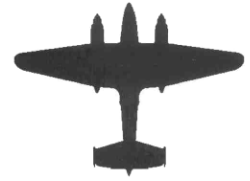
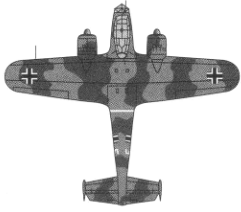


What You Won't See in *Army Group North*



Developer's Notes
By Tony Curtis

During development of *BARBAROSSA: ARMY GROUP NORTH* a decision was made to keep the third part of the *Barbarossa* trilogy as similar as possible to the prior games, *ARMY GROUP SOUTH* and *ARMY GROUP CENTER*, primarily for reasons of continuity and playability. That decision notwithstanding, a considerable amount of time and energy was put into developing a detailed naval system, expanded and changed missions for air units, and bombardment effects.

Original plans for *ARMY GROUP NORTH (AGN)* envisioned individual ship counters for the larger Soviet surface naval units such as the *Kirov*, *Red October* and *Marat*. Using the current air system rules, there is no way to attack, damage or sink naval units. We had a problem which needed to be addressed. A related problem—how to deal with coast defense artillery firing at naval targets—cried out for a solution also. We originally had two separate tables to deal with each type of bombardment.

From these modest beginnings, the project grew for a couple of unrelated reasons. First, as we did more research, we discovered that while the effects of air missions are more than adequate for the *Barbarossa* series, the way the missions are performed, and the units that currently perform them are not totally accurate. Road interdiction and CAS missions underwent considerable revision. Second, was the issue of universal applicability. If coast defense artillery could bombard naval

targets, why couldn't other types of artillery bombard land targets? If air units could use bombardment to take out ships, why could they not also use it to good effect on land targets? Good questions, we decided. In the end, it seemed logical to make the process of bombardment as seamless as possible, and to integrate it into the overall *Barbarossa* Sequence of Play. A unified Bombardment Table was created, and a new ground bombardment segment was inserted into each Reaction Phase.

You will note an Expanded Sequence of Play included on the insert which contains highlighted portions showing where and when bombardment would enter into play. I also present the unified Bombardment Table and Bombardment Effects sheet, with (thanks to Tony Doran) an Air Unit Mission Chart.

Do any of the following bombardment procedures or revised air missions appear in the upcoming *ARMY GROUP NORTH*? The answer is mostly "no" (some similar procedures do appear when playing on the Leningrad Inset Map, but that is another story).

There is no doubt that we could have integrated these additions into *ARMY GROUP NORTH* to provide you all with exciting, tightly balanced scenarios just as you have found in the previous *SOUTH* and *CENTER* modules. We would have created a substantially different module—linkable, but different. Go north of the AGN Boundary and you

enter a whole new world of opportunity and options. The dynamics of the three modules would differ. Since one of our long-term aims is to link all three modules, plus a revised *TYPHOON* and added *Kharkov* module into a "grand" 1941 monster, we wanted the linkage to flow as easily as possible from module to module. Could an AGN module with Bombardment be successfully retrofitted back into *SOUTH* and *CENTER*? We honestly don't know, and we don't have the personal time available to re-play the scenarios and campaigns with bombardment added to find out. Our instincts tell us that both the dynamics and the outcomes would have been significantly altered in a lot of cases. Still the "what if's" of retro-fitted bombardment are intriguing, and one of the reasons for providing the revised sequence of play, Bombardment Table and rules sections is to allow any of you **East Front** devotees with "time" on your hands to try these modifications out and give us feedback.

Would adding Bombardment have pushed the **East Front Series** over the line from a "playable monster" to an out of control system? We don't have a definitive answer here either. We do know that adding this entirely new game mechanic was confusing to many of the "old hands" who had a clearly defined comfort zone of play based on the established **East Front** game mechanics.

Developer's Notes: ARMY GROUP NORTH

In closing, we are aware that bombardment will have to be included in the **East Front Series** from 1942 onward. As the Soviets amass greater superiority levels, it becomes a way of life. Will bombardment be streamlined and inserted into the sequence of play along with traditional support and air missions, or will bombardment supplant both of them? We don't know yet, but we want you to know the "wheels of thought are turning." We welcome any and all input that you readers have. From the beginning, this series has benefited greatly from player input, and as we approach 1942 and beyond, your input becomes even more critical.

BOMBARDMENT

1.1 General

Bombardment in Barbarossa represents, in many forms, heavy concentrations of firepower directed at targets to suppress, disable or destroy them.

- The artillery, air and naval units eligible to bombard are listed below the Bombardment Table and Bombardment Effects,
- Artillery units (including Naval units and Fleet markers) can either bombard or contribute support strength to declared attacks (or vice versa) in a single combat phase—but not both,
- Air units in the Ready Box are still limited to one mission per game turn, regardless of the mission type.

1.2 Overrun Bombardment (New Axis only air mission type—addition to BSR 11.4.3d)

- When performed: during any Axis Movement or Motorized Movement Phase during a *German only* Overrun attempt. Immediately prior to determining defense strength of the unit(s) in the Overrun hex.
- Maximum number of air units allowed for the mission—one.
- Eligible air units are any (except for Do17, He111, or Ju88) in the Ready Box with an Interdiction rating of one or more,
- Soviet Interception is not allowed.

- The air unit is subject to Soviet AA fire.
- If the unit survives AA fire, go to the Bombardment Table and find the column with the German CAS value which matches the Interdiction value of the air unit. Roll the die, and apply the result immediately (there are no DRMs).

Example: An air unit with an Interdiction value of 2 would use the German CAS 2 column.

Design Note: Overrun bombardment represents on-call (only one air unit) fighters, fighter-bombers, or Stukas (level bombers were not suited to these missions) attacking a target of opportunity (no time for Soviets to react and intercept).

1.3 Movement Interdiction (New Axis only air mission type—addition to BSRs 13.0 and 17.1.6)

- When performed: During the Axis Interdiction Phase. *Note: Original BSR Interdiction missions are still allowed. Procedure and effects for the original mission remain unchanged.*
- Maximum number of mission air units allowed—one (plus one or two firing units as escort, if desired).
- Eligible mission air units are any in the Ready Box with an Interdiction rating of one or more.
- Soviet Interception is allowed.
- The air unit is subject to Soviet AA fire if any interdicted hex is adjacent to or occupied by an Operational Soviet HQ or AA unit.
- If the unit survives air combat and AA fire, place Interdiction Level markers which match the Interdiction value of the air unit on the first and seventh hexes of the interdicted segment (no change to marker removal).
- Eligible hexes: Any seven contiguous hexes where one of the following run through each common hexside: minor road, main road, motorway or RR.
 - More than one road/RR type may be present in any of the interdicted hexes
 - Any Soviet unit/stack entering any of the interdicted hexes through a road/RR hexside is subject to interdiction.*Important Note: Rail and Strategic Movement are both*

allowed into these interdicted hexes.

- The Axis player may stop any moving Soviet unit/stack one time in any of the interdicted hexes where stacking limits are not violated to make an interdiction attempt Soviet movement ceases with the Soviet player noting how many MPs of movement remain to the interdicted unit/stack in case the Interdiction attempt fails.

Exception: if stacking would be violated in all interdicted hexes, the unit/stack must cease movement automatically in a hex adjacent to the first interdicted hex it would have entered.
- If the unit/stack is not interdicted, it may resume movement using any or all of its remaining MPs.
- When stopped for the interdiction attempt, the Axis player rolls once on the Bombardment Table under the column matching the air unit's Interdiction Rating, modifies the result by any DRMs (see Bombardment Table), and applies any result.

Design Note: The limit of one mission unit simulates not only the time and distance factor in hitting rear area targets, but also the "hit or miss" nature of finding them in the first place. The DRMs for Strategic and Rail movement simulate the effects of troops being caught in the open on roads or when entrained.

1.4 Bombardment (New ground combat and air mission type for both sides.—addition to BSRs 14.2 and 15.0)

- When performed: during the Axis or Soviet Bombardment Phases (see GT Sequence of Play). There are two types of Bombardment missions: Air Bombardment and Artillery Bombardment,
- Sequence: Axis air and artillery bombardments (in no particular order) are made prior to any Soviet air and artillery bombardments in *both* Bombardment Phases.

Note: no hex may be the target of more than One bombardment of either type per bombardment Phase.

c. Air Bombardment

- 1) Maximum number of mission air units allowed—three.
- 2) Eligible mission hexes are any hexes within five hexes of a Declared Attack marker, but not in any Declared Attack marker (Defender) hex itself (CAS missions have been modified to provide bombardment effects on Defender hexes).
- 3) Eligible mission air units are any in the Ready Box with an CAS rating of one or more.
Note: If the target hex for Axis Strike missions contains a Soviet Fleet marker or naval unit with a range box, the only eligible mission units are Ju87 or Ju88 air units.
- 4) Interception is allowed.
- 5) The mission units are subject to AA fire. Naval units with range boxes and German flotillas count as AA capable divisional sized units. Fleet markers are also AA capable.
- 6) If the unit survives air combat and AA fire, go to the Bombardment Table and find the column with the CAS value which matches the Interdiction value of the surviving mission air units.

Note: If German and Axis Allied units are combined, use the appropriate Axis Allied CAS column.

- 7) Roll the die, and apply the result immediately.

d. Artillery Bombardment

- 1) Eligible hexes are any in-range hexes *not* bearing Declared Attack markers. When calculating range, do not count bombarding unit hexes, but do count target hex.
- 2) Up to 4 artillery units (including Fleet markers and naval units with range boxes) may participate in any bombardment.

Note 1: Scenario instructions may limit the number of participating units.

Note 2: The only eligible Axis units are Nebelwerfer and Entgiftungs units, plus the Fleet marker.

- 3) If all participating units are Fleet markers, naval units with range boxes, or non-RR CD units with MA of zero, no Attack Supply is expended. Otherwise, one ASP must be expended for each bombardment.

Design Note: The Soviets utilized an abundance of spare naval gun tubes for additional artillery; unfortunately ammunition reserves did not exist for the newly mounted tubes.

- 4) Total support strengths of all bombarding units, reference the appropriate Bombardment Table column, roll the die, and apply any results immediately.
- 5) Soviet Artillery Bombardment. The procedure is identical to Axis Artillery Bombardment except that Units must be committed during the Soviet or Axis Reaction Phases, and the Soviet player must specify they are being used for offensive or defensive bombardment rather than normal artillery support.

1.5 CAS bombardment (An expansion of the current CAS mission—addition to BSR 15.1)

Design Note: Ongoing research has revealed that German Ground Attack (CAS) missions were even more effective than previously thought (especially when unengaged fighters added strafing to the bombing), but occurred less frequently because level bombers were almost never used for such missions.

- a. There is no change to CAS mission hex designation, allocation of air units, air combat or AA fire.
Exception: German Dol7, Helll and Ju88 air units may not be used for any CAS missions.
- b. If one or both players have surviving mission units, in addition to the normal DRMs for their CAS ratings, bombardment effects are determined.
- c. Both players total their surviving mission unit CAS ratings. Any player with a CAS rating total rolls on the appropriate column of the Bombardment Table. If Axis and German air units are part of

the same CAS mission, use the Axis Allied CAS column,

d. Fighter participation:

- If the Axis player had no firing unit as part of the CAS mission, add a +2 DRM to the die roll.
- If the Axis player has at least one firing unit as part of the CAS mission (even if it is forced to leave through Air Initiative or Air Combat die rolls), there is no DRM to the die roll.
- Presence of Soviet firing units never prevents the addition of the +2 DRM to the CAS die roll.

Note: If fighters were part of a Ground Attack (CAS) mission, standard German practice was to have some provide top cover while the remainder engaged in strafing and suppression.. Soviet air tactics were far, far behind their German counterparts, and integration of all air units into a cohesive strike package was unheard of.

- e. Roll the die and apply the results immediately. Bombardment results are *in addition to* the normal CAS DRM provided by surviving mission units. Return all surviving mission units to the Flown Box.

1.6 Coast Defense Artillery Effects

- a. If any hex entered along the path traced by an amphibious unit/stack is within the range and line of sight of an enemy coast defense (CD) artillery unit, the hex becomes a target hex, and the CD unit may be able to roll on the Bombardment Table. A line of sight (LOS) is a line drawn from the CD unit to the amphibious unit/stack through all or partial sea hexsides. A LOS cannot be drawn through land hexsides. In order to qualify for bombardment, the CD unit cannot be in an enemy ZOC, and cannot bear an Overrun marker.
- b. Each CD unit may be able to bombard two or more times at an in-range amphibious unit/stack to which it can trace a LOS. If two or more CD units qualify to bombard, each must roll separately in all cases.

- c. The first fire opportunity occurs when an amphibious unit/stack enters a non-adjacent target hex. The player with the CD unit(s) declares bombardment, and amphibious movement is halted temporarily. Each qualifying CD unit may bombard the amphibious unit/stack using its printed Support Strength on the Bombardment Table.

Note: Even if an amphibious unit/stack enters more than one non-adjacent target

hex, each qualifying CD unit may bombard only once.

- d. The second fire opportunity occurs when an amphibious unit/stack enters *any* adjacent target hex. Each time such a hex is entered, each qualifying CD unit may bombard at **twice** its printed Support Strength on the Bombardment Table.

e. Bombardment Results

- 1) A numeric result results in a step loss (bombarding player's choice).
- 2) The first "X" result causes a "I" numeric marker to be placed on the amphibious unit/stack. This marker indicates that the unit/stack loses its ZOC and has a +1 DRM added to any attack in which it participates.
- 3) A second "X" result flips the numeric marker to its "2" side. This marker indicates that the unit/stack loses its ZOC and has a +2 DRM added to any attack in which it participates.
- 4) A third "X" result aborts the landing and sends the amphibious unit/stack back to the port where it started its movement.
- 5) A "XX" result is treated as an "X" result.
- 6) Numeric markers are removed during the friendly Engineering Phase during the turn they are received.



Mastering Your Opponent Across the Tactical Matrix

in *SARATOGA* and *BRANDYWINE CREEK*



By Alex Ashton



GMT's **American Revolutionary War** series (*SARATOGA* and the recently-released *BRANDYWINE CREEK*) succeed in being simple enough to serve as an introduction to the hobby for first entrants, while containing enough subtlety and variety of options to provide a challenge to the most experienced of gamers. The game reminds me of some of the old classics with their low counter density and ease of play.

It is in the combat system that the subtlety of play comes into its own, through the use of tactic chits that are selected for every close combat encounter. Here, aspiring generals can gain an advantage over their opponent. The decisive edge in combat now turns on how well one can gauge the opponent's probable tactical maneuver and reply with an effective counter measure. Consistently gaining the edge over your opponent on the Tactical Matrix could be the difference between defeat and victory.

LEADERSHIP

Leaders can bring into play up to four extra tactical chits, thereby increasing your alternatives and causing your opponent to use his chits in a defensive manner in order for him to avoid those +2/-2 die roll modifiers. You can not play the Frontal Assault, Commit Reserve, Turn Flank or Refuse Flank without a leader being stacked or adjacent to the unit involved in close combat. The Frontal Assault and Commit Reserve chits can be played automatically in the presence of a

leader. In order to bring into play the Turn Flank and Refuse Flank chits, there must be one empty hex adjacent to both player's units.

In order to obtain maximum advantage, your leaders should be positioned to influence as many close combat results as possible. Ideally, they should be positioned adjacent to, rather than on, the front line in order to reduce the possibility of a Leader Casualty from the close combat table.

The British have a distinct leadership advantage. From the outset they start with two leader counters where as the American's only have Arnold until Gates' release. On turn 2, von Reidesel arrives—though he only provides a leadership advantage to the German troops under his command. Thus, the Americans player has one leader facing three British leaders until at least turn 8 (unless Gates' wing is released earlier through the movement of British Combat units to within four hexes of hex 2410 or hex 1407). The British player needs to make this advantage tell early in the game through maximization of his tactical chit options to gain the victory points required to win.

The American player needs to combat the British leadership advantages through a proper understanding of the tactical matrices in order to minimize the effects on the close combat table. To nullify the British leadership superiority, the American should present, wherever possible, a continuous front to negate the