

3] Task Force 1 must depart for Australia during Segment 3.

4] Task Force 2 unloads supplies at the rate of 1 supply unit per segment, thus requiring six segments to completely unload all supply units.

5] The IJN Player attacks task force 3 at one-to-one. If the IJN Player does not suffer casualties, it has this option:

a) Break off the action. This forces Task Force 2 to immediately depart from hex M on Segment 5, aborting their mission.

b) Attack Task Force 2 at one-to-one odds.

—R.C.V. Ripley



### ADDITIONAL WEAPONS AND VEHICLES FOR PATROL!

If the cossacks in **Patrol!** can have horses, then the Germans should be able to use motorcycles and the Americans should have jeeps. (If Players wish to use trucks in any scenario, simply delete the armor protection of APC's and forbid them to enter any but clear terrain.)

#### Motorcycles

[28.26] A motorcycle is basically a mechanical horse. It costs five MP to mount and five MP to dismount. The motorcycle is able to expend 20 Movement Points per Game-Turn, but in Closed Terrain the bike may not cross slope hexes or enter Rough Terrain hexes. Otherwise, it pays normal entry costs. A man may not fire from a moving bike (if you wish to equip the bike with a sidecar, the passenger may fire while moving with halved Attack Strength). For target purposes, the driver is considered Erect and the passenger Prone-Exposed. A mounted rider is considered Unarmed/Erect for purposes of hand-to-hand combat. An injured, stunned or incapacitated rider automatically falls off, with the same effects of falling from a horse. A motorcycle may not be wounded, only destroyed. It "defends" against fire or fragmentation attacks with the same Defense Multiple as a man in similar terrain - any Combat Result is sufficient to destroy the bike. When the rider dismounts, the bike may be dropped ("go prone"), but the rider must expend 10 MP to right it again. (Obviously, a bike with a sidecar may not "go prone".)

#### [24.9] JEEPS

Because of its small size, low profile and other characteristics, the jeep (or Landrover, or Kubelwagen, etc.) behaves somewhat differently from an armored vehicle or truck.

[24.91] A jeep may carry a driver and three passengers. Players should make up appropriate crew-status charts for each jeep employed. There is **no** additional MP cost to mount or dismount from a jeep, but the vehicle may not move in a Game-Turn of mounting or dismounting.

[24.92] The jeep may move up to 15 MP per Game-Turn, subject to the same restrictions

as a motorcycle. At least in Western armies, any unarmed, unwounded man is eligible to be a driver (no skill necessary). For target purposes, passengers are considered Erect, but the vehicle itself receives the benefit of Defensive Terrain against small-arms fire and fragmentation. (Only "K" and "I" Results can disable a jeep.) The presence of a jeep in a hex, disabled or not, has no effect on the LOS/LOF. Rocket and artillery hits destroy a jeep automatically.

[24.93] A jeep may carry a heavy machine gun (equivalent to a Tank MG), a fixed rocket launcher (may not be removed from the vehicle) or a heavy recoilless rifle, which has the same 2-man crew and blast-attack as a tank gun.

[24.94] A jeep and its passengers are immune from both anti-tank and anti-personnel mines (too light to detonate the big ones, too heavy to detonate the small ones).

[10.81] **Handguns.** Players who are unhappy with the helpless, unarmed state of tank crews and vehicle drivers can equip them with revolvers or automatic pistols at no great loss of realism. These are actually pretty worthless weapons, but in a pinch they might do some damage. Add the following column to the Firearm Attack Strength Table:

#### Range HG

1-5	15
6-10	8
11-20	4
over 20	0

A wounded man may not fire a handgun at any range greater than five hexes, a prone man may not fire one at a ranger greater than eleven hexes.

[10.82] **Shotguns.** The US Marines, the Viet Cong and various partisan and guerrilla forces have set great store by the shotgun as a handy tool for close combat. Use the GL man with the following Attack Strength column:

#### Range SG

1-5	40
6-10	6
11-20	2
21+	0

Beyond five hexes, treat a "K" Result as an "I" and an "I" Result as a "W". The SG becomes Unloaded each time it is fired.

#### [33.0] THE HELICOPTER GUNSHIP

On the scale of **Patrol!**, the introduction of close air support has even more of a historically distorting effect than the presence of tanks. Nevertheless, the gunship is a major weapons system of the 1970's and the day when every attacking squad or platoon will have its own helicopter in support is not too far distant (at least for U.S. forces). For purposes of the game, we may consider the gunship as a sort of flying tank elevated above the plane of the board. It should have some enormous number of Movement Points (50 to 100) and be relatively immune to small arms fire. To allow for the problem of angle-of-depression, the gunship may not engage targets **less** than 20 hexes distant. For



armament, give rockets (6 or 8). The 'copter's 2-man crew may fire one weapon system, change their position and facing or change altitude in any single Game-Turn. These are mutually exclusive plotted tasks. As a rather abstract simplification of three-dimensional combat, the helicopter may be at one of three altitude levels: Ground Level, Attack Altitude and High Level.

A 'copter at Ground Level is vulnerable to ground fire, may not use its weapons and may pick up or drop off up to six men. At Attack Altitude, the 'copter may use its weapons, and is only vulnerable to MG and Rocket fire (assume hostile RL men have a weapon similar to the British "Blowpipe", US "Redeye" or Soviet "Strella"). In computing range to and from a helicopter at Attack Altitude, add one "vector" hex for every three range hexes, to take the slant into account. At High Level, the 'copter is invulnerable to all ground fire, but may only use its rockets. Add "1" to the scatter die roll for High Level attacks.

[23.9] **Assault Guns.** An assault gun is a turretless tank. Use the tank hull counter by itself, or one of the assault gun counters from the **Tank Expansion Kit**. The gun should be considered a medium artillery piece and the vehicle should be considered less vulnerable to rocket hits on its front plate. Subtract "1" from the die roll on the TANK/APC Damage Table when an assault gun is hit. The assault gun has the same limited Field of Fire as a tank hull MG (23.31).

[9.69] **Buildings. Patrol!** is a rural version of **Sniper!** the pillboxes are enough trouble without introducing farmhouses, barns, command posts, railroad stations and cha-teaux. Adding too many "accessories" to the game tends to make it a kind of abstract model railroading or a highly intellectual version of toy soldiers. **Nevertheless**, a certain inevitable inner logic compels us to allow for the presence of structures on the battlefield. The easiest way to do this is with plastic overlays. Four hexes (2x2) is the minimum size for a house. Allow for windows and doors which will function like pillbox apertures and entrances. Multi-level buildings (or basements and attics) can be handled as in **Sniper!** The seizure or defense of a particular building makes for an interesting, simple assault scenario. Effects of artillery on buildings should depend upon the type of construction (stone, wood, bamboo, etc.) according to common-sense **ad hoc** rules.

### [34.0] PARATROOPS

In the game, as in reality, a major problem is introducing the attacking force onto the battlefield. Advance movement plots and the determination of contact can be time consuming. One way to get things moving rather quickly is to randomly introduce the Alpha Force onto the board by air-dropping it. The following general rules can be adapted for scenarios covering Normandy, Crete, Arnhem or hypothetical Soviet paratroop landings in Chinese territory. In general, paratroops have a higher proportion

of machine pistols and a lower Panic Level than other troops of the same period and nationality. As fierce, elite troops, typically skillful with knife and bayonet, they should also be given an advantage in hand-to-hand combat.

The Bravo Force deploys on one of the central map sections. Alpha Force (the paratroops) selects one hex in any of the other map sections. This hex is the "target" for the landing zone.

Beginning with the target hex, determine the first landing hex through the usual scatter procedure. From the first landing hex, roll for scatter to determine the next landing hex, and so on. If a man scatters off the map, his arrival is delayed until the second turn - then roll a new landing hex for him, scattering from the initial landing hex. Only two men may land in a single hex. If a third man attempts to land in a hex already occupied by two other paratroops, his arrival is delayed until the second turn - then simply roll for scatter again, beginning at the initial target hex.

All paratroops are considered to land in an Unarmed condition. This will simulate the task of untangling shroud lines, ditching the chute, etc. In addition, all men are subject randomly to stun effects. Roll a die for each man - a roll of "1" results in a stun. Furthermore, men who scatter into No. 2 Rough Terrain and suffer a stun result are considered to be wounded. So try to pick an LZ free of Rough Terrain.

If a paratrooper lands on a hex occupied by a Bravo Force defender, immediately execute a hand-to-hand attack on the "Attacker Erect/Normal/RF(AW), MP, AR, GL" column.

In daylight scenarios, Bravo Force may plot opportunity fire into potential landing zones (before he knows which map section Alpha Force has selected for landing). In night scenarios (e.g., Normandy) Bravo Force may not plot or execute anything on Game-Turn One.

### [27.9] PARATROOPS ORDERS OF BATTLE

#### [27.91] NIGHT DROP, D-Day, June 6, 1944

##### Terrain Mode: MIXED

##### Combatants:

Americans (Panic 10%/Preserv: 30)

Germans (Panic 30%/Preserv: 20)

##### Raid/Assault Situation:

American Alpha: 4 SR, 5 MP, 2 AR, 1 MG, 1 RL, 4 satchel charges.

German Bravo Force: 6 BR, 2 MP, 1 MG, 4 pillboxes, 10 anti-personnel mines, 10 hexes barbed wire; deploy barbed wire and mines on any map section.

**Game Length:** Fifteen Game-Turns.

##### Victory Conditions:

##### To the Alpha Player:

3 points for every wounded Bravo man.

5 points for every killed or incapacitated Bravo man.

10 points for every Bravo pillbox "knocked out" (destroyed or cleared of all defenders.

##### To the Bravo Player:

3 points for every wounded Alpha man.

5 points for every Incapacitated Alpha.

10 points for every Alpha KIA.

#### [27.92] CRETE, 21 May, 1941

##### Terrain Mode: MIXED

##### Combatants:

Germans (Panic 10%/Preserv: 40)

New Zealanders (Panic 30%/Preserv: 20)

##### Counterattack Situation (See 27.94):

German Alpha: 5 MP, 3 AR, 2 MG, 4 satchel charges.

NZ Bravo: 7 BR, 1 AR, 1 MP, 3 rds. light arty (called).

##### Victory Conditions: (as in Patrol Situation)

##### Rules of Engagement:

On Game-Turn One, the Germans land on any map section of their choice. On Game-Turn Two, the NZ Bravo Force enters through a map edge determined by a random draw from all ten chits.

#### [27.93] ARNHEM, 18 September, 1944

##### Terrain Mode: OPEN

##### Combatants:

British (Panic 0%/Preserv: 30)

Germans (Panic 20%/Preserv: 20)

##### Counterattack Situation (See 27.94):

British Alpha: 4 BR, 5 MP, 1 AR, 1 RL, 4 satchel charges. Alpha Player may not leave the board.

German Bravo: 4 BR, 2 MP, 1 MG, 1 APC, 1 Tank.

##### Victory Conditions:

##### To the Alpha Player:

3 points for every wounded Bravo.

5 points for every Incapacitated and killed Bravo man.

10 points for every AFV destroyed.

##### To the Bravo Player:

100 points if every Alpha man is wounded, killed or incapacitated. Otherwise, nothing.

##### Rules of Engagement:

Before starting the game, each Player rolls a die in accordance with the procedure described in 26.2, Step 3 "Variable time of entry." This establishes the number of Game-Turns between the British landing and German entry onto the board at a randomly chosen map edge. The British Player may have several turns, as a result, to organize his position and prepare. Try two different variants (a) in which the German entry edge is established on Game-Turn One, and the British Player is informed; and (b) in

which the German entry edge is only established on the Turn of entry (and the British Player will not know).

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### [27.94] SINKIANG, 1975

**Terrain Mode:** OPEN

**Combatants:**

Russian (Panic 10%/Preserv: 20)

Chinese (Panic 30%/Preserv: 30)

**Orders of Battle**

Raid/Assault Situation:

Russian Alpha: 4 AW, 5 MP, 1 MG, 1 RL, 5 satchel charges.

Chinese Bravo: 3 AW, 6 BR, 3 pillboxes, 6 hexes barbed wire, one "radar station".

**Counterattack Situation:**

Russian Alpha: 4 AW, 5 MP, 1 MG, 2 RL, 4 satchel charges, 1 APC, 2 TC, 1 airstrike (called).

Chinese Bravo: 9 AW, 1 Tank.

**Victory Conditions:**

**Raid Assault:** The **Alpha Player** must destroy the Bravo "radar station" for **100 points**. It can be blown up by detonating a satchel charge on the hex or knocked out by a rocket hit. **Bravo Player** gets **5 points** for each incapacitated Alpha man, **10 points** for each KIA, **20 points** for keeping the "radar station" intact. No man may exit the map.

**Counter Attack:** Victory Points are as in the Assault situation (26.9). Use the variable time of entry procedure. **Chinese** enter on the West mapedge and must attempt to exit the tank off the east edge (**50 points**). The **Soviet APC** is an ASU-57 light assault gun, with a fixed forward firing gun equivalent to a rocket launcher. The 2-man crew parachute separately from the vehicle, but any two Alpha men may operate the vehicle (in addition, four passengers may ride). The airstrike is a scatter-proof medium artillery round.

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### [27.95] LEBANON, 1976

**Terrain Mode:** MIXED

**Combatants:**

Israelis (Panic 0%/Preserv: 40)

Lebanese (Panic 40%/Preserv: 40)

**Assault Situation:**

Israelis: 3 AW, 5 MP, 1 AR, 1 RL, 2 airstrikes (before Game-Turn One - super heavy arty rd., subject to scatter).

Lebanese: 15 SR in 8 craters.

**Rules of Engagement:**

Play this as a pure assault situation after the initial landings. The Lebanese are holding a strategic mountain top which the Israeli paratroops need as part of a lightning occupation of Southern Lebanon in the sixth Arab-Israeli War. The paratroops are dropping from small transport planes (the **Arava**), so divide them into two waves, one turn apart.

—Mike Markowitz