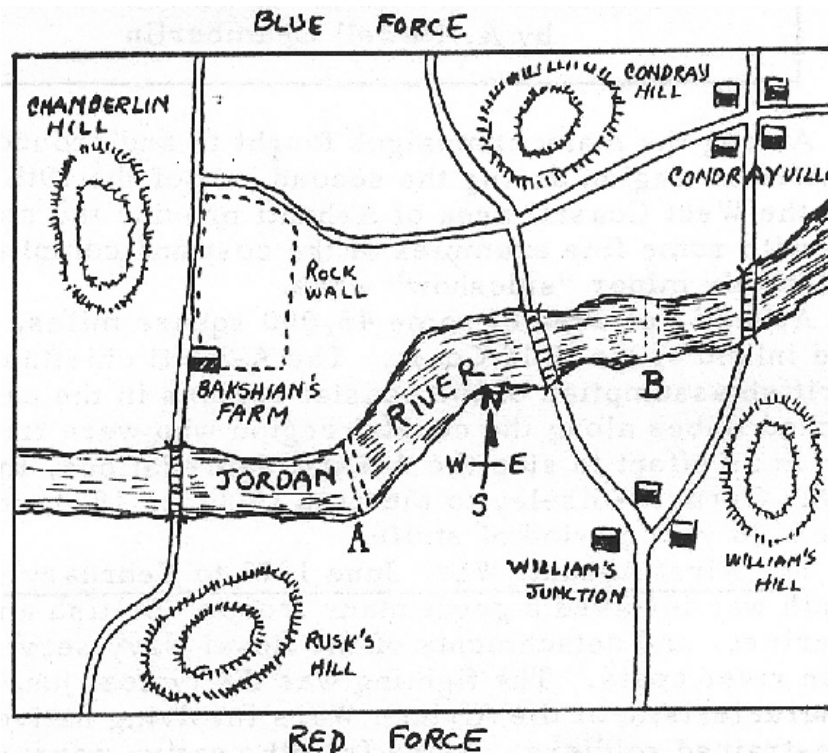


The Battle of the Jordan River

Tactical Problem #4



Note: Map is scaled for an 8ft by 6ft table top.

The Battle of the Jordan River is a tactical problem in which **Red Force**, led by the reader, will attempt to cross the river and secure a good bridge head on the North bank of the River in 14 game moves.

Blue Force, led by the readers opponent, will try to hold the entire north bank of the River, and if he is able to knock out any bridgehead secured by **Red** before the end of the game, his defense will have been successful.

TTT is making no attempt to set up the forces for this type of a battle, so **Red** and **Blue** players will set the forces listed below up at the start of the battle as they see fit. **Blue** player must set his army down on the table top prior to **Red** doing so, but **Red** player must have already set up his forces on paper before this. **Blue** player may occupy everything north of the River; **Red** player must bring his troops onto the table beginning with the first game move. He may hold off any troops he wants during the game, and bring them onto the table top when he wishes. However, these troops cannot move "off the table" and must come in at the position designated by him before the game (on his secret map).

There is one "gimmick" to this game. **BLUE** player does NOT know that at either Point A or B (on the map) is a little-known FORD by which men can cross the river. However, a local citizen has told **Red** commander about it. In secret, **Red** player will roll one die if he rolls a 1, 2 or 3 then Ford A is the secret ford. If he rolls 4, 5 or 6 then Ford B is the secret ford. **Red** player may not roll this until after the 2nd game move! No one can cross the river except by the bridges or the single secret Ford (when it is discovered by **Red**). The bridges are made of stone, and **Blue** cannot destroy them. **Blue** player cannot cross over the river to launch an offense until the 8th game move. Up until then he is on the defensive. After that he may launch counterattacks if he wants.

Blue Force consists of:

8 Line infantry units, 1 Guard infantry unit, 5 cannons, 2 heavy cavalry units.

Blue Force Orders: Hold the north bank of the Jordan River for 14 moves.

Red Force consists of:

8 line infantry units, 1 Guard infantry unit, 1 Light Infantry unit, 3 cannons, 2 light cavalry units, 2 heavy cavalry unit.

Red Force Orders: secure a beachhead which can be held against enemy counter-attacks by the 14th game move, or retire.