roid moved towards Bowel and snatched the weapon from his grasp.

"Hey, you can't do that!" Bowel shrieked, "that's the personal property of the incredible Sphincter Gristle, Champion of the entire Universe!"

A wry grin spread across Carter Lidge's countenance, "So this is the legendary Sphincter Gristle," he scoffed.

"'e looks pretty 'armless to me," Hammer Roid retorted.

"How very droll," Sphincter hissed.

"'e's no good to us with no 'ands. Take 'im to the regeneration chamber and see if you can get something grown onto the end of 'is arms."

"Can I come too, Mister Pirate Sir?" questioned Bowel.

"Yeah, but only if you'll let me rip your arms off first," Hammer repied, bringing his rapier-like wit into play.

"I'll - er - just stay here and keep an eye on these chains then," Bowel mumbled sullenly.

The two evil denizens of space roughly grabbed Sphincter by the gristle and dragged him from the penitentiary.

An interminable time later, as Bowel leaned non-chalantly against a bulkhead masticating heavily, Sphincter was thrust brusquely through the portal.

"Hi, Sir, this is offal," Bowel gestured.

"Yes, well, it doesn't smell so good either."

"No, Sir - Offal with an 'O'."

"I don't care if it has three m's and a silent f, it still smells bloodly horrible! Ah, that gives me another of my rip-snorter ideas."

"Golly gosh, Gristle, you're great," Bowel boasted.

A pregnant pause followed as Gristle silently agreed with prolific partner.

Gristle expounded his idea: "We'll take a little of this slimy, irky stuff-"

"Offal, Sir?"

"Of course it's awful. What do you expect of slimy, irky stuff?"

"No, Sir - Offal with an'O'."

Ignoring Bowel completely, Gristle continued "-and rub it vigourously around our wrists, enabling us to slip free from these wretched manacles."

"Best plan you've come up with, Sir."

"I'm not finished yet," Gristle glared grossly at Bowel, "We then lay in wait either side of the door for the pirates to enter-"

"Wouldn't it be easier if we STOOD either side of the door," quibbled Bowel.

"Arghh," exclaimed Gristle, throwing his hands into the air in disgust. They hit the ceiling with two resounding thwacks! and ricocheted down, hitting Bowel, one across each cheek.

"I'll have those back if you don't mind, Bowel," a somewhat flustered Gristle pleaded.

Coolly Gristle reattached his hands using bits of used masking tape, and small lengths of dental floss he found weged between his teeth.

Abruptly, the door slid silently open.

"Wahhhhh!" screamed Bowel and Sphincter as one, as they dived through the opening, knocking their arch-enemies against the corridors cruel, hard plating.

"Ouff," Hammer Roid expelled.

"Ouch," cried Carter Lidge.

KAPOW!

ZAP!

BIFF!

ZONK!

Brushing a few pieces of fluff from his magnificent jet-black hero's uniform, Sphincter commented, "I'm glad we got rid of Hammer Roid, he was a real pain in the bum."

"Yes, and I think I broke a few of Carter Lidge's bones," Bowel chipped in.

"Quick, Bowel, to the bridge..."

On the command dack, summing up the situation, Gristle began to explain it to Bowel in a nutshell.

"It's so cramped in here, Sir," Bowel spoke through pursed lips, "Couldn't you explain outside the nutshell?"

"I wonder how much I can get for you as a second-hand side-kick," Gristle contemplated, just loud enough for Bowel to hear.

"Sorry, Sir."

"Anyway, the ship's flight co-ordinates are locked in for the pirates' base and the sequence cannot be modified until the landing procedures have taken place."

"Oh no, Sir!"

"Oh yes, Bowel!"

"What can we do now, Sir?"

"Get on the subspace radio and call up the most impressive fleet of ships that the universe has ever seen!"

"Okey-dokey, Sir.'

As each moment passed, our dynamic duo hurtled closer and closer to their apparent doom.

Suddenly, alarms broke out all over the ship.

"Look, Sir - all the mass detection meters are off the scale and the visual scanners are clogged."

"That can mean only one thing..." Sphincter spat.

"The ship's due for its 10,000 parsec lube and oil change?" Bowel stupidly answered.

"Ever thought about retiring, Bowel?" inquired Sphincter.

"Sir, I wouldn't dream of depriving you of my latent talents and lightning-fast brain."

"Pity," Sphincter subvocalised loudly.

As Sphincter and Bowel exchanged opinions (to the point of blows), the gargantuan Space Armarda thundered into the upper

atmosphere of the pirates' stronghold.

What then befell the planet was so unutterably indescribable, it won't be; but suffice to say it was a most impressive spectacle with coruscations, scintillations, incandescences, pyrotechic displays and such like.

"Well, we've saved the Universe again, Bowel."

"Yes, Sir, we sure have."

-0-0-0-

THE BRITISH ARMOURED REGIMENT OF WWII

1940: RHQ   4 X Mk VIB light tanks
      HQ Sqn Admin troops, A & B echelons, MO, fitters, etc*
      Sqns   2 sqns wih light tanks, 1 with cruisers. Each has HQ
             of 4 tanks, and 4 Troops each of 3 tanks

1941: RHQ   4 X cruiser tanks (A13, Crusader or Stuart)
      HQ Sqn Admin troops, A & B echelons, MO, fitters, etc*
      Sqns   3 sqns; HQ with 2 X cruiser and 2 X close support
             tanks, and 4 Troops with 3 cruisers**

1942/3: RHQ   4 X cruiser and 8 X light A/A tanks
      HQ Sqn Admin troops, etc, and recce troop with 12 scout
             cars
      Sqns   3 sqns; 2 with Grant or Sherman, 1 with Stuart or
             Crusader. Each has HQ with 4 tanks and 4 troops
             with 3 tanks

1944: RHQ   4 X Cromwell, 8 X A/A tanks (later discarded after
             Normandy landing)
      HQ Sqn Admin troops, etc, and Recce Troop with 10 Stuarts,
             12 scout ca s
      Sqns   3 sqns; each has HQ with 2 X 75mm and 2 X 95mm
             Cromwells, and 4 Troops with 3 X 75mm Cromwells and
             1 X Sherman Firefly or Challenger***

*   Unit echelons: A echelon normally had about 12 softskin
    transport vehicles, and B echelon up to 100
** Close support tanks were cruisers (A9, A10, A13, or Crusader)
    fitted with 3" or 3.7" howitzer to fire HE / smoke shell (not
    possible with 2pdr armament of other tanks)
*** In 1944, 8th Hussars sqns had 5 Troops of 3 tanks.

-0-0-0-

SEVASTOPOL

0330 hrs: 7 June 1942, one of the war's bloodiest battles began
its final stages. After pushing through the Crimea,
the 11th Army had hemmed in the Russians in and around
Sevastopol, home port of the Black Sea fleet.

0335 hrs: As the sentry peered into the early morning gloom, all
seemed quiet. Yet the expression of danger was
portrayed in the faces of any who ventured a glance
into the darkness. Suddenly a rumble - the Commissar
gave his orders to his men to rebuff what he thought
was just another probe of his position. As he stared
searchingly into the darkness over the massive crater
in the ground, which had been the impenetrible defence
for the past week for Sevastopol - the antitank ditch
he felt a sudden chill. The sound was too intense for a
probe - then he saw a figure, or a shilouette of a tank
in the distance as the clouds parted allowing the moon
to seep through. Flares were fired. When all eyes had
adjusted to the glare-time stopped-for before their
defences was a sea of the infamous pudding helmeted
soldiers flanked by tanks and supported by numerous
artillery-the blood bath had begun.......

At dawn's first early light, the Sturmbannfurher mounted in
his Mk IVf2 had a gleem of bloodlust satisfaction in his eye.
Before the SS and pioneers had breached the antitank ditch,
allowing the bulldozers access to the area and they formed a
channel through which his battalion flowed. He cruised across the
plain without fear of the guns of the fortesses before him, for
they were being continously smoked into confusion. He glanced to
his right and left with pride of seeing about three and one half
dozen Mk III & IV's astride him. A temendous explosion shocked
him into reality. He halted his tank and took up his binoculars-
an expression of danger grasped his face. In front of his column
lay a fearful opponent-the KV tank. His Mk IV dispatched few
rounds into the rumbling giant but to no avail-his fear
intensified, for though he had fought the tank before in his
battles during Army Group South's advance, he had seen two or
three at a time, but facing this morning was a dozen at least
with even more T34's in support. His stomach lurched for he knew
he would die.....

The Russian Major viewed in awe at the specacle of hundreds
of pudding helmeted soldiers advancing on his fortess (or
possibly his rubble was more appropiate). The remainder of his
troops were in tatters below forming a semblance of defence, but
their weary and defeated bodies would not have to fight this
time. Into his handset he gave the order "Fire for effect". A far
distant squeal appeared which soon turned into a loud scream. The
Germans stopped advancing and looked into the eyes of their
camerades for the last time before the earth erupted into flame
and blood. The Black Sea fleet anchored off shore had unleashed
its revenge on the invaders of her port. But the Russian Major
was never to correct his fire for the "Thor" retaliated by
leveling the block (not just the building) in which the Major
was. The Black Sea fleet had no observer and was silenced while
the recon company in their iron chariots decended upon another
fortress....

The Captain regrouped his soldiers for the final thrust to remove the Red Scum from the fortress which would be another SS trophy for today and another fort taken in this bloody battle. Yet the Russian reserve lay poised for attack - KV tanks plus numerous engineers and assorted infantry lay ready to regain "STALIN", "GP " & "SIBERIA". For them to succeed they would need massive initial victories and an incredible amount of luck yet all still lay in the balance at this point - would Sevastopol fall?

ATTENTION SQUAD LEADER's fans and fanatics, experience a game of all games Sevastopol. Play SQUAD LEADER on a divisional level. I have written this article to organise players to attend this very large game. As can be seen by the scenario included at the end of this article, it will require a few things to be organised to play the game successfully. It will be played during the annual Brisbane Wargames Convention on the 4th to 6th of May (Labor Day weekend 1987), with a preparation day on the 28th of April. We don't need your counters or boards, all we need is you. If you are an exprienced player knowing the rules up to and including "GI Anvil of Victory" in SQUAD LEADER and her gamettes. The intention is to have about, more rather than less, 20 players (rather large hey!). This will require a central commander for each force and subcommanders for each unit so that you have to requisition artillery support, tank support, transport, special weapons, etc, and be ordered to take specific objectives.
To play such a game in three days (for those of little faith), - with one additional day of preparation - a system will be adopted, which my colleagues and I have used before to play monster games in such a short time, where you have a maximum of 30 mins per player turn. An additional realistic effect is thus achieved for a game turn only represents a few mins in reality. Therefore a commander would be forced to concentrate his attention on his major objectives and put aside minor skirmishes - or in another way if he forgets to move a force out of a forest to higher ground which later turns out to be a costly mistake, it will force him to think and move quickly like any real commander would have to, especially when being attacked. Be warned if you are a SL player who procrastinates over movement you will become quite upset, to no avail, when in the middle of a movement of a column of trucks, only after moving half, you are told your time is up, do not apply in this game.
It is an 8.30 - 5.30 commitment and you must be able to make all three days, though if you can make most of the time you may be able to take command of reinforcments that enter later.
Whether you play this game to gain more experience in SL, r to experience the thrill of a monster game, or to play with so many counters in which assistance is not predestined but rather you ask (BEG) to force commander if he can spare a few special weapons your way, or maybe to command a large number of tanks, or a battalion of infantry, or even for those of you who have decided to divorce yourself from the rules of SL and take up the challenge with the new and more complicated ASL make this your last visit to an excellent though outdated system, not to mention the tactics and dirty tricks of the old SQUAD LEADER. For such a large task to be performed, it must be organised quickly and now, so contact:

ROBERT (07) 576075 NB Telecom may change this to 3576075

PAUL (07) 205 4951 7.30 pm

    RING AS SOON AS POSSIBLE

Closing date is one month after this article is printed though late entries up to April 1st 1987 possible though you would not get a major role in command but rather a minor force. The preparation day is a necessity for strategy planning and meeting your allies though it won't take as log. So to all you SQUAD LEADERs,

          Happy gaming and I hope to hear from you,
              Robert Mac Ginley

P.S. The game will be cancelled if players are not there so, you don't have to make a definite commitment but rather say you may be available. So ring NOW!!

-0-0-0-

a job alternative

APPLICATION FORM FOR THE MAFIA

What za U Name .... U Hage ....

What za U House Numero .... U Streeta ....

What za U Job .... Wittaman? .... Lona-Rangar? .... Whicha One

Putta Down Wherra You Works Now ....

Wazza U Inna Da Bigga House? ....

Watza Wazza U Inna Da Bigga House For? (a) Shoota One Guize? ....

                       (b) Keednap Sumbodys? ....

                       (c) Prostatooshin Raceets? ....

                       (d) Uzza Tings? ....

U Wanna Be Da Bigga Shotz Sumday? ....

U Lika Eat Garlic? .... Pizza? .... Salami? ....

U Know How Maka De Cementa Shoos? ....

U Driva De Car? .... Cadillac .... Buick .... Linken ....
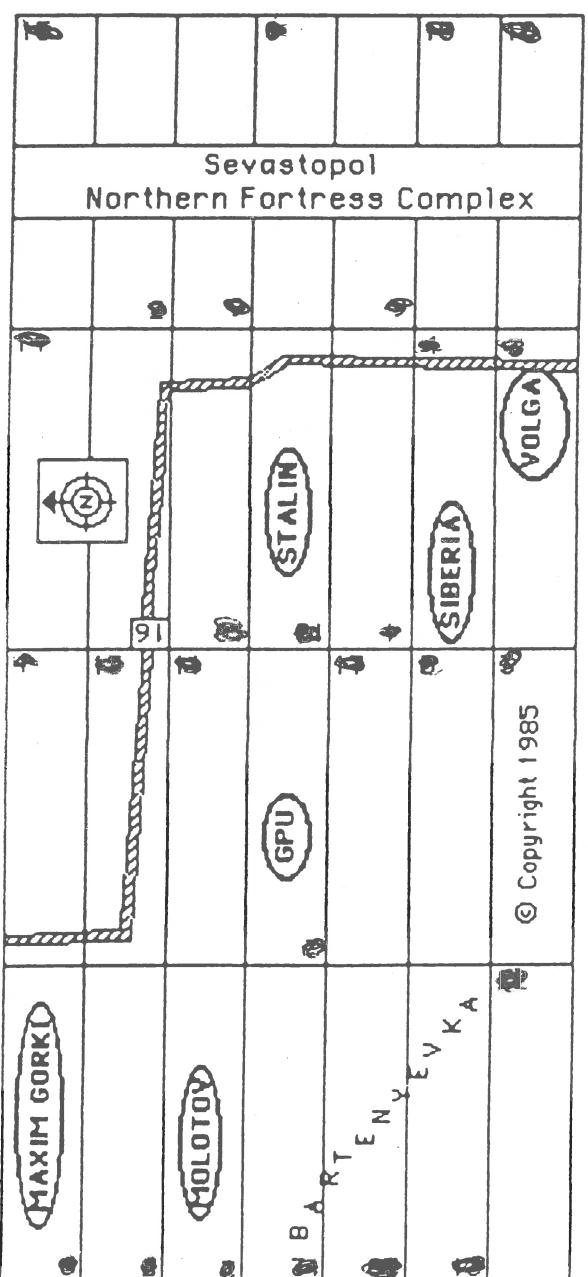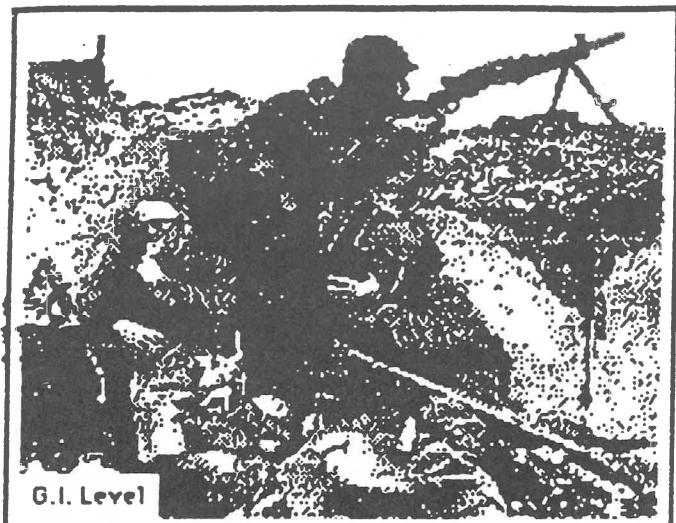
U Sen Godfather .... (Or Justa Da Movie?)

                       U Sina Here ....

WIDDA DA ENTRY FEE U GONNA GET SUMTHING U A REELY GONNA LIKA:

    1 Pair Darka Glasses
    1 Blacka Shirt Widda Wite Tie
    1 Pair Pintee Shoos
    1 Pair Cementa Shoos (Usa Later When U Fool Arounds)
    1 8 x 10 Pitcher .... Frank Sinatra
    1 lb. Mezzerella Cheez
    1 Micraphone (Hide Inna U House)
    1 Kiss (Later) Onna U Cheek
    1 White Hat Widda White Band

Application Fee Paya Uppa Accounta

Rippa offa da forma ona dis dotta lina

G.I. Level

Sevastopol
Northern Fortress Complex

VOLGA

STALIN

SIBERIA

91

GPU

© Copyright 1985

Severnaya Bight →

MAXIM GORKI

MOLOTOV

B A R T E N Y E V K A

Black Sea ↓

SEVASTOPOL

At 0330 hrs., 7 June 1942, one of the war's bloodiest battles began its final stages. After pushing through the Crimea, the XIth Army had hemmed in the Russians in and around Sevastopol, home port of the Black Sea Fleet.

SS Liebstandarte Adolf Hitler and pioneers of the 1st Regiment, 72 Division, LIV Korps spearheaded the attack in the predawn hours. A 10 km long, 120 m. wide anti-tank ditch had to be breached to allow the 2nd Panzer Battalion and the 3rd Recon Company access to the fortress complex. Behind these forts lay Bartenyevka and the Severnaya Bight. Supported by the enormous Krupp siege guns "Dora" and "Thor", Lt. General Fritz Erich von Manstein forced the capitulation of the Russian fortresses one by one. The massed artillery was not the only trump card to be played by the Germans; the VIIIth Flieger Korps led by Wolfram von Richtofen relentlessly bombed the Russians. Von Manstein's subordinates included Generals Wolff, Schmidt, Lindemann and General Baron von Tettau. General Zuckertort was Korps artillery commander.

The Russian Coast Army, composed of the 2nd, 25th, 95th, 172nd, 345th, 386th and 388th Rifle Divisions, the 40th Cavalry Division and numerous artillery units, fell under the command of General I. E. Petrov. The 7th, 8th and 79th Brigades of the Fleet Marines were under Vice Admiral F. S. Oktyabrsky.

Scenario Design:	Charles Wannal
	Ronald Berger
Development and Playtest:	
	Charles Wannal
	Ronald Berger
	John Knowles
	Ron Aryel
	Cloyde Angel
	Earl Ryan

NB1 The purpose of this scenario being printed is to advertise for a game to be played not for profit or general sale. (No money is being made by this action)

Special Scenario Rules

1. The scenario is played in three parts. The first part is 18 turns and represents the initial thrust against the AT ditch surrounding the Northern Fortress complex, across the severnaya bight from Sevastopol. The initial attack started at 3:30 a.m. on 7 June 1942. The other two parts are 15 turns each and represent the daylight hours between 8 June 1942 and 16 June 1942. Night rules are to be used for the first five turns of part one. Visibility is determined by one die on turn one, two dice on turns two to four, and three dice on turn five; full daylight occurs on turn 6. Between one and two and parts two and three all support weapons repair on DR ≤ 3 and are eliminated on DR = 6; all ordnance and vehicular MGs repair on DR ≤ 3 with no elimination; all bogged vehicles are considered mobile again, and immobilized vehicles are functional on DR ≤ 6 with two dice (armor leader modifiers may be applied). All broken units (USSR and German) may self-rally using DM, and leaders may rally units at normal morale (modifiers apply) if they are in the same or adjacent hexes. All fires are extinguished; place a wreck in a vehicle fire hex. On boards of <u>sole</u> possession, units may be moved on the board they occupy. **This is a readjustment of lines that allows for the night periods. All units may be redeployed on the board they are on, no closer than 5 hexes (inclusive) to enemy units. This does not apply to reinforcements.**

2. For all parts the weather is hot and environmental conditions are dry with no possibility of rain. There is no wind at start; if wind should occur, roll for direction. The skies are clear. Wheatfields are down.

3. The anti-tank ditch is three hexes wide; the sides being a level 2 double crest and the center a level 3 single crest. The center hexes of the AT ditch are:
Board 3 (southeast) B0 to 3(SE) B10
 4 south C1 to 4 south C10
 4 north EE10 to 4 north EE1
 18 EE10 to 18 EE3, CC3, BB2, BB1, AA1, Z0
 19 Z10 to 19 Z4 to 19 R0
 16 R10, Q10, P9, O8, N9, M10, L9, K9, J9, I10, H9, G10, F9, E9, D8, C8, B7, A7

13 (stream, marsh, and raised road hexes are open ground) A4, B3, C4, D4, E4, F4, G5, H5, I5, J5, K6, L6, M6, N6, O6, P5, Q4, R4, S4, T4, U5, V6, W7, W8, X8, Y9 to BB10
 4 northeast CC1, DD1 to DD10

To clear/fill-in one AT ditch hex one level, a DC placed (see 133.7) by any engineer must have an effects DR ≤ 7; placing 2 DCs in the same hex gives a -2 DRM to the effects roll. A bulldozer (one of the designated PzKw IVC's) can fill one AT ditch hex one level each PFPh and DFPh it's adjacent to the hex with a DR ≤ 4. The dozer can't be shocked, stunned, or fired during the fill-in process. The dozer is considered in motion for TH * and night visibility determination.

The AT ditch is a vertical, double crest 162.2 for infantry and an impasse (until filled in at least one level in each hex used) for vehicles. To change one level into, in or out of the AT ditch all vehicles must chance a bog roll with a one column shift (i.e. LGP ➔ NGP, NGP ➔ HGP, HGP ➔ automatic) after the ditch is at level 0 on all hexes used reverse the shift (LGP ➔ no roll, NGP ➔ LGP, HGP ➔ NGP). Terrain is all clear in the AT ditch and within five hexes of the edge on either side.

4. The fortress complex includes six forts of varying size. Each fort hex has its own inherent fire fighting equipment. An unoccupied non-rubbled fort hex has a FEV (see 169.5) of 4 whether or not any unit is in the fort. If a unit is in the fort this becomes a -4 DRM to all unit attempts.

Each fort must have one ≥ 122mm ART and at least one other ART ≥ 76mm. Fort Maxim Gorki I has the four 380mm guns (any 5/8" counter will do) in two 360° gun mounts. The two Gorki gun pairs and all other 360° fort turrets are 3-6-10; the other hexes are 3-5-7. The improved non-covered/covered arc DRM is due to very thick reinforced concrete. All 360° turreted guns may move three hexes along the fort's perimeter or fire in any friendly fire phase; this includes passing through but not firing from a rubbled hex. All other fort hexes may have one AT or ART gun using hidden gun rules.

When firing HE direct on any fort hex use a +2 TH DRM on the building target classification; a critical hit is possible only on an unmodified DR = 2. For effects use full strength and either the covered or non-covered arc modifier depending on facing.

5. <u>Fort Maxim Gorki I</u> is level one above and three levels below ground. All hill hexes of the fort are level 4 and they cover 9 V5, V6, V7, W6, W7, X5, X6, Y4, Y5, Y6, Y7, Z3, Z4, Z5, Z6, AA3, AA4, AA5, BB3, BB4, CC3, CC4, DD2, DD3, DD4, & EE4.

<u>Fort Molotov</u> is level one above and three levels below ground; the fort is on level three hill and covers 2 M5, N4, N5, O4, O5, O6, P4, P5, Q5, Q6, & R5. Hill 538 is open ground level 0. All woods on this board are brush; all buildings open ground.

<u>Fort GPU</u> is level one above and two levels below. The fort covers 2 O4, O5, P4, P5, Q5, Q6, R5 and terrain notes for Molotov apply.

<u>Fort Stalin</u> is one level above and two levels below ground. Place overlay 'H' on board 18 such that F7 covers 18O1 and I10 covers 18F4. Fort Stalin is hexes K6, K7, J6, J7, J8, I5, I6, I7, H6, H7 on the overlay, and all ground level. No hills or buildings on board 18, and woods are brush.

<u>Fort Siberia</u> covers hexes (one level above and one level below ground) on overlay 'I' boards 4 north and 4 south: W7, W6, W5. Place 'I' such that X8 is on 4 north D8 and X4 is on 4 south DD8. Woods hexes on overlay I are clear terrain.

<u>Fort Volga</u> is level one above ground and level 1 below. It covers hexes 3 J7, I8, I9, H7. Hill 547 is all level 1 open ground. All woods and buildings east of row L (excl.) are considered open ground.

Roads do not exist within five hexes of the AT ditch on either side.

Draw a line from Gorki 9EE4 to Molotov 2R5, Molotov 2O4 to GPU 2R5, GPU 2O4 to Stalin (overlay) K7, Stalin (overlay) H7 to Siberia (overlay) W7, Siberia (overlay) W5 to Volga 3H7; this area between the forts is all clear terrain

(except for roads, gullies, hedges and walls) up to the AT ditch. This is the area cleared by the Russians to insure fields of fire for the forts. Mine factors may be traded for booby traps.

6. When the Russians are in the forts or in any stone building they have fanaticism morale.

7. The Russians have 42 tunnel hexes. Tunnel hexes (161.6) may be allocated as the Russian player wishes. There is no four hex limit and the only restriction is that the entrance must be in a fort. It may have two exit points.

8. The German player may not inspect the contents of trenches or entrenchments until those units fire, move or take a morale check. Vehicles of both sides may set up concealed in woods or in wooden buildings. The Russians have one concealment counter for each stack of infantry units. Any gun or infantry unit that may set up in a fort may use hidden set up. Units in tunnels may use hidden set up. Snipers may set up in treetops or rooftops.

9. The Germans receive air support each turn of daylight from the VIIIth Flieger Korps. Roll for number and type of planes, and duration on board. The Russians may roll for air support every daylight turn, and receive planes on DR ≤ 2.

10. The Germans have six field phones in contact with 150mm (x3) and 80mm (x2) off-board batteries; access is a constant DR ≤ 7 with a minimum of two missions allocated per turn. German radios are for on-board use only. Armor leaders CE in a radio equipped vehicle may call in on-board indirect fire. Luftwaffe spotter planes may be used for on or off board spotting with a -1 access DRM (150). When generating air support the German player may designate one plane per turn as a spotter. It is not a fighter bomber.

11. The Russians have three field phones in contact with two off-board batteries (representing the six inch guns of the Black Sea Fleet). Access is a constant DR ≤ 6 with at least one mission being allocated each turn.

12. Dora (36 IFT-12), Thor (36 IFT-8) and the two 420mm guns (36 IFT-4) are accurate on DR≤ 3, but can scatter only one hex. Access DR ≤ 7 and

decreases by one per turn to DR < 4 minimum. The guns may fire only once each per game turn and may fire at night on the six forts (only) needing no spotter, visibility or LOS.

820mm = 36 IFT -12
600mm = 36 IFT - 8
420mm = 36 IFT - 4

13. RUSSIAN SET UP: south and east of the AT ditch.

GERMAN SET UP: on NE corner of boards 15 & 3 on any whole hex with all the field artillery corps, the recon company and SS Liebstandarte plus the flak batteries and 10% of LIVth Korps and 10% of the 2nd Panzer. The remaining German units must be divided into five groups of reinforcements entering on any east edge board hexes. Units, turn of entry and board of entry must be written down in secret before start of play.

VICTORY CONDITIONS

Each hex of the AT ditch filled in to ground level equals 10 victory points (not per level but 10 pts. total per hex).

Each fort hex in sole possession equals 5 victory points (not per level but 5 pts. total per hex).

Each stone or wooden building in sole possession equals 1 victory point (not per level but 1 pt. total per hex).

A German point superiority of 2 to 1 is a strategic victory.

A German point superiority of 3 to 2 is a tactical victory.

A German point superiority of 1.25 to 1 is a marginal victory. Less than 1.25 to 1 means that the Germans are stalled and fail to proceed any further.

Note: Optional rules should be by agreement. Russian deployment, equipment possession and command control were not used.

Designer Notes:

The research of the battle, the design of the scenario and the playtesting has been a consuming challenge to myself and others over a two year period. What is presented is not perfect, but the major difficulties have been worked out. Many problems were encountered with terrain and conditions not covered by existing rules, by not having needed units or vehicles, and by the interaction of conditions not fully covered by the game system. The following notes are to address the reasons behind the decisions that were made.

Anti-tank trenches are addressed but briefly in section 137.7 and do not begin to cover the 100 meter wide 20+ kilometer long ditch that the Russian forces had prepared to help defend the Northern Fortress Complex. This AT ditch is actually an expansion of an existing ravine with "dragon's teeth" and other obstacles added, hence the irregularity of the AT ditch. The use of double crest rules (162.2) for infantry movement has worked well to approximate the difficulty in even walking across this obstacle. Turning again to mountainous terrain rules (crags 162.3), the AT ditch and its occupants receive a +1 DRM for direct and indirect attacks. HE fire (direct and indirect including rockets) resulting in a KIA on the IFT will fill-in one level of a ditch hex for each KIA. This represents the large mounds of softly packed dirt on each side of the trench that a HE explosion might cause to slide into the ditch.

Some of the arbitrary terrain definitions may seem a bit unrealistic to players accustomed to the fine artwork and overlays of Avalon Hill. Most of the terrain demarcations were made with simplicity in mind and board choice was directed towards minimal duplication while achieving the required features.

The wheatfields are down; this is due to the multiple harvesting and then burning of the fields by the retreating Russians. Most buildings in the Northern Crimea were razed at the order of the commisars to keep the Germans from having shelter.

SOVIET FORCES

Elements of 2, 25, 95, & 172 Rifle Divisions, 40th Cav. Div., 7 & 8th Marine Brigades.

3-3-6	2-3-7	4-3-6	4-4-7	5-3-7	6-2-8	SCOUT	1-8-8	1-8-8	1-8-8	1-8-8		T0-3	T0-2
12	80	60	120	20	35	5			3	3	2		2

									LMG 2-8 B12	MMG	HMG 8-12 B11	HMG 8-20 B12	Mtr 50
3	5	8	8	10	2			20	30	25	15	10	20

ATR △ B11	S-7 △ B12		AA 25LL V	AA 25LL V	AA 37LL V	AA 76L V	AA 85L V	AT 45L	AT 45LL	AT 57LL	Mtr 82
10	4	3			5	2	3	4	2	4	6

Field
Phones

Mtr T20	Inf 37	Inf 76	Rct 300	Art 76	Art 76L	Art 122* V	Art 122L V	Art 152* V	Art 152 V	380
4	2	3	6	4	4	2	2	2	2	4

16 45L	12 45L	12 FT(24)	17 76	17 76L	16 76L	17 FT 76L	11 76*	8 7ml 1S/5PP	12 76L	12 45L
5	4		5	5	10	2	3	10	4	

11 76L	13 57LL	10 T30	9 152	24 37L	24 45L	12(18)	23 1S/7PP	17 2S/12PP	23 1S/7PP	15 37LL
8	3	3	3	3	2	20	8	4	2	2

Ammo

15 85L	15 82	15 T32	15 3T0	28	24	1+5+7	2+5+7	3+5+7	3+3+5	Trench
2	3	3	4	6	4	2	2	3	3	35

Anti-Tank

Entrench	WIRE	Roadblock	3+6+10	CE 8-2	CE 8-1		MINES	MINES
40	60	20	10		3		400	60
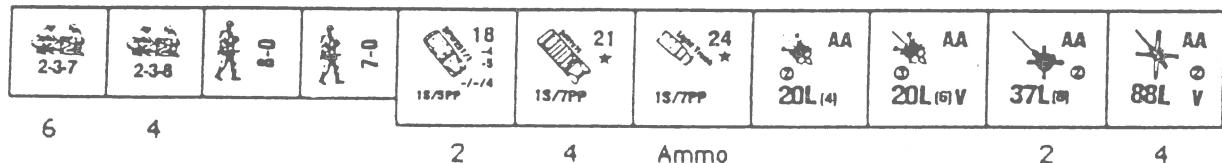
GERMAN FORCES
Part 1

SS Liebstandarte, A.H.

										7 △ B12	LMG 2-8 B12	MMG 4-17 B12	MMG 6-16 B12	Mtr 50 42-16
2-3-8	6-5-8	10-2	8-2			8-0		1-8-8						
2	19			2							8			3

426 1	Inf 75* HS	Mtr 81 #10-30	18 -4 -5 1S/3PP -/-/4	18 -4 -5 1S/3PP	28 -1 PO P4	13 -1 8 50L 4/2	13 -1 -1 75 4/2
6		8	8	4	8	3	
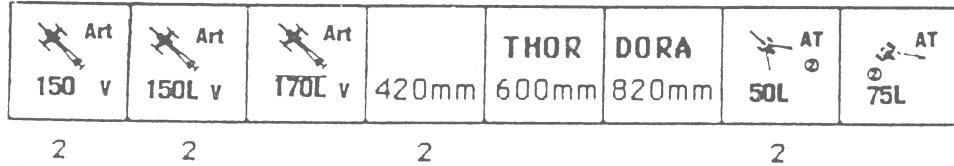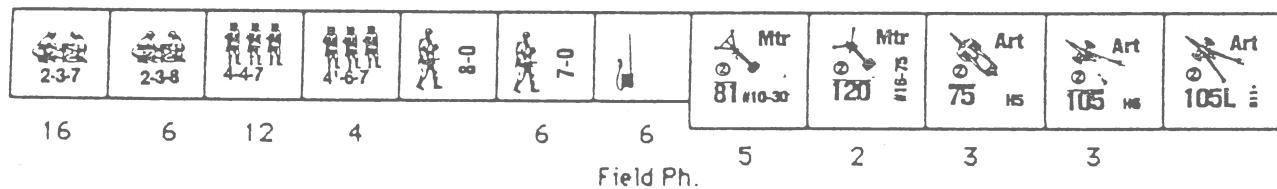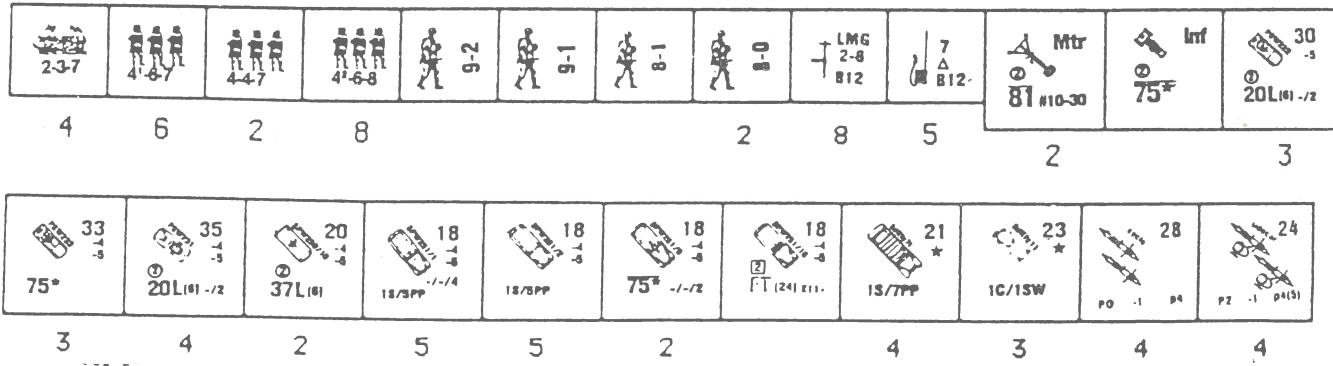
VIIIth Flieger Korps, Flak Batteries.

2-3-7	2-3-8	8-0	7-0	18 -4 -5 1S/3PP -/-/4	21 ★ 1S/7PP	24 ★ 1S/7PP	AA 20L (4)	AA 20L (6) V	AA 37L (8)	AA 88L V
6	4			2	4	Ammo			2	4

LIVth Korps Field Artillery

2-3-7	2-3-8	4-4-7	4-6-7	8-0	7-0		Mtr 81 #10-30	Mtr 120 #16-75	Art 75 HS	Art 105 HS	Art 105L
16	6	12	4	6	6		5	2	3	3	

Field Ph.

Art 150 V	Art 150L V	Art 170L V	420mm	THOR 600mm	DORA 820mm	AT 50L	AT 75L
2	2		2			2	

3rd Recon Co.

2-3-7	4-6-7	4-4-7	4-6-8	9-2	9-1	8-1	8-0	LMG 2-8 B12	7 △ B12	Mtr 81 #10-30	Inf 75*	30 -5 20L (6) -/2
4	6	2	8					2	8	5		
										2		3

33 -5 75*	35 -5 20L (6) -/2	20 -4 37L (6)	18 -4 1S/3PP -/-/4	18 -4 1S/3PP	18 -4 75* -/-/2	18 -4 FT (24) ±11.	21 ★ 1S/7PP	23 ★ 1C/1SW	28 -1 PO P4	24 -1 P2 P4(3)
3	4	2	5	5	2	4	3	4	4	
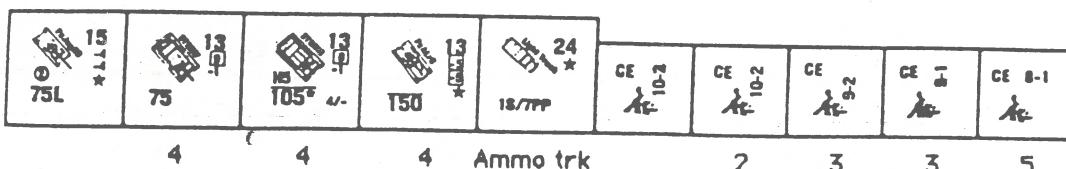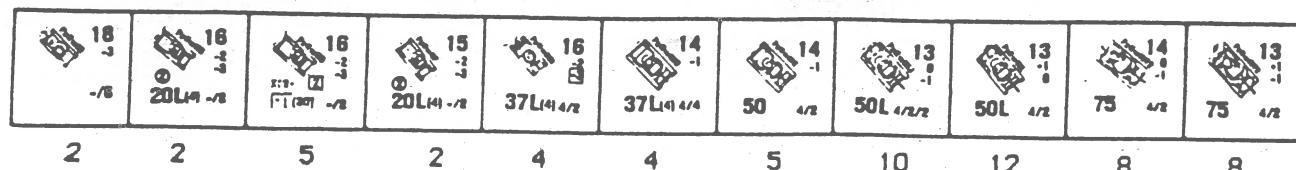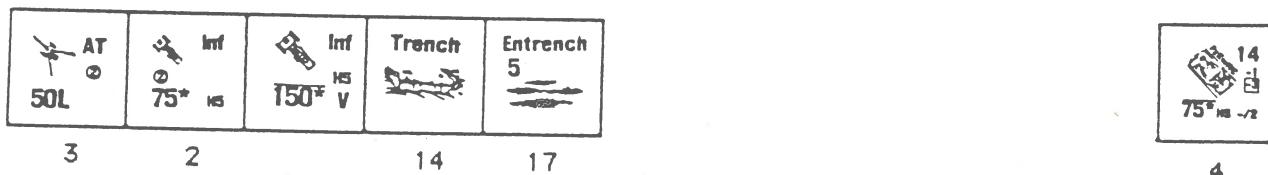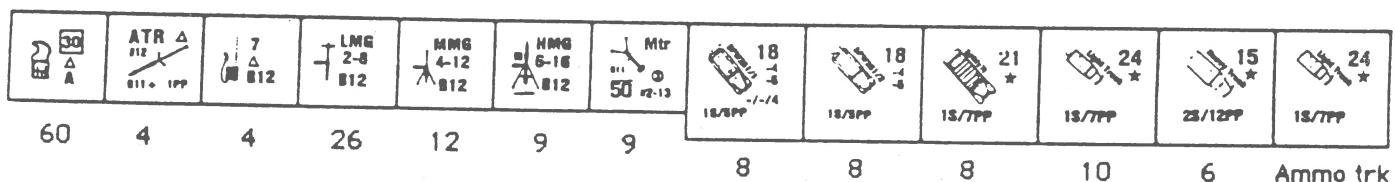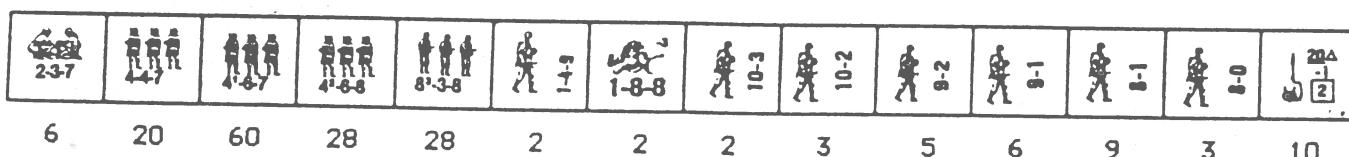
GERMAN FORCES
Part 2

2nd Panzer Battalion

2	2	5	2	4	4	5	10	12	8	8

4	4	4	Ammo trk	2	3	3	5

1st Regiment, 72 Div., LIV Korps

6	20	60	28	28	2	2	2	3	5	6	9	3	10

60	4	4	26	12	9	9	8	8	8	10	6	Ammo trk

3	2		14	17		4

TURN RECORD CHART #1

Full Daylight — 18 Turns

⭐ Russian sets up first						6	7	8 / 18	9	10
✠ German moves first	1	2	3	4	5	6	7	8 / 18	9	10

Night Visibility is determined by 1 die on turn 1, 2 dice on turns 2 to 4, and 3 dice on turn 5.

TURN RECORD CHART #2

15 Turns

⭐ Russian sets up first	1	2	3	4	5 / 15	6	7.	8	9	10
✠ German moves first	1	2	3	4	5 / 15	6	7.	8	9	10

TURN RECORD CHART #3

15 Turns

⭐ Russian sets up first	1	2	3	4	5 / 15	6	7	8	9	10
✠ German moves first	1	2	3	4	5 / 15	6	7	8	9	10

The open ground areas on each side of the AT ditch were prepared to ensure fields of fire, as is the clear ground allowing one fort to cover another. It should be noted that the forts roughly form triangles of interlocking fields of fire with the rear-most forts being at the highest elevation.

The AT ditch and the cleared zones are easily marked with 1/8th inch colored artists tape. This tape will not leave adhesive on the mapboards.

An area of much discussion and disagreement among the playtesters was the use of night rules. It was decided that to fire an IR at a gun flash a DR ≤ 7 must be made (this was used for the same reason indirect fire on concealed units must have a DR ≤ 7: a leader was not always certain to whom the gun flash belonged). Starshells, IRs and the light from fires negate the effects of limited night visibility in the illuminated zones (including 1 MP plus cost of terrain for vehicular movement, +1 DRM on the IFT for infantry, and the -1 DRM for advancing into close combat at night). Gun flash will automatically reveal the location of hidden guns. Hopefully, advanced Squad Leader will address the night rules.

There was not a great deal of information available on the construction of the Russian forts, the gun turrets or emplacements. All gun turrets are 3-7-10s, have 360° rotation and have a continuous slope from any fort hex to the edge of the fort. The turrets receive a +2 To Hit for each hex spine traversed due to the slowness of the traversing. Guns placed in the forts, not in a turret, may be moved up to three hexes along the perimeter of the fort (except through rubble or fire) and receive a +5 To Hit DRM in that fire phase, or they may rotate one hex spine right or left with a +2 DRM To Hit. The 380mm guns of Gorki are long barreled HE firing naval guns encased to guard the Belbeck river valley in a direct or indirect fire mode. The L designation does not apply to these guns for play balance considerations. These guns should be used indirectly. Placement and choice of the remaining artillery pieces were arbitrarily made from what was available in this time period. All Russian guns in a turret mounting may use indirect fire with either an adjacent spotter or with a radio.

On All Fronts

The fire extinguishing value of DR ≤ 4 and the -4 DRM to an infantry unit's FEV is to reflect the inherent fire fighting equipment in each fort hex. It should be noted that a rubbled hex or one with a fully developed fire loses the inherent ability and the DRM.

The astute reader will note that some of the equipment used on both sides is a little out of time-frame. This reflects (in 'the older equipment) the reality of not always having the newest and best equipment on the front. The Russian Zig(h) (M-31) rocket trucks were a play balance choice as were the large number of .50 cal. HMGs and the KV-IC tanks.

There was conflicting information as to the participation of the SS Liebstandarte in this battle. They were known to be in the area, but sources disagreed as to where they were fighting at this time. If any readers have more complete information it would be appreciated.

The PzKw IVC bulldozers were used to reflect the fact that outdated tanks were fitted as engineering vehicles and since there is no German dozer counter. Review the G.I. rules and American vehicle notes for dozer usage.

The German 8-3-8 pioneers should be treated as sappers per 136.8. None have unlimited smoke but roll per 141.7. The Russian 6-2-8 has smoke with DR = 1.

The ammo trucks provided in the game will reload depleted smoke, AP, APCR or HE to any gun or vehicle automatically by spending one player turn next to the weapon. If the gun or vehicle is malfunctioned the ammo truck will add a -2 DRM to the repair attempt; however, DR = 6 still permanently disables the weapon.

For air to air combat the rules provided in **ON ALL FRONTS** (issue #17) could be used by mutual agreement.

The AT ditch and the cleared zones are easily marked with 1/8th inch artists tape and removed with no marks on the mapboards and can be reused. The boards will fit well on two 5' x 8' sheets of plywood (use 3/4" for stiffness) supported by saw horses.   R.B.