

# Look Away!

Addenda as of Nov. 27, 2012

## The Map:

The town of East Point (hex 1526) is not so labeled.

Dug Gap (4909) is mislabeled. Dug Gap is actually the passage through the mountains from Tunnel Hill to Dalton. The gap labeled as Dug Gap is actually Ship Gap.

Astute observers have pointed out that Rome (hex 3607) is actually located east of the minor river (the Oostenaula) shown. However, the local topography (too tight to show at this scale) has Rome pretty well protected by water obstacles along its eastern side, so the town was bumped to depict this fact.

## The Counters:

The head depicted on General (and Bishop) Leonidas Polk's counter is actually that of his younger nephew, Lucius. The numbers on the counter are otherwise correct. (Lucius Polk, of course, never held a corps command.) A corrected counter, along with some extra markers for the game, was supplied in Against the Odds issue #26.

## The Rules:

**3.2.4 Leaders and Administration (clarification):** The overall number of Admin Points present in a hex is equal to the sum of all the leader's AR values in the hex (this is important, for example, in determining how many Guns the force may have under its control). However, typically only the Overall Commander (OC) in the force may issue orders for the force, requiring the expenditure of his own personal supply of Admin Points. So in practical terms, it is only necessary to track the OC's supply of Admin Points throughout the turn.

**13.2 Foraging (tactical tip):** Foraging is a powerful tool in this game, much more so than in other games of this series. Even one good minimal result on the Foraging table for a concentrated army could save it 8 to 10 WEPs. Don't overlook it.

**14.3.3 Other WEP Sources (correction):** While in other games of this series, a player can capture WEPs off the opposing player, players cannot do so in Look Away!

**14.4.3 Special Recruiting (omission):** The rule is in-complete as stated. Roll the die and consult the Foraging Table (FT) as per 13.2, but only an "Own" result with a number (1-4) beside it will generate a Recruit Replacement Step. Regardless of the number beside the

"Own" result, only 1 Replacement Step is received. Any result without a number means no Recruit Replacement is received (and the WEP is wasted).

**16.1.4 (clarification):** Remounting requires a Leader to issue an order (costs 1 AP) per force seeking remounts (roll a 5 or 6 for each individual unit in the force to succeed).

**14.7.4 Railhead Advance (clarification):** The Union player can use two (or more) Engineers on the same stretch of track, all starting two hexes apart, and thereby repair 4 (or more) hexes in a single turn.

## The Scenarios:

**19.1.1 (correction):** Confederate Leader KELLY should start with 1x 2-Cavalry Brigade and 2x 3-Cavalry Brigades (R).

**19.1.2 (correction):** Add Leader FRENCH and his 3 brigades as Turn 4 reinforcements in Scenario 1 at Rome (3607).

**19.1.3 (omission):** At start, the entire rail line from 6701 to 7016 is Union controlled, and then the line extending south from hex 6705 to Ringgold (6209) is also Union controlled.

**19.2 (correction):** This scenario starts on turn 5 (not turn 4). The Turn Record Track on the map is correct.

**19.2.1 (correction):** Confederate Leader KELLY should start with 1x 2-Cavalry Brigade and 2x 3-Cavalry Brigades (R). Also, delete the entry for Confederate Leader CANTEY in the Leader Pool

**19.3.1, 19.4.1 and 19.5.1 (correction):** In all three of these scenarios, Confederate Leader KELLY should start with only 2x 3-Cavalry Brigades (not 3x).

**19.4.1 (correction):** Disregard the references for the second Confederate Engineer Supervisor with CHEATHAM (2028) as he only gets one, as well as the Engineer Supervisor in Atlanta (should be none present).

**19.5.1 (correction):** Disregard the references for the second Confederate Engineer Supervisor with HARDEE (1728) as he only gets one, as well as the second Engineer Supervisor with S.D. LEE (2026) and the Engineer Supervisor in the Atlanta Defenses (should be none present). Also, in the set-up at hex 1525, change Leader LORING to FEATHERS. LORING is in the Leader Pool as stated with a -2 Wound marker on him.

# Biafra!

Addenda as of Dec. 17, 2013

## Counter Abbreviations (clarification):

ACHUZ: Achuzie  
BOFF: Biafran Order of Freedom Fighters  
INTRVN: Intervention  
NZEOG: Nzeogwu  
ONWEA: Onweatuegu  
RECGTN: Recognition  
STEIN: Steiner  
WILL: Williams

**2.2.1 Federal Sea Movement:** (change) Terminals [T] on the map are considered to be Ports as well.

**4.1 Sea Movement Capability** (clarification): The Federal player cannot move a unit by sea to Port Harcourt unless Bonny is under Federal Control.

**5.2 Federal Activation** (correction). 3 Federal Division units activate with a modified DR of 4 or 5 (not 3 to 5).

**7.0 Aircraft Assets** (clarification): These can be used once per turn; attack OR defense. Use them wisely....

**7.3 Strategic Missions** (omission): While each bomber or fighter normally resolves its attack separately, a fighter may combine with a bomber adding their DRMs for a single attack to improve chances.

**Example of a Strategic Air Mission:** *Suppose the Federals are Strategic Bombing with one DC-3, two IL-28s and one Mig-17 (this must have been based within the 8 hex limit of a Biafran held airfield as stipulated in Section 7.3). The Biafra player is defending with two AA units. Both players arrange their units off-map. Each bomber resolves its attack individually. To give the DC-3 any chance at all the Federal player needs to allocate the Mig-17 to go in with it to give its +1 DRM to offset the DC-3's -1 DRM (it would hit on a 6). The two IL-28s will go in alone. The Federal player could have left the DC-3 on its own (making an effectual diversion with a risk of losing it) and had the Mig-17 perform a bombing run with its own +1 DRM. If the Biafran player had a bomber (Rosen? hint, hint) then the Federal player would also be faced with deciding to hold back the Mig-17 for Patrol purposes (i.e. imposing a -1 DRM on the Biafran bomber). Luckily for him he has uncontested air supremacy and this is not an issue this turn. The Biafran player rightly fears the two IL-28s the most (due to their +1 DRM). He allocates his 2 AA units against these, 1 each to cancel-out their +1 DRM. He could have doubled up these AA units against a single IL-28 instead, making one them face a -1 DRM in its attack. He could also have allocated one or both of the AA units against the DC-3 making it face a -1 or -2 DRM in its attack (potential dead meat there). The Federal player would then roll 3 times for the bombers that are attacking; once for the DC-3 and once for each of the two IL-28s (all with net DRMs of 0).*

**8.0 Combat** (clarification): Units can attack across rivers in the wet season but only along roads i.e. over bridged hexsides.

**9.0 Mobilization** (deletion): Disregard the wording about the initiative player going first when mobilizing new units. The Federal player always goes first when determining and declaring mobilization expenditures.

**10.0 Biafran Endurance** (clarification): The fall of an Ibo town/village causes the 1 point reduction in the Biafran Endurance Level only once in the game for each. Additionally, should a village/town be recaptured there is no increase/restoration of the lost Endurance Point by the Biafran player (the residents have become refugees and/or lost faith in the cause).

**11.2 Biafra's Mercenaries** (clarification): The Von Rosen unit is the MFI-9 Bomber.

**13.2 Biafran Set-up** (clarification): Use one of the grey Armored Car units backprinted with the Federal flag for the Biafran Armored Car specified.

**Combat Results Table** (clarification): Attacks at odds worse than 1:2 are not allowed. Odds greater than 4:1 are treated as 4:1.

**Bombing, Interception Table** (correction): Disregard the "in target hex" notation for the Anti-Aircraft DR Modifier.

**Random Events Table:** Use 2D6 (not a D12) to determine a Random Event for the turn. Disregard for now the DR result of 1 (this is a holdover from play testing, but could come back in a future variant). Also, the foreign intervention random event states, "this event only occurs once". However, *each* of the three outcomes of the event (Soviet intervention, French help, and British observers) all happened in reality. So, change it to say "each *individual outcome* only happens once, ignore if it has occurred before".

## Biafra! Variants and Ideas by Paul Rohrbaugh

The following variants can be used to explore additional "what ifs" as well as introducing a bit more historical detail to the game.

**Combat Results Table** (variant): Instead of the +/- 1 DRM for an Armored Car, this asset instead provides a 1 column shift for the owning player (left when defending, right when attacking) except in Jungle Terrain or when attacking across a river in a Wet/Extra Rain turn (doesn't count at all).

## 7.0 Aircraft Assets (variants):

**AA Tactical Support.** An Anti-Aircraft asset can be used against enemy air units that are used to provide tactical support in the hex the asset occupies or any that are adjacent. Before the combat is resolved the player rolls a die for each enemy air unit to see if it survives the AA fire. Modify the DR as follows:

- -1 if firing on unit in adjacent hex.
- +1 if a Wet weather turn (aircraft have to fly lower to locate and hit their targets).

If the modified DR is 4 or 5 the air unit aborts its mission and returns to base (has no effect on the upcoming combat). If the DR is 6 or more the air unit is eliminated and has no effect on the upcoming mission. Any result of 3 or less and the air unit is unaffected by the AA fire and supports the combat normally.

## 9.0 Mobilization (variants):

Select new Federal infantry units at random from a cup or mug, so put eliminated units in the "draw pool". This will make it a bit more "interesting" as the Federal player won't know for sure from what division(s) the new units will arrive at the front.

Allow the Biafran player to purchase additional Armored Cars, and also Mig-15 Fighter assets (at the Federal rate) once the O.A.U. Recognition Random Event or Major Power Intervention (with second DR of 5 or 6) is rolled, or if the Biafran player elects an illegal airlift with the Red Cross/Church Intervention Random Event.

**Note:** The Biafran player cannot have more than 2 Mig-15 air units in play if this optional rule is used.

**11.2 Von Rosen** (variant): The B-25 Bomber unit can have its -1 DRM for a Strategic Mission changed if the Von Rosen air unit (MFI bomber) also performs a Strategic Mission. In this case the Von Rosen air unit's DRM is reduced to +2 and the B-25's is changed to +1 (this represents the increased training and supplies for the rest of the Biafran "air force").