

# Look Away!

Addenda as of Sept. 1, 2020

## 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 ATO issue #26.

## The Rules:

**3.2.4 Leaders and Administration (clarification):** The overall number of Admin Points (APs) 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 APs. So in practical terms, it is only necessary to track the OC's supply of APs 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 incomplete 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 "Own" result without a number means no Special Recruit Replacement Step is received (and the 1 AP to issue an Order 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 Sept. 1, 2020

## The Rules:

**1.0 Introduction** (clarification): Asset pieces are: Aircraft, Anti-Aircraft, Armored Cars, and Artillery. Note that the last two can only move on the map when stacked with a combat unit.

**Counter Abbreviations** (clarification):

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

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

4.0 Sea Movement (clarification): Ship counters remain in port when not in use. If Biafran units capture a port with a Federal ship in it, the ship is eliminated.

**4.1 Sea Movement Capability** (clarification): Each Federal ship may carry 1 infantry bde. Federal player cannot move a unit by sea to Port Harcourt unless Bonny is first placed under Federal control.

**4.2 Amphibious Attacks** (clarification): Federal units can land at an unoccupied port or terminal, but not at empty seacoast hexes.

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

## 7.0 AIRCRAFT AND ANTI-AIRCRAFT ASSETS

*Note: All of Module 7.0 and its subsections has been rewritten and presented below to fully document air power and air defense.*

Aircraft assets have special rules. They come in three kinds: fighters, bombers, and helicopter (which is treated as a bomber but has the range of a fighter (8 hexes). Aircraft may be used either tactically to support friendly land units in combat (see Module 8.0) or they may be used strategically to reduce the enemy's resource points (see Module 9.0). Anti-Aircraft assets are kept off the map and used to defend against enemy aircraft making strategic bombing attacks. Note that each Air and Anti-Aircraft asset can only be used once per turn; whether on attack OR defense.

**7.1 Aircraft Basing:** When not in use all aircraft assets are based on friendly airfield hexes (no stacking limits). During the land movement phase they may change their base to a new friendly base (including captured enemy bases). This does not impair their function for that turn. Enemy air units have no effect on base changes. If enemy units occupy the airfield hex, any aircraft assets in that hex are eliminated.

**7.2 Tactical Missions:** Aircraft operating tactically during the turn are kept on a friendly airfield hex until the Combat Phase. During either side's combat phase, a bomber (but not fighters) may fly any distance (helicopter range is 8 hexes only) from its airfield to aid the attacker or defender as the case may be. Each bomber shifts the final combat results column in the owner player's favor. Opposing enemy bomber units have no effect on each other than to negate any favorable column shifts for the opposing side on a 1 for 1 basis when both are in the same hex during combat.

**7.3 Strategic Missions:** To use any bomber or fighter aircraft asset strategically, remove it from its airfield at the end of the owning player's Movement Phase and place it off-map. At the end of a player's combat phase, after all land combat is resolved, the owning player resolves all strategic attacks. Both players may use their

available bombers and fighters (if any) to (abstractly) attack enemy cities and towns across the map and thus reducing enemy resource points, or assign their fighters (if any) to instead Patrol their airspace. Fighters assigned to Patrol must be based within eight hexes of an enemy controlled airfield (it need not be occupied). Before any strategic bombing is resolved, the patrolling player may then roll on the bombing/interception table for each fighter asset on Patrol. The player attempting strategic bombing then rolls on the bombing/interception table for each surviving bomber (or fighter) asset to determine the result. While each bomber or fighter normally resolves its attack separately, a fighter may combine with a bomber adding their DRMs together for a single attack to improve chances. After all rolls for strategic missions are made, all aircraft assets are returned to their base airfield. If that airfield was occupied by enemy units, it may relocate to another friendly airfield, otherwise it is eliminated.

*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 of them face a -1 DRM in its attack. He could also have allocated one or both 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).*

**7.4 AA Assets:** Only the Biafran player has AA assets (representing general air defenses across the country). As each AA asset is acquired, it is simply kept off the map (called being in Strategic mode). AA assets passively defend (no shooting back) by minimizing the results of enemy strategic bombing attacks by reducing their die roll results. AA assets can also be used to satisfy losses in lieu of losing resource points. Otherwise they cannot be affected. See the Variant rule 7.5 below for the option to also use AA in a Tactical mode on the map.

**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.

(clarification): Once a player's unit(s) occupy (or are the last to occupy) all of a resource complex's (the terminal and 4 well) hexes, there is no lag time to use it. Players may start rolling for Resource Points in the next Mobilization Phase. Units may subsequently leave hexes making up a resource complex but the player can continue to earn Resource Points till the other side grabs at least one hex of the complex.

(clarification): During this phase, the Biafran player decides whether to place his AA assets on the map (for Tactical Air Defense) or off the map (for Strategic Air Defense) for the following turn.

**10.0 Biafran Endurance** (clarification): Loss of each orange Biafran city (circle) or town (square) causes a 1 point reduction in the Biafran Endurance Level once per game for each. If an orange

town/city is 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. Note that actual Biafran armored car pieces were printed in the ATO 2014 Annual.

## The Charts:

**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 playtesting, 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.

**7.5 AA Tactical Support (variant):** When using this variant, the Biafran player is allowed to deploy his AA assets on the map to provide AA support against Tactical mission by aircraft. During the Mobilization phase, the Biafran player decides whether to place his AA assets on the map (for Tactical Air Defense) or off the map (for Strategic Air Defense) for the following turn. The player may allocated his AA Assets differently each turn. If on the map and alone in a hex, an AA asset is eliminated if an enemy unit moves through it. An AA asset on the map can only be used against enemy air units conducting a Tactical mission in, or adjacent to, the hex the AA asset occupies. Before the ground combat is resolved the Biafran player rolls a die for each enemy bomber to see if it survives the AA fire. Modify the DR as follows:

- -1 if firing on a bomber 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 enemy bomber aborts its mission and returns to base (has no effect on the upcoming combat). If the DR is 6 or more the enemy bomber is eliminated and has no effect on the upcoming mission. Any result of 3 or less and the enemy bomber is unaffected by the AA fire and provides the favorable column shift in the ground 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 a 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").

**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).