Extracted from GDW Chieftain: The British Army of the Rhine

Rule 34: Creating New Force Levels

This rule allows players to create new force levels for existing scenarios. Point values are assigned to all units and totaled, and the total is then compared to the scenario's base point value to determine a victory point multiplier. However, this system is not intended to be used in competition; players should not use it to "buy" their units before a game. The point values listed are only a rough guide, and the system is too open to abuse if players try to use it to their advantage. It is intended instead as a tool for balancing an impartially created force level. Ideally, several force levels should be created at a time in by an uninvolved third party or designed by players long before a game (before sides are chosen).

A. **Point Values:** Each type of unit is assigned a point value per step, representing a rough assessment of its game usefulness; these are given on the Unit Type Point Value Table.

The value of a unit is the total of the value of all its steps; thus, the value of a platoon is (usually) twice the value listed on this table. The total values of all companies, battalions, and regiments in **Assault**, *Boots & Saddles*, and *Chieftain* are given on the Unit Point Totals table.

The value of a force level is the total of the values of all units in the force level (including off-board artillery, shoulder-fired SAMS, and entrenchments).

In designing a force level, first determine which units are used and total their values.

B. **Base Point Value:** Each side in each scenario has a base point value; base point values for Scenarios 1-3 are given below.

BASE POINT VALUES

Scen.	NATO	Soviet
1	400	600
2	1200	1200
3	2000	1350

C. Victory Point Multiplier: To determine a force level's victory point multiplier, divide the scenario's base point value by the force level's total point values and round off to the nearest tenth (round 0.05 up). For example, if a Soviet force level in Scenario 1 totals 814 points, the victory point multiplier = 600/814=0.737=0.7. If the multiplier is greater than 5 or less than 0.5, add or subtract units until the multiplier falls within those bounds.

D. Other Considerations:

1. *Doctrine:* Force levels 1-12 are all based on NATO and Soviet Doctrine. The briefing notes provide a rough guide to what's reasonable, although almost anything can arise in the confusion of combat.

2. *Entry and Dummies:* Entry times are not very important to game balance unless one side has a very strong advantage for a very long time, for example if one player receives all his troops on turn 1 and the other receives none until turn 9. Dummies can make up for much of this by disguising the true situation. Force levels 1-12 are arranged in groups which receive the same number of counters as reinforcements each turn – some dummies and real units. This means that a player can't tell what force level the enemy has from the quantity of reinforcements. This should also be kept in mind in designing new force levels: use dummies to disguise the situation and try to match the number of counters appearing each turn to other force levels. Dummies have no point value.

3. *Off-Board Artillery*: This may be varied with the force level; if any is assigned, its value must be added to the force level. Some scenarios place restrictions on off-board artillery; in such cases, the unit's point total should be reduced. In Soviet Scenario 2, the off-board artillery costs victory points to deploy; if this restriction is used, divide the artillery's point value by 2. In Soviet Scenario 3 (in **Assault**), the BM-21 battalion is restricted to one or two missions; in the first case, mul;tiply its value by one-third; the second, multiply by two-thirds.

4. *Shoulder-Fired SAMs:* These missiles may be used, depending on whether or not the force level is intended for use with helicopters. If used, their values must be added to the force level.
5. *Entrenchments*: These are determined by the scenario, and their point costs must be added into each force level.

E. Victory Conditions (Optional): The point values can also be used to refine the victory conditions. Whenever a scenario gives two victory points per enemy step eliminated, use the step's point value divided by 5 instead; when the scenario gives one point per step, use its point value divided by 10.

Section II, Scenarios

This module updaters victory modifiers for **Assault** scenarios and adds Scenario 4.
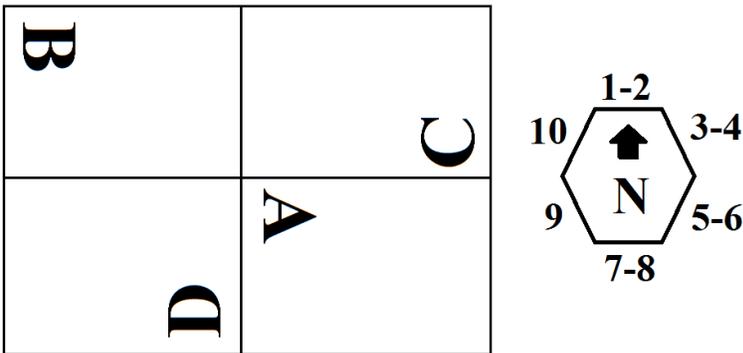
Victory Multipliers

Force Level	Scenario 1 NATO	Sov.	Scenario 2 NATO	Sov.	Scenario 3 NATO	Sov.
1	.8	1.4	1.3	.8	.9	1.3
2	.5	1.2	2.4	.7	.9	.5
3	1.2	1.6	1.3	.7	1.0	1.2
4	.4	1.3	3.4	.6	1.2	1
5	1.2	.9	1.6	1	1.2	1.2
6	1	1	1.9	1	1.4	1.7
7	1.1	1.7	1.4	1	.9	1.9
8	.7	1.4	2.1	.7	.9	1.2
9	.8	5.5	.9	.6	.7	.8
10	.7	3.2	1.2	1.4	.8	1.2
11	.5	1	1.1	2.1	1.4	2.3
12	.6	.9	1.3	1.3	1	1.4

Scenario 4: Breakout from Encirclement

NATO Information

Description: In the aftermath of a NATO counterattack, a Soviet force has been pocketed. (Alternate scenario: a *desant* unit has landed behind NATO lines, and reserves have contained the airhead). The NATO player must prevent a breakout toward Soviet lines and begin the reduction of the pocket.

Maps and Wind Direction: The maps are laid out and wind direction determined as shown in the accompanying diagram.

Victory: Victory points are awarded for the following:
For each step of Soviet units eliminated: 2 points.
If no Soviet AFVs exits the east edge of the map: 25 points.
Total Scenario Length: 18 turns.
Off-Board Artillery: As determined by force level.
Command Ratings: Generate command ratings for 18 HQs and 2 TOCs.
Initial Deployment: Initial units may be deployed, under cover if desired, anywhere 15 hexes or more from hex 3201, Map D.
Entry: Most units should start on the map. Other units may be slated for entry on any board edge during turns 2, 4, or 6.
Base Point Value: 1500.

Soviet Information

Description: Premature initiation of the the pursuit phase followed by a NATO counter-attack has cut off Soviet forward elements. (Alternate scenario: a *desant* unit has landed in the midst of an unexpected concentration of NATO forces). The Soviet player must break free of the encirclement, toward Soviet lines if possible, with minimum losses.

Victory: Victory points are awarded for the following:

For each step of NATO units eliminated: 2 points.

For each step of Soviet AFVs exited off the east map edge: 4 points.

For each step of Soviet AFVs exited off the north edge of Map C or the south edge of MAP A: 2 points.

For each step of Soviet AFVs exited off any other map edge: 1 point.

Total Scenario Length: 18 turns.

Off-Board Artillery: None.

Command Ratings: Generate command ratings for 6 HQs and 1 TOC.

Initial Deployment: Initial units may be deployed, under cover if desired, anywhere within 10 hexes of Hex 3201, Map D.

Entry: All Soviet units start on the map.

Base Point Value: 1000.