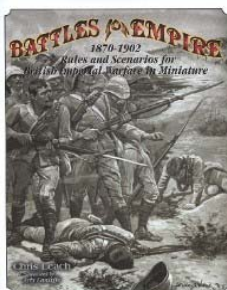




# Warning Order

## Battles For Empire

### Battles For Empire Review & Playtest



While I have enjoyed *The Sword and the Flame* for many years and colonial wargaming, I've always been searching for a set of rules to do big battles. You read about Maiwand, El Teb, Omdurman, or any other major colonial battle and want to game it, but the question was always, how? True, there have been rules like Newbury's *Colonial Rules*, *Imperialism*, *The Complete Brigadier*, and dozens more, but they were too clock like and from the 70's era, meaning more formalized and calculator driven results.

Having played both *Fire and Fury* ACW and *Age of Eagles*, I was hoping that someone would apply that system to colonial wargaming. After reading a com-

ment on a Yahoo Group about the similar nature to F&F of these rules, I ordered them.

*Battles For Empire* is a well designed and laid out set of rules, but it is designed for experienced gamers. The rules are laid out and explained in the same order as the sequence of play, which helps when playing a game and you need to refer back to the rules. There are also several scenarios provided which give gamers a good idea of what would make a good, introductory game.

Basing is completely up to the gamer, although several suggestions are given



for both 15mm and 25mm scale. The main idea is that each unit represents a company (about 120 men) and is four stands. As long as everyone's figs are based the same way (four stands per unit), you can play the

game with almost anything. I decided to use 6 15mm figs per stand and one of the 25mm basing sizes. Yes, it requires painting a lot of figs for my units, but they look good and give that "mob" type feel to the natives that you so desperately need for colonial games.

Combat is basically done by rolling 1D6 per stand, applying modifiers, then consulting a chart to find out the number of hits. Hits are then converted into Shaken or permanent hits and after four hits the unit is gone. Four hits sounds pretty easy to get, but this is not the case.

There are some good rules involving charges, morale, reinforcements, and it comes with four historical scenarios which gives you a good idea of how to organize your armies. Although the game is designed for the British and their allies vs. the Der-vishes, Pathans, Zulus, and Boers, I see no reason why you couldn't use this set for the Boxer Rebellion, French Foreign Legion, or other colonial periods of interest.

So, on to the playtest...

(cont. on page 7)

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### Special points of interest:

- *Flames of War* scenario playtest.
- *English Channel Luftwaffe Attack*.
- *Scratchbuilt 25mm LOTR Mumak*
- *French and Indian War* scenario
- *Pig Wars* scenario and replay

# Flames of War Playtest and Review

Although our group loves WW2 gaming, the debate over which rules to use generally prevents us from agreeing to play too often. With the great surge of interest in Flames of War by Battlefront, a member of our group ordered them and set up a game.

First, the rules are very professionally done and are similar to the efforts by Games Workshop. Although pricey at \$40, you do get a pretty thick set of rules with great color photos, a lot of information on WW2 combat, and a good start on army lists. The rules are laid out well, although lack of an index is a small problem.

Our scenario was based on one of the many actions on the Western Front in WW2 in late '44 or early '45. The British have seized several villages along an

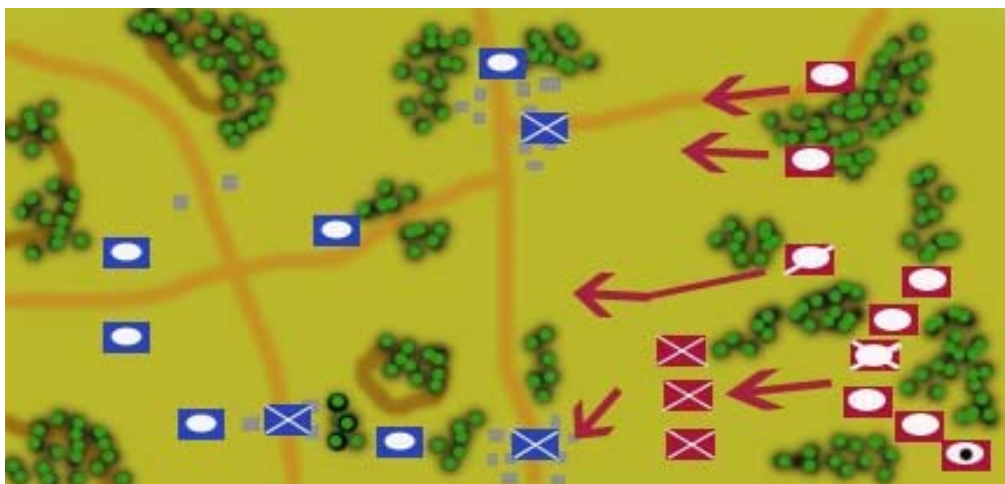
important road net and are now fortifying them against the inevitable German counterattack. The scenario opens with the Germans beginning their counterattack while the British are still consolidating their position.

The British have one infantry company that was allowed to deploy as far as the villages, so one platoon was assigned to each of the three villages, with the company heavy weapons and a platoon of Churchills assigned to the upper village. The company of British armor with supporting assets were deployed in the rear in platoon sized

groups to react to the German direction of attack. The idea was to persuade the

Germans that the upper village was too heavily defended and to move down the center of the board and the lower village. There were also two, four gun artillery batteries in support.

The Germans had an infantry company on the outskirts of the lower village backed up by a recon platoon, several platoons of armor, including Panthers and Jagdtigers, panzergrenadiers in halftracks, and a panzer artillery battery. Two other armored platoons would probe the upper village. The German plan was to quickly overwhelm the lower village, then move into the center of the board to seize the remaining villages.



## The Battle Begins

The attack by the German infantry company on the first turn was met by devastating defensive fire from the British in the lower village. Artillery support called in by an observer in the upper village added to the carnage. A platoon of Stugs and a platoon of PZ IVHs began probing the upper village defenses and traded fire with the supporting Churchills.

Two platoons of British armor now moved to take up firing positions in support of the lower village defense. The German armor began to engage these units and both sides began to lose vehicles.



The German recon unit plus a supporting unit of Panthers moved across the center and into a tree line to engage the Allied armor that was moving up. The Germans were desperately trying to get their units straightened out and to organize a second attack on the lower village. They realized that they were in danger of a counterattack if they did not quickly secure that village to provide a base to launch their future attacks.



# The British Counterattack

Near the upper village a platoon of Shermans and the Churchills began to engage the German armor and pushed it back. This turned into a rout when the German force lost its commanders and failed morale. The Sherman platoon then advanced and began to maneuver to take the German armored mass in the flank, while the Churchills moved up in support.

The German armor was now pressing the attack, trying to make a breakthrough near the lower village. However, the



British resistance was determined and both sides were exchanging vehicle losses while the Germans were getting pounded by artillery fire. The remaining German heavy units were committed to the front in one last attack to take the village.

British armor was also moving up and exchanging fire with the lead German elements. Although the British lost several tanks, their resistance prevented the Germans from breaking through in the lower village area.

Finally, the German artillery came into action, but it was too late. The Ger-

man armor was still in a firefight with the British armor and could not make any headway into the main defenses. The British had now flanked the main German column and were beginning to engage the flank elements. The Germans were now caught with trying to continue the assault on the village while trying to defend their flank. The British also still had two platoons of armor that were uncommitted.

With no hope of seizing three out of the four villages to satisfy the victory conditions, let alone taking the lower village, the game was called. The German attack got off to a bad start and never recovered. The British had too much time to react and with only one flank threatened were able to concentrate a defense quickly.



## Final Analysis

This was not a points balanced scenario, but then again real war is not points balanced either. The Germans were to counterattack and do their best, which they did, but the British had too much and were in good positions. All in all, it was a good scenario that probably happened hundreds of times during the end of the war.

We did like the Flames of War rules

and I think there was enough interest generated to sell a few copies to group members as well as some of the supplements.

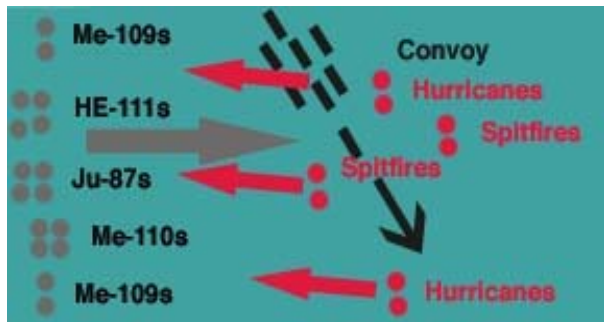
It does take a while to get used to the platoon firing concept, but the rest of the system is easy to pick up. The positive thing from my point of view is that the game plays fast. We used over 100 vehicles and finished

within 4 hours on a big board. There are some questions that we had, but nothing that wasn't able to be figured out. We are now looking forward to trying them on the Eastern Front.



## WW2 English Channel Convoy Action

After reading a book about the summer of 1940 and the Battle of Britain, I decided to create a scenario based upon the hundreds of Channel coastal convoys that ran the gauntlet of German airpower. Using the Mustangs rules, our group played a scenario with RAF Hurricanes and Spitfires flying cover for a convoy.



The RAF had four Mk. 1 Hurricanes and four Spitfire Mk. 1s with random positions over a convoy of a freighter, a large tug, two tugs with four lighters, a destroyer, and two destroyer escorts. The German force consisted of four Me-109s and four Me-110s flying escort, with a strike force of four He-111s and four Ju-87s. The Germans entered the side of the board at any altitude and speed.

On the first turn the RAF headed straight for the bombers, while two of the Me-109s accelerated to full speed to try to break up the British flights. The bombers moved in formation towards the center of the convoy. The Me-110s and the last pair of Me-109s dropped speed and circled to protect the bombers.



The first pair of Me-109s got into a pretty good dogfight with two Spits and two Hurricanes, but were succeeding in keeping their attention off of the bomb-

ers. The remaining four British aircraft took up positions to pounce on the bomber formation. The remaining German escort fighters moved to protect the bombers.

By turn three the main action was about to get underway. The first two Me-109s carried on the unequal dogfight with the four RAF aircraft, scoring a few hits, but taking a few in return. The other flight of RAF planes then dove through the bomber stream, scoring a few hits and getting hit in return, all the while trying to avoid the close in fighter escort. In fact, the story of this scenario was the incredible performance by the bomber's defensive fire. Needing a 1 on D12s or D20s, they scored seven hits and knocked down two British aircraft!

The Me-110s were now coming in to engage the RAF planes and although slow, their massive nose gun strength was something to be feared. The RAF continued to weave in and out of the bomber formation, desperately trying to knock down a few bombers before they could attack the convoy.

At the start of turn four both sides had lost one fighter each. The first dogfight had now wandered near the bombers, so there were about 26 aircraft all in close proximity. The RAF force was trying to knock down bombers while trying to keep the escorts off themselves. Two of the Me-109s scored a bunch of hits on some Spitfires, but couldn't knock them down. The bomber's defensive gunnery continued to frustrate the RAF side by scoring hits on the attackers.

Finally, a Ju-87 got splashed into the Channel. Then, the bombers dove at the same time and began to get separation

## Mustangs Replay

from the escorts and the RAF aircraft. The RAF forces were caught between disengaging from the escorts and the bombers defensive firepower. Two more RAF planes went down in the Channel while a He-111 took too many hits and went down in flames as well.

Now the bombers started running into the flak from the convoy escorts. An escorting Me-110 tumbled into the sea after several flak hits, but another Me-110 knocked down a Spitfire. By now the bombers had broken free and were heading into the convoy formation. The British aircraft were tangled up in several dogfights, plus half had run out of ammo and were breaking off.

The bombers continued on, taking multiple flak hits, but still flying. The main freighter took several hits by Stukas and a second smaller trawler took two hits by the He-111s. The freighter was sunk while the second trawler limped on, trailing smoke. All in all, a good day for the Luftwaffe. Despite losing two fighters and three bombers they knocked down four RAF aircraft, sunk a large freighter, and damaged another.

The Mustangs system is a great air to air game that can be easily taught to large groups quickly. We had a few new players who caught on in the first few impulses. You do need to spend some time creating the hex mat, bases, aircraft, etc..., but once they are done you're set for many games.





## Warmachine Product Review

by Matt Irsik

After Jim Cornell (another WFHGS member) and I got involved with Heavy Gear because of the cool minis and sci-fi setting, then dumped it because the rules were awful, we had a chance to get into War-machine. After some trepidation we bought the rules, painted up some figs, then played a few games. Now, it has become one of our favorite "off periods" that we game.



Warmachine is set in the Iron Kingdoms world, where magic and steam power exist in a medieval setting. Most of the armies consist of Warjacks, which are steam powered, iron encased fighting machines that are driven by magic. They are controlled by a Warcaster, who directs them in battle as well as casts spells on enemy forces. Each player generally commands a warcaster and 3-4 'jacks. You can also add in human troops armed with a variety of weapons to augment your force.

There are four races in the first book. Cygnar is the main country/army in the Iron Kingdoms world and established the current system of warfare. It develops most of the 'jacks and everyone else pretty much swipes or modifies their technologies. The Menoth are the fantasy version of the Spanish Inquisition and the Crusades rolled into one. The Khador are a cross between the Cossacks and a WW2 Russian army with huge 'jacks from the

snow covered areas of the world. Finally, there are the Cryx, as close to an undead/evil force as you can get.

The great thing about the game is how remarkably balanced the system is. Each warcaster has different spells and strengths, while each faction's 'jacks have advantages and disadvantages. The trick is to control this force while wreaking havoc upon your opponents.

This is where what are called "Focus" points come in. Each warcaster can use his focus points, usually 6-8, to move his warjacks or cast spells. Naturally, you never have enough to do everything you want, so you must think ahead and it is very tactically challenging. In fact, you have so many options that you spend the first part of your turn just trying to decide what to do! Managing your focus points and deciding what spells to cast will take a few games to decide what strategy is best for your forces.

Combat is pretty easy to understand and is based upon a number of D6's that are to be rolled for each attack. Each attack gets 2D6 which can be boosted by the use of focus points. This number is then compared to a model's defense value to see if the attack was successful. Then there is a second roll to see if the attack

penetrates the armor. Simple and very effective. This is a game about war machines ripping the arms and legs off of other machines and it works.

Action is very fast paced and combat is deadly. A game with a warcaster and three warjacks per side can be finished in less than two hours, making it a perfect game for those with limited gaming time. The best thing is that the rule book is only \$20 and is very well done. Add this to the fact that a boxed set can be found on Ebay or an online store for \$35 and it becomes an inexpensive way to get into the game. The boxed set contains a warcaster and three warjacks of a faction, plus quickstart rules so you can begin playing.

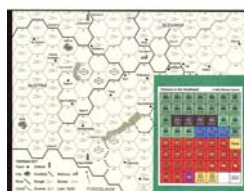
Overall, this is a great game system that doesn't require the gamer to get a second mortgage to buy the miniatures. The game play is outstanding, requiring strategy and tactics to defeat your opponent. I look forward to the forthcoming supplements, new factions, and more great miniatures.



## Panzerschreck #11 from Minden Games



Panzerschreck is certainly one of the little gems in the historical gaming hobby. Each issue usually contains several games in a do it yourself format, meaning that the counters need to be glued and cut out before play. Also, usually at least one or more of the games

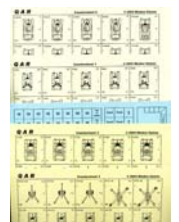


are solitary, so they're great as a break in between turns of a larger game, or when you're tired of painting that 500th French fusilier and need a break.

Issue #11 contains Panzers in the Southeast, a game about the final Soviet drive on Budapest and Vienna. You also get a solitary paper and pencil game

about sinking the Tirpitz and QAR, which is a miniatures based game of WW2 armored combat in North Africa.

The price is usually around \$11-16 per issue and is well worth it. Minden Games is definitely worth supporting and the games are fun to play.



# Building the 25mm LOTR Mumak

by Jim Cornell

I purchased four elephants manufactured by Animal Planet from Toys 'R Us for about \$5 apiece. I sawed off the tusks and set them aside for later use. I continued to saw the elephants into pieces and



reassembled them to vary the pose. I then cut equal lengths of 1/4" copper tubing, drilled 1/4" holes into the elephants where the tusks used to be and inserted the tubing. I used green stuff to build up the area to receive a second pair of tusks as well as the previously removed tusks and added texture to the skin with a scalpel before the green stuff cured.



I filled all gaps and seams with green stuff and added texture to the skin as before. Green stuff was added to the foreheads and around the eyes to give the impression of more bone in the brows. Green stuff was added to the top of the trunks. Next, a Dremel tool was used to remove parts of the ears. The tusks were

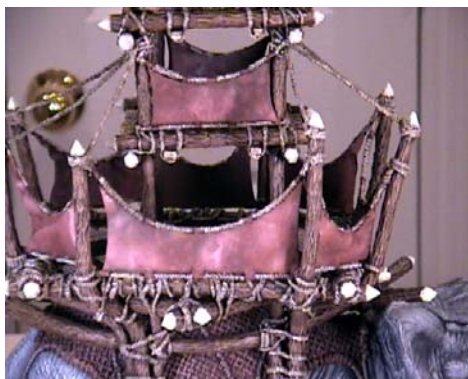
coated with green stuff and scored to give it texture. Green stuff was used to make the mesh blankets and ropes.



The howdahs were constructed out of 1/4" copper tubing coated in green stuff. The ropes are made of green stuff that was scored with a scalpel to give it a coarse look. The sides of the howdahs are made of copper sheeting, and the flooring is bass wood. The Mumaks and howdahs were then painted separately.



The Mumaks stand 16" tall and 14" long, accomodate up to 30 figs and all four were done for less than \$60.



As you can see from the finished model, Jim has done a tremendous job of creating a Mumak from The Two Towers and the Return of the King. The model really has to be seen up close to be



believed. The ropes, howdah, and skin on this model are very well sculpted and are far better than any commercially sold product could be. The model is also huge, much like in the films, and dwarfs the LOTR figures by Games Workshop.





## BATTLES FOR EMPIRE

With only a limited amount of time before the publication deadline I had been furiously painting enough figs to do a play test of this game. As it didn't coincide with one of our regular gaming nights and I didn't have enough stuff for 6-8 players, I decided to do this play test solo.

Basically, the setting is in the early Sudan campaign, just after the Mahdi's forces have begun to expand and contest Egyptian control. The Egyptian commander in this area has been worried about a remote fort several miles from the town and has decided to send supplies along with reinforcements to better able it to hold out. The mission is for the Egyptian force to march out of the town, brush aside the rifle armed Dervishes that are sniping at the walls, then march to the relief of the fort.

The Egyptian force consisted of one unit of lancers, one unit of regular cavalry, two units of Bazinqers (local slave traders & militia), one regular Egyptian unit, one unit of Egyptian gendarmes, and one camel battery of two sections. There



ambush along the dry stream bed and behind the hills.

The Egyptian forced marched out of the gate, then came under skirmish fire from the two Mahdist rifle units. The Egyptians then deployed into line, with the camel battery unlimbered to provide support. The Egyptians then decided to move up the center of the board with the cavalry screening their right flank.

The Mahdists had pretty good movement die rolls and proceeded to deploy out in the open in front of the advancing Egyptians. Although the Italians beat the Mahdists in line formation, I wasn't sure if the Egyptians could do it here, but the terrain was not the best for going into a series of small squares, so the lines pressed on. The artillery began to open up on the advancing Dervishes, but still they were in good shape and set themselves up for an attack.

Despite the artillery fire from the flank and the town walls, the first Mahdist unit charged into the regular Egyptian unit, but was defeated and forced back. Unfortunately, this let the second unit behind them get in close with no hits on it. The charge by the next unit crumpled up the Egyptian regulars and they fled back to the fort, hotly pursued by the rest of the Dervish army. Now the bazinqers and gendarmes began firing with little effect (bad die rolls) and things weren't looking good for the Egyptian

force.

The rest of the Dervishes crashed into the remaining Egyptians and it was a mixed bag of combat results. One unit completely disintegrated while the remaining two fought bravely, trying to withdraw back to the town. The Egyptian cavalry now came into play, trying to launch a series of charges to delay the

## Playtest & Review

rest of the advancing Mahdists. The end was pretty well in sight as the Egyptian cavalry got overwhelmed and only one infantry unit made it back to the fort. So, for a cost of only four units the Mahdists had eliminated a sizeable Egyptian force and captured two guns. The Egyptians had a bad die rolling day, but the speed and capability of the Dervish hordes are not to be underestimated. All in all, it was a pretty good little fight.



Personally, I like the system and I can't figure out why it hasn't caught on. If you want to do pretty large colonial era battles, then this set of rules is perfect. Once you get the hang of the movement and combat, everything seems to flow pretty easily and it seems like it would be great for group play. The author is available on the Yahoo Groups site and answers rules questions quickly. The new errata posted on that site cleared up a few things, but I didn't see and real flaws in the system.

I think that this set of rules would be great for periods like the Boxer Rebellion or for large scale battles on the Northwest Frontier. I suggest if you are searching for a different set of colonial rules and are bored of skirmishes, then I highly recommend this set of rules.



are also two English officers and a two section Krupp battery on the city walls. The Egyptian forces were all class two and three troops.

The Mahdists had two units of rifleman on nearby hills, which had been keeping up a harassing fire on the town for the last few days. Two units of camels, plus ten infantry units were waiting in

## A Continent in the Balance

### FIW Scenarios -

#### Scenario Three – The Storming of Fort Bull, 1756

This scenario is a historical one covering the storming of Fort Bull, the English outpost at the western end of the great carrying place between the Mohawk River and Wood Creek, the waterway leading into Lake Ontario.

The carrying place was an important link in the English chain of communications between Albany and the rest of the colonies, and Oswego on the shores of Lake Ontario. It was guarded by two small forts, Fort Williams on the Mohawk and Fort Bull on Wood Creek.

At the start of the 1756 campaign, Vandreuil, the Governor-General of Canada, dispatched a force under a Canadian, the Chaussegros de Lery. De Lery mustered 362 men and was ordered to surprise and burn the forts, and to disrupt communications to support an eventual assault on Oswego.

On 27<sup>th</sup> March, de Lery approached the fort by surprise, and after a fierce engagement, was able to rout the defenders. He then proceeded to burn the fort and destroy the large quantities of material stockpiled there. Although he started out for Fort Williams, his Indians decided that they had achieved their mission and left. De Lery decided to fall back to Canada, comfortable that he had struck an important blow to English plans for the year.

#### Setup

- The British garrison will set up first, facing any direction inside the stockade, but no closer than 3" from any stockade section.
- The British convoy will enter at the entry point noted on the map on turn one.
- The French forces are the ambushers in this scenario, and enter from anywhere on the north map edge on turn one.
- The French are considered "side a" for this scenario – they will move first each turn.

Forces (1:5)

#### French

- Leader de Lery, inspiring
- one unit of 18 line infantry, with a leader, sergeant, standard and musician
- two units of 15 Canadian militia, woodcraft
- one unit of 20 Woodland Indians, woodcraft

#### British Convoy

- Three wagons with supplies
- One unit of 8 colonial militia

#### British Garrison

- Two units of 8 colonial militia

#### British Relief Force

- Two units of 8 colonial militia, unit leaders

#### Points Match

Alternatively, this scenario may be played with each side choosing their forces from the army lists. Use 400 points for the British/Colonial force, and 1200 points for the French.

#### Time Limit

The game will end either by mutual agreement, or when the French force clears Fort Bull, or the French commander agrees that he will be unable to do so.

#### Special Rules

Surprise – the French/Canadian force arrived undetected and surprised the garrison. Unless playing with the optional "Warning" rule (below), the French player may move all of his forces using ambush markers until they are sighted, fire or charge. Until then, the British player may only move his supply convoy along the trail.

Relief Force - Once any unit is sighted, the alarm is raised. All British units are then free to move normally. Beginning two turns after the French are sighted, the British commander can begin to roll for the arrival of his relief force. He succeeds on a roll of 6 on a d6, and the force enters from the entry point noted on the map that turn.

Fort Bull – the fort consists of several storehouses, surrounded by a crude stockade. The storehouses are full, and are not loop-holed, and so offer no defensive benefit in melee. They do offer some cover from fire, so figures in the storehouses who are targets of fire get a cover save.

The stockade was loop-holed, but the loop-holes were crude and could be used in ei-

ther direction, as the colonials found out when the French seized the outside of the wall and fired in on them early in the assault. To reflect this units get a cover save if the stockade is between them and the firing unit whether firing in or out, unless a defending figure is adjacent to the stockade section providing the cover, in which case on the defending figure receives the cover save.

Wagons – the great carrying place was a very active part of the supply route for the forces at Oswego. The actual French assault force captured a wagon train on its way to Fort Bull. The wagons cannot fight, and are considered to be captured and provide victory points for the French player if there is a French figure touching them and no English figure touching them. Captured wagons are removed at the end of the turn of capture. If the wagons are able to make it into Fort Bull they will provide victory points for the British player.

Axes – French grenadiers and one unit of Canadian militia are carrying axes in this scenario. The French commander must secretly note which Canadian militia unit has the axes. A figure equipped with an axe may attempt to break a hole in the palisade each turn if not opposed by an enemy figure on the opposite side. Roll a d6, succeeding on a roll of 6. French grenadiers add +1 to their roll, and any unit hacking at a gate also adds an additional +1.

Once the gates are destroyed that area is considered clear terrain for the remainder of the scenario. If a hole is made in another part of the stockade, it is considered wide enough for one figure per turn to enter or leave and should be designated with a marker.

To win, the player must have the highest total victory points at the conclusion of the game.

Fort Bull is considered to be held by the British player until there are no remaining British figures within the fort.

The game ends on turn 15, or when the Fort falls, or if the French Canadian troops are forced to withdraw, which occurs at the end of any turn in which they have reached 60% casualties.



## French & Indian War scenario (cont.)

Situation	Victory Points
Hold Fort Bull	10VP
Each unit lost	-2VP
Each wagon which reaches Fort – British	4VP
Each wagon captured – French	1VP
For every five French casualties (round down)	-1VP

### Unit Labels

de Lery	Woodland Indians	Canadian militia 1	Canadian militia 2	French Regulars	Colonial militia 5	
Colonial militia 1	Colonial militia 2	Colonial militia 3	Wagon 1	Wagon 2	Wagon 3	Colonial militia 4

### Historical Variant

The French raiding force did not know what level of forces they might encounter once the British supply line was alerted. To make the scenario even more interesting, add 8 additional figures to each of the British relief force.

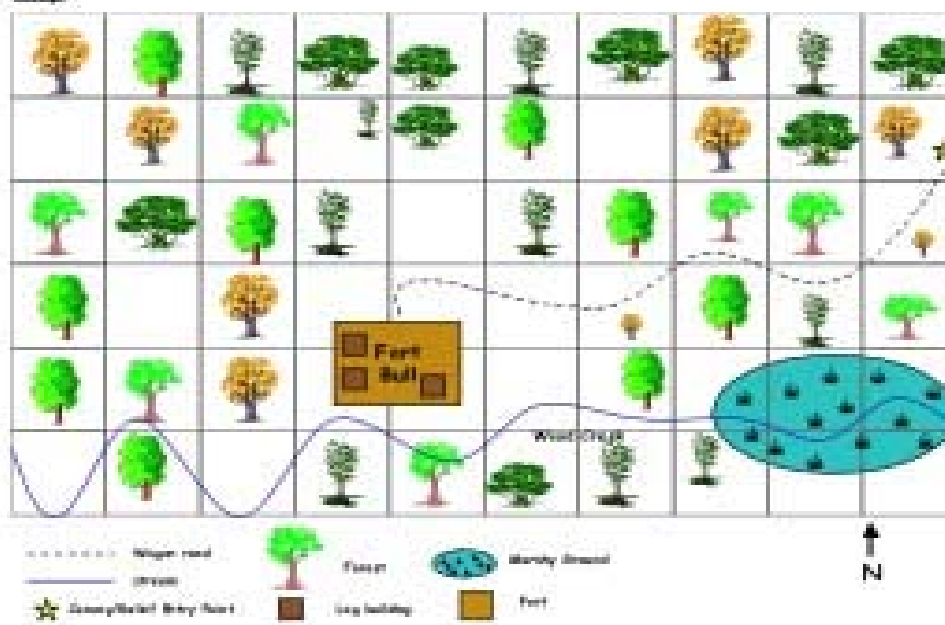
### Tactics

The British player must be very clever to get his wagons through, but they may distract the French for a time, or at least draw off some units. Holding out inside the fort is a tough proposition, faced as they are with a large force stiffened with French regulars. Tenacity and grit are definitely the order of the day.

The French commander must either set a skillful ambush or otherwise block the wagons, while at the same time positioning his forces to overwhelm the fort quickly. Each turn of delay brings relief that much closer. He must allow time to breach the gates or walls, but then be ready to get his tough regulars in to root out the defenders. Which units to leave back in case of relief should be given careful thought.

Offered by GAJO Enterprises

Map



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# Pig Wars Replay: Chaos in Poland!

We like to do a big Pig Wars game at least twice a year, just to give some light-hearted relief from more serious topics that we game. Pig Wars (for a review, see earlier issues of Warning Order) is a 25mm skirmish game where each player commands between 10-20 figs and has a regular deck of playing cards. The game is simple, fast and furious, but fun.

The setting is Poland, where the Mongol hordes have just crossed the frontier and are seizing villages. This era also saw large numbers of bandits, crusading knights, and various armed forces trying to stop the invasion. In other words, chaos, and a great setting for a Pig Wars game!

Here are the orders for each player:

## Poles Player #1

You are Michel Stanlowski, 15<sup>th</sup> in line of succession to be King and defender of the realm. You're bright, gifted, and was voted #5 in the Polish Kingdom Top Ten of Who's Who this year. Unfortunately, the Mongol Invasion, robbers, and the ever popular threat of civil war is pushing back your plans to be king. Anyway, your fiancé (who is also a spy for the King) has acquired information about the Mongol's intentions and is holed up at a local farmhouse awaiting your escort. You are to rendezvous with her, then escort her over the bridge to safety so she can report to the king. You also have 10 gold pieces on your person.

Victory Conditions: Meet your fiancé and escort her over the bridge to safety. For this you will receive a 50 gold payment from the King. Also, you will receive 1 gold piece for every Mongol slain along the way.

## Polish Player #2:

You are John Krazynski, leader of a band of Polish mercenaries. Naturally, with the Mongol Invasion, possible civil war, and plenty of bandits about, business is good. In fact, a few more jobs and you'll have that down payment for a

fortress along the Danube that you've been looking forward to. You are to meet with a merchant at the local inn and escort him and his cargo over the bridge. For this you will earn 50 gold coins, plus



any Mongol that is killed earns you 1 gold coin from the King. Your men, however, prefer to loot anything that isn't nailed down, so keeping them together is going to be tough. Each turn that your card comes up, roll for all 0 and 1 stripe figures(1D6). On a 6 they move towards the nearest object that can be looted. Every turn you can roll 1D6 and on a 6 you've convinced them to come back to the main force. You also have 10 gold pieces on your person.

Victory Conditions: Meet the merchant at the inn, then escort him to safety over the bridge.

## Teutonic Knights:

You are Josef Divian, Teutonic Knight and commander of Christian forces in this area. It's tough being a Knight of the Order. Besides the pacification of pagan areas, fighting the Mongol Invasion, and expanding the Order's holdings, now you have to go on a real witch hunt. There have been rumors of a witch holed up at a local farmhouse that has been consorting with the Mongols.

You have been instructed to seize her and bring her back to the Order's fortress for some fun, ...er, questioning. Somewhere between the questions and torture you'll get her to confess she's a witch. You haven't seen a good witch burning in awhile, so it'll be good entertainment for the boys! You will receive 50 gold coins for bringing her back, plus 1 gold coin for every Mongol slain. You also have 10 gold pieces on your person.

Victory Conditions: Get to the local farmhouse, seize the witch, then escort her back over the bridge to the Order's fortress. "Pacify" anyone that gets in



your way.

## Garrison Player:

Well, this country is going to hell in a handbasket! Not only are there Mongols invading the country, there are rival factions fighting it out for control of the kingdom, Teutonic Knights killing everyone who won't convert, and add that to large bandit gangs running around and you have a royal mess! However, you're doing pretty good at this outpost where you're the commander of the garrison. Your job is to charge a toll for crossing the bridge and a tax on any goods leaving the village over the bridge. Naturally, there have been accounting errors that have led you to amass quite a sizeable fortune, of which you toss a few coins to the men which keeps them from reporting you. Life is good! You have 10 gold pieces on your person and there is a small chest with 50 more on the second floor.

Victory Conditions: Enforce the toll on everyone crossing the bridge. Any good coming from the village across the bridge must pay a tax as well. If you're about to get overwhelmed, take your chest and any taxes you collected and get off the board. You can always find work somewhere else!

## Tax/Toll Rates:

Crossing the bridge: 1 gold piece per person or 5 for a large group.

Barrels: 1 per                      Farm animals: 1 per  
Baggage, chests, etc...: 2 per  
Carts loaded with goods: 5 per  
Hostages: 2 per      Misc. : 1 per

## Mongol Player #1:

You are Chin WoYung, Mongol commander of this raiding force. Your mission is to take the bridge and hold it for the Mongol force coming up in the next day or so. Yes, there is a lot of loot to be had in this area, but if that bridge isn't seized, then your head is going to be on a platter in front of the Khan. Unfortunately, your other two commanders are nothing more than



## Pig Wars Replay (cont.)

thieves and idiots. Trying to get them to realize the importance of the mission is going to be nearly impossible. It would be a shame if they got killed. Then, maybe you could appoint your own commanders. You also have 10 gold pieces on you.

Victory Conditions: Take and hold the bridge. For this the Khan will reward you with 50 gold pieces.

### Mongol Player #2:

You are Yung Su Pak, leader of a Mongol unit of raiders. This invasion has been pretty good so far as there are plenty of opportunities for looting. Unfortunately, your overall commander can



only think of the "mission". Sure, you'll get to loot. After his boys have taken all the good stuff while your men are fighting to win him glory. Well, not this time! First chance you get, you and your men are going to ransack everything in sight. Then, and only then, will you think about helping out with the "mission". However, for your plan to work, you need to keep ahead of the main Mongol army so that you can't be disciplined or executed.

Chances are, your commander will get killed and then maybe you'll get to be commander! You also have 10 gold pieces on your person.

Victory Conditions: Loot everything in sight. Make your way over the bridge and then off the board via the road.

### Mongol Player #3:

You are Wu Tang Khan, leader of a Mongol unit of raiders. This invasion has been pretty good so far as there are plenty of opportunities for looting. Unfortunately, your overall commander can only think of the "mission". Sure, you'll get to loot. After his boys have taken all the good stuff while your men are fighting to win him glory. Well, not this time! First chance you get, you and your men are going to ransack everything in sight. Then, and only then, will you think about helping out with the "mission". However, for your plan to work, you need to keep ahead of the main Mongol army so that you can't be disciplined or executed. Chances are, your commander will get killed and then maybe you'll get to be commander! You also have 10 gold pieces on your person.

Victory Conditions: Loot everything in sight. Make your way over the bridge and then off the board via the road.

### FORCES

Polish Player #1: 16 PA spearmen/2 handed axe, 4 archers, 4 mounted PA squires, and 1 FA mounted leader.

Polish Player #2: 15 spearmen, 4 archers, 1 FA leader.

Teutonic Knights: 9 FA mounted sergeants, 10 FA foot with spears, swords, and 1 FA mounted knight leader.

Garrison: 15 FA spearmen, 4 crossbows, and 1 FA knight leader.

Mongol #1: 4 mounted PA with spears, 16 FA foot with 2 handed axes, 4 archers,



and 1 PA mounted leader.

Mongol #2: 15 spearmen, 4 archers, and 1 PA leader w/sword.

Mongol #3: 15 spearmen, 4 archers, and 1 PA leader with sword.

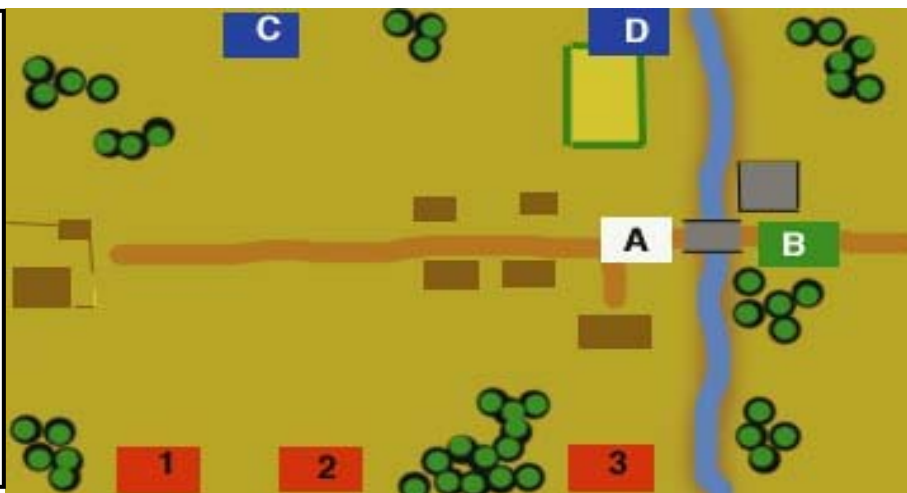
### NOTES

The village and farms were liberally sprinkled with barrels, tables, grain sacks, wagons, carts, farm animals, and several members of the populace who provided the loot and/or hostages.

Also, the bridge can only be crossed at the bridge as there are no fords.

### Map Legend

A	Teutonic Knights
B	Garrison
C	Poles #2
D	Poles #1
1	Mongol #1
2	Mongol #2
3	Mongol #3



## Pig Wars Replay (cont.)      The Battle is Joined

The Teutonic Knights headed straight for the farm while the foot component took up a blocking position near the bridge. The garrison commander, not content with his boring duties, sallies into the village for some “aggressive policing”. He gets more than he bargained for when he ran into the forces of Mongol player #2. After some combat, the garrison commander takes the serving girl and falls back to his keep for a party! The Mongols begin to loot the town while everyone else closes in.



The Polish player #2 now moves into

the village outskirts and starts to skirmish with two Mongol groups while the Teutonic Knights look on. All sides now start to loot the village while the mounted knights and Polish player #1 reach the farmyard, then realize they’re both after the same woman! Instead of a fight breaking out they make a cash transaction and move back towards the bridge.

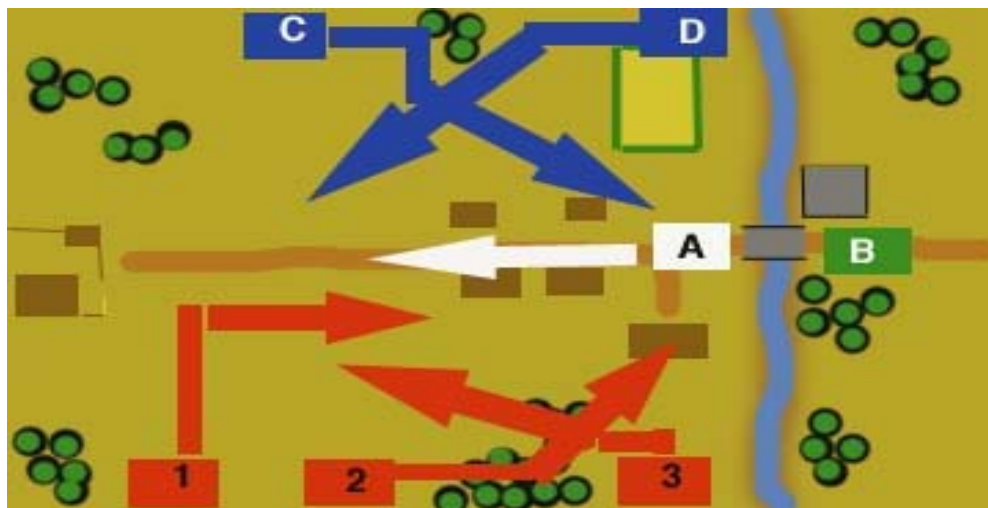
Now a bit of treachery takes place when Mongol player #2 shoots at the leader of Mongol #1’s forces in an attempt to become the overall commander! This



degenerates into a four and sometimes five way fight for the bridge. True chaos!

Mongol player #2 has also captured the merchant and his treasure that Polish player #2 was supposed to escort, complicating matters even further.

By this time everyone is making for the bridge, forming alliances, paying bribes, and generally figuring out how to get across the bridge with the loot .



## Finale & Summary

The last few turns see a brawl the likes of nothing we have ever seen before in gaming. The two Mongol commanders form a new alliance and try to get across the bridge, while the third Mongol commander is by himself looting the farm. Polish player #2 is shooting at the Mongols carrying the treasure that he was supposed to escort. The knights, garri-



son, Poles, and Mongols are all trying to kill each other.

Finally, we had to call the game because of time, but one of the Mongol players was going to get away, but with a force of Poles on his tail. The knights and other Poles were still crossing the bridge, while the garrison had made out like bandits (literally!) by playing all sides.

As always, it was a great game and the system works well. Simple, fast, and everyone gets into the game judging by the comments from everyone during the game.

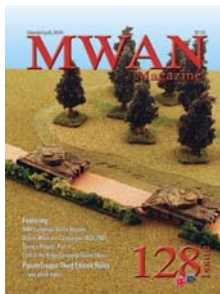
Now, back to painting up more Mongols for a second invasion!





# Current State of Wargaming Magazines

by Matt Irsik



In the world of historical miniature wargaming, there are basically four essential magazines that you need to read. They are MWAN (Midwest Wargamers Association Newsletter),

Wargames Illustrated, Miniature Wargames, and The Courier. Although there are many kinds of magazines, newsletters, online publications, etc..., these are the most popular. Not only that, they have been the most popular for a number of years now.

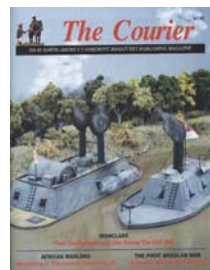
The Courier is perhaps the best known magazine published in the United States. It has gone through many changes over the years and the most recent have been for the better. The recent change to do in depth articles on a subject has resulted in some pretty good issues. In fact, they just concluded a three part colonial series on the French in the Sudan which was very well done. The review section has become much more timely and the reviews themselves have been far more critical, which is a good thing in this day and age of companies suddenly springing up out of nowhere.

Wargames Illustrated is the best known of the English magazines. It began life as Miniature Wargames, then following a falling out between the editor

and publisher, became what it is today. The magazine reached the height of it's popularity because of the stunning color pictures during it's early years that, in my own opinion, really created the huge interest in miniature wargaming in the late 80's, early 90's.

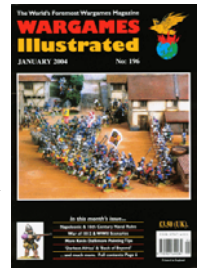
Lately, however, there have been numerous fantasy/sci-fi ads and articles creeping in. Add this to the fact that the articles are like the Sesame Street version of history and it's obvious that it's time for a change. Articles about painting hobbits don't belong in a historical gaming magazine. Hopefully, with a few changes, this magazine can return to it's glory years.

Miniature Wargames continues to



exist after Wargames Illustrated started up. The good thing about this magazine is that the articles are usually well done and have more depth than those of it's predecessor. The problem is that the pictures are truly dreadful. Poor painting, image enhanced smoke shots, and uninspiring terrain are commonplace in virtually every issue. If you could combine the articles from this magazine and the photos from WI, you would have a great product.

MWAN is still going strong and long time editor Hal Thinglum has just transferred the reins to a professional company. MWAN is a magazine of true wargamers, by wargamers, and is much different in that the most important thing is content. Each issue is packed with free sets of rules, discussions about game mechanisms, reviews, tons of ads from companies you generally don't know about, and scenarios. It won't win any prizes for pretty pictures, but it's the kind of magazine that you read over several days and to get ideas.



True, some issues have some strange periods or articles, but where else can you get in depth features on Russian Civil War train engines or the 1848-9 Hungarian War with uniforms, orders of battle, and rules discussion?

We are all better off because of these magazines and each appeals to a different part of the hobby. If you like pictures of huge games with pretty figs, then you buy Wargames Illustrated. If you're into trying a new set of WW1 skirmish rules, then MWAN is what you're after. Each magazine has it's positives and negatives, but they each try to expand the hobby. For that we are grateful!

## Stronghold

I'm always on the lookout for a good medieval strategy game, so I was pretty excited to play Stronghold. The game has a good tutorial program that lets you figure out how to build and create your fortress. Yes, this isn't just about combat, but about selecting spots for stone mills, hunting areas, food production, and most important of all, keeping the peasants happy!



I strongly suggest playing the first campaign game as it teaches you the basics about combat, equipping an army, and construction. You have so many options in each game that you really don't know where to begin. There are also specific missions involving sieges and battles, as well as economic based games.

The graphics are first rate and the combat is well done. The biggest problem is handling every-

## Computer Game Review

thing at once. You are managing food supply, constructing defenses, acquiring lumber, setting up farms, creating weapons, and turning peasants into soldiers. Sometimes you get so caught up in the battles that your people start to starve and

leave the castle! Whew! Fun, but lots of pressure. Highly recommended to anyone with an interest in this period or if you are into real time strategy games.





### **WASATCH FRONT HISTORICAL GAMING SOCIETY**

Meets every other Friday night in Salt Lake City, Utah. Our group plays Age of Eagles, Sword and Flame, Age of Reason, Command Decision 3, Fire and Fury, Renaissance, WW2 skirmish, and many other periods.

Email: [mirsik1@juno.com](mailto:mirsik1@juno.com)

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*I finally had a chance to look at the new Old Glory 10mm figures and they are very nice. At \$15.00 a bag for quite a few figs they are also a good bargain, making them an even cheaper alternative to 15mm or for those who think that 6mm is too small. The one big problem is what rules do you use? For gamers with small playing areas the answer is easy; just use existing rules as they are. True, the units will look smaller, but it's playable. For those groups (like ours) who have a lot of space, using a rule set like Empire for 10mm makes no sense. Twelve 10mm guys on six small bases just does not look good!*

*What is needed are a new set of rules which are element based, meaning that it doesn't matter how many figs are on the stand.. Fire and Fury, Grand Armee, Volley and Bayonet, and others are the answer here as you can pack the bases with a lot of figs because the bases are what counts for determining combat, not the number of figs on the bases. While those rules may work for some periods, I am hoping that someone designs a series of good rules that will allow the placing of 1, 2, or 3 of the Old Glory infantry strips on a base. I am also interested to see what other new periods will be coming out from Old Glory in this scale.*

## **Age of Napoleon**

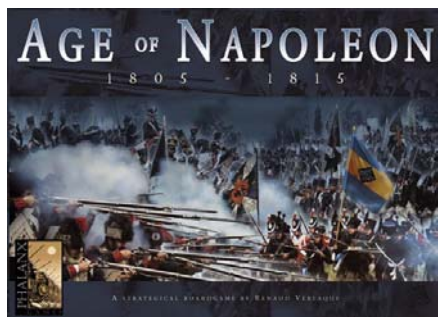
## **Product Review**

**by Matt Irsik**

Phalanx Games is a maker of high quality board games that mix wargaming with the quality of family games. Age of Napoleon is no exception. The components are magnificent, with a beautiful, full color mounted mapboard of Europe, extra thick playing pieces, and well designed event cards.

There are three scenarios beginning in 1805, 1809, and 1813, which are played to completion in 1815. Units are corps and there are 55 cards which are used for diplomacy, tactics, and events. The game plays fast, with the 1813-1815 campaign able to be finished in under an hour. The rules are basic, but with wargaming touches like attrition, pursuits, etc... Still, you can pick it up and be playing inside of 15 minutes.

I've played the game solitaire twice



and against another player once. The cards definitely drive the game and it is amazing how the war flows in spurts, much like the real period of 1805-1815.

Some years there is a lot of campaigning and battles, while in some other years you simply don't have the cards or the strength to do anything at all.

Combat is quick and again, cards can greatly influence your attack strength and pursuit. Generally, each side loses a number of units and the rest of the forces are spent, which takes a card to "un-spend" them. Naturally, if you only average several cards a year, you can go through them quickly! If you figure a card to activate a force, play two cards for a battle, then use another card to "un-

spend" a force, then you have used about half of your hand for the year! Knowing when to use cards and how to think strategically are critical elements here.

There are quite a few unexplained items, mainly dealing with diplomacy and insurgency, but the game does play well and fast. The forums at Consimworld have a listing for this game with several hundred questions and responses, which helped me greatly. If you like quick, grand strategic games, then this is for you. It could also easily be used for the basis of a miniatures based campaign game.

