

VARIANTS

Chaco

New Supply Rules

by Chris Perello

Bruce Farcau's *Chaco* game from *Command #12* is one of my favorites, not only because it's a great game, but because that war has long fascinated me. The one thing I would like to have changed in the game is the supply system, which I find unnecessarily tedious. The system also allows ahistorical moves of two kinds. First, both sides can support several simultaneous drives, using leader chains and CSPs to provide general and attack supply. This never happened; each army always had a single focus. The same mechanics allow the GHQ to remain far behind the front.

The new rules place more emphasis on each army's GHQ, make it more difficult to make supplied attacks at widely separated points, and force the GHQ to stay closer to the front line, stretching the LOC and reducing the flow of replacements.

Unless specified below, all rules are still in force. Do not use the Depot or CSP counters.

8.2 The Supply Table. On any turn in which the CSP result from the supply table roll (8.2) is 3 or more, the GHQ is in attack supply (place a single CSP counter on the GHQ as a reminder, or come up with your own method).

8.3 General Supply (change). General Supply can be traced only to a Supply Source or the national GHQ (if it is not OOS); there is no tracing to a friendly leader, or chaining of leaders to create a line of supply.

8.8 Depots (delete this section, do not use the Depot markers).

8.9 Leaders (delete this section).

8.10 Drawing General Supply (change). Units can draw general supply only from friendly supply sources and a GHQ (with LOC).

8.11 Attached Trucks (change). Instead of attaching trucks to points providing supply, attach them to the combat units tracing supply. An attached truck assists only combat units in its hex. A truck may not move during any turn in which it is attached for supply, even if the units it supplies move out of the hex.

8.14 Allocating Combat Supply Points (delete this section).

8.15 CSPs (delete this section, do not use the CSP markers).

12.12 Combat Supply (change). A unit defends at full strength unless it is isolated (see 8.13) at the instant of combat; if isolated, it defends at half strength. Defending artillery units must be in general supply to its GHQ at the instant of combat to barrage.

A unit attacks at full strength (or attacking artillery bombards) only if it is in general supply to the GHQ (only, not to any other supply source) and the GHQ is in attack supply; otherwise the unit attacks at half strength.

13.2 Artillery Barrage (change). Defending artillery units may barrage if in general supply to the GHQ. Attacking artillery units may barrage if in general supply to the GHQ and the GHQ is in attack supply.

Back To Iraq

by Designer Dorlon J. Elliott

Map Changes

As part of its counter-insurgency operations, the Iraqi army has been busy digging and draining recently, causing the following map changes. Get out your "White Out" and a blue marker.

The following seven marsh hexes have become clear hexes: 3223, 3227, 3324, 3325, 3326, 3327 and 3426.

Convert to "river" hexsides (actually drainage ditches) the six hexsides shared by the following hex pairs: 3224/3324, 3225/3324, 3225/3325, 3226/3325, 3226/3326, and 3528/3628.

The Marsh Arab unit that began play in 3227 is now considered eliminated at the start of play (make appropriate VP assessments).

16.34 Iraqi Commando Brigades (New Optional Rule) are corps assets and are often "attached" to divisions as reinforcements. To be attached to a (any) Iraqi divisional unit, a commando brigade must start the owning player turn already stacked with the division to which it will be attached. An attached commando moves with the MF of its attached division, and likewise takes on that division's combat capabilities. No more than one commando brigade can be attached to any one division at any one time. Attached commando units must always be the first step(s) removed from an Iraqi stack to satisfy combat losses. Commando brigades may be attached and reattached on a turn by turn basis, as the owning player sees fit. All normal stacking rules still apply for attached commando units and the other units in their hex.

Smithereens

Battle For Germany's Smithereens

A Two-Player Variant for Smithereens

by John Desch

Introduction. Due to popular demand, we've come up with a two-player scenario for *Smithereens* that's similar in play to the old-SPI classic, *Battle for Germany*. Unless specifically mentioned as a change in these special scenario rules, all original rules remain in effect.

3.0 Historical Scenario Set Up and Unit Control.

3.1 The Soviet player controls all Soviet, Yugoslav-Communist, and Western German Units. The Western Allied player (henceforth simply "Allied player") controls all Allied, non-Communist-Yugoslav, and Eastern German units. "Western German" units are all those assigned to the Western and Italian Fronts; "Eastern German" units are all the rest. Both players should orient all the units they control toward their side of the map when first setting up.

The "Western Front" consists of all hexes west of an including the dotted World War III start line running down the center of the map. The Italian Front encompasses all mountain and clear hexes south of the Alps (a line running from hex 1223 to 2228) and west of the dividing line mentioned above (the Alps are the mountain hexes in the vicinity of hex 2025). The Eastern Front includes all hexes east (and exclusive) of the WWII start line.

3.2 Set Up. The set up sequence is:

1. Deploy all units with printed hex locations on them in those hexes. Change the Allied Western Front set up as follows: US *5th Corps*: 1708, US *21st Corps*: 1712; US *15th Corps*: 1713. Hex 1814 is left unoccupied but is considered to start the game Allied controlled.

2. Set up the Western German "A" units as follows, or use rule 3.3 below.

Bulgeforce: The *272nd*, *277th*, *326th Infantry Divisions*; *3rd Parachute Division*; *3rd Panzergrenadier Division*; one FMO marker in hex 1908. The *1st SS*, *2nd SS*, *9th SS*, *12th SS Panzer Divisions*; *12th*, *62nd Infantry Divisions*, the *Führer Escort Division*; one FMO marker in 1809. The *26th* and *560th Infantry Divisions*; *15th Panzergrenadier Division*; *2nd*, *116th, Lehr Panzer Divisions*; one FMO in 1810. The *5th Parachute Division*; *276th*, *352nd Infan-*

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