

GREAT CAMPAIGNS OF THE AMERICAN CIVIL WAR



• **Discussion:** The brigades at Bull Run were quite large by regular war standards, many of them having upwards of 3000 men. Efficiently moving very long columns of men (even over a straight and dry and rather decent road) was no mean feat, as McDowell had discovered to his chagrin by the morning of the 21st. The Union brigades on the march were stretched out for miles and miles, all the way back to Centreville's streets. These rules are thus an attempt at conveying some of the problems of coordinating the movements of these units without resorting to actual Road March markers and even more elaborate rules for their employment (though players may wish to use a spare Extended Line marker to denote a column's rear). They show the timing and coordination necessary to bring up an entire division for battle, and also reinforce the importance of Roads over Trails. This rule (especially) among those here should be regarded as optional and experimental. It may well require some improvisation. No, I don't know what

Command Radius, but the conditions of that rule as written should simply serve to carry them forward toward their commander, presumably at the head of his column. Units are not required to satisfy Command Radius at the expense of violating the required 6- or 10-hex spacing.



happens if an enemy unit blunders into a road column's notional middle (probably nothing good for the marchers though ...). If these special provisions for Road March bother you or don't work for you just ignore them, other things here are more important.

OPERATIONAL COMBAT SERIES

OCS FIXING HOLES

WHAT ARE THOSE 60 OCS COUNTER IN THIS ISSUE?

By John Kisner

In this issue you will find sixty counters for games in the **Operational Combat Series (OCS)**. Most are errata counters; the rest are for variants. Included are:

1. For the 2011 edition of **Guderian's Blitzkrieg II (GBII)**, 37 counters. You need these if you don't have **Case Blue**. See the article on this page for details.
2. For **Case Blue (CB)**, 2 counters: German 13 Corps HQ and Soviet 5 Cav Corps marker. You need these if you don't have **GBII**.
3. For **Baltic Gap**, 6 errata counters, 1 variant, and 15 Forward Detachment (FD) counters. See the article on this page for details on the latter. The variant version for the 519 PJ Bn is for my good friend Marcus Randall, and anyone else who thinks I overrated the Nashhorns by giving them an AR of 5. (This isn't an official change, so if Marcus isn't in your game your opponent must agree to use this counter!)

Note that v2 rulebooks have been created for **Baltic Gap** and **GBII/CB**. They address all known errata and generally speaking are the rulebooks everyone should use when playing these games. Enjoy! Find them here:

<http://www.gamersarchive.net/theGamers/archive/ocs.htm>

GBII: FILLING CRACKS

Guderian's Blitzkrieg II (GBII), originally published in 2001, was refined by the release of **Case Blue (CB)** six years later. Unfortunately, when **GBII** was reprinted in 2011, many of the changes to its OBs and arrival schedule did not get back-fitted to the game's counter sheets — so players who don't also own **Case Blue** will find themselves with quite a few units that are AWOL. The counter mix problems are mostly confined to what might be thought of as the overlap of the **GBII** and **CB** campaigns (specifically, the Voronezh area) and come after mid-1942, so **GBII's** primary focus on Moscow isn't greatly affected.

In this issue are 37 counters from **CB** that are needed to minimize the substitution of breakdowns and dead units for missing units scheduled to arrive. Two different fixes are presented, depending on the scenario. They are written with the **GBII** Campaign Games in mind, but also apply to smaller scenarios.

CAMPAIGNS 7.1 TO 7.4

The fix to these scenarios does two things. It shortens the campaign's length and provides most of the AWOL counters.

1. Three Soviet units (total) are still missing from 26 Jan and 5 Feb: (5)-1-1 UR Bde (153, 156, 159). There should be dead units to substitute, but if not give 1x Pax per missing unit.

2. On 15 Mar, there is still a missing Soviet 12-2-2 Inf Div (416). There should be plenty of dead units to substitute.

3. These Campaigns now end on 1 April '42. The victory conditions are as follows: The German score is the average of his final VP score (end of March) and his "high water mark" VP score (his highest VP level at end of any single turn). If the average is 60 or more, the game ends in a German Win. If the average is 50 or less, it is a Soviet win. Otherwise, it is a Draw.

CAMPAIGNS 7.6 TO 7.8

The fix to these scenarios doesn't directly address a fair number of AWOL counters. Instead it reduces the map area in play, so those counters aren't needed.

1. The southern play boundary is shifted north by 1/2 a map, so hexes on or south of Map C/F xx.18 are out of bounds.

2. For victory determination at the game's end, assume the Germans hold the VP cities in the out-of-bounds area: Voronezh and Staryy Oskol (8 points).

3. Reduce each side's supply column by -1.

4. Ignore all remaining missing Axis and Soviet ground units (the ones not part of the 37-counter mix in this issue). The missing list is found here:

<http://www.gamersarchive.net/theGamers/archive/GBiisecondedi.htm>

BALTIC GAP: NEW OPTION

Historically, an important component of the Soviet deep operation was the Forward Detachment (FD). An FD was essentially a portion of a rifle division (plus some independent attachments) that was motorized so that it could operate 50 miles or so

ahead of the main body. For a variety of reasons — chiefly counter mix limit and the clumsiness of a rule that was tried (and rejected) early in testing — the FD is not directly shown in **Baltic Gap**.

A new opportunity to address these units came a few months ago, when I was given sixty counter slots in this issue for OCS.

As a new option for **Baltic Gap**, Soviet players now have access to fourteen FD counters. These are created by reducing a specific parent division (per the FD's ID) by one step, much as you would a breakdown regiment, and like a breakdown they can be absorbed by a reduced parent. An FD is treated as an independent unit and is non-rebuildable.

Suggested use of these counters is as follows:

1. The number of FD available varies by the campaign's starting

date and the V# chosen. The formula is 14 - Month + V#. ('Month' is 7 if July, 8 if August, etc.; the 'V#' is always between 0 and 3, and is a way to set the likelihood of hypothetical reinforcements arriving.) If playing the June start to the campaign, the number of FD will thus be between 8 and 11; if playing the October start, the range drops to between 4 and 7.

2. Select the specific FD available before play begins. (A partial reflection of planning involved.)

3. An FD's lunge forward required trucks, and this diversion was temporary. As such, FD can only be in Move Mode orientation on the turn they are created, and during every other Movement Phase they must be placed in Combat Mode orientation (they stay that way until destroyed or absorbed).



www.boardgamers.org
Lancaster Host Resort, Lancaster PA
July 30-August 5, 2012
July 29-August 4, 2013

- ★ Play international-level competition in wargame and other boardgame tournaments
- ★ Pay no event fees (all-inclusive admission)
- ★ Learn and try new games

WINTER OFFENSIVE - BOWIE, MD January 17-21, 2013

The 20th annual WINTER OFFENSIVES are MMP's yearly sponsored gathering. All registration proceeds and tee-shirt profits go to support the ALS foundation.

WINER OFFENSIVE features (and began as) an ASL tournament. It has grown to include MMP's entire line of games. It includes lots of gaming, a raffle with a lot of really good prizes, "pizza night" on Saturday when MMP picks up the tab for about 50 pizzas to feed the crew, and much more.

The ASL tournament is called ASL for ALS which features an unstructured format using mutually agreeable scenarios. ASL for ALS cash prizes are based on attendance, plus a special 1st place trophy. Other, non-ASL tournaments will also have prizes awarded.

For details regarding general information, directions or hotel phone numbers, contact Brian Youse at: bryouse@cablespeed.com