

## 1997 Repl & Vanity Counter Explanations

We have a number of interesting vanity counters this year—thank you to all who participated. Here are the rules/snippets/titles for each:

**1) Dean/Bulldog**—If you're fed up with whining rules solicitors, people who are constantly complaining about how they are losing the game due to bad dice rolls; disgusted with opponents who say “neither side can win”; and outraged by playing against a guy who plays one turn of a short scenario and then claims the game stinks to high heaven because of imbalance, then the Dean/Bulldog Chit is for you.

It functions similar to the old TCS Mulligan Chit. It can be used in any wargame, not just Gamers' Brand games. The only requirement is that you have a whining, self-serving rules-lawyer for an opponent.

To use the “Mulligan Chit with an Attitude”, simply roll the die before play to see which player gets it first. During play, the player with the Bulldog in his corner can call on “Dean” to deal with his spineless girly-man opponent anytime he feels illegitimate whining is going on. Flip the chit into the air and look to see which side it ends up on. Roll the die on the appropriate table below to seem what Dean's response is. The player can feel free to yell out Dean's answer to the crybaby (accompanied by any desired verbal abuse). Give the chit to the other player at this point. All decisions of “Dean” are final, and those who have been blessed with a Deanism cannot whine about that subject again for the rest of the game.

(These are <very> loosely based on the actual words of the legendary game designer himself.)

(For those who are wondering already, this was submitted by Will Volny. I did not write this up myself—Dean)

### **Bulldog Side**

- 1—No thanks, been there, done that, got the video.
- 2—Then again, maybe it's just a typo.
- 3—Do try to stick to the facts, not wild and imagined crises. You are playing like an idiot. Stop it.
- 4—Go whine to another game company, life is too short for this.
- 5—So, I suppose I should make all my games ‘nice’ for you?
- 6—Wah! Way! My opponent huuuurrrrrttt me!! (Spoken in a loud whining voice)

### **Dean side:**

- 1—Are you done yet?
- 2—Get over it!
- 3—Put the dice down and step away from the table before you hurt yourself.
- 4—Good idea!! (sarcasm), do it again...I'll pay you for it!
- 5—If you play like that, you **should** lose.

6—Make great sense to me—NOT!

**2) Cigarette Counter**—This counter is for DAK. In the research it was discovered that the Allies abandoned to the approaching Axis armies a dump in Benghazi filled with 7 million cigarettes. When the Italians captured it, they burned it in an act history records as nothing more than “hot-boxing of seven million squares”. But what if that had not happened? Would Axis victory be assured as a result of the increased morale? In order to find out, place this counter in Benghazi the turn after the Allies first capture it.

The Cigarette counter is like any other 1T SP marker except for the following:

- While the dump remains in British hands, it cannot be moved. When the Axis recaptures Benghazi, this dump is automatically captured (no die roll).
- If an Italian unit captures it, that unit, the smokes, and a truck must immediately move to the Brothel unit. Upon safe arrival, the Axis player gets 1 VP.
- If a German unit captures it, the smokes must be moved to the DAK HQ (no escort needed). This gives the Axis 1 VP.
- If a previous owner has 1 VP due to capture of the dump, that VP is lost if the dump is recaptured by the other side.
- If the dump is retained by the Allies for the entire game, they get 1 VP.
- Neither side can ever get more than 1 VP in this manner.
- The side holding the dump at the end of the game loses 1VP due to the long term effects of

Alternatively, the back of the counter can be used to show that no smoking is allowed at the game table...

**3) The Volny Brigade**—This is a replacement for the Czech Counter in DAK. Dean did an almost perfect job researching DAK. In fact I only noticed one glaring error: the Czech unit was solely mis-represented. I went to several primary sources to get this sorted out; I asked my brother about it, and I asked him to ask our relatives in the Czech Republic about the history of the Czech unit. Knowing that it is important to get more than one source, I knew a neighbour who had a Czech last name. He told me he once read a book about Jan Hus, so he knows his Czechs.

Each of these sources reported some amazing history about the Czechs in the North African Campaign, or as the Czechs themselves like to call it “Our Adopted Fracas.”

First, although the unit is not motorized in any way, they trained themselves to march as if they had legs of steel. This accounts for the tracked MA in Combat Mode. In Move Mode, they are running too fast to the rear to care about wasting supplies like that <oops>...

Czech Morale is and always has been world famous. I talked to a guy who served in the Czech military. He told me that while attacking at odds as low as 10:1, the Czechs would never have thought of breaking (although at worse odds, such as 9:1, the Czechs had the common sense to think of their own skins (and saving them) first...).

There was one noted occasion when the Czechs came across the Italian Bordello unit. The Czech men performed their duty in exemplary fashion. I can just imagine the shouts of “Pork and Dumplings!” which is the Czech equivalent of the Range “Hooah!” It is said to this day that several Italian women “never went back.”

This historically accurate counter should go a long way toward calming the storm Dean created in the Czech community. Play DAK with this unit and you’ll see real history come alive. The early Allied victory

you'll achieve would have been the historical result had not the Czechs been held down by the insecure Brits.

**4) Can o' Whupass**—This counter is usable in any Gamers' brand game. Only one can allowed per game. Roll the die to determine who gets first use. The object is to sneak the can into one of your stacks and then surprise your opponent with its use. Declare usage (loudly) when appropriate (see below). Flip the counter to the open Can of Whupass. After use, the can passes to the other player.

**Can o' Whupass (C-o-W) Effects—SCS:**

- Shift combat table odds three columns in your favor.

**TCS:**

- Usable only in offensive Assault and Combined Assault.
- Attacking stack takes losses from fire combat normally, but ignores any required morale checks.
- Assault sequence is reversed so that Attacker fires first and defender checks morale first.

**OCS:**

- Automatic surprise, 6 columns in your favor.
- 5 extra DRM in your favour.

**CWB:**

- Usable only in offensive Close Combat
- Attacker's Morale check is automatic Blood Lust, which cannot be lost during the Close Combat.
- Leader Loss rolls are changed to 2-3 Killed. 10-12 Wounded for the side using the C-o-W.

**NBS:**

- Same as CWB, except that it also includes Cavalry Charges.
- That is, any charging cavalry maintains its BL status to fend off reaction charges and allow the charge to continue into adjacent "follow on" hexes.
- Leader loss roll for the C-o-W side is 45, 55, and 66.

**Optional:** The Can o' Whupass is not usable by any Yankees in the CWB (hell, I've had to explain it in long drawn out detail to every Yankee I've ever met.)

**5) OCS German Jets**—Use these in any OCS game, just for fun. **Important hint:** Don't base the Me-163's in Crete during a game of DAK...

**6) Menig Counters**—No special rules.

**7) 116 AT Bn**—Use in any Eastern Front OCS game.

**8) Disaster!**—No special rules.

**9) Griffin**—Use to replace Barnes in Thunder as an option.

**10) Chatto**—No special rules.

**11) Condom Counter**—This represents the shipment of condoms into the Stalingrad Pocket late in the airlift. This is a 1T supply marker that cannot be used for anything, but must be sent into the Stalingrad Pocket during one of the last airlifts available during a game of EatG. While it has a "used" side, this is not needed for play.

**Optional:** The condom counter can be teamed up with the Bordello in DAK for additional “effects”.

**12) Nuts!**— Used only in campaign games of Ardennes. The German player may demand the surrender of Bastogne any time the Allied units in Bastogne cannot trace supply to a map edge. The demand must be made in the German Movement Phase (not Exploitation) and can only be made once in a game.

If the American player agrees to surrender (yeah, right!), all Allied units in Bastogne are removed from play. If he refuses, Nuts! is declared and place the Nuts! counter atop the Bastogne hex. If the German player takes Bastogne after Nuts! has been declared, and holds it until the end of the game, he gets 2 additional VPs for the town. If he takes it, but then losses it later, he gets 1 VP. If the German player never takes Bastogne, after Nuts! has been declared, he loses 1 VP.

**13) v.Fox KG, Clere Counter**—No special rules.

**14) Opponent’s Brain**— Supply your enemy with this, in case he needs one or does something particularly stupid.

**15) Perry’s Dice**—For use only by Perry Andrus.

**16) Hood’s Texans, Swynyard’s Brigade, Cameron Leader, Heller Halftrack, Woody, Schaaf, Stewart, and Barnhart Leaders**—No special rules.

**17) TCS Fire Truck**—Engine 230 cannot operate off-road unless the ground is considered firm. If ever off-road, roll one die, on a 1-3 the engine sinks to its axels and is removed from play. If in range, Engine 230 can blast targets with its deck gun (large pre-mounted nozzle) and can project diesel-flooding volumes of water into AFV air intakes and knock infantry off the ground causing bad sprains and bruises. Crew served weapons are blinded by its fire. This means AFVs become immobile for the rest game, infantry unit become suppressed, and Weapons units become paralyzed. The Engine can fire like this three times.

Although staffed with a world-class crew, as an AFV Engine 230 is terrible.

**18) Sapara B-25**—For use in Tunisia in memory of Greg Sapara’s late father (photo on back) who was there.

**19) Iron Brigade Counter**—No Special Rules.

**20) Marseille and Rudel Counters**—Marseille is for DAK, Rudel is for any Eastern Front OCS game. Stack these counters with any air unit of the same type. They “tag along” with the desired air unit and are only killed if their unit is destroyed (once assigned, they cannot change air units). Marseille adds one to the dice roll of air to air combats for which his air unit is used. Rudel adds one to the barrage table die roll (any one being used) of any ground strike to which he is involved.

#### **Other Counters:**

- SPII Errata Counters—Remaining ones forgotten last year.
- Gaines Mill Errata Counters—Two that were incorrectly printed.
- No Better Place to Die Cavalry—With “Plus” weapons symbol missing on the originals.
- Generic CWB Repls—Can be used whenever a Repl is needed and none are available.
- Remaining TCS Artillery Markers—These finish out the set from last year (for Hunters).
- TCS Air Sortie Markers. These are for all the older TCS games where such markers were not supplied.
- Kellerman—Brigade commander for Marengo. Kellerman’s greatest day.
- AT Brigades for Hube’s Pocket—These are frontal assets. Assign and set them up as follows:

1 Ukrainian Front: 22, 23, 24, 32, 8 Gd, 9 Gd

2 Ukrainian Front: 2, 6, 11, 31, 33, 34

In scenario 5, remove the 31 AT Brigade.

- Generic KG Markers—These can be used with any OCS games (except DAK which has its own). Use the DAK rules regarding KGs and supply the German player with all of these or one per corps HQ in play (whichever is less).
- Steiner's Platoon—This unit is for EatG but can be used with any OCS Eastern Front game. It represents the combat unit made famous in the movie *Cross of Iron*.
- GD, LAH, and Wiking—These update the popular SP variant from OPS #6 to the counters needed for SPII.
- OCS breakdowns—These allow various Axis units to break down while conforming better to their parent unit's AR. Also, the Italian Breakdowns can be used in DAK for 2, 3, or 4 rated Italian Divisions.
- CWB Bridge Markers—These can be used anywhere, but were made to help keep track of the bridges in Gaines Mill.

As of right now, I am unsure if we will sell vanity counters again next year. The investment in time and effort to create these was in no way compensated by the \$20 charged and few seemed interested in paying the \$50 we charged the year before—an amount that makes the project economically worth while. I am unsure of what to do about this matter.