

Warning Order

ISSUE #44

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F&F, SAGA, BGP, & MORE

GAME & BOOK REVIEWS

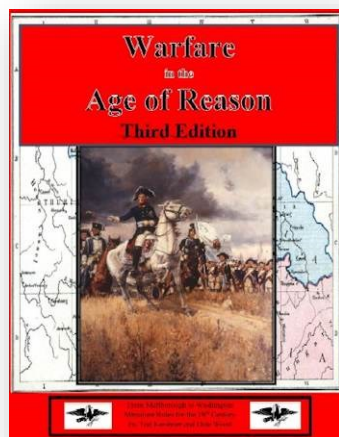
DRIVE TO THE COAST CAMPAIGN

WFHGS



Warning Order

Age of Reason 3rd Edition



The Seven Years War has always been a popular period for gamers. Back in the 60s, 70s, and 80s it was the basis for many fictional wargame campaign settings that you could read about in various hobby magazines. The combination of long lines of troops, colorful uniforms, intricate flags, interesting personalities, and more, make this into an almost perfect era to game.

While there have been numerous rules for the period over the last several decades, the one set of rules that would seemingly dominate the era is Warfare in the Age of Reason by Tod Kershner and Dale Wood. These rules have stood the test of time in the hobby and its difficult to find anyone who games in

the period who has not heard of them. The rules have had two previous versions along with two supplements. Combined, you had a wealth of army lists, campaigns, scenarios, and more, which has certainly provided our gaming group with well over two decades of enjoyment.

After quite a few years in between versions the third (and probably final) edition is now out. Sporting a hefty \$50 price tag, the question is going to certainly be asked if it is worth it or not. Also, if you have the other versions should you go to this latest edition?

For those of you who have not heard of AOR as it is affectionately known, it is a miniatures rules set for battles in The Seven Years War, War of the Spanish Succession, American Revolution, and pretty much anything in the 18th century. The figure ratio is 1:50 with most units being regiments of 12 figures. The system uses morale grades to determine change of formation capabilities, shooting effectiveness, and for morale results after suffering losses. Everything is based on a quarter system, i.e., 25% losses,

which is a stand of 3 figures. This works out surprisingly well and after a few battles gets to where you rarely need to use the reference charts. Using historical tactics, such as formations in long lines with secure flanks and rear supports is definitely rewarded. Cavalry is a battle winner as the armies of the period weren't very good at forming square in combat and the firepower of later centuries hadn't arrived yet.

The 3rd edition is pretty good size, much larger than the previous two and most of that is because it incorporates a lot of the supplements in this edition. The supplements and older versions of the rules were getting very hard to find, so overall this is a good move. Spiral bound with sturdy covers, this just feels like the definitive edition!

The first section of the book is the Age of Reason rules themselves. There are extensive sections on basing, commanders, and the sequence of play. There is an optional basing system for a more realistic representation of artillery that is also included. If you have previous versions not much has changed here.

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Special points of interest:

- *Fire & Fury ACW: Battle of Seven pines/ Fair Oaks.*
- *Engagements mini-campaign: Drive to the Coast.*
- *Battle Reports for F&F, Warmaster Ancients, Saga, and Battlegroup Panzergrenadier.*
- *Book and game reviews.*

The biggest change is the introduction of command control and a firm rule on replacement officers. The command rule is pretty easy to implement and it will prevent the various units in each brigade from wandering off throughout the game, which was one of the problems in earlier versions. Several combat and morale modifiers have been changed slightly along with better explanations, which is also a big help.

The biggest changes, at least in my opinion, are to the army lists. As you can see by the sample Swedish army list on this page there has been a lot of effort put into these. The army lists that were in the original versions were definitely vanilla with few exceptions. In the grand scheme of things this worked out well for gaming nights when you needed a quick scenario and it was tailor made for the Sport of Kings campaign system. The new lists, however, show extensive research and there are notes for the armies along with options.

The one thing in the lists that I think gamers will appreciate is there is a new feature in the lists where you roll for each unit to determine if it goes up or down in morale grades. This is a simple, but very effective way to add some uncertainty into your scenarios and the campaign actions. There are quite a few lists in this section, which will allow you to fight most battles that occurred in Europe or North America in the 18th century. In the past we've played French & Indian War along with Revolutionary War battles and the rules work great.

This edition also includes several scenarios, including some pretty large ones that will require quite a few figures and would be suitable for large group games. On top of that there are two campaigns included (the Sport of Kings is covered later) that are suitable for group

play. They are reasonably well done and should generate some interesting battles between the Austrian and Prussian forces.

Then you also have a complete set of siege rules for those of you who are looking for something unusual for your gaming nights. This is a standalone system that is pretty interesting. This would take some effort to create the siege works, markers, etc., but it is definitely something worth looking into. There is so much in this rule book

that it will literally take you a few days to digest all of it. If you're into Seven Years War gaming there will be a lot here to inspire you.

The final thing is the Sport of Kings campaign system, which also includes the rules for Spain out of one of the supplements. In my opinion this campaign is one of the finest pieces of wargame design in the history of the hobby. Our group has played three of these and have had a great time with this. Each player

is in charge of a country, which includes England, France, Austria, Prussia, Spain, Russia, Ottomans, and Sweden. Battles rage all over Europe, North America, India, and even in the Caribbean! The building of armies, allocation of resources, negotiations, battles, and more make this a fantastic campaign that is much simpler than it sounds.

So far, this sounds like the definitive set of rules for the period, it has a ton of army lists, there's campaigns, scenarios, and more. What's not to like?

That's a good ques-

Sweden

Name	Pa	Type	M.G.	MP	DS	Morale Grade	Usability	2d6 (4d-4d)
Infantry	25							
1. Infantry	50	FI	1		R	1-4	5-6	
2. Veterans	30	FI	2		R	1-4	5-6	
3. Grenadiers	15	FI	2		R	1-4	5-6	
Guards	5	FI	3		R	1-4	5-6	
Cavalry								
1. Horse	70	HS	2		R	1-2	5-6	
2. Dragoons	15	DR	2		R	1-2	5-6	
3. Hussars	10	L.S.L.C.	2		R	1-2	5-6	
4. Guards	5	AC	3		R	1-2	5-6	

Artillery: All infantry have battalion guns. Heavy Guns: 1 battery for every 7.5 units in army. Medium Guns: 1 battery for every 4 units in army. Light Guns: 1 battery for every 6.5 units in army. All batteries have 4 gunners and class 2 morale.

Notes on the Swedish Army of the 7YW

This listing is almost entirely conjectural as the Swedes, although always a strategic factor due to Pomerania, did not engage in large land battles in our period. They were, perhaps, the dominant Baltic naval power and defeated a Prussian "fleet" at the Battle of Neerung in 1759. This was a small battle with mostly very small vessels. The Swedes eliminated a minor Prussian threat to their control of the Baltic waters. We include them in Sport of Kings as a means to give a certain type of player the option to be a pain in the ass to the Prussians and Russians. (All of us know the type of player that doesn't really care about winning but likes to run the game for someone else. He would be the ideal player to be the "Lion of the North").

1. The Swedish line infantry were mostly organized by the indolent system which meant that only 3 weeks of training per year. Then they were more like militia than first line troops.

2. The Vardare were the permanent, standing army troops.

3. Like the French horse the front carous were supposed to be worn by all Swedish horse but as practice they mostly didn't. The guards would be the only units of heavy cavalry that actually wore them.

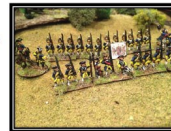
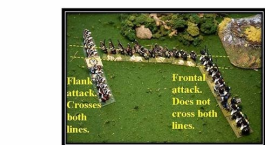


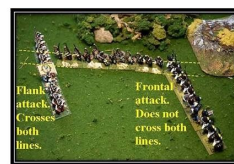
Photo Set 5: Melee situations and Multiple Melee Examples.



Example 1: Procedure: Roll figures die then 2 for numbers 1-2 for class = 4d6. -1 because the unit (front) unit is designated. Total = 540. The 2 line units figure dice differently than the 1 line unit figure dice normally for both units = 2d6 = 146. Add 2 for class (2d6) = 148. Add 1 for charging (1d6) = 149. Add 1 for charging (1d6) = 150. Total = 150. Split down up as evenly as possible between L and R. (odd die can go on either as the player wishes both attackers are the same morale grade). 4 on L and 1 on R. Roll both numbers and take the worst result on each unit.

Example 2: Procedure: Roll figures die then 2 for numbers 1-2 for class = 4d6. -1 because the unit (front) unit is designated. Total = 540. The 2 line units figure dice differently than the 1 line unit figure dice normally for both units = 2d6 = 146. Add 2 for class (2d6) = 148. Add 1 for charging (1d6) = 149. Add 1 for charging (1d6) = 150. Total = 150. Split down up as evenly as possible between L and R. (odd die can go on either as the player wishes both attackers are the same morale grade). 2 on L and 3 on R. Roll both numbers and take the worst result on each unit.

Photo Set 5: Melee situations and Multiple Melee Examples.



Example 1: A class 2 Prussian infantry unit is being charged by 2 class 2 enemy units. The defender gets 2d6 for morale and 2 for charging split between the two attacks. Attacker 1 gets 2d6 for morale, 2 for charging and 1 for charging. Attacker 2 gets 1 for 1-3 morale (1d6) and 1 for 4-6.

Example 2: This is the same situation as example 1 except that the defender is behind a fortification (redoubt) and thus both attackers have 3d6 for morale.

tion and I think where this rules set falls short is in the presentation. It has all the hallmarks of a set of rules or game that was rushed into production. There have already been a number of pages that have had to be redone and although they will be fixed with any new printing, something tells me that there might be more to follow. The second issue are the images that are used to explain the

rules or soak up white space. It is an interesting selection and if you're looking for the image quality that you regularly see in Wargames Illustrated or many of the latest rules, you're in for a bit of disappointment.

The reference cards are supplied as a tear out, which is OK, but there needs to be an online version of this somewhere so that it can be printed for multi-player games. The Sport of Kings campaign map, while in color, was not designed for the size it was printed at, meaning that the colors are washed out and the geography is squished. Hopefully this can be remedied with a downloadable upgraded version.

None of these things detract from the playability or design of the rules, which is still as good as ever. The army lists in particular stand out in this latest version and there is so much in this set of rules

that it is hard to be critical in terms of effort. However, when you're paying around \$50 for a set of rules, that does entitle you to be a little less tolerant when it comes to the presentation. Overall, the hobby is much better off with this version of the rules than without it. Minor issues aside, it should be tried at least once by any gamer that is interested in the Seven Years War.

Everyone felt the need to do another ACW battle, so we went through the scenario books and came across an interesting battle from the Peninsula Campaign. Known as the Battle of Fair Oaks or Seven Pines, this was a small action for a vital crossroads that rapidly turned into a major battle for both sides. We rarely do any battles from the early period of the ACW, so this was a good chance to experience this phase of the war.

The first thing you notice about the battlefield and hopefully the images in this battle report convey it, is that the terrain would heavily influence the action. We made it a point to clearly identify the farm fields, clearings, and open spaces since there were very few of them! In fact, we ran out of trees to cover the rest of the battlefield in several spots! Heavily forested games are difficult to pull off and this would be no exception. Moving the figures through the trees, determining line of sight, where units really are, etc., are all part of the challenge when playing with this much terrain.

Both sides were pretty evenly matched at the start of the battle. The Union had several brigades and artillery batteries in a series of defensive lines near the main crossroads. The approaches were also covered with abatis and the furthest Union line had breastworks, so they were set up in a pretty solid position. D.H. Hill led his brigades forward to-



wards some of the few clearings to launch an attack into the heart of the defense. The main goal of the first day was to take the two crossroads and if the Confederates could not do that by nightfall, the battle would be lost.

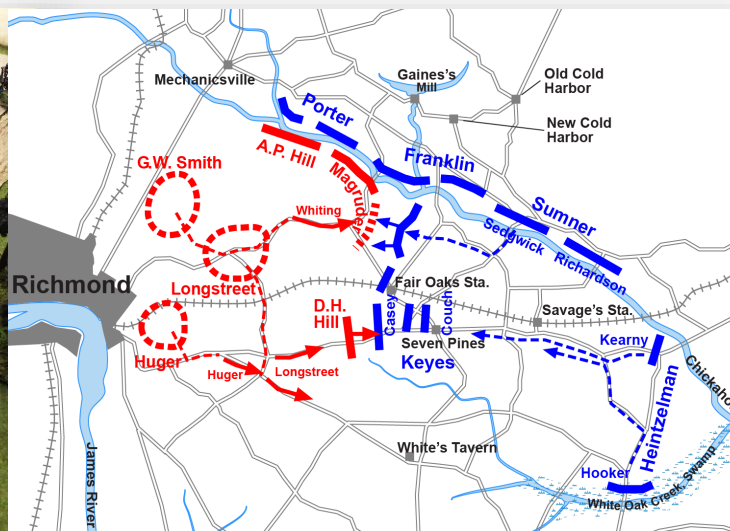
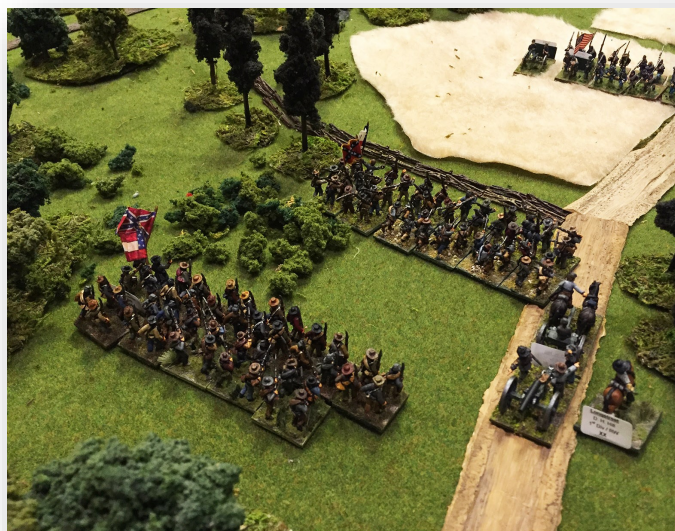
The first attacks went in and we immediately recognized a few things that would be prevalent throughout this fight. The first is that some of the brigades were really big, which was a hallmark of the early ACW battles. The second was that the troops were fragile, meaning that they were only fresh (extra modifiers) until the first or second stand loss. Third, there were few artillery batteries present and those had a difficult time moving as well as finding good fields of fire. Finally, there were some really good leaders present, Kemper, Longstreet, Hill, Hood, Pickett, Sedgewick, etc., so many of the brigades got a lot of positive modifiers.

The abatis definitely created some problems, but the first lines went over it and shattered the Union line. They continued on and into the second set of defenses, carrying that as well. The third Union defensive line proved to be a much more difficult challenge, so Hill took time to reorganize his command and possibly try a flanking attempt.

Meanwhile, Longstreet was coming up in the center while Smith moved to the left. The terrain in the middle was particularly nasty, with a flooded stream adding to the movement penalties encountered.

Close to the end of the first day the second crossroads was taken and the Confederates consolidated their positions. The Union forces were massing as well, moving quickly down the roads and taking up positions to challenge any further Confederate advance. There were some initial exchanges of artillery fire, but both sides were getting ready for a big fight.

Huger finally came on the Union flank and there was a desperate series of fights as his command tried to turn the Union defensive works. Hill attacked again and one brigade broke through the defenses, only to be cut off and eliminated. The rest of Hill's command was worn out and had suffered heavy casualties. With one last push Huger took the crossroads on the final turn of the first day, preventing an automatic Confederate loss. (cont. on p5)





(cont. from p4) Though the night both sides reorganized. The Union forces fell back and took up positions that ran along the roads, while the Confederate forces moved up to new defensive lines. Both sides were able to get back some of their earlier casualties and removed all disorganized as well as low ammo markers. Hill's command was still in bad shape, but the Union forces opposite him had also suffered heavily on the first day.

The main Union attacks were across the open area on the Confederate left where Union forces hoped to drive back the defenders, then turn to take the crossroads in the center of the battlefield. Other Union forces also attacked across their entire line, trying to break through at any point.

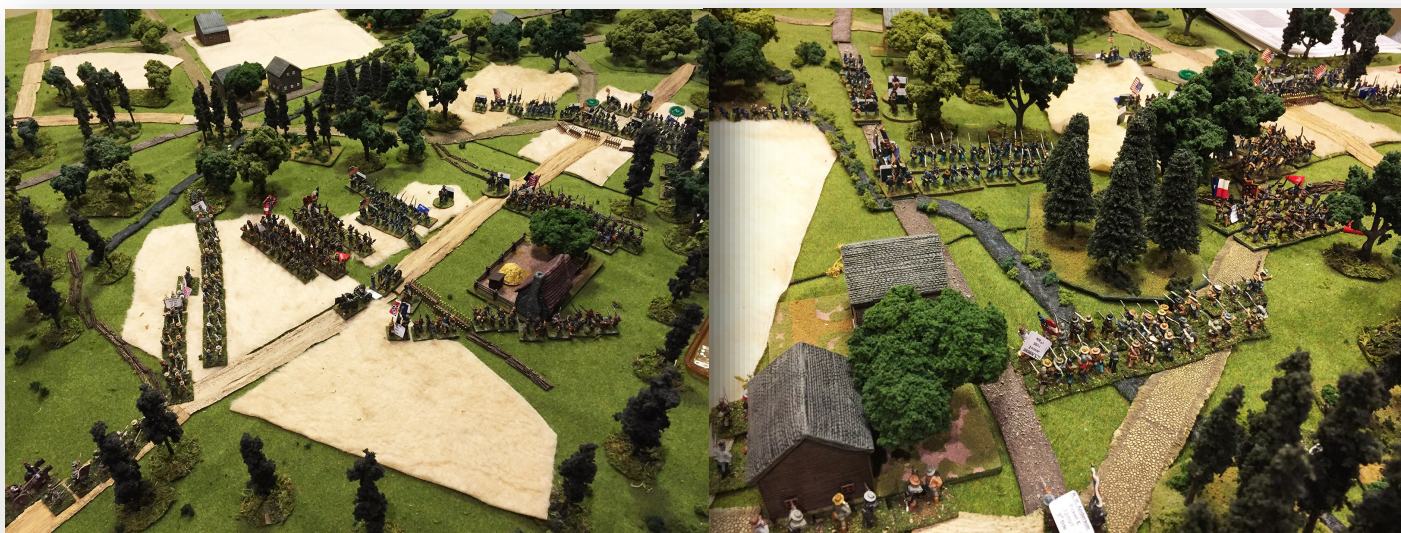
Here was the danger point for the Confederates. They were spread pretty thin, had little to no artillery, and the reserves that were available, particularly on the right, were in bad shape. There was a moment, although brief, that it looked like things could go badly and the crossroads as well as the overall battle would be lost.

However, it was not to be. The Confederate forces near the main crossroads held on, fighting off multiple attacks and inflicting heavy losses on the Union forces. On the Confederate left the initial attacks of the day were made by Smith's forces, which were contained by the Union. The main Union attack then went in and it looked like they were going to succeed. However, Hood's Texans in the

center of the line not only fought off two attacks, but they counterattacked and drove the Union forces back to their starting lines. With that everyone looked around and determined that the Union forces were fought out and simply did not have the strength to retake either crossroads.

A well fought two night battle that saw a lot of back and forth fighting, which is natural for Fire & Fury games! The terrain made things extremely difficult and this battle kept growing larger and larger with each passing turn. Both sides definitely had their chances and bad die rolls, but in the end the Confederates did just enough to get the victory.

(more pictures on p6)

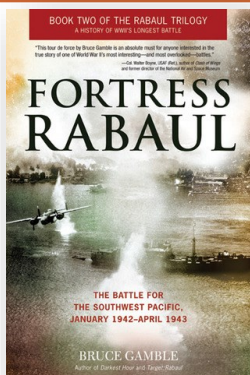




More images showing the end of the first day and the action at dawn on the second. After both sides redeployed through the night the second day opened with a furious assault by Union troops all across the line. For a turn or two it looked as if the Union troops might break through to the two crossroads, but in the end their attacks were repulsed and the battle ended.

Fortress Rabaul: The Battle for the Southwest Pacific, January 1942-April 1943 is actually the second book in the Rabaul Trilogy. When I bought the book, however, I didn't realize that there was a trilogy and it's barely mentioned throughout the book. Although I have read quite a few books about the War in the Pacific during WWII, I had to admit that my knowledge of the various campaigns that swirled around Rabaul was extremely limited.

Author Bruce Gamble definitely remedies this as he takes the reader back to the end of 1941 when the Japanese quickly overran most of the SW Pacific and then the battles throughout 1942 where the Japanese had several chances to improve their position. Using a style that compares what the protagonists claimed to have happened versus what actually did happen, a narrative of the overall



campaign is clearly formed. Using extensive research and firsthand accounts, the author describes what was a long, grinding campaign that eventually sapped the Japanese forces of much of their strength.



The book begins with the ill fated Australian Lark Force and the feeble attempts of the air forces in that area to stop the initial Japanese attacks. I had no idea how bad the Australian Air Force was at that time or how few planes were available in this theater until reading this book. Naturally, they were simply overwhelmed and the ground forces had no

chance of stopping the initial Japanese invasion of Rabaul.

The book then moves into a phase where the Japanese are rapidly reinforcing the island, turning it into a veritable fortress. At the same time the Allied forces are trying to move B-17s, B-26s, P-40s, and pretty much anything that can fly into the area to defend Australia. There is also quite a few segments on the politics of the SW Pacific command, from Macarthur to Kenney and how things were run during the campaign. These segments provide a glimpse into the style of warfare that the Allied high command had to change as well as how everyone had to adapt to fast changing situations. The politics are definitely interesting, but they don't detract from the actual combat operations featured in the book.

As if the book wasn't interesting enough, you then move to the first Allied counterattacks against Rabaul. Usually these were less than squadron sized attacks with overworked aircraft that achieved minimal success. Each attack was then in turn answered by a Japanese air raid against the surrounding Allied airfields. The author does a great job of describing the planning for the raids, the terrain and weather encountered, fighter opposition, fatigue, and more. While many might think this would get monotonous after awhile, each day's raids are quite interesting in their own right.

All the while the Japanese strength is being whittled down day by day while the Allies continue to build up theirs. Disease, lack of spare parts, food shortages, and the climate all start to contribute to a variety of issues on both sides. The book, however, points out that the Allies could fight through all of this and succeed, but the Japanese simply did not have the infrastructure to maintain combat operations at a high level of intensity so far from home.

As more and more aircraft start arriving at Allied airfields, new weapons, changing tac-

tics, etc, are deployed, the raids on Rabaul become bigger and more complex. From B-25 gunships and skip bombing the ships in the harbor to multiple bomber formations, the Allied effort begins to turn the tide of the war. Once Guadalcanal is safely in Allied hands the attacks against Rabaul really begin to pick up steam.

Through all of this the author continues to see through the eyes of participants on both sides, describing the siege of Rabaul from the Japanese standpoint and the strategies of what to do about the island from the Allied side. It is also interesting to note how the exaggerated



claims of both sides affected the campaign strategies. The Japanese were convinced that the Allies were suffering horrific losses, which caused them to continue with offensives that were not only failing, but causing irreplaceable losses to their aircraft and crews.

The book unfortunately ends in the early part of 1943, which means I will have to get the first and third in the series, which at least in review terms means that I think it is worth the time and effort to finish the trilogy. Besides the combat operations the author does spend time on the treatment of prisoners by the Japanese, the coast watchers, naval operations in the area, and more, so one shouldn't get the impression that the book is just about air attacks.

I think that this book is worth your time if you are into this period of WWII. You will learn a lot about a campaign that often gets overlooked with some fascinating insight.



Memoirs of a Miniatures & Board Wargamer Pt. 31

Role-Playing With Miniatures

Back in the day, when I was first starting out in the gaming hobby (circa 1976), role-playing was still in its infancy. I dabble in it a few times, but was far more interested in board wargames and starting a miniatures collection for the games that our group was playing. When I moved and started high school in a different state, I ran into a few groups who were really getting into Dungeons and Dragons.

At this time there were really only the books that came in the brown boxed set. That changed when the Players Handbook came out and D&D really took off. It also gave rise to a large number of miniatures for role-playing, which seemed to create the perfect storm. All of a sudden, not only could you role-play, but you could purchase miniatures to move on the dungeon maps. When the Monsters handbook and DM guide came out it was like throwing fuel onto the fire. I was fortunate enough to play with gamers who wanted to use miniatures and it almost turned into an arms race!

When the figure manufacturers figured out that role-players wanted more and more figs, they responded and it almost became a hobby inside the hobby. When we first started looking at figures for role-playing the options weren't bad, but they were nowhere near the level of detail of today's miniatures. Many long time gamers probably remember the early Mini-figs offerings or the first Lord of the Rings series, which while crude, kindled our imaginations to buy and paint quite a few of them.

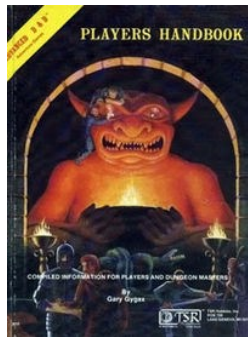
Over time, more and better figures began coming out. Ral Partha responded with

what are still considered to be gems of the hobby with their fantasy line. Superior and Grenadier Models also put forth a wide variety of miniatures, from knights in plate armor to giant dragons. We never really considered terrain as most of the miniatures were used on 1" grid maps of the various towers, dungeons, and other areas that we fought endless hours over.

It sounds strange to describe this in our current age of the Internet where you can find thousands of offerings for fantasy miniatures and then order them from the convenience of your home or office. We used to spend hours, and I mean hours going through the figures at the hobby store, trying to find the right figures for the campaign that we were doing. It almost turned into a persona quest to find something close that would match your character or as a surprise for the group if you were running a campaign. The quality of the figure wasn't as important as finding one with the right weapon, shield, cape, etc.!

Naturally, there were some very good painters in our games and some who weren't so good! That didn't really matter as it was a collective group effort and everyone was so appreciative that each gamer bought some figs and tried to paint them. It was an attitude that you don't really see anymore where today's gamers are pretty critical of everything with not as much cooperation as there used to be.

Battles and skirmishes raged across tables for more than a decade in at least the time I was involved in role-playing. From a party of five adventurers fighting off 30+ skeletons in a great hall to encountering a gryphon on a lonely path, we tried to have the miniatures for it. Seeing the miniatures on the tabletop generated additional excitement for the game and if hadn't have been using miniatures for all of those years I think I would have left the RPG side of the hobby much, much earlier.

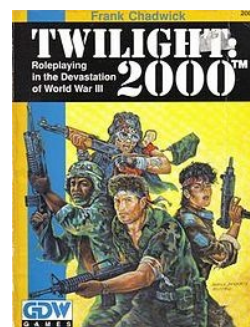


While D&D was what we mainly focused on, we did play other RPG games that we also used miniatures for. Two that come to mind were Merc and Gamma World. Merc was pretty easy as there were vast numbers of Matchbox, Airfix, and Ertl 1/72nd plastic figures around. Probably not the greatest solution around, but it worked. Today you could easily do Merc in a number of scales! Gamma

World was fun as well, especially since you could use almost any kind of miniature with it. Dragons, dinosaurs, soldiers in powered armor, etc., were all used in our games. We did have some miniatures for Traveller, but sci-fi miniatures were much harder to get back in the day, so it never really took off

with us.

If I recall right, the last RPG game that we used miniatures for was Twilight 2000. By this time we were burned out on D&D, Traveller, the ICE stuff, and every other RPG system that had come along. Twilight 2000 was timely, innovative, and at least for a year or two rekindled our interest in RPG with miniatures. We used 1/72nd scale M-1s, T-72s, M-113s, and the few metal miniatures for modern periods that were out there. Compared to today's offerings it was a cobbled together solution, but it worked.



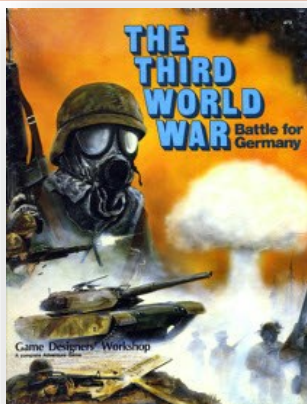
Role-playing for all of us died out and life moved on. I went back to boardgames and historical miniatures while others moved away or went in different directions in the hobby. I look at the miniatures I'm painting at my work

desk today and marvel at how far things have come and how crude our first figures were over 40 years ago. However, they were some great days and we made some fantastic memories. Playing a D&D campaign for 10 hours on a Saturday night, seeing huge battles with Ral Partha miniatures, and some great companionship was all worth it.

Blast From The Past Pt. 30: GDW's Third World War

Although GDW didn't last long enough in the gaming industry, it did leave its mark on the hobby by producing some innovative designs. From Traveller to Twilight 2000 to Air Superiority, GDW's games were a big hit with many gamers. One of the most talked about and enduring of their designs is The Third World War.

This game came out at the heyday of the Cold War when it was still quite possible that Russia and its Warsaw Pact allies might actually invade Western Europe. Although the market had quite a few games about this hypothetical conflict, many were on the tactical level or if they were operational in nature the airpower was factored in. The only large scale game that had both was SPI's mammoth The Next War. Gamers loved WW3 games and were always looking for



more, so when GDW put their offering out, there were quite a few of us, including myself, who were interested to see how they would handle it.

What we got was a design that was way ahead of the curve. In fact, the game system is so good that it's a wonder why it hasn't been used for other eras and is still popular today. I had played Fulda Gap, NATO, Warsaw Pact, etc., and I think I was expecting something similar. At the time that meant large scale units, some kind of mechanism to show the initial Warsaw Pact surprise, NATO quality, etc., which meant just seeing what everyone else had done, but in a GDW package. We were in for a surprise.

The components were pretty standard for the time. You got a two piece GDW

map with their usual terrain, a few sheets of counters, rules, and a kind of a reference guide about the forces that could be used. All in all, it was a pretty good package for the day. The first thing that caught my eye were the counters for air units and the unusual turn sequence.

The map covers Europe from Denmark down to Northern Italy, so there is a lot of room, but you really don't get the southern NATO forces involved as in a few other games on the topic. This is definitely a central front slugfest and the game is designed around that. Again, for the time it came out GDW did a good job on the counters, which represented all of the NATO forces in various colors and silhouettes on the air units. Not only did you get the starting units for both sides, but all of the Category C Warsaw Pact forces, territorials, NATO mobile forces, and pretty much every aircraft wing that could conceivably be involved in this theater. For a mini-monster the rules are fairly easy to digest, although the setup does take a bit of time.

So what makes this game so interesting? The first thing is the turn sequence, which allows the Warsaw Pact player to move, fight, and exploit twice in the turn before the NATO turn. NATO gets to react, but the WP player is going to get every chance there is to launch their blitzkrieg into West Germany. This allows the WP player to use units to the point of exhaustion, then pull them out of the line and continue the attack with minimal response by NATO forces. Units suffer disruptions and when you reach the level of the unit listed on the counter the unit is destroyed. Units can recover from disruptions, although Warsaw Pact forces can never recover to full strength.

NATO units can get back to full strength and they can recover three times a turn while the WP forces can only recover twice. It's the sequence of play and disruption recovery that set this game apart. With just a few added rules the

designer was able to capture the stark differences between the opposing armies.

There is also a very involved air game where both players allocate air superiority, ground attacks, runway cratering, interdiction, and deep strikes. In fact, the



air part of Third World War is a game itself! Deciding which aircraft will do what each turn, how they will be used, etc., is quite the challenge. NATO has an advantage in quality and maintenance (better rolls to return aircraft back to service), but the WP has quantity.

The end result is an extraordinary game that in my view is the best of the WW3 games from that era. Both sides have advantages and disadvantages, the sequence of play keeps both sides involved, and there are a variety of strategies to try out. Not only is this a good WW3 game, it is just a great wargame period. Even if you aren't into this era, it's worth a play just to see how the systems work. It's not a short game by any means, but you won't be bored by it each turn has a number of critical moments in it.

This game was so popular that it spawned three additional games that can be combined for one giant WW3 game. Some of my fondest gaming memories involve playing the entire thing not once, but twice with teams!

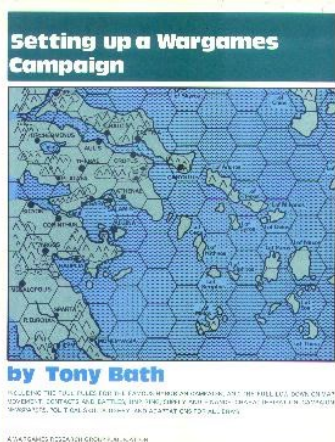


I'm sure that I've stated this before in previous issues that wargame campaigns have produced some of my fondest hobby memories. The time spent preparing for the campaign, the strategy sessions, uncertainties, and the unusual battles all combine for a unique experience. I'm always up for a campaign, but sadly that doesn't seem to be something that many gamers are interested in anymore.

Over the years I've participated in two AOR Sport of Kings campaigns, two Jackson in the Valley campaigns, a fictional Chickamauga campaign, a Napoleonic campaign, several WW2 campaigns, and two Ancients campaigns. On the modern front I ran two NATO vs. Warsaw Pact campaigns, a 7th Fleet vs. the Russians Harpoon campaign, and a Japan vs. Russian Kurile Islands campaign with Harpoon 4. I've also posted campaign systems for AOR, TSATF, and WMA on our club's web site. Yes, I like campaigns and can't see why everyone else doesn't climb on board!

Now some of this could be just because of the era when I got started in gaming and how many years I've been in the hobby. Many of the magazines had campaign reports in them, there was the wonderful book by Tony Bath, and basically you talked about doing campaigns with every gamer that you came across. Doing a campaign was just a natural thing for any gaming group and when one popped up everyone got excited, more figures were painted, additional terrain was added for use, and there was at least the honorable intention of seeing the campaign through to the end.

In reality none of the campaigns I've participated in have ever gone all the way to the end. Usually there is a crushing defeat that would be tough to come back from, players leave the area, one side loses interest, or some new set of rules or period comes along that everyone jumps



into. Those things, coupled with the fact that campaigns take awhile to set up as well as run, don't seem to increase the odds any that you can even start a campaign!

Which certainly takes us to the hobby today. There are very few articles, blog posts, etc., about groups doing campaigns. This is a bit strange in that there have never been so many sets of rules, figure ranges, or gamers in the history of the hobby. You would think that

you would see a series about a Napoleonic campaign in Spain or Leipzig, Romans conquering one country or the other, a Bulge series, etc., but they have been far and few between.

This could simply just be a time issue. When I ran some of my own campaigns in the early 80s I didn't really have too much else to do. After work there was time to draw maps, orders of battle, paint figs, etc., and your friends seemed to have a lot of time on their hands as well! You could spend 6-8 hours on a Friday or Saturday night doing the setup and first turn or two without needed to worry about anything else in your life. Doing a few campaign battles in a single night, talking about the campaign until the early morning hours, staying up all night to finish figs for the next day's battle, etc., were all part of the normal campaign operations.

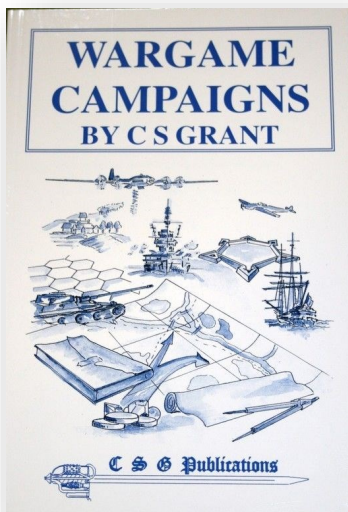
Today most gamers don't have that kind of time. Commutes to work, family obligations, hundreds of entertainment choices, etc., make participating or running a campaign a tall order. It also doesn't help that most rules or game systems today don't seem to try to incorporate campaigns at all either. Today's hobby is geared to accumulating enough

stuff for a game, getting together to play for a few hours, then moving on. My guess is that few gamers today are really interested in campaigns or is that they need someone to help them set it up? Many of the campaign systems I have seen lately seem to be the area movement type where you play a set number of battles, which seems to be designed to get the thing over with as quickly as possible. If that's your cup of tea so be it.

I think it's a shame that most of today's gamers will never know the joy of playing in a campaign. What sounds tedious such as poring over maps, looking over orders of battle, sending messages and orders to far flung commands, is actually quite interesting. There is also no way to describe the anxiety that accompanies not knowing where the enemy is or what their plan will be. Some of the best times I've had in gaming was sitting in a room of friends going over the turn orders, who should move where, what if the enemy attacks, etc., and we never even played a battle on some of those nights!

As with many other things in life it could be just a nostalgia thing and gamers have moved on. If many have the choice between playing in a meaningless 2-3 hour battle for some non-descript game system or participate in a campaign, the 2-3 battle is going to win every time. How you get around that or get gamers interested in doing something unique is definitely a challenge. I don't think it is impossible, but it is very tough.

Will campaigns ever make a come back? At this stage I would say probably not. They're a lot of work and it requires a group effort. Trying to find that many people in a group willing to all do the same thing for several months is going to be tough. Too little time, too many distractions, etc., have combined to make campaigns thing of the past. I, however, will forever cherish the time I spent participating in several and certainly hope to try a few more in the future.

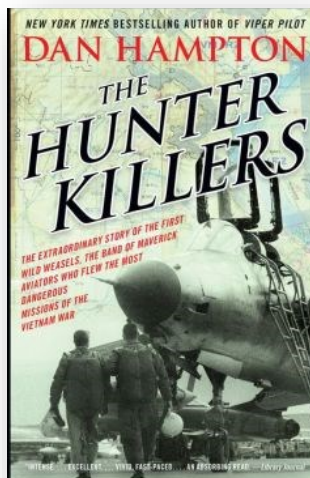


When the first U.S. aircraft was lost to a SAM over Viet Nam, the USAF established a program to seek out and destroy this new enemy. The program would eventually evolve into what we now know as Wild Weasels. Author Dan Hampton takes the reader on a tour of the Viet Nam war in 1965 and then all the way through to the early 70s when the Wild Weasels had become a firmly established part of the U.S. military.

The first part of the book is spent on the missions that were first launched when the U.S. became involved in South-east Asia, which at that time were usually flights of F-105s, F-100s, and U.S. navy aircraft providing close air support as well as logistical strikes against the NVA. Once the first U.S. aircraft went down to a SAM, the book changes course a bit to describe what the threats were at this stage of the war. The history of the SAMs, search radars, and anti-aircraft that these pilots faced on a daily basis makes for fascinating reading, leading one to believe that most planners knew this day was coming, but didn't have too many answers for it.

To counter the new air defense threats, the USAF went to work with a combination of volunteers, off the shelf electronics, and F-100 Super Sabres, which at that time was deemed the right aircraft for the job. As the story unfolds more electronic equipment is needed, different tactics are called for, and there is a great deal of trial and error in getting the program established. Most of this is due to that the exercises had to be mounted against fixed installations in Florida that were hopefully going to be able to simulate what SAM sites did in Viet Nam.

With the first tests being successful and the threat growing day by day, the concept of Wild Weasels is tried and the results indicate that the operations should be expanded. Here is where American



ingenuity definitely comes in. Companies are contracted to provide new equipment, technicians come up with new ideas for detecting threats, pilots learn how to deal with attacking the sites, and more. This part of the book is pretty good reading as you really learn a lot how the Wild Weasel program came about and the incredible advances that were made in such short time.

The next time this is tried it is with the two seat version of the F-105 Thunderchief and the program definitely makes some huge strides. The missions described in the book are certainly some of the most riveting air combat engagements I've read about. The author takes you step by step through the mission, from take off at a base in Thailand to the skies over Viet Nam where the Weasels hunt for SAMs in support of air strikes back to their base. You get the sense of the cat and mouse games that the pilot and his back seater played against the various NVA search radars and SAM threats, plus the author does a great job of explaining the depth of the defenses, which for their time, were quite extraordinary.

Here is where the book excels and that is with the several combat missions that are explored in detail. If you have any interest in air combat operations and suppressing air defenses, there isn't too much else in print that could be better. The missions have an air of tension about them as the first radar hits show up on the Weasel's screens, then it's on to hunting them while trying to protect the incoming flights. You also get to learn about how the SAM sites and radars were attacked,



from Shrikes and STARMs to flights with cluster bombs and cannons.

The one thing I was not prepared for while reading this book was the amount of time explaining the political situation, decision making, and the strategic nature of the conflict. While a basic background might have been sufficient at times, there are almost entire chapters spent on this. Now I've read quite a few books on the Viet Nam War, so I was familiar with the background, but my only thinking is that the author was trying to provide some context for readers who are not familiar with this war. My own opinion is that a bit too much time was spent on this where it could have been used better.

What I found lacking in the book was some badly needed diagrams. The various route packs that flights used, how SAM sites were set up, what the cockpits and threat warning equipment looked like, etc., are nowhere to be found. My view is that the people who are going to buy this type of book probably have some basic knowledge of the war and those sections should have been exchanged for more detail. I had quite a few questions where I had to look elsewhere online to get the answers when a few extra diagrams and drawings would have helped tremendously.

This is a really hard book to rate. For one thing there just aren't very many books out there on wild weasel operations, let alone how the program started and evolved in Viet Nam! For that this reviewer is grateful as the information about this program was fantastic. Likewise with the several combat sequences that are detailed in the book, which are fascinating and you wish that there were far more of them. I think that one thing that holds me back is the continual explanations of the course of the war in Viet Nam, which could have been cut back considerably. Sure, a few pages here and there to set the stage, but readers can always find that info somewhere else. I would have much rather seen sections on the Navy's Iron Hand program, joint operations, how did the program evolve up to today, etc. Again, this is a good book, but with a few changes here and there it could have been something great.

Saga: Anglo-Saxons vs. Normans

Battle Report

Due to a wide variety of factors, we ended up having a club gaming night where there were only two of us available. We had planned for a 4 player Saga game, but that had to be scaled back. So, we started with a force of Anglo-Saxons escorting a shipment of gold across a section of England. The gold was for a contingent of Vikings who were going to sell weapons and supplies to the Anglo-Saxons in their seemingly eternal struggle against the Normans. The Normans for their part weren't going to just sit there and watch, so they had moved into the area with a blocking force.

The Normans had a unit of crossbowmen, a unit of heavily armored infantry, two 4 man sections of armored cavalry, a leader, and a bishop. Overall, it was a well balanced force with good armor, stand off weapons, and plenty of dice. The Anglo-Saxons had a unit of archers, two units of infantry (one which was poor quality), and a leader. Not a large force by any means, but bigger units than the Normans.

The Normans spread out the defense, which in hindsight, especially for the cavalry, wasn't the best idea. The plan was to identify the main Anglo-Saxon



attack, consolidate forces, then use the cavalry to deliver the killing blow. The Anglo-Saxons for their part were going to strike one point of the Norman defense, overwhelm it, then get the gold shipment off the board to win the game.

The Saxons got across the river faster than both sides expected! The Normans were a bit slow to react, then ran into a series of hedgerows which slowed down the setting up of a defense. The Norman cavalry had to be used to stall the Anglo-Saxons as they moved near the village. The first Norman cavalry unit moved up to charge and was met by a hail of arrows! The last three men rallied and

moved forward to the attack, but in only two turns they were wiped out and it was looking like an early night!

The other Norman cavalry unit had moved around the village, got an extra impulse of movement, and positioned itself to charge the Anglo-Saxon archers in the flank, which would have been a huge change in the game so far. In fact, it was a target rich environment as one of the Anglo-Saxon infantry units was at the outskirts of the village and could have been

struck in the rear. However, the archers were the main threat at this time, so the charge went forward.

Unfortunately for the Normans, this was one of the few turns where the Anglo-Saxons went first! They got some infantry and the leader in line just in time and met the Norman charge. The Normans killed a few Anglo-Saxons, but the issue was not in doubt as the last of the Norman cavalry was dispatched. Within the first four turns the Norman striking power had been wiped out and the Anglo-Saxons were in great shape. All they had to do was get the gold off the board and win the game easily. (cont. on p 13)





(cont. from p 12) The cavalry's sacrifice, however, gave the Norman crossbowmen time to set up and get off a few volleys. The Normans in the town got engaged in a melee with the Anglo-Saxon infantry and all of a sudden things were beginning to even out. The crossbowmen refused to go down without a major fight, pushing back two Anglo-Saxon charges and inflicting quite a few casualties as they defended the hedges.

In the village the Normans prevailed and the survivors, plus the leader advanced and took the Anglo-Saxon archers in the flank, wiping them out. All of a sudden it was down to a few troops for each side. The crossbowmen, who had run of good luck all of a sudden couldn't hit a thing, while the leaders of both sides

got into the fray. Both sides were now down to just a few dice, which made getting any kind of special function almost impossible.

The Anglo-Saxons surged forward one last time, forcing the Norman leader back out of combat, killing off every crossbowmen but one, and inflicting serious damage to the remaining Norman infantry. When the dust cleared there were a handful of figures left for each side and the gold shipment had left the board, so the game ended as a Anglo-Saxon victory.

It took awhile to see what the strengths were for each side and to determine what weaknesses the opponents had. Using the Saga dice to maximum

efficiency definitely takes a few games. The Normans should have been attacking every opportunity they got and certainly squandered away the cavalry. If both units of cavalry had hit together with the right dice, they might have stopped the Anglo-Saxon attack before it began.

In the end, the Anglo-Saxons made good use of their special bonuses throughout the game and had some crucial die rolls at the end go their way. We played well over 12 turns in a little over two hours, which is pretty good. There were very few times that we had to check the rules, so once you understand the basics the turns seem to go pretty quickly. Next time it's on to using Greeks a bit further south in Europe!



Engagements Mini-Campaign: Drive to the Coast



Drive To The Coast

Drive to the Coast is a departure from the regular Engagements series that usually depict generic scenarios for gamers to try out. This time it is a full fledged mini-campaign that could be used for the WW2 or Modern eras. The campaign includes a map, organization displays, counters (for those who don't want to keep track of units by writing on the map), orders of battle, and the rules.

This campaign is based off the Russian drive to the Baltic coast in 1944-45

that produced some fascinating military history. A larger, more powerful force is trying to capture a major city as well as ports to end a campaign. The defenders are scattered, facing numerous challenges, but still have plenty of fight left in them. Each side in Drive To The Coast will have plenty of decisions in where to attack, allocation of resources, and multiple paths to victory.

The campaign rules are fairly simple and can be used with virtually any set of

miniatures rules for the WW2 or Modern eras. The campaign uses a chit activation system where each player must purchase chits each turn for their various commands. When a chit is drawn that formation can move and attack with its units. This campaign also has special rules that cover refugees, battlegroups, and events that can affect the course of the campaign. Drive To The Coast is a great opportunity to play a moderate sized campaign for a gaming group.

Engagements Mini-Campaign: Drive to the Coast



Combat Forces
These counters represent the various combat units that are placed on the map. Players can use any scale of rules, so each force may be a platoon in some rules or a battalion for others. The colored strip identifies the combat formation that the unit belongs to. White striped counters are independent combat units that can be attached.

Support Units-Counters that represent off board artillery or air support.

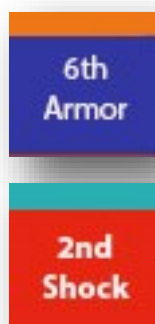
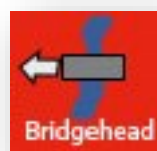
Retreating Forces-See the rules for handling Blue's retreating forces.

Attached Units-Counters that represent forces that can be attached to formations.

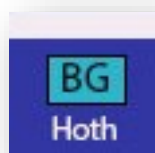
Refugees-See special rules.

Red Combat Forces-Similar to Blue's combat forces, but the formations are larger. A roster is provided for both sides to keep track of losses during the campaign.

Special Counters-There are counters for tracking Ops Points, Victory Points, etc. This Bridgehead marker is only used by Red and is explained in the special rules.



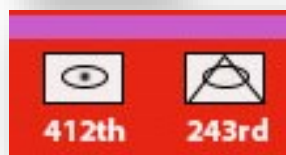
Activation Markers
Each combat formation has an activation marker that goes into a cup at the start of each turn. When the marker is drawn units of that formation can move and conduct combat. Putting a formation's marker into the cup for a turn costs a number of Ops Points.



Battlegroups-These units represent scraped together reserves of infantry and armor that have been formed into units. They are attached to Blue's formations.



Special Units
Blue 4/65-Heavy weapons or anti-tank/assault gun type unit.
Red 412th-assault gun or self propelled artillery.
Red 243rd-anti-tank or ATGM type unit.



Note on Units and Scale
Drive to the Coast is designed to be played using any type of WW2 or Modern rules. The scale and what the various combat forces represent are entirely up to the players. If you wish to do a late WW2 campaign using Russians for Red and Germans for Blue with BKC rules for example, then the Blue units could be companies or battalions while the Red units could be battalions or regiments. This would also depend upon the number of miniatures that you have available as well. The Blue 4/65 unit might be a battery of 4 Stug IIIs if that is what you have available, while if in a modern setting the Red 243rd might consist of several Sagger teams with a few BRDM2s. Players will also have to decide if the units are at full strength or not when the campaign begins. While being at full strength makes things easier for set up, it is assumed that formations of both sides have been fighting for quite some time, so there should be some losses at the start.

Engagements Mini-Campaign: Drive to the Coast

The Map

The map represents the area that the campaign will take place, which is a coastal area of Blue's territory. There is a superimposed grid that regulates movement during the campaign, with letters and numerals along the edges to provide grid coordinates for various locations. There is one major city and numerous towns spread across the map. While there may be smaller rivers that show up during battles, there is only one major river that would be a serious obstacle to movement and several major bridges are marked on the river. Also, while there are numerous roads that would crisscross the area, only the primary roads that would facilitate faster movement of major combat units are shown on the map. Objectives and their associated victory point values are also shown on the map.



Prepare For Play

1. Using the Random Location Table, roll to place each of Blue's retreating units (red stripe-A to I). Using the same table, roll for the 6 Refugee markers and place them on the closest grid with a road. Roll a D6 to determine location if there are two or more grids of equal distance from the original location (Refugees may only move along roads).
2. Place the Blue Ops Marker on the 4 on the Blue Operations Display. Place the Red Ops Marker on the 8 and the Victory Points markers on the 0 of the Red Operations Display.
3. Place all formation activation markers in the draw cup.
4. Play begins with IV-Activation Phase. Skip I-III on the first turn.

Blue Set Up

10th Mech-Any grid (s) in Row E to I
 6th Armor-Any grid (s) in Row A to B
 17th Infantry-Grids H6, H7, I6, or I7
 65th Infantry-Any grid (s) in Row G to I
 23rd Infantry-Any grid (s) in Row D to F
 Independent Units-Attach to any formation and deploy them with other units of that formation.
 Assign artillery, air support, and naval support markers to formations. The Gojau artillery marker can only be assigned to a formation in or adjacent to the Gojaua grid and the naval support marker in or adjacent to a coastal map grid.
 Set aside the Battlegroup units for now.

Red Set Up

The three Red formations will come on the map at the following points, one formation to each entry area:

- Entry Area A: J6, J7
- Entry Area B: J3, J4, J5
- Entry Area C: J1, J2

Roll 1D6 for each formation each turn, which is how many units of that formation arrive that turn. Continue rolling each turn until all units of that formation have arrived.

Assign the artillery and air support markers to each formation.

Set the Bridgehead marker aside for now.

Note on Unit Strengths

As you will see on the unit rosters there are no unit strengths or what comprises each unit. The players will need to determine what type of formations that they will be using and what their current strengths are. This will enable the players to use a variety of armies from different periods in a unique setting while allowing them to shape the unit sizes to conform with how many figures they have in their collections or the size of battles that they prefer.

For example, players wish to model Blue forces after the Germans in 1944. They've determined to do big battles with each Blue unit being a battalion (playing with rules where each stand is a platoon or equivalent). The 2/10th mechanized infantry is then listed as having 8 halftracks, 8 infantry, one AT gun and truck, one HMG unit, one mortar, and extra transport. The unit is understrength to represent the long fighting withdrawal.

Sequence of Play

Each game turn in Drive To The Coast uses this sequence of play. Follow the various phases in order for each turn, with each player completing a phase before proceeding to the next phase. When both players have completed the final phase, one turn has been completed and a new turn begins.

- I. **Operations Phase**-Each player rolls for the number of operations points that they will receive for this turn. Each player then spends operations points to assign artillery, air, and naval support to various formations and to put activation chits into the draw cup. Blue may also reattach Independent Units to formations.
- II. **Events Phase**-Each player rolls for events and consults the Events Table for their side.
- III. **Reinforcements & Arrivals**-Players check for the arrival of Refugees, Battlegroups (Blue only), Red units, and replacements from events from the Events Phase above.
- IV. **Activation Phase**-Players draw activation chits one at a time out of the draw cup. Formations that are activated can move and conduct combat with units of that formation. Once that formation is finished a new activation chit is drawn until there are no more formation chits in the draw cup.
- V. **Administration Phase**-Consolidate units and attach independent formations for next turn (Blue).

Once the Administration Phase is completed the turn has ended and the next turn begins with the Operations Phase.

Operations Phase

Operations Points represent the logistical efforts of both sides. The points should be thought of as ammunition, fuel, food & medical supplies, rail capacity, etc., that is used to support the various combat units in the field. Players will need to decide each turn how many points should be used to activate formations or provide additional combat support. Points can also be saved from turn to turn to launch major offensives or counterattacks.

At the start of each turn both sides roll 1D6 and add the number rolled to their Ops Points track on their Formation Displays. Operations Points are then spent by each side to activate combat formations, provide additional combat support (artillery, air, and naval), attach units, establish a bridgehead, or to strengthen a defense. The points used are immediately subtracted from the current total on the Formation Display. If there are insufficient points to pay for an operation, then that side cannot perform that operation.

<u>Operation</u>	<u>Cost Red</u>	<u>Cost Blue</u>	<u>Notes</u>
Activate Formation	2	1	Place the activation chit for the formation in the draw cup.
Assign Combat Support	1	1	Artillery, Air, or Naval Support markers can be placed in a formation's box on the Formation Display. Cost is per support marker.
Attach Formation	N/A	3	White striped units for Blue can be assigned to different formations. Cost is per unit.
Place Bridgehead	3	N/A	Allows placement of the Bridgehead marker anywhere in a river grid where a Red unit is located. Only one bridgehead in play at a time.
Strengthen Defense	1	1	Allows the defender to place a limited number of minefields and entrenchments when a battle has been declared. This cost is per battle.

Certain events will add or decrease Operations Points depending upon the event.

Events, Reinforcements, & Arrivals

During the **Events Phase** each player rolls two D6, with one dice being a different color and read first. *Ex., a red D6 comes up 5 and the white D6 is a 3 for a result of 53 on the Events Table.* Some events are one turn only while others may affect one or both sides for multiple turns.

In the **Reinforcements & Arrivals Phase** a number of things occur. Blue forces check for the creation of Battlegroups, Refugees are rolled for, replacements from the Events Phase are added to units, and Red's remaining forces arrive on the Eastern edge of the campaign map.

Blue rolls 1D6 and on the roll of a 6 a Battlegroup is created and can be at-

tached free of charge to any Blue formation. Check the specific rules for Battlegroups to determine the strength of the unit. There can be no more than four Blue battlegroups on the map at any time. If one is destroyed or consolidated into other units, that battlegroup become eligible to be recreated in another turn.

Refugees that are still on the map are now moved during this phase. Refugees will only move on the roads and always move towards the west, trying to exit the map. Each turn 1D6 is rolled, with a 1 or 2 moving up, 3-4 straight ahead, or 5-6 down. Refugees always move one grid each turn and if players are unsure where the Refugee marker should go they can roll 1D6 to determine its direction. See

the section on Refugees for more information.

Red's remaining forces that did not arrive on the 1st turn are now rolled for. Red rolls 1D6 for each formation with the result being the number of units that arrive that turn in their designated entry area. Once all of a formation's units have arrived there are no more die rolls for that formation. Once all of Red's units have arrived this part of the Phase is skipped.

Replacements from events are now added to units of the side that rolled the event.

Units cannot be consolidated in this Phase and must wait for the end of the turn's **Administration Phase**.

Activation Phase

During the **Activation Phase** players draw formation chits that were paid for in the **Operations Phase** out of a cup. When a formation chit is drawn, all units of that formation are activated and may perform movement and/or combat operations. Once all units of a formation have had a chance to move and/or conduct combat, that formation's activation is over and a new chit is drawn out of the cup. The **Activation Phase** continues until there are no more chits in the cup.

Activation

When a formation chit is drawn, all units that are color coded with that formation's color are activated. White striped Blue units that are attached to a formation are activated when that formation's activation chit is drawn. Players may conduct movement and combat with their formations in any order. Mechanized and armored units receive 4 action points while infantry, heavy weapons, and specialized units receive 2 (*note: this assumes some degree of mechanization or transport for the slower units*).

Units in a formation may activate as a stack or individually. When a player moves on to a new unit or stack, and stack or individual unit that moved and/or conducted combat for that **Activation Phase** is considered to be finished for that turn, even if it has action points remaining. Units or a stack of units may pick up units as they move, but the new units then have the same number of action points remaining as the unit or stack that picked them up. Units that have already moved and/or conducted combat cannot be activated a second time in the same turn. *Ex., Red is preparing for an attack on Neuhof and activates a stack consisting of 8th and 10th Armored in H2. The stack moves to G2 where the 410th self propelled artillery and 241st anti-tank units are. The stack, now with four units moves to F1 where the stack has 2 action points still remaining. The stack can launch a hasty attack with all four units or wait until next turn to launch a deliberate attack..*

Stacks can drop off units along the way, but they are then considered to be fin-

ished with their activation for the turn.

Movement

Units or stacks of units may move from one grid to the next by spending a number of action points. *Note: diagonal movement is **not** allowed.* The cost to enter each type of map grid is listed below:

<u>Grid Type</u>	<u>Action Point Cost</u>
Clear	2
Road	1
River	Only at bridges
Refugees/Roads	2

Combat

Units or stacks of units moving together can pay a number of action points to initiate combat. If the action points are paid for a combat operation then the unit or units are assumed to have (cont. on p19)

Activation Phase (cont.)

(cont. from p18) moved into the map grid with the opposing side and the combat phase begins. There are a number of steps in the combat phase that include retreat before combat, setting up the terrain, the actual battle, then retreating and combat losses.

There are two types of combat with different action point costs:

<u>Attack Type</u>	<u>Action Point Cost</u>
Hasty Attack	1 Action Point
Deliberate Attack	All Action Points

Hasty Attacks are basically done from the line of march, thus the low costs in action points. Units will arrive in a single area of the board one after the other until all forces are on the board. This option has the advantage of the units being able to move and/or when combat is concluded they may still have action points remaining. The disadvantages are that all of a player's forces enter at the same point and it will take quite some time for a large force to arrive, plus artillery and air support can only be called in once the battle starts.

Deliberate Attacks are well planned with all of the attacker's forces on board for the first turn. Artillery and air support are able to strike deep into the enemy's defenses before the game begins. The disadvantages are that units must use all of their action points for that turn.

Combat Phase

1. Withdrawal Before Combat
2. Setting Up The Board
3. Battle
4. Retreat & Pursuit

Withdrawal Before Combat

When one side declares a battle in a map grid with either a Hasty or Deliberate Attack, the defender has a chance to withdraw before the battle. Roll 1D6 and consult the following table after modifiers have been applied:

<u>Die Roll</u>	<u>Result</u>
1,2	Break Contact/Withdrawal
3	Break Contact/Pursuit
4	Break Contact/Overrun
5,6	Unable to Withdraw

Modifiers

2:1 in armor/mech units	+1/-1
3:1 or more in armor/mech units	+2/-2
Recon unit present	+1/-1

If a unit is able to break contract it moves to an adjacent map grid unoccupied by enemy units. If a Pursuit is rolled consult the Pursuit table (in Retreat & Pursuit). If an Overrun is rolled, double the losses from the Pursuit table. An Unable to Withdraw result means that a battle will be fought in that map grid.

Ex., Blue has one infantry and one armor unit in a grid attacked by a Red force consisting of two armor units, a recon unit, and two infantry units. Blue wishes to withdraw and rolls 1D6 with the following modifiers; outnumbered 2:1 in armor units +1 and a recon unit is present for Red +1, for total of +2. Blue rolls a 3 which becomes a 5 with a result of Blue being unable to withdraw.

Setting Up The Battlefield

Once it has been determined that a battle will be fought in that territory, there are several ways of setting up the battlefield. The first is to have both players mutually decide what terrain and/or scenery should be represented. The second is to have a third party set up the battlefield, then each player rolls 1D6 with the highest roll choosing which side that they will deploy on.

A third way is to have each player right down a number from 0-10 for how many terrain pieces that they would like to see on the battlefield. Both numbers are added together, then divided by 2 to get the number of how many rolls are made on the Terrain Table below. Each player then places one terrain piece until the desired number is reached (if an odd number roll 1D6 to decide who places the first piece). Once the battlefield is set up, each player rolls 1D6 and the highest roll

decides on which end of the table to deploy.

Terrain Table

<u>Die Roll</u>	<u>Terrain</u>
2	24" Ridge
3	Forest
4	Large Hill
5	Small Hill
6	Village/town
7	Forest
8	Small Hill
9	Marsh/Rough Ground
10	Farms/Farm Fields
11	Forest
12	River

- Forests should be an 18" square area of trees, so for example the strip could be 6x3, 9x2, etc.
- Farms and farm fields can be treated as open or difficult ground.
- No terrain piece other than the ridge or river should take up more than one square foot of area.
- If a river is rolled, roll 1D6 for the number of 12" long sections that can be placed. Roll 1D6 and if a 4, 5, or 6 is rolled there is a bridge located somewhere on the river. Roll a second 1D6 and on a 5 or 6 there is a ford located on the river.
- If the territory has a port in it, then roll 1D6. If it is a 4, 5, or 6 then that battle takes place near the port.
- In grids where there is a major river or city (Gojau) on the map, they will need to be represented on the battlefield.

Defender Set Up

The defending side in the battle can be set up anywhere outside of 24 inches where the opposing side enters the board. This is regardless of whether the attacker is conducting a Hasty or (cont. on p 20)

Activation Phase (cont.)

(cont. from p 19) Deliberate Attack. There is an option where the defender can spend Ops Points to Strengthen the Defense, which is explained later.

Attacker Set Up

If the attacker chose Hasty Attack, then the attacker's units will all enter from one point on the board edge. This entry point is six inches to either side of the point chosen, so the total size of the entry area will be 12 inches long. ALL combat forces of one unit must enter before forces of another unit can enter. If the attacker chose a Deliberate Attack, then the attacking units can be deployed along one length of the board within 12 inches of the board edge.

Flank Attacks

If one side is attacking from multiple directions, the players will need to determine how to set this up for the coming battle. There are no hard and fast rules here as trying to determine the many varied possibilities would take pages of rules. The defending side will need to be allowed to form up to where it can meet attacks from different directions and the attacker will need room to deploy forces for any type of attack. For these types of games the playing surface may need to be expanded.

The Battle

A battle is now fought using your chosen set of miniatures rules. *Note: As with most campaign games there is a lot of*

gray area regarding when can the defender withdraw, how does the battle end, etc. This is one of the major sticking points of campaign games as one side or the other can greatly abuse this part of the campaign. There should be clearly defined rules for when the battle ends or at what point the losing force can either withdraw or quit the attack to fall back and regroup.

If the attacker falls back or decides to end the battle and continue the attack in a later turn, then the defending force remains in the map grid while the attacking forces fall back to the map grid(s) where they began their attack from. If the defending force decides to withdraw, then you move to the final part of the Combat Phase; Retreat & Pursuit.

Retreat & Pursuit

If this was a Deliberate Attack and the attacker has won, then the attacking forces are done for the turn. Roll for losses with the modifier that they control the battlefield. The defender moves the retreating force to an adjacent map grid that does not contain enemy forces. If there are no adjacent map grids that do not contain enemy forces, double the losses sustained by the defenders and move them again to the next available map grid that does not have enemy forces in it. Continue to double the losses each time this happens until the defender either a) reaches a friendly map grid, or b) is destroyed through losses. Once the defender reaches a friendly map grid, roll for

permanent losses and double it by the number of times the force had to retreat.

If the attack was a Hasty Attack and the attacker still has action points available, the attacker has several options:

- A) Halt in place and roll for permanent losses. These units are done for the turn
- B) Roll for permanent losses and use the remaining action points to move, but no further combat is allowed this turn.
- C) Attempt a pursuit of the retreating forces and possibly engage in more battles.

If the attacking forces still have Action Points remaining and wish to pursue, they must have enough points to move into the map grid where the enemy forces retreated to AND have sufficient points to conduct another hasty attack.

If there are enough points available for both, then the attacker arrives on the battlefield as in the standard Hasty Attack rules. The defender can have up to 25% of their force as a rearguard, which can be deployed no closer than 24 inches from where the attacker deploys. The remaining defending forces are deployed in columns at least 48 inches from where the attacker deploys.

Once an attacking force has conducted a Hasty Attack, pursuit, and a second hasty Attack it is considered done for the turn.

Permanent Losses

After all attacks, retreats, pursuit, and pursuit battles have been completed, both sides roll for permanent losses. This represents the ferocity of the combat, if one side or the other controls the battlefield, vehicle and recovery operations, and medical facilities. The losses sustained in the actual battle will rarely be the full losses after rolling on the table, as some units would rejoin their formations, walking wounded return to the ranks, and vehicles are quickly repaired and put back into action.

Each armored vehicle, transport, infantry, etc., is assigned a points value. After the battle both sides add up the value of all units that either fled the battlefield or were destroyed. Two dice are then rolled on the Permanent Losses table, applying the necessary modifiers. The result is the percentage of that side's losses that are permanent and can take no further part in the campaign. That side then chooses a number of units equal to the point values in losses. There are no restrictions on which units are chosen to fulfill the loss-

es, other than if one side did lose armor during the battle, out of every 25% lost (or fraction thereof) one unit must be armor, until there are no armor units left.

Ex.; Blue has lost a battle and has 35 points of units that were destroyed. After rolling on the table 60% are permanent losses, meaning that Blue needs to eliminate 21 points of units permanently. Blue lost five armor units and 60% means that Blue must lose three armor units (one for each 25% and one additional for the extra 10%).

Special Units, Actions, & Support

Refugees

Refugees that are still on the map are moved during the **Reinforcements & Arrivals**

Phase. Refugees will only move on the roads and always move towards the west, trying to exit the map. Each turn 1D6 is rolled, with a 1 or 2 moving up, 3-4 straight ahead, or 5-6 down. Refugees always move one grid each turn and if players are unsure where the Refugee marker should go they can roll 1D6 to determine its direction.

Once a refugee marker exits the map, roll on the Random Location table. If the location has not been taken by Red the refugee marker is placed at that location. If Red controls that location then the refugee marker is removed from the game permanently.

Retreating Units

When the Retreat chit is drawn during the Activation Phase, all of Blue's retreating units are moved one map grid. Retreating units do not get Action Points to spend, but simply move one map grid. Retreating units must move towards the west edge of the map, but if there are no map grids free of enemy units they will remain in their current grid. If any Red unit enters a map grid with retreating units where there are no Blue forces in that grid, the retreating units are removed from the game.



Bridgehead

Red may place a Bridgehead marker on any map grid with a river for the cost of 3 Ops Points. This represents engineering assets, pontoon bridges, and ferries that can move large formations across a major river obstacle. Red forces MUST be in the map grid to place the bridgehead marker. If Blue forces are present as well, then a battle must be fought with Red trying to expand out of the Bridgehead. If Red loses the battle, they are assumed to have crossed back to their own side and the Bridgehead is destroyed.

There is only one Bridgehead marker, so



if it is destroyed Red can place another for a cost of 3 additional Ops Points. The Bridgehead allows Red forces to use it similar to a bridge crossing a river, meaning any number of units may use that map grid during a turn.

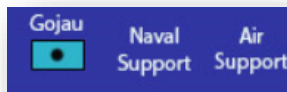
Destroying & Capturing Bridges

Blue can destroy any bridge during the Events Phase by announcing which bridge will attempt to be destroyed, then rolling 1D6. On anything but a 6 the bridge is destroyed. If Red has forces enter a map grid with an undestroyed bridge, they may attempt to capture it by rolling 2D6 and on a 12 it is considered captured. Add +1 if the force includes a recon unit. If the bridge is captured and there are Blue forces present, then a battle is fought with the bridge being in Red's deployment area.

If the bridge is not captured, a bridge id blown, or there is no bridge in the map grid, Red may end the turn with forces in that map grid, EVEN IF there are Blue forces in that map grid. Blue's forces are considered to be holding positions on the other side of the river. In following turns, Red may attempt to place a Bridgehead or move to another grid that would not put it across the river.

Artillery, Air, & Naval Support

Both sides have several support markers available. These represent operational assets deployed at the army level, but that can be assigned to specific formations each turn. During the Operations Phase of each turn, both sides may spend Ops Points to attach artillery, air, and naval support to specific formations. Place the marker on that formation's box on the Formation Display as a reminder that they have support that turn. During any battle fought by that formation during the turn, that support can be used.



There are two exceptions to this; the first is that the Gojau counter can only be used to support a formation that has units adjacent to the Gojau map grid. The second is that the Naval Support marker can only be used to support the units of a formation that are in a coast map grid or

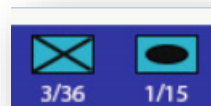
adjacent to a coast map grid.

This support is in addition to any support that is inherent within a unit. If you're playing with battalion sized units and one has a mortar battery, any support attached to the formation is in addition to the mortars.

It is up to the players to decide before the campaign begins what each support marker represents. If you're playing with large formations and units, each artillery marker could represent 3-6 batteries of off board artillery or 2-3 airstrikes for an air support marker. Both sides might also agree that you cannot use support for each separate battle fought by that formation, so if a formation has six units fighting six separate battles each side would have to choose one or two specific battles where the support would be used. This will also give the players a chance to give each side some national differences. Blue might have high quality artillery, but fewer batteries for each marker while Red has low quality artillery, but more of it.

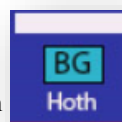
Independent Units & Battlegroups

Independent Units can be assigned to Blue's various formations and will use Action Points when that formation's chit is drawn. Independent units can also be reassigned during the Operations Phase of each turn. To move an independent unit from one formation to another costs 3 Ops Points. There must be a path of map grids clear of enemy forces from where the unit is currently located to any map grid with the new formation's units.



Battlegroups

Battlegroups are created during the Reinforcements & Arrivals phase and act like Independent Units. There can never be more than 4 battlegroups in play at any one time. Players will need to come up with way of determining the composition of these forces, but they should be smaller than regular combat forces and consist of various, cobbled together remnants of other forces.



Victory Conditions

Red is the only side that keeps track of Victory Points throughout the campaign game. There are 180 Victory Points worth of objectives on the map. As Red seizes objectives those points are added to the Victory Point total on the Red Formation Display. Red may also lose Victory Points due to Events, Gojau holding out, or Blue's retreating units reaching safety. To determine the level of victory, consult the Victory Level Table.

Victory Level		Victory Point Modifiers	
<u>VPs</u>	<u>Victory Level</u>	<u>Cause</u>	<u>VP +/-</u>
150+	Total Victory	Events	Variable
125-149	Operational Victory	Gojau holding out	-5 per turn
110-124	Tactical Victory	Bridgehead destroyed	-5
100-109	Draw	Each Red unit that exits off the west end of the map	+5
85-99	Tactical Defeat	Notes After turn 10 if Gojau is still holding out (Blue has forces in that grid) then Red suffers a -5 victory point penalty per turn until Gojau is occupied by Red forces.	
70-84	Operational Defeat		
Less than 70	Disaster		

Optional Rules

Red Paratroops & Marines

To add some interest and new challenges for both sides, allow Red to use a division of paratroops (three brigades plus support) that can be dropped anywhere on the campaign map. There should be some kind of supply constraints in that if that they don't link up in so many turns they begin to suffer penalties according to the miniatures rules that you use.

You could also give Red a division of marines that can be landed in any coastal grid. Both of these options would put a lot of pressure on Blue, so to balance out the campaign blue should receive some additional units or Red's victory levels should be increased.

Air War

The air system in the campaign is fairly abstract in an effort to keep things simple and focus on the ground combat. Players may want to however, increase the complexity by adding in squadrons of aircraft instead of the generic air support markers. An order of battle would need to be decided upon, then you would need various markers for the varied squadrons of aircraft for both sides. Each squadron could be assigned to air superiority, escort, or ground support each turn to specific map grids.

This would also necessitate the creation of a simple air combat system for when air superiority or close escort fighters

engage over the battle. It could be as simple as rolling a 6 on 1D6 to eliminate an enemy squadron. This would make the air portion of the campaign into almost a game by itself as players would need to carefully allocate squadrons and conserve dwindling resources. For even more complexity you could add airfields to the map, maintenance checks for squadrons each turn, and a replacement table.

Weather

Although there are events related to the weather, there is no separate weather system for the campaign. Players could easily add on a system where you would roll for the season and then roll for each turn. The S&T game Nordkapp did a great job with this and has some wonderful ideas that could be incorporated here. Rain and mud would definitely impact the movement of forces while snow could make some battles very interesting depending upon the rules system that is used.

Victory Point Objectives

One idea that I toyed around with when designing the campaign was to create a series of cards that would outline Red's objectives for the campaigns in place of the victory point system that now exists. Before the campaign Red would draw a card and would need to seize or complete the objectives on that card for victory. An example would be on one card to

have that Red needs to take all three objectives on the coast while another might have that Red needs to seize a bridge and exit as many units as possible off the west end of the map.

Unit Quality

Unless a specific event is rolled all units in the campaign are assumed to be of average quality. Players can of course adjust this by assigning different levels of training and/or experience to their units when they create their rosters, but you could also experiment with rolling dice to see if a units rating goes up or down before the campaign begins. This will add a lot of uncertainty for both sides and while it could imbalance the campaign, it would also add a lot of flavor and make it a bit more realistic. You could also reward units for surviving/participating in battles.

Ops Points

Players may not like the randomness in acquiring Ops Points each turn and they may prefer a schedule each turn with or without some minor variation. Just draw up a chart that lists how many points each side gets each turn. You could then roll 1D6 and on a 1 or 2 you lose 1 point, 3 or 4 it stays the same, or on a 5 or 6 you gain 1 point. This will help smooth out the curve a bit and players can at least plan out some long term strategy without needing to react each turn to an ever changing situation.

Optional Rules (cont.)

Hidden Movement

This would be the most obvious optional rule and more than likely add another layer of complexity. There a wide variety of ways to do this and you can certainly look at some of our other campaign systems to get some ideas on how to do this. There are actually a few ways to do this:

1. Assign a Referee/Umpire-This is probably the easiest method where all force are hidden on the map and when formations activate and move, the referee would put out the enemy forces. There could be additional die rolls to determine the approximate strength of each enemy force. Sadly, trying to find someone who doesn't want to play in the campaign that could serve in this role is a challenge!
2. Recon Forces-We've used this system in some of our campaign games where each side gets so many points/units of recon forces. They are moved on the map, screening your own forces and trying to discover the enemy's. When these forces meet there is usually combat and if the screen can be penetrated they learn information about the enemy. Very realistic, nerve wracking, and takes up a lot of extra time.
3. Scouting Points-Each side is assigned so many scouting points per turn that can be used to determine if a map grid is occupied and what the strength of the enemy forces are in it. This system is pretty simple and provides a basic limited intelligence system to the campaign, which may be all that the players want.
4. Dummy Forces-While players may be able to see how many units are stacked in a map grid, if dummy forces are used this could make things a bit more challenging. Players are allocated a certain number of dummy units and opposing players cannot examine stacks of units. This is again a fairly simple system and can be implemented without too much trouble.

Hidden movement can be an incredible experience when playing in a miniatures campaign, but it can add to the time and complexity. It would be a good idea to hear from the players on what they expect and how far they are willing to go.

Designer Notes

The Engagements series of scenarios has been running for a few years now, so I thought I would do something special for this issue. I usually get a lot of questions or see various threads bemoaning the lack of miniatures campaigns, so I created a generic one. I provided the map, counters (for those who wish to use them), charts, and rules, but there are some holes in the rules for those who wish to add complexity.

I recently read about the Russian drive through the Baltics in 1944 and thought that it would make a great basis for a campaign game that could be set either in WW2 or the Modern periods if you had armies for that. I did not specify the rules to be used as there are now so many out there that the odds you would use the same set that our gaming group does is very, very low.

The first thing that you will notice when you glance through this campaign supplement is that the unit rosters are blank. Yes, this is intentional. One of my pet peeves about campaign systems is that I can look through the orders of battle, see that I or my group doesn't have

enough stuff, then the rules get abandoned. I have no idea if you have a complete 1944 SS armored corps in platoon scale or if you only have several battalions of basic infantry, so I'm not going to dictate what each unit should have.

If your group does things with company level games, then by all means fill out the rosters with what you have. If you want to show a defeated force or under-strength units, then by all means customize the rosters any way that you wish. Likewise if you prefer units to start at full strength, then you can certainly go ahead with that strategy.

The other thing that you will notice is there is some chaos and randomness thrown into this campaign and again, this is by design. When reading about the Russian drive through the Baltic crazy things happened on both sides. Units ran out of ammo, advanced too far, stayed too late in some positions and were cut off, weather issues, airbases were too far back, etc. There were so many chaotic events that it seemed best to invest the time and created random event tables for both sides.

The burden of attack is definitely on Red and their forces should be built to be very large and intimidating. This should be viewed as an "against the odds" type campaign as Blue will have their hands full. Both sides will have numerous choices about saving/spending Ops Points, allocating support, consolidating units, counterattacks, and more, which is exactly what a campaign should be about. The rules, while they look like a lot to take in, are actually very simple once you start playing. Players are definitely encouraged to add to the combat sections, come up with new events, modify the turn sequence, etc., as this is meant to be a game kit and a starting point, even though you can play the campaign just as it is presented here.

In the end, campaigns are something to be enjoyed and remembered. Some of my greatest gaming memories are the good times we've had with campaigns over the last 40 years. If you have not tried a campaign, this would be a good one to start with and work up from there. Above all, have fun with this system and change things where necessary!

Engagements Mini-Campaign: Drive to the Coast



Engagements Mini-Campaign: Drive to the Coast

Blue Formation Display

10th Mech

6th Armor

17th Infantry

23rd Infantry

65th Infantry

Ops Points

0

1

2

3

4

5

6

7

8

9

Red Formation Display

2nd Shock

5th Tank

9th Infantry

Ops Points

0

1

2

3

4

5

6

7

8

9

Victory Points

0

1

2

3

4

5

6

7
















































































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				10th Mech					6th Armor
1/10	2/10	3/10	4/10		1/6	2/6	3/6	4/6	
				17th Infantry					23rd Infantry
1/17	2/17	3/17	4/17		1/23	2/23	3/23	4/23	
				65th Infantry					
1/65	2/65	3/65	4/65		4/72	3/36	1/15	117	225
Corps	Misc	Gojau	Naval Support	Air Support					Ops Points
					BG	BG	BG	BG	
					Hoth	Richter	Lunz	Schmidt	
									Retreat
A	B	C	D	E	F	G	H	I	
					BG	BG	BG	BG	
4/72	3/36	1/15	117	225	Hoth	Richter	Lunz	Schmidt	
Attached	Attached	Attached	Attached	Attached	Attached	Attached	Attached	Attached	
									
D6	D6	D6	D6	D6	D6				
Refugees	Refugees	Refugees	Refugees	Refugees	Refugees				
									2nd Shock
51st	8th	10th	22nd	29th	52nd	65th	410th	241st	
									5th Tank
55th	3rd	7th	11th	18th	49th	56th	411th	242nd	
									9th Infantry
57th	12th	14th	17th	20th	21st	29th	412th	243rd	
			Air Support	Air Support		Ops Points	VPs x1	VPs x10	
Front	Reserve	Assault			Bridgehead				

Engagements Mini-Campaign: Drive to the Coast

Random Location Table (roll 2D6)

<u>Location</u>	<u>Grid</u>	<u>Die Roll</u>
Omlenice	I7	1-1
Attes	J7	1-2
Manava	J6	1-3
Kalsching	J6	1-4
Angern	I7	1-5
Broh	I6	1-6
Kuri	I6	2-1
Jilovec	H7	2-2
Gojau	H7	2-3
Holzrechen	H6	2-4
Cetviny	G6	2-5
Otten	F6	2-6
Kaplice	E6	3-1
Zeiring	D6	3-2
Dubova	F5	3-3
Lagau	B6	3-4
Krenov	B5	3-5
Ruben	A4	3-6
Pihlov	C4	4-1
Liebsdorf	E4	4-2
Droschelhof	I4	4-3
Rajov	J2	4-4
Ticha	I2	4-5
Schwarzbach	H1	4-6
Branna	H2	5-1
Schmiding	G3	5-2
Blatna	D1	5-3
Neuhof	E2	5-4
Kleinberg	E2	5-5
Jelm	B1	5-6
Lazec	D3	6-1
Horitz	C3	6-2
Friedau	G2	6-3
Platten	A2	6-4
6-5, 6-6 Roll Again		

Operations Point Costs

<u>Operation</u>	<u>Cost Red</u>	<u>Cost Blue</u>
Activate Formation	2	1
Assign Combat Support	1	1
Attach Formation	N/A	3
Place Bridgehead	3	N/A
Strengthen Defense	1	1

Action Point Costs

<u>Movement</u>	
<u>Grid Type</u>	<u>Action Point Cost</u>
Clear	2
Road	1
River	Only at bridges
Refugees/Roads	2
<u>Combat</u>	
<u>Attack Type</u>	<u>Action Point Cost</u>
Hasty Attack	1 Action Point
Deliberate Attack	All Action Points

Withdrawal Table

<u>Die Roll</u>	<u>Result</u>
1,2	Break Contact/Withdrawal
3	Break Contact/Pursuit
4	Break Contact/Overrun
5,6	Unable to Withdraw
<u>Modifiers</u>	
2:1 in armor/mech units	+1/-1
3:1 or more in armor/mech units	+2/-2
Recon unit present	+1/-1

Permanent Loss Table

<u>Die Roll (2D6)</u>	<u>Permanent Loss</u>
2-3	10
4-5	25
6	30
7	40
8	50
9	60
10	70
11	80
12	100
<u>Modifiers</u>	
Control of battlefield	-2
<u>Unit Points Values</u>	
Armor-3, Mech Inf.-2, Inf.-1,	
Transport-1, AT units-2	

Victory Level

<u>VPs</u>	<u>Victory Level</u>
150+	Total Victory
125-149	Operational Victory
110-124	Tactical Victory
100-109	Draw
85-99	Tactical Defeat
70-84	Operational Defeat
Less than 70	Disaster
<u>Victory Point Modifiers</u>	
<u>Cause</u>	<u>VP +/-</u>
Events	Variable
Gojau holding out	-5 per turn
Bridgehead destroyed	-5
Each Red unit that exits off the west end of the map	+5

Engagements Mini-Campaign: Drive to the Coast

Blue

Unit	Formation	Strength
1/10	10th Mech	
2/10	10th Mech	
3/10	10th Mech	
4/10	10th Mech	
1/6	6th Armor	
2/6	6th Armor	
3/6	6th Armor	
4/6	6th Armor	
1/17	17th Infantry	
2/17	17th Infantry	
3/17	17th Infantry	
4/17	17th Infantry	
1/23	23rd Infantry	
2/23	23rd Infantry	
3/23	23rd Infantry	
4/23	23rd Infantry	
1/65	65th Infantry	
2/65	65th Infantry	
3/65	65th Infantry	
4/65	65th Infantry	
4/72 Infantry	Independent	
3/36 Infantry	Independent	
1/15 Armor	Independent	
117 Armor	Independent	
225 Mech Infantry	Independent	
BG Hoth	Independent	
BG Richter	Independent	
BG Lunz	Independent	
BG Schmidt	Independent	

Engagements Mini-Campaign: Drive to the Coast

Red

Unit	Formation	Strength
51st Recon	2nd Shock	
8th	2nd Shock	
10th	2nd Shock	
22nd	2nd Shock	
29th	2nd Shock	
52nd	2nd Shock	
65th	2nd Shock	
410th	2nd Shock	
241st	2nd Shock	
55th Recon	5th Tank	
3rd	5th Tank	
7th	5th Tank	
11th	5th Tank	
18th	5th Tank	
49th	5th Tank	
56th	5th Tank	
411th	5th Tank	
242nd	5th Tank	
57th Recon	9th Infantry	
12th	9th Infantry	
14th	9th Infantry	
17th	9th Infantry	
20th	9th Infantry	
21st	9th Infantry	
29th	9th Infantry	
412th	9th Infantry	
243rd	9th Infantry	

Engagements Mini-Campaign: Drive to the Coast

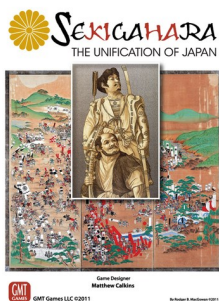
Blue Events			group during the	5-1	Fighting Withdrawal-In any one combat this turn, all Blue forces do not take losses for pursuit.
1-1	Orders SNAFU. Randomly draw one Blue formation chit from the cup and it doesn't get to move this turn.	3-2	Reinforcements Phase. Rough seas. Naval Support is not available this turn.	5-2	Successful Bridgehead Attack-Blue air units knock out Red bridges at the Bridgehead. If the Bridgehead for Red has been placed no forces can use it to cross the river this turn.
1-2	Add 2 Ops Points	3-3	Armor School students and vehicles to the front! Blue may choose one armored unit and bring it back up to full strength.	5-3	Add 2 Ops Points
1-3	Counterattack! Blue gets to add 3 Ops Points this turn, but at least one formation must attack Red units.	3-4	Drive to Gojau. If Gojau is still holding out and cut off, Blue must make an effort to open a route to the city. Blue receives 3 additional Ops Points this turn, but at least one formation during its activation must use all of its units to attack towards Gojau. This continues until either A) It is clearly impossible to reach the city, or B) a 5 or 6 is rolled on 1D6 during the Events Phase of future turns.	5-4	Fuel shortages-Roll on the Random Location Table three times. Any Blue forces at those locations cannot move this turn.
1-4	Lack of spare parts grounds Blue air support this turn.			5-5	Rearguard actions and local counterattacks make Red units cautious. Select one grid where Red units are located and they are unable to move this turn.
1-5	Additional ammo supplies are shipped to the front. Blue gets all artillery support markers this turn for free.			5-6	Pilot shortage-No Blue Air Support this turn.
1-6	Battlefield recovery. One Blue armor unit may regain 25% of its original strength.	3-5	Well trained operations staff. Independent units can be attached or re-attached to formations for no cost this turn.	6-1	Local militia are drafted into combat units. Choose one Blue unit and bring its infantry strength back up to full.
2-1	Fuel shortages. All Blue mech units only have 2 Action Points this turn.	3-6	Local knowledge of roads. Blue units get to move to any grid for only one Action Point this turn.	6-2	Elite force-Select one Blue unit that then becomes Elite and/or higher morale grade under the rules system that you are using.
2-2	Maximum air superiority effort. Red cannot use air support this turn and Blue gets its air support this turn for free.	4-1	Fortress Declared! Roll 3 times on the Random Location table. If there are Blue units at any location then that location has been declared a fortress and cannot be abandoned. At least one Blue unit must stay at that location at all times.	6-3	Covering force-In any one grid before a battle begins Blue may retreat that force one grid and no battle is fought that turn.
2-3	Contradictory orders! Roll 4 times on the random location tables. Any blue units in those locations must retreat towards the west one map grid.			6-4	No event this turn.
2-4	Dig In! Any Blue units that are attacked this turn get Strengthen Defenses for free.	4-2	Low ammo stocks. No artillery support markers can be used this turn.	6-5	Panic. Through a combination of Red action, rumors, defeatism, etc., Blue units fall back from the front lines. Roll on the Random Location table D6+2 times. Any Blue units at those locations fall back one map grid. Then, roll 1D6 for each Blue unit that fell back and on a roll of 6 that unit disintegrates/ routs and is removed from the game.
2-5	Strategic movement. Enough trucks, fuel, and trains are found to move several units. 1D6 of Blue infantry units can move up to six map grids for this turn.	4-3	Replacement draft. Take off one random retreating Blue unit (red striped) and then bring one Blue infantry unit up to full strength.		
2-6	Partisans & rearguards. Roll 1D6+2 times on the Random Location Table. Any Red units at these locations cannot move this turn. Any Red units moving through them this turn end their movement for the turn at that location.	4-4	Add 1 Ops Point for this turn.	6-6	Lull in the fighting. Both sides may move, but no combat is allowed this turn as both sides gear up for more fighting.
		4-5	Air Support is free this turn.		
3-1	Enough vehicles and troops are found to create a combat force. Blue gets to add one Battle	4-6	Shipload of ammo arrives. Artillery Support markers for this turn are free.		

Engagements Mini-Campaign: Drive to the Coast

Red Events					
1-1	All out air effort. Air Support markers for this turn are free.	3-1	Bypass strongpoints. Roll 3 times on the Random Location table. If there are Blue units in that map grid and there are Red units adjacent to that map grid, Red units can move through the map grid occupied by Blue into any unoccupied adjacent grid. This can only be done once, even if there are Blue units at all three random locations.	5-1	Pinning attacks. Blue units are not allowed to withdraw before combat this turn.
1-2	Bad weather at rear echelon airbases. No Air Support is available this turn.			5-2	Relentless follow up. All of Blue's losses for this turn are permanent.
1-3	Combat engineers. With any Deliberate Attack this turn, Red can neutralize up to 12" of the defenders trenches, fortification, or mines.	3-2	Fuel shortages. Roll 1D6 times on the Random Location table. Any Red units that are at those locations/map grids cannot move this turn.	5-3	Human wave. Red must launch at least one attack with just infantry units this turn (can also use artillery and air support) or lose 5 Victory Points.
1-4	Regardless of losses. Red must launch at least one Deliberate Attack this turn or lose five (5) Victory Points.	3-3	Gain 1 Ops Point this turn.	5-4	Battlefield recovery efforts. One Red armor unit can be brought back up to full strength
1-5	Torpedo boat attack! Red's naval forces intervene, forcing Blue to remove their Naval Support this turn.	3-4	Elite force-Select one Blue unit that then becomes Elite and/or higher morale grade under the rules system that you are using.	5-5	Logistics issues. AFTER Ops Points are spent, each Red unit or stack of units must roll 1D6 and on a 6 they've run out of fuel and cannot move for this turn.
1-6	Outrunning the supply train. The speed of Red's advance has created chaos in the supply chain. Roll 1D6 times on the Random Location Table. Any Red forces at those locations are unable to move this turn.	3-5	Operational pause. Red may collect Ops Points this turn but may not move and/or attack.	5-6	Infiltration. In any one Deliberate Attack this turn Red can have one unit start up to 36" from where Red enters the board for the battle.
2-1	Side roads. Refugees do not slow movement for Red units this turn.	3-6	Deception. One Red force this turn can launch a Deliberate Attack for the cost of 1 Ops Point.	6-1	Bloodbath. For the next Red Deliberate Attack both sides losses during the battle are permanent.
2-2	Change of commanders for this front. Red receives no Ops Points this turn.	4-1	Propaganda purposes. Red must conduct one attack against an unoccupied objective this turn or lose 5 victory points.	6-2	Flank Attack. In one Hasty Attack this turn Red can start one unit on either board edge (not in Blue's rear) up to 36" from where Red's forces start the battle.
2-3	Prisons captured. Released prisoners are sent straight to the front lines. Bring any one Red infantry unit back up to full strength.	4-2	Siege guns. Any Red Deliberate Attack this turn against an objective can remove 12" of Blue fortifications/trenches/mines before the attack begins.	6-3	Add 2 Ops Points this turn.
2-4	Tank workshops move closer to the front. Bring any one Red armor unit back up to full strength.	4-3	Indecision. No Ops Points are received by Red this turn.	6-4	Success on other fronts. Victories elsewhere have released forces that can be used for this front. Bring one armor and one infantry unit back up to full strength.
2-5	Trouble converting train track to Red's trains. No Artillery Support markers can be used this turn.	4-4	Surge. Red receives 4 Ops Points, 1 Artillery Support, and 1 Air Support marker this turn for free. Red MUST attack at least one map grid that contains Blue units.	6-5	Loose cannon. Roll 1D6 times on the Random Location table. At least one Red unit/stack must attack this turn.
2-6	Operational tempo. All of Red's units get one extra Action Point for this turn which may be used for movement or combat.	4-5	Lingering mud. No Red units can move more than one map grid this turn.	6-6	Coercion. Pick one map grid with Blue units adjacent to red. Roll 1D6 for each Blue unit that immediately surrenders on a roll of 6.
		4-6	Air superiority. Blue receives no Air Support this turn.		

Block wargames continue to be popular with board wargamers as evidenced by several new games coming out each year that seem to do well. A great example of this would be GMT's Sekigahara, which is now in its 3rd printing. I had heard very good things about this game, so when GMT announced this reprint I quickly jumped on board.

Sekigahara: The Unification of Japan simulates the final campaign to unify the country under one shogun, represented by the forces of Ishida Mitsunari and Tokugawa Ieyasu. The campaign is only seven weeks long, with each turn representing one week. Both sides started the campaign with limited forces and badly out of position, which clearly shows in the first turn set up.



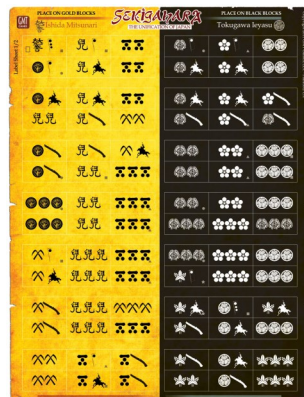
I was surprised by how short the rules were! However, the shortness of the rules should not give the impression that this is a simple game with limited strategy. In fact, it will take you two readings of the rules to grasp some of the concepts, particularly combat. Also, some rules, such as only one major force can use a highway, are expressed matter of fact, but are critical in game play. Fortunately, this only takes a few minutes and you can pretty well figure out how things work.

The cards in the faction decks drive the game as they are used in both movement and combat. Each card has the mon (family symbol) of a clan that matches the symbols on the wooden blocks, which is used for combat purposes. There are also cards with double mons, swords (special attacks), and loyalty cards that are again used for combat purposes. To move or muster units (recruit and place units from the reinforcement box) cards are discarded. For example, if you discard two cards all of your forces can move in one turn while if you only discard one card then up to three stacks can move.

Forces can usually only move one area per turn, but if they have a leader, are on a primary road, etc., you can get bonuses, plus you can discard cards to force march, so in most cases you will be able to move more than one area with almost every stack. The trick here is that the more cards that you discard for movement and/or force marches, the less you will have for combat, which could be disastrous. Since each weekly turn has two phases, both of which let each players move and conduct combat, hanging onto your cards can be a challenge.

Combat in Sekigahara is one of those things where you need to try it once step by step just to figure it out, then it gets easier from there. By that I mean after the second or third combat you can resolve them faster and faster. However, this by no means that you will figure out the optimum strategy for using your forces in combat! Each side gets to lay out a

number of cards that match the mon on the blocks in your forces. Each block generates a number of "impact" points and the side that is currently trailing in points must play a card to match the total (or exceed it) or accept defeat. Cards with swords allow cavalry and arquebus units extra bonuses. On top of all this there are loyalty cards that can stop deployments and make them change sides for that battle!



This makes combat a free wheeling chaotic ride that ends when one player runs out of cards, units, or can't match the impact difference. Each side then loses one block for each 7 impact points and one extra block for the losing side.

This makes the game very attritional, since you're only drawing 1-2 blocks for reinforcements per turn.

To say that there is a lot of subtle strategy hiding in this game would be an understatement. With the random deployments, reinforcement draws, and the cards, the replay factor here is extremely high. It would probably take four or five plays to figure out a good strategy for each side because of the large number of options each turn. The game plays very fast with only seven turns and not a lot of movement. Our first game took around two hours and that was primarily a teaching game with both of us learning the combat system. This is a very good game and highly recommended.



Let's first look at the contents of the box, which is definitely one of the heavier gaming boxes that you'll see! First, there is a beautiful mounted map where the campaign was fought. The terrain is pretty limited, meaning that only the primary roads, secondary roads, resource centers, and home areas are marked on the board. Simple, clean, and effective. Next up comes the 119 wooden blocks and two sticker sheets that will represent the forces on the board. The contrasting black and gold blocks are easy to sticker and look good on the board. There are also 110 cards split into two decks for both factions. Finally, there are two reference cards as well as the rules. All in all, a great package put together by GMT and nothing to complain about.



Putting New Life Into Old Games

I've talked previously about how there is a current trend in board gaming to "redesign" or "reimagine" games that have been out for quite some time. My build of the old Avalon Hill game Magic Realm, which was featured in a past article, is a good example of that. However, that is sometimes taking things to the extreme. Not only do those kinds of projects soak up a lot of time and money, but unless it is something you're really interested in it can hard to put forth that kind of investment.

Of course there is the other route, where today's game companies will bring out new versions of popular games. Examples of this are Hannibal, Successors, Merchants of Venus, and many more. The issue here is that they're not going to sink a lot of money and designer time into games that weren't that popular or where there is no chance to at least break even.

From the 70s and 80s there were quite a few SPI and Avalon Hill games that fell just below the line of deserving a full reprint. Also, many games that have



and get to playing them again?

The answer is to purchase or download some of the many re-designed counter sheets, map kits, or scenarios that are now available. There are hundreds of new counter sheets, scenarios, variants, and more that are available on a number of sites, but they will take some work, especially if you to have print and cut your own counters! For the sake of our story here, I want to just focus on those items that are commercially available.

My first experience with this was blundering into a web site called The SPI Wrecking Yard run by Kerry Anderson. Not only does he have old SPI games for sale, but he has a number of redesigned counter sheets for many old SPI games. Kerry does not allow images to be posted here, but his products have my highest recommendation. I've ordered sets for Task Force Games Warsaw Pact, SPI's Oil War, and Sinai. The counters have good artwork, are die-cut, and look amazing when contrasted with the old style wargame maps.



Next up is John Cooper, who designs counter sheets for the old Avalon Hill games. There are images here in this article from The Russian Campaign, 1776, and Afrika Korps. The first thing that jumps out at you is how incredible the artwork is compared to the counters that came with the original game. These are mainly sold through Ebay, but beware that the shipping is from Canada, which adds some additional cost.

I ordered The Russian Campaign set, which replaces the original counters in the old Avalon Hill game. Both sheets were die-cut crisply and came out great. I immediately set up a game and was surprised by how the new counters created some additional excitement to replay this old classic. There are also numerous counter sheets for many of the variant options that were featured in The General.

The final company is Camelot Games. I have not tried any of their products as basically I weighed the costs against if I really wanted to play certain games that they had items for. The sample is from the Avalon Hill game Alexander The Great at the bottom of the article and it looks pretty good. Camelot not only has a lot of counter sheets, but they often sell new map kits and other parts as well to revitalize the older Avalon Hill games. They have a web site with a complete listing and it was pretty incredible to see what was available.

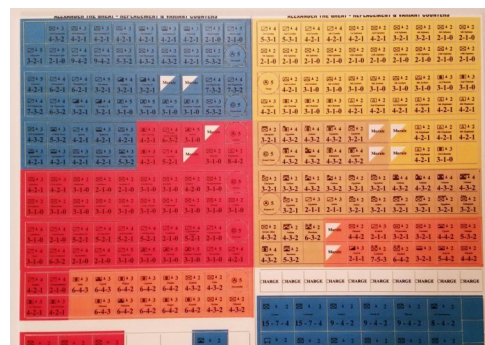
The big thing to think about doing this is the cost and whether or not you think that you should re-invest that amount into an older game or just use those funds for a new game. That is a good question as some of these sheets aren't cheap, the Camelot Games ones in particular. You will be looking at \$35-45 to get new sheets for Third Reich by John Cooper (which are beautiful by the way), even though the old version of the game is still around \$15-20 on Ebay.

For myself, I think that this is a great idea and has enhanced my enjoyment of the older games that I've bought some new counters for. You could sink a sizable chunk of change buying all of the counters that are available, but I've been pretty picky and it's worked out so far. I've purchased five or six sets so far and will probably keep doing so for awhile. There are so many older games that deserve a play or two, but often it's hard to get excited about the graphics, so these new counters really help. My suggestion would be to find an old game that you like, order the new counters, then see if it gets you to order more!



been reprinted weren't as good as the original game, so many players stuck with the first version. However, when you compare the counters, graphics, maps, etc. of these old games to their counterparts, the old games just don't look that great any more.

This is of course a shame as some of these old games are still worth playing. But with all of the newer games sitting on your shelf and more coming out every day, how do you get excited to take them down, open them up, re-read the rules,



Seleucid Frontier Battle

WMA Battle Report

After several battles in the Crusades era there was a request that for the next WMA battle that we bring out the Seleucids. My own view on this is that they are definitely one of the more interesting armies in the lists. With pikes, camels, elephants, imitation Romans, and more, it certainly presents an impressive “circus” type army on the tabletop! Add to that the army can basically defeat anything put up against it if you can get the right combinations of troops to work together.

To oppose them we brought out the Indians, who definitely have had their share of defeats. Again, my own view of this is that the Indians are just so incredibly...average. However, they are one of the great “horde” armies that you can use for a battle and are actually fun to play with, even if they lose a lot!



The Seleucids had a few options for their army as the game was set for 2,000 points per side and I only had time to work up two different lists. They were fairly similar in infantry, but one was a “heavy” variant with two units of elephants and heavy cavalry units, while the other list only had one elephant, but plenty of cavalry, including some skirmishing horse.

The Seleucid army consisted of:

- 6 units of pike
- 2 units of Imitation Romans
- 2 units of Thorakites
- 2 units of light infantry



- 4 units of archers
- 2 units of skirmishers
- 1 unit of elephants
- 2 heavy cavalry units
- 1 unit of cataphracts
- 2 units of skirmish cav

All in all, a potent, but varied force that also had a general and three leaders.

The Indians went with their basic horde, which consisted of:

- 12 units of infantry
- 8 units of archers
- 2 units of skirmishers
- 4 units of cavalry
- 1 unit of heavy chariots
- 2 units of elephants.

Again, this is a lot of units! Even with several leaders it is difficult to get everything to move at once and with little armor the Indians need to rely on sheer numbers to press the attack. The Seleucid break point was 10 and the Indians was 14, so a lot of Indian units needed to die for them to break.

In something rather unusual for us, both sides were able to move almost all of their units on the first turn! The Seleucids were clearly going to try to overwhelm the Indians on their right flank, hold on the left, then use the pikes and elephants in the center to deliver the killing blow. The Indians had stacked their cavalry and chariots on their right and placed most of their combat strength in the center. At this point it looked like the battle may well be decided by who could get their center moving quickly.

On the Seleucid right the heavy cavalry wasted no time in throwing themselves at the masses of Indians as they came into range. This began a wild series of back and forth battles as both sides started to grind down their units. The Seleucids had the upper hand for awhile, but then the Indians counterattacked and seemed to stabilize the situation. This was short lived, however, as the Seleucid heavy cavalry and cataphracts had something the Indians did not and that was higher saves, giving them substantial staying power. By turn 5 and 6 the Seleucids had triumphed on that flank, but at a very heavy cost..

Over on the Seleucid left both sides cautiously advanced, trying to position their units for a knockout blow, which really never came. What looked like a full blown cavalry vs. (cont. on p 33)





(cont. from p 32) cavalry/chariots never really materialized as both sides' skirmishers and archers kept blocking charges. What followed was a series of charges and countercharges interspersed with missile fire that took out a stand here and there. After around six turns of this both sides were in no shape to continue the fight.

A little past halfway in the game and both sides had their flanks seriously weakened. There had been a tremendous amount of casualties (definitely a feature of the WMA system!) and the Seleucids had some remnants of units on the right flank that were at least a threat to the Indians. The battle was going to be won in the center as the break points for both sides were not too far out of reach.

The Seleucids now saw their chance and began to advance in the center-right, where they were matched by the Indian elephants. This was a life and death struggle as both sides traded some very heavy blows and at some points rolling up to 18 dice each per combat! Not surprisingly, the results crippled most of the heavy combat units and took out the elephants of both sides. The pike units are great in a charge, but not so good when they are defending, which definitely showed itself here. The elephants came on time and time again, with the Terror rules being used to good effect. The Indians using their massive advantage in numbers to wear down the good Seleucid units, which almost worked out.

When the dust cleared and both flanks

turned into no man's land, the few remaining units in the center for both sides came into play. Unfortunately for the Indians their command rolls began to fail, leaving the Seleucids to pick and choose where to attack with impunity. After another turn or two the Seleucids fell upon isolated units, finishing them off and winning the game.

Another great WMA game that was a real close run thing once again. From setup to takedown was just under three hours, which is pretty good for having 4,000 points on the board. The Indians are a hard army to use as they have huge numbers, but not much staying power. Timing the elephant charges is tough, but they performed better this time than they have the last few times out!



A Peloponnesian War Skirmish

Battle Report

The Peloponnesian War is a rich source for wargamers. As the conflict spanned a number of Greek city states and colonies both on land at sea, you can fit it into almost any style of game. Whether you are a skirmish gamer, a naval buff, or like to play the general, there is something in it for all styles of play.

I have slowly been building terrain and forces to adapt Saga into an Ancient Greek skirmish setup. This has been done before, and is typically referred to as "Epic" by those clubs who have done so. I recently finished up a modular 4x4 table with 1'x1' floor tiles. I hope to use them for Greek, 15mm WW2 Pacific, Crusader, and Pirate themed games. For the game in question, we went with the Greeks as I had finished up enough to get a reasonable game of En Garde! (perhaps best referred to as "The Push!" given the setting).

Now, you might say "En Garde! for Greek skirmish? Greek gaming without hoplite lines? That seems silly!" However, it is perfectly in keeping with the war. Athens adopted a naval raiding strategy as they tended to lose to Sparta on land in a straight up slugfest. Athenian triremes spent years attacking the Lacedaemonian coast line with lightning raids meant to burn crops, raid temples, and otherwise demonstrate that the Spartans could not provide effective protection to their people or allies. It was a frustrating period for the Spartans, who would march up to Athens only to have the Athenians refuse battle and hide behind their walls.

These Athenian naval raids could be many ships, or small incursions. Very much hit and run affairs, designed

to scorch the earth and then fall back, which are perfect for a skirmish game. Such raids would have involved small groups of men with varying kit meant to harass the populace. Thus for the scenario each side had 10 models with a similar break down.



Then four rank 2 Hoplites with shield, light armor, spear, and a hand weapon, 2 peltasts with a shield, hand weapon, and javelins, and two Cretan archers (rank 2, but with the Archer skill to denote the fact that the Cretans were widely regarded as some of the best mercenary archers in Ancient Greece).

The Spartans had a rank 4 Commander with the Commander and Tough traits, medium armor, a shield, spear, and a hand weapon. They also had a rank 3 sub officer with Powerful, spear, medium armor, and a hand



The Athenians had a rank 4 Commander with the Commander and Lucky Trait, medium armor, a shield, spear, and hand weapon. A Rank 3 sub officer, with Agile, spear,

weapon backed by 4 rank 2 Hoplites with shield, light armor, spear, and a hand weapon. Two Helot peltasts with javelin and shield backed by two Rhodian slingers (given the Sharpshooter trait, as the Rhodians were famous for their slingers).

This provided two similar, but slightly different forces. I deliberately kept them simple and straight forward so that the game wouldn't get bogged down, yet still have a few twists to mix things up. The scenario objectives and deployment served to shuffle it up a little further.

Demosthenes was deployed with the Athenians, just on the beach, a little ways from their Trireme. If the Spartans could capture him, he was worth 5 victory points. Meanwhile there were two fields that the Athenians were out to burn (two victory points per burnt field or 2 per field that the Spartans kept from burning), 2 merchant stalls to plunder (1 VP for plundering or saving them), and a Temple to Ares that could be attacked (the Athenians could plunder it or attempt to steal the statue of Ares, though stealing the statue was not reveal to them unless they got into the temple) for 5 points (or 10 if they stole the statue).

The Athenians were deployed using face down cards with two jokers used as blind/dummy cards. The Spartans

then deployed having to guess how to come at the Athenians. The basic premise being that the main raiding force was elsewhere, and these Athenians were mopping up near the ship. The Spartan patrol had stumbled on them and was rushing to hold the line until reinforcements could arrive. The game would last 10 turns. (cont. on p35)

(cont. from p34)The Spartans won priority and moved their hoplites and commander up the middle of the table while their hero/sub officer moved down the left flank with the peltasts and slingers. The Athenians cautiously moved their hoplites, commander, and sub officer up the middle with the archers and peltasts on their right flank.



chor their lines, in true heroic fashion the combat came down to the two of them before the rank 3 Athenian also came into the fracas and attacked the Spartan commander from behind. That combo proved to much, and despite a valiant effort the Spartan was hacked down. At this point the Spartans failed their morale and shifted to wavering, but perhaps showing proper historical spirit they passed all of their rolls to move their men anyways.

Surprisingly, the Spartan rank three moved in with the peltasts to try and avenge their leader, when they had a clear run to Demosthenes for an easy 5 points given how few turns were left. Instead, it was their turn to get butchered and ultimately fall to routing.

In the end, one Athenian Hoplite, their rank 3, and their commander were left standing. However, the Spartans had successfully defended all objectives and at this point the game was called a Spartan win as the Athenians had to flee back to their ship as the Spartan reinforcements were arriving.

However, it wasn't a total rout as each commander had a secret secondary objective. The Athenian leader had to kill 3 enemy models to prove himself a hero (The Spartan Commander had to end the game on or in the temple with no Athenians on/in the temple), which he nobly accomplished over the course of the game. Thus it is only a minor Spartan victory. They saved their crops, but the Athenians setup a trophy and the fame of their commander would spread to rally other cities to their cause and spread fear along the coast.

Shooting opened with a spate of missile fire between archers and slingers, who managed to stun and wound each other, but only superficially. The peltasts engaged in petty squabbling while the Spartan sub officer slowly worked his way forward under covering fire.

For several turns the main lines sat facing each other in a scene straight out of a Sergio Leone movie which seemed somehow appropriate. Meanwhile on the flank the archers whittled down the slingers, eventually killing both while being wounded in return. The peltasts managed to start to maul each other, but by then it was too late as the Spartan rank 3 hero hit the Athenian peltasts like a sledge hammer. Without even trying he mowed them down in true Spartan style. Given their merciless treatment of the Helots, it is perhaps fitting that the Spartan thrashed what would have been considered the side show soldiers in Greek warfare of the time.

Athenian peltast was down the two lines had clashed home and proceeded to give each other a mauling. The Athenian decision to keep their rank 3 with the main group proved to be key, as the Athenians slowly turned the flank and began to roll up the Spartan line. This was perhaps fortunate, and eventually the Athenian light infantry would be killed to the man with a grievously wounded Spartan peltast, one fresh peltast, and a fresh rank 3 moving into their backfield.

While the commanders did not an-



By the time the second

Battlegroup Panzergrenadier: Road Clearing Ops Battle Report

As our club goes, we tend to sometimes use two or three sets of rules plus different scales for the same period. This usually reflects the personal taste of the member who is running the scenario and while it makes things a bit of a logistical challenge at times (i.e., not everyone has the same scale figs, only owns one set of the rules used, wrong scale terrain, etc.), we do get a wide variety of games!

This is certainly the situation with Battlegroup Panzergrenadier where we sometimes play with 1/285th for armor intensive battles and 15mm for mainly infantry actions. We've discussed this many different times, but the 15mm vehicles seem out of scale at times, but when we use 1/285th the infantry becomes almost non-existent. Trying to find a happy medium has been challenging to say the least!

This scenario was going to be primarily an infantry action with only a few vehicles, so we went with 15mm. The battle is set in late 1944 and focuses on a German attempt to clear a road along with a prominent hill that overlooks the road. There is a small village along the road surrounded by fields with another section of the road bordered by a forest. Certainly it is prime terrain for the defense and any attack would need to cross a lot of open ground.

The Germans had two infantry companies to start the attack and one in reserve. For support there were two mortar platoons along with two assault guns and two PZIVHs. There were several missions of off-board artillery available,

including an opening turn barrage. The Germans planned to position the mortars to cover the wood and the village, then strike towards the road, trying to converge in the center, then fanning out to clear the road and seize the hill. The armor and assault guns would start on the German right as with the open ground there it seemed like the perfect place for a Russian counterattack with armor.

The Russians on the other hand had several companies of infantry spread out to cover the road and the hill. The company in the woods along the road was entrenched and with another unit in the town, the Russians had a strong defensive position. There was an armor detachment consisting of 4 T-34/76s behind the hill and there was off-board artillery available as well.

The opening barrage exceeded far beyond what us on the German side expected, landing with incredible accuracy around the village and in the woods, knocking out several stands of Russian infantry. The German infantry companies moved out quickly, using the undulating terrain and ridges to get as close to the suspected Russian positions as possible. The pair of PZIVHs were kept in reserve in case the Russian armor appeared (at this time the German players had not seen any).

By the third turn the Germans were ready to make their move towards the village and the woods, hoping to over-



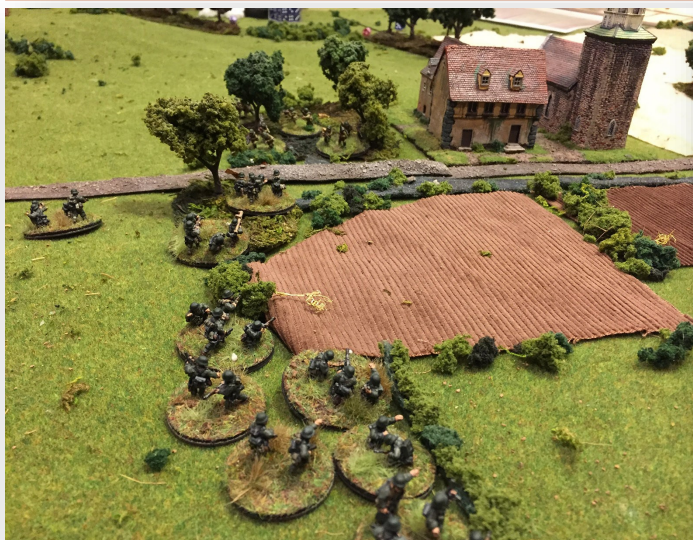
whelm them with firepower and then move towards the center of the board and the hill. The Russians had been fairly quiet, leaving the German side guessing about where the main line of resistance actually was.

That changed the next turn when the German left advanced into the woods next to the town, which was occupied by a Russian platoon. This started a firefight followed by the Germans trying to force the Russians out with a close assault, which was thrown back with losses. The Russians then revealed another platoon hidden in a field at the extreme German left, which began to add fire into the German positions. The Germans brought up the third company and tried to stabilize the situation.

In the middle and on the German left the long range skirmishing now became heavier as the Germans closed with the wood along the road. (cont. on p39)



Battlegroup Panzergrenadier: Road Clearing Ops Battle Report



(cont. from p38) The German assault guns broke over the stream and into the field next to the village where another Russian platoon waited in ambush. After a close assault against the assault guns failed, the Germans brought up a platoon to deal with the Russian threat, but they were forced back after a failed close assault.

The other two German platoons had success against the Russian positions in the woods, which had been decimated by accurate artillery and mortar fire for several turns. Although there were some losses, The Germans took the positions and held them against a Russian counter-attack. Then the T-34s appeared in the wrong place for the Germans.

The German armor was caught com-

pletely in the wrong area when the Russian armor made its appearance, pouring fire into the Germans trying to take the village. By this time the third German company was dealing with the Russians on the extreme left and the defenders in the village had suffered some losses. The Germans pushed ahead once more, but could not make any headway.

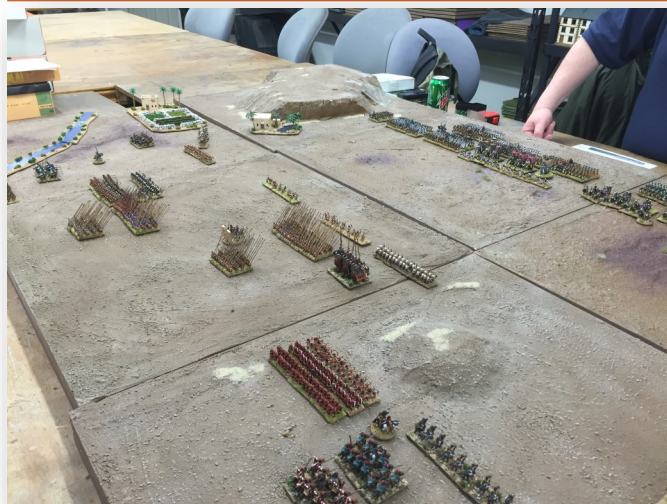
The German options at this point weren't very good. The assault guns desperately needed to get across the stream to deal with the T-34s and support that side of the German attack, but the Russian opposition in front of them needed to be dealt with first, which require more infantry, which unfortunately was still clearing the forest. At this point we had to stop as the game could not be car-

ried over into the holiday weekend, so after a brief discussion the Russians were awarded a tactical victory.

This was a challenging scenario for both sides. The Russian defenses were spread thin, but definitely had the benefit of the terrain. For the Germans it was determining what was out there waiting for them and how quickly could they deal with threats as they popped up. Even though the opening artillery barrage greatly helped them, digging entrenched troops out of the woods took too long and cost too many needed infantry stands. The German armor was pretty useless the entire game and it shows again how not analyzing the terrain carefully before a game starts can greatly affect how the scenario plays out.



Thanksgiving WMA Battle



4 units of cavalry

This gave them a break point of 14, which is extremely high and would be hard to achieve, even if most of the force was un-armored.

The Seleucids had the following:

6 units of pike

2 Thorakite units

2 light infantry units

4 archers

2 skirmishers

1 unit of elephants

1 unit of cataphracts

3 units of heavy cavalry

2 skirmish cavalry units

Definitely a hodge-podge type of force with a break point of 9. There were some pretty good units in this force and most of it heavily armored, but it would certainly be a quality vs. quantity type of fight.

Both sides started off fairly slow on the first turn, but then the Seleucid command issues started, which were to plague them the entire game. There were three blunders in the first few turns, which left one unit with a -1 command penalty for the entire game and two important units stranded at the baseline when they fell back. The Seleucids then failed a number of rolls, leaving their flanks sitting still while the center was dangerously exposed.

The Indians took full advantage of the spread out Seleucid force, picking off isolated units and using a tactic that works well for massed armies in this system, which is to push your units to the last man in an effort to grind down your oppo-

nents. Time and time again the Indians would press units in pursuit, suffering losses, but pushing the Seleucids ever nearer to their break point.

There was a massive battle in the center where the Indian elephants fought the Seleucid elephants and pikes. Emerging victorious even after suffering heavy casualties themselves. The Seleucids did counterattack on the right flank with their heavy cavalry, overrunning several Indian units, but by that time that flank was pretty much wiped out for both sides with very heavy losses. On the Seleucid left the forces there could never get going and there were several turns of archer duels that caused an occasional stand loss here and there. The Indians were ahead and there was no need to push things further!

The final act occurred in the center as the Seleucids counterattacked with their Thorakites and pikes, but it was too little and too late. Some bad combat rolls saw a majority of these units suffer heavily and it pushed the Seleucids past their break point, ending the game in an Indian victory.

So, an Indian victory along with the Cubs winning the World Series in the same year. Surely the apocalypse is upon us! Actually, the Indians can be dangerous adversaries as they can afford to lose units and if they can catch some breaks, i.e., bad opponent command rolls, catching isolated units, etc., they can do some serious damage. A great game and it was a shame that only two of us enjoyed it!

If you've been reading this magazine for any length of time, you know that we always do some games on the Friday after Thanksgiving. Most of us are off, have no interest in shopping, and our families are usually sick of us by that time and push us out the door for a day! However, we definitely seem to be on the trend of having smaller and shorter games year after year. I can remember years ago when we would do 2-3 games on this day, then it went to one big game, then one medium sized game, and so on. This year we had a number of our group out on trips, last minute changes of plans, etc., meaning that there were only two of us available on this important gaming day!

When we found out it was only the two of us for the game and we needed something that day, we chose Warmaster Ancients. I brought along the Seleucids and Indians because a) they're historical opponents and b) I have a lot of them in case we did get extra players. We went with 2,000 points per side, which is a lot to manage for each player and it puts quite a few units on the board.

The Indians had the following:

2 units of elephants

12 units of infantry

8 units of archers

1 heavy chariot unit

2 units of skirmishers



Thanksgiving WMA Battle (cont.)



Several more images from the Seleucids vs. Indians Thanksgiving battle. The Seleucids could never get their pike phalanxes into action across the center, meaning that the Indians were able to pick and choose where to pick off individual units for the victory.

**WASATCH FRONT HISTORICAL
GAMING SOCIETY**

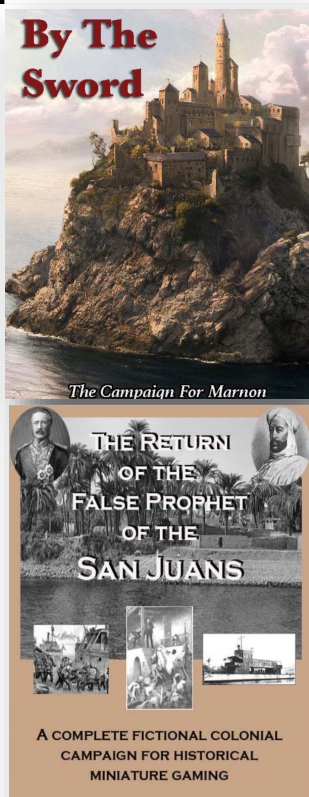
Meets every other Friday night in the SLC, Utah area. We play a wide variety of games in 1/300th, 10mm, 15mm, and 25mm, including Age of Reason, Age of Discovery, Age of Eagles, Fire & Fury, General de Brigade, Warmaster Ancients, TSATF, Phantoms, Mustangs, BKC2, and more...

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Over the last few months I had the chance to play two games where terrain really mattered. Not only that, but it forced me to reflect on how poorly gamers deal with terrain in general. The first was the Seven Pines/Fair Oaks ACW game that is featured in this very issue and the second was The Bloody Battle of Tilly, which is one of the scenarios in MMP's The Greatest Day Vol. I. In both of these the terrain really comes to the forefront and creates plenty of opportunities as well as challenges. In the ACW game it pretty much prevented one side of the board from reinforcing the other. On top of that there were extremely limited fields of fire for artillery, decisions about when to form into line, taking time to maneuver units into flanking positions, etc. It was a splendid change of pace from most of the scenarios that we see and it forced us after the first few turns to analyze the terrain much more closely.

In the second example much has been written about the terrain in Normandy, but until you play a game that forces you to acknowledge this, the average gamer can't get the necessary context. I was trying to maneuver the 7th Armored's combat units to support the Canadians in their attack on the German front lines and it was an exasperating experience! The armored units had to cross at the bridges, meaning a lot of backtracking on side roads, units had to form up in columns to get through some of the villages, and the fields of fire were restrictive, so the firepower that I did have at my disposal could not all be brought to bear at once. Usually, much of this was in plain sight of the Panther companies who made me pay for every yard of advance!

Now when do you see this level of detail or challenges presented by the terrain in your games? My guess is probably never or very rarely. Most gamers see terrain as a hindrance not to their units, but to their style of play! Getting figures in and out of wooded areas, needing to look up the terrain movement modifiers, how it affects combat, etc., can take up some time. Certainly if you're playing an Ancients or naval game there is going to be limited terrain, which is a given. However, if you're doing a Napoleonic battle in Central Europe or a WW2 scenario in Normandy and there isn't a lot of terrain on the board then you're doing something wrong! I could see this if it was back in the 70s or early 80s where there simply was not a lot of model terrain available, but not in today's hobby. There is literally every kind of terrain that you could possibly ask for waiting at your fingertips. Buildings of every scale, entrenchments, rivers, woods, hedgerows, and more are either waiting at your local game store for you or they can be ordered in few minutes. There's no excuse not to have terrain on the board, but yet many gamers don't take the time or show interest in improving their games.

So the next time you do a Normandy scenario try to model the terrain as realistically as possible. You'll find it to be a refreshing challenge!