

Warning Order



ISSUE #53

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MODERN AIR CAMPAIGN
AOR BATTLE
ENGAGEMENTS SCENARIOS



Warning order

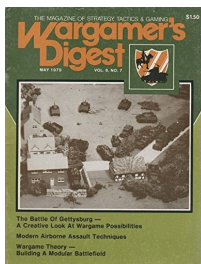
W F H G S

The Ever Diverging Hobby

During the 70s and 80s when the wargaming hobby was competing against Dungeons & Dragons along with two dozen other RPGs, there wasn't a lot of variety out there. A half dozen magazines, board wargames by Avalon Hill, SPI, GDW, and a few others, plus a scattering of miniatures. Just going through some old ads in Wargamers Digest, Military Modeling, The Courier, and others show only a handful of periods with many having incomplete lines.

That was the state of the hobby for well over two decades. Many of us had one or two periods that we had sizeable forces for, one or two others that we dabbled in, then maybe a few board games as well. We also made time for RPGs as frankly, that was driving the gaming hobby at the moment! That didn't stop us from trying new things every now and then, especially if someone took the time to mail (that's right; mail and/or phone were the only ways to get things) order figures, paint them, create terrain, etc., for a new game.

However, the big difference from that gaming era



to today is time. If you wanted to do, say for example, The Sword and the Flame on the Northwest Frontier for 25mm, it was going to take some work. First, you would need to mail

order some Ral Partha figs, then some more, then some more after that to get the units you needed. During this time you would be trying to get info on uniforms from the local library or borrowing books from your gaming friends. You would also scour magazine ads, looking for other 25mm figures that could be used for the period and ordering in samples. Maybe, just maybe, inside of a year you might be ready to do a small three to four player game. In fact, it might take you several years to get the right figures and terrain for a big club game.

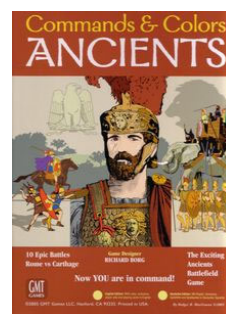
That's no longer the case in today's hobby. You can order several hundred figs from various companies, a gaming mat, trees, roads, rules, Osprey books, etc., and have all of it at your house often within a week! The only obstacle is how much

money do you want to sink into the project and how fast can you paint. With Army Painter, GW Contrast paints, and many other things, even that aspect of the hobby is getting easier!

The same could be said for board wargames. In the 70s, 80s, and early 90s it was common practice to save up for a game, get the game, then play the heck out of that thing for 2-3 months. Even though I had been in the hobby for something like 15 years I only owned about 25 games. Today, that's about the number of new games and rules that are coming out each day! During that time period you could pretty much travel the country and find a game of Empire, Third Reich, Starfleet Battles, WRG 6th, etc., going on at most club nights and you already knew the rules. Today, it's not that easy.

In fact, in today's hobby you could specialize and/or focus on various genres such as GMT's

Commands & Colors. There's enough boxed sets, periods (even sci-fi now), supplements, scenarios, etc., that you could just play that series for most of your life without even trying anything (cont. on p3)



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Special points of interest:

- Complete modern air battle system that can be used with any miniatures campaign.
- Two new Engagements scenarios.
- Huge Hail Caesar battle between Republican Romans and Seleucids.
- Two WMA battle reports.
- Game reviews, regular features, and more.

The Ever Diverging Hobby (cont.)

(cont. from p2) else the hobby has to offer. Is this good or bad? Well, it's good if you love the game and can find others in your area who are interested. It could be bad if no one else is interested as they're focusing on their own genre or game series. There just doesn't appear to be much crossover on topics, game systems, scales, etc., in this day and age of the hobby.

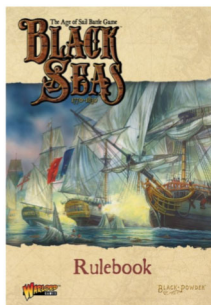
This leads us to some observations about the state of the diverging hobby:

1. **The Confusion of New Gamers-** Each day there are a number of threads across gaming forums from new gamers who want to get into the historical side of miniatures gaming or move from traditional board games to wargames. Back in the day, if someone at the local hobby store was watching your 15mm Johnny Reb game and was interested in getting started, it was pretty easy. Show him some Heritage 15mm ACW figs on the store racks, a few Ospreys, and a set of rules on a shelf. Today, it's much more complicated. The new gamer is met by dozens of answers for all kinds of rules, scales, figures, etc. By the end of the thread they're probably going to end up going back to Euro games!

2. **The Fan Boys Triumphant-** While this term mainly was in reference to gamers who lived and died with Games Workshop, today it has expanded to Flames of War, Warlord Games, and many more series and companies. Basically, they can do no wrong and every set of rules or figures they produce is the best, with the fan boys shouting down anyone who expresses a different opinion. I remember the glory days of Games Workshop and the fan boys were annoying then, but now it's taken on new levels of annoyance! Companies have taken notice and are cranking out product for them, knowing that no matter how ill conceived, poorly playtested, or silly the game is, the fan boys will buy it.



3. **The Race to Produce Game Products-** This is perhaps one of the more interesting developments recently in the hobby. There is such an appetite for new product that many game companies are seriously lacking in quality control. Missing parts, pages of errata, map errors, unfinished rules or missed items, lack of playtesting, etc., are all being reported across various forums in record numbers. In fact, it is widely believed that many of the stretch goals on Kickstarter for various games probably weren't even playtested!



4. **"Gamers A.D.D."**-Keeping focus as a gamer or a member of a gaming club has never been harder than it is today. Previously, you could get your club to paint up armies for a campaign, a new set of rules, tournament, or to get into a new period. Good luck with that today! It won't

be two weeks before most gamers lose interest and move on to the next thing that just came out. This definitely leads to unplayed games, stacks of rules that were briefly glanced at, boxed sets that were examined once, and more. In fact, a recent trend of gamers posting questions about rules, game mechanics, set up, etc., clearly

shows that they haven't read the rules thoroughly or have the patience to work through a game. There just in too much of a hurry to get at least one play in before moving on to the next game!

5. **Forums, Blogs, YouTube channels, and other noise-** While there are some helpful YouTube videos for painting or seeing how a game works, for every one of those I'll show you a hundred blog entries that maybe only a handful of people have visited. The sheer amount of links to blogs, videos, Facebook postings and groups, etc., is mind boggling.

There's no way to organize or channel them all, so you invariably miss things. Advertisers (game companies) who focus on one might miss their audience who follow something entirely different. On club nights at dinner we discuss gaming items that others might be interested in. Usually, most of us have never seen or heard of many of the items that others in the group had read about!

6. **The Plague of Boxed Sets-** Conceivably, your gaming hobby could just be buying boxed games/sets and nothing else. From 25 pound Ogre Designer's Editions to Warhammer Silver Tower, Blood Bowl, Fall of Avalon, and more, the boxed game with a million cards, figures, tokens, etc., is experiencing a huge upswing at the moment. Where you might have seen some Games Workshop boxed games such as Space Hulk, WH40K starter sets, etc., in the past, today it is the norm. One only has to venture onto Kickstarter to see the hundreds of titles coming out, all with incredible components. The issue is not with the games themselves, but when are you going to play them? I know several gamers who buy 1-2 of these per month and must have their gaming room filled to the brim with them. However, I never see them played, the figs painted, or even talked about except for the "some day I'll get to it" comments.

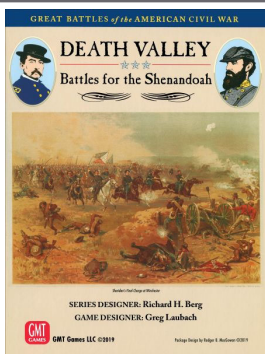


One member of our gaming group who helps game companies with design and manufacturing has remarked that this can't go on forever. During our discussions every time that we think the hobby has hit its saturation point, even more stuff comes out! (cont. on p5)

Death Valley by GMT Games

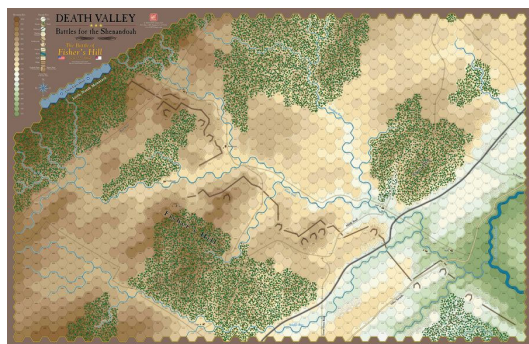
Game Review

The Great Battles of the American Civil War (GBACW) series has come a long, long way. From its beginning with various games under SPI to its evolution under GMT, the series now boasts seven games and close to two dozen scenarios covering famous battles from the Mexican-American and U.S. Civil War.



Three battles from Jackson's 1862 Valley Campaign are featured as well as five from the 1864 campaign, which includes:

- Kernstown, March 23, 1862
- Winchester, May 25, 1862
- Cross Keys and Port Republic, June 8-9, 1862
- New Market, May 15, 1864
- 2nd Kernstown, July 24, 1864



- 3rd Winchester, September 19, 1864
- Fisher's Hill, September 22, 1864
- Cedar Creek, October 19, 1864

This is a fairly large box with a lot of components, including several back printed maps, well over 1,000 counters, various play aids, a rule book, and two scenario books that cover the battles of 1862 and 1864 respectively. As is usual with this series, the maps and counters are outstanding, plus the new series rule book has multiple examples of play in color and is a huge leap forward from the first set of rules from eons ago. The only issue I ran into was the organization of the counters, as some are used in multiple battles and some of the larger, early war units have two counters if you wish to split them apart, so figuring out how to label/store everything was a challenge.

For those unfamiliar with the GBACW series of games, they are regiment based, with individual leaders for brigades, divisions, corps, and armies. The command system here is critical, so leaders are rated for their command range, effectiveness, and some have certain attributes that come into play. However, this is not a complex, command and control game. Rather, the command ratings effect how many AMs (activations) each brigade can use per turn.

When an AM is drawn, all units of that formation get to activate, brigade by brigade (there is a chance that some brigades can activate at the same time). Units can then change orders, move, fire, rally, and shock (melee) in any order. This creates a free wheeling game where how to best use your units in a certain order can be critical.

If a brigade is not in command range of its leader, then it gets one fewer AM than other brigades, so keeping everyone in range is important and needs to be continually checked.

Brigades are given one of three orders; March, Advance, and Attack. All three have several effects and govern how fast units can move, if they can attack adjacent units with shock (melee), or if they get any bonuses for firing. Changing orders is a simple process, but it can be frustrating if you roll poorly, so coordinating large movements or attacks is certainly a challenge at times.

Infantry and artillery units are rated by their type of weapon, with separate charts for both infantry and artillery when firing. You total up the number of strength points or guns firing, add/subtract any modifiers, including range, then roll a D10. The results range from simple Disorder checks to step losses along with a disorder check. If a unit is disordered twice there are additional effects based upon a special chart. The system is fairly easy to use, although there are a lot of modifiers.

Shock, or melee, is similar in that you calculate the unit's strength, add/subtract modifiers, then roll a D10 for the result. Again, units might lose strength points, go disordered, be forced back, or in some cases rout. The various rules regarding shock need to be read, re-read, then tried out a few times so that players fully understand them as they will get used quite a few times in the average game.

There are a wide range of scenarios, from some of the early 1862 battles with only a handful of units on each side, all the way through to 1864 with multiple corps and well over a hundred units on the map at once.

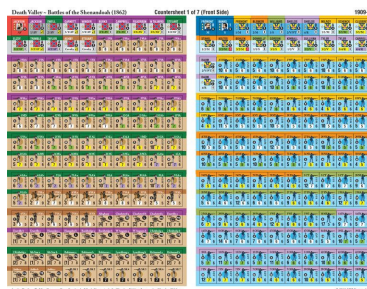
The special rules for command regarding the early battles need to be read thoroughly, as often Jackson acts as the corps and division commander at the same time, plus

the Union command structure creates some unusual problems. The 1864 battles use the full command system, so those might be a good place to start for those just coming into the system.

There are some positives and negatives about the battles in this boxed set. First, they are far more manageable than some games in the series, so you're not going to need to spend 3-4 hours for set up and then days at a time for each turn. This makes many of the battles ideal for learning the system or for gamers who simply do not have the time to refight Chickamauga or Second Bull Run. However, some of these use a modified command system and special rules that in

essence cancel some of the things you read about in the rules!

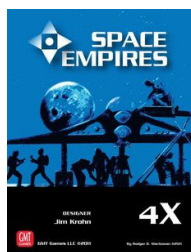
However, this is a very good volume in the series and should be recommended to anyone looking to get into GBACW. There are beautiful components, well written rules, a wide variety of scenarios, and plenty of replay value. I'm definitely looking forward to the next game in the series, which should be the Battle of Shiloh.



The Ever Diverging Hobby (cont.)

(cont. from p3) It's an ever expanding arms race that most gamers are going to lose. From reading various online gaming entities there are certainly some trends emerging in the hobby at this time:

- Many of these games aren't getting cheaper, which is going to cause gamers to consider their purchases a little more closely. Even if you've been spending a lot on the hobby each year, at some point the cost of the games will certainly change your thinking. The number of board wargames, fantasy RPGs, and miniature games that are over the \$100 threshold continues to increase each year. For quite some time that was the hard ceiling and anything over that was considered a once in a lifetime purchase. Not so much anymore and several games are approaching the \$200 mark. That's quite the hobby investment on something you may only play once, if ever.
- Are the games getting played, particularly wargames? I know that in my own gaming group we've only played the 3rd edition of Age of Reason two or three times, 2nd edition of Fire & Fury twice, Space Corps once, Twilight Imperium 4th edition twice, and still many other rules, figs, and board games haven't been touched since their purchase! We consider many of those mentioned above as our "core games". One of our favorite games, Space Empires, hasn't touched the table in quite some time and this is with a gaming group that meets twice a month and on some Fridays in between! There's just too many things the group is into and deciding upon what to play is really becoming a challenge as everyone's interests don't always intersect any more.
- Keeping rules straight is really beginning to be a problem. When we primarily played Johnny Reb, Age of Reason, Command Decision, and The Sword and the Flame, keeping track of rules was pretty easy. Usually by the start of the game you had a chance to review the rules, check on things you might have a question about, and review the game charts.

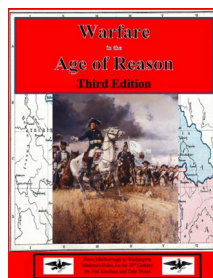


Today, with most groups playing dozens of rules, gamers wanting to try out new systems, introduce others to the latest board games, etc., trying to remember how to play some of your favorite rules is fast becoming a challenge! In fact, at one of our most recent games that we've played 100+ times, we sat there for several minutes trying to figure out who goes first in the turn, initiative, etc., until we realized that was what the cards were for! Not good.

Now love it or hate it, the many wargaming pages on Facebook has really opened my eyes to all kinds of gaming. From the endless pictures of new games coming out from overseas companies and Kickstarters to the gamer who has only two shelves of Avalon Hill games, the wargaming hobby is a very large and varied monster. Naturally, each gamer must decide how to spend their financial resources and time on their hobby. Then you really have to find others who share your interests-which is where the problems really begin.

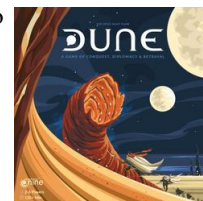
So, what is a gamer to do in this era of the hobby? The solutions listed below only help to expand the divergence! However, I think many gamers from the posts I read on various forums are dealing with this in many different ways. I also want to stress that the hobby isn't going to decline, there's no shortage of gamers, game companies aren't going to take a breather, and more and more product is on the way. Having said that, what are some options?

- Sell off anything you haven't played in five years and don't plan on playing in the next five. It's shocking how many games we hang onto, hoping that some day they will hit the table again. Many gamers as they enter retirement age are taking a long, analytical look at what they reasonably expect to play in the next few years and getting rid of the rest. This might be good practice even if you aren't facing retirement.
- Look over your painting projects,



unpainted figs, etc., for fringe interests, then look at the game systems you are playing. If it's not something you're going to get to in the next several years, now might be a good time to get rid of the excess and focus on the systems you are playing.

- For most of my gaming life I thought those groups who only play one or two periods were doing it wrong. Now, I'm not so sure. At times I am tempted by just holding onto one or two periods/scales, then selling off the rest. This makes focusing on one scale, painting figs, terrain, a chance at campaign games, etc., much, much easier. Harder to put into practice, but I'm beginning to see the wisdom in this.
- If you're into board wargames, focus on series or games that you're going to bring to the table often. This is especially hard with all kinds of new games that are coming out, but there's no way that you will be able to afford and/or play them all.
- Just because a new version of a game comes out, you don't have to buy it! If you enjoy the older version keep it. Time after time my group and I have found out that the new version often creates more problems than it solves!



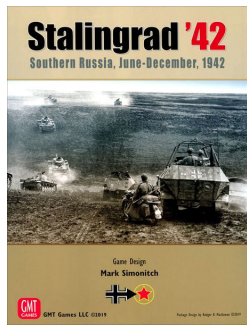
I don't want to broach getting out of the hobby, although for some it has become so overwhelming that's an option. For many it's not what they use to enjoy, there's a lot of confusion out there, prices are going crazy on many items, and yes, there is a sense that you are continually falling behind.

The main thing to remember, however, is that it is a hobby. That means something to do in your spare time, when you want, and with who you want to spend time with. Although the hobby is certainly diverging into different directions, it is what you put into it. The main point is that you should enjoy the hobby and if it starts to feel overwhelming, then cut back or slow down. The hobby isn't going away anytime soon, but figuring out how to enjoy it will be the challenge.

Just when you thought that the hobby couldn't possibly put out any more Stalingrad games comes Stalingrad '42 from GMT Games and designer Mark Simonitch. Despite all of the games on the topic that cover the drive to Stalingrad, Fall Blau, Operation Uranus, the siege of the city, and so on, why would this game draw any attention?

The simple reason is that this game is part of an unofficial series of games that have a two digit year in the title such as Holland '44, Ardennes '44, Ukraine '43, and so on, sometimes known as the "44" or Simonitch Operational series. What started out as a few games on pretty standard topics has turned out to be one of the hobby's most popular series. It's also a testament to the designer that these games are well liked, played a lot, well designed, and anything that comes out in the series is an instant hit.

The Caucasus Campaign was another game by the designer (reviewed here previously) and here it is has been added to the German drive on Stalingrad. This makes Stalingrad '42 a highly unusual game, featuring not only the drive towards Stalingrad, but an entirely new theater for the drive to seize the Russian oilfields. This also accounts for the somewhat larger than usual map as well! There are several map pieces that fit together for the full campaign, which may or may not fit on your gaming table! The maps are done in a similar style to the other games in the series, meaning they



are standard fare, but there are no ambiguities, everything is easily understood, and the map does a great job of conveying the vastness of the area between Rostov and Stalingrad.

The counters are by now the standard size/format used in other games in the series and have all of the necessary information on the counter in one form or the other. There are several play aids, set up cards, rules, and playbook that round out the package. While not a monster or even mini-monster (although close with four maps and three counter sheets), there is a lot here to take in, but fortunately it all fits together fairly well. The one thing that is important here are the color shading for elite units and the black dot for the tank shift, which is a critical part of the system.

For those unfamiliar with the system, for all intensive purposes it is a traditional hex and counter type wargame. Each sides gets to move, conduct combat, check supply, receive replacements/reinforcements, and there are advanced rules for using reserves and prepared offensives. Again, nothing mind boggling here and after a few turns the game system becomes second nature. There is chrome in the form of air units, artillery support, railroad expansion, leaders, etc., but these rules usually only come into play once or so in a turn.

The combat system, however, is where things begin to diverge from other similar games. The results are usually in the form of step losses and retreats. Retreats cause disruption, which is bad for units and can create a whole host of issues for that side. If you need to retreat further than the standard two hexes, you get marked as being in Full Retreat, which is definitely worse than a Disrupted result. There are also a large number of shifts for terrain, tanks, fortifications, artillery support, air support, and more. However, once you've done a few combats and follow the examples in the playbook, things get pretty easy.

The success of this system in my opinion are the little things in the rules that are applied like another layer of complexity, but works really well. Things like units taking replacements can only go one hex in a turn, units using inherent non-

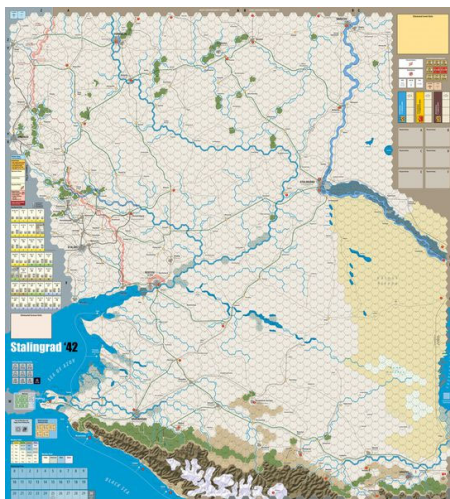
toon bridges over major rivers, ZOC bonds, the advance after combat mechanism, and many, many more. Each single item added into the rules doesn't seem like much, but when added together it produces a well thought out and playable system.

Besides the full campaign, there are a number of smaller scenarios that don't need all four maps. There is the initial drive towards Stalingrad with the opening of the Fall Blau offensive that is only 8 turns long. There is also just the drive into the Caucasus region, which is an unusual campaign by itself with all kinds of interesting units. Finally, there is the Operation Uranus offensive that sees the Russians on the giving end of things. For those with time and space, there is the full 30 turn campaign that covers the initial German drive all the way to the



Russian counteroffensive on all the maps. The smaller scenarios are only a few hours long and with the set up cards you can be playing in very little time. The full campaign, however, would seem to take quite a lot of gaming time.

GMT and designer Mark Simonitch definitely have another winner on their hands with Stalingrad '42. With multiple scenarios and a full campaign, this game will provide a lot of gaming enjoyment and has very high replay value. For those familiar with the system you can be up and running in probably less than 20 minutes, while if you are new to this series of games, just follow the rules and playbook which will get you started. There's not much to find wrong here as with most games in the series, but I'm sure there will be some errata and a set of living rules someday. Now we are all anxiously awaiting the next games in this series!



Red Storm: The Air War Over Central Germany 1987 Review

Downtown, an operational level treatment of the air war over Vietnam must rank as one of the most innovative designs to come along in the hobby over the last few decades. Fairly complex and long, it introduced gamers to planning large airstrikes and how various flights of aircraft with different missions interact together in the face of a determined defense. It has spawned a series of games including Elusive Victory, The Burning Blue, Bloody April, and now, Red Storm.

Red Storm takes the Downtown system to Central Germany at the height of the Cold War. Warsaw Pact forces have invaded the NATO countries and there is a massive air campaign on both sides to win this next war. F-15s, SU-27s, British Tornados, and more duel against SA-11s, Patriots, and various AAA defenses while trying to achieve their missions. With around two dozen scenarios, campaigns, and several solo missions, there is enough here to keep gamers trying out strategies for the war that never happened for quite some time.

The Red Storm box is quite full. Two 22 x 34 maps of Central Germany, five play cards, aircraft data cards, rules, scenario book, an appendix, two log pads, and finally, around 1200 counters! Everything in the package is very well done and it would be hard to find something that really needs to be complained about. It's going to take awhile to figure out all the components, so it's best to just take things slowly as you read through the rules and see what all of the various markers are used for.



We'll deal with the rules and the system overview first. The rulebook is extensive and well done, but this is not something that you're going to flip through in 20 minutes then start setting up a game. There are close to 40 pages of rules just to get going and you will need to review them twice, then keep them handy to cross check things during your first game. It's important to remember that this is an *operational* level air combat game, not tactical. The rules truly cover every detail, so even after thinking they might have missed something you will find it in the rules.

Counter represent 1-4 aircraft called flights. Each flight is rated for bomb load, speeds at different altitudes, jamming, etc., listed on the aircraft data cards. Once the scenario is chosen, usually one side is the attacker and has to set

up a raid. This involves rolling for the type of aircraft, selecting ordnance, then plotting the ingress and egress routes on a small planning map. Flights are assigned roles, such as CAP, Close Escort, Bombing, SEAD, FAC, or Jamming. This governs how each flight can act and how far it can deviate from its plotted path and/or targets.

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However, this comes with a price; complexity and time. The rules aren't necessarily hard, but there are a lot of them, several play aid cards with charts and tables, plus the scenario special rules.

Getting a raid set up, working through the turns, learning the system, etc., is going to take some work. After a 7-8 hour game, do you really want to put it all away, then have to go through the same routine when you pull it off the shelf again? This is the one inherent issue with Red Storm and other games in

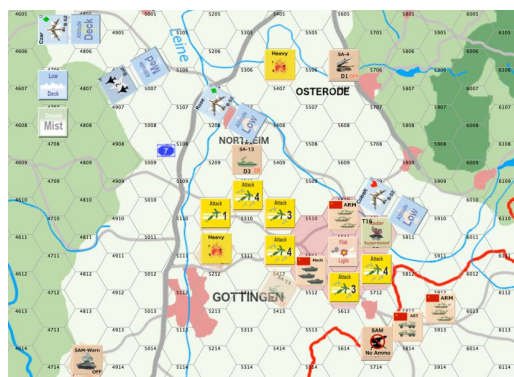
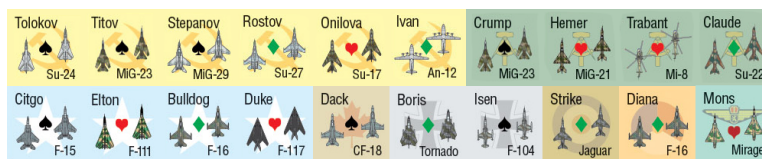
the series, namely that you need to keep them on your table to get a few months of gaming out of them. That's pretty tough in this day and age of new games coming out continuously.

Red Storm is also an unusual game in that like Downtown, it spends a lot of time and effort focusing on the defense. This means SAM Warning markers, dummies, AAA concentrations, EWR, detection, jamming, and more. Yes, it's sort of a game within a game, especially with the large number and types of SAMs/AAA that is usually available across the map. By this time if you're thinking that this game is some sort of complex ballet, you're right! Planning a raid, figuring out the defense, then getting the strike aircraft to the target is a formidable challenge. For the defenders, locating the real attackers, allocating precious CAP assets towards them, then coordinating the detection and SAM efforts will keep you very busy.

Air combat is quite involved in terms of the number of modifiers, but is resolved with a few die rolls. Red Storm, again like Downtown, is

unique in that you can have several air combat melees that don't result in any damage. However, those aircraft will become scattered or disorganized, then need to rally to get back into the fight, which could well be over with it by the time that happens. Bombing assessment then occurs, then you see if all of the aircraft are recovered before checking for victory.

There are close to 30 scenarios, ranging from simple recon runs to escorting airborne troops to delivering nuclear attacks. There are also two large campaigns as well as four solo scenarios that are particularly well done with their own system. With the way that flights and targets are determined, plus the solo scenarios, there is enough WW3 operational air combat gaming here to keep you occupied for the next decade!



Attacking The Redoubts

AOR 3 Battle Report

Our first few tries with Age of Reason (AOR) 3rd edition resulted in our switching back to the 15mm charts to reduce what we termed "cavalry charge fever" where in the first two turns of the game there were massive cavalry charges followed by the losing side going on the defensive for the rest of the game. Also, there had been some slight modifications to the rules, combat charts, etc., that caused us some problems. To counter that and with only four of us playing, we chose a scenario that Mark had seen on one of the gaming sites he frequents which was small enough to let us focus on the rules and getting things right.

To say the board was plain would be an understatement. There was one town at the crossroads with a large forested area on one side and a scattering of forested areas on the other. The town was flanked by several redoubts, making it a formidable position. With no hills, rivers, fords, marsh, etc., it was pretty obvious that the town was going to have to be attacked either by a bloody frontal assault or working around it to take it by the rear.

French Forces

6 units of infantry
2 units of grenadiers
2 units of dragoons
3 batteries of artillery

The French forces could deploy anywhere in and near the town. There weren't a lot of options available, so the French chose to have one infantry brigade of four units take one side of the town and the second infantry brigade the other. The French cavalry were posted in the gap



between the forest and one of the redoubts near the town.

Prussian Forces

8 units of infantry
3 units of grenadiers
1 unit of light troops
4 batteries of artillery
1 unit of cuirassier
1 unit of hussars
1 unit of dragoons

The Prussians could start within a foot of the edge of the board and decided to deploy with two infantry brigades facing the town, one infantry brigade that would move up the Prussian right, then the three cavalry units (in two brigades) on the right.

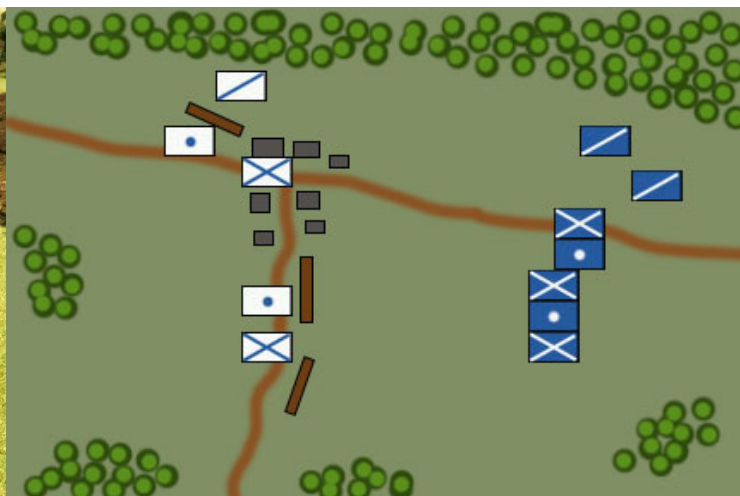
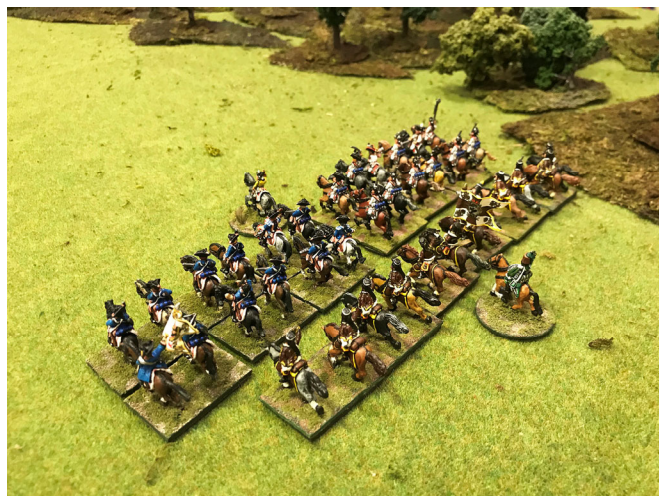
The Prussians decided to engage the French cavalry as soon as possible to tie them up, leaving one of the Prussian cavalry regiments fresh so that it could move

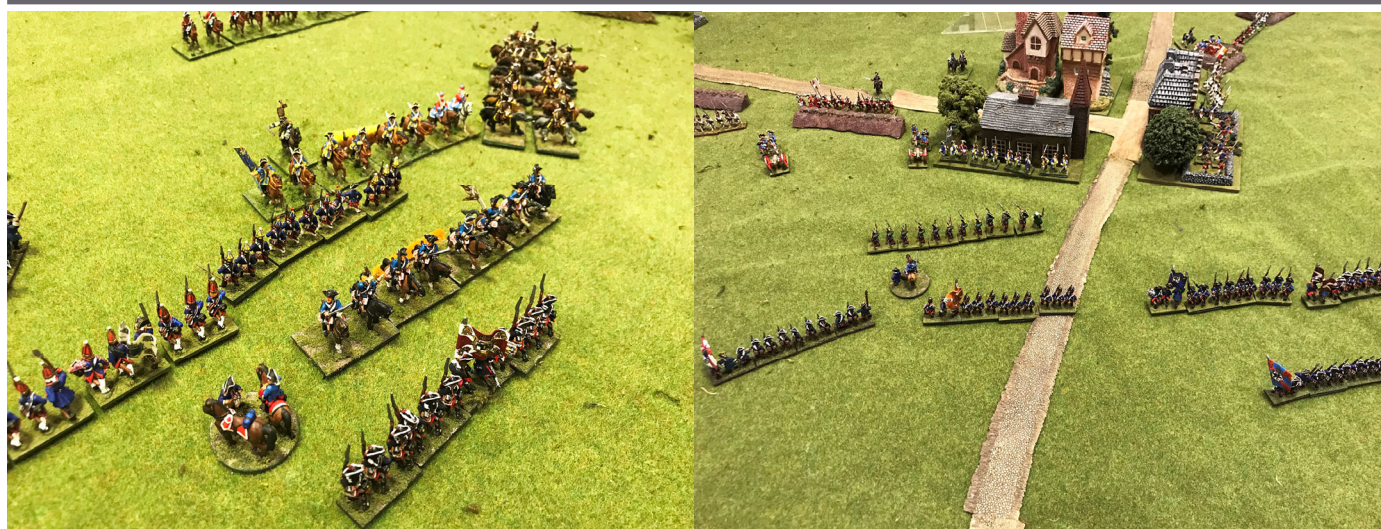
around the French flank. Two infantry brigades would advance towards the town to pin the defenders, then oblique to take the town from the right side along with the third brigade that would march slightly behind the cavalry. The idea was to overwhelm the defenses in one area, and even though it was going to be tough digging the French out of the town, the Prussians had the numbers to do just that.

The game started out true to form for our Seven Years War games, which meant the cavalry charged each other!

Whether this is force of habit, good tactics, or blind luck remains to be determined, but the French came out from the cover of their artillery and hit the Prussian heavy cavalry brigade. This started a series of charges, countercharges, fall backs, etc., which in the end ruined both cavalry brigades. The Prussian hussars had to be committed when the first cavalry brigade was defeated and it too suffered heavy casualties. The Prussian infantry on that side deployed into line and hammered the advancing French cavalry as well, although one Prussian battalion was overrun by their charge. By Turn 5 the cavalry for both sides was at the end of their respective table edges with barely any figures left. The Prussian hussars were down to 50% strength and decided to keep out of range of the French artillery.

The Prussian infantry now deployed into line and began to probe the outer defenses. The French artillery had terrible die rolls and the Prussian artillery started causing losses to the French. By Turn 6 the French were getting ground down in a war of attrition. (cont. on p7)





(cont. from p6) The issue was attacking the town and the first two attempts were thrown back. Towns and the defense of the them has always been one of our sore spots with the Seven Years War and AOR in general. Trying to decide who is in the town, formations, modifiers, melee results, etc., is always subject to a lot of interpretation!

The Prussians were greatly helped by the French coming out from their defenses to meet the Prussians in the open. I think its hard for gamers to stay behind entrenchments or there is a fear of getting outflanked, but the odds that the Prussians were going to be able to successfully take the town or the redoubts were pretty low if the French had stayed within them. By the time the French thought about returning to the defenses it was too late as the Prussians had inflicted serious damage on them through artillery barrag-

es and several firefights. The Prussians had taken losses as well, but they had numbers and in this kind of fight they were going to prevail.

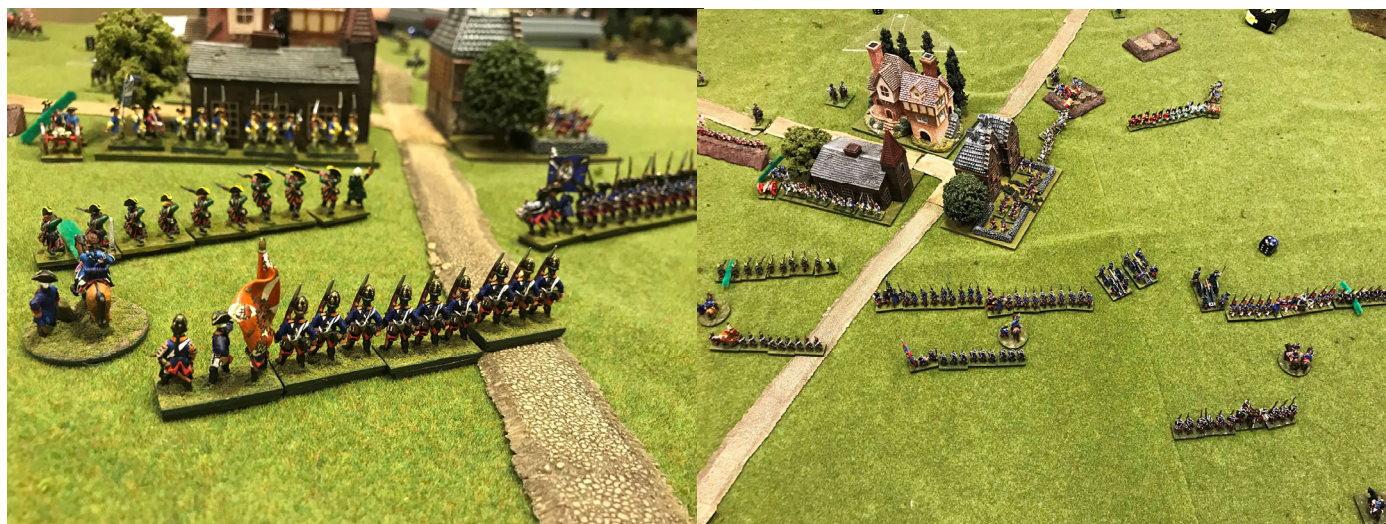
By the end of Turn 6 the French were making withdrawal checks as they were at the 25% loss threshold. By Turn 7 they were approaching 30% and the handwriting was on the wall. At this point the game was called as a Prussian victory. The Prussians were either going to break into the town or the French would be forced to withdraw at some point.

It was a basic, short, but bloody battle that accomplished its purpose, i.e., several units per player that would allow us to slowly go through the 3rd edition rules and see what we had missed the first few times. We were able to walk though several melees, an attack against a town, and

take a good look at the new and/or slightly changed modifiers for all of those things.

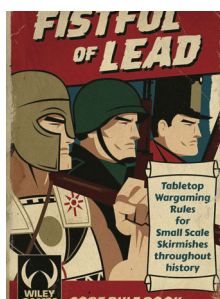
However, there were a number of things we had questions or concerns about, some of which created discussions that went on for 30 minutes or more! What should have been a 2-3 hour game ended up being almost 5! Cavalry charges with mixed units is still a problem. Some of us had the new errata pages/ images pasted into our books and some didn't, causing different interpretations of the rules. In essence, we figured things out, but the rules need to be rewritten or clarified in areas.

AOR is still a good game and we definitely like the period. Whether we like the 3rd edition is still up in the air. We'll definitely have to set up more battles and keep working on it.



You would think with all of the rules that our group owns and plays that we wouldn't need more! Despite having Saga, Hail Caesar, several Osprey titles, etc., there's always a continual search for something new, which explains the image of the *Fistful of Lead* which explains the image of the *Fistful of Lead* rules to the right. Yes, the cover doesn't exactly say Ancient Greek Skirmish, but the system inside can certainly be used for that.

Fistful of Lead is definitely a modern period/sci-fi set of skirmish rules. Any time that you see grenade launchers, laser rifles, etc., on the weapons chart, chances are it's not intended for anything pre-20th century. However, the basic concepts of characters, traits, melee weapons, etc., that the system uses can be used for earli-



er periods. One of our group has this set of rules for his 15mm sci-fi armies and thought we should see how it plays for ancient Greece. With the unofficial motto of our group being "We'll play anything once!", we decided to try it out.



The system is fairly simple, with each figure being able to do two actions per turn such as move/shoot, move twice, fire twice, and so on. Characters have their own separate cards that also show a number of traits, such as being better at ranged combat, helping others recover from stunned results, etc. Each player's force has a few characters plus a group of regular troops with average stats. This allows the game master to set up an infinite number of types of units with varied characters.

Activation is by card draw, so one card is handed to each player for the number of figures that they have. Starting with the King of Spades, you go down the cards, with the next card in line activating one figure. Certain cards can

heal wounds or allow figures to reload weapons. This certainly creates a chaotic type skirmish game where planning and coordinating actions is difficult due to the card draw.

Combat is by opposed die rolls, with either an 8, 10, or 12 sided die being rolled depending upon the figure's training/status. Shields allow saves, then a second die is rolled for the severity of the hit, which can be no effect, shock, wounds, or an outright kill. Figures can take several wounds, although each one along with shock reduces the figure's combat rating. There's really nothing too difficult about the rules and a group can be playing within 10 minutes after a quick explanation, which leads us to the trial scenario.

Two groups of Athenians were going to raid this Greek area and attempt to burn down everything in sight. The first group had several armored characters and at least on the surface appeared to be a powerful group. The second Athenian force had only two characters, but several archers. In what would end up being a mistake, the Athenians split their forces instead of mutually supporting each other. The Greeks in this area had several peltasts, slingers, and a few characters available as a defense.

The left most band of Athenians advanced quickly and were met by a hail of fire from the slingers, which killed one of the Athenian characters outright. The Athenians closed and entered into what would end up being a long, involved melee. On the right the Athenians advanced up and once the Greeks counterattacked unleashed volley after volley of arrows...which did little!

Yes, this was the Athenian issue all game long. The Athenian archers couldn't hit the ocean if they had been standing on the pier while the Greek slingers were adding wound and shock markers to the Athenians left and right. Two of the Athenian characters were defeated by the slingers in hand to hand combat (!!!) and things were looking bleak after several turns. The Athenians were able to

set fire to the olive grove, but it didn't look like there would be any more objectives reached by the end of the game.

The final few turns saw plenty of hand to hand combat which when the die rolls are close, can go on for quite some time. While the Athenians had some success here and there, the end was in sight. When the Athenian archers were overrun and their characters reduced one or two with a ton of wounds and shock markers on them, it was time to call the game. Definitely a learning experience and the Athenian archers should have been used to keep the Greek slingers at bay. There were probably around 30-35 figs on the board and the game took around 2 1/2 hours to play.

The rules had some good and bad elements to them. They were certainly fast and the card activation dynamic works pretty well. The character cards are well conceived and you could definitely customize the situation for almost any period, from ancients to sci-fi. The combat system seemed to work OK, but it looks as if the game was really geared more towards ranged combat. The mechanism of using shock and wounds to demonstrate the loss of combat ability had the desired effect, at least in the few melees my figs were in.

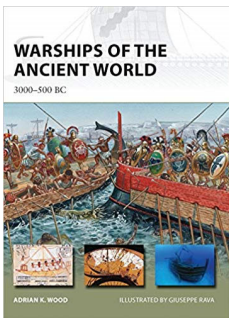
The biggest issue was probably a lack of morale rules or fear of better armed opponents. In ancient Greece I'm sure that a group of unarmed slingers who see heavily armed Athenians bearing down on them would probably fling a few stones, then run like hell! Not here, where they stood their ground and cut down several Athenians with their daggers! House rules might help correct this as it did seem a bit weird. Overall, the rules work as advertised and can seemingly be used for any period.





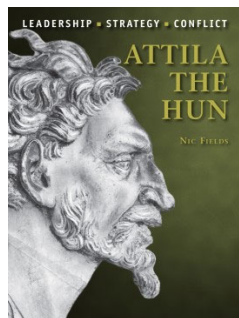
Several more images from the skirmish, showing the Athenians bursting onto the scene, only to be done in by the peltasts on the left and the extremely poor shooting of their own archers on the right!

Quick Book Reviews by Steven Verdoliva



Warships of the Ancient World 3000-500 BC
#196 New Vanguard by Osprey Publishing
Written by Adrian K. Wood

Decent overview of early naval warfare. The book is divided into chapters by nationality: Egypt, Minoan Crete, Bronze Age Syria, Phoenicia, and Greece. As usual with Osprey good photos and nice artwork by Giuseppe Rava. A good book for a casual interest.

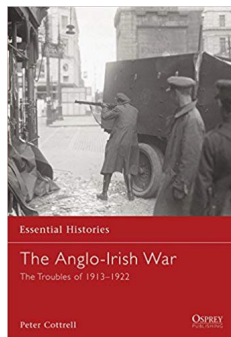


Attila the Hun
#31 Command by Osprey Publishing
Written by Nic Fields

This book was a little disappointing but as the author states not much is really definitely

known about Attila. I appreciated his candor about that. There is a good amount of information about the Huns themselves which I liked, including a good educated guess of where they came. Nice photos but the artwork was a little static. I like my Huns on the move and crushing their enemies. Overall not bad but not the best Command that I've read.

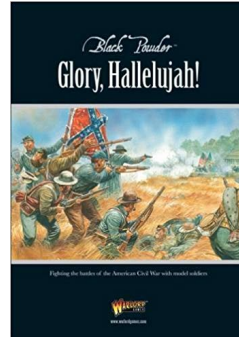
The Anglo-Irish War- The Troubles of 1913-1922
The Irish Civil War 1922-1923
#65 and #70 Essential Histories
Written by Peter Cottrell



I'm reviewing these together because they are so interconnected. I thought both of these were excellent and well balanced books about a period of history that still reverberates in Ireland today. Mr. Cottrell takes a very even handed approach and doesn't take sides, something difficult to do in a period so politically charged. The

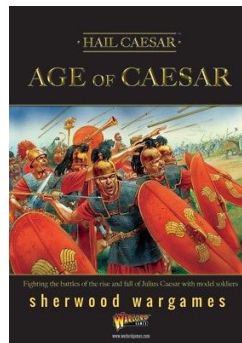
book does well covering the military and political aspects of the subject, plus having some good biographical information. These 2 titles were well liked by me and will remain in my collection.

Glory, Hallelujah!
A Black Powder expansion from Warlord Games
Written by Dr David B. James



A really good expansion for Black Powder of a well played and beloved gaming period. Not that our Civil War should be beloved tragedy that it was. Covers everything that you'll need to know if you know nothing about the period. Types of troops, Commanders, army lists broken down by East and West, Early, Mid and Late war. Gorgeously illustrated with art and model soldier photos. I have been waiting for this one and will soon take the plunge into buying and organizing figures. If you like Black Powder this is a must have.

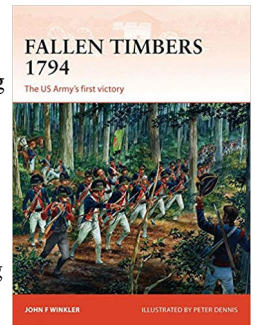
Hail Caesar- Age of Caesar: Fighting the Battles of the Rise and Fall of Julius Caesar with model soldiers
Published by Warlord Games
Written by Neil Smith & Jim Graham. Additional text by Rick Priestly.



Another campaign book from Warlord Games. 64 pages soft cover filled with army lists, scenarios of Caesars big battles plus a campaign system to link them together, thereby possibly creating Julius who? Decent bio's of the major players and an explanation of how the Republic was collapsing under the weight of its own successes. Filled with all the beautiful figure pics we expect from Warlord. A definite must for any Hail Caesar player with an interest in the period.

Fallen Timbers 1794- The US Army's

first Victory
Campaign 256 by Osprey Publishing
Written by John F Winkler; Illustrated by Peter Dennis

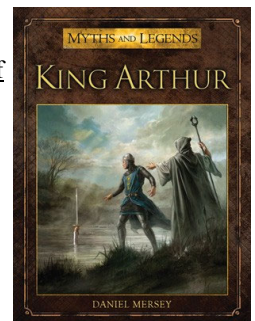


Mr. Winkler is an Ohio local writing about Ohio's own local history. 96 pages soft cover. A good book about a period of American history most of us do not know much about. Remember the early United States didn't just settle its way west but fought their way west mile by mile. Good intro to the pre-history of the campaign, personalities involved, the different armies organizations and plans. Then there is the actual campaign and its aftermath. Finally there is a description of the battlefield today. There are also lots of photos of where events happened. The Fallen Timbers campaign literally crosses the state from south to north. I liked this book and will be looking to pick up some more of Mr. Winkler's Osprey titles.

King Arthur
Myths & Legends 4 by Osprey Publishing
Written by Daniel Mersey

Hercules
Myths & Legends 6 by Osprey Publishing
Written by Fred Van Lente

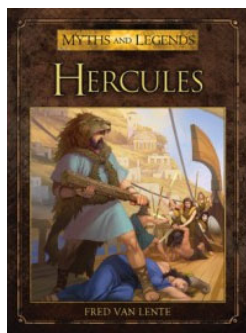
Troy- Lasr War of the Heroic Age
Myths & Legends 8 by Osprey Publishing
Written by Si Sheppard



I'm reviewing these together because they are all of the same style. All are 80 pages soft cover. Each starts with an introduction describing what we generally know about each subject which quite honestly is a lot of speculation. As expected there is some really nice art work in each book.

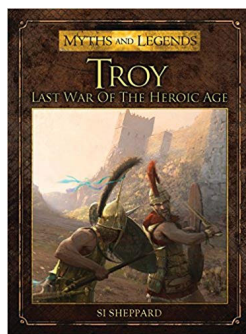
King Arthur breaks him down to 3 periods, Medieval Arthur, Celtic Arthur and Historical Arthur. In each section Mr.

Quick Book Reviews by Steven Verdoliva (cont.)



Mersey discusses what we know and don't know and he's very knowledgeable on the subject. The book does have a nice section on reading more, films, gaming and what to visit. My opinion, for what it matters,

is I think there was an "Arthur Leader" who fought the Saxons but who he really was is lost. I like Arthur so I bought his book

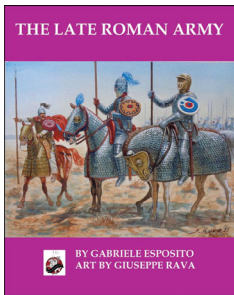


Hercules is pure speculation but it is entertaining speculation. Describes his 12 Labors and enters into the mythos of what Hercules represented to the Greeks and why are we still so fascinated by him. Come on the

man was made into a constellation. Troy is also speculation but on a firmer historical footing. Homer took a story from Greece's past and created the ultimate warrior mythos. Covers all of the basic myths and personalities of the Trojan War plus an overview of their world. I've read the Iliad as a student, the curse of a classical education, and enjoyed this book.

The Late Roman Army

Published by Winged Hussar Publishing LLC
Written by Gabriele Esposito; Illustrated by Giuseppe Rava



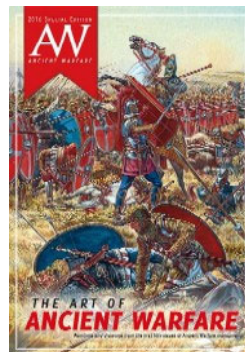
Any of you who know me know that I like the Late Roman Army so when I heard about this book I had to have it. 170 pages soft back. Any of you who remember the old WRG Armies and Enemies series will instantly recognize its style. Introduction about the army, organization, high points and low points. Very nicely illustrated with colored art, well done Mr. Rava, and artifacts. Lot's of

shield art for a painter. I very much liked this book. My only criticism is that it's printed on rather light paper stock.

2016 Special Edition Ancient Warfare- The Art of Ancient Warfare- Paintings and Drawings from the first 50 issues of Ancient Warfare magazine

Published by Karwansaray Publishing Multiple Illustrators

This is an excellent art book from an excellent magazine. 98 pages soft back. Well really the title pretty much says it all. If you have the complete subscription it's still cool to see so much of the art in one place. I have a subscription and still bought it. I'm hoping to see one come out for Medieval Warfare.



By Fire and Sword- Warsaw 28th-30th July 1656

Published by Wargamer
Written by Michal Molenda, Michal Paradowski and Rafal Szwelicki

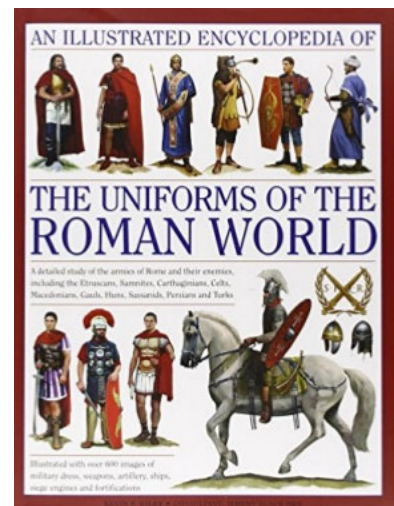
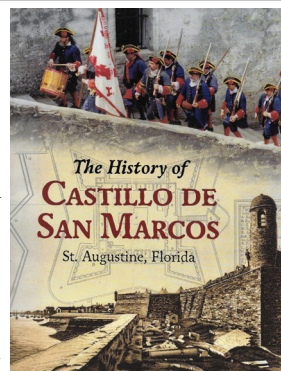
This is a scenario book for By Fire and Sword covering the 1656 Battle of Warsaw. 48 pages soft back. Includes special unit organizations for the scenarios, brief bio's of the major players and a mini campaign covering all 3 days. Another book illustrated with great painted figures and other art. A must if you like the rules and/or era.

The History of Castillo de San Marcos St. Augustine Florida

Published by Historical Print & Map Company

I recently was in Florida and went to the

Castillo with my daughter. My kid likes history, I did something right. Anyways this is an incredible place to visit especially if you are there when the reenactors are in the fort. This 64 page soft back covers all of the history of the Castillo and St Augustine. Both sieges are included and the decisions made to build and restore the fort. In addition I picked up the National Park Services handouts about the sieges of 1702 and 1740. These could easily turn into scenarios. Well worth the visit.



An Illustrated Encyclopedia- The Uniforms of the Roman World

Written by Kevin F Kiley; Illustrated by Tom Croft, Simon Smith and Mathew Vince
Published by Lorenz Books

I'll be honest I bought this book because I had a good discount coupon that was expiring. This 256 page hard back was an incredible purchase. I can't count the number of illustrations are in this book. Plus it covers the Romans and their enemies from the City State of Rome till the end of the Byzantine Empire. Great text describing each illustration and also as a continuing narrative of what was happening to Rome and eventually Byzantium. Highly recommended.

Engagements 33: Unexpected River Crossing

Situation: It's the first day of the war and Blue is determined to take the river crossing and large town at A on the map. However, it is heavily defended and a frontal attack could prove to be disastrous. Instead, Blue will move some infantry across the river and bring up a pre-made bridge to allow all of Blue's forces to cross and isolate the town from the other side of the river.

Period: Designed for WW2/Modern, but by changing the troop types Ancients as well as Horse & Musket periods could be used.

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

Terrain Notes: The hills are not steep and while the forests are light, they do provide cover. The villages are a mix of stone and wood buildings. The red line shows the furthest positions that Red can deploy their forces to. The river is too deep to ford and needs either a ferry or some type of bridge to support a crossing. The various two buildings/trees on the map represent farm areas.

Scale: Can be used with any rules and any scale.

Red Forces: Red's forces consist of the units on the board at the start.

Deployed at A—at least half of the units must be on the south side of the river.

4 units of infantry

2 anti-tank units

1 unit heavy weapons/mortars

Deployed at D:

2 units of mech infantry

2 units of armor

2 units of self-propelled guns (Stugs, SU-76, etc.) or ATGMs.

Deployed at B:

1 unit of infantry

1 unit of recon

Off-board:

3 batteries of medium artillery

Set Up: Red's forces are holding the fortifications to the town's entrance, the bridge, and crossroads beyond the town. Red has a mobile reaction force at the crossroads (D) to deal with any breakthroughs if the village/bridge defenses are

overwhelmed. As a flank guard Red has an infantry unit and a recon force at B in the unlikely event any threat would come from that direction.

Red Orders: Hold the town and bridge (A) and the crossroads (D). Prevent Blue from isolating the town by cutting the roads to the town (A). Counterattack where possible and destroy any river crossing attempt by Blue.

Blue Forces: Blue's forces are split between an advance force that will cross the river and provide security, a secondary force bringing up the bridge, and an exploitation force.

Advance Force at C:

3 units of infantry

1 unit of heavy weapons

Bridging Force:

1 Bridge

1 unit of infantry

1 unit of engineers

Exploitation Force:

5 armor units

2 mech infantry unit

1 recon unit

Off Board:

3 batteries of medium artillery

Blue Orders: The Advance force must secure the crossing site until the bridge is emplaced. The bridge is difficult to move and it will take some time to get it ready for the main force to cross, so defending the crossing site from a Red counterattack is a huge priority. Once the main force has crossed, seize the crossroads at D to isolate the town and bridge, which can be reduced later.

Set Up: The Advance Force will spend the first turn crossing the river within 12 inches of C to establish the crossing site. The bridge and engineers are on the road in the blue area marked on the map, at least 12 inches from the river. The Exploitation Force

is anywhere within the Blue area marked on the map.

The Bridge: Blue has a large pre-made bridge that is being towed by trucks/tanks/APCs. It moves at 4 inches per turn and each turn there is a D6 roll and on a 6 the bridge has broken and cannot be moved that turn as it is undergoing repairs. Once the bridge reaches the river the engineers will need two turns to emplace it, then armor/mech infantry/recon can begin crossing it at the rate of two units per turn.

Game Length: 15 turns

Special Rules: Red's forces cannot move until Blue units are spotted. Red has patrols in the crossing area and roll 1D6 each turn. On a 6 Blue's forces are spotted and Red's forces are released. Red's forces are also released if Blue fires on any Red unit or is spotted by a Red unit.

Victory Conditions: Blue wins by securing and holding the crossroads at D by the end of the game. Blue can also win an automatic victory by seizing the bridge at A.

Variants: Allow both sides air support or to balance the game out, allow Blue a pre-game artillery barrage. If the crossing is too difficult, allow Blue more units or additional artillery support. If playing in the Modern period, Blue could have airmobile troops secure the crossing with attack helicopters providing security while the bridge is emplaced.

For earlier periods, swap out the armor and mech infantry for cavalry and skirmish units. The bridge could be a massive structure pulled by infantry, horses, or elephants.



Engagements 34: Supply Interdiction

Situation: Blue is conducting a major offensive and has bypassed several large concentrations of Red forces. Ammunition, fuel, and supplies, however, need to flow to the forward units to maintain the momentum of the offensive. Red has seen an opportunity to interdict the supply to Blue's spearheads and force them to pull back to well established supply lines.

Period: WW2 to Modern, but could be used for earlier periods with some modifications.

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

Terrain Notes: The hills are not steep and while the forests are light, they do provide cover. The villages are a mix of stone and wood buildings. The blue line shows the furthest positions that Blue can deploy their forces to. The rivers can only be crossed at the bridges except at C where there is a ford.

Scale: Can be used with any rules and any scale.

Red Forces: Red's forces consist of the units that enter the South edge of the board on Turn 1.

Enter Turn 1:

6 units of armor
4 units of mech infantry
4 units of infantry
1 unit of heavy weapons/mortars
1 combat engineer unit
1 recon unit

Off-board:

3 batteries of medium artillery

Set Up: Red's starting forces enter along the South edge of the game board in the area designated by the red arrows. Red units can move up and begin crossing the ford at C to gain access to the road that leads to the bridge at B.

Red Orders: Punch through Blue's defenses to bring fire down on the supply convoys moving between the bridges. Red can also achieve victory by having their combat engineers destroy either bridge.

Blue Forces: Blue has a number of units assigned to the defense of this area, organized into the following groups:

Flank Guard:

2 units of armor
1 recon unit
2 units of infantry
1 anti-tank unit

Bridge Garrison:

1 unit of infantry at A and B

Mobile Reserve:

2 units of mech infantry
2 units of armor
1 anti-tank unit

Supply Convoy

5 trucks enter at A each turn on Turns 1-6 (30 trucks total)

Off Board:

2 batteries of medium artillery

Blue Orders: Protect the supply trucks from the bridge at A until they exit the board after crossing the bridge at B.

Set Up: The Flank Guard sets up anywhere north of the Blue line on the map. The Mobile Reserve starts in the village at D. The Bridge Garrisons start anywhere within 12 inches of their respective bridges.

Game Length: 12 turns

Special Rules: Vehicles and infantry can cross at the ford (marked C on the

map), but it should take at least a full turn to cross the river.

The supply convoy consists of 30 trucks that will arrive 5 per turn from Turns 1 through 6. Each group will enter the board via the road near A and attempt to exit the road near the bridge at B. The convoy will make the best speed possible each turn, but can be held up by Blue at any point during the game.

Victory Conditions: Blue needs to exit a number of trucks off the board, according to the following schedule:

0-5 trucks	Major Defeat
6-10 trucks	Minor Defeat
11-17 trucks	Draw
18-23 trucks	Minor Victory
24-30 trucks	Major Victory

Variants: The number of trucks can be adjusted to account for the rules used and experience of the players. Carts, replacements, water trucks, etc., could also be added or replace the trucks with slow moving supply trains.

Air attacks and anti-aircraft units could also be added to the scenario.

For earlier periods, simply replace the trucks with carts. Replace the armor and mech infantry with cavalry, dragoons, etc., and add various units of skirmishers with the off board artillery being replaced with batteries accompanying each side.



WMA: Revenge of the Seleucids!

Battle Report



Once again, the Romans would go with their standard plan (it works most of the time, so why not!), which is hold on the flanks long enough for the legions to get into the fighting where they usually grind their opponents down, forcing the enemy army to break/withdraw. The Seleucids, with the heavy cavalry on the right, were going to try to press for an advantage on that flank, then attack in the middle and veer right to meet the cavalry while the Seleucid left tried to delay Roman forces from intervening in the center.

more troops were coming up to the front lines, so the main event was about to take place. The Romans were still frustrated about their units not all moving and slowly, but surely, each side's formations were starting to fall apart with drive backs, trying to protect flanks, getting better shots, etc. As with most WMA battles, the game was going to go to the side that could get at least half of its forces moving to the attack each turn at this stage of the game.

The Seleucids saw an opening in the center and charged the elephants in. With decent rolls the elephants usually do some damage, but with good die roll like what happened here, enemy units simply get obliterated. A huge hole opened up in the Roman lines and while the Romans counterattacked and killed off the elephants, the damage was done. From this

While we planned to do another WMA game as we had a visitor this time, we had a last minute change of venues. Originally we had settled upon 2500 point armies on a 5 x 8 table, but now had to go for 2,000 points a side on a 4 x 6, which is a lot of units in a small space! The Romans went with their usual (there's really not too many options in the list) set up; legions backed up by auxiliaries and covered by archers and skirmishers in the main line. The few Roman cavalry units were spread out on the flanks.

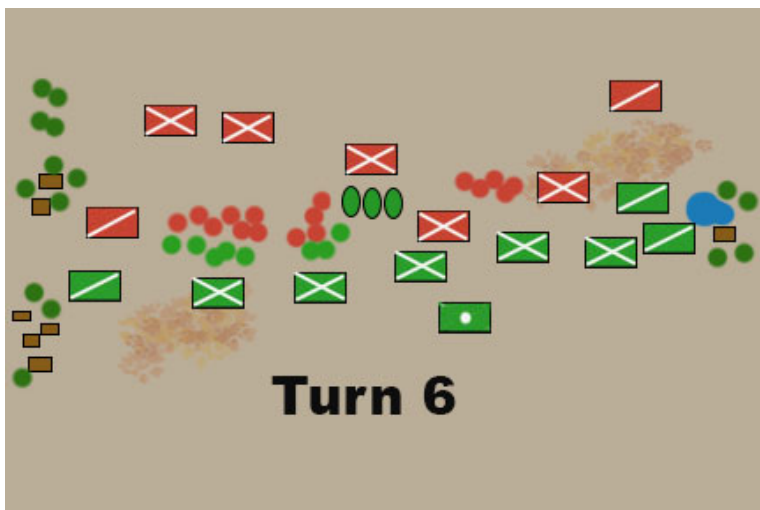
The Seleucids this time went with an interesting mix. Naturally there were the six units of pike and the traditional several units of heavy cavalry. The remaining troops however, including light infantry, a unit of artillery, scythed chariots, camels, elephants, imitation legions, archers (Persian, Indian, and Greek), and plenty of skirmishers. As usual, trying to control this many unusual units as well as remembering what each of them is capable of is the challenge!

Naturally, none of this actually worked out, mostly due to the command rolls for both sides! Both sides tried to get their archers and skirmishers out front to cover their advance, but met with mixed success. The story of the night was the Roman right and Seleucid left flanks who had problems getting even a single unit per turn to move! Two legions sat idle for most of the game, especially when they would be desperately needed in the middle of the board during the mid-game period. The Seleucids had some light infantry, scythed chariots (which we really wanted to see get some use-think Ancient tactical nuclear weapons if they work!), and some other assorted units that never really got into the game.

By Turn 3 the skirmishers and archers were exchanging fire, plus there had been a few cavalry charges here and there. Casualties were light on both sides, but



point on the Romans would be playing catch up in break points, where they had fallen behind by several units. (cont. p17)



At the start of Turn 6 the Seleucids begin their big push to force the issue after some heavy skirmishing all along the front lines. The elephants (green ovals) take a gamble and complete two moves, crashing into a legion, destroying it, then wreaking havoc in the area. When the elephants were finally eliminated they had destroyed two full units and seriously damaged two more. The pikes and legions crash together in the center while the cavalry on both flanks attack and counterattack.

While there is heavy combat on both sides, the factor that is contributing to the Romans' eventual loss is the destruction of their non-skirmishing units, which is quickly outpacing the losses of the Seleucids. The skirmishers of both sides have had an almost separate war of their own, with light infantry, cavalry, and slingers/archers all suffering heavy losses. By the end of Turn 6 the Seleucids were readying the final attacks on 7 and 8 to end the game.



(cont. from p16) Meanwhile, the battles on the flanks had devolved into a series of skirmishes and attacks with damaged units. Both sides were anxious to finish off several units that had a stand or two missing, but most of the attempts didn't work out well for either side! The Seleucids, however, were able to get a few charges completed deep within the Roman front lines, causing chaos and some serious damage. By the end of Turn 6 the Romans were behind by several units in the break point contest and looking to even things up.

This is the point where the legions and the Seleucid pike units came to blows. Usually, this is a drawn out affair where the legions grind their opponents down, forcing the other side to commit additional units into the center to prevent others from being flanked. The legions withstood the initial charges from the

pike units, then counterattacked. The pike units were not doing well and several were lost at this stage of the battle. The center was getting thinned out and both sides started looking for units to push into the fight for the middle of the board.

By Turn 8 the skirmishers of both sides had been decimated, the cavalry weakened, the heavy units damaged, and there were still units of both sides far from the front lines due to horrible command rolls. The difference is that the Seleucids were able to push more fresh units into the fight quicker than the Romans. These units started to finish off some of the damaged Roman units and all of a sudden it was near the end game. The Romans launched a few desperate counterattacks, but when those didn't make any headway the game was called.

The Seleucids had prevailed, which doesn't happen too often! The trick when playing against the Seleucids or any of the Alexander & Successors armies is that you need to attack them first. Allowing the pike units to pick and choose who and what to attack along with the elephants is a losing proposition. The amazing thing about this game is that many of the Seleucid units, including the scythed chariots, thorakites, light infantry, etc., didn't even get into the battle!

It would be interesting if the Romans would let the legions fight by themselves (they're self supporting in the rules) and double up the auxiliaries to get more combat units in the front lines. The legions can carry the day, but here they needed more non-legion units up at the front and there simply weren't enough as they were all supporting the legions.



Deep Strike

A Modern Period Air Campaign System

Air Campaign System For Any Modern Period Rules

One of the hardest things to implement in miniatures campaigns is airpower. Over the decades many groups assign points to purchase airstrikes, treated as a random event, roll a D6 to see if aircraft intervene during the battle, and so on. The other question is usually how much is too much in terms of what can appear during the campaign and how much more complexity does it add when running the campaign.

I recall way back in the day that Miniatures Wargames had an article about adding airpower to a modern campaign, which was particularly noteworthy as while the subject gets discussed often, rarely do you see anything in print about it. Deep Strike is an effort to add airpower into any modern period land campaign and should work with any rules. Throughout this supplement there will be ideas and suggestions about how to incorporate these rules into something that will definitely add some flavor and strategy

into your campaign. If there is sufficient interest a WW2 type supplement could also be added at a later date.

Each turn both sides will allocate their aircraft to a variety of missions, from air superiority to strikes against airbases and

SAM defenses. At the end of the turn aircraft will roll for maintenance to see if they can fly the following turn, damage is repaired, and aircraft may need to be re-located to the various airbases. Getting aircraft to the battlefield, avoiding enemy fighters, surviving the air defenses, and juggling surviving aircraft with a host of ever changing mission needs should add some excitement to ordinary land campaigns.

There are a wide variety of aircraft available, letting gamers run a hi-tech force, a large quantity low-tech air force, or a mix of both that could simulate the forces of various allies in the campaign. The idea is to provide a framework where players can add an interesting air combat element and resource management system to their campaigns. This system can be easily expanded to cover larger fronts, additional aircraft types can be added, missions could be enhanced, and more to provide an interesting campaign add-on.

Blue Airbase Display

Airbase #1	Airbase #2	Airbase #3
Available	Available	Available
Flown	Flown	Flown

Air Defense	None	Air Defense	None	Air Defense	None
0	Destroyed	0	Destroyed	0	Destroyed
1	Heavy Damage	1	Heavy Damage	1	Heavy Damage
2	Light Damage	2	Light Damage	2	Light Damage
3	Operational	3	Operational	3	Operational

Missions:

Air Superiority	Close Air Support	Counter Air Defense Suppression	Deep Strike
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SAM Air Defense

0	1	2	3	4	5
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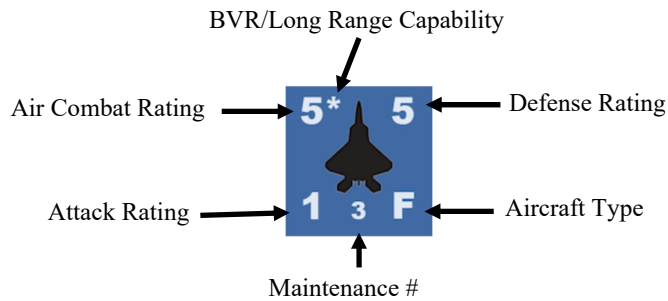
Detection

0	1	2	3	4	5
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Off Map Available

Off Map Flown

Campaign Components



Note: Each aircraft unit represents a flight of 2-4 aircraft.

Aircraft Types

F-Fighter: Used for air superiority, interception, and escort for attack/deep strike aircraft.

FB-Fighter Bomber: Can be used as either a fighter or attack aircraft, depending upon the need.

A-Attack: Used for attacking airbases, defenses, or providing close air support for battles.

DS-Deep Strike: Used for attacking bridges, reinforcements, supplies, or airbases.

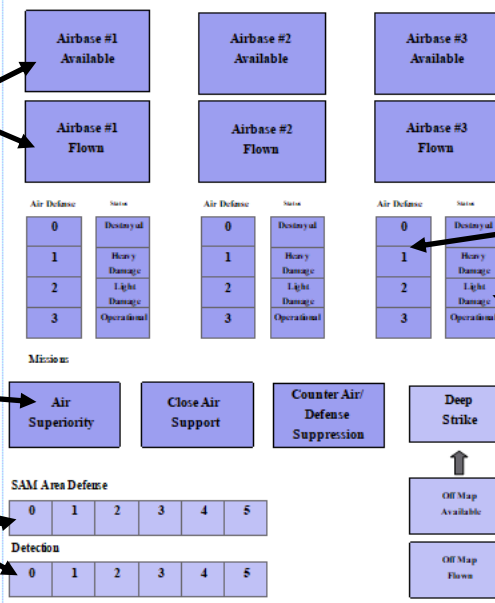
EW-Used to escort strike and attack aircraft.

Airbase Aircraft Status-All aircraft assigned to an airbase are either Available to fly Missions or in the Flown box after having flown a mission or failed maintenance.

Mission Roles-Each turn both sides assign aircraft to one of these mission roles for use in the campaign theater.

SAM Defense & Detection-Tracks how capable the detection assets are and the effectiveness of the missile defense in the campaign theater.

Blue Airbase Display



Air Defense Value-used against attacking enemy aircraft.

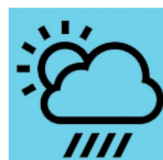
Status-current damage level to the airbase.

Deep Strike Mission-Aircraft labeled as DS are assigned and kept here.

SAM Defense Level



Weather Status



Airbase Air Defense Level



Detection Level



Flight Repair Points



Airbase Damage Status



Aircraft Damaged



Base & Base Defense Repair Points



Prepare For Play

Glue the counters onto thick card, then cut out the individual aircraft units and markers. Each side should have an airbase display in front of them as well as a reference card. It might be a good idea to print those items on cardstock and/or laminate them for use during the campaign.

It is at this stage where all players involved in the campaign need to decide exactly how large and involved they want their campaign to be. If you're playing Team Yankee or Cold War Commander with a few brigades/forces per side, then maybe only one or two airbases could be in play, representing the assets available for a small operational campaign. If there are going to be divisions or several corps per side then it would be a good idea to use all three airbases.



Once you've decided on the size of the campaign, place a marker on the 3 box for the Air Defense level of each airbase in play. Then place a marker in the 5 box for Detection and a marker in the 5 box for the SAM Area Defense level.

Each side then purchases a number of air units equal to the points allocated to their side.

If each side only has one airbase and this is going to be a small campaign, then limiting each side to 100-150 points would be a good start. A large ground campaign with multiple divisions and three airbases per side might use 450-500 points including off board aircraft and replacements. Purchased air units are then deployed to the airbase display within the limits on the reference card in each airbase's Available box.

Ex.: A campaign is using two airbases and 250 points. Side A selects a mix of fighters/strike aircraft up to the points limit, ending with 14 aircraft units. 8 of the units go to Airbase #1 while 6 go to Airbase #2 for the start of the campaign.

Players can also just assign starting aircraft according to the situation designed for the campaign. For example, if the campaign features one force smashing through the front lines with a large force while the other is rushing in reserves, the large side might have three airbases and 15-20 aircraft units while the defenders have two airbases and 10-12 aircraft units, with more coming in as reinforcements.

Feel free to adjust the airbase capacities for larger games or if more aircraft units are needed. Airbases simulate facilities and support in the area for the aircraft allotted to the campaign, not one base.

Sequence of Play & Turn Summary

Each turn of Deep Strike follows a strict sequence of play. Proceed step by step through the following until the end of the turn. When conducting close air support missions along with miniatures battles, complete all of the close air support missions/battles before proceeding to the Maintenance & Repair Phase.

Sequence of Play

1. **Assign Mission Roles**-Each side allocates their available aircraft units to Air Superiority, Close Air Support, Counter-Air/Defense Suppression, or Deep Strike mission roles.
2. **Determine Air Superiority**-Air to air combat occurs between the aircraft units of both sides that are in the Air Superiority role box.
3. **Perform Counter-Air/Defense Suppression Missions**-Each side attacks air bases and air defense tracks as well as any deep strike mission if using the Advanced/Optional rules.
4. **Perform Deep Strike Missions**
5. **Perform Close Air Support Missions**-Each side's aircraft units may attempt to intervene in any miniatures battles for that turn.
6. **Maintenance & Repair Phase**-Each side rolls for all aircraft units in the Flown box. Repair points are generated and used to repair damage to aircraft, airbases, and defense tracks.

Once all five phases have been completed by both sides, it signals the end of the turn and a new turn begins with the Assign Missions phase.

Turn Summary

Each turn both sides will secretly allocate their available aircraft units to mission roles, followed by determining which side will have air superiority for that turn. Air superiority is important in that it allows one side to intercept or escort missions with more aircraft units than the side that doesn't have it.

Each side then alternates conducting counter-air/defense suppression missions along with deep strike missions. Escorts are assigned to the attacking aircraft, then the defender rolls for detection. If the mission is detected the defender can intercept with up to two units in their air superiority box. An air battle is then fought and the mission's aircraft units are either destroyed, abort, or any units that survive the air battle continue with the mission. Counter-air/defense suppression missions can attack enemy airbases and their defenses, the SAM area defenses, or the detection track.

Close air support units that survive the air battle and any defensive fire will then arrive over the area where a miniatures battle is being fought and can attack enemy forces. Depending upon how the campaign is handling the miniatures battles, close air support missions might arrive in waves or need to be assigned to a battle if there is more than one occurring that turn.

Each side then rolls for maintenance on all aircraft units in the Flown box to determine which will be available for the following turn. Repair points are rolled for and then can be assigned to either fix damaged aircraft units, repair airfields, increase the level of the SAM area defense, and the detection tracks if damaged. Repair points can also be saved for future turns and if using the Advanced/Optional rules be used for reinforcements.

Assigning Missions & Air Superiority

Assigning Missions

The first phase of each turn is where both sides simultaneously allocate their available air units to a variety of mission roles. Once allocated to a particular mission role, aircraft units cannot change roles or be used for other purposes until the following turn. This process should be hidden from the other side as aircraft unit allocation should be kept secret until the Air Superiority phase is completed, then both sides can see what aircraft units are allocated to which roles.

Note: There are **Mission Roles** and **Missions**. At the start of each turn, aircraft units are assigned mission roles by placing them in the appropriate Mission Roles box on the Airbase displays. During the turns, each side alternates selecting aircraft for various missions.

Ex.; Blue does not have air superiority for the turn and is going to conduct a

close air support mission. Blue can see that Red still has aircraft in the Air Superiority box that could be used to intercept, so Blue will send an escort. Blue selects two aircraft from the Close Air Support box and one from the Air Superiority box to form a mission group. Play then proceeds with the mission sequence of play.

Air Superiority

All aircraft units in the Air Superiority box for both sides fight two rounds of air to air combat. Once combat is complete, the side that still has the most aircraft units in their Air Superiority box is deemed to have air superiority for the turn. This means that if an enemy mission is detected, that side can intercept with two aircraft units where the side that does not have air superiority can only intercept with one. Also, any deep strikes, close air support, or counter-air missions can have up to two escorts if that side has air

superiority or one aircraft unit if that side does not have air superiority. Aircraft units in the Air Superiority role box can be used to intercept missions of the opposing side and for escorting their side's missions for the turn.

Air Superiority Summary

- Side with the larger number of aircraft units remaining after two rounds of air to air combat in their respective Air Superiority box has air superiority for that turn. **If it is a tie both sides can use up to two aircraft for interception/escort.**
- Side with air superiority can use up to two aircraft units to intercept enemy missions and up to two units to escort missions.
- Side without air superiority can only use one aircraft unit to intercept enemy missions and only one for escort.

Resolving Missions

Whether it is Counter-Air, Defense Suppression, Deep Strike, or Close Air Support, each mission is resolved in a similar fashion. Both sides have the opportunity to launch missions and defend against these missions during the turn.

Once Air Superiority has been determined for the turn, each side rolls 1D6 and the highest number can choose to perform a mission or let the opposing side go first in the turn. Each side continues to perform missions for the current phase until both sides have no aircraft units left for missions, then play proceeds to the next phase of the turn. Counter-Air/Defense Suppression missions are resolved first, then Deep Strike, then Close Air Support as listed in the Sequence of Play.

Each mission follows this sequence:

1. Assemble the strike/attack aircraft and any escorts for the mission and declare a target.
2. Opposing side rolls for detection.
3. If detection occurs, opposing side can intercept with aircraft units from the Air Superiority box. If there is no detection, proceed to #5.
4. Surviving strike/attack aircraft un-

dergo attacks by SAM Area Defense and then by Airfield defenses.

5. Surviving aircraft attack their target and are then placed in the Flown box.

The side that has air superiority for the turn can escort each mission with up to two F or FB aircraft units. The side that has air superiority for the turn can intercept with two aircraft units taken from the Air Superiority role box. If a side does not have air superiority for the turn it can only escort or intercept with one aircraft unit.

Escorts for missions are taken from the appropriate mission role box, but intercepting aircraft are only taken from the Air Superiority box.

Ex.; Blue does not have air superiority for the turn and wishes to attack Red's Sam Area Defense track. Blue has the following units in the Counter-Air/Defense Suppression (three with A) and Air Superiority boxes (two with F):



Blue selects the following units for a mission:



Blue does not have air superiority for the turn, so can only choose one F unit as an escort for the mission. The remaining A and F units remain in the box and can be used for another mission during the turn.

Red rolls on the Detection Table and succeeds in detecting the strike. Since Red has air superiority for the turn, Red can choose up to two aircraft units to intercept. The air combat looks like this:



Both sides have one unit with BVR capability and they fire at each other. Blue's aircraft is aborted and Red's is damaged. Red gets one shot at Blue's attack aircraft and misses, thus ending the air combat. Red rolls 1D10 to see how many rolls the SAM Area Defense gets and it's a 3, meaning one roll on the SAM table, aborting one of Blue's attack aircraft. The remaining Blue attack aircraft strikes the SAM Area Defense track, scoring a hit and lowering the track marker by one, then it is placed in the Flown box.

Except for the Air Superiority phase, all interceptors and escorts that engage in air combat when resolving missions are placed in the Flown box and are done for the turn.

Air Combat

Air combat occurs during the turn in the Air Superiority phase and when intercepting aircraft meet either mission escorts or mission aircraft without escorts. All air combat within each round is simultaneous. Air combat is performed following this sequence:

- 1st Round:** Any aircraft with BVR/Long Range capability fire first. If there are none on either side, then both sides conduct combat against their opponents units.
- 2nd Round:** Any surviving aircraft are matched up and fire again.
- 3rd Round:** If there are no escorts remaining, surviving interceptors fire at any mission aircraft. *This round is ignored during the Air Superiority phase of the turn.*

Basically, the escorts and interceptors will have one or two rounds of air combat, followed by a possible round of interceptors firing at the mission strike aircraft. If there are no escorts, each interceptor then gets two rounds of combat against any mission aircraft. If any escorts remain after two rounds, interceptors cannot target other mission aircraft.

Air Combat Procedure

- Both sides select their targets. More than one aircraft can target the same aircraft unit.
- Compare the firing aircraft's air combat rating with the target aircraft's defense rating. Roll 1D10 on the table and if the result is = or greater than the number listed, there is a hit on that aircraft.
- Roll 1D10 on the Hit Results table for the result.
- Implement all combat results at the end of each round.

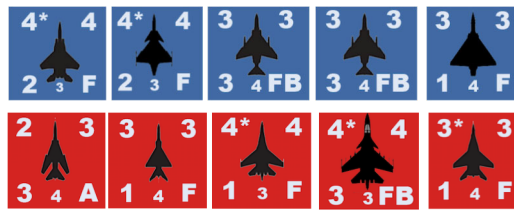
NE = No Effect

A = Abort. Aircraft is moved to the Flown box.

D = Damaged. Aircraft is moved to the Flown box and a Damaged marker is placed on the aircraft. Since combat is simultaneous, if a target aircraft unit receives two D results in the same round of combat it is shot down. **Damaged aircraft stay in the flown box until repaired.**

X = Shot down. Aircraft unit is eliminated and removed from the campaign.

Ex. #1; It is the Air Superiority phase of a new turn and both sides have the following units in their Air Superiority box:

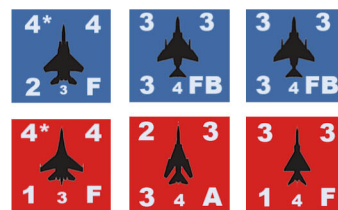


The 1st Round is only for BVR/Long Range capable aircraft. Red has three aircraft with that capability, and Blue two, so the combat is set up like this:



Red chooses to fire at the Blue BVR/Long Range capable aircraft, hoping to take them out for future turns and has one aircraft engage one of Blue's non-BVR capable aircraft (which can't fire back) since in the first round BVR/Long Range capable aircraft can fire at any intercepting or escort aircraft. Blue will match up with the two Red aircraft that pose the greatest threat.

In the ensuing combat one Blue aircraft is shot down and another aborted while Red has one aircraft shot down and another damaged. For the second round, these are the remaining aircraft:

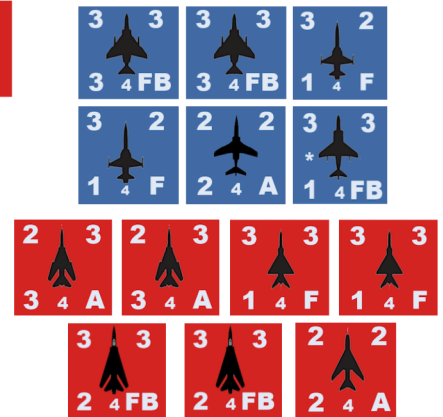


Red damages one Blue aircraft and Blue aborts one Red aircraft. All aborted and damaged aircraft are moved to the Flown box and the remaining aircraft for both sides go back to the Air Superiority box where they can be used later in the turn

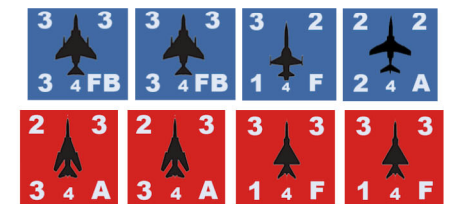


to intercept and/or escort various missions. For this turn there is a tie for Air Superiority as both sides have two aircraft left.

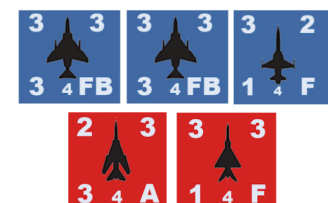
Ex. #2; It is late in the campaign and most of the BVR/Long Range capable aircraft have been shot down. Both sides have now resorted to using Attack aircraft and Fighter-Bombers for air superiority. Both sides have the following in their Air Superiority boxes:



In the 1st round there are no BVR/Long Range capable aircraft, so the 1st round would be just regular air to air combat. Both sides match up and roll on the combat table (firing is simultaneous) for each aircraft. Blue has one aircraft abort and one damaged while Red has one shot down and two aborted. Going into the 2nd round these aircraft remain:



Both sides match up their aircraft and roll. Blue has one aircraft shot down while Red has one damaged and one more aborts. After moving the damaged and aborted aircraft of both sides to the Flown box, Blue has air superiority for the turn as it has three aircraft to just two for Red still in the Air Superiority box. These aircraft can now be used for interception and escort through the rest of the turn.



Mission Roles

At the start of each turn, aircraft in each Airbase Available box are assigned mission roles. There are four mission roles:

Air Superiority

Counter-Air/Defense Suppression

Close Air Support

Deep Strike

The Air Superiority role and how to determine superiority for the turn have already been discussed. Deep Strike is a special mission role explained below. The other two mission roles, Counter-Air/Defense Suppression and Close Air Support will greatly factor into any land based miniatures campaign.

Counter-Air/Defense Suppression

Aircraft assigned to this role can either attack airfields or attempt to affect the status of the opposing sides Detection or SAM Area Defense tracks. For each aircraft unit that survives interception, SAM fire, and/or airbase defense fire, roll 1D6 against the aircraft's attack rating. If the number is less than or equal to the

aircraft's attack rating, lower the level of the track by one. After performing missions all surviving aircraft are placed in the Flown box.

Ex.: Red executes a Counter-air/Defense Suppression mission against one of Blue's airbases. After surviving the in-



terception, SAM Area Defense fire, and Airbase defenses, the two Red aircraft roll a D6 for each aircraft, getting two 2s, which is lower or equal to both attack numbers. Red scores two hits on Blue's airbase, dropping its level from 3-Operational to 1-Heavy Damage. Both aircraft are now placed in the Flown box.

Close Air Support

How the Close Air Support mission is handled for your campaign needs to be determined by the players before the campaign begins. Deep Strike is an operational level game meant to be used with a land based miniatures campaign. This will mean that aircraft, once they reach

the tabletop battlefield, will be governed by the miniatures rules that you are using for the campaign. When the aircraft enter the game, how many each turn, the air defenses on the tabletop, etc., all need to be worked out before the campaign begins.

Ex.: There is a large battle being fought during the campaign and one of Blue's attack aircraft is flying a Close Air Support mission and reaches the battlefield. The players had determined before the campaign began that with the rules they were using, each aircraft unit would be represented by two attacks with turn of entry determined by the roll of 2D6.



A note on the attack ratings of the aircraft units in the campaign. While the aircraft counters and silhouettes are fairly generic, players will need to determine the ordnance loads of aircraft flying Close Air Support missions. As a guideline a '1' rating would represent 2-4 500 lb. bombs while a '4' or '5' rating would represent a wide variety of bombs, rockets, missiles, etc., for multiple passes.

Deep Strike Missions (optional)

This mission role is optional and will depend upon the type of campaign that your group is running. If your campaign has reinforcements, supply lines, rail movement, etc., then it is strongly recommended that you use this mission role. This role simulates strikes by heavily armed aircraft deep in enemy territory in an effort to disrupt their ground and air campaigns.

If a side has purchased or is allotted aircraft with the DS type on the aircraft counter, these aircraft units are held in the Off Map available box on the airbase display. Each turn they may be allocated to either the Deep Strike or Counter-air/Defense Suppression mission boxes. DS aircraft units are assumed to be deployed at bases in the theater, but beyond the range of most of the aircraft used in the campaign.

Deep Strike missions are resolved exactly like other mission in the air campaign. Escorts can be provided from that sides' Air Superiority box, the opposing side rolls for detection and can then intercept. If the Deep Strike mission survives

interception they are then attacked by SAM Area Defenses, then attack their target. Remember, if a mission is not detected it cannot be intercepted and you proceed directly to the attack stage.

To see if an attack succeeds, roll 1D6 per DS aircraft on the mission:

D6	Result
1	Destroyed
2,3	Heavily Damaged
4	Damaged
5,6	No Effect

Surviving DS aircraft are moved to the Off Map Flown box.

Ex.: Blue allocates on DS aircraft to a Deep Strike mission and allocates one Fighter from the Air Superiority box as an escort. The Detection roll by Red fails, so the DS aircraft attacks its target. Before the campaign began, the players laid out a series of theater



level targets that could influence the ground campaign such as bridges, supply hubs, railyards, etc. Blue is attacking a rail hub and rolls a 2, heavily damaging it. The players determine that Red will not be able to move reinforcements via rail for a set number of turns while repairs are made.

The list of available targets should be agreed upon by both sides before the campaign begins, as well as the effects if they are hit by DS aircraft. DS aircraft can also be used for the Counter-air/Defense Suppression mission role while deployed in the Off Map available boxes. During the Perform Deep Strike Missions phase simply state that they are attacking airbases, detection, or SAM tracks.

DS aircraft can be used in the fighter and close support roles in emergencies, but it takes one entire turn to transfer them from Off Map to an airbase and vice versa. This simulates the transfer of the aircraft, ground support personnel, and parts/weapons that would be needed for a change in roles.

Detection & Air Defenses

Each enemy mission, whether it is Counter-Air, Close Air Support, or Deep Strike, has up to two chances to be detected. The first is through use of the Detection track, which simulates long range radar coverage and other electronic assets. The second is by CAP/Patrol, which simulates the various fighter elements patrolling in theater and/or covering vital airbases, installations, ground elements, etc.

To detect an enemy mission, first look at the Detection track and then cross reference the level it is currently on the Detection table. Roll 1D10 and if the result is greater or equal to the number listed, the mission is detected. When a mission is detected that allows the detecting side to intercept the mission and fire at the mission on the SAM Area Defense table. The second detection attempt (if the first

one fails) is rolling on the Detection table using the CAP/Patrol line. This is only possible if the detecting side still has aircraft units in its Air Superiority box. If there are no aircraft units in that box then that side only gets one detection attempt by using the Detection track.

If an enemy mission is detected and if it survives interception (or if there is no interception) it must undergo attack(s) from the SAM Area Defenses. This simulates long and short range SAMs in the area that could be brought to bear on an enemy mission. Roll 1D10 to determine how many shots the SAM defenses will get at the enemy mission. Once that has been determined, the firing side must randomly choose its targets from amongst the aircraft units on the mission.

Look at the current SAM Area De-

fense level on the track and cross reference that on the SAM firing table. Roll 1D10 per attack and if the result is greater than or equal to the number listed there is a possible hit. Then roll on the Hit results table to determine the outcome of the attack.

If the enemy mission is attacking an airbase, there is one final level of defenses that the mission must get through which is the Airbase Air Defenses. This simulates short range SAMs and AAA defenses surrounding the airbase. Look at the Air Defense level on the airbase display and cross reference that on the Airbase Air Defense combat table. Roll 1D10 for each attacking aircraft and if the result is greater than or equal to the number listed there is a possible hit. Then roll on the Hit results table to determine the outcome of the attack.

Airbases, Maintenance, & Repairs

Each airbase has a aircraft unit capacity listed on the reference card at the end of the rules. The damage level of the airbase affects how many aircraft can be in the available box of that airbase at any one time. If there is insufficient capacity, then any aircraft units exceeding that capacity number are placed in the Flown box and remain there until there is sufficient capacity, then they can be moved back to the Available box.

Airbase Capacity (D10)

<u>Damage Level</u> <u>craft</u>	<u># of Air-</u> <u>craft</u>
Operational	8
Light	6
Heavy	4

At the end of each turn, all aircraft still in either the Air Superiority box or any unused mission box are placed in the Flown box. Any aircraft that participated in a mission, whether in an attacking or escort role should have been placed in the Flown box at the end of the mission. Any intercepting aircraft that engaged in air combat during the turn should have been placed in the Flown box at the end of the air combat.

To return aircraft to the Available box from the Flown box for the next turn, roll 1D6 for each aircraft unit. If the result is greater than or equal to the maintenance number of the aircraft unit, that unit is moved to the Available box. If the roll fails that aircraft unit remains in the Flown box for the coming turn.

At the end of each turn, both sides have the opportunity to repair their airbases, detection, SAM defenses, and damaged aircraft units. Both sides will roll 2D10s, with the first generating points to repair flights and the second to generate points to repair defenses. There are markers and game tracks for this at the end of the rules.

Flight repair points are used to repair damaged aircraft units. For every 5 points a side may repair one damaged aircraft. Once repaired, the aircraft is immediately returned to the Available box without having to roll for maintenance. If there are insufficient points to repair a damaged aircraft, then the points that are generated should be tracked until there are sufficient points to repair an aircraft unit.

Airbase and defenses points can be used to repair the Airbase Defense level (thus increasing airbase capacity), SAM Area Defenses, or the Detection track.

The costs are shown below on the Repair Points & Costs table. Points can be saved from turn to turn by using the markers and tracks provided.

Ex.; Blue has had a rough few turns and the Detection track is down to 2, one airbase's defense level is at 1, and there are three damaged aircraft units. Blue has two defense points saved, but no flight repair points. Blue rolls 7 for flight repairs, so Blue repairs one damaged aircraft and saves the extra two points for later. Blue rolls an 8 for defense repair points and combined with the 2 already saved on the track has enough points to repair one level on the Detection track, raising it to 3.

Repair Points & Costs

Roll 1D10 to generate points for repairing flights and 1D10 to generate points to repair bases and defenses.

<u>Repairs</u>	<u>Cost</u>
Aircraft unit	5
Airbase Defense Level	5
SAM Area Defenses	5
Detection	10

Optional Rules

Electronic Warfare Aircraft

Blue has the option to purchase EW aircraft, although some could be added to Red's aircraft options as well. This aircraft unit is an exception to the rules in that it can be added to any mission on top of the aircraft that are already committed to the mission. When this aircraft unit accompanies a mission, all Detection, SAM Area Defense, Airfield Defense, and air combat attacks against the mission group have a +1 modifier to the die roll.

Weather

Roll 1D10 at the start of each turn:

D10	Result
1-6	Clear
7-8	Overcast
9-10	Storms

If the previous turn was Overcast, add +1 to the die roll for the current turn.

Depending upon the rules that you are using for the campaign, Overcast weather may affect close air support during your tabletop battles.

During turns with Storms, only aircraft with Air Combat or Attack ratings of 4 or higher can fly that turn. All air to air combat rolls suffer a -1 penalty to the die roll.

Attacking the Flown Box

Counter-Air/Defense Suppression missions can attack aircraft units in the Flown boxes, simulating strikes upon grounded aircraft or in hangars undergoing repairs. Mission aircraft surviving interception, SAMs, and Airfield defenses can attack aircraft in the Flown box. Nominate a target and if the roll is less than or equal to the aircraft's attack rating the enemy aircraft unit is damaged and an already damaged unit is destroyed. If the die roll result is a 1 the target aircraft is destroyed, whether damaged or not.

Larger Mission Groups

For large campaigns or to simulate a theater wide air campaign, allow players to enlarge the airbase capacity and purchase more aircraft. Mission groups could be expanded to 5-6 aircraft, making for some really large air combat battles and/or strikes against targets. This will increase the size, length, and complexity of the campaign.



Experience

Track an aircraft unit's progress on a roster (you would need to mark the aircraft unit counters somehow) and when they've flown a set number of missions or shot down a set number of enemy aircraft units, allow those units a +1 on future combat rolls.

Reinforcements & Shifting Needs

This optional rule would allow for additional units to be added to the campaign theater or to shift units to another area where they may be badly needed. This optional rule can produce some chaos, so it should be discussed before implementation. Roll 1D10 at the start of each turn. Aircraft points received can be accumulated from turn to turn to purchase new aircraft units.

D10	Result
-----	--------

- 1 Disaster in another theater. Randomly select two aircraft units that are withdrawn from your forces. Three turns later roll 1D6 for each aircraft unit and on a 1-4 they return and on a 5-6 they are permanently lost.
- 2 Reinforce home defenses. Randomly select one aircraft unit that is withdrawn from your forces. Three turns later roll 1D6 for the aircraft unit and on a 1-4 it returns and on a 5-6 it is permanently lost.
- 3 Receive 20 points
- 4 Receive 15 points
- 5 Receive 10 points
- 6 No reinforcements
- 7 No reinforcements
- 8 Receive 15 points
- 9 Surge-Receive 40 points that can be used for the next two turns, then the units purchased with these points are withdrawn.
- 10 Success in another theater. Excess units are permanently transferred to this theater. Add 50 points.

Instead of using points to purchase aircraft, each side could have a pool of additional aircraft unit counters (agreed to before the campaign begins) and they can be randomly selected. Just change every 10 points in the results to the draw of one counter.

Additional Airbases

For larger campaigns add a second airbase sheet and more aircraft. This might be needed for extremely large campaigns or those that are covering a large area of say, Europe, for example.

Strategic Aircraft

For those who want to see B-52s or TU-26s attack airbases, drop bombs on some enemy armored formation, etc., they could be added to the Deep Strike aircraft off board for a one time use or possible random event. These aircraft, due to their cost, would certainly have a large escort along with electronic warfare aircraft, so that should be taken into consideration.

Designer Notes

As you can probably see from reading the rules, the generic aircraft counters, etc., this is more of a "game kit" than an actual published campaign system that would be included in a set of miniatures rules. After playing games like Red Storm, Elusive Victory, and Dometown, you quickly realize that there is more to getting air support aircraft to the battlefield than you would otherwise see in most miniatures rules.

Time and time again, I've been struck by the limited effort that many gamers put towards aircraft in their campaigns. Usually they are just bought with a set amount of points and both sides will occasionally see some aircraft in their miniature campaign battles. This module is an attempt to get gamers thinking about the big picture. If you don't try to take on the enemy's air assets, damage their infrastructure, and try to at least gain parity in the skies, your ground formations aren't going to last long!

With this module, however, both sides have a large amount of decisions to make each turn. How many aircraft should be added to contest the skies? Should we send strike aircraft to knock back detection or the SAM defenses? Will that badly needed close air support mission get to the tabletop for this critical battle? These are the questions that face real commanders and it puts a priority on at least trying to keep things even. The side that ignores the air battle is liable to get overrun quickly in the campaign when close air support mission after mission intervenes in the campaign battles, I hope you enjoy this effort!

Blue Airbase Display

Airbase #1
Available

Airbase #2
Available

Airbase #3
Available

Airbase #1
Flown

Airbase #2
Flown

Airbase #3
Flown

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Missions

Air Superiority

Close Air Support

**Counter Air/
Defense Suppression**

Deep Strike

SAM Area Defense

0	1	2	3	4	5
----------	----------	----------	----------	----------	----------

Detection

0	1	2	3	4	5
----------	----------	----------	----------	----------	----------

Off Map Available

Off Map Flown

Red Airbase Display

Airbase #1
Available

Airbase #1
Flown

Airbase #2
Available

Airbase #2
Flown

Airbase #3
Available

Airbase #3
Flown

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Air Defense

Status

0	Destroyed
1	Heavy Damage
2	Light Damage
3	Operational

Missions

Air Superiority

Close Air Support

Counter Air/Defense Suppression

Deep Strike



SAM Area Defense

0	1	2	3	4	5
----------	----------	----------	----------	----------	----------

Detection

0	1	2	3	4	5
----------	----------	----------	----------	----------	----------

Off Map Available

Off Map Flown

Aircraft Point Values, Game Markers, & Tracks

Repair Points

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Repair Points

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

SAM DEF

SAM DEF

Detect

Detect

AIR DEF

AIR DEF

AIR DEF

BASE STATUS

BASE STATUS

BASE STATUS

BASE STATUS

BASE STATUS

BASE STATUS

FLIGHT REPAIR

BASE/DEF REPAIR

FLIGHT REPAIR

BASE/DEF REPAIR

Weather

Clear

Overcast

Storms

2 3
3 4 A

15

2 3
1 4 F

8

3* 3
1 4 F

15

2 3
3 4 A

10

2 3
3 4 A

10

4* 4
2 3 F

20

4* 4
1 3 F

20

2 2
2 4 A

8

4* 4
3 3 FB

20

2 2
2 4 A

8

2 5
1 3 EW

25

4* 4
2 3 F

20

3 3
1 4 F

10

1 4
4 3 DS

20

3 3
3 4 FB

15

3 2
1 4 F

10

3 3
1 4 F

12

1 2
4 3 A

15

3 3
2 4 FB

15

5* 5
1 3 F

25

1 3
5 3 A

20

2 4
4 3 DS

20

4* 4
3 3 FB

20

3 3
1 4 FB

15

Point Values

Deep Strike Reference Card

Air Combat Tables (D10)

Defense Rating

Attack Rating	2	3	4	5
1	8	9	10	NA
2	7	8	9	10
3	6	7	8	9
4	5	6	7	8
5	4	5	6	7

Hit Results

Die Roll	Result
1	NE
2	A
3	A
4	A
5	D
6	D
7	D
8	X
9	X
10	X

Detection

Detection Level	# ≥ to Detect (D10)
CAP/Patrol	7
1	7
2	6
3	5
4	3
5	2

Roll 1D10 per raid

SAM Area Defense

SAM Level	# ≥ to Hit (D10)
1	10
2	10
3	9
4	9
5	8

Roll 1D10 for each raid.

1-3 1 roll
4-7 2 rolls
8-10 3 rolls

Airbase Air Defense

Roll 1D10 per attacking aircraft

Defense Level	# ≥ to Hit (D10)
1	10
2	9
3	8

Airbase Capacity (D10)

Damage Level	# of Aircraft
Operational	8
Light	6
Heavy	4

Weather (D10)

Die Roll	Result
1-5	Clear
6-8	Overcast
9-10	Storms

Repair Points & Costs

Roll 1D10 to generate points for repairing flights and 1D10 to generate points to repair bases and defenses.

Repairs	Cost
Aircraft unit	5
Airbase Defense Level	5
SAM Area Defenses	5
Detection	10

Just from the title I'm sure many of you figure that I have lost my mind! 54mm? Isn't that a bit crazy? Actually, there are quite a few gamers who have 54mm (or 1/32) as their scale of choice and I've seen some quite large ancients games using this scale. However, the challenges seem to far outweigh the advantages, especially in finding figures, terrain, adjusting rules, and so on. That's not to say it's impossible, but it would probably need to be your entire hobby!



run anywhere from \$6-15 each plus a long shipping time. There are also one-offs, resin, and collector's models that can go up to \$50 each. Thankfully, you don't need a lot of them!

So the first thing you need to do when they arrive is see if there is any assembly. For most of the lead figures you may need to add a sword,

spear, and sometimes a shield, but for the most part they are cast onto the figure, which really saves a ton of time. However, for the resin figs you will need to clip/sand off the molding pieces on the various parts and then glue the parts together. Superglue doesn't always work on the resin parts, so a fast drying epoxy is often needed.

Here's where painting 28mm and 54mm figures begins to differ, which is how to prime them and with what color. In 28mm you can get away with any color, but in 54mm it will greatly affect your layering of colors, so choose wisely. If the figure is heavily armored, then black primer is probably best, but if there is a lot of flesh, tunics, or you like brighter colors, then white primer is the safest way to go. Once the figures are primed, it's time to start painting.

If the figure is predominantly armored, then the best place to start is with the armor. When to do the flesh is the next piece of the puzzle. If there is very little, then it can be done at pretty much any time, but if there is a lot (Greeks, Romans, etc.) then that is a good place to start. Unlike in 28mm dry brushing is only going to get you so far and in some cases makes things worse. You will quickly find out that the things you are so use to in 28mm simply don't work with the larger figures. The secret is layering your colors and taking your time.

For example, if you're doing a light blue tunic then you would pick a color of blue and paint the tunic. To add some depth you would then use some blue ink, watered down to your preference. You then go over the raised areas with the original coat of paint, followed by that color and a bit of white or gray, then keep repeating the process by lightening the color and focusing on the raised areas and sections that stand out in the light. It may take 5, 6, or up to 7 different shades of the same color layered on. The result is deep shadows of the original color with brighter shades on the folds. Definitely a time consuming process, but not only does it work, but it looks good as well.

This usually needs to be done for everything, from belts to hair, so you will need to be patient. You can also use glazes to add more depth and subdue colors that on second thought came out too bright. Then there is flesh, which is a



unique challenge for each figure. Doing flesh correctly, especially faces, can be frustrating and may take a few do overs to get it right. Chestnut, red, and purple inks are great for around the eyes and nose areas to provide color and depth. There is also a "six step eye" process on some sites for doing eyes correctly in this scale.

Fortunately, there are all kinds of tutorials available and images to help you out if you decide to try this scale. You can turn out some great figures if you are patient and remember that this scale is judged much differently than 28mm. As with anything practice makes perfect and the one great thing I've found out is that I've learned all kinds of new techniques that I am now applying to my 28mm figs.





philosophy. Since their units are unarmored (except for the chariots) they can get a ton of units, even for a 1,000 point army. They also qualify for quite a few archer units which can offset their lack of armor by damaging approaching enemy units. The problem? You need to paint a ton of figs for the Egyptian army! They were short on archers and needed to take more chariots than needed to get up to 1700 points. This means that if the chariots do poorly, there's no mass of infantry reserves to save the day.

While we do play quite a lot of War-master Ancients and Medieval, we don't go back to the Biblical era as often as when they were the only two armies that we had! At this time there's about 1700 points of Assyrians available, which makes them ideal for our annual WMA tournament where we use 1000-1200 point armies. However, coming up with 1700 points of Egyptians is a problem and it certainly showed in the battle here.

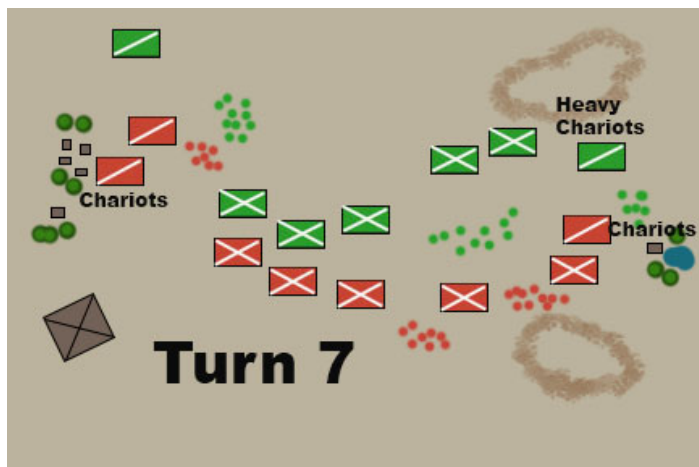
The Assyrians in WMA are one of the few early army lists where units have armor, which grant at least a saving throw in combat. Their infantry and heavy chariots (we jokingly refer to them as "Biblical panzers!") pack a powerful punch, which is offset by their points cost. They do have archers, skirmishers, and can have light cavalry, so they are a good, all around force that can cause problems for the Hittites and Egyptians. There were also three units of Guard, which had slightly better stats than the average Assyrian units.

The Egyptians rely mainly on their chariots and the "quantity over quality"

The Egyptians put three units of chariots on each flank, then several infantry brigades in the center. Each infantry brigade had two units of infantry and one of archers while another brigade consisted solely of mercenaries (Sea Peoples and Sherden). Another two units of archers and various skirmish units would lead the attack to pin down the Assyrians. The plan was to keep the Assyrian flanks occupied with the chariots while the Egyptian infantry would overwhelm the Assyrian line at several points. With a break point of 13 compared to the Assyrian 10, the Egyptians could afford to lose more units. The one concern was keeping the Assyrian heavy chariots pinned down, as if they were to get loose in the center of the board the Egyptians basically had no answer for them.

The plan worked...to a point. The Assyrians were arranged with several infantry brigades in their center, each with an archer unit out in front. The Assyrians had their heavy chariots on one flank and their cavalry units on another, which should have produced several major clashes with the Egyptian chariots. Using their better saves, the Assyrians would meet the Egyptian infantry and defeat them in detail, which is what happened in the end.

The Egyptians advanced quickly, except for one brigade that sat still for five turns! This one brigade could have been a difference maker in the mid turns section of the game, but simply refused to move! The Assyrians likewise could not get their flanks to move, so they were on defense for the first half of the game. Archer units, skirmishers, and chariots began scoring hits, which (cont. on p33)



After a slow start with their command rolls and dealing with Egyptian skirmish attacks on their left, the Assyrians advance. Two infantry brigades backed by archers move out to engage the Egyptians near the pyramid. The first Assyrian attack was a sign of things to come, obliterating a unit of Sea People and crashing into the supporting unit for little damage to themselves. The Egyptians try to counter by moving up additional forces and skirmishers, but to no avail. The Assyrian infantry continue their advance, engaging Egyptian, Sea People, and Sherden units as they come forward.

By the end of Turn 7 the Egyptian left flank and center is on life support. Six entire units are destroyed in two turns, leaving the remaining Egyptian chariots without support and they get decimated by Assyrian archers. On the Egyptian right there is a counterattack that does serious damage, but it is too little and too late.



(cont. from p32) began clearing space for the main units to advance. The Assyrian heavy chariots moved about, but every attempt to get them to charge failed.

The flank combat began to get more violent and soon there were entire units lost while others who were missing a stand or two fell back. It was at this stage that the Egyptian chariot forced ceased to be a threat. Two of the six units were destroyed, another three were down a stand, and the final unit was down two stands. They had done some damage, but it was simply not enough. The Assyrians, sensing the Egyptian attack was spent and scattered, started to advance.

The first brigade hit the Egyptian archers, crumpled them up, then finished off two other infantry units. It then turned and flanked the mercenary brigade. In a series of attacks and pursuits,

it cut down the entire brigade. The other Assyrian units soon started advancing as well, defeating each and every Egyptian infantry unit they came into contact with. By the end of Turn 7 the Assyrians were ahead 8-3 in break points.

The Egyptians brought up everyone who could walk at this point and shoved them into combat. While the Egyptians began to cause serious casualties, their attacks at some point faltered, leading to Assyrian counterattacks. By the end of Turn 8 there were few fresh Egyptian units left and the final attacks only succeeded in pushing the Egyptians over their break point. In the end it the Egyptians had suffered the loss of 13 1/2 units (unarmored skirmish units do not count towards this total) to the Assyrian total of 5 1/2. The Assyrians had achieved a decisive victory.

While we have played several battles over the years with the Egyptians and Assyrians, this was the first time we could remember where it was so one sided! The Egyptian chariots got off to a poor start and things went downhill from there. The Assyrian armor save isn't necessarily by itself dramatic, except in this battle where the Assyrian players rolled a ton of 5s and 6s for their saves. This meant that the Egyptians were constantly pushed back in close combat and the Assyrians just kept accumulating more dice, so they rolled to victory.

Goals for 2020 now definitely include more Egyptian infantry and archers, plus getting both armies up to 2,000 points. We do have a small Hittite force, so that needs to be expanded and after that it may be time to start that Homeric Greek army we've been talking about for years.

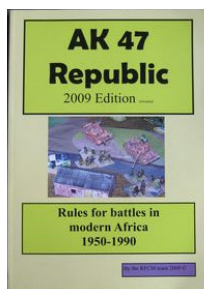


Memoirs of a Miniatures and Board Wargamer Pt. 40

Sounded Good, But Never Happened...

All of us over the course of our stay in the hobby have had those moments of inspiration where you are determined to start a new period. There's this feeling of excitement as you look for figures, terrain, various scales, etc., for the new period or theme. You start thinking to yourself about how to sell it to the members of your group, how it could grow into a campaign, future army expansions, and more. Then reality hits and you end up going back to the same rules/periods that you've been playing for quite some time. Sometimes you actually get started on the project, but most usually crash and burn long before the first rules or figure purchases are made.

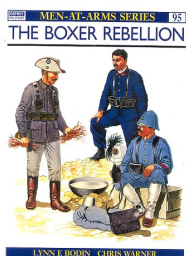
The poster child for myself at least regarding this would be The Sun Never Sets colonial rules. Since the first day I saw it in an issue of The Courier to the new edition with everything from TVAG, this is the project I've long wanted to do and run for a gaming group. The problem? Well, there's too many to list here! The obvious one would be needing to paint about 3,000 28mm figs just to get started! Then trying to keep everyone's interest for the duration of what would be a multi-year campaign just seems like an impossible task.



AK-47 Republic would be another game system that I have looked at dozens of times over the years. You don't need a ton of figs, but there would certainly need to be group participation in obtaining some African looking

terrain, painting up some odds and ends, then actually playing a campaign. I was also always afraid that the abstract nature of the rules might put off some, so in the end I gave up the idea as I thought it might get off the ground, but wasn't going to go very far.

I've brought this topic up before, but I can't count the number of times I've been tempted to get started in the Boxer Rebellion. The period simply sounds so fascinating with all of the colorful



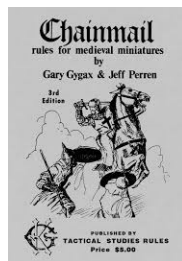
armies, exotic units, assaulting forts, sieges, and more. The main issues, however, are how to balance out the games as the Chinese forces were simply overmatched, then how to get everyone into painting several units each. There's plenty of people who would play a game, but who's going to paint all the forces for what would certainly be a side project?

Some of my fondest memories of gaming were back in the late 70s and early 80s playing huge medieval battles with rules like Chainmail. Today, there

are dozens and dozens of rules that could be used for medieval wargaming. The issues are the same as many other projects that you dream about getting started on, but ultimately fail to produce a single painted figure. First, what medieval period do you focus on? Second, what set of rules could everyone agree on? How do you get everyone to paint up several units each? How often would this get played? The answers on this period were never really good, so it remains one of those ideas that has great potential, but that's about it.

We already play The Sword and the Flame in 28mm for the Northwest Frontier and Battles for Empire in 15mm for the Sudan, so what about French Foreign Legion? The answer to that question would be that there seems to be a lack of interest in developing it further than the idea stage. Every time I read about the battles of the FFL I start researching figs, uniforms, how could I do scenarios, etc., and that's where it stops. Why this period never ever really got going is one of my great hobby mysteries!

Then there's my 1/285th scale Operation Sea Lion project that once actually got to the stage where I had two packs of GHQ micro-armor and a scratch built landing craft! For some reason this "what if" operation fascinates me and I've long had dreams of doing a huge campaign with airborne and glider troops, armored



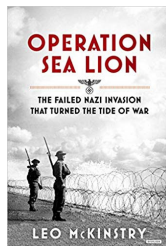
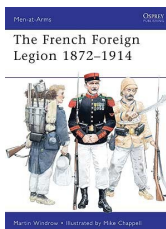
divisions racing through the English countryside, and basically doing something out of the ordinary WW2 micro-armor gaming that we usually see. However, you start thinking about who else would be interested, is anyone else going to help on this, and once you have the armies, what else could you use them for? That's where this idea usually ends!

Then there are some more logical, but not always practical projects involving scale. The first would be my 25 year dream of having my group and I redo our Age of Reason 7YW armies to the alternate 24 figs per unit basing in the rules. Never going to happen. Trying to get everyone to paint up another thousand figs for our various armies, rebasing, etc., is probably beyond



us at this point, but it would look really cool on the tabletop! Also, who can't look at the Sash & Saber 40mm stuff or the groups who do 1/35th WW2 skirmish gaming and ask if they should do that as well? Yes, that includes me! The awesomeness of doing periods in the larger scale would seem to far outweigh the practical obstacles like cost, storage, finding terrain, and other mundane things that would stand in my way! Not to mention those groups who do their gaming in 54mm, which is a whole other level of craziness (see my article in this issue on painting 54mm figs).

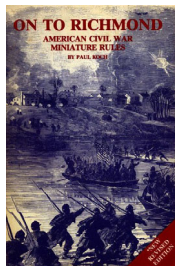
Will thinking about new projects ever stop? Probably not for as long as I'll be gaming. Every miniatures ad, visit to a local con, walking through the train/model aisle at Hobby Lobby, etc., seems to get the idea gears going full speed. Back in the 70s, 80s, and parts of the 90s I think it was easier to get others to come along for the journey, but with the amount of gaming items out today and everyone involved in their own periods, it's much, much tougher today. However, ideas die hard....



Blast From The Past Pt. 39: Rules That Never Took Off

Being in the hobby for over 40 years will certainly expose you to a wide variety of miniatures rules. Some are bought with the intention of playing them as soon as possible, others simply to add to the collection, and yet still others because you have an interest in the period and hope to use them some day. As many gamers know, there is no shortage of miniatures rules, yet some seem to catch on with gaming groups while others simply do not. Here are some that for whatever reason, never even got to the table with the various gaming groups I've been a member of or got one or two plays before moving on to something else.

There's probably no finer example of that than *On To Richmond* for the ACW. In this case it was pretty much bad timing in that the rules were often discussed in *The Courier*, but it was kind of out of the mainstream from what everyone was used to and it was going up against Johnny Reb. The idea of using large bases and not removing/marking individual figures was an alien concept, but was remarkably prescient! In today's hobby most of the gaming you see now, i.e., *Hail Caesar*, *Black Powder*, *To The Strongest*, etc., are an evolution of the *On To Richmond* system.

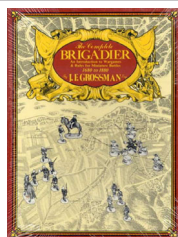


At the height of 70s and 80s gaming WRG Ancients was the preeminent set of rules. While there were many others, none had the traction that the WRG editions had. Now that's not to say everyone liked them,

however! From time to time many of us would discuss getting into Ancients, but didn't really want to have to deal with the WRG rules or anything like them. With many of us having *Empire and Stars 'N Bars*, the thinking is that maybe these guys knew how to do a good set of ancients rules. Well, that turned out to be only partly true. A cross between Ancients and Napoleonics with limited army lists, the rules never even got a play. We read them, pushed a few figs to learn things, then it was back to the ACW or some other period.

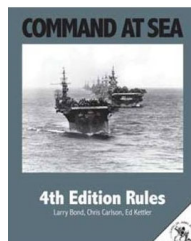
After a glowing review in *The Courier* and a fascinating Texas Revolution battle report in a later issue, I thought that

The Complete Brigadier would take off. Army lists covering 1650-1900, a reference book with scenarios, and even cardboard counters to try it out made this an incredible bargain at the time for around \$20.



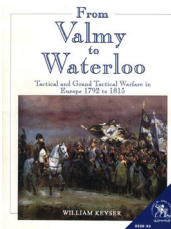
Upon delving further, this was an incredible command and control game where you could use brigades from almost any country for any era. The possibilities were endless! However, the game was primarily for two people, there were no dice used, and command/control isn't for every gamer. We used it twice and while I liked it a lot, no one else did!

Of course naval miniatures rules are going to be included here, specifically the Command at Sea system from *Clash of Arms* games. We were already fans of *Harpoon* and had played quite a few scenarios over the years. Yes, it was a lot of work, only one or two of us had the rules (and read them), and the complexity meant long games, but it was worth it. After a rather mediocre game of WW2 naval using some other rules, we went looking and found this new system.



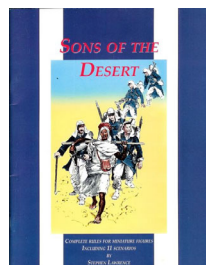
The boxed games and modules were extremely well done. Plenty of scenarios, beautiful counters, data charts for every ship ever made, and so on. The issue? Setting up and running a game took forever. Filling out the ship charts, monitoring everyone's movement, torpedo rules where you were never sure if you did it right, and more combined to sink these rules after a few plays. If you needed to add in aircraft, amphibious attacks, fortresses, etc., you were in for a long day. All you need to do is read the *Operation Sea Lion* example in one of the supplements to convince yourself that this system could be unplayable at times.

Dissatisfied with *Empire and before* we were asked to playtest *Age of Eagles*, we decided to try *From Valmy to Waterloo*. Several of us had the rules, prepared a reasonable sized scenario, liked the ideas behind fire-fights and artillery pounding areas, not units, etc., and we're



excited to give things a try. In the first game we ran into all kinds of questions with the command system, but got it straightened out and were able to complete a few turns. OK, not the best start, but surely things would get better. Wrong. In our next game we had a sizeable cavalry charge, then an infantry attack against a town. Four hours into the game we had played a little over two turns and that was that. I then said that a certain Col. Gray was wanting us to test something he was calling *Age of Eagles*....

As you've probably seen in previous issues, we love colonial wargaming. When *Old Glory* was really coming onto the scene, the released several sets of rules to help sell their figures. Many of us had *The Sword and*



the Flame, but when *Sons of the Desert* arrived, there were some French Foreign Legion units as well as Arabs painted up for a game. Clearly the rules were never playtested well as there were numerous problems with the game, including where a unit's morale improved the more losses it took! We played one game of this and that was it.

You would think that a wargaming club that paints thousands of miniatures, plays almost anything, and has been around for a few decades would be involved with or have tried DBA. That would be wrong! To this date we have only one member who is an active DBA player. Whether it is the odd use of the English language in the rules, only having 12 units per side, or simply tiered of Ancients, why we have never painted up armies for this and done a tournament is one of gaming's great mysteries!



Certainly this isn't all of the rules that have failed to gain traction and I'm sure that there will be more. However, as we get older it seems as if we're far less "experimental" than we've been in the past. Going forward I expect us to stick with what is tried and true, but you never know when we'll go of the path again.

Surprisingly, we had not played Hail Caesar since the several games we ran at SaltCon back in early spring of this year. Even then, only a few of us were able to make the con, so for many they had not played in almost a year. Armed with some new Oscans/Samnites as Roman allies along with updated army lists, it was time to try again. Using around 500 points a side and with only four players, we initially thought that this might be too large of a game, especially on a 4 x8 table, which was proved right!

Republican Roman Army

1st Legion

2 units of Velites
2 units of Hastati
2 units of Principes
1 unit of Triari

2nd Legion

Same units as 1st legion

Latin Division (Italian Allies)

3 units of Italian hill tribes (Oscans/Samnites)
1 unit of Campanian hoplites
2 units of skirmishers

1st Cavalry Division

1 unit of Spanish
1 unit of Numidians



1 unit of Thessalians
2nd Cavalry Division
2 units of Romans/Etruscans
1 unit of Greek light cavalry

Seleucids

1st Infantry Division
4 units of phalangites
2 units of skirmishers
2nd Infantry Division
1 unit of phalangites
1 unit of Guard phalangites
2 units of elephants
2 units of skirmishers
3rd Allied Division
1 unit of Persians

1 unit of Black Sea Arabs

1 unit of Galatians

2 units of skirmishers

Cavalry (in two divisions)

1 unit of Guard

1 unit of cataphracts

1 unit of Persian armored horse

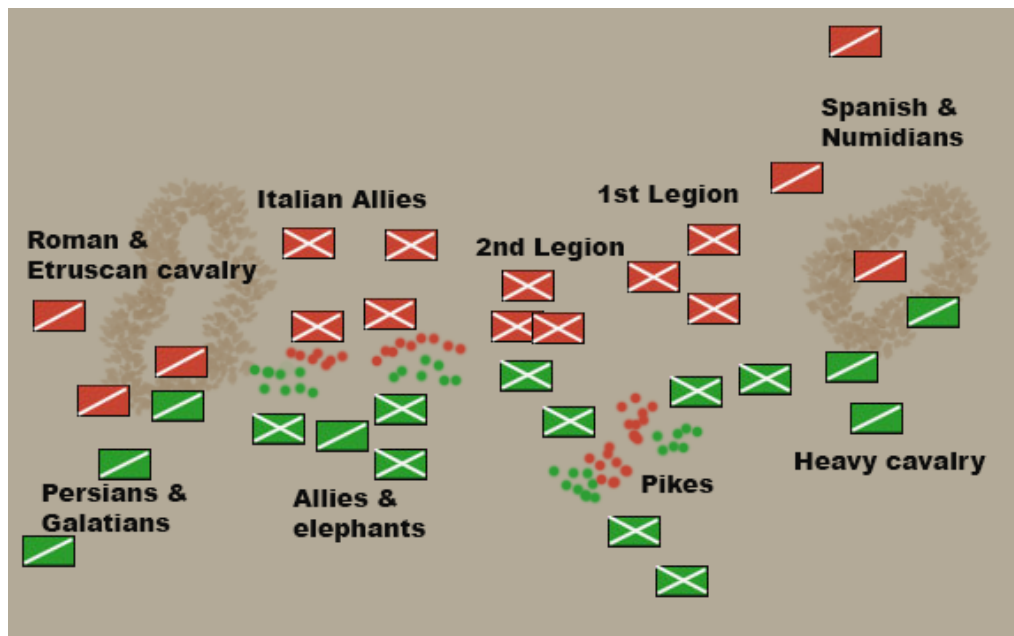
1 unit of Persian horse archers

1 unit of Galatians

1 unit of Tarantines

With everyone set up it was time to start the game. It should also be noted that we pretty much used the standard 8 rating for commanders and while everyone had their army lists and a reference sheet with the unit skills, as usual most of us forgot about them during the game! With only four players and enough stuff on the table for 6-8, whatever strategy both sides had at the start of the game pretty much got lost after the first few turns! The need to move so many units, fight so many combats, and dealing with numerous threats forces one to see things in just their localized sector.

The Seleucids got off to a bad start when their Guard cavalry blundered right back into the cataphracts, disordering both and forcing them off the board for a few turns. Then there was the one pike block of two units that simple (cont. p38)



By Turn 5 the battle was taking shape and there were a number of melees across the board. On the Seleucid left the Romans were initially triumphant and it looked bleak for the Seleucids until a counterattack by the Persian armored cavalry changed the balance of power on that flank. The Seleucid right saw both cavalry divisions have several units blunder, so it was basically a duel between skirmishers for most of the game. In the center the legions and their Italian allies piled into the pike units, with both sides taking serious losses. The infantry skirmishers of both sides were now intermingled with the front line units, so each side was being shot at when they weren't in contact, which only added to the casualties.



Several images showing the initial setup and the first few turns. For the Republican Roman legions we use the small unit basing, so 8 figs per unit, with two units of hastate, two of principes, one triari, and two of velites. This gives the legion good flexibility and they pack a powerful punch, even though they can't sustain a long running fight due to the lower stamina per unit rating in Hail Caesar.



(cont. from p) refused to move for most of the game! Other than that the Seleucids began moving out slowly and pushed their skirmishers forward. The Romans advanced cautiously as well, except for the cavalry on the Roman right, which moved forward quickly and attacked.

This was the first crisis point for the Seleucids as their Greek light cavalry was crushed and sent reeling back, followed by another Roman charge that threatened to clear the left flank. On the Roman left the Numidian cavalry and Persian horse archers got into a fight that lasted several turns. After three turns the Seleucid left was in trouble, the right was barely moving, and the center was having trouble getting organized. The Romans, seeing this, moved forward and attacked.

This was basically an advance all along the center and within two turns

most of the Roman infantry units were in contact and there were at least a half dozen combats each turn. At first the Romans were pushed back, but a series of well timed attacks and great saving throws started to hurt the pike units. The Roman skirmishers had also gained the upper hand, routing two Seleucid skirmish units and firing into the flanks of the advancing Seleucids. Naturally, the elephants blundered and retreated back, leaving a hole in the Seleucid lines.

Finally, there was some good news for the Seleucids. The Persian heavy cavalry that had blundered off the board returned and launched a series of charges that changed the balance of power on the Roman right. All of a sudden the Romans were in trouble on that flank and needed to keep a reserve of units in case the Seleucids turned towards the center. Both sides were now heavily engaged in the

center, with the Romans getting the upper hand in several combats. If the Seleucid heavy cavalry could get back in the game and the elephants turned around, they might still pull this off. Unfortunately, we had bitten off more than we could chew and needed to call it a night. We felt that the Romans had a slight victory, but the next few turns would be critical.

Although we had not played Hail Caesar in almost a year with the group, everyone got back into things quickly. The system does work well for ancients, striking a good balance between command & control, disasters, unexpected triumphs, and more while still giving you some multi-turn melees, which are always fun. While there are some more units coming sometime soon, there's thinking of maybe creating another opponent for both armies such as Galatians or maybe even Carthaginians. (cont. on p39)





All of the Seleucid phalangites are 28mm plastic figures from the Warlord Games boxed sets while the Romans and Oscans/Samnites are from Victrix. Most of the skirmishers are lead from Warlord Games.

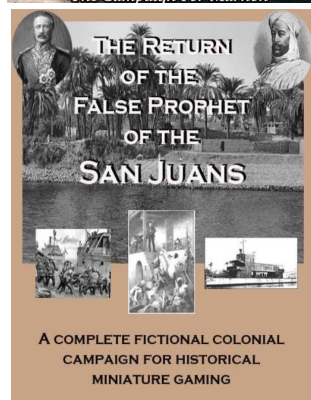
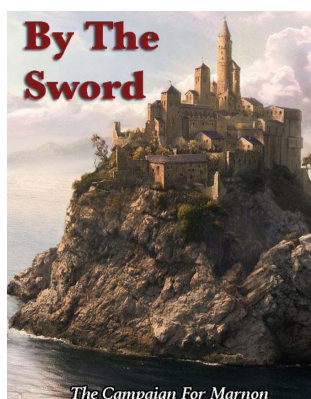
WASATCH FRONT HISTORICAL GAMING SOCIETY

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/Medieval, TSATF, Phantoms, Mustangs, Saga, Battlegroup Panzergrenadier, Saga, Ronin, BKC4, board wargames, and more...

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The hobby is definitely moving towards a “silly” stage, or perhaps #FirstWorldProblem with various things. Take for example the trend of “unboxing” videos that are on every single gaming forum. Do we really need to see someone unpack a bunch of game components out of a box they just received in the mail?



Most people have probably been following the development of the game, can see the components on the company's product page, or saw pictures of the game being played. Why would you want to spend time watching that? Wouldn't the time be better spent reviewing how the game plays, explaining the rules, or providing helpful hints for play? Then you have the “first impressions” videos/reports on various forums. Again, why? Maybe these people should actually play the game, learn the rules, then take the time to do an ACTUAL review! With the vast number of games and rules coming out, actual reviews would be extremely helpful.

Then there are the growing number of images of people playing with Lego blocks, unpainted figs, mixed figure scales, wrong tanks, etc., all in an effort to get a game on the table. Yes, it's a hobby and to each their own. However, the reasons that are posted for these things defy description, but mainly focus on a) it takes too much time to paint figs, b) doing a correct order of battle might cost extra money, or c) I've got several other sets of rules coming along with a half dozen new boxed sets, so this is the only chance I'm going to have to play these rules. What? Whatever happened to planning your games, painting miniatures as part of the hobby, learning a game to play better or show others, or coordinating things with your gaming group? Apparently those things rarely exist nowadays. There's such a rush to play the newest thing that common sense seems to be set aside in today's gaming hobby.

Finally, there are the holiday sales from the gaming companies. As if gamers don't have enough un-played games and unpainted miniatures sitting around, here's a chance to get more! On various forums gamers report ordering several different items, even when in their own words they have a) too many games already, b) probably won't get to them for a few years, or c) it was too good of a deal to pass up. It was interesting to note that some gamers are seeing the problem and are exercising restraint. Meanwhile, on various threads about new game announcements for 2020 there are literally hundreds of more games/rules/boxed sets coming out soon. Where this all goes is anyone's guess, but my interpretation is that the hobby has reached a glut of epidemic proportions and there's going to be some consolidation at some point, either by gamers self policing themselves or companies failing.

My hope is that in 2020 some sanity returns to the hobby, although it looks doubtful at this stage. The stack of stuff that gamers own is growing higher than the Tower of Bablyon! While I wish no ill upon the game companies you really start to wonder how all of these new products can succeed. I've already selected the two or three areas I'll be focusing on, so their appeal to try new eras won't be affecting me next year!