

UP FRONT HISTORICAL CAMPAIGN GAMES

Historical Campaign Games are played using the standard Up Front Campaign Game rules, except as modified by the following rule changes. Each Historical Campaign Game lists the scenarios to be played, the order of the scenarios and the attacker/defender of the scenario. Additional Special Rules are added to certain scenarios as indicated in the individual Historical Campaign Game. These "Special Rules" are given below, and are identified by letter in the scenario Special Rules column. Scenarios may be played either with the forces indicated (see Desert War Scenario charts), or as DYO with the scenario specified point values used to purchase the forces employed. All regular scenario rules apply, however Special rules are considered superseding in case of conflict, (e.g. if the Special Rules indicate the use of a certain type of card, and the scenario rules defined that card as being a cower card, then it is not considered a cower card for that scenario).

CAMPAIGN GAME RULE MODIFICATIONS:

42.1 The following portion of this rule does not apply to DYO: "The owning player must use the men called for by the scenario if they are still available. If not, he must choose other men from his roster with the same weapons... which will fill the infantry requirements of the scenarios to be played." Instead, the DYO player merely chooses from the survivors on his roster or brings in replacements in accordance with the clarification of 42.41 (see below).

42.2 There is a potential loophole with a CPL being allowed to be an ASL, and any PFC being allowed to be an ASL. . By example, a player could always replace a PFC for the cost of one Victory Point; and thus no one would ever be forced to transfer in an ASL (which costs seven VP). This rule should be modified to state that transfers must occur prior to normal replacements, and so normal replacements cannot be used as SLs or ASLs in the scenario on which they appear. Too, Rule 42.2 should be slightly rewritten replacing "LMG" with "a weapon other than a Machine Pistol, Rifle-equivalent, or Assault Rifle" in the last sentence.

42.41 The rule states, "Whenever a man is killed, a check mark is placed in the KIA column. That man is unavailable for future use until a scenario Force listing of him cannot be satisfied by substitution of a like-armed man from the roster." The following should be added for DYO: *In a DYO scenario, a man marked KIA is unavailable for future use until all available like-armed men have been included in the DYO Order of Battle.* This is another way of saying that you cannot bring in a replacement rifleman until you have placed all the remaining riflemen into the current OB; this forces the usage of weaker men first. Two purchasing strategies that help are changing your troop quality (so you don't have to purchase Morale -1 men) and bringing in the pathetic men as replacements (so that you don't have to pay much for them).

42.42 & 42.44 These rules were written before DESERT WAR introduced the Italians, and so note that Italian Panic values may be one less than their Morale values.

42.43 & 10.2 Note that a Hero card must be used to rally a man or double his firepower in an attack: thus a Hero card may not be played solely to give elan points to a man.

42.5 & 43.2 These rules conflict, with the first asserting that in a Campaign one is under no obligation to play with an ASL while the second dictates that in a replay DYO scenario one must have both a SL and ASL. What then for a replay DYO scenario in a Campaign? Our solution was that the Campaign rules take precedence. Playing without an ASL can be risky, however. Lose the SL and your troops are leaderless; the reduction of your hand capacity by one card exists for the duration of the scenario.

42.9 You may find that the personal campaign is a bit of overkill layered on top of a full roster of men. As silly as it may sound, even with a full roster, players can become personally attached to certain men as they painstakingly improve them over a series of scenarios, and can feel it when the guy is finally cut down dead

in his tracks. Adding this extra man can also unbalance some scenarios. We recommend playing without this.

The Campaign Game Victory Point Table is to be corrected as follows:

Victory points	Event Required
12	Win Scenario
-3 + -X	Lost Infantry Gun
-5 + -X	Lost AFV
-1	Per KIA (including Commander killed losses of AFV or IG)
-1	Per Replacement (not AS, ASL or Commissar)
-7	Required Transfer of SL, ASL, or Commissar (unless free - see below)

- If a non-SL/non-ASL gets a promotion to the rank of SGT, that man is immediately transferred out of the group and a replacement man must be brought in. This rule also applies if an ASL gets promoted above the rank of either active SL. The replacement man is represented by the same personality card as the promoted man, but with his rank set back to the card's printed rank. All roster entries are scratched off per normal replacement rules. This replacement does not cost any victory points. A reward is given to the player who gains such a promotion for one of his men in that all personality cards, that participated and survived the last scenario in which the promoted man participated, gain one elan point. Also, the player receives 4 Campaign Game Victory Points for each man promoted off the roster. This rule prevents a squad from being overstocked with superstar soldiers, something that would never happen in real combat (they would be transferred to a SL or ASL position with another unit).

- Each scenario line has an "Attacker" column and a "Defender" column that indicates the nationality assuming the corresponding scenario role (attacker or defender). Unless specified otherwise, all troops are considered to be front line troops. If the nationality name is followed by a plus sign "+", then those troops are elite troops. If the nationality name is followed by a minus sign "-", then the troops are second line troops. If the regular scenario rules (not a + or - sign) define the troops as being elite troops, then they are considered elite only if more than half the personality cards specified (excluding IGs and AFVs, but including SL, ASL and Comm) have KIA values of 8 AND at least 5 survival slashes on their roster, (i.e. the SL and ASL must also have KIA = 8 and 5 survival slashes). If these conditions are not met then the troops are not considered elite, but are instead considered front line troops. If the scenario regular rules define the starting forces as being second line troops, then these units are considered second line only if more than half of the personality cards do not have 5 survival slashes. If one half, or more, of the personality cards identified have at least 5 survival slashes, then those troops are considered front line troops.

- If the defender column nationality name is underlined, or if the regular scenario rule specifically allows it, then the defender may start the scenario entrenched. If the underline is not present and the regular scenario rules do not specifically allow for it, then the defender may not start the scenario entrenched.

- For scenarios involving partisans; the partisan player is always the defender and is identified by a "p" in the nationality column. Partisans represent local irregular forces and not the combat troop personalities participating in the rest of the Campaign Game scenarios, even though they are both represented by the same personality cards. As such, for the partisan player only, use the basic personality card strengths (morale, panic, KIA) and rank. Also, do not make any changes to the Campaign roster of the partisan player (remember the cards involved in the scenario are not the same men fighting in the Campaign Game). For Campaign Games with non-German participants, use the scenario point allowances to purchase the partisan troops (based on personality card point values). The partisan player may not purchase AFVs nor

IGs, but otherwise may select whichever personality cards he desires. The non-partisan player must purchase his troops based on numerical card order (starting with personality card #1, then #2, and so on, until there are not enough purchase points remaining to purchase the next card in order.

- Prisoners are treated exactly like KIAs for Campaign Game Victory Points and for Personnel Roster tracking. A personality card that is a prisoner at the end of a scenario is removed from play and must either have a substitute assigned or be replaced, if called for in another scenario (just as if he had been KIA).

- Each side starts a Campaign Game with a certain number of Campaign Victory Points, based upon their nationality and starting year of the Campaign Game. A side may not start a scenario with a number of troops, AFVs, or IGs which, if lost, would reduce his Victory Point total to less than zero. A side may not bring on reinforcements if such reinforcements if the loss of such reinforcements could also reduce his total to less than zero. In either case, the forces to be used must be reduced such that the player's Campaign Victory point total cannot drop below zero. The forces withheld from the scenario are selected by the owning player. The Campaign Game starting Victory Points are as follows:

Nation	Campaign Game starting Victory Points
AMERICAN	40
BRITISH	30
FRENCH	20
ITALIAN	20
RUSSIAN	(1941) 20 (1942) 25 (1943+) 35
GERMAN	(1939-42) 30 (1943-44) 25 (1945) 20
JAPANESE	(1942 and earlier) 30 (1943+) 20

SPECIAL RULES:

These rules are only in effect when identified in a scenario's "Special Rules" column. When a Special Rule is applicable to only the attacker or defender, a small letter "a" or "d" will follow the Special Rule letter.

A) At the end of each deck, all Range chits are readjusted such that the most withdrawn Defender group's Range Chit (highest Red Range Chit) is set to zero; all other groups are adjusted accordingly to maintain relative range.

B) Defenders that are "behind" the most advanced Attacker's group at the end of the scenario are considered routed, (for Victory Points and personnel roster updates purposes).

C) The Pillbox card is to be treated exactly like a buildings terrain card, except that the Terrain Effects Modifier of that building is -4 (instead of -2 or -3). The pillbox card counts as a BLDGS card to be removed from play if drawn as an RNC/RPC or discarded from a hand (per scenario special rules). This rule supersedes regular scenario rules defining the pillbox as a cower card. For Jungle or Desert scenario rules, the pillbox is treated like a BUILDINGS terrain card, not the jungle or desert unique terrain defined for BLDGS cards.

D) Attackers cannot move to negative relative ranges. Attackers can not play a terrain card on a group if the smallest numerical defensive terrain effects modifier of that card is greater than the range chit of the group, (e.g. at Range = 0; open ground only, at Range = 1; terrain cards with a -1 TEM, such as brush). Defenders may discard wire or any type of terrain card on attacking groups at any range. Attackers that rout at range 0 are KIA instead of being routed.

E) The Defender may select any 5 cards from the deck at the start of the scenario in lieu of a normally dealt hand, (shuffle the deck after the cards are taken). These cards may be of any type and may be used as initial

terrain placement. The Pillbox, if selected and used as a pillbox, does not count against this total. (When using pillbox rules, the pillbox is placed on Group B prior to any other initial terrain placements). The Attacker may not place initial terrain on Defending groups; he may however, discard any terrain card in his hand at the start of the scenario, (this play is in lieu of placing initial terrain on the opponent). Such discards must be disclosed to the Defending player; replacement cards are drawn once all discards are completed.

F) If the Attacker occupies the pillbox card with at least 4 unpinned personality cards (or an unpinned, unstunned IG, or AFV, with a functional weapon, {when the pillbox is treated as a BLDGS card, per rule C}) at the end of the scenario, he automatically receives 12 Campaign Game Victory Points, over and above any victory points for winning the scenario, (i.e. the 12 Victory Points for winning the scenario are still available to be won by the attacker, for a total of 24 Victory Points). If the Defender winds up with the pillbox card in his hand (e.g. see Rule C), he may hold it for as long as he wants (all game if he chooses).

G) The Pillbox card may be used by the Defending player at his option. If he chooses to use the card then all normal pillbox rules apply. Attacker occupation of the pillbox card at the end of the scenario, or the elimination of all defenders in a pillbox, automatically gives the Attacker 5 Campaign Game Victory Points, over and above any other Victory Points. The Defender gets 10 Campaign Game Victory Points (over and above any other VPs) for having at least 1 unpinned man in the pillbox at the end of the scenario.

H) Attacker gets double aggression points for any group at Range ≥ 4 , or BLDGS at any range. Defender is not subject to negative aggressive action victory points.

I) Aggressive action victory points are awarded only for groups occupying BLDGS at Range > 1 , and are based on the TEM of the BLDG card; -2: double, -3: triple, -4: quadruple. (e.g. 4 unpinned men occupying a building with a -3 TEM at Range Chit = 2; Aggressive Action Victory Points = $3 \times (4 \times 2) = 24$.)

J) Environmental Conditions (*condition identified by small case letter of the condition following the "J"; e.g. Js = snow*):

CONDITION	EFFECT
DRY	normal conditions, unless specified otherwise, all scenarios are assumed to be in "dry" conditions
FROZEN	Stream and marsh cards are cover cards, entrenchments attempts are successful only on a RNC draw of "5" or "6", all morale and panic values are reduced by 1.
MUD	A sideways movement card must be played before any movement card played to change a range chit. IGs may not move. Entrenchments are successful only on an RNC draw of "1". Subtract one from the Fire Strength of unboxed ordnance. AFVs must check for bog for each movement card played as well as for each terrain card played
LIGHT	Each Fire Strength & To Hit frequency is modified by -1. Attacks may only be made at $RR \geq 1$ or closer.
HEAVY	Each Fire Strength & To Hit frequency is modified by -2. Attacks may only be made at $RR \geq 2$ or closer.
SNOW	Use all rules for FROZEN, MUD, and HEAVY except that entrenchments are successful on an RNC draw of "0" or "1". Also, attacks may only be made at Relative Range 3 or closer.

K) Buildings represent Caves; all normal buildings rules apply except that AFVs may never enter buildings, including to overrun an enemy group. Building cards may not be discarded on AFVs. The attacker may never play a BLDGS (Cave) card on one of his groups. Non-AFV attacking groups may take over the Cave Terrain Card of an enemy group defeated in Close Combat. Brush and Woods are considered cover cards for both sides

L) Whenever a Breeze card is drawn as an RNC/RPC, the weather degrades one level from its present condition. The levels are as follows (1 = best conditions, 6 = worse conditions);

	CONDITION
1	DRY
2	LIGHT
3	HEAVY or MUD
4	HEAVY & MUD
5	FROZEN *
6	SNOW *

** Only for scenarios involving Germans or Russians with a Campaign Game time frame overlapping the months of November to February.*

Once in place, the indicated Environmental Condition remains in effect for the remainder of the scenario, or until another BREEZE card worsens it. When the weather degrades from step 2 to step 3, the Environmental Condition used is "HEAVY". The "MUD" of step 3 is only used when the scenario starts with a condition of MUD.

M) Personality cards in a group that is encircled at the end of a scenario are considered taken prisoner for scenario and Campaign Game Victory Point and Personnel Roster tracking purposes.

N) Artillery Barrages may be purchased at the start of a deck (new or initial) with purchase points awarded based on the first RNC drawn from the new deck; Black RNC value * 25 = artillery purchase points available. An artillery barrage is considered used when one successful radio artillery request has been made. Artillery barrages may be purchased in any fire strength; 5, 6 or 7. A Red RNC results in no artillery barrage purchases for that deck. Expenditures take place immediately and the artillery barrages can be saved for later use (at any time for the remainder of the scenario). Purchase points cannot be saved from one deck to the next. The side receiving the purchased artillery barrages also receives a radio at no additional cost at the start of the scenario. For those scenarios whose regular rules allot a radio to a side, and if this rule is not invoked, then the number of artillery barrages available to the side assigned a radio is unlimited, but the fire strength of those barrages is = 5.

O) AFV reinforcements are available based on the first RNC/RPC draw of the second deck of a scenario. The RNC number is added to the nationality's base AFV card number (30 for Germans, 31 for all others); the result is the card number of the AFV available to arrive as reinforcement any time during rest of the scenario (owner's option). The player may, at his option, withhold the arrival of an AFV until the third deck in hopes of getting a better vehicle. If bringing on the AFV after the start of the third deck, use the AFV Reinforcement RNC/RPC number from the second deck in addition to the first RNC/RPC drawn from the third deck to obtain his AFV Reinforcement card number, (thus giving himself a potentially higher numbered AFV card). The AFV arrives per normal reinforcement rules except that it may arrive in either group Z or E. If the RNC/RPC draw indicates an AFV card number that doesn't exist, then that side may not receive an AFV reinforcement for the remainder of the scenario.

P) Group transfers to Group Identification chit Z and E are legal (i.e. to the undefined side of Groups A and D respectively), once the scenario has started. This transfer takes place per normal Up Front group transfer/creation rules. At the start of each new deck, however, all group ID chits are re-adjusted such that groups Z or E are changed to groups A or D respectively. If such re-adjustment does not eliminate the Z or E groups (by re-identification; changing the ID chit), then it is not performed.

Q) A BLDG terrain card may only be played on a group at Range Chit 3 or greater. A WOODS terrain card can only be played on a group at range chit 2 or less. Hill Terrain cards can only be played on Groups at Range Chit 3 or less. All other terrain cards can be played at any Range Chit.

R) Personality cards taken prisoner or KIA may not be resurrected as replacements; they may be "substituted for" by a like-armed man (or a man with a rifle or machine pistol).

S) The only terrain cards that may be played at Range Chit 4 or 5 are Hills, Walls, Gullies, and Open Ground.