

40.1 Russo-Balt Armored Car: In 1914, the Russian Ministry of War ordered the creation of a reconnaissance and support company equipped with MG-armed light armored vehicles. The chassis of the Russo-Balt 24/40

limousine was selected as the basis for this vehicle. Thin armor plate was riveted on at the Izhorsky Works in St. Petersburg to form the body, and three Maxim 7.62mm Model 1910 machineguns—two on fixed mounts, front and rear, and a third that could be relocated between the port and starboard sides—served as the vehicle's armament. A crew of five accessed the interior via side and rear doors as well as via a two-piece lid on the roof of the vehicle. These vehicles, which proved to be underpowered and underarmored, equipped the 1st Automobile Machinegun Company.

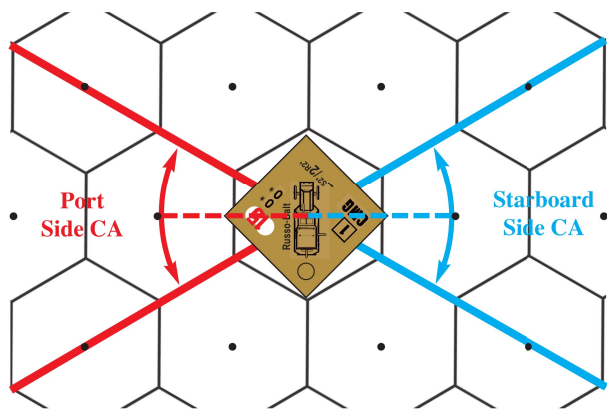
†A small arms attack vs this vehicle that would (if it were ordnance) be treated as a hull hit (C3.9) checks for Immobilization on the ★ Vehicle line of the IFT with a +1 DRM; if the Final DR is ≤ the Kill Number listed for the IFT FP column used, the vehicle is Immobilized, as signified by "S/A HH p. Immob." on the counter.

†Due to its poor off-road performance, all off-road movement by this vehicle is subject to a Secret Bog DR/dr as if Mud were in effect (D8.23), as signified by "off-road Mud Bog" on the counter. If Mud or Deep Snow actually *is* in effect, add +3 to the Bog DR.

†The CMG may not fire outside of the VCA and the Rear CMG may not fire outside of the rear VCA, as signified by "(r)CMG: (R)VCA only" on the counter. Otherwise, they are treated as a normal CMG and a normal Rear CMG.

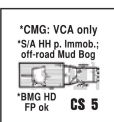


†The Russo-Balt has one hull-mounted two-FP MG that must begin play mounted in either its Port or Starboard *side*, as signified by "S2" and "side MG P/S CA" on the counter. It has a Normal Range of eight hexes and may be repositioned between the vehicle's Port and Starboard sides at the end of any friendly fire phase (not MPH) in which its Inherent crew could have fired the MG (even if malfunctioned) but did not. Use a P/S TCA counter on the appropriate side to indicate its current position. The MG may fire only at a target that lies within the side CA (no CA-change DRM apply to such fire [EXC: VCA-change DRM]) per the following diagram:



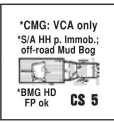
NOTE 40.1

Russo-Balt Armored Car



40.2 Mannesmann-Mulag Armored Truck: In late 1914, a number of Mannesmann-Mulag trucks were armed and armored for employment against machinegun nests and armored vehicles. Various calibers of surplus naval weapons, including 37mm and 47mm guns, were installed in the cargo area, in addition to two forward-firing Maxim 7.62mm Model 1910 machineguns. The

crew consisted of 6-7 men. The vehicles served in the 1st Automobile Machinegun Company and first went into battle on 21 November 1914 at Pabianice.



†A small arms attack vs this vehicle that would (if it were ordnance) be treated as a hull hit (C3.9) checks for Immobilization on the ★ Vehicle line of the IFT with a +1 DRM; if the Final DR is ≤ the Kill Number listed for the IFT FP column used, the vehicle is Immobilized, as signified by "S/A HH p. Immob." on the counter.

†Due to its poor off-road performance, all off-road movement by this vehicle is subject to a Secret Bog DR/dr as if Mud were in effect (D8.23), as signified by "off-road Mud Bog" on the counter. If Mud or Deep Snow actually *is* in effect, add +3 to the Bog DR.

†The CMG may not fire outside of the VCA, as signified by "CMG: VCA only" on the counter. Otherwise, it is treated as a normal CMG.

†The BMG may fire while the vehicle is HD, as signified by "BMG HD FP ok" on the counter.

Coming Down the Pike

by Brian Youse

By the time you read this, MMP has already had a heck of a year. *GTS Where Eagles Dare* and *No Question of Surrender*, *ASL Action Pack #8*, *Festung Budapest*, and the *Winter Offensive Bonus Pack*, *IGS Angola* and *Kingdom of Heaven*, and of course *Special Ops #2* and the magazine in your hand, *Special Ops #3*. But we're not done! Hot on the heels of this magazine is the OCS game *The Blitzkrieg Legend*, which is nearly ready to collate and sell. Following that should be the monster SCS game *It Never Snows...*, a four-plus mapper on Market-Garden using a system similar to *SCS Bastogne*.

After *It Never Snows...*, however, things get a little hard to judge. We recently removed preorders from the counts that were listed on the "old" website. Why? Because something like 95% of them had expired charge card information. For whatever reason, these preorders were not ported to the "new" website, so we felt that we had to remove them to get an accurate assessment of where we are on all the remaining games. We are going to great lengths to try and contact these persons, because we want their orders! But right now we have a much more accurate idea of what games may or may not be out in our near future. Here is where we are now:

Advanced Squad Leader: Priority one is to get *Rising Sun* on preorder. This is going to be a massive game, combining both *Code of Bushido* and *Gung Ho!* into one big monster, and adding the very enjoyable *Gavutu-Tanembogo* mini-HASL to the game as well. *ASL Journal #10* is overdue, but that's because we held it waiting for some articles that have been slow to arrive. It'll be out shortly and will also feature a scenario replay of *FB17 Stalingrad Redux* as well as a new scenario for *Festung Budapest*.

The Gamers: Dean is hard at work finishing up the Gettysburg battle for the *Line of Battle* series and *Reluctant Enemies* (an "OCS Starter Kit" game) based on the Commonwealth forces launching Operation Exporter to secure Lebanon and Syria. He also has *The Mighty Endeavor 2* ready for preorder, adding the battle for Germany to this fine SCS game, making it possible for three people to play!

Grand Tactical Series: Adam is working now on *The Greatest Day: The British Beaches* which we hope to have on preorder in the fall, with great hopes for an early 2013 release. Nick Richardson (original developer and designer of *No Question of Surrender*) is working on his follow-up desert *GTS* offering featuring Operations Brevity and Battleaxe.

International Games Series: The biggest hit on preorders came at the expense of *IGS*, where several excellent games will be dropped or possibly used in a future issue of *Special Ops*. Several games are completely done, merely waiting to hit their preorder to go to the printers: *Last Stand*, *War of the Suns* (which had a counter issue, but a reworking of the counters should be finished before the release of this magazine), and *Warriors of Japan*. C'mon, folks, help these great games get out the door!

On the horizon for *IGS* are (possibly) *Lincoln's War*, John Poniske's Operational ACW Game; *Crusade and Revolution*, the card-driven game on the Spanish Civil War; a remake of *Pacific War* from Mark Herman; *Königsberg '45* and *Plan West* from a wonderful small company in Sweden, Three Crowns Game Productions; and *Doomsday*, a game on WWII.