



# *Warning Order*

ISSUE #42

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WMA TOURNAMENT  
SCENARIOS  
GAME REVIEWS



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WASATCH FRONT HISTORICAL GAMING SOCIETY

# Warning Order

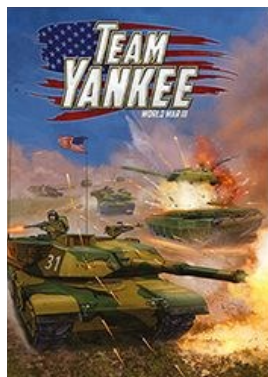
## Is the Hobby Going Back in Time? Editorial

The old saying that “What’s old is new again” seems to be a recurring theme within the wargaming hobby right now. I’ve been seeing articles recently how people are giving up on social media, cable cutters going back to satellite, people coming back to the theaters, etc., and of course the same things happen in our hobby. Cycles that we see in culture, entertainment, business, etc., are large parts of our life and can certainly be applied to the hobby as well.

Lately, I’ve been seeing a large number of threads and articles about “going back” in the hobby, whether this is for miniatures, board games, rules, terrain, and more. Just when you thought the Golden Age of gaming couldn’t get any better and everything that you possibly want is at your fingertips, it seems to be veering off in a different direction.

First off, we shouldn’t get too carried away. The amount of quality items

that are coming out daily is simply staggering and every company isn’t going to fold or start making WRG type rules in black and white overnight. But there seems to be gamers out there who have either reached the saturation point, are tired of what’s being offered, or just want to go in a different direction. There is definitely a new cycle building here, but how long it will be and where it is going remains to be seen.

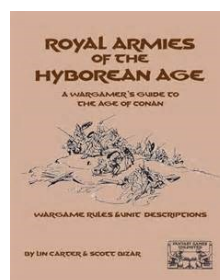


The first evidence in that what’s old is new again is right on the front page of most gaming sites, blogs, miniature forums, etc., and that would be the latest Flames of War installment, Team Yankee. I remember the great Warsaw Pact vs. NATO heyday in the 70s and 80s where most of our gaming focused on that topic. Massive micro-armor battles, board games of every scale, magazine articles, etc., filled our hobby lives for

almost two decades.

So who would think that a war that never was and a period of the hobby that burned itself out twenty years ago would be making a comeback? Is it nostalgia? Are gamers bored with WW2 and are looking for something else? I know that I still play games like Warsaw Pact, VG’s NATO, and Berlin ‘85, but that’s because I consider those to be good games worth playing. Why would someone not from that era who has been playing FOW WW2, Star Wars Armada, etc., jump to this kind of period? Strange times indeed.

However, it’s not just Team Yankee that brings up this argument, but a slew of other observations. A recent posting on TMP about Hyborean Age armies (world of Conan) that takes me back 40 years, the excitement about the return of Space Hulk last year, gamers being upset at the demise of Warhammer Fantasy Battle, the tremendous success of the Ogre Kickstarter program for (cont. on p3)



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### Special points of interest:

- Battle reports for Saga, Ronin, WMM, TSATF, and BKC2.
- Reviews of several board games, including GMT’s Talon and MMP’s The Greatest Day Vol. 1.
- Book reviews, a how to on buildings, and the usual features.

## Is The Hobby Going Back In Time? (cont.)

## Editorial

(cont. from p2) a game that is almost 40 years old, and more. Either there are far more grognards out there than I thought or there is an interesting trend going on right now in the hobby.

Then add to the fact that there is definitely a clamor for reprinting older board war-games such as Avalon Hill's Magic Realm, Dune, Gun-slinger, and more. There are various threads about what wargames from the past should I look into, which ones did I miss, what should I add to my collection, and what older games are worth playing. I could see if these were coming from gamers in their 50s and up who grew up in that nostalgic era, but many of these questions and desires are from gamers in their 20s, 30, and 40s. Now these kinds of games aren't going to shatter any kind of sales records and they have a dedicated audience, but I find it interesting that people are interested in them when there are so many new games available right now.

This is also not just happening in the board game part of the hobby, but on the miniatures side as well. Age of Eagles just came out with a new second edition, rumors of a third edition of Age of Reason, The Sword and Flame still going strong for over 40 years, and so on. With all of the beautiful new rules out the last few years why are people either staying with these or getting into them now?

My theory is that gamers are always looking for something new and in this case they are looking backwards. Despite the modern publishing techniques, incredible components, color rules with examples, etc, that we have for many of the games that are available now, there does seem to be something missing. Again, in my opinion I think the pendulum swung too far in the other direction over the last ten years and maybe it's moving back to the middle. For years there was a complexity vs. simplicity and

realism vs. playability series of arguments, so the game companies gave gamers what they wanted.

You can debate what gamers wanted for years, but basically it was cool minis, easy to understand rules, pretty pictures in the rules, and fast action games that could be finished in a few hours. You saw the rise of games like Wings of War, Star Wars Armada, the Heroclix series of games, Flames of War, Hail Caesar, and far, far more. Many of these games have had great success and continue to do so.

It also saw the rise of skirmish type games to an unprecedented level in the hobby. You only need a few figures, a fairly simple set of rules, minimal terrain, and an hour or two. Osprey has had pretty good success with its series of skirmish rules in the last few years, plus the ability to buy plastic boxed sets for one side or the other certainly helps to make it very easy to get into.

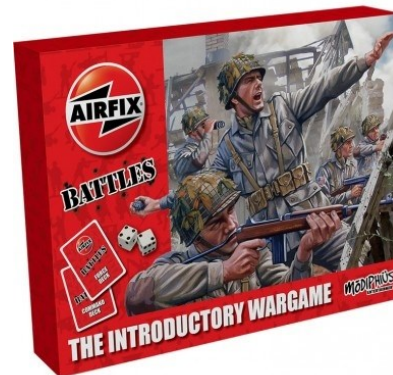
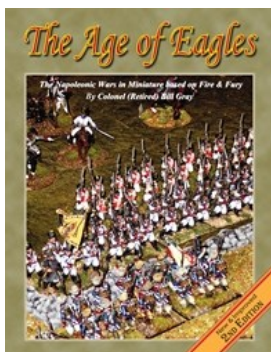
I think the simple answer is a question of depth. When you look at many of the threads that helped spawn this editorial there is a recurring theme and that is gamers want or think that there is more to the subject. By that I mean that you can buy a Sails of Glory set, play a few battles, but then want to know if this is how real sailing ships fought. Is there a better set of rules, can the movement be more realistic, what were the differences in the various countries ships, etc. Sails of Glory isn't going to tell or teach you any of those things. It's fine for what it is, seeing some beautiful ship miniatures on a sea cloth blowing each other up in an hour or so without having to know anything about the wind gauge, tacking, or any of more than a dozen other things about sailing ship combat. It's fun for many gamers, but there are those who want to know more or think that there is a better game.

The other reason that I think the pendulum may be coming back to the middle

just a bit is the other result from the question of depth, which is forgettable games. I've played Sails of Glory, Wings of War, and many others as I'm a gamer and I'll pretty much try anything once! The only thing I can remember from many of those games is that we had fun for a few hours, but that's about it. 60 seconds after I've reached my car I can't remember who was on who's side, who won, or what the scenario was. Contrast that with many other battles that we've fought and that have been reported in previous issues that you remember for years.

I think that when you invest time in painting armies, reading in depth rules, researching uniforms, etc., you seem to bring a passion to the game that creates memories. Not so with many of today's games. The game company has basically done everything for you and all you need to do is show up, roll some dice, then pack everything back into a box. It seems like some gamers are growing out of that and are going back to some tried and true systems, hoping to find a good balance or learn more about a particular period.

So, are we all going to melt our Star Wars Armada ships and invest in WRG 6th Ancients rules anytime soon? Probably not. What may happen is the game companies may start putting out something that has better depth or gamers who play some of the older systems may find some new recruits, which is always a good thing. The hobby is a big tent and there's room for everyone and every kind of system. Then again, I just saw that Airfix, a company from my youth, is coming out with some new basic war-games rules. Strange times indeed!





# Crusaders Triumphant!

Since I had painted up enough forces for a 3,000 point Saracen army and with our group needing a game on short notice we went to Warmaster Medieval. We've tried a number of Saracen vs. Crusader matchups and they've always been pretty good battles, but this is the first time where the Saracens could pretty much choose any kind of army to use due to the number and type of units now available.

We decided upon a 2000 point battle and the Crusaders went with their by now standard force of several knight units backed by Turcopoles, medium infantry, and crossbow units. Their cavalry for the most part formed up on the flanks, although in a mirror image of the Saracen deployment, both sides had a few units of cavalry near the center of their line.



The remaining units formed several blocks in the center, with the crossbow units screening the medium infantry and

dismounted knights. Definitely a powerful force if those blocks of units could get to the front lines in time.

The Saracens this time decided to go with an infantry heavy force, deploying quite a few infantry units plus archers, backed up by a cavalry contingent consisting of both heavy and light units. Saracen infantry other than the fanatics is about as average as they come, but they were in large numbers! You can then take half the number in fanatic units, which have pretty good striking power. The Saracen heavy cavalry is great because not only are they rated as shock cavalry, but they have limited range as archers.

The Saracens decided to contest the flanks, then overwhelm the Crusader center in infantry, basically throwing themselves forward in an attempt to cause as many casualties as possible. This essentially grinds down the better Crusader units and has been an effective strategy for the Saracens in past games. The Saracens had a break point of 13, while the Crusaders was 11. Since the Saracens also had several cavalry skirmishing units those weren't counted, so the break point was theoretically much higher.

The Saracens moved out better than expected and established a fairly solid line some distance from their deployment area, but things quickly fell apart after that. The Crusaders continued

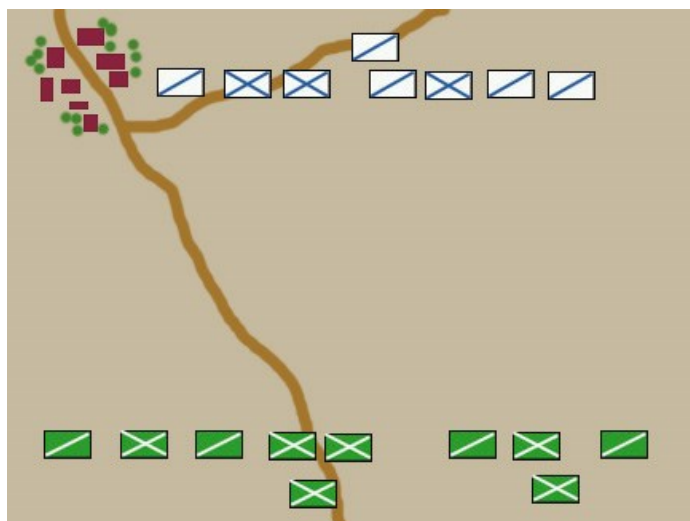
# WMA Battle Report



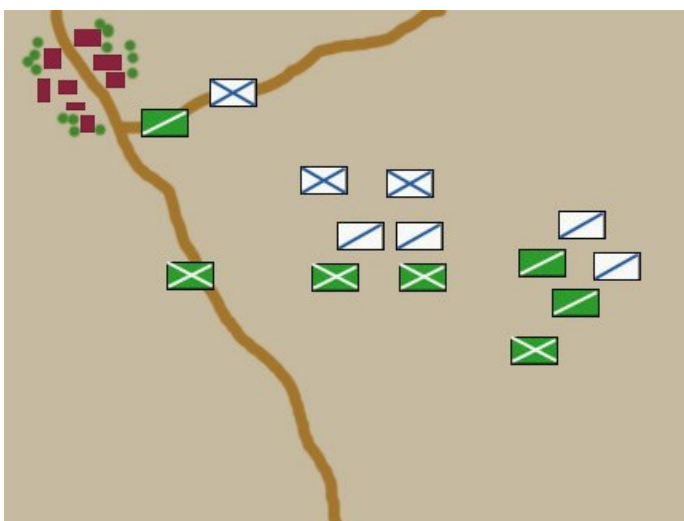
their bad luck on command rolls and moved forward in an irregular pattern as their commanders continually failed their rolls. By turn 3 the armies had moved forward, but most of the initial plans were about to be tossed aside as events would quickly overtake them.

The Saracens on the Crusader right launched a series of cavalry charges along with archery attacks that decimated the Crusader Turcopoles on that side. The Saracens then charged home into one of the infantry blocks, inflicting large numbers of casualties. Two of the cavalry units destroyed a Crusader crossbow unit, then pivoted and hit some medium infantry in the flank. Just when it looked as if that flank might collapse, the Saracens rolled poorly and had to pull back. Both sides had been bloodied and were pretty much out of the fight on that side of the board.

On the Saracen left there (cont. on p5)



Initial Deployment



Turn 6





(cont. from p4) were a series of back and forth charges between the Crusader knights and Turcopoles against several units of Saracen heavy cavalry. After both sides lost units the Saracens pushed their luck too far and the Crusaders counterattacked, sweeping the remnants of the Saracen cavalry in front of them.

In the middle the Saracen archers inflicted multiple stand losses on the approaching Crusaders. At this point the Saracen strategy was working, but the Saracens could clearly see that was because the main Crusader force still had not got into action due to bad command rolls. Both sides launched a few infantry attacks that achieved nothing more than grinding down each others units.

The Saracens then attempted to move

their reserves forward, but failed across the board. This left several units without support and the Crusaders capitalized by charging several of these units. The Saracens held their ground, but had a turn where their die rolls in combat were about as bad as it could possibly get. All of a sudden the momentum had changed and the Saracens were left fighting for their lives!

The Crusader heavy cavalry finally got into the game by hitting a series of command rolls. The Saracens again could not reform their lines and shift reserves. The Crusader cavalry crashed into the Saracen center, inflicting horrific casualties and finishing off enough units that the game resulted in a Crusader victory as the Saracen army was forced to withdraw.

The game was concluded in about four hours including set up and take down, plus we had five players so that's not too bad. A Saracen infantry heavy army probably isn't the best opponent for the Crusaders as the Saracen infantry are pretty much just speed bumps in the path of what could be termed Medieval Panzers!

I also think that we're doing something terribly wrong with the Saracens in how they are being played. Although the Saracens have won a few games, that's been due more to bad command rolls by the Crusaders than good Saracen tactics. We'll need to keep trying some things out, adjusting the army list, etc. to make sure that the Saracens are a bit more competitive next time!





# The Greatest Day Vol 1: Sword, Juno & Gold

## Game Review

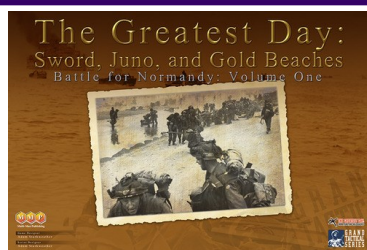
So, what does a \$250+ wargame look like? That was the question starting me in the face when I first read about Multi-Man Publishing's (MMP) first volume in the Greatest Day trilogy entitled Sword, Juno, and Gold. Part of what is known as the Grant Tactical Series, or GTS as it is affectionately known by its fans, this was the first game, which with Utah and Omaha coming up, would allow gamers to recreate the entire D-Day experience on the company level.

With The Devil's Cauldron (Arnhem) already sold out, my reasoning was that if I was going to get into this series this

would be the game to get started with. The extra money saved by pre-ordering certainly helped with the decision, plus the fact that more than likely only a limited number would be printed and if I didn't get one now odds were that in a few years it would be double the price.

First off, the box is huge, being the same size as The Devil's Cauldron and Where Eagles Dare. When you open the box you have one of those moments in the hobby that rarely occur where you stare for a moment and start to panic about where to begin! There is a series rule book, exclusive rules, and a scenario book that are very well done. This is followed by a load of division displays and reference cards along with the single map beach scenarios that are on standard letter sized cards.

Now is where you get to the meat of



the game as you pull out the sixteen countersheets that contain the units of every division and formation that participated in this battle along with what seems like an endless amount of markers. Finally, you pull out the stack of maps, four of

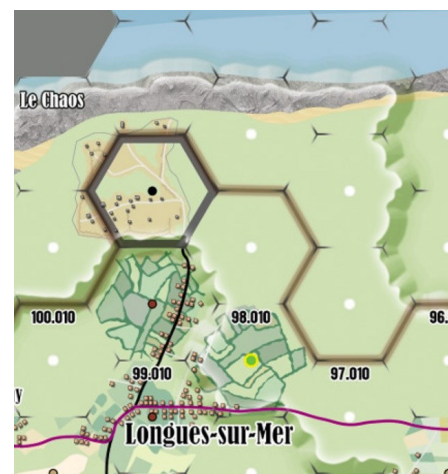
them overall, plus the map extensions for the various scenarios. After staring at everything laid out before you for a few minutes, the question becomes where to start.

For me that was clipping and organizing all of the counters, which is herculean task that took me a few hours a day for a week! While I did, that however, I was able to get through a first pass of the rules in between bouts of counter clipping. A word needs to be said about the quality of the overall layout. Much like GMT's East Front Series, which I regard as a masterpiece of game development, The Greatest Day is very well organized. From the maps that contain single scenarios on the backs of some of them, to the displays, rules, etc., it all makes sense and flows together nicely.

Some general thoughts about the maps might be in order as well. First, they are extremely well done as the detail to the right will attest. Each village, crest, water obstacle, etc., is clearly laid out. Unlike many other Normandy wargames which are at a much higher level, here the terrain becomes of great importance. Each village, slight ridge, and bridge become focal points for both sides and knowing the terrain in this game is definitely one of the keys to victory. Players will need to carefully study the terrain in each hex and refer to the appropriate reference card so that they understand the full effects on movement and combat for each type of terrain.

Also, when looking at the full set up with all of the beach overlays, this game will easily take up a 4 x 6 table and that is without somewhere for all the markers,

displays, etc. Playing the full campaign will be beyond the grasp of most gamers, but fortunately there are a wide range of smaller scenarios that can be played. In fact, the training scenario which covers Michael Wittman's attack at Villers-Bocage and the three beach scenarios are all played on card sized maps.

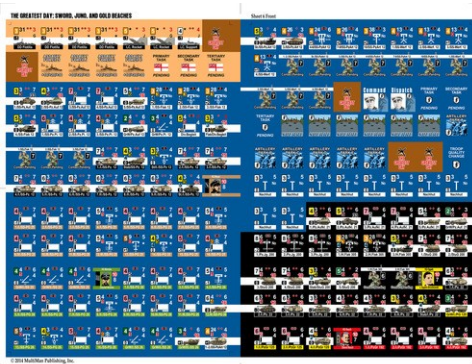
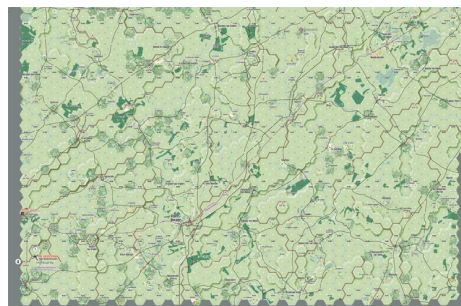


It should also be mentioned at this time that this game and the game series does not cover the entire Normandy campaign, but just the first seven days. For those looking for the full Allied campaign you will need to turn elsewhere, but for those who are happy with this there are quite a few actions that occurred in the

first week. One of the more interesting aspects of this game are the scenarios which cover the British 6th Airborne, which seem to be forgotten in most histories or games on the

subject. Here they get a full treatment and players can explore their contribution to the D-Day campaign in several small and large scenarios.

There are counterattacks by 21st Panzer, the Canadians and 12th SS in their duel to the death, Operation Perch, and much more. Some of the larger scenarios and the full campaign are suitable for group play as well. It would take quite some time to go through all (cont. on p7)











the surrounding woods.

We played with 4 players, each with a 3 point warband. Norman player 1 had 1 warlord, 1 mounted hearthguard unit, 1 foot warrior unit, and 1 warrior unit with crossbows. Norman player 2 had 1 warlord, 1 mounted hearthguard unit, 1 foot warrior unit, and 1 unit of bow armed levy. Viking player 1 had 1 warlord, 1 unit hearthguard, and 2 units of warriors. Viking player 2 had 1 warlord, 1 unit hearthguard, 1 unit of warriors, and 1 unit of levy bow. The entire board was essentially forested, meaning the milites could not move more than one base off the path or field (small path off the field led to a 'foot bridge' over the river, simulating the somewhat dense underbrush that English forests can tend to have. Archers were allowed to shoot through it. The Normans had to get at least 50% of their units off the table (50% being units with more than 50% of their men left, such that if the Vikings killed 3 of 4 hearthguard, as an example, they got the victory point for that unit).

In addition, we used a hidden setup for the Vikings. They had a suite of cards that were turned face-down. All face cards were real units, non-face cards were dummy blinds. They could move each

For the week of the 23<sup>rd</sup> we again visited Saga for a scenario involving some Norman on Viking action. Ask most folks about when the Normans were first in England, and they'll probably look at you like 'who are the Normans', but for historical folks, most will say 1066. That is, of course, somewhat misleading and untrue. The events in 1066 were of course predicated on the fact that Edward the Confessor had a lot of Norman advisors in the kingdom at that time, and if you are a conspiracy theorist, he may have been bumped off so that he couldn't transfer power to them (Duke William at least made that claim, and there is some evidence to believe he was probably right). Edward, though, isn't their first interference in English politics. When Cnut conquered England he took a Norman bride, Emma. So in a real sense, Edward was Norman, and Cnut was already courting the powerful families in Normandy following his conquering of England.

Thus the plot for the evening involved two Norman lords being called up Cnut for a council following his conquest. In the aftermath, Cnut's big potential rival was Thorkell the Tall, and Cnut was calling in all lords to assess loyalty. A

few of Thorkell's retainers took it upon themselves to ambush the Normans and hopefully reduce Cnut's clout enough to keep him from obtaining unquestioned power. Just shy of a river crossing next to a small farmstead in a wood they barricaded the road and setup an ambush in







card as if it was a unit, and if a Norman came within 6 inches of a card it had to be revealed. This enabled the Viking players to move about and create some tension in terms of where the attack would fall.

In the opening phases most of the Normans moved up the path into the small farm clearing, being locked into a narrow combat formation due to the path. A lone unit of Viking warriors surprised them near the entrance to the farm, and the Normans struggled to array into formation in time to protect the column. The mighty warriors gave much better than they took, and quickly whittled down a unit of warriors before being finished off by milites. The Viking levy appeared in one of the fields of the farm,

and were promptly charged by the surviving milites.

Below the carnage in the town, the cross-bows and Norman levy were sneaking through the trees supported by the remaining unit of warriors. They just made the field, as their warrior screen was butchered by incoming Viking warriors. At this point things were looking grim for the Normans, they were close to hitting the 50% mark and loosing. 1 unit of milites was almost gone, 2 units of warriors were gone, and the Viking warlords and hearthguard were yet to get into play.

It was here the Norman missile fire saved the day. They effectively wiped out a hearthguard, warlord, unit of warriors, and stymied the Viking movement

(essentially denying them easy routes to mop up). It came down to the remaining Norman hearthguard attacking the remaining Viking hearthguard everything being butchered. The warlord's clashed, and the Normans came out on top with just their warlords and the missile armed levy counting towards victory, winning by the skin of their teeth thanks to some last minute heroics by the missile units and warlord.





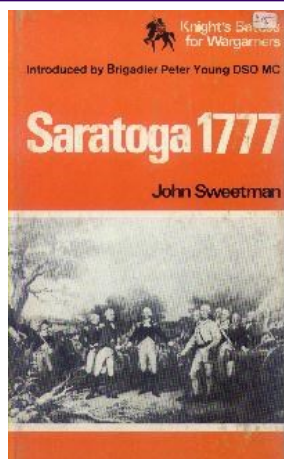
## Book Reviews

By Steven Verdoliva

### Saratoga 1777

**Knights Battles for Wargamers**  
Written by John Sweetman

This is an "Oldy but Goldy" review. Knight books were a series published in the late 60's and early 70's specifically for wargamers. They covered battles from the Medieval to Horse & Musket period. Now as many of you know Saratoga was a pivotal battle of the Revolution and one that didn't involve George Washington. The book itself is a thorough but brief account of the campaign and battles giving one enough information to re-fight them if wanted. An introduction by Brigadier Peter Young DSO MC starts it off. If you youngsters don't know who that is then look it up and let the amazement begin. Now this is probably not the easiest book to get ahold of but I wanted to point out that this is basically a collectible book that I picked up at a flea market cheap. It is also part of our gaming community heritage and we shouldn't forget where we came from or the people who contributed to where we are today.



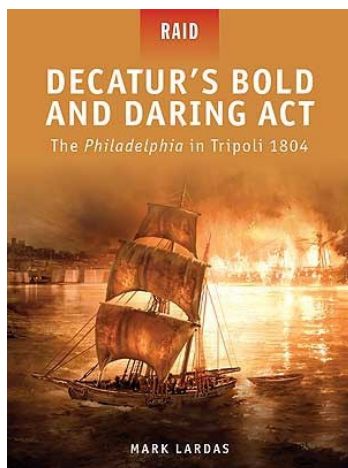
tral Asia. Mannerheim is also remembered as a military man and founder of the Finnish state who, unlike many of his contemporaries, turned his back on politics after winning Finland's Civil War. He eventually became a politician to lead Finland out of WW 2 and maintain its independence. This is a well written book with many excellent photos and the usual great Osprey art plates.

### Decatur's Bold and Daring Act- The Philadelphia in Tripoli 1804

#22 Raid by Osprey Publishing

Written by Mark Lardas

In 1804 the United States was considered a minor power on the world stage. Especially so to the Barbary Pirates of North Africa. To counter this and expand American influence and reputation successive naval squadrons were sent to the Mediterranean. This is the story of how the Philadelphia was accidentally run aground and lost to the Bey of Algeria and the how the US Navy



responded. It's a great story of the young US Navy and told in a great way by the author. Horatio Nelson called it "the most bold and daring action of the age" high praise indeed.

### Bill Slim

#17 Command by Osprey Publishing  
Written by Robert Lyman

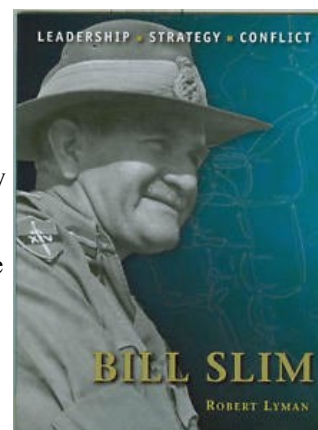
Most of us have no idea who Bill Slim was. As Americans we know of Nimitz, Halsey, MacArthur and the island hopping campaigns of the Pacific. Bill Slim led the "Forgotten 14<sup>th</sup> Army" in the

Burma theater. This was an army that had been badly beaten by the Japanese in the early Pacific war but stopped them at Imphal and Kohima and destroyed them in the '44 and '45 campaigns into Burma and Thailand. All of this was due to Slim's inspiring leadership and ability to perform with what was available. Not many armies give their commander a standing cheer while in full retreat before the enemy. On a personal note my Grandfather knew Slim from his service in India during the 20's. A good read and recommended.

### 1415: The Battle of Agincourt

2015 Special Edition of Medieval Warfare by Karwansaray Publishers  
Written by multiple article authors.

As some of you know Karwansaray Publishers is the publisher of Ancient Warfare and Medieval Warfare magazines. Occasionally they come out with special editions that cover a specific battle. Ancient Warfare chose Agincourt for 2015 as it's the 600<sup>th</sup> anniversary this year. The

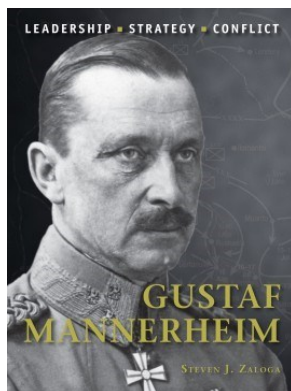


special edition is made from article covering the campaign lead up, the battle, army organizations, aftermath and its special spot in history. Each article is written by separate authors who are well versed each in their own specialty. I thoroughly enjoyed it and would recommend it to anyone with an interest in the period.

### Gustav Mannerheim

#32 Command by Osprey Publishing  
Written by Steven J. Zaloga

This is a welcome addition to the Osprey



Command series. Mannerheim fought in 6 major conflicts in his lifetime and conducted a 2 year intelligence trek for Czarist Russia through Cen-





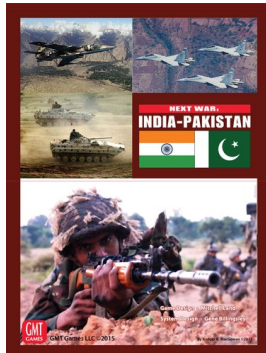
# Next War: India-Pakistan

# Game Review

I've reviewed the two previous games in this series, Next War: Korea and Next War: Taiwan, a few issues back. They were positive reviews, even if the advanced game level was definitely at the upper end of the complexity range for most gamers and it would take a serious time commitment to learn the system. The third game in the series, Next War: India-Pakistan, has arrived quicker than anticipated, showing that this is one of GMT's more popular series as it made the P500, finished development, and shipped quickly.

Like the two previous games in the series, it is an effective combination of GMT components/packaging, and a labor of love by designer Mitchell Land. Inside the box you get a 22 x 34 map, several sheets of counters, quite a few reference cards, a series rulebook, and an exclusive rulebook for this particular game. The counters are nicely done, the cards are extremely useful, and there is really not much to criticize in the overall package. This is a well done game series and it shows.

When you think of the Indian sub-continent along with Pakistan your first impression might be a series of maps for this game, but the one that it comes with focuses on the likely areas where a war would take place. The map offers two completely different theaters; the first is Kashmir, which has some particularly nasty terrain, and the second is the La-Hore area that is primarily flat with rivers and canals cutting across it. The Kashmir area will present a large number of challenges for both sides, especially in terms of combat support and mobility.



The counters represent the various brigades, divisions, and aircraft for both combatants. There are also a large number of additional counters to represent the various foreign powers that can intervene in the fighting. These include China, Russia, the United States, plus the UK and France. There are also counters for the other two games that reflect upgraded units or to fix errata issues.

The series rules by now have been pretty well defined and are pretty tight. The standard game is fairly straightforward and most hex and counter gamers will be up and running in no time. The standard game uses a basic air system for supporting combat, which makes it much easier to use than the full game. Movement, combat, stacking, etc., are things most gamers have seen before and there are a few standard game scenarios which are very useful in learning the combat system, and more importantly, the terrain.

Then you get to the advanced game and the level of complexity gets ramped up considerably. At this point you start dealing with HQ units, supply, special forces operations, cruise missile strikes, and more. On top of that there is a full scale air game, which is not for the meek of heart. Air superiority missions need to be assigned, strikes with escorts, wild weasels, degrading air defenses, and more all come into play each turn. In fact, it becomes almost like playing two games in one at times. However, to really see how modern airpower affects a campaign, the advanced air system needs to be tried at least once by anyone interested in this series.

One of the interesting aspects of the advanced game is that you have to set the International Posture Matrix before each game, meaning that the U.S., Russian, and/or Chinese forces could intervene in the fighting and the level of their involvement. This could range from supply points and maybe some air

units, to full fledged support with carrier battle groups and rapid deployment forces. In this game there are numerous Chinese forces, a few Russians, and a wide range of U.S. air and ground units that could possibly show up.

There are several standard game scenarios, with a few only lasting several turns, which are great for learning the system. Most of these feature Chinese involvement, usually in the way of airborne and airmobile forces. There is one very large standard scenario that would take several hours to complete, but is still very manageable. Then there are two advanced game scenarios that deal with a border war that escalates into full blown conflict and a unification scenario that begins with Pakistan having achieved tactical surprise.



The two advanced game scenarios are going to be long affairs, so prepare yourself as they could go up to 12 turns each. With the amount of air units, foreign intervention, and large numbers of ground units, this will definitely be a slugfest.

Finally, there is a "Loose Nukes" scenario that looks to be pretty chaotic where various foreign powers along with India try to bring order to a collapsing Pakistan. I should also mention at this time that both sides do have nukes available in the advanced game scenarios and there are rules for their effects. I think that these were included as both sides seem to believe that they will more than likely be used in any future war.

Overall, there is a lot to like here and the series continues to get more refined with each new release. This particular game has some unusual terrain, a wide mix of units, foreign power intervention, and some intriguing scenarios. I also think that it's great for someone just getting into the series as there are no naval rules, which do take some additional time learning and implementing.

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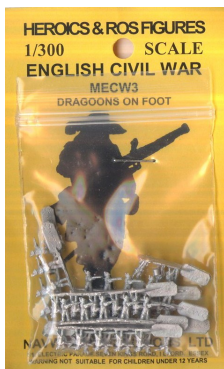


# Memoirs of a Miniatures & Board Wargamer Pt. 29

For as long as I can remember I've had a fascination with the 6mm or 1/300th scale for the hobby.

I think that this is because one of the first games I ever played as a teenager was a club game that used GHQ micro-armor. To this day I still have a sizeable collection of British, German, and Russian WW2 forces in that scale that you see featured here from time to time in our BKC2 battle reports.

While I dabbled in modern micro-armor during the heyday of the Cold War and certainly use it for WW2, I've had an off and on again relationship with the scale for other periods. In fact, I didn't even know about this scale until I saw a Ros Heroics ad in Military Modelling one day! Then in one of the first issues of The Courier that I bought there was an article about using 6mm figs for gaming.



Now at this time there weren't a lot of manufacturers in this scale as I can only recall GHQ and Ros Heroics. The point in the article about if the designer died there wouldn't be any more figures in this scale did have an element of truth to it. Then there was the article about the hair roller armies in I believe it was MW #9 (does anyone still remember that issue?) which was an alternative to 6mm figures, but not a very practical one as it turned out.

My first foray into this scale for anything other than WW2 would also be my last in terms of historical gaming. Being a big ACW buff I ordered about ten packs of figures to build some armies for the Newbury Fast Play rules and was pretty impressed with what I received. Now back in the early 80s when there wasn't a lot of choice, these packs were like a bolt from the blue. All of a sudden I could



create huge armies quickly, with little painting. The first few games showed a lot of promise, but then something happened that changed my thinking for quite some time. That event was the 15mm ACW line from Stone Mountain that had just come out. The 6mm forces were sold off and it was onto Johnny Reb in 15mm.

Over the years I kept wanting to go back to 6mm, thinking of the many periods and rules that could be used with that scale. Slowly and surely there were more articles appearing in hobby magazines and some rules sets started including 6mm basing. The big issue, however, was that other than Ros Heroics there weren't any other offerings. Their figures weren't bad (they still hold up well even today), but there wasn't a lot of variety.

Numerous times over the years I would stare at the Ros Heroics listings in various magazines, start making an order, then stop. Something always prevented me from pulling the trigger and it's hard to explain why. When I bought one of the first copies of Science vs. Pluck I had an order ready to go, only to continue with my Ral Partha collection for the Sudan. The scale just seemed so inviting, but it also seemed like a lot of work, especially for the terrain. At that time the offerings for anything other than WWn Europe were slim.

Today the situation has changed dramatically. Companies such as Adler and Baccus make beautiful 6mm figures in a wide variety of periods. The pictures on their web sites and on various Yahoo groups will definitely make you have second thoughts about getting into this scale! With each image that you look at the possibilities for new periods began to emerge and you start searching for

rules to go along with your ideas.

Terrain has also greatly improved. There are a number of companies selling buildings, roads, rivers, trees, and much more. The amount of online material for the scale continues to grow with each passing day. What was once looked upon as a fringe scale played by a few hundred people around the globe has now blossomed into a legitimate option for starting a new period.

Many rules sets are now designed with 6mm figures in mind and you can pack as



many figures on the bases as you wish in most cases, creating almost a diorama for each stand. This would have been unheard of back in the day, but massed 6mm figures on bases with rules catering to this scale has become commonplace.



No more fudging the ground scale, converting charts, etc., as most rules suit 6mm as well as they do for 28mm.

So where does this leave me with the 6mm scale? Yes, still contemplating. As I get older and have more disposable income, the cost isn't a problem anymore. However, time and storage space for yet another scale are! I still dream of doing 6mm armies for the Sudan, scratch building gunboats, walled towns, etc., and it leaves you with a smile. With the beautiful new figures out now, rules designed for the scale, and more, you would think that this would be an easy choice. Still, my finger hovers over the button to send an order and only time will tell if I eventually get on board with this refreshed miniatures scale.

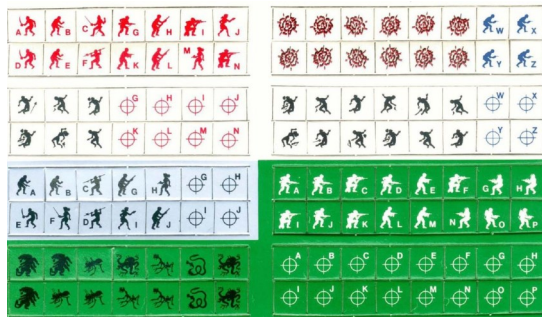




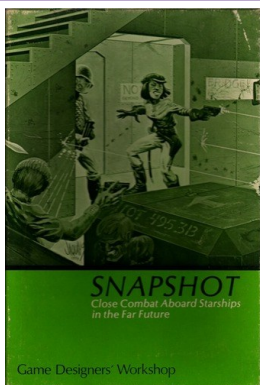
## Blast From The Past Pt. 28: GDW Series 120: Snapshot

Continuing last month's theme on the GDW Series 120 games, I recently acquired one more in that series that I had fond memories of. Snapshot is an interesting entry into that series as it was also designed to be sort of an alternative combat system for Traveller. Most of the Series 120 games were standalones, usually dealing with specific battles or campaigns, but GDW did have a few sci-fi games in this series as well.

The components are right out of the 70s, but since they were from GDW, who had better than average counters and maps at this point in board wargaming, they weren't too bad. You got a fold out "map" that was actually the deck plans of two different ships, the standard 120 counters on a small sheet, a fold out weapons table, and a digest sized set of rules. The counters weren't bad for the time and were more than enough for the few scenarios that came with the game.



Going through the rule book, which by the way is written in that interesting GDW style, meaning that it's an easy read, but you have a lot of questions after finishing it! The base rules are pretty easy to get through and then there is a set of optional rules followed by the scenarios. Since it is assumed that players of Traveller would be using this instead of the combat system that the RPG uses, a lot of time is spent on that system. This isn't a deal breaker as most of the character building parts of it or how it interacts with the Traveller universe can be safely ignored.



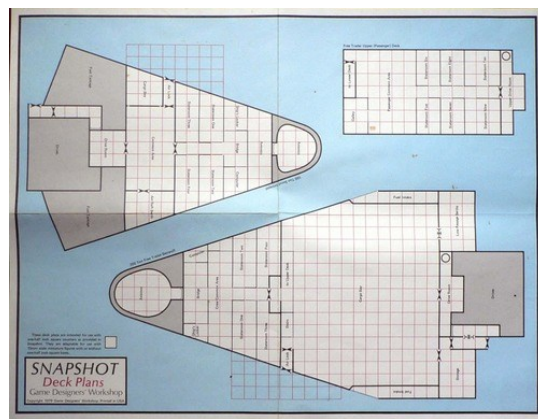
As with most GDW games of the time it is heavy on procedure, which may or may not be to everyone's liking. While the concepts are simple and there's no 50 step sequence of play, there's not many surprises here. Each character gets a set of skills and then chooses weapons suited to those skills if available. Some of the scenarios will detail the armor, weapons, special rules, etc., that are to be used. Going through the weapons chart there is everything from thrown spears to Tech level 15 (as high as it gets) plasma guns!

During the turn each character gets to spend a number of action points to move, shoot, or perform actions such as reloading, opening doors, etc. It's fairly standard until you begin to realize that there's really no way anyone can surprise you. By that I mean that you know who has what action points, when they will go in the turn, and there's only so many places you can go on the floor plans provided. Back in the day this was a novel concept, but with today's card and chit pull activation systems this will seem dated pretty fast.

Combat is pretty simple as well. Roll a number of dice vs. your characteristics with a few modifiers and then check for damage by rolling a number of D6 equal to the damage rating. Most weapons don't do enough damage to kill someone instantly, but they can render a character unconscious. Once you get into the higher tech stuff any hit will pretty much doom a character, no matter what their armor! There are also rules for hand grenades and explosions aboard the ship, plus the various types of body armor and how it affects certain weapons hits. Fortunately there is a type of opportunity fire which helps to keep the player's honest and prevents a character from running around shooting everyone with few consequences.

The scenarios cover hijackings, boarding actions, and a few other ideas

about using the few deck plans that you have. Most of these scenarios involve less than a dozen characters, so rolling up their stats, setting up the game, then reaching a conclusion in under two hours should be fairly easy to do. The several times I've played it the games went just over an hour. Again, the ranges are pretty short, so the actions are fairly quick, plus the higher the tech weapons you choose the more damage they do!



Overall, this is a good little game that I remember playing this a lot back in the day, although we never used it for Traveller, even though we did play that game as well. The game is pretty straightforward, but I always thought the fun factor was about a 5 out of 10. This could have been a much more fun game with random activations, pre-made characters, varied objectives, etc.

Judges Guild did do a series of Traveller supplements and several had ship plans that could be used with Snapshot. Also, there is Azhanti High Lightning, which is a huge boxed set of ship plans for a cruiser that is designed specifically for Traveller and Snapshot.





# 8th Annual WFHGS Warmaster Ancients Tournament

It's hard to believe that we played our first WMA tournament 8 years ago and now it has become tradition! We always try to schedule this around the end of the year holidays and this year it was the day after New Years. We were hoping to get six people, but holiday schedules can be difficult to work with, so we settled on a four person tournament once again.

Besides just having a fun tournament, it's a chance to play with an army that you want to see go up against opposing armies from varied periods of history. We shoot for getting in each game in



randomly generated territories that usually allow each player to field three extra units free of charge. This gives each army a break point of usually 8-10 units.

This year we had an interesting mix of armies, which makes things pretty challenging for everyone as there is no way that you would usually see them fighting each other in our regular Friday night games where we try (OK, most of the time...) to match up historical opponents. The armies were Teutonic Knights, Indians, Hittites, and Romans. Yes, from the dawn of warfare to late medieval we had the army lists covered!

To get the games moving faster each side deployed 30cm from their respective board edges and terrain was kept to a minimum. We've never really experimented with changing the terrain or setting up some kind of terrain selection mechanism for the tournament as my thinking is that depending upon the players, that alone could take up an hour or so! Each player then deployed by brigades, a D6 was rolled to see how long the game would be and then again to see who went first. Although this may sound like a lot it goes by pretty fast and each game is ready to go in under 15 minutes.

You win by either breaking the opponent's army or if the game ends before that, by the amount of casualty points that you cause to your opponent. This year was really strange in that very few of the games ended by break points. This meant that causing casualties was at a premium and at least one game was won by barely inflicting any casualties at all! Again, this is what is fun with WMA in that you really never know what is

going to happen at any given moment.

A few highlights from the various games were the Romans and the Hittites bashing in each other's brains in what proved to be the deadliest game played in the tournament. It went the distance and was determined by casualty points, with both sides suffering horrendous losses. The Indians put a scare into the Teutonic Knights, especially when the elephants went driving into their center, but the poor Indian command rolls let the Teutonics finish them off piecemeal. The Indians and the Romans had a knock down, drag out slugfest that ended with the Indians breaking on the final turn. Again, the casualties were horrific on both sides in what was a closely fought battle.

The Hittites and Teutonic Knights ended up playing in the third and final game, which also just happened to be the championship round. Both sides played well, but once again the Teutonic Knights did just enough to win the game, which was kind of a recurring theme! The final results were:

1st-Teutonic Knights (Rob)

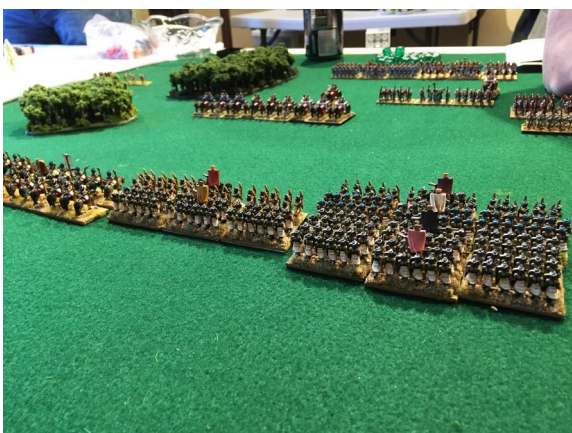
2nd-Hittites (Mark)

3rd-Romans (Mark)

4th-Indians (Matt)

Masters of Mayhem-Hittites, who caused the most casualties during the tournament.

Another fun tournament that saw us play three games each in about 6 1/2 hours, which is pretty good and looking forward to next year.



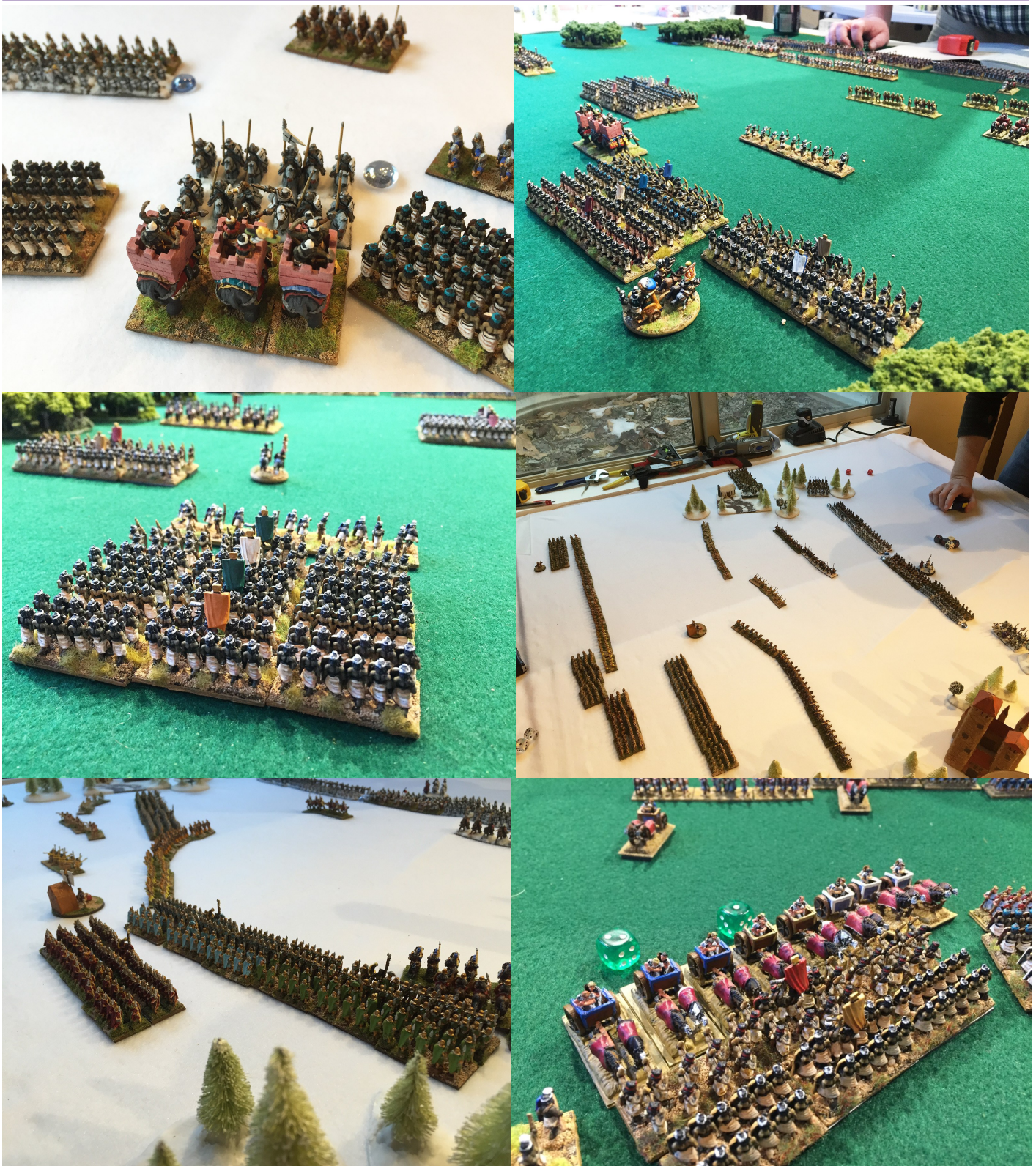
about 90 minutes, with a few minutes in between for a break and to get ready for the next game. The winners get their choice of which table to play on and which side to set up, so as the loser of a battle, you're always the one who has to pick up all of your stuff and move!

Each player gets one army of up to 1,000 points plus a free general. This is a change from last year where everyone had 750 points and a free general. Those games went pretty fast and in fact, probably too fast, so we decided to up the army size just a bit. Unfortunately, this had the effect of making the games a bit longer than we wanted for a tournament of this size! Using the campaign system in the WMA 2nd book, each player gets three





## 8th Annual WFHGS Warmaster Ancients Tournament (cont.)



*Several pictures showing the various armies that were used in the tournament, which were Romans, Teutonic Knights, Hittites, and Indians. Yes, it looks strange to see Indians fighting Teutonic Knights in winter, but it was a lot of fun!*



Anymore you can buy some lovely premade terrain from any number of vendors in any number of scales. Myself, I have some fantastic pre-painted stuff from 4Ground that can really help bulk up your battlefield, or if you aren't inclined to build an entire town. However, it also lacks a little in personality.

In a previous article I talked about Wargames Factory's plastics for a Viking warband, and the fact that you could really customize your men with them. Here I'd like to talk about customizing your table a little bit with two items, a village cross and a feudal Japanese shrine.

In the late Dark Ages through the Middle Ages in England, not every village could have a market. It required special dispensation from the local lord, as a market could be a very lucrative source of money. In order to denote whether a village could have a market or not, a cross would be erected in the main village green/square. Even today you can find market crosses in England or the remnants of their presence. As an example, Dunster (right near Exmoor national park, in the South Western corner) has a lovely building for its yarn market. Now the building itself dates from the 1600s, but the market stretches back into the early 1200s. Woolen yarns could be bought and sold here, which would have provide a nice source of income for the de Mohon family (de Moyon built the original castle here, which is listed in the Domesday book, and his descendants the de Mohons lived here up into the 1200s) or the Luttrels who took over after the de Mohon family.



Dunster Yarn Market

Now a market cross is not something you see everyone making, but it can be a very simple addition to your table that will add a lot of historical character. If you wish, you can easily pick up a cross, mount it to a simple base, and after a quick paint up you are good to go. When making mine, I chose to borrow some idea's from Dunster's market, and cover it. Now, since my cross is going to be used for Saga, something as elaborate as Dunster's is out of the question. However, since this is England and it does rain often (I lived there and traveled there for a number of years, and have firsthand experience with it...) so I will cover my cross. This covering could be wood, slate, or thatch, and I have chosen to mimic slate tiles to imply the importance of the cross and the fact the town does make a reasonable amount of money from its market. I also chose a hexagonal roof to mimic Dunster's shape, but a square or rectangle would work just as well (Royal Wootton Bassett's market is covered and rectangular with an indoor area above the lower market).

For supplies I needed:

- Plasticard
- Cardstock
- Putty
- Putty Shaper
- Plastic Rod
- Sand
- Scissors
- Hobby Knife
- Glue
- Graph Paper
- Pencil
- Painter's Tape/Masking Tape
- Round Wood blank

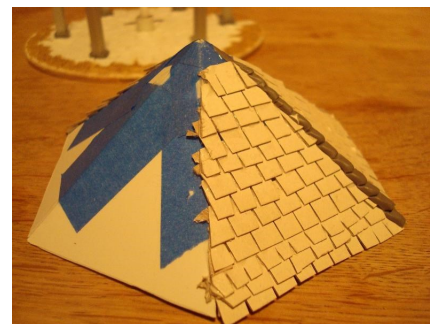
Local craft stores, such as Hobby Lobby or Michaels often sell generic wood bits (in my case, we were in England at the time, so Hobbycraft), such as large round flats that I used to make the base. Onto this I laid a series of cut plasticard to represent paving stones (again, implying the money generated by the market, for a less well to do market you could sand the entire base and paint up as dirt) with some sand around the edges to blend into my table's square.

Onto this I set six square rods, cut at angle, to serve as the support posts for the roof and used putty to build up the base they would have been mounted to/in. The cross is a simple affair of round plastic rod that has been cut (notched each so they would fit together) with some putty reinforcement to keep it stable. Several larger tubes were cut to make the base for the cross.



Base in a preliminary state

Next I used some graph paper and traced out the design for my roof. This was traced onto some cardstock I had lying around (might have been a cereal box or something similar) and the triangles cut out. I used painter's tape to help hold the joins together and then ran beads of glue along them to hold the roof together. Onto this I laired strips of card that I cut to resemble shingles. This is a fairly easy, if time consuming process. You cut long strips and then make angular cuts in from the side (though not all the way through). Being precise is actually not a good thing, as that would produce a look you would not get through hand cut shingles (a bit of randomness will actually make the model look better and be more historically accurate).



Roof partly shingled



Putty was used to make the edge/join parts and cover any rough edges or gaps. For the very top I used card that I would paint as wood, as I'd seen something similar during our travels elsewhere in England. Slate would be hard to shape up to that point and wood could be made to give a better 'capstone'.



At this point I primed and painted the base separate from the roof so that I could get at everything okay. I used a dark brown for my timbers, but I can highly recommend greys for old, weathered wood. Also very dark brown (almost black) can be used to represent treated wood (which you can see in the half-timbered houses that date back to the late middle ages). Once painted I added a little flocking, glued my roof on, and had a one of a kind bit of scenery for my table (I could have not glued the roof on as well, which would let one take it off for

gaming purposes, either option will work).

## Samurai Era Shrine for Ronin

Wait, you also mentioned a shrine? Yes, I wanted something for Ronin games that wasn't pre-pressed plastic and had some character to it. Sarissa Precision makes some nice feudal Japanese terrain (plus some stellar dark age terrain, I have one of their churches and the Norman manor house), but wasn't exactly what I was looking for.

So I built a small hut from card-stock, plasticard, and some balsa wood (the top of the roof is a shaped bamboo skewer from my grilling supplies). The paved walk is some textured scrap-booking paper from Michaels, and the trees were made from wire with putty overtop, and then steel wool with flocking (stereotypical cherry trees, but it makes it more striking). The Tori gate is made with rod and bits of balsa wood. Toss on some putty rice bags as offerings and it makes a nice little shrine that cannot be bought at a store.

It takes some time and effort to make your own terrain, but you can come up with some fun and unique



pieces that will really add flavor to your games. If you are interested in more terrain ideas I highly recommend *Battlefields in Miniature* by Paul Davies. He has loads of good tips and ideas for all manner of terrain.





# Talon: Fleet Defense of Earth by GMT Games

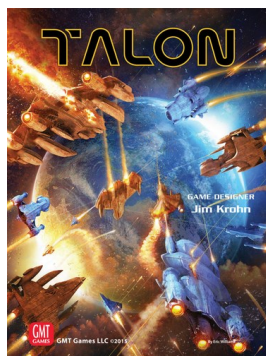
## Game Review

After the much heralded success of Space Empires and its popular sequel Close Encounters, what more could game designer Jim Krohn do? Well, for one thing design a new tactical level game of starship combat! Now science fiction wargaming is nothing new and there are many, many games on the topic, ranging from the hyper realistic Attack Vector Tactical to Full Thrust to Starfleet Battles, not to mention Star Wars Armada and Star Trek Attack Wing. In fact, there are so many starship miniatures games and space combat games out there the question needs to be asked about why would GMT put another one out.

For one thing GMT does a great job on game components and for another, it was designed by Jim Krohn, who so far has a knack for taking something complicated and distilling it into playable form. So far this has proven to be a winning combination and Talon will only enhance this reputation.

The first thing you notice when you pick up the box is that it is very heavy! This is due to the fact that there are two mounted space map boards in the game. I found this to be a bit weird in that paper maps would have been just as good and it would have given the gamer far more storage space in the box. There's no major problem here as I think the intention was to upgrade the components to "Euro" quality, but a strange choice. After that there's two sets of ship counters for the Terrans and the Talons, various game markers, an impulse/turn card, rule book, playbook with scenarios, a campaign card, two dry erase markers (one of mine had already dried up) and only one game reference card. The last one is very strange for GMT as they usually give gamers too many game aids! Overall, an impressive setoff components, but with some strange choices.

Now to the dry erase mark-



ers and what they're used for. The ship counters, which are very large hexagons, are laminated and to save time players just check off damage and power charging directly onto the ship counter! Not only is this pretty innovative, but it saves a ton of time although paper log sheets are provided for those who don't want to do this. The ship counters have various icons for shields, power charging, hull and critical hits, plus weapons groups, batteries, afterburners, etc. It's amazing that all the info that a gamer needs about his ship is right there and marking off the various boxes keeps things simple.

The rules are surprisingly simple, but will take a read through and pushing the counters around to fully grasp what is going on here. Until you actually fire the weapons, see how maneuvering works with the impulse system, then recharging, it's hard to grasp. Once you see it in action, however, everything becomes simple and an entire group can be playing in under 15 minutes.

If you remember Starfleet Battles from the 80s, then you will recall the famous impulse system. Talon uses something similar, but there's only six impulses, which means things go pretty quickly each turn. The impulse system, combined with what is called the power curve, determines your movement, turn radius, and power points that you will

receive during the turn. For example, a 2-4-2 power curve means that on every impulse where there is a 2 listed you get a power point that can be used to charge a weapon group, shorten a turn, make a sideslip, charge a battery, etc. On every 4 on the impulse track you must move one hex, and the 2 at the end is your turn radius, which is tracked using a counter on the board that says where you can turn.

Now all of this is surprisingly simple during play and with the limited space between the starting forces you first think that this game is going to be over in a few minutes. However, this is not the case and there is a refreshing amount of strategies and decisions that need to be made each turn. I would liken it to more of a dog-fight in space, with each side trying to maneuver into a firing position while recharging enough weapons to get in a good punch.

The two races have different weapons, ranging from phasers and anti-matter torpedoes for the Terrans to disrupters and missiles for the Talons. Also, their power curves, ship sizes, etc., are all different, which makes for two completely different strategies on the game board. Additional rules cover carriers, fighter groups, wave cannon, starbases, advanced damage repair, and far, far more. The playbook has around two dozen scenarios that range from an introductory one on one engagement to a full fledged slugfest. There is also a very interesting campaign system that looks as if it could be a lot of fun, particularly with a large gaming group.

Overall, what's not to like here. A fairly innovative system that on the surface looks like other starship combat games, but what lies beneath is anything but. The system works well, plays fast, is a lot of fun, and most importantly, can be taught quickly. I can see a large number of supplements, other races, campaigns, etc., coming out for this game and for the price it definitely can't be beat. Highly recommended.





## Samurai Mounted Attack

## Ronin Battle Report

Although we've played Ronin a number of times, we still had not used the mounted rules, so with this scenario it would be a good test for how they work with the system. Fortunately I have several mounted Samurai units, so finding the necessary figures was not an issue. The only thing that takes time with Ronin is actually setting up the rosters, as filling those out with the necessary skills can take a bit of time. In fact, I always thought that the Osprey skirmish rules should come with pre-made, random rosters for gamers who just want to get started or who don't have time before the game begins.

In this scenario two groups of mounted samurai are raiding a temple in the area and come across a group of bandits as well as the monks guarding the temple. This was an elaborate scenario set up, but since I was on the mounted samurai side, we only got to see things from our point of view! Whether the monks joined us or not seemed to be an option, but once the peasants attacked the samurai and the samurai counterattacked, the monks sided in with the peasants!

First, the mounted rules were interesting in that they didn't seem, at least to me, to be as devastating as I thought they would be. Fighting mounted warriors on foot would seem to be a disadvantage from everything I've read, but beyond the ability to ride by and make an attack, there didn't seem to be much advantage in being mounted unless we were doing something wrong (always a good chance



of this with our group!). The other thing is that when someone shoots at a mounted figure you have to see if it hits the rider or the horse, so you do get the bonus of having the horse possibly take some of the hits that the rider might otherwise have had.

The peasants came right out of the gate and ambushed the mounted samurai, trying to use their numbers to overwhelm the riders a few at a time. Their first attacks inflicted several wounds on the samurai even though they lost a few of their own number. By the second turn most of the samurai were engaged and the two peasant archers continued to score hits on man and horse. By turn three half of the samurai had wounds for the loss of six peasants.

The peasants, however, got spread out and the samurai counterattacked, killing a few more and forcing the peasants to test their morale, which they barely survived.

It was at this point where the monks and a wandering ronin who joined them decided to throw in with the peasants and attacked. The addition of two more archers spelled trouble for the samurai who were already having problems with the peasants. By turn 5 half of the samurai were down and the remainder were hard pressed in multiple combats across the board.

By turn 6 the peasants were pretty much finished off, but the monks were proving to be the real threat to a samurai victory. The remaining samurai tried to charge the monk archers and engage the remainder in some fairly large fights that saw each side sometimes have combat pools around double digits! The samurai, who had not much luck in rolling well during crucial moments of the game, now had that same luck right at the end. The monks pressed their advantage, slowly grinding down the samurai. By turn 8 it was pretty much over, with only one samurai still alive, the peasants fleeing, and the monks still in charge of their temple. When we added up the victory points the monks and peasants just eked out a narrow victory.

If the samurai had some bows things might have turned out differently. The monks were too hard to handle for the samurai who had taken some hits from the peasant ambush. Overall, however, it was fun, fast, and furious game that was finished in about 2 1/2 hours.





## Engagement 13: Rescue!

**Situation:** The frontier is aflame and Red has been caught unaware. Red forces are moving to withdraw all civilians in it's zone of operations. There is a trading post, a mission, and a local village (sympathetic to Red) that need to be evacuated before Blue's forces arrive. Blue is trying to burn and pillage across the frontier, but is disorganized.

**Period:** Designed primarily for the colonial period, but this scenario could be used for Ancients or Medieval periods.

**Table Size:** 6 x 4, but a larger table could be used with more terrain added.

**Terrain Notes:** The hills should be fairly steep and should have a heavy movement penalty. Players should agree if there is a path that runs along any of the hills to ease movement for native forces. The upper end of the river is impassable with cliffs on both sides, but there is a ford below the bridge which is marked on the map. The mission is surrounded by a high wall and the gate should count as being fortified.

**Scale:** The orders of battle are for skirmish games like The Sword & The Flame, but other unit based rules could be used as well.

**Red Forces:** Red's forces begin the game entering the road near the bridge. There is an advance guard that is closing on the mission and a second unit that is at the crossroads, waiting for developments. Red may pick any two units from his forces to begin on the board at the locations marked on the map.

6 units of infantry

1 unit of cavalry

1 section of artillery (2 guns)

**Red Orders:** Prevent Blue's forces from overrunning the mission, trading post, and village. Evacuate all civilians from the area and withdraw over the bridge, then destroy the bridge.

**Blue Forces:** Blue's forces are in the early stage of an insurrection and are disorganized across the frontier. As more tribes join the rebellion they seek out targets of their own choosing, making a concerted effort very difficult.

None of Blue's forces start on the board. Each turn Blue rolls for which forces arrive and then what their target is (keep this secret from Red). Players will have to keep track of this separately by some means.

### Roll (1D6)

1	Two infantry units
2-4	One infantry unit
5	One cavalry unit
6	No units this turn

### Reinforcements

### Roll

1	Trading Post
2	Mission
3	Village
4	Attack the Bridge
5	Block the roads to the mission & village
6	Cross the ford and exit the board edge via the road

### Target

**Blue Orders:** Organize the arriving units into some kind of formation to attack the assigned targets. Destroy all of the targets and any Red units that get in the way.

**Set Up:** Red sets up the two units that are already on board, then the first turn

begins.

**Initiative:** Red is first each turn

**Game Length:** No set game length. Game ends when Red escorts all civilians over the bridge to safety, then destroys the bridge.

**Special Rules:** There is one civilian at the Trading Post, 4 at the Mission, and 20 at the village.

**Victory Conditions:** Red receives five victory points for each civilian from the Trading Post or Mission that escapes and one each for the villagers that escape.

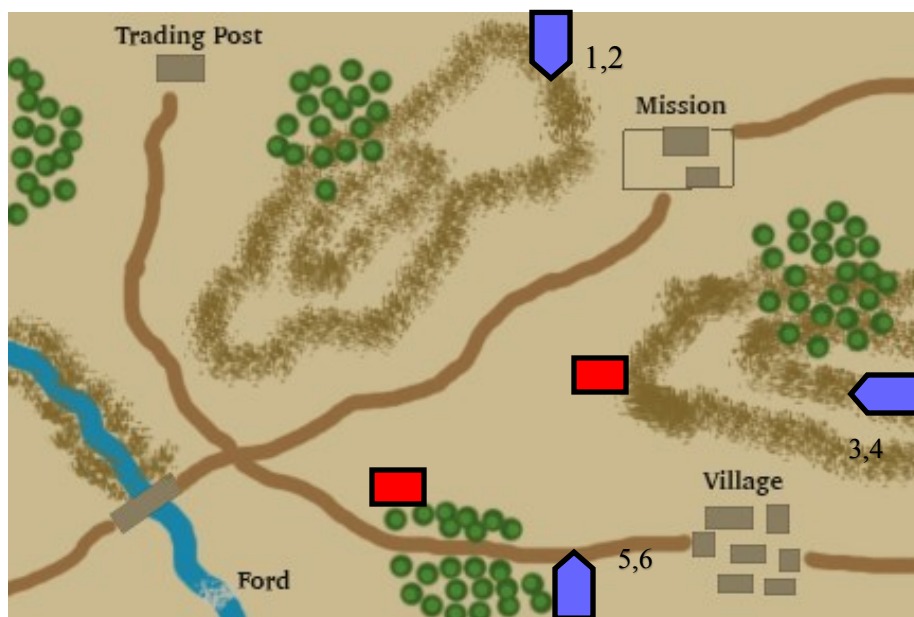
Less than 20 points: Blue Victory

21-30 points: Draw

31+ points: Red Victory

Blue also wins if at any time they physically occupy and hold the bridge.

**Variants:** There are a wide number of variations to this scenario that would include adding more units, bringing on the native enemies faster, or assuming that there is a strong Blue leader who could coordinate the efforts of the arriving Blue forces and simply choose the targets for the entire Blue force. There could also be special rules for the civilians that would include how long they would need to get ready, possibly having the village join the natives, etc.





## Engagement 14: Night Attack

**Situation:** Blue's front has been ripped open and there is a desperate need to stabilize the front with a sharp counter-attack. Blue scrapes together local forces plus reserves, conducts a night march, then plans to launch a counterattack just before dawn, aiming to exit forces in Red's rear areas.

**Period:** With the mechanized forces present, this scenario will only work for WW2 to Modern periods.

**Table Size:** 6 x 4, but a larger table could be used with more terrain added.

**Terrain Notes:** The hills are fairly low, but block line of sight. The town should be twice as large as the village. The woods are light woods, but do block line of sight.

**Scale:** Can be used with any rules, but something where each unit is a platoon or company would probably work best.

**Red Forces:** Red's forces have been surprised at the ease of their break through and are spread out in a general defense of the area while they await further orders as well as resupply. There are reserves off board, but they are not assured of being assigned to this sector.

### On Board at Start:

2 units of infantry  
3 units of armor  
2 units of mech infantry  
1 Anti-tank unit

### Off-Board Artillery:

1 unit of mortars  
1 unit of medium artillery

### Reserves:

2 units of armor  
2 units of mech infantry

Roll 1D6 each turn for each unit. On a roll of a 5 or 6 one unit appears on Red's board edge.

**Red Orders:** Stop Blue's forces from reaching the road exits.

**Blue Forces:** Red has stopped after their victorious advance and appear to be

in a state of disorder. Before they can consolidate their gains, Blue will launch a counterattack that will punch through Red's front lines and into their rear areas.

### On Board at Start:

6 units of armor  
3 units of mech infantry  
3 units of infantry in trucks

### Off-Board Artillery:

1 unit of mortars  
1 unit of medium artillery  
1 unit of rockets/heavy artillery that is available for three consecutive turns (corps level support for the attack)

**Blue Orders:** Organize the arriving units into some kind of formation to attack the assigned targets. Destroy all of the targets and any Red units that get in the way.

**Set Up:** Red sets up the units marked on the board then Blue places their units in the area marked on the map. Because of the difficulties of coordinating a night march and attack, there are special rules for the Blue set up.

First, roll 1D6 for each Blue unit placed on the board. On a roll of a 5 or 6 it stays in that location. On a roll of 1-4, the unit misread the map/missed the turnoff/was late, etc. Roll 1D12 for the direction

(using a clock face for the results) and then 3D6 for the number of inches that the unit starts in. In some cases this might mean the unit starts off board or right on top of the enemy!

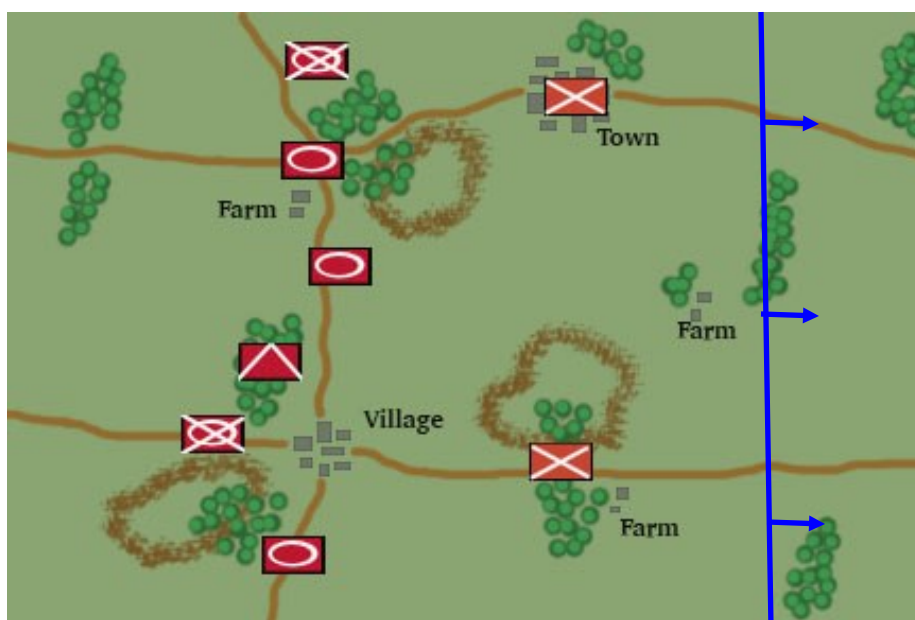
**Initiative:** Blue is first each turn

**Game Length:** No set game length. Game ends when Blue breaks through and achieves its victory conditions or it appears that the offensive has been stopped.

**Special Rules:** The first two turns are at night and most rules will cover how to handle operations during these turns. The third turn should be considered a dawn turn with restrictions, but not as severe as night penalties. The fourth turn onwards are considered daylight turns.

**Victory Conditions:** Blue needs to exit at least three units (or the equivalent in units) off of either road on Red's board edge.

**Variants:** The night turns could certainly be extended to almost a full game, which would make things very difficult for both sides. The forces can be adjusted for various eras, adding in paratroops and airmobile forces as well as attack helicopters for a more modern setting. Blue could also have a long opening artillery barrage to prep for the attack and both sides could have airstrikes standing by.





## BKC2: Plugging The Gap

## Battle Report

Last fall I spent a few months upgrading my Russian forces for the 1944-45 period on the Eastern Front for BKC2. This included completing three T-34 brigades with attached motorized infantry support, three mech infantry battalions, command stands, mortar units, and more as I someday want to do a really big East Front game that would take all day! Anyway, it was time to use some of the new stuff for our game night along with some new German units I had finished.

The scenario was a bit complex, at least for one of our regular gaming nights! The premise was that Russian armored forces had broken through the German front and were racing into the German rear areas. The Germans scraped together various units for a counterattack along with other missions. Both sides had primary, secondary, and tertiary objectives where they would earn so many



victory points by achieving each objective.

The Russians primary objective was to exit units off the German board edge by any means necessary, simulating a deep raid to disrupt the German defenses. The secondary objective was to get the Russian motorcycle battalion off the German board edge more or less intact. The final objective was to seize a series of farms behind the larger German held town that could be used as a jumping off point for a future German offensive.

The Germans primary objective was to



seal the gap by seizing a hill between the two German held towns. The secondary objective was to get a convoy of supply/ ammo trucks and a Stug III unit to the German held town that was bypassed during the breakthrough and that has now been declared a fortress by Hitler. The final objective was to have the German recon unit identify at least three of the Russian formations involved in the battle.

The Russians began the game with a unit of Sherman 76s and accompanying motorized infantry that had broken through the front lines on the board. They were set up near some woods not far from the railway station and the German edge of the board. A T-34/85 brigade with infantry and JS II support entered the board on Turn 1 along with the motorcycle recon battalion (mostly T-34s and armored cars). The Russians had three

batteries of 122mm off board and BM-13 rockets that could be used twice in the game.

The Germans had the equivalent of an infantry battalion holding the two towns at the edge of the board and a company of Jg pz IVs at the railway station to start the game. A panzergrenadier battalion, recon unit, and a Panther company were coming up the road near the station and would enter on Turn 1. On

the other side of the board a scratch armored kampfguppe of Tigers, PZl-VHs, and Marder IIIs entered to blunt the Russian drive. The Germans also had three batteries of 105mm off board.

The Russians moved onto the board quickly while the Sherman brigade moved to secure the farm area. The Russians suffered a blow when on Turn 2 the German artillery really scattered, but right on top of the Russian recon unit, wiping out half of it! This meant that the Russians could only earn half the points that they would have if the unit had exited the board at full strength.

The Germans had problems moving up, failing a number of command rolls. The action got started when two Marder IIIs blundered a command roll and burst out of cover, right in front of some T-34s, who quickly knocked them out. The Germans responded by moving more armor into the area and engaging the T-34s. At first they rolled bad, but slowly they began to knock out the T-34s while the Russians began having command issues. After losing several T-34s the Russians redeployed, but then failed three straight command rolls, taking a powerful force out of the fight for several crucial turns.

On the far flank the Shermans got into fight that was more than they bargained for. Initially engaging the German Stugs, they could not make any headway and then the Panthers got involved, which turned the tide against the Shermans, although the (cont. on p. 23)







(cont. from p. 22) Russian infantry controlled the farms. The Russian recon unit kept moving from tree line to tree line, trying to maneuver itself off the board edge to score some victory points.

In the middle the Jg pz IVs and the T-34s got into another firefight with artillery from both sides dropping all over the place. The JS IIs, Tigers, and PZIVHs slugged it out over the central woods area, with both sides doing damage to the other. The panzergrenadiers saw their chance and ran down the flank towards the hill that was the primary German objective.

On the Russian right the fight at the farms was all but over. Most of the Shermans were burning by now, but the Russian recon unit did exit the board. In the

middle the slugfest continued, but the Germans had definitely blunted the Russian armored spearheads and were now counterattacking in several areas. The German panzergrenadiers raced up the hill and deployed for defense, thus fulfilling their primary objective. One more Russian attack got hopelessly entangled with failed command rolls, bad die rolling, and simply not enough punch left to break through.

In the end the Germans won a major victory by completing all three of their objectives, but it was close as they barely had enough reinforcements for the town to get the required points for the decisive margin. The Russians, however, just missed out on a draw and had to settle for a loss (it was possible for both sides to

win/lose/draw as they had separate objectives and victory point thresholds). They exited half the recon unit and held onto the farms, but it was not enough.

In the end it was a series of bad command rolls at the worst times that doomed the Russian attack. Just when it seemed that the Germans could do nothing right, the Russians simply could not capitalize. Whether it was not being able to call in artillery, saving throws, etc., the Germans hung in there when things weren't looking good and prevailed.

Next time we'll do a full scale Russian attack complete with scheduled artillery and airstrikes against a German defense in depth, which should provide some new challenges for both sides.





# NWF: Bengal Lancers' Moment of Glory

## Battle Report

After deciding to play The Sword and the Flame (TSATF) for the regular game night, the next issue is always what kind of scenario to set up. We were going to have anywhere from 4-5 players and we had a pretty tight time slot of 2 1/2 hours. Naturally this meant that this would be no giant slugfest using our several hundred figures for the Northwest Frontier, so we had to settle on something fairly quick playing.

A local tribal chieftain who has been causing problems has been located at a nearby village. An Anglo-Indian force has been ordered to force their way into the village, seize the chieftain, and withdraw from the valley. The pass into the valley is guarded by a walled outpost, which will need to be dealt with. The chieftain has summoned other tribes to assist him and their forces could arrive at any time.



The Anglo-Indian force consisted of two units of Indian infantry, a unit of Gurkhas, a battery of screw guns, and a squadron of Bengal Lancers. The Gurkhas had two explosive devices to breach the outpost walls and would start the attack from the corner of the game board. The Pathans had a clan of 20 men in the outpost and another clan guarding the chieftain in the village. Two more tribes were off board and would roll for each clan to enter by rolling a D6 and needing the current turn number to arrive (ex., on Turn 4 a clan would arrive on the roll of a 1, 2, 3, or 4.)

The Pathan strategy was complicated by the fact that they didn't really know



what forces would be available to them and when, which makes setting up a defense a bit difficult! Basically, the outpost would try to cause as many casualties as possible, then the defenders in the village would hold until help arrived.

For the Anglo-Indian force things were a bit more straightforward. Get past the outpost quickly, surround the village, then find the chieftain. Simple in concept, but as usual in a skirmish game setting, not so easy to pull off, especially in a game with so many wild swings of fortune as TSATF. This would be further complicated in that we were going to be using the Event and Action decks from TVAG which only added to the chaos.

The game began with the Gurkhas exchanging fire with the Pathans at the outpost as they rolled really bad for their first turn movement. The Pathans were able to get one unit of reinforcements, but it was a pretty uneventful first turn. On the second turn the Gurkhas blew an opening in the wall and poured in, whereupon the Pathans fled! Unfortunately for them they ran right into all of the other Anglo-Indian units moving around the outpost! Also, one of the event cards revealed a secret path, which allowed a unit of Indian infantry to quickly move over one of the hills and get into the valley which avoided the traffic jam on the other flank.

For the Pathans things weren't going too well. The Indians were pouring through faster than they should have been and most of their units were badly out of position. They were helped, however, by getting two more units of reinforcements, which moved down a dry river bed in the hope of counterattacking the approaching Indian infantry. A series of bad movement rolls prevented them from getting closer to their targets.

The Anglo-Indian force was now emerging and forming up near the village for the main event. The screw guns were still lumbering behind, but would be set up in a turn or two. The two Indian units were coming up on the flanks while the Bengal Lancers shifted towards the center. The Gurkhas were still behind after clearing the outpost, but were trying to catch up with the rest of the force.

Now came one of those moments in gaming that will live forever. The Bengal Lancers, in full view and in range of the Pathans, formed up in a long line. The Pathans fired a volley (we only give clans/natives half the figures firing due to their massed status) and not one hit was scored! The other Pathan unit chose to fire on the advancing Indian infantry, so that saved the Lancers from another volley as well.

The Bengal Lancer squadron charged, rolling a good amount on their movement and the Pathans actually stood their ground, then the Lancers closed into melee, still having not suffered a single casualty! As can be expected, it was like a hot knife through butter, or as we termed them during the game, (cont. on p. 25)







(cont. from p. 24) “Colonial Panzers”! The Pathan unit simply vaporized, with the 8 survivors fleeing back across the dry river bed. The Lancers reformed to the rear then dismounted and began a firefight with another Pathan unit.

By this time multiple units were engaged on all fronts, with the Pathans getting the worst of it. The screw guns now came into action and their first rounds caused severe casualties to a Pathan unit that has crossed the bridge for a counter-attack. That unit then came under fire by one of the Indian infantry units as well, which forced the unit to fall back.

On top of that one of the Event cards forced a Pathan unit to charge the nearest enemy, which by unfortunate random die roll ended up being the Pathan unit

guarding the chieftain in the village! This unit got up from its cover and proceeded to advance against the artillery and Indian infantry in a suicidal attack, which is exactly what happened as they were cut down to a man.

The final few Pathan units came on the board and were moving quickly towards the village. Unfortunately, we ran out of time as were playing at the local game store and closing time was upon us. After discussing things for awhile, the consensus was that the Pathans would have needed a lot of things to go their way to have been able to pull out a victory. The Indians were closing on the village and the artillery was now dominating the center of the board. The game may have gone a few more turns, but the Pa-

thans were more than likely defeated.

In retrospect, the Pathans had a good strategy, but the randomness of the game defeated them. The Pathans fleeing the outpost, which was a critical position didn't help, as did their poor shooting during the entire game. The Indians finding a pass over the hills created a second front that the Pathans were too thin to cover effectively.

Definitely a good game and although we ran out of time we were able to get a good result. The NWF Action Deck and the TSATF Event decks add a lot of flavor to the game. It is very hard to balance TSATF games, but this one seemed to be a pretty fair fight, but with the large number of die rolls there's always a chance weird things will occur!







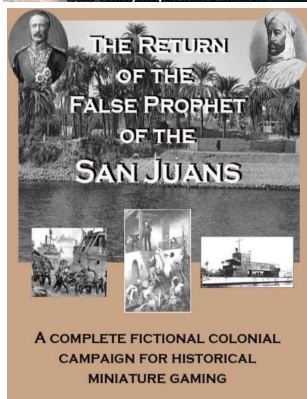
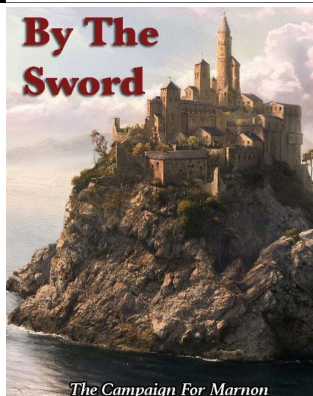
### **WASATCH FRONT HISTORICAL GAMING SOCIETY**

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*Another year in gaming is gone and I can see why as you get older you seem to have less time for the hobby, which is weird in that you would think it would be the opposite. However, family obligations, work, etc., all conspire to make sure that your time is spread out and that it goes by faster than you would think! In terms of painting production this was my least productive year in quite some time. I finished about twenty units for Warmaster Ancients, a few for Battles for Empire, two Renaissance pike units, about ten packs of GHQ micro-armor, two dozen 28mm figs for Saga, plus several 1/48th models for WW2 skirmish actions. Some people might say that's more than enough, but it's considerably less than what I usually do. I can see why so many gamers and clubs as they go on tend to revert back to just a few periods as I currently feel (and as you can see by the list of finished figures above) that I am all over the place. I thought about just focusing on one major period for the year and a minor one to see how that goes, but in the past that rarely survives the first few months of the pledge! I definitely need to step it up in terms of terrain as with most groups that seems to be a weak area. I'm hoping for the new year that I can get some new scenery ready for the myriad number of periods that we game.*

*The other interesting thing as 2015 ends and 2016 begins is that what is old is new again. You would think that the Cold War and WW3 eras were dead and gone, but not so fast! Battlefront has their Team Yankee period rolling out with boxed sets, rules, lots of different models, plus other manufacturers are jumping on the bandwagon as well. MMP has Doomsday, a massive boardgame about a Warsaw Pact invasion of Western Europe in development and Decision Games is actively working on an upgraded version of the famous SPI Next War game. Is there that much interest in this period? I know that many of us grew up in that era and played quite a few games for that what if war, but it never happened. Now you have people arguing on forums about armor ratings, orders of battle, etc., about a war that never materialized. Is the hobby following the path of Hollywood where there are few original ideas left and it's easier to revisit the same thing over and over?*

*I'm also watching several of the new releases with interest, especially all of the Osprey rules, a Renaissance naval game with miniatures, Kickstarter games with 3D printed miniatures, and more. That there are tons of high quality products coming out each and every day is not in dispute. My big question is can the hobby sustain this kind of growth? I have friends that are literally buried in new figures, games, and rules that at this time looks like we'll never ever even try! Does everyone just keep adding to their pile of stuff? At some point this has to end, but right now I'm not seeing it. We're having a difficult time keeping the rules straight for the games we do play and this is only adding to the chaos. Hopefully we'll see a return to sanity, but you never know.*