

NO LUCK AT ALL

April 12, 2103

Introduction

...when elements of the 34th Mechanized Infantry Brigade were to secure the only bridge spanning the Tomarinaigawa River, named after a water body on the old Earth island of Hokkaido.

Lloyd's frustration continued to mount. The AMREP officer, under orders to cooperate with local PACFED forces, was dependent on allied transports to ferry his troops in theater. And the confusion inherent with last minute operations had seen massive delays in getting his command underway. By 0830, no more than a smattering of AMREP troops were on the ground. When Lt. Robert Townsend's platoon of Oldmann light tanks struck out from the 34th's staging area, they were on their own.

By 1025, when Townsend arrived at the bridge, pathfinders inserted by Martindale VTOLs were "holding" the anonymous little town that sat along the Tomarinaigawa. The tank officer quickly established a forward outpost on the opposite shore. By the time the 34th's tank destroyers rumbled into view, comm. specialists were picking up bursts of coded transmissions that all but screamed CDSU armor was gathering just out of sight.

Townsend, justifiably worried about the odds posed by Zhu De main battle tanks, called for new orders at 1114 – only to hear Lloyd's assurances that "the cavalry's ridin' hard."

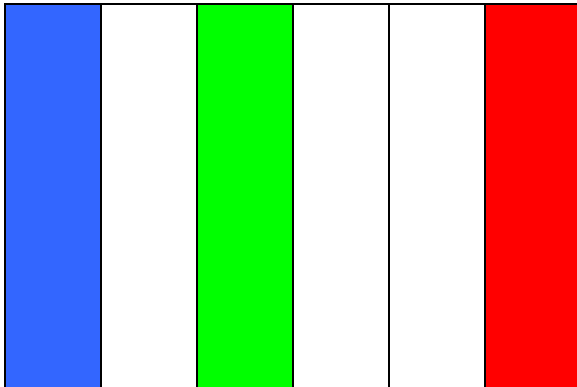
Deployment

The image below is meant to show the starting positions of both forces on a 6'x4' game table. The CDSU 78th QRF may be deployed anywhere within 12" (300mm) of the eastern edge.

The AMREP reconnaissance vehicles may be deployed in a wooded treeline placed anywhere within the Green Zone depicted here – between 2' to 3' (600 to 900mm) from the western table edge.

The remainder of the AMREP 34th Mechanized Infantry Brigade will either start in the Blue Zone, or will enter anywhere through the Blue Zone as reinforcements.

Opposing players may take turns placing a total of six **optional** terrain pieces on the table. The only **mandatory** features are a patch of woods large enough to hold the AMREP recon troops, a river running North to South & separating the Blue and Green zones and some urban terrain for the town, which should be centered around the western end of a bridge spanning the river.



Red = CDSU deployment
Green = AMREP Recon
Blue = AMREP Reinforcements

Reinforcement Rolls

As mentioned earlier, the AMREP player starts with his reconnaissance platoon, tank destroyers, six squads of infantry and two Boyd ACVs on the board. If the CDSU player decides to use his VTOLs (optional), the AMREP player also receives his AA platoon, which may be deployed in either of his two zones. The VTOLs may not enter the vehicles' range, but those guns on Baumann chasses will help boost the odds for the 34th somewhat.

Other than that, once the shooting starts the AMREP player stands a chance of receiving reinforcements. Rolling the percentile die, he has a 10% chance of each off-board unit arriving through the Blue Zone at the beginning of the next Turn. Those odds increase by 10% each subsequent Turn (20%, 30%, 40%, and so on).

Reinforcements other than the HQ unit will begin with "Advance" orders which may convert into "Static" orders anywhere west of the bridge.

Objective

Both sides are looking to secure the bridge. The player with the most vehicles within a single move of the span by the end of the 10th Turn wins the game.

TO&E 34th AMREP Mechanized Infantry Brigade

HQ Platoon

1. Six M823 Boyd ACVs (two start on the table)
2. Three M82 Boyd Main Battle Tanks

AA Platoon

1. Three M411 Baumann AA Vehicles
2. One M413 Baumann ACV

Artillery Platoon

1. Three M88 Doherty Self-Propelled Guns
2. One M413 Baumann ACV

Tank Destroyer Platoon (on table)

1. One M413 Baumann ACV
2. Four M825 Boyd SPAT

Reconnaissance Platoon (on table)

1. One M413 Baumann ACV
2. Three Sections Comprised of Following:
 - Two M51 Oldmann Recce Tanks
 - One M511 Oldmann Missile Variant

Tank Platoon

1. One M413 Baumann ACV
2. Four Sections Comprised of the Following:
 - Three M-84 Kochte Main Battle Tanks

Mechanized Infantry Platoon A

1. One M413 Baumann ACV
2. Six M41 Baumann IFVs

Mechanized Infantry Platoon B

1. One M413 Baumann ACV
2. Six M41 Baumann IFVs

Unit Philosophy

The Mechanized Infantry Brigade is simply my response to established Iron Cow TO&Es, which seem tank heavy.

TO&E 78th CDSU Guards Quick Reaction Force

HQ Platoon

1. Six Xi Fang ACVs

Assault Gun Platoon

1. One Xi Fang ACV
2. Four Li Peng Assault Guns (CS)

Artillery Platoon

1. One Xi Fang ACV
2. Four Mao Zhedung SelfPropelled Guns

Reconnaissance Platoon

1. Four Giap Anti-Grav Scout Vehicles

Tank Platoon

1. One Xi Fang ACV
2. Four Sections Comprised of the Following:
 - Four Zhu De Main Battle Tanks

Mechanized Infantry Platoon

1. One Xi Fang ACV
2. Eight Xi Fang APCs or IFVs (IFV stats below)

VTOL Platoon

1. Two Shunyao Ground Attack VTOLs (stats below)
2. Two Feng Doc Interceptor VTOLs (stats below)

Name	Spd	50	150	300	450	600	750	Armor	AA
Xi Fang MICV	280	75/13	60/11	45/9	30/7	15/5	-	8-6-4	2
Shunyao VTOL	450	80/18	60/16	40/14	20/6	-	-	7-5-5	-
Feng Doc VTOL	500	40/10	65/10	65/8	40/8	15/6	-	5-3-3	-

The Feng Doc doesn't have published stats just yet. I came up with these by comparing it to the Eurofed Caribou. The CDSU mini looks more compact – lending the impression of greater speed – and as the mini is labeled an interceptor, I tried to equip it with slightly lighter armor, but with firepower showing better “stand off” penetration. The CDSU Feng Doc is fast, and adept at killing other VTOLs, but is undergunned when dealing with ground pounding fighting vehicles.

The Shunyao is a ground attack aircraft based off the miniatures I have on hand (a pair of old Reaper Tsusiki models but micro armor versions of the A-10 Warthog will do).

The Xi Fang MICV (model available but no official stats) is a step up in terms of firepower over the standard APC. It's meant to address the disparity between AMREP and CDSU penetration values. At short ranges it can penetrate the armor of even some main battle tanks, but against the M-84 Kochte it needs a LOT of luck and a flank shot. Its increased firepower, which rates higher than any other troop carrier in the game, is balanced off by slightly lower than average fire control – the gun has stabilization issues.

Unit Philosophy

The CDSU QRF, or quick reaction force, is meant to exploit gaps in enemy lines, racing through to rear areas in order to strike at supply depots and enemy headquarters units. It can

also be used to establish roadblocks to disrupt enemy troop movements. It's light on tanks, but has ample VTOL support, recon assets in the form of its Giaps, and its IFVs help supplement its firepower.