

**FROM ST. LOUIS TO ST. LO  
PART 2**

**COMBAT EXPERIENCE**

One of the most difficult aspects of the game facing any wargames author is determining unit quality. By the very nature of combat itself, the combat effectiveness of any unit would wax and wane. Combat bought experience at the price of blood, but if the bloodletting was too great then too many 'green' replacements filled the slots left vacant by casualties amongst experienced personnel.

Defining unit quality or combat prowess is also bedeviled by the "Uncle Ernie" factor, i.e. "My Uncle Ernie was in the XXth Division and says they were the meanest fighting hombres ever!"

The combat record of US Divisions in Normandy was mixed. Previously untried units such as the 4th and 29th Infantry had trained hard, were well led and subsequently gave a good account of themselves. Others such as the 90th and 83rd Infantry Divisions fared less successfully. The 90th quickly gained a reputation as a 'problem' division and as recounted by Bradley himself "after three spiritless weeks, the 90th again fell on it's face when two companies surrendered and a battalion position fell". Meanwhile the 83rd lost 4,700 men in 12th days, with one divisional attack losing over 1,000 men for a gain of only 175 yards.

<b>U.S. CAMPAIGN EXPERIENCE</b>				
<b>NO. OF DAYS IN (ACTUAL) COMBAT</b>		<b>CROSSFIRE</b>	<b>BATTLEFRONT'S FLAMES OF WAR</b>	<b>OPTIONAL EFFECTS</b>
<b>Week 1</b>	<b>2+1xAvD</b>	<b>Green</b>	<i>Experience:</i> <b>Trained</b> <i>Motivation:</i> <b>Reluctant</b>	Stands/Teams <i>GoToGround</i> (FoW) <i>Hug the Ground</i> (CrF) immediately when fired upon & when ANY artillery fire.  During Week 1 ONLY: <i>PC -1</i> (CrF)
<b>Week 2</b>	<b>3+2xAvD</b>	<b>Green</b>	<i>Experience:</i> <b>Trained</b> <i>Motivation:</i> <b>Reluctant</b>	
<b>Week 3</b>	<b>3+2xAvD</b>	<b>Regular</b>	<i>Experience:</i> <b>Trained</b> <i>Motivation:</i> <b>Confident</b>	
<b>Weeks 4 - 6</b>	<b>10+2xAvD</b>	<b>Veteran</b>	<i>Experience:</i> <b>Veteran</b> <i>Motivation:</i> <b>Confident</b>	
<b>Weeks 6 +</b>	<b>From Thereafter</b>	<b>Veteran</b>	<i>Experience:</i> <b>Veteran</b> <i>Motivation:</i> <b>Reluctant</b>	Treat stands that <i>Hug the Ground</i> as <i>Pinned</i> (CrF).
Based upon the findings of US combat psychologists in Normandy, published in <i>The American Soldier: Combat &amp; It's Aftermath Vol.2</i> by S.A. Stouffer.				
<i>Flames of War</i> ratings are based upon those used in <i>Rules of Engagement</i> the beta version of the game. If you own the official published version, change accordingly.				

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Of the other VII Corps units participating in the fall of Cherbourg, the experienced 9th Infantry Division could start as *Trained/Confident* (FoW), but the 90th Infantry Division should either remain as *Trained/Reluctant* throughout or start on the table as *Conscript/Reluctant* before moving through *Conscript/Confident* and then *Trained/Reluctant*.

### **REPLACEMENTS**

Recent books that have sought to rewrite the previously documented poor performance of the US replacement system in WW2 only serve to muddle the issue. So, I will stick with a simple abstract system that works well.

At the end of each day of fighting on the tabletop, a number of eliminated stands/teams can be returned to the outfit. This represents those lightly wounded who have shrugged off their injuries, the stragglers and shirkers returning after the day's fighting and also includes a measure of re-squadding individuals within the fighting platoons and perhaps to a lesser extent, forward squadding extraneous heavy weapons and support personnel into the rifle platoons to make up the numbers.

The number of stands/teams that can be returned to combat is dependant upon the level of German resistance encountered:

- **Sporadic**        75% of eliminated stands/teams return
- **Stiff**            50% of eliminated stands/teams return
- **Determined**    25% of eliminated stands/teams return

No eliminated stands or command elements can be returned if the outfit fights through the night. There is simply no respite to reorganise.

No eliminated stands/teams are returned during the *Breakout* phase due to the tempo of operations. All losses suffered by the outfit stand.

*E Company 2/22<sup>nd</sup> Infantry finished the COBRA breakout with just 27 men out of an establishment of 168. Lt. George Wilson's platoon was left with five men plus himself out of the original 40.*

Unless you want to add dramatically to the campaign paperwork, replace all eliminated command elements in the same manner as the infantry stands/teams.

True replacements, that is, drafts of green individuals fresh from the replacement depots can only arrive and be incorporated into the outfit during 'Lulls'.

Roll 2xAvDx10% to determine what percentage of losses will be made good through replacements, i.e. die score = 6, then 60% of losses are made good by replacements.

All replacements received during lulls in the fighting are considered to be Week1 *Green* (CrF) *Conscript/Reluctant* (FoW). For each replacement stand/team, **Combat Experience** of the outfit as a whole is reduced by one day. Five days = one week.

EXAMPLE: A *Veteran/Confident* (FoW) outfit has been in combat for 5 weeks. During a 'Lull' it receives 10 stands/bases of 'green' replacements. This means **Combat Experience** of the outfit as a whole is diluted and goes back two weeks to Week3 *Trained/Confident*.

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<b>U.S. OUTTA T' LINE TABLE</b>		
<b>DIE</b>	<b>EVENT</b>	<b>EFFECT</b>
2		All quiet on the Contentin front. No Effect
3	<b>The Morning Hate</b>	The strongest platoon is on the receiving end of a Kraut barrage. Roll for effect 1x81mm Mortar Fire Mission; troops caught in open.
4	<b>The Morning Hate</b>	The strongest infantry platoon or an attached armour platoon is on the receiving end of a Kraut barrage. Roll for effect 1xMedium Artillery Fire Mission; infantry in cover
5	<b>Mail Call</b>	<b>+1 Motivation</b>
6	<b>Lickerred Up</b>	Any one platoon in a farm/village has been 'Likkerin' up' on the local 120 proof Calvados <b>+1 Motivation &amp; +2 Skill Tests (FoW)</b>
7	<b>Movie Show</b>	Roll 1xD6 again: <b>1,2,3</b> Western with Randolph Scott <b>+1 Motivation (FoW)</b> <b>4,5,6</b> War Movie with John Wayne <b>-1 Motivation (FoW)</b>
8	<b>Movie Show</b>	Movie with Betty Grable or Ginger Rodgers or Dorothy Lamour <b>+2 Motivation (FoW)</b>
9	<b>Eisenhower visits the boys</b>	Roll 1xD6 again: <b>1,2</b> Wined and dined at Regiment: <b>No Effect</b> <b>3,4,5</b> Cosseted at Battalion: <b>No Effect</b> <b>6</b> Make's it round to the ordinary Joes <b>+1 Motivation (FOW)</b>
10	<b>USO puts on a show 'Right Here!'</b>	Bob Hope, Marlene Dietrich, Mickey Rooney & Andrews Sisters <b>+2 Motivation (FoW)</b>
11	<b>Tank/Infantry Training</b>	Any team operating with armour gets: <b>+1 or +2 Skill Test (FoW)</b>
12	<b>Task Force</b>	A Task Force is created around your outfit, Roll 1xD6: <b>1,2,3</b> 1xTank Platoon, 1x Engineer Platoon <b>4</b> plus 1xAT Gun Platoon <b>5</b> plus 1xTank Destroyer Platoon <b>6</b> plus 1x4.2" Chemical Mortar & 1xAAAW Platoon
<ul style="list-style-type: none"> <li>• The results of the events apply to the next combat scenario only.</li> <li>• <b>Task Force</b> applies till end of the current campaign phase. Losses to attached units will NOT be replaced.</li> <li>• Effects have been suggested in <i>Flames of War</i> terms as these rules allow greater subtlety than <i>Crossfire</i>. Gamers for both CF and FoW may instead prefer to use the modifiers to influence the no.of days on the <i>Campaign Experience Table</i>.</li> </ul>		

Make one roll on this table for each 'Lull' created on the *Scenario Generator*.

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Prior to the start of each combat scenario, roll 2xD6 on the *US Pre-Battle Table* below and amend the scenario as necessary.

<b>U.S. PRE BATTLE TABLE</b>		
<b>DIE</b>	<b>EVENT</b>	<b>EFFECT</b>
<b>2</b>	<b>U.S. Artillery Falls Short</b>	1xFire Mission of friendly US 105mm guns falls on the leading US positions
<b>3</b>	<b>'American Luftwaffe'</b>	USAF planes strafe/bomb US positions. Give the German player a 'free' airstrike using US aircraft against the US player.
<b>4</b>	<b>Krauts fall back prior to barrage and reoccupy positions</b>	The Germans have anticipated the barrage and fallen back. When the shells stop, the enemy reoccupy their positions, and are now ready, cocked and waiting. <b>+1 Fire Dice (CrF) +1ROF (FoW)</b> i1st Game Turn only
<b>5</b>	<b>Aggressive Kraut patrols 'own the night'</b>	Roll 1xD6 <b>1,2</b> Your preparations for attack have been discovered. Enemy resistance increases by one level. <b>3,4</b> Kraut infiltrators attack forward positions during the night An attack by 3 SMG stands/bases on US platoon <b>5</b> infiltrators raid any one Heavy Weapons position <b>6</b> Kraut infiltrators disrupt/eliminate HQ
<b>6</b>	<b>Quiet Night</b>	
<b>7</b>		
<b>8</b>		
<b>9</b>		
<b>10</b>	<b>Aggressive U.S. night patrols pays off</b>	American patrols have built up an accurate picture of the enemy front-line. Germans must set up first, cannot use hidden placement or ambush
<b>11</b>	<b>Krauts are abandoning front-line</b>	U.S. attack catches enemy abandoning front-line. Germans set-up first, then all nearest U.S. elements must withdraw in 1 <sup>st</sup> Game Turn
<b>12</b>	<b>Krauts stunned by ferocity of TOT bombardment</b>	'Time on Target' bombardment stuns the enemy. U.S. get first move 'free' without opposition in 1 <sup>st</sup> Game Turn.