

UP FRONT is one of the most popular games at the Eastern Pennsylvania Gaming Society. Without fail, you can usually find one or two games going during some time of the day. As we've been playing the game, however, we've found that there is a singular difficulty in putting together nationality pairings at a moments notice, even though the DESERT WAR expansion kit includes the proper squad listings for each nationality. A case in point: given the listings, there is no way that the Germans can be paired with the British in a City Fight scenario, without using the 'Design Your Own' option. For some strange reason, this pairing is missing, even though one might consider it to have been a fairly common occurrence during the dark days of World War II. Further study of the listings revealed that there are many scenarios which involve some nationalities, and completely ignore others, rendering the listings virtually worthless for setting up a 'quicky' blasting session.

For precisely these reasons, I've gone through all the scenarios listed in UP FRONT and BANZAI and collated the nationality pairings into a series of tables based on the particular scenario. Now all you need to do is determine which scenario you'd like to play, and check the appropriate table to see who can be paired with whom. I've also included a listing of all the potential historical pairings and which scenarios can be used with those pairings. Note, however, that these listings don't take into account some nationalities which must assume the role of attacker or defender.

Using the tables is easy. Following the tournament standard for scenario selection, one player should cut the Action Deck to a Random Number Card. If the RNC is red, he or she should choose the scenario to be played, otherwise, the other player gets to choose the scenario. The opposing player should then choose whether they'd like to be the attacker or the defender. Once this has been determined, the player who chose the scenario should check the appropriate chart to see which nationalities can be used as an opposing squad (attacker or defender), based on the appearance of an 'X' in the rows or columns on that table. When the first nationality has been determined, the other player should examine the row or column belonging to the opposing nationality for a pairing. Any nationality which cross-references to the opposing nationality can be selected.

For example, Player A cuts the Action Deck to a red RNC and chooses Scenario M (Patrol). Player B chooses to be the Attacker. As the Defender, Player A selects the Japanese from the available options (G, R, A, B, J). With the Japanese Defending, the only options available to Player B are the Russians, Americans, or British, so Player B selects the Americans.

Nationality Pairings for Scenarios

Table with 2 columns: Nationality vs. Nationality and Scenario. Rows include G vs. R, G vs. A, G vs. B, G vs. F, J vs. R, J vs. A, J vs. B.

Master Scenario Listing

- UP FRONT Scenario List
A Meeting of Patrols
B City Fight
C Assaulting a Fortification
D Rear Guard Action
E Armored Recon Patrol
F The Infantry's Iron Fist
G Block Clearing
H Armored Advance
I Partisans
J Free for All
K Elite Troops on the Attack
L Outpost Line

BANZAI Scenario List

- M Patrol
N Jungle Meeting Engagement
O Assaulting a Pillbox
P Evacuation
Q Delaying Action
R Paratroop Drop
S Jungle Assault
T Armor Patrol
U Armor
V Ambush
W Surprise Attack
X Surrounded

Key:

Key table mapping letters to nationalities: G Germans, R Russians, F French, J Japanese, A Americans, X Valid Scenario Pair, I Italians, B British, - Invalid Scenario Pair.

Scenario: A-H, K, L

Attacker table for Scenario: A-H, K, L. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: I

Attacker table for Scenario: I. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: M, Q

Attacker table for Scenario: M, Q. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: N, O, S

Attacker table for Scenario: N, O, S. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: P, V-X

Attacker table for Scenario: P, V-X. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: R

Attacker table for Scenario: R. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: T, U

Attacker table for Scenario: T, U. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.

Scenario: J

Attacker table for Scenario: J. Grid with columns G, R, A, B, J, F, I and rows G, R, A, B, J, F, I.