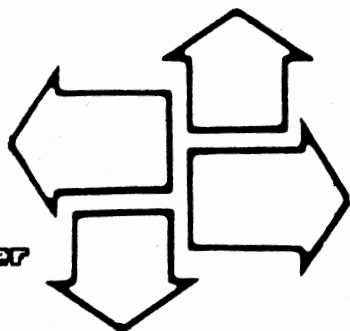


ON ALL

FRONTS



For The Vargmaer



Who Plays SL

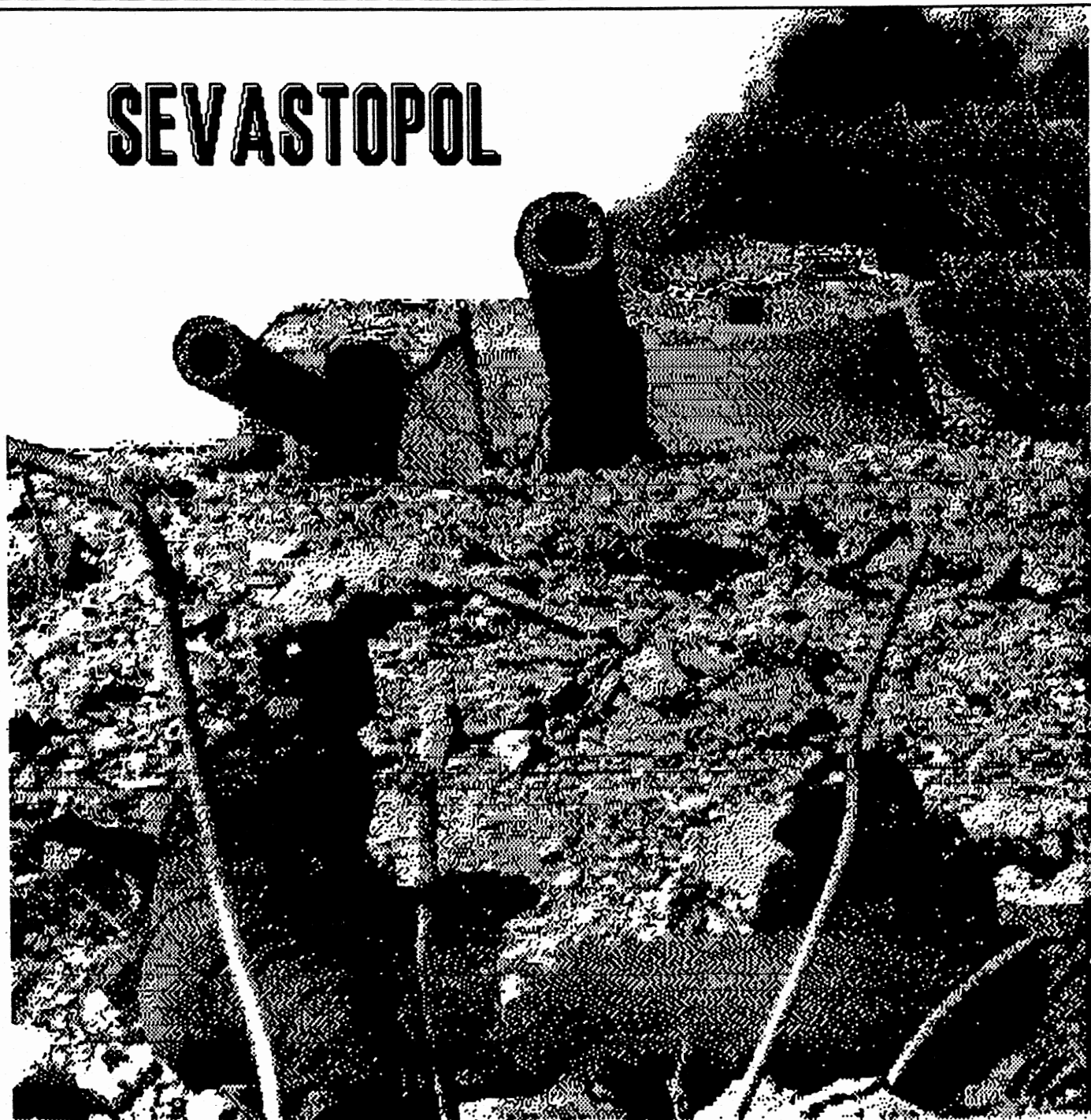


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SEVASTOPOL



The BIGGEST Monster Scenario Yet !

ON ALL FRONTS

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NEWS FROM THE FRONT

Action In The North - A detachment from Headquarters Command arrived on May 25th at Du Page College, IL, where it linked up with elements of Combat Command A (Paul DeVolpi, Jeff Cebula, and George Sedivy) for a recon in force. After a successful mission, it was decided to hold the 3rd and final part of the 1st National Tournament at Du Page in November (more details later).

Those of you in the midwest who will not be able to attend Origins '85 will now have a chance to play the G.I. Tournament scenarios.

Ride Like The Wind - Swiftly turning southward, Headquarters Command and Elements from Battery B sped to Dallas for Dallas Con '85. Here the Origins '85 G.I. Tournament scenarios were given their final "trial by fire" before being released at Origins in Baltimore. The satisfaction level was high and a final big "thumbs up" sign was given. Thanks to Harry Welch and Greg Clayton for making the necessary arrangements.

1st National Tournament Explained - For the benefit of our new subscribers (and there are quite a few) I'd like to explain that *ON ALL FRONTS* will hold a National Tournament at three sites across the country starting with Origins '85. The same scenarios will be used at all sites and all players will be rated. The names of the 50 TOP PLAYERS across the country will be published in *ON ALL FRONTS*. Now we'll know who the really good players are. ●

ON ALL FRONTS

SEVASTOPOL



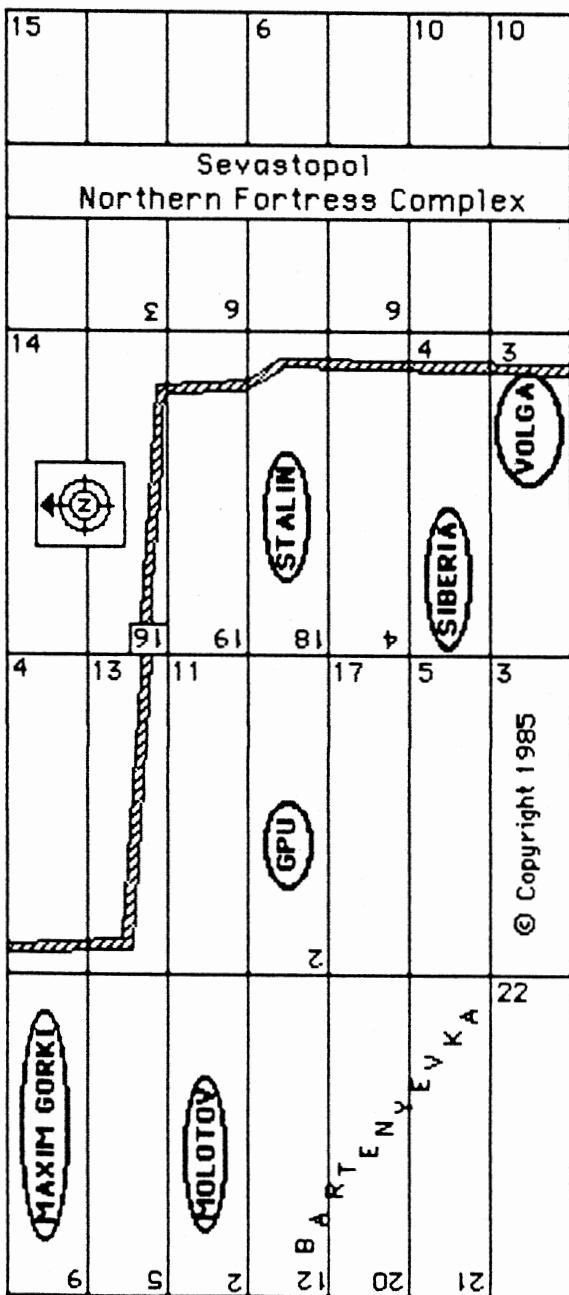
G.I. Level

At 0330 hrs., 7 June 1942, one of the war's bloodiest battles began its final stages. After pushing through the Crimea, the XIth Army had hemmed in the Russians in and around Sevastopol, home port of the Black Sea Fleet.

SS Liebstandarte Adolf Hitler and pioneers of the 1st Regiment, 72 Division, LIV Korps spearheaded the attack in the predawn hours. A 10 km long, 120 m. wide anti-tank ditch had to be breached to allow the 2nd Panzer Battalion and the 3rd Recon Company access to the fortress' complex. Behind these forts lay Bartenyevka and the Severnaya Bight. Supported by the enormous Krupp siege guns "Dora" and "Thor", Lt. General Fritz Erich von Manstein forced the capitulation of the Russian fortresses one by one. The massed artillery was not the only trump card to be played by the Germans; the VIIIth Flieger Korps led by Wolfram von Richtofen relentlessly bombed the Russians. Von Manstein's subordinates included Generals Wolff, Schmidt, Lindemann and General Baron von Tettau. General Zuckertort was Korps artillery commander.

The Russian Coast Army, composed of the 2nd, 25th, 95th, 172nd, 345th, 386th and 388th Rifle Divisions, the 40th Cavalry Division and numerous artillery units, fell under the command of General I. E. Petrov. The 7th, 8th and 79th Brigades of the Fleet Marines were under Vice Admiral F. S. Oktyabrsky.

Scenario Design: Charles Wannal
 Ronald Berger
 Development and Playtest: Charles Wannal
 Ronald Berger
 John Knowles
 Ron Aryel
 Cloyde Angel
 Earl Ryan



Belbeck River

Severnaya Bight

Black Sea

Special Scenario Rules

1. The scenario is played in three parts. The first part is 18 turns and represents the initial thrust against the AT ditch surrounding the Northern Fortress complex, across the severnaya bight from Sevastopol. The initial attack started at 3:30 a.m. on 7 June 1942. The other two parts are 15 turns each and represent the daylight hours between 8 June 1942 and 16 June 1942. Night rules are to be used for the first five turns of part one. Visibility is determined by one die on turn one, two dice on turns two to four, and three dice on turn five; full daylight occurs on turn 6. Between one and two and parts two and three all support weapons repair on $DR \leq 3$ and are eliminated on $DR = 6$; all ordnance and vehicular MGs repair on $DR \leq 3$ with no elimination; all bogged vehicles are considered mobile again, and immobilized vehicles are functional on $DR \leq 6$ with two dice (armor leader modifiers may be applied). All broken units (USSR and German) may self-rally using DM, and leaders may rally units at normal morale (modifiers apply) if they are in the same or adjacent hexes. All fires are extinguished; place a wreck in a vehicle fire hex. On boards of sole possession, units may be moved on the board they occupy. **This is a readjustment of lines that allows for the night periods. All units may be redeployed on the board they are on, no closer than 5 hexes (inclusive) to enemy units. This does not apply to reinforcements.**

2. For all parts the weather is hot and environmental conditions are dry with no possibility of rain. There is no wind at start; if wind should occur, roll for direction. The skies are clear. Wheatfields are down.

3. The anti-tank ditch is three hexes wide; the sides being a level 2 double crest and the center a level 3 single crest. The center hexes of the AT ditch are:

Board 3 (southeast) B0 to 3(SE) B10
4 south C1 to 4 south C10
4 north EE10 to 4 north EE1
18 EE10 to 18 EE3, CC3, BB2, BB1, AA1,
Z0
19 Z10 to 19 Z4 to 19 R0
16 R10, Q10, P9, O8, N9, M10, L9,
K9, J9, I10, H9, G10, F9, E9,
D8, C8, B7, A7

13 (stream, marsh, and raised
road hexes are open ground)
A4, B3, C4, D4, E4, F4, G5, H5,
I5, J5, K6, L6, M6, N6, O6, P5,
Q4, R4, S4, T4, U5, V6, W7,
W8, X8, Y9 to BB10
4 northeast CC1, DD1 to DD10

To clear/fill-in one AT ditch hex one level, a DC placed (see 133.7) by any engineer must have an effects $DR \leq 7$; placing 2 DCs in the same hex gives a -2 DRM to the effects roll. A bulldozer (one of the designated PzKw IVC's) can fill one AT ditch hex one level each PFP and DFP it's adjacent to the hex with a $DR \leq 4$. The dozer can't be shocked, stunned, or fired during the fill-in process. The dozer is considered in motion for TH * and night visibility determination.

The AT ditch is a vertical, double crest 162.2 for infantry and an impasse (until filled in at least one level in each hex used) for vehicles. To change one level into, in or out of the AT ditch all vehicles must chance a bog roll with a one column shift (i.e. $LGP \rightarrow NGP$, $NGP \rightarrow HGP$, $HGP \rightarrow$ automatic) after the ditch is at level 0 on all hexes used reverse the shift ($LGP \rightarrow$ no roll, $NGP \rightarrow LGP$, $HGP \rightarrow NGP$). Terrain is all clear in the AT ditch and within five hexes of the edge on either side.

4. The fortress complex includes six forts of varying size. Each fort hex has its own inherent fire fighting equipment. An unoccupied non-rubbed fort hex has a FEV (see 169.5) of 4 whether or not any unit is in the fort. If a unit is in the fort this becomes a -4 DRM to all unit attempts.

Each fort must have one ≥ 122 mm ART and at least one other ART ≥ 76 mm. Fort Maxim Gorki I has the four 380mm guns (any 5/8" counter will do) in two 360° gun mounts. The two Gorki gun pairs and all other 360° fort turrets are 3-6-10; the other hexes are 3-5-7. The improved non-covered/covered arc DRM is due to very thick reinforced concrete. All 360° turreted guns may move three hexes along the fort's perimeter or fire in any friendly fire phase; this includes passing through but not firing from a rubbed hex. All other fort hexes may have one AT or ART gun using hidden gun rules.

Special Scenario Rules (continued)

When firing HE direct on any fort hex use a +2 TH DRM on the building target classification; a critical hit is possible only on an unmodified DR = 2. For effects use full strength and either the covered or non-covered arc modifier depending on facing.

5. Fort Maxim Gorki I is level one above and three levels below ground. All hill hexes of the fort are level 4 and they cover 9 V5, V6, V7, W6, W7, X5, X6, Y4, Y5, Y6, Y7, Z3, Z4, Z5, Z6, AA3, AA4, AA5, BB3, BB4, CC3, CC4, DD2, DD3, DD4, & EE4.

Fort Molotov is level one above and three levels below ground; the fort is on level three hill and covers 2 M5, N4, N5, O4, O5, O6, P4, P5, Q5, Q6, & R5. Hill 538 is open ground level 0. All woods on this board are brush; all buildings open ground.

Fort GPU is level one above and two levels below. The fort covers 2 O4, O5, P4, P5, Q5, Q6, R5 and terrain notes for Molotov apply.

Fort Stalin is one level above and two levels below ground. Place overlay 'H' on board 18 such that F7 covers 18G1 and I10 covers 18F4. Fort Stalin is hexes K6, K7, J6, J7, J8, I5, I6, I7, H6, H7 on the overlay, and all ground level. No hills or buildings on board 18, and woods are brush.

Fort Siberia covers hexes (one level above and one level below ground) on overlay 'I' boards 4 north and 4 south: W7, W6, W5. Place 'I' such that X8 is on 4 north D8 and X4 is on 4 south DD8. Woods hexes on overlay I are clear terrain.

Fort Volga is level one above ground and level 1 below. It covers hexes 3 J7, I8, I9, H7. Hill 547 is all level 1 open ground. All woods and buildings east of row L (excl.) are considered open ground.

Roads do not exist within five hexes of the AT ditch on either side.

Draw a line from Gorki 9EE4 to Molotov 2R5, Molotov 2O4 to GPU 2R5, GPU 2O4 to Stalin (overlay) K7, Stalin (overlay) H7 to Siberia (overlay) W7, Siberia (overlay) W5 to Volga 3H7; this area between the forts is all clear terrain

(except for roads, gullies, hedges and walls) up to the AT ditch. This is the area cleared by the Russians to insure fields of fire for the forts. Mine factors may be traded for booby traps.

6. When the Russians are in the forts or in any stone building they have fanaticism morale.

7. The Russians have 42 tunnel hexes. Tunnel hexes (161.6) may be allocated as the Russian player wishes. There is no four hex limit and the only restriction is that the entrance must be in a fort. It may have two exit points.

8. The German player may not inspect the contents of trenches or entrenchments until those units fire, move or take a morale check. Vehicles of both sides may set up concealed in woods or in wooden buildings. The Russians have one concealment counter for each stack of infantry units. Any gun or infantry unit that may set up in a fort may use hidden set up. Units in tunnels may use hidden set up. Snipers may set up in treetops or rooftops.

9. The Germans receive air support each turn of daylight from the VIIIth Flieger Korps. Roll for number and type of planes, and duration on board. The Russians may roll for air support every daylight turn, and receive planes on $DR \leq 2$.

10. The Germans have six field phones in contact with 150mm (x3) and 80mm (x2) off-board batteries; access is a constant $DR \leq 7$ with a minimum of two missions allocated per turn. German radios are for on-board use only. Armor leaders CE in a radio equipped vehicle may call in on-board indirect fire. Luftwaffe spotter planes may be used for on or off board spotting with a -1 access DRM (150). When generating air support the German player may designate one plane per turn as a spotter. It is not a fighter bomber.

11. The Russians have three field phones in contact with two off-board batteries (representing the six inch guns of the Black Sea Fleet). Access is a constant $DR \leq 6$ with at least one mission being allocated each turn.

12. Dora (36 IFT-12), Thor (36 IFT-8) and the two 420mm guns (36 IFT-4) are accurate on $DR \leq 3$, but can scatter only one hex. Access $DR \leq 7$ and

Special Scenario Rules (continued)

decreases by one per turn to DR < 4 minimum. The guns may fire only once each per game turn and may fire at night on the six forts (only) needing no spotter, visibility or LOS.

820mm = 36 IFT - 12

600mm = 36 IFT - 8

420mm = 36 IFT - 4

13. RUSSIAN SET UP: south and east of the AT ditch.

GERMAN SET UP: on NE corner of boards 15 & 3 on any whole hex with all the field artillery corps, the recon company and SS Liebstandarte plus the flak batteries and 10% of LIVth Korps and 10% of the 2nd Panzer. The remaining German units must be divided into five groups of reinforcements entering on any east edge board hexes. Units, turn of entry and board of entry must be written down in secret before start of play.

VICTORY CONDITIONS

Each hex of the AT ditch filled in to ground level equals 10 victory points (not per level but 10 pts. total per hex).

Each fort hex in sole possession equals 5 victory points (not per level but 5 pts. total per hex).

Each stone or wooden building in sole possession equals 1 victory point (not per level but 1 pt. total per hex).

A German point superiority of 2 to 1 is a strategic victory.

A German point superiority of 3 to 2 is a tactical victory.

A German point superiority of 1.25 to 1 is a marginal victory. Less than 1.25 to 1 means that the Germans are stalled and fail to proceed any further.

Note: Optional rules should be by agreement. Russian deployment, equipment possession and command control were not used.

On All Fronts

Designer Notes:

The research of the battle, the design of the scenario and the playtesting has been a consuming challenge to myself and others over a two year period. What is presented is not perfect, but the major difficulties have been worked out. Many problems were encountered with terrain and conditions not covered by existing rules, by not having needed units or vehicles, and by the interaction of conditions not fully covered by the game system. The following notes are to address the reasons behind the decisions that were made.

Anti-tank trenches are addressed but briefly in section 137.7 and do not begin to cover the 100 meter wide 20+ kilometer long ditch that the Russian forces had prepared to help defend the Northern Fortress Complex. This AT ditch is actually an expansion of an existing ravine with "dragon's teeth" and other obstacles added, hence the irregularity of the AT ditch. The use of double crest rules (162.2) for infantry movement has worked well to approximate the difficulty in even walking across this obstacle. Turning again to mountainous terrain rules (crag 162.3), the AT ditch and its occupants receive a +1 DRM for direct and indirect attacks. HE fire (direct and indirect including rockets) resulting in a KIA on the IFT will fill-in one level of a ditch hex for each KIA. This represents the large mounds of softly packed dirt on each side of the trench that a HE explosion might cause to slide into the ditch.

Some of the arbitrary terrain definitions may seem a bit unrealistic to players accustomed to the fine artwork and overlays of Avalon Hill. Most of the terrain demarcations were made with simplicity in mind and board choice was directed towards minimal duplication while achieving the required features.

The wheatfields are down; this is due to the multiple harvesting and then burning of the fields by the retreating Russians. Most buildings in the Northern Crimea were razed at the order of the commissars to keep the Germans from having shelter.

(Continued on page 10)

SOVIET FORCES

Elements of 2, 25, 95, & 172 Rifle Divisions, 40th Cav. Div., 7 & 8th Marine Brigades.

12	80	60	120	20	35	5			3	3	2		2

3	5	8	8	10	2				20	30	25	15	10

10	4	3			5	2	3	4	2	4	6

Field
Phones

4	2	3	6	4	4	2	2	2	2	4

5	4		5	5	10	2	3	10	4	

8	3	3	3	3	2	20	8	4	2	2

Ammo

2	3	3	4	6	4	2	2	3	3	35

Anti-Tank

40	60	20	10		3

400	60

GERMAN FORCES

Part 1

SS Liebstandarte, A.H.

2	19				2					8			3
6			8	4	8	3							

VIIIth Flieger Korps, Flak Batteries.

6	4			2	4	Ammo		2	2	4

LIVth Korps Field Artillery

16	6	12	4	6	6		5	2	3	3	
						Field Ph.					

			420mm	THOR 600mm	DORA 820mm		
2	2		2			2	

3rd Recon Co.

4	6	2	8				2	8	5	2		3
3	4	2	5	5	2		4	3	4	4		

On All Fronts

GERMAN FORCES

Part 2

2nd Panzer Battalion

--	--	--	--	--	--	--	--	--	--	--

2 2 5 2 4 4 5 10 12 8 8

--	--	--	--	--	--	--	--	--	--

4 4 4 Ammo trk 2 3 3 5

1st Regiment, 72 Div., LIV Korps

--	--	--	--	--	--	--	--	--	--	--	--	--	--

6 20 60 28 28 2 2 2 3 5 6 9 3 10

--	--	--	--	--	--	--	--	--	--	--	--	--

60 4 4 26 12 9 9 8 8 8 10 6 Ammo trk

--	--	--	--	--

3 2 14 17

--

4

TURN RECORD CHART #1

Full Day light 18 Turns

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10
☒ German moves first								18		

Night Visibility is determined by 1 die on turn 1, 2 dice on turns 2 to 4, and 3 dice on turn 5.

TURN RECORD CHART #2

15 Turns

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10
☒ German moves first					15					

TURN RECORD CHART #3

15 Turns

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10
☒ German moves first					15					

Designer's Notes (continued from page 6)

The open ground areas on each side of the AT ditch were prepared to ensure fields of fire, as is the clear ground allowing one fort to cover another. It should be noted that the forts roughly form triangles of interlocking fields of fire with the rear-most forts being at the highest elevation.

The AT ditch and the cleared zones are easily marked with 1/8th inch colored artists tape. This tape will not leave adhesive on the mapboards.

An area of much discussion and disagreement among the playtesters was the use of night rules. It was decided that to fire an IR at a gun flash a DR \leq 7 must be made (this was used for the same reason indirect fire on concealed units must have a DR \leq 7: a leader was not always certain to whom the gun flash belonged). Starshells, IRs and the light from fires negate the effects of limited night visibility in the illuminated zones (including 1 MP plus cost of terrain for vehicular movement, +1 DRM on the IFT for infantry, and the -1 DRM for advancing into close combat at night). Gun flash will automatically reveal the location of hidden guns. Hopefully, advanced Squad Leader will address the night rules.

There was not a great deal of information available on the construction of the Russian forts, the gun turrets or emplacements. All gun turrets are 3-7-10s, have 360° rotation and have a continuous slope from any fort hex to the edge of the fort. The turrets receive a +2 To Hit for each hex spine traversed due to the slowness of the traversing. Guns placed in the forts, not in a turret, may be moved up to three hexes along the perimeter of the fort (except through rubble or fire) and receive a +5 To Hit DRM in that fire phase, or they may rotate one hex spine right or left with a +2 DRM To Hit. The 380mm guns of Gorki are long barreled HE firing naval guns encased to guard the Belbeck river valley in a direct or indirect fire mode. The L designation does not apply to these guns for play balance considerations. These guns should be used indirectly. Placement and choice of the remaining artillery pieces were arbitrarily made from what was available in this time period. All Russian guns in a turret mounting may use indirect fire with either an adjacent spotter or with a radio.

On All Fronts

The fire extinguishing value of DR \leq 4 and the -4 DRM to an infantry unit's FEV is to reflect the inherent fire fighting equipment in each fort hex. It should be noted that a rubble hex or one with a fully developed fire loses the inherent ability and the DRM.

The astute reader will note that some of the equipment used on both sides is a little out of time-frame. This reflects (in the older equipment) the reality of not always having the newest and best equipment on the front. The Russian Zig(h) (M-31) rocket trucks were a play balance choice as were the large number of .50 cal. HMGs and the KV-1C tanks.

There was conflicting information as to the participation of the SS Liebstandarte in this battle. They were known to be in the area, but sources disagreed as to where they were fighting at this time. If any readers have more complete information it would be appreciated.

The PzKw IVC bulldozers were used to reflect the fact that outdated tanks were fitted as engineering vehicles and since there is no German dozer counter. Review the G.I. rules and American vehicle notes for dozer usage.

The German 8-3-8 pioneers should be treated as sappers per 136.8. None have unlimited smoke but roll per 141.7. The Russian 6-2-8 has smoke with DR = 1.

The ammo trucks provided in the game will reload depleted smoke, AP, APCR or HE to any gun or vehicle automatically by spending one player turn next to the weapon. If the gun or vehicle is malfunctioned the ammo truck will add a -2 DRM to the repair attempt; however, DR = 6 still permanently disables the weapon.

For air to air combat the rules provided in **ON ALL FRONTS** (issue #17) could be used by mutual agreement.

The AT ditch and the cleared zones are easily marked with 1/8th inch artists tape and removed with no marks on the mapboards and can be reused. The boards will fit well on two 5' x 8' sheets of plywood (use 3/4" for stiffness) supported by saw horses.

R.B.

Sevastopol Errata by Earl Ryan

Page 4

Special Rule 3: The dozer may not "doze" if shocked or stunned. Not the other way around as the wording of the sentence suggests. The DR is a single DR of 4 or less.

Special Rule 4: There are only 2 turrets per fort. You may not place them all in one fort!

Page 5

Special Rule 9: The Russians may roll for air support on any turn, not just daylight turns.

Special Rule 10: Russian Leaders CE in an AFV may also call down indirect fire.

Special Rule 12: The accuracy DR is 3 or less with two dice.

Page 6

Special Rule 12: The accuracy DR should be a minimum of ≤ 4 not < 4 .

Page 7

There should be twelve 3-6-10s - two at each fort.

Page 10

Designer's Notes: All turrets are 3-6-10s, not 3-7-10s.

Right Column: Ammo trucks also supply Heat rounds.

Also, it should be noted that the Liebstandarte was, by the time of this action, decimated and being refitted in France.

Thor is not a rail gun, but is actually a SP gun (3 MPH if the ground is level) and should run out of ammunition on an effects DR of 11 or 12.

One more thing: It has been stated that hidden ordnance loses its status automatically should it fire at night. This supposes an LOS to some unit. Since the turrets may fire indirect and be hidden, they may fire at night and not lose their status. And since a turret is a "building +2" size mod, it casts a one hex blind zone behind it, allowing one turret to screen another. If, however, any unit should have an LOS to a firing turret, its status is lost as stated. ●

News From the Front (continued from page 2)

Convention News:

Part III of our National Tournament will be held at DuPage College (Glen Ellyn, IL) on November 9, 1985. For a copy of the convention flyer and maps send a SASE to:

ON ALL FRONTS
P.O. Box 265
Marshall, AR 72650

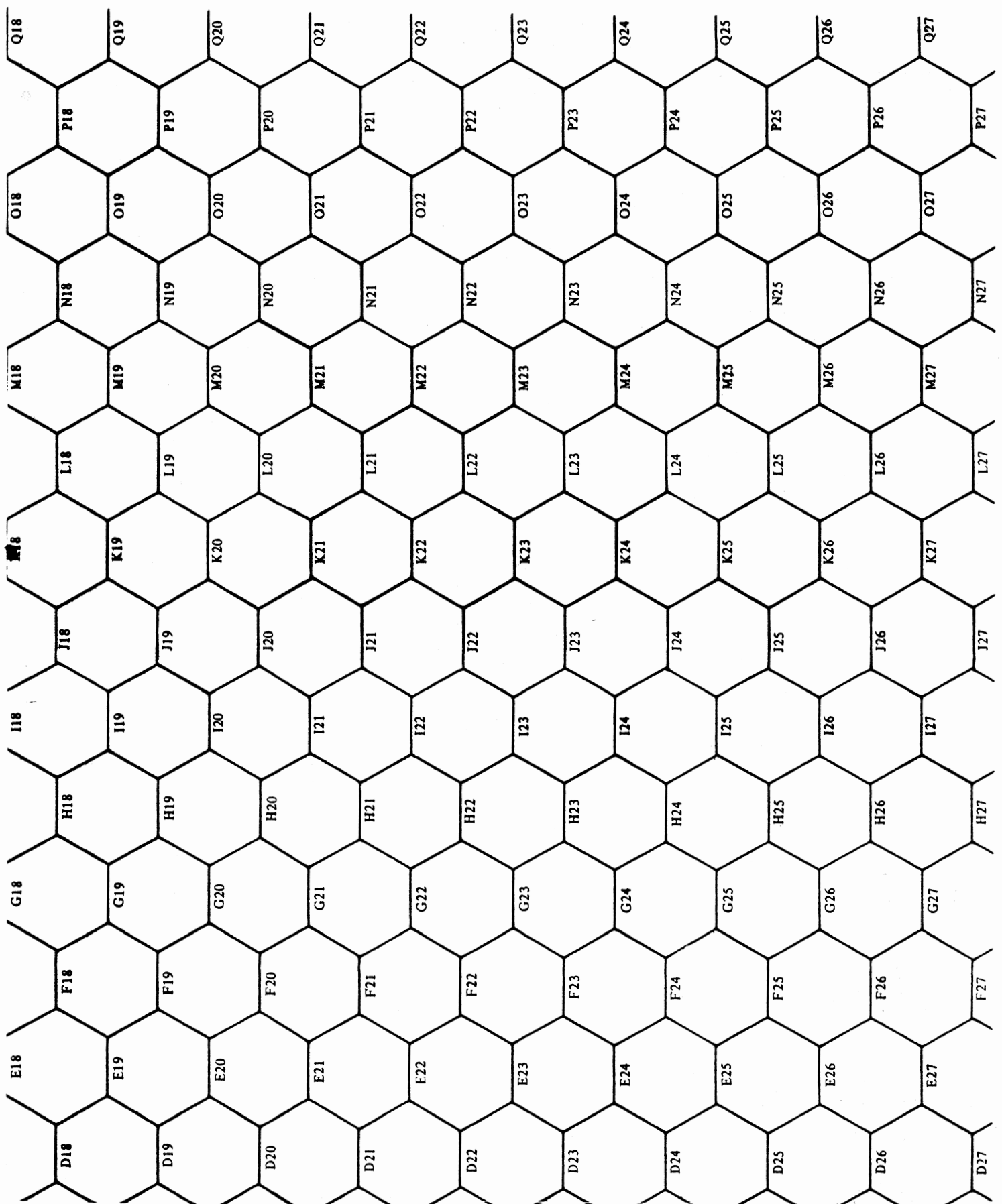
If you are interested in the other events that are scheduled then send a SASE to:

Eric Ortega, DGC
7321 Northgate Way Apt. #3
Downer's Grove, IL 60516
(312) 964-4024

The same scenarios used at the Origins '85 G.I. Tournament will be used and all players will be rated. ●

OPPONENTS WANTED

A beginner. Own SL through GI. In need of an opponent in Tucson area. Patrick O'Brien / 4801 W. Massingale Rd. / Tucson, AZ 85741 / Tel. 744-4801



Make several copies of this page in order to cut out the various overlays that you will need for the anti-tank ditch and forts.

FORT OVERLAYS: If a turret is in the middle of the fort then consider the overlay to have a "slope" so as not to contradict the rules.

