Linebacker 2

DESIGNER: Claes Henrikson
Graphics: Fredrik P. Malmberg
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Swedish Game Production

INTRODUCTION

LINEBACKER 2 is a strategic game of the bombing of North Viet Nam in late 1972.

SETTING UP THE GAME

First, see scenario instructions for information on the forces available to each player. The North Vietnamese (NV) player divides his fighter unit counters between his air bases on his air status display. Two units (four planes) may begin the game in the air, represented on the game map by its proper echo marker (see movement). He then proceeds to indicate the number of available Anti-Aircraft missiles on his *SAM SUPPLY TABLE*.

The United States (US) player divides his available air units between the target boxes on his air status display and places the corresponding echo counters face-down in the US holding area on the game map.

UNITS

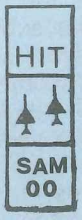
Radar Echo # - confirms to *MISSION DISPLAY # indicator*

3 B-52 bombers

4 F-111 strike aircraft

8 F-4 strike fighters/escort fighters

1 A-6 EMC aircraft



1 aircraft downed

2 MiG-21 fighters

SAM supply indicator *[hundreds, tens, and ones]*

SEQUENCE OF PLAY

1. *First SAM fire phase*
2. *Air-to-Air combat phase:*
   A. *Interception segment*
   B. *B-52 defensive fire segment*
   C. *Air superiority segment*
3. *Bombing phase:*
   A. *Low-level flak attack segment*
   B. *Bombing phase*
4. *Movement phase:*
   A. *First player movement segment*
   B. *Second player movement segment*
5. *Second SAM fire phase*
6. *Record the passage of one GAME TURN*

Each game turn is divided into several phases. Follow the above sequence every game turn performing actions as per the rules given for each phase.

SAM FIRE

All SAM fire takes place during the two *SAM FIRE PHASES*. The NV player may fire SAMs at all, any or none of the US echo counters in a map box (except the *US HOLDING AREA* Box). He decides the number of SAMs fired in each salvo and resolves combat on the proper column of the *FLAK CRT*, subtracting the number of fired SAMs on the *SAM SUPPLY TABLE*.

An echo counter may only be fired at once in every SAM Fire Phase.

FLAK CRT

The dice roll column on the extreme left of the Flak CRT represents six of the twenty-one possible outcomes of two simultaneously rolled six-sided dice. (The other fifteen outcomes are considered "no effect" and are deleted for practical purposes.)

The numbers on the top line represent the number of SAMs fired in a salvo. The numbers at the intersections between the lines and columns are the numbers of aircraft hit and downed by the salvo. If target is B-52 or ECM aircraft only the four "boxed-in" results on the CRT are valid.

The Low-Level Flak CRT is only used against F-111 or F-4 echo counters attacking targets. The NV player rolls two dice and consults the Low-Level Flak CRT for the result. If an ECM aircraft is present in the attacking echo counter. he uses the "ECM" column, in other cases the "Normal" column.

AIR-TO-AIR COMBAT

Friendly air units (NV fighters or US Air Superiority Missions *only*) may attack enemy air units in the same map box, during the Air-to-Air combat phase. This phase starts with the NV player announcing what echos he is going to attack. The US player then flips the attacked echo counters to reveal their echo number and what aircraft they contain. The NV player then rolls two dice and consults the *Air-to-Air CRT* for results. The US player places the resulting number of HIT markers in the corresponding box on his Air Status Display. If the echo counter contains B-52's the US player rolls two dice for each B-52 in the box *before* the attack and consults the *"B-52 Defensive Fire"* column on the Air-to-Air CRT, and the NV player places the resulting number of HIT markers in the corresponding boxes on his Air Status Display. This is repeated until all NV attacks are resolved.

The US player then announces his attacks on NV air units, rolling two dice and consulting the proper line on the Air-to-Air CRT for results.

Note that the results "2" through "6" are deleted from the CRT. They are considered "no effect."

F-111 and F-4 units on bombing or strafing missions attacked by NV fighters are considered to drop their ordnance and join the fight. After the fight they must head for the US holding area.

Air superiority missions may never bomb, and must return to Holding Area after a fight.

NV fighters must return to "home base" after attack.

BOMBING

All bombing takes place in the bombing phase. US fighters dropping ordnance to join in air-to-air combat is not considered as bombing.

At the beginning of the Bombing Phase, the US player states which units will bomb and their targets, flipping the echo counters to reveal their numbers. All F-4 and F-111 missions are considered to be low-level attacks and must go through the Low-Level Flak Attack segment before they can bomb. The result of the NV Flak Fire is applied immediately (before resolution of bomb-run) and hit markers placed in the proper display boxes.

The US player then resolves each echo counter's bomb run on the *BOMBING TABLE* using the proper target and bombing strength columns, rolling two dice and adjusting the dice roll for Pilot Morale. Note that bombing of Hanoi-Haiphong or other towns may lead to *NEGATIVE* victory point totals.

Numbers in *.AIRFIELD* bombing

table represent aircraft destroyed on the ground, and only apply to aircraft in Airfield Alert or Landing/Turn around boxes on NV player air status display of airfield attacked. "S" means airfield destroyed and may not be used for remainder of game.

No "target of opportunity" bombing is allowed; a unit must bomb the target it is targeted for on the US air status display.

MOVEMENT

Movement may only take place during the movement phase. All units have a uniform movement allowance of "one", enabling them to move from one map box to another, crossing the dividing lines or moving along the lines connecting the map boxes and the *US HOLDING AREA BOX*. No diagonal movement is allowed.

NV air units begin the game in the airfield alert boxes of the NV air status display (exception: see setting up the game). In his movement phase, the NV player may move all, any, or none of his aircraft counters into the "take-off" box, placing the appropriate echo counters on the game map, in the map box containing the airfield of the unit. The echo counter may then move in the coming game turns according to the movement rules. The fighter unit/stack of units must move one step on the display boxes for each game turn (movement phase) in the air, and in the Movement Phase it enters the Landing/Turn-around box, must return to its home airfield. If the air unit cannot return, i.e., the echo counter is in another map box than the home airfield, the unit(s) is removed from play and may not return till the next day (night, really) first GT. If the unit ends up in the South China Sea map box with aircraft counter in "landing" box, the aircraft are permanently lost, ceding victory points to US player.

No airfield may have more than one echo counter on the game map at the same time.

No NV units may enter the US Holding Area Box.

US echo counter have unlimited staying power (=9 GTs) on the map, but must return to US holding area after they have bombed or entered air-to-air combat (except B-52 which only returns after they have bombed).

Units left on the map after the end of the ninth GT are removed and placed in the air status display for the next night (exception: NV units in South China Sea box as above).

US PILOT MORALE

Pilot Morale (PM) is measured on a 6-0 scale where "6" is good and "0" is lousy. PM drops one level for every flight of B-52's taking losses (for this purpose, one echo counter equals one flight), and raises one level for every 250 SAMs fired or seven continuous nights without B-52 missions. PM only affects B-52 missions results.

PM effects:

6 or 5 No effect
4 or 3 Subtract "1" from bombing dice rolls
2 or 1 Subtract "2" from bombing dice rolls
0 No B-52 missions allowed

THE GAME-TURN TRACK

LINEBACKER II is played in game turns, each GT consisting of the six phases making up the Sequence of Play. Nine GTs make up one night of real time. No *DAYLIGHT* GTs are played. After the ninth GT is completed, the playing pieces are removed from the game map and set up on the air status display anew (see *Movement Rules*).

VICTORY POINTS
Each downed aircraft gives victory points as follows:
B-52: 10 VP
F-111 or ECM: 2 VP
F-4 or NV fighter: 1 VP
Other VPs as of Bombing Tables, and:
Destroyed airfield: 5 VP
US PM hits "0": 20 VP to NV player
First bombing of Hanoi/Haiphong: 10/5 VP to NV player

SCENARIOS
1. Campaign scenario
Date: 17/12 - 28/12
US Forces:
132 B-52
30 F-111
182 F-4
NV Forces:
40 fighters
1000 SAMs
Airfields intact
US player is first player, US PM: 6
Reinforcements: US, 24/12 7 ECM aircraft
Victory conditions:
[Victory Point Totals]
US:
0-10 Draw
11-20 Business as usual
21-30 Tactical victory—Fly the friendly skies of Nam
31+ War won militarily to be lost by politicians
NV:
0-10 Draw (victory, really!)
20-11 Tactical victory
21-30 Strategic victory: Go south and win the war

2. First Phase Scenario
Date: 17/12 - 24/12
Forces: as campaign
Victory conditions: as campaign
Special rule: 20 VP to US player if SAM supply falls below 300

3. Second Phase Scenario
Date: 25/12 - 28/12
US Forces:
123 B-52
28 F-111
120 F-4
6 ECM aircraft
NV Forces:
32 fighters
400 SAMs
Airfields 2 and 6 destroyed
Victory points: 30 to VN player, US PM: 4
Victory conditions: as campaign game

TAU CETI 2015AD

"We designed TAU CETI because we were fed up with all the hypercomplex Science Fiction games out today. With the present 'state of the art' surely it must be possible to design a game simple in play yet with a complex game system? We think we have succeeded."

Tau Ceti is a challenging SF game simulating tactical ground combat on an alien planet in the year 2015. The two different races, **Kraa** (red lizard-type and vicious, but with two legs) and **H'ren** (blue-furred mouse-like creatures but with two arms and two legs) fight for control of the planet and employ two different tactics: **Kraa** employing strong Plasma Launchers and Heavy Assault Vehicles—and **H'ren** using hordes of Light Assault Vehicles and Hovercarriers.

Three terrain levels and three altitude levels enable the players to fight a semi-three dimensional battle and without paperwork—a simple marker tells you on which altitude a unit is on. Hovering, transportation, two different combat doctrines (P and I Combat), line of sight, spotting, remotes (ground/aerial bombs/mines) all play important roles to make this game a fun and fast-playing "simulation". And don't forget the ten scenarios. These will keep you playing till the first astronaut steps on Mars!

A high level of physical quality is maintained. The three-color map is printed in tints of black, green, and brown. The 130 back-printed die-cut counters are three-colored and bear silhouettes of the combat units. The rulebook is illustrated and typeset. Last but not least, the front cover bears a wonderful illustration by the artists, **Eddie Eddings** and **Jim Newsome** (and a drawing of Jim's appears inside the game). Our game is packaged in a ziplock bag for easy storage and to keep the price low. In fact, ridiculously low.

The game is available through larger stores around the world, or directly from us:

SWEDISH GAME PRODUCTION
Box 18
S-590 40 Kisa, Sweden

See page 7 for price information

NORTH VIETNAMESE
AIR STATUS DISPLAY

Airfield Alert	1	2	3	4
Take Off				
May Attack				
Landing / Turn Around				

5	6	7	8	9	10

UNITED STATES
AIR STATUS DISPLAY

Date of Mission			17/12	18/12
19/12	20/12	21/12	22/12	23/12
24/12	25/12	26/12	27/12	28/12

Mission Display:

Hanoi-Haiphong Bombing Missions

1	2	3	4	5

Other Town Bombing Missions

1	2	3	4	5

Airfield Strafing Missions

1	2	3	4	5

Air Superiority Missions

1	2	3	4	5

Game Turn 1
2
3
4
5
6
7
8
9

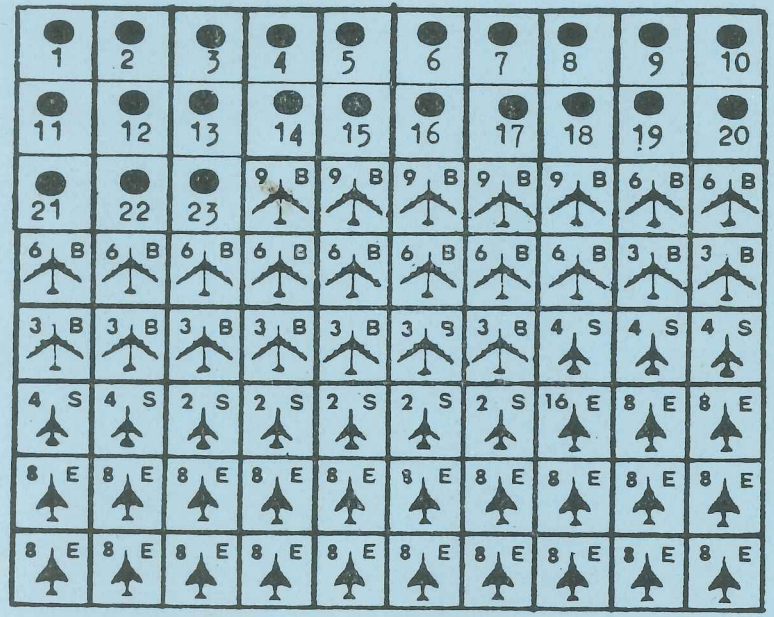
AIR-TO-AIR CRT

Dice Roll	Number of Attacking Fighters							B52 Def. Fire
	1	2	3	4	5	6	7+	
7	-	-	-	-	-	-	1	-
8	-	-	-	-	-	1	1	-
9	-	-	-	-	1	1	1	-
10	-	-	1	1	1	1	2	-
11	-	1	1	1	1	2	2	1
12	1	1	1	1	1	2	2	1

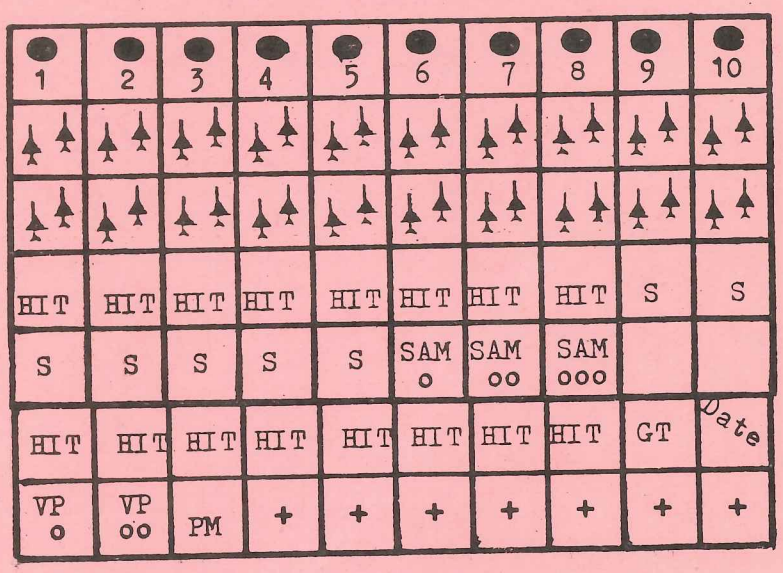
FLAK/SAM CRT

Dice Roll	Number of SAMs Fired						Low-Level Flak	
	1	2	3	4	5	6+	Normal	ECM
4-4	-	-	-	-	-	1	-	-
4-5	-	-	-	-	1	1	1	-
4-6	-	-	-	1	1	1	1	-
5-5	-	-	1	1	1	1	1	-
5-6	-	1	1	1	1	1	1	1
6-6	1	1	1	1	1	2	2	1

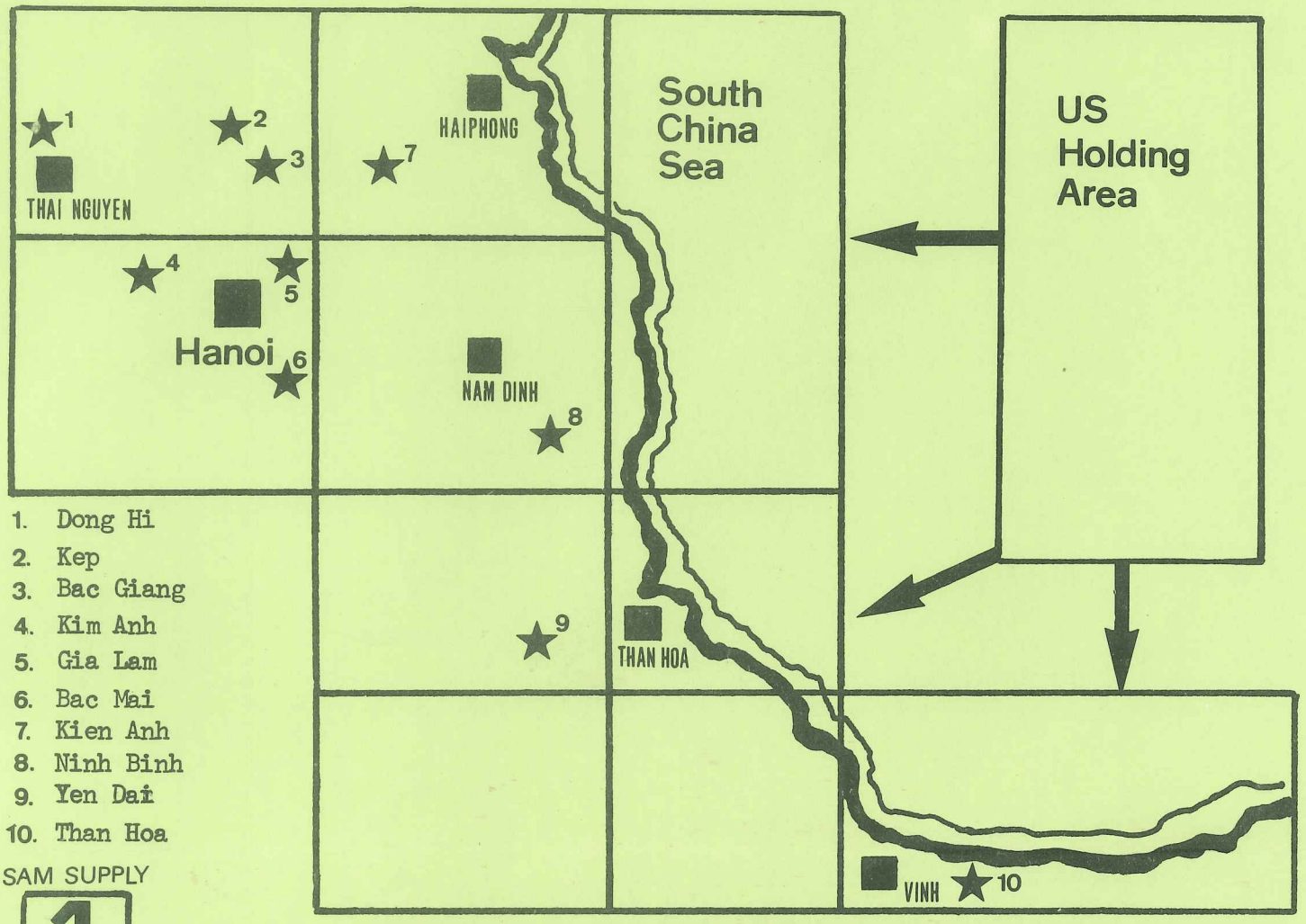
UNITED STATES



NORTH VIETNAMESE



Linebacker 2



1. Dong Hi
2. Kep
3. Bac Giang
4. Kim Anh
5. Gia Lam
6. Bac Mai
7. Kien Anh
8. Ninh Binh
9. Yen Dai
10. Than Hoa

SAM SUPPLY

1	2	3	4	5	6	0

US Pilot Morale

1	2	3	4	5	6	0

BOMBING TABLE

Targets:	HANOI-HAIPHONG					OTHER TOWNS				AIRFIELDS		
B-52	1-2	3-4	5-6	7-8	9+	1-2	3-4	5-6	7+	1-2	3+	
F-111	1-4	5-8	9+			1-4	5-8	9+		1-4	5-8	9+
F-4	1-8	9+				1-8	9+			1-8	9-16	17+
Dice Roll:												
2	0	-1	-1	-2	-3	0	0	-1	-3	0	0	0
3	-1	-2	-2	-3	-4	0	-1	-3	-2	0	0	0
4	-1	-2	-3	-4	-5	-1	-2	-1	-1	0	0	1
5	0	-1	-2	-2	-2	1	1	1	-1	0	0	2
6	1	0	-1	-1	-1	1	1	1	1	0	1	2
7	1	1	1	1	1	1	1	1	1	1	1	2
8	1	1	2	2	2	1	1	1	2	1	2	3
9	1	2	2	3	3	1	1	2	2	1	2	4
10	1	2	3	4	4	1	2	2	2	2	3	5S
11	2	3	4	5	5	1	2	3	3	3	4	6S
12	2	3	5	6	10	2	2	3	5	4S	5S	6S

NV — Victory points total — US

9	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9