

THE LONG CAMPAIGN

Polishing Up the UP FRONT Campaign Game

By Michael Hall and Gradie Frederick

What many people fail to realize about this game is that it is possible to play it a thousand times, and still fail to have really played THE GAME . . . So wrote S. Craig Taylor Jr. in an article on *WS&IM* (The *GENERAL*, Vol. 13, No. 2), and this could be said about *UP FRONT* as well. Though, in the case of *UP FRONT*, "THE GAME" is achieved with the Campaign rules (whereas Mr. Taylor was referring to the multi-player option). *UP FRONT* is a squad leader card system, and normally each battle is a complete game; but the Campaign Game spans several such scenarios and adds the concept of force management to the decision-making. The Campaign *UP FRONT* Game has its own set of tactics and strategies, and it is an experience quite different from an isolated session.

In the *UP FRONT Campaign Game*, you assume the role of platoon commander, intimately familiar with the fighting characteristics of your men. You must hand-pick men for particular missions. You must conserve and develop them, so that they can fight effectively in the battles to come. At the same time, you must achieve the objectives of the current mission. The *UP FRONT Campaign Game* nicely simulates the inner tensions and pressures experienced by a commander attempting to manage his forces.

This whole new dimension of force management is added to *UP FRONT* through the use of campaign rosters, which enable you to keep track of the progression of your men over a series of individual battles. Your men earn "elan points" for performing various actions, and you can cash these points in for an increase in Panic and Morale values. Given a certain amount of experience, your men can also receive promotions. However, should a man rout, he loses all elan points and must decrease his Panic or Morale by one. If men improve through battle experience, they soon become a bargain for DYO games; and if they deteriorate under the pressures of war, they can become DYO "rip-offs". For non-DYO games, similarly, the player will gain an advantage or disadvantage, depending upon the quality of the men required in the scenario OB. A higher level game is thus created where one attempts to manage the men on the roster such that they will not only survive but improve. The better your roster, the better your chance of winning future scenarios (and the whole campaign, of course).

Given that the Campaign Game can add so much to *UP FRONT*, it is unfortunate that the *BANZAI* and *DESERT WAR* expansions did not include rosters for the added nationalities of Japan, Great Britain, France and Italy. Included with this article are the campaign rosters for these. What follows are some tips on strategy, rule clarifications and ideas for crafting campaigns.

Strategy

There are three types of decisions you will be faced with that will affect the development of your roster: before a scenario you must decide which men to use; during a scenario you must decide what your men will do (to the extent you can, given the "fog of war" that makes this game so appealing); and after a scenario you must decide how to alter the survivors' morale and panic values with the points each has gained.

Before a Scenario:

For non-DYO scenarios, you have little choice as to which men to choose. However, when a man

called for by a non-DYO scenario is not available (i.e., wounded or KIA), then you may substitute an available equivalently-armed man. It goes without saying that you should substitute the *best* available. In doing so, you may substitute, for example, an available Morale 5/Panic 6 rifleman for an unavailable Morale 1/Panic 2 rifleman. This is not the case in DYO scenarios; for these, the key is to craft a solid OB, and there are several guidelines for this effort.

Shop for bargains. Towards this end, a good rule-of-thumb is to buy your personalities in the following order of preference.

1. Men who have increased Morale or Panic values (as a result of acquiring elan points in previous scenarios).
2. Men who have some elan points, but initial Morale and Panic levels.
3. Men who have a KIA "8", and initial Morale and Panic values but no elan points.
4. Men who have a KIA "7" as a result of being recently "resurrected", initial Morale and Panic but no elan points.
5. Men with a decreased Morale/Panic value.
6. Men who have been killed and hence can only be replaced with the loss of Victory Points.

There are, of course, exceptions to the above order of preference. Of paramount importance is to *Design a sound Order of Battle for the scenario at hand.* For some tips on developing a sound OB, see Steve Harvester's article "Up on the African Front" (Vol. 25, No. 6), Jim Burnett's "Up Front by the Numbers" (Vol. 21, No. 1) and Don Greenwood's piece "Playing Your Cards Up Front" (also Vol. 21, No. 1). To develop the best OB possible, you may have to bend our rule-of-thumb a bit. For example, if you feel it is important to have your medium MG in the next scenario but he was killed in a previous one, then by all means bring in a replacement, even if it means passing up some DYO bargain riflemen. It makes even more sense to revive a man or use a slightly deteriorated man if you foresee needing him in other scenarios later in the campaign.

Buy low. Cheap-valued men can double their worth with just one increase in Morale or Panic level. Conversely, they can halve their worth with just one decrease. Percentage-wise, expensive men generally increase (and decrease) their DYO worth slowly. It's worthwhile to cultivate your low-value men. Placing two poor quality men in their own group is a good strategy, since they will usually be ignored and thus may live to become decent quality soldiers at bargain prices. (Or else, they will distract some of your opponent's firepower from your more valuable groups.) Should you ever have a situation where your roster is so battle-worn that you would have to purchase several DYO rip-offs of, say, Morale 1/Panic 1/Cost 8, you can always buy the Elite status for your troops—and thus bring in higher morale replacements instead.

Replace only valuable men. Minimize loss of Victory Points for replacements. When you must bring in replacements, do not waste your VP on a bunch of cheap men; get a few good replacements instead.

Buy lots of men, especially early in the campaign. The strategy of buying cheap fits nicely with the general goal of buying many. The more men you have at the end of a scenario, the more elan points

your roster as a whole will accumulate. One (slightly slimy) trick you can pull is to bring in some of your force as replacements; even though you pay a fraction of their cost and they only participate in a fraction of the scenario, they will still get elan points for being unbroken at the end (unless the game ends before they appear). In a campaign game, you should always think twice before buying artillery and other off-roster extras, because, indirectly, such support may cost you elan; in the long run, this will cost you many DYO points. Suppose French Private Tardieu (Morale 1/Panic 2/Cost 4) gets enough elan points to boost his morale so that he now becomes the equivalent to Private Bourassa (Cost 8). Now, every scenario in which the improved Tardieu participates, it's as if four points were added to the DYO total. Over the course of many scenarios with many men, this can add up to hundreds of points. So generally you should maximize elan by purchasing as many men as you can without risking high casualties.

Towards the end of a campaign, however, you may do better to go off-roster for a large portion of your purchases. By that point, your roster will be so full of holes that you may have a hard time assembling a decent force without wasting DYO points on deteriorated men or losing VP through resurrections. Any elan earned in the final scenario will do nothing to help you. Therefore, you may wish to bring in at last the artillery, tanks, snipers and what-not to assist your beleaguered troops.

During a Scenario:

Even more nerve-wracking than deciding on which men to use for a scenario is deciding how to use them during a scenario. Since good men can be substituted for unavailable poor ones in non-DYO scenario, this can affect your play.

Try to keep poor men unavailable and good men available during non-DYO campaigns. This implies that for non-DYO campaigns you should treat your low-morale men as cannon-fodder while you should take few chances with your high-morale men. If this consequence of the rule does not appeal to you, then you should stick to a DYO campaign format.

However, for both DYO and non-DYO scenarios, the most obvious way in which the campaign could affect your play during a scenario is the added incentive (elan points) to perform various activities, as shown in the following table taken from the *UP FRONT* rules:

Elan	Event Points Required
1	Win Scenario.
2	Wounded or Unpinned at end of scenario (each occurrence).
3	Use Hero Card.
4	Kill an Enemy in CC (fully-manned IG counts as three enemy) or destroy an AFV with Baz/Psk/PF.
5	Destroy an AFV with DC or ATMM; kill or break three or more men with DC.
10	Destroy an AFV in CC without secondary armament.
X	Infiltrate an enemy group and fire double FP into that group resulting in removal or pinning of at least one enemy due to that fire. (Elan points earned equal the number of unpinned men in the defending group prior to resolution of the attack.)

BRITISH CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Vasey/MP	51	SGT	8	T	5	6				
2. Bamard/R	40	CPL	8	T	4	5				
3. Scarborough/LMG	61	PFC	8		4	5				
4. Tresham/R	15	PVT	8		3	4				
5. Hodge/R	20	PVT	8		4	5				
6. Willis/R	15	PVT	8		3	4				
7. Cleary/R	5	PVT	8		1	2				
8. Cottrell/R	15	PVT	8		3	4				
9. Bell/R	10	PVT	8		2	3				
10. Moon/R	10	PVT	8		2	3				
11. Davis/PIAT	85	PFC	8		4	5				
12. Gilfallin/LMG	46	PFC	8		3	4				
13. Palmer/MMG	114	PFC	8		4	5				
14. Vane/FT	72	PVT	8		4	5				
15. Shaw/MP	21	PFC	8		4	5				
16. Ross/MP	16	PVT	8		3	4				
17. Shannon/MP	26	PVT	8		5	6				
18. Whaley/MP	11	PVT	8		2	3				
19. Cole/MP	5	PVT	8		1	2				
20. Coleman/PIAT	64	PVT	8		3	4				
21. O'Neill/MP	46	SGT	8	T	4	5				
22. Bums/MP	36	CPL	8	T	3	4				
23. Watney/MTR	54	PFC	8		3	4				
24. Whitesell/R	25	PVT	8		5	6				
25. McNamara/R	10	PVT	8		2	3				
26. Oldaker/ATR	15	PFC	8		3	4				
Personal/	0	PVT	8		2	3				

BRITISH TO HIT & FIREPOWER NUMBERS

BRITISH ARTILLERY RADIO

RANGE	WEAPONS / TO HIT & FIREPOWER							
	R	MP	LMG	MMG	FT	PIAT: 2 [2]	MTR: 2	ATR: [D]
0	0	0	2	7 [3]	NA	NA	1 [3]	6 1
1	1	0	3	8 [4]	NA	NA	0 [2]	5 1
2	1	0	4	9 [4]	NA	NA	0-1 [1]	5 1
3	2	1	5	10 [5]	NA	0-1	0-2 [0]	4 1
4	2	3	6	11 [5]	NA	0-2	0-3 [0-1]	4 1
5	3	5	6	12 [6]	[12]	0-3	NA/2FP	3 1

STRENGTH/COST			# CARDS
5	6	7	6
42	84	126	

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; /= 1 VP; T/= 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter /in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



JAPANESE CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Okimoto/R	45	SGT	8	T	6	6				
2. Togo/R	37	CPL	8	T	5	5				
3. Yoruba/LMG	47	PFC	8		4	4				
4. Kobayashi/R	17	PVT	8		5	5				
5. Togami/R	10	PVT	8		3	3				
6. Fujiyama/R	13	PVT	8		4	4				
7. Asanti/R	13	PVT	8		4	4				
8. Sakai/R	10	PVT	8		3	3				
9. Fuchida/R	7	PVT	8		2	2				
10. Korata/R	10	PVT	8		3	3				
11. Yumani/R	10	PVT	8		3	3				
12. Fujita/R	7	PVT	8		2	2				
13. Fusano/R	10	PVT	8		3	3				
14. Yorido/R	13	PVT	8		4	4				
IS. Isishi/R	10	PVT	8		3	3				
16. Ashigawa/MMG	79	PFC	8		4	4				
17. Yamashira/FT	55	PFC	7		4	4				
18. Ikado/R	17	PVT	8		5	5				
19. Komoto/MP	12	PFC	8		3	3				
20. Shoburo/R	20	PVT	8		6	6				
21. Kodu/R	42	SGT	8	T	5	5				
22. Ichiki/GL	41	PVT	8		3	3				
23. Yumana/GL	54	PVT	8		4	4				
24. Yoruba/GL	27	PVT	8		2	2				
25. Kyoto/R	33	CPL	8	T	4	4				
26. Sakata/R	7	PVT	8		2	2				
27. Tenyru/LMG	35	PFC	8		3	3				
28. Oi/ATR	17	PFC	8		3	3				
Personal/R	0	PVT	8		3	3				

JAPANESE TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER							
	R	MP	LMG	MMG	FT	GL		ATR: [0]
0	0	0	2	6 [3]	NA	1 [3]	2	1 [2] 1
1	0	0	3	7 [4]	NA	0 [1]	2	0 [1] 1
2	1	0	4	8 [4]	NA	0-1 [0]	2	0 [1] 1
3	2	1	5	9 [5]	NA	0-2 [0-1]	1	0-1 [0] 1
4	2	3	6	10 [5]	NA	0-3 [0-2]	1	0-1 [0] 1
5	3	5	6	11 [6]	[12]	NA/2FP	NA	0-2 [0-1] 1

JAPANESE ARTILLERY RADIO

STRENGTH/COST			# CARDS
5	6	7	
42	84	126	6

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion =10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; /= 1 VP; T/= 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter / in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



ITALIAN CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Ferraro/MP	36	SGT	8	T	3	3				
2. Antonio/R	32	CPL	8	T	4	4				
3. Capitano/LMG	33	PFC	8		4	3				
4. Sarducci/R	10	PVT	8		4	3				
5. Nardo/R	5	PVT	8		2	1				
6. Abruzzi/R	9	PVT	8		3	3				
7. Marino/R	7	PVT	8		3	2				
8. Paolini/R	12	PVT	8		5	4				
9. Napoli/LMG	30	PFC	8		3	3				
10. Celozzi/R	6	PVT	8		2	2				
11. Giorgio/R	7	PVT	8		3	2				
12. Pasini/R	9	PVT	8		3	3				
13. Farinacci/R	7	PVT	8		3	2				
14. Gionelli/R	6	PVT	8		2	2				
15. Ciappi/R	5	PVT	8		2	1				
16. Natale/R	6	PVT	8		2	2				
17. Costanzi/R	5	PVT	8		2	1				
18. Giganti/R	10	PVT	8		4	3				
19. Tardieu/R	3	PVT	8		1	1				
20. Moselli/R	1	PVT	8		1	0				
21. Capone/MP	39	SGT	8	T	4	4				
22. Farrio/MP	31	CPL	8	T	3	3				
23. Correrri/R	9	PVT	8		2	2				
24. Tiolle/R	5	PVT	8		2	1				
25. Giovino/MTR	35	PFC	8		3	3				
26. Leone/FT	30	PFC	7		3	2				
27. Salvadori/MMG	52	PFC	8		3	3				
28. Ritondo/ATR	9	PFC	8		3	2				
Personal/R	0	PVT	8		3	3				

ITALIAN TO HIT & FIREPOWER NUMBERS

ITALIAN ARTILLERY RADIO

RANGE	WEAPONS / TO HIT & FIREPOWER						
	R	MP	LMG	MMG	FT	MTR:1	ATR:E1
0	0	0	2	6 [3]	NA	0 [2]	5 [4] 1
1	0	0	3	7 [4]	NA	0-1 [1]	4 [3] 1
2	1	0	4	8 [4]	NA	0-2 [0]	4 [3] 1
3	2	1	5	9 [5]	NA	0-3 [0-1]	3 [2] 1
4	2	3	5	10 [5]	NA	0-3 [0-1]	3 [2] 1
5	3	5	6	11 [6]	[12]	NA/2FP	3 [1] 1

TROOPS	STRENGTH / COST			# CARDS
	5	6	7	
Elite	22	44	66	4
Line	11	22	33	4
Secondary	11	22	33	4

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC + 1; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE - 1; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter / in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



FRENCH CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Villeneuve/R	38	SGT	8	T	3	4				
2. Dubois/R	35	CPL	8	T	4	4				
3. Larue/LMG	57	PFC	8		4	5				
4. Cassavant/R	15	PVT	8		4	4				
5. Corbeil/R	4	PVT	8		1	2				
6. Piccard/R	11	PVT	8		3	3				
7. LaForte/R	19	PVT	8		5	5				
8. DeCautaux/R	13	PVT	8		3	4				
9. Bienvenue/R	15	PVT	8		4	4				
10. Meileure/R	8	PVT	8		2	2				
11. Kastler/R	9	PVT	8		2	3				
12. Rousselle/R	13	PVT	8		3	4				
13. Houle/MMG	92	CPL	8		4	5				
14. Montcalm/FT	34	PFC	7		4	5				
15. Brenton/R	11	PVT	8		3	3				
16. Baudet/R	11	PVT	8		3	3				
17. Rochard/R	19	PVT	8		5	5				
18. Bourassa/R	8	PVT	8		2	2				
19. Tardieu/R	4	PVT	8		1	2				
20. Bernet/R	22	PVT	8		5	6				
21. Petrou/R	43	SGT	8	T	4	5				
22. Goreux/R	33	CPL	8	T	3	4				
23. Barral/R	9	PVT	8		2	3				
24. Lebesque/R	4	PVT	8		1	2				
25. Sarte/MTR: 2	42	PFC	8		3	3				
26. LaSalle/MTR: 3	61	PFC	8		4	4				
27. Roche/LMG	43	PFC	8		3	4				
Personal/R	0	PVT	8		3	3				

FRENCH TO HIT & FIREPOWER NUMBERS

FRENCH ARTILLERY RADIO

RANGE	WEAPONS /TO HIT & FIREPOWER					
	R	LMG	MMG	FT	MTR:2	MTR:3
0	0	2	6 [3]	NA	1 [3]	0 [2]
1	1	3	7 [4]	NA	0 [2]	0-1 [1]
2	1	4	8 [4]	NA	0-1 [1]	0-2 [0]
3	2	5	9 [5]	NA	0-2 [0]	0-3 [0-1]
4	2	6	10 [6]	NA	0-3 [0-1]	NA/1FP
5	3	7	11 [6]	[12]	NA/2FP	NA/2FP

TROOPS	STRENGTH /COST			# CARDS
	5	6	7	
Elite	42	84	126	6
Line	42	84	126	6
Secondary	21	42	63	3

VICTORY POINTS:

NOTES:

1. Improves if Survival + Promotion = 10
2. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
3. Replace KIA check mark with 7; /= 1 VP; T/= 7 VP. (REPL stands for "Replaced")
4. Cannot be > 7 or PANIC; if improved enter / in Promotion column
5. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
6. Reduce MORALE or PANIC by one; enter / in Survival column
7. Five points required for improvement of one in MORALE or PANIC
8. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
9. Enter / if in play at game end; enter / whenever man improves rating.



Most of your men will only get elan points for winning scenarios and being wounded or unpinned at the end. Hero cards are a valuable resource in the Campaign Game, and you should try to play them on men who will benefit most from the three extra elan points. It is worthwhile to give Hero cards to a Sergeant in hopes of eventually earning him a promotion to Staff Sergeant (and increasing the player's hand capacity by one)! Because of the elan points for killing men by doubled infiltration firepower or close combat, infiltration should be given extra consideration when the opportunity presents itself. If your men are not valuable and have superior CC values, then close combat is a good if risky way to gain elan points to strengthen your roster, while weakening your opponent's roster by outright killing of his men. Also, remember that the CCV of a man whose morale value has changed must be calculated separately as per Rule 20.6. Finally, when you know a scenario is about to end, and you have nothing better to do, you can always take some pot shots to pin your opponent's men; when the last deck runs out, he will not be able to rally them and thus will not collect two points for each of the men you succeeded in pinning.

Elan points, however, are not an end, but rather a means to the real end, Victory Points. Elan points improve your troops, giving you an edge over your opponent in gaining VP. At the end of the campaign, the player with the most Victory Points wins. Making your opponent lose his VP is just as good as earning your own. Hence, the key philosophy of the campaign is *What's bad for your opponent is good for you, and vice versa*. VP for various events are shown here (as taken from the rulebook, with one line added that was inadvertently omitted originally): **Victory Event Points 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 SL, ASL or Commissar).
-7	Required Transfer of SL, ASL or Commissar.

Winning the scenario is your primary goal, because not only do you reap a lot of VP, but you also get some extra elan points for your men to boot. From the VP table above, it might appear that killing your opponent's leaders is almost as important as winning the scenario, since every transfer costs him seven VP (while winning a scenario is worth only 12). However, transfers are rarely necessary, since in a campaign men other than marked leaders can serve as SLs and ASLs. Promotions will also increase the number of men qualified to serve as leaders. Even so, it is foolish to initiate close combat with your leaders; and conversely, it is desirable to get into CC with your privates attacking your opponent's highest ranking men (unless you can kill them with firepower). You should also give extra consideration to destroying enemy AFVs and IGs, since not only do your men gain elan, but your opponent will lose VP.

The options of withdrawal and pursuit can help you cut your losses or compound your advantage in the campaign. This raises many dilemmas, and you must carefully weight the particular circumstances of the situation and the remainder of the campaign. Do you risk the lives of your men in a last-ditch effort to win the scenario, or do you withdraw to see them fight again another day? Once you have the scenario won, do you leave it at that or are you in a position to go for the jugular with pursuit? Note that six men who are KIA will result in the immediate loss of six VP and losses of up to another six if they are subsequently replaced. This

adds up to 12 VP, which is the same as winning the scenario. So discretion is the better part of valor in the *UP FRONT Campaign Game*. The threat of pursuit may keep you from trying some desperate measures that you might attempt in a non-campaign scenario, but it does make for a more realistic and tense game.

After a Scenario:

After the battle is over, you tally up elan points and then adjust the rank, morale, panic, elan, survival and promotion columns of your roster. Your mourning for the dead will quickly be replaced by the excitement of increasing Morale and Panic values of the survivors, and the occasional well-earned promotion. The only point to keep in mind here: *Usually, it is better to increase Morale before Panic, if possible.*

Rule Patches

It seems like the Campaign rules for just about any wargame are a bit garbled and confusing. This is probably a result of tacking the Campaign Game rules on at the end without much time for play testing and rewriting before the game is scheduled to go into production. Many of the potential problems with the *UP FRONT campaign* rules stem from the rules being geared towards non-DYO scenarios. For DYO scenarios, many of the rules do not apply (though this is not explicitly stated). In our opinion, DYO scenarios make for the most realistic and intense Campaign game, and the rules "patches" here make DYO campaigns playable as well as clearing up some problems with non-DYO campaigns.

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 scenario 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.

Establishing Campaigns

An *UP FRONT Campaign* is defined by a finite series of scenarios agreed upon beforehand by the two players. While any series could be used, some effort in choosing a sound sequence of fair scenarios will make the campaign more balanced and exciting.

The DYO scenarios give the campaign commanders the most flexibility, but also require the most difficult command decisions. The opposing OB is unknown in its details. Consequently, the commander must carefully select forces from the roster to defeat the enemy and achieve the scenario objectives. In order to retain continuity and balance, replay DYO (43.2) can be used for most. The campaign players may also wish to prohibit or restrict the use of certain weapons, since these can have a large effect on play balance and significantly randomize the outcome. AFVs, IGs and artillery are examples of DYO purchases that *may* unbalance or randomize the outcome of a "replayed" scenario. On the other hand, these weapons can also be a lot of fun.

Determining which side is the attacker and which the defender can be done in one of three ways: 1) the attacker and defender in each can be pre-specified at the start of the campaign; 2) the attacker can be the victor of the previous scenario; or 3) the attacker can be determined by "Play Balance Bidding" (43.1) if both players wish to take the same role.

Determination of nationality can be accomplished in a similar manner. One player could design the campaign while the other chooses the side. Or if both want to play the same nationality, play balance bidding can be used, with an additional number of VP being bid to add to every scenario.

In crafting a campaign, you may wish to save some sort of titanic struggle for the last scenario, so that the player who is losing at that point might still have a chance to pull out a victory. Too, the player who has done the best job of keeping his men alive will be rewarded if large forces are required.

In order to add flavor to a campaign, it can be worthwhile embedding it in a historical context. You can let your imagination run wild in designing campaigns. If your imagination isn't working too well at the moment, then you can borrow ours. What follows is but one idea for a campaign, complete with historical background:

Torch to the Vichy

The time span for this campaign is 8 November 1942 through 10 November 1942, during the Allied invasion of Africa codenamed "Torch". The Americans are attempting to establish a beachhead

at Arzell near Oran, but are meeting some stiff resistance from Vichy French troops. In other parts of Africa, the Allies had conferred with the local French generals to mitigate any opposition, but not so near Oran/Arzell. *"Torch to the Vichy" is a short campaign with just six scenarios (which is nonetheless long enough for wounded men to return to duty, for significant increase and decrease in Morale/Panic, and for Staff Sergeants to appear). This campaign requires the *DESERT WAR* expansion in addition to the original *UP FRONT*.

Historical Background:

Operation "Torch" began on 8 November as the Western Allies invaded French North Africa with three major thrusts aimed at Casablanca, Oran and Algiers. As it happened, the French admiral Darlan was in Algiers at the time. He sent a radio message to the head of the Vichy government, Marshall Petain, asking if he could act on Petain's behalf. While awaiting a reply, Darlan ordered a cease-fire locally around Algiers.

However, in other parts of North Africa their officers told the Vichy soldiers to hold out. The French even successfully counterattacked the beachhead at Arzell on 9 November, displacing American and British forces. On this same day, Darlan received from Petain a secret notification of his total authority over the use of Vichy French forces in Africa. Finally, by 10 November, all the French generals had heard of Admiral Darlan's local cease-fire and used it as a convenient excuse to stop the fighting. The Germans pressured Petain into making a public announcement putting General Nogues in charge of the African defense (instead of Darlan); however, this did not succeed in superceding the secret agreement of the day before.

Perhaps not coincidentally, on 11 November, German and Italian forces overran the Vichy boundaries to occupy southern France. The French fleet, bottled up by the Germans in the harbor at Toulon, was scuttled on 27 November to avoid capture by the Axis. On 24 December, Admiral Darlan was assassinated, the great mystery of the whole affair.

The Scenarios:

In all six "Torch to the Vichy" scenarios, either side can purchase DYO forces using the points given in the respective scenario. For realism and play balance, only the French are permitted to purchase artillery and reinforcements (with appropriate DYO costs). In addition, since Americans rarely used flamethrowers in the European side of their struggle, the U.S. player cannot purchase the FT man in any scenario. In scenarios not explicitly dictating troop quality, either side may purchase troops of any quality, with the exception that the French player may not purchase Partisans. (Changing troop quality during a scenario reflects overall fatigue, fighting spirit and other factors, rather than transfers of men to different branches of service.)

Scenario 1: Paratroop Drop (Scenario R)—The Americans are the attackers. All rules of Scenario R are in effect. Desert rules are in effect, except that Woods are always removed during play as Cover cards and may not be played as Woods/Mirage. No AFVs may be purchased; attacker may not purchase IGs. Note that Americans are elite, and so must add 15% to DYO total (effectively giving them only 264 points to spend).

[This scenario should be interpreted as an amphibious landing, rather than a true paratroop drop. The Americans hit the beaches near Arzell, but the Vichy troops were not quite as complacent about handing over their positions as at other landing sites. Desert rules (except the noted Woods cards) simulate beach conditions nicely. And Americans may not have IGs, as these are not generally available during an amphibious assault.]

Scenario 2: Meeting of Patrols (Scenario A)—Desert and night rule's are in effect. AFVs and IGs not available to either side. *[U.S. and Vichy troops bump in the desert outside Oran.]*

Scenario 3: City Fight (Scenario B)—All rules for Scenario B are in effect, except AFVs and IGs not available. *[The French and Americans battle in the streets of Oran.]*

Scenario 4: Outpost Line (Scenario L)—Either side may be designated attacker. Desert rules are in effect; AFVs and IGs are not available. If both wish to attack or defend, play balance bidding (43.1) is used to determine roles. *[Americans and French attempt to establish or displace the beachhead at Arzell.]*

Scenario 5: Rear Guard (Scenario D)—Either side may be designated attacker. Desert rules are in effect (except Woods are treated as Cover cards); AFVs and IGs are not available. If both wish to attack or defend, play balance bidding (43.1) is used to determine roles. *[The defeated attempt to retreat near the beachhead at Arzell.]*

Scenario 6: Mystery Scenario—Defender has 230 points to spend after scenario is defined. Lowest bid for attacking force wins right to attack with that amount to spend on crafting his OB. After bid, victory conditions are determined as per 43.33; time limit as per 43.34. Next, draw RPN, if black then desert rules are in effect in toto; another RPN, if black, then night rules are in effect. All units available for purchase.

Campaign Rosters

To play the above campaign, you will need the French roster. This appears here, with those for the Japanese, British and Italians. *[Permission is granted to photocopy these roster pages for personal use solely.]* Some additional information has been included on these sheets beyond what is found on those in the *UP FRONT ratebook* (see pages 27-29). We have included initial Morale/Panic values, as well as ranks, for convenience; just cross these off and pencil in changes as they occur. The added firepower tables for each nationality make it easier to develop a balanced OB with just the information on the roster sheet. Also, artillery and number of cards are listed here, since this now varies across nationality and troop quality.

One last thing. There is an apparent mistake on Private Lebesque's personality card. On the card, he is listed as being Panic-1, but is otherwise identical in cost and morale to Pvt. Tardieu and Pvt. Corbeil (who both have Panic of "2"). Therefore, on the French campaign roster, Lebesque's Panic value is shown as "2", which had been listed in italics as a reminder (you may want to mark this on his card as well).

Now, enjoy THE GAME.