

Warning Order

ISSUE #67

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MEDIEVAL CAMPAIGN

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WARGAMING LITE



Warning order

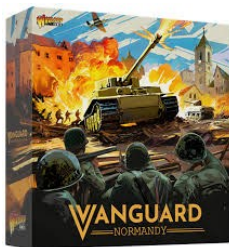
W F H G S

Wargames Lite: The Future of Wargaming?

Unless you've been away from the hobby for quite some time, it would be hard not to notice an undercurrent of change. At first it was quite small, confined to a few new titles that appealed to gamers who were looking for a more "beer & pretzels" gaming experience. As some of these games started to become more popular, such as *Memoir '44* and *Battle Cry*, game manufacturers took notice. Now this trend has turned into a virtual tidal wave that is washing over the wargaming hobby.

Simpler wargames have always been with us. The *Sword & the Flame* is approaching 50 years of age here soon and *Avalon Hill's War at Sea* is still a fun, but fairly simple war-game that harkens back to the mid-70s. After an all day micro-armor game back in the day using *Challenger* or *Tractics*, it was great to play something a bit more easier!

The ongoing "battle" between complex and simpler board wargames as well as miniatures rules has been going on for at least 50 years now. Arguments over tank armor, time scales, turn sequences, what is being simulated,



etc., have raged across gaming magazines and web forums for what seems like an eternity (even in this magazine there have been several articles over the years).

It used to be that for every person who wanted to play *Harpoon*, *Tacforce*, *SPI's Air War*, etc., there was a gamer who wanted something much simpler. At this stage in the hobby, complexity is definitely losing out.

Today, wargaming is made up of many different genres. You have the GW gamers with their *WH40K*, *Kill Team*, *Blood Bowl*, *Age of Sigmar*, and many other games, which is pretty much a hobby unto itself. They are mainly invested in GW games and not many are interested in branching out in the hobby. Then there are the *Flames of War*, *Saga*, and *Bolt Action* players, who once again, mainly just play those games and aren't really concerned/interested with much else outside of those games.

From there you have miniatures gamers, playing all kinds of rules, scales, and periods. Then there are the board wargamers

with their endless number of games covering every aspect of history as well as every level of complexity. But then here is where there seems to be a divergence lately, with many long time miniatures and board wargamers moving to other things. No longer content with refights of *Antietam* using *Fire & Fury*, *Dresden* with *Age of Eagles*, or *Mollwitz* using *Age of Reason*, gamers are looking elsewhere.

Whether this is related to age, not wanting to invest time and money into miniatures, shorter gaming windows, or just tired of the same old thing for decades, there has been a noticeable shift in the hobby. Game companies tried a few new systems, saw the success, and now there are continual releases, from



miniatures rules to big boxed games with lots of components. Many of these are fairly simple systems and quite a few are primed for expansions, which is where these companies really make their money! (cont. on p3)

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Special points of interest:

- A complete *Medieval/Wars of the Roses* campaign system.
- Two new *Engagements* scenarios for wargamers.
- Battle reports for *Hail Caesar*, *BKC IV*, *Warmaster Ancients*, and *Age of Discovery*.
- Board game reviews for *Divine Right*, *World in Flames*, and *Dragons Down*.

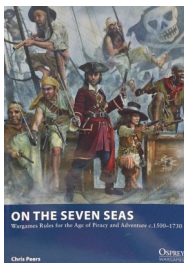
Wargames Lite: The Future of Wargaming? (cont.)

(cont. from p2) Let's take a look at two fairly popular systems to go a bit more in depth about the subject. We'll use Undaunted and Wings of War for our examples. We'll start with Undaunted, which is a board/card game from Osprey, who for decades has been known for their military history series of books. Osprey over the last few years went off in new directions with their release of miniatures rules and the Undaunted series.

Undaunted: Normandy was the first one in the series and it was a deck building game with military tokens representing snipers, officers, MMGs, etc. There were missions with variable objectives and the game system used dice and cards for movement, firing, rallying, and more. Once you learn the system the turns go by pretty fast. The big question for many gamers is does this game qualify as a wargame? That is a good question. Yes, you are commanding a squad or so performing an operation in Normandy during WW2, but actual military tactics matter very little in this game. Winning is about cycling through your card deck quickly, adding the right cards at the right time, having some average dice rolls, and seizing the objectives. You really don't need to know anything about WW2 at all to be successful in the game.

Likewise for Wings of War, which is basically WW1 air combat for those who like the idea of air combat, but don't really want to play a game dealing with altitude, deflection, and real differences between aircraft. The system allowed gamers to buy additional miniatures in conveniently sized boxes, making it a collectors type hobby as well as a game system. You put down three cards a turn for each plane, trying to outguess your opponent, then hopefully the dice don't fail you as both sides try to shoot each other down. There's nothing overly complex here and it's difficult to classify this as a wargame or just a Euro type game with WW1 aircraft.

Now both of these have been highly successful series. Undaunted has now gone into the WW2 African deserts, Battle of Britain, Stalingrad, and no doubt there will be more.



Wings of War has come out with all kinds of miniatures, mats, and even a WW2 version. That they are popular, there is no denying. Once you learn the base system, it's pretty easy to pick up the other games or items in the series.

The same could be said for many of the miniatures rules that have been coming out, particularly for Osprey. Do you need to know Samurai history and/or tactics to play Ronin, or English medieval weaponry/armor to play Lion Rampant? Not really. The only thing that matters is that you understand the stats and special skills for each of your figures, then get some hot dice going during the game! The rules are plug and play, with the themes being rotated in each book. Back in the 70s, 80s, and even up to 2000 this might not have worked, but in today's hobby Osprey can't put them out fast enough!

The other aspect of this trend is that basically the gamer needs to do very little to put on a game. Undaunted has all of the terrain and units (counters), so need to paint anything. Wings of War has pre-painted planes, so again, no need for paints, research on color schemes, etc. Games like Star Wars Armada has pre-painted miniatures plus there are all kinds of space mats available. Even the Osprey rules only require each player to paint 5-10 figures. Yes, there are those who really put some effort into it, painting both sides and terrain, but they seem to be in the minority any more.

Now Warlord Games is getting into the act with their Vanguard: Normandy game, which looks a bit like Memoir '44, but with dice activation instead of cards. There will be miniatures that do not look like they will match with 15mm, 12mm (Victrix) or any other 10mm figs! No doubt there will be add on packs with more terrain tiles, scenarios, miniatures,

etc. Knowing Warlord Games, it wouldn't be going too far out on a limb to think this might start an entire series of games.

So what is really happening here with the wargaming hobby? Basically, you have several slices of pie, with some pieces getting bigger and some smaller. One of the pieces of the pie is clearly Games Workshop and Warlord

Games, which is probably half the pie! GW dwarfs Warlord, but for all intensive purposes they are driven by game series and played by gamers who don't do much outside of those companies. The remaining half comprises all of the various other miniatures rules and board wargames. While the Wargames Lite category used to be a fairly small slice, today it is getting bigger and will only grow in the future. While it grows, the segment that plays games such as Age of Eagles, Fire & Fury, To The Strongest, and many other historical miniatures gaming rules will grow smaller. Same could be said for board wargaming, where the more "serious" or complex games will still have their adherents, but in terms of number of games sold will be much smaller.

Is this just the natural progression of things? It could very well be. Is this just a cycle that is going to reverse itself? The answer to that is a definite no. I can't see gamers who've invested in and play Vanguard: Normandy dropping it to buy and paint up hordes of miniatures as well as terrain to play Battle-group Panzer Grenadier. As gamers from the 70s and 80s era get older, those who do play the older games and miniatures rules will continue to decrease in numbers. Some will say, "Look at the number of board wargames that are coming out each year or the wide variety of historical miniatures". Yes, but they are an island in a sea of Wargames Lite offerings.

Having played many of these games, yes they can be fun and one can certainly understand the appeal. After trying a few games, however, I go back to playing Hail Caesar, Age of Discovery, BKC IV, and board games such as Ardennes '44, Jaws of Victory, and Downfall. However, for every gamer like me, one or two will play these Wargame Lite games and not go back to what they were playing. Is this something to fear? Certainly not! Different strokes for different folks and as the hobby continues to grow, the age of complexity is slowly passing by.



Back in the last issue, we wondered if we had “broke the rules” regarding our East Front BKC IV scenario.

When that scenario did not turn out that great, one of our members suggest that we do the exact same scenario again, but this time using the latest edition of the Battlegroup Panzer Grenadier rules. We kept the terrain, units, sides, etc., pretty much the same and went to it.

The main problem is that Battlegroup Panzer Grenadier uses squads as the basic unit, while BKC IV uses platoons, so we actually needed far more infantry and command stands than we had! In the end we had to remove several companies of infantry from both sides, but the forces would still be basically the same ratio as the first game. The vehicle scale didn’t matter much, so those forces were the exact same and while the artillery system is a bit different, we felt like that wouldn’t affect things too bad.

The scenario was that German infantry battalions held a town and a low lying ridge in this sector, backed by several armored battlegroups. The positions sat astride the boundaries of two Russian armies that were going to attack from multiple directions in an effort to link up. The Russian force would have two powerful tank brigades as well as lots of infantry to basically take the center of the board.

The Germans arranged their Panthers,



Tigers, Stugs, and PZIVHs to bolster the defenses. Positioned in the forests and around the rail station, the idea was to attrite the Russian armor as it drove on the objectives and also by taking

the central position, they could shift quickly to threatened sectors. The Russians for their part were going to use a blunt force strategy; i.e., overwhelm the defenders at certain points, then seize the objectives (both towns and the rail station plus the hills) one by one.

We’ve used the Battlegroup Panzer Grenadier system before, but just a brief overview before the battle report gets rolling. Each side gets a number of “impulses” based upon their initiative roll. You then assign commands to the various platoons, then roll to see if they do those orders. Impulses can be used to influence the die rolls. Orders allow platoons to move and/or fire. The basic orders and movement system is fairly easy to pick up, while the firing system may take a few turns to get the hang of it. The infantry combat system in particular is different as it is based upon entire groups firing at each other. The one thing that gamers have to get used to is charts...lots of charts.

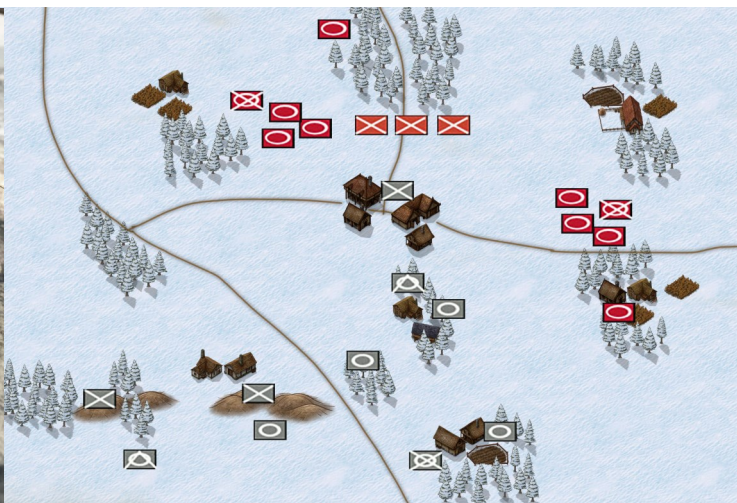
The Russians came onto the board in multiple places, with infantry closing on the first town while the armor moved up,

looking for German targets. While the armor continued to advance forward in a haphazard fashion, the Germans shifted a few units to block off Russian advances. The German Panthers on the right opened up first, knocking out a T-34/85, but the Tigers in the center were having issues and fell back.

The Russians brought the town at the top of the board under heavy fire and began to set themselves up for a massive attack in the next turn or so. The Germans were trying to shift their armor around, but the Russians starting lobbing in long range shots and artillery, which forced some armor units back. The Germans knocked out a few T-34s, but there were still a lot more on the way!



The Russians began to infiltrate and assault the town at the top of the board, overrunning a few sections of it while other Russian forces engaged the AT gun on the outskirts. Within two turns the Russians were in control of the town and they started to get organized to tackle the next objective. Meanwhile, the armor battles continued to rage (cont. on p5)





(from p4) on both flanks. The Russians would take a loss, then a few minutes later a German tank would go up in flames. Most of the results just forced one side or the other to seek cover further back from their current positions.

This is the stage where the situation turned into two different games. On the German right the Germans were under continuous pressure. The Russians, however, were unable to issue a lot of orders and had some poor combat rolls, which you would think that the Germans would capitalize on. Unfortunately for the Germans, they had the same issues. When things began to normalize, the Germans started losing armor and soon the front lines were about to get overwhelmed.

On the German left, the Russians ran into some problems, mainly from the German armor. Some Stugs and Marders

counterattacked, catching some of the T-34s on the flank, then the two Tigers fought to the bitter end, inflicting serious damage. By the 6th and 7th turns the Russian offensive on that side of the board was spent.

Essentially, both sides of the board were spinning towards turning the other side's flank! The Germans still held the hills, the town in the center (although that looked doubtful in a few turns), and the train station. It was clear that the Russian right flank was in serious trouble, but the German right flank was also in poor shape. The German armor from the left was going to start shoring up the German left, meaning that the Russian offensive would grind to a halt in a few turns, so we called the game a draw.

The first comments from everyone about the Battlegroup Panzer Grenadier

system revolved around the number of charts! Finding the right table for everything did get a bit tiresome after a while, but we figured if you played it several times things would be second nature by then. While we liked the infantry combat system a lot, the armor system seemed a bit off. Granted, the game is primarily designed for large infantry actions with some supporting armor and we probably had too much on the board.

The one thing we did agree on is that we didn't have one side overwhelm the other with boxfuls of dice at times, so that was an improvement. The scenario was OK, but WW2 East Front battles are hard to balance out. We're going to think about our current rules situation and probably try a few more things with each set of rules. I'm already thinking of a scenario from a Korsun Pocket book....



Warriors of England

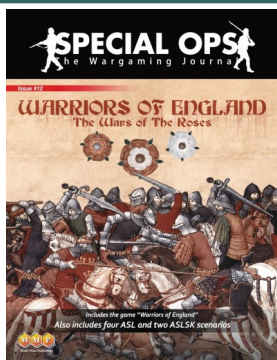
Game Review

This may have been mentioned before, but MMP's Warriors of God is one of our favorite games. It is a two player, chaotic game covering the 100 Years War and can be played in 3-4 hours. The most fun is the "death roll" where at the end of each turn you roll to see who is still around for the next turn since each turn represents several years!

This makes the game a continual challenge as just when you conquer some critical areas of France half of your leaders die off, leaving you with nothing!

Warriors of England takes this system to the Wars of the Roses. Apparently, this game was going to be a separate boxed game, but then it was decided to give it the "magazine treatment" and it was in the latest issue of MMP's Special Ops along with a bunch of ASL material. This means that the entire game is pretty bare bones, but it is still a quality product. Unless you're into ASL or need a Wars of the Roses background, there really isn't much use for the magazine, unfortunately.

You get a standard 22x34 map with England broken into 11 regions plus London and boxes leading to France, Scot-



land, and Ireland. The one and a half counter sheets contain all of the nobles that fought in the war along with troop units that are assigned to those nobles. There are also various markers for various game functions and a small booklet (taken out of the magazine pages) of rules. Overall, the game looks good and at first glance through the rules you can see that it should be fairly easy to learn.

If you've played Warriors of God, you can get into this pretty easily. For those who haven't, then this is going to be a fun, yet chaotic experience! At the start of each turn both sides roll a D6 for initiative. The high dice goes first and gets that number of moves (or campaigns) while the losing side gets one less. You can move up to two lords/nobles one area or if it is restricted terrain you can move one. If the winning initiative number was low, say for example a 3, then one side will get three moves and the other only two, so the turn could go quite fast.

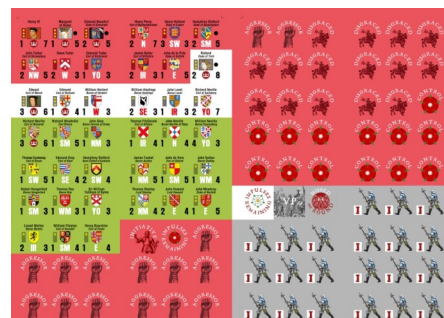
In areas where both sides have forces, a battle will be fought. Here's where things get interesting! First, each side can try to encourage the other side's noble to join their forces! Each noble is rated for their seniority by one to three stars. The leader with the highest number of stars is the commander for that battle, good or bad. Then each leader has a battle rating and a leadership rating. The battle ratings of the two opposing commanders are compared and if one is higher then they get a modifier to their hit roll. The leadership rating is the number of dice that they can throw per combat round. Each noble or troop adds one to the overall strength, so two nobles with three troops would theoretically have a strength of five troops. You get one D6 per troop and score a hit on a '6'.

There is some strategy here in that leaders with a lot of stars might not be the best commander for battles! Some who have high battle ratings may only be able to command 3 or 4 troops while average commanders might be able to command 8. This becomes the classic quality vs quantity argument where you may have 10 troops in a region, but can only roll 4D6 at a time, maybe needing a 5 or 6, while your opponent rolls 8D6, but needs 6s. Troops are taken off for each hit, then another round of combat could occur or

one side might withdraw, suffering one round of free hits while they retreat.

If you're out of troops to take hits, then a noble or lord has to take it. You then roll on a table to see if they flee (exiled), are killed, or captured and put in the Tower of London, which has its own box on the map. At the end of each turn nobles can be pardoned or executed, which replaces the popular "Death Roll" mechanic in Warriors of God. If a noble is killed, his counter is flipped over and most have a successor that then enters play.

You then raise troops in areas that you control, try to gain control of areas (not easy), then you draw four nobles out of



cup and each side picks two. Finally, you add up the victory points for both sides, compare them, then adjust the VP track. Turns shouldn't take more than 15-20 minutes (9 turns overall) and many might go faster depending upon the initiative roll.

With the noble draw each turn, the overall situation can change quite dramatically. Areas that you thought were safely under control now have enemy forces in them! This leads to a constant to and fro as you move forces to maintain control of regions, all the while trying to figure out who should lead campaigns into high VP regions. While the starting forces are set for each game, the random draw each turn gives the game pretty good replay value.

Is Warriors of England as good as Warriors of God? No, but that's OK. The system is basically the same with a few twists here and there. The randomness and chaos might be a bit much for some gamers as trying to come up with a cohesive strategy is difficult at best. However, there is a good game here and it is fun to play, plus it's usually decided in around three hours.



For gamers who desire modern era games and looking for a diversion from the standard WW3 NATO vs. Warsaw Pact games (of which there have been a lot lately), then GMT's Next War series must rate pretty high on the scale. Covering several possible future conflicts, the games in this series offer a lot of possibilities in how modern warfare would play out. They are also going to test the tolerance for complexity of most gamers as well.

The newest game in the series turns toward Iran. Not the entire country or the Middle East, but a long section of coastline covering the Strait of Hormuz as well as many critical Iranian ports. Instead of a wider regional war, this game is going to focus on U.S. led operations (along with a few of the Gulf nations, plus maybe France and the UK) against Iranian interests. There is also the chance that Russia and China could intervene as well. My guess is that this path is the only way the game would work as doing a regional war (including Iraq, Syria, Israel, etc.) would have necessitated a lot of maps and counters) would have posed a lot of design challenges.

Each time a Next War game comes out you think that it would be hard to get any better in terms of components and once again, you would be wrong. There are two 22 x 34 maps covering a large chunk of the Persian Gulf plus an operational map for sea control/combat. Then there are four sheets of counters, all kinds of charts, tables, and play aids, plus the series rules and the game specific rules (GSR). There is a lot of stuff here and now with this being the 6th game in the series, things have been refined pretty well, so everything fits like a glove. While some gamers may complain about

the game, it surely won't be because of the components.

The one issue that may stand out for some gamers is the game's footprint. The maps are close to 6 feet wide and coupled with all of the tables, charts, reference cards, etc., you're going to need a 6 x 4 table for everything. To do the entire Persian Gulf area would have taken probably 6-7 maps, so the designer focused on the Iranian coast with boxes for the various Gulf nations allied to the U.S. The map also includes all kinds of tracks, holding boxes, etc., so the space is used pretty well. You can also clearly see that this game is not about all of Iran, but only the Persian Gulf coastline.

The series rulebook is now pretty good sized and while it is certainly well put together, you can clearly see that the Advanced game is going to take some serious investment in not only play time, but just learning the various systems. The Standard game is still basically your typical hex and counter wargame, but the Game Series Rules (GSR) is where the complexity starts going up. If it was just movement and combat, the Standard game isn't that difficult. Add in patrol boat tracks, SSMs, Gulf allies, the restricted waters of the Persian Gulf, etc., and you start butting up against the Advanced game. This is definitely not something you just one day decide to play, pull it off the shelf, set up, and start playing!

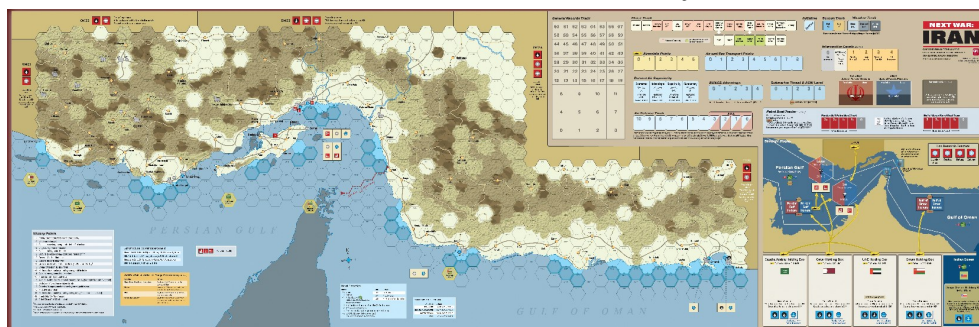
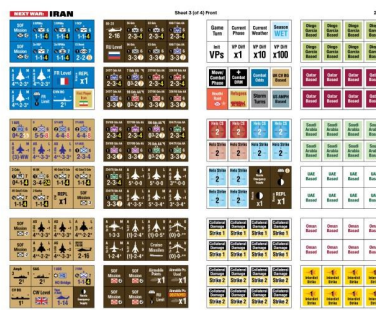
There are two Standard scenarios that have limited focus and run about 4 turns each. These are designed to get gamers to learn how to move U.S. task forces through contested waters, then launch an amphibious assault backed by paratroops to seize various objectives. The air

points, air superiority levels, ASW/Sub levels, etc., are all figured out for you, which leaves you with basically moving and fighting battles. The Standard campaign game introduces much longer games with more units, plus Iranian SSMs that line the coast, creating a mini-game of hunting them down.

The Advanced game is where things really start getting detailed and the turns much, much longer. All of a sudden each side has to worry about HQ units, supplies, air defense tracks, missile strikes, special forces raids, and much more. On top of that, the air system becomes its own little game as now you have counters for the individual squadrons. The Advanced Game Sequence of Play will probably give most gamers a heart attack just looking at it!

The Advanced Game also brings in the topic of intervention. For the Iranians the Russians or Chinese could intervene on their behalf while for the Allied side you have the various Gulf States, the UK, France, and even Australia. This certainly gives the game pretty good replay value as you never know who is going to get involved, but then again, how many times are you going to play the Advanced Game? Gamers will have to adjust their plans depending upon who joins which side.

In terms of an overall package, this game is definitely impressive. From the various tracks on the map to the large number of reference cards, things are put together very well. The series rules by this time have no holes, but the Advanced Game sections are going to take some time to get through. By focusing on just the Persian Gulf side of Iran, the game is pretty focused on certain spots instead of the entire region. The possible intervention by other country's forces makes the game a bit unpredictable and interesting at the same time. The only concerning thing is that the Standard Game for this entry is pushing up against the boundaries of the Advanced Game, while the Advanced Game may well be beyond the scope of most gamers as it takes some serious commitment.





One of our favorite sets of rules is Warfare in the Age of Discovery (AOD) as evidenced by all of the battle reports over the years. The rules are definitely not the most realistic for the period, nor are the army lists complete. However, they do one thing pretty well from out limited readings of the period and that is they portray the chaos of those battlefields. You never quite know what is going to happen and plans get tossed out the window just about every turn! The game is definitely about managing the chaos surrounding each player.

For this scenario, set in around 1525, the French and Imperialist forces meet to do battle. The French consisted of the following

- (6) Swiss pike units
- (2) French pike units (low quality)
- (1) heavy and (2) medium batteries
- (1) skirmisher unit (arquebus)
- A large cavalry force consisting of

(1) unit of gendarmes, (2) units of archers, (1) unit of stradiots, and (2) units of mounted arquebus/crossbows.

The Swiss were grade 4 (the highest in the rules), while everything else was pretty average.

The Imperialist force consisted of:

- (5) German landsknecht units
- (2) Spanish pike units
- (2) Italian pike units
- (1) heavy and (2) medium batteries
- (2) Italian arquebus units
- Cavalry force with (1) unit of German heavies, (2) Spanish lancers, and (1) unit of Stradiots.

While the Germans weren't as good as the Swiss (Grade 3), the Imperialist side made up for it by having far more figures with arquebus (each Spanish and German pike unit had a 4 figure stand while the Swiss had 2 figure stands).

The French side went with a novel concept this time; i.e., put all of the cavalry in the center, then try to win with the Swiss on the flanks! We weren't really

sure if this was a winning strategy or not, but it had the advantage of not being tried in our games! The Imperialist went with the Germans and cavalry on their left flank, clearly trying to crush that side of the French line. Both sides moved cautiously out while the artillery started to lob long range shots.

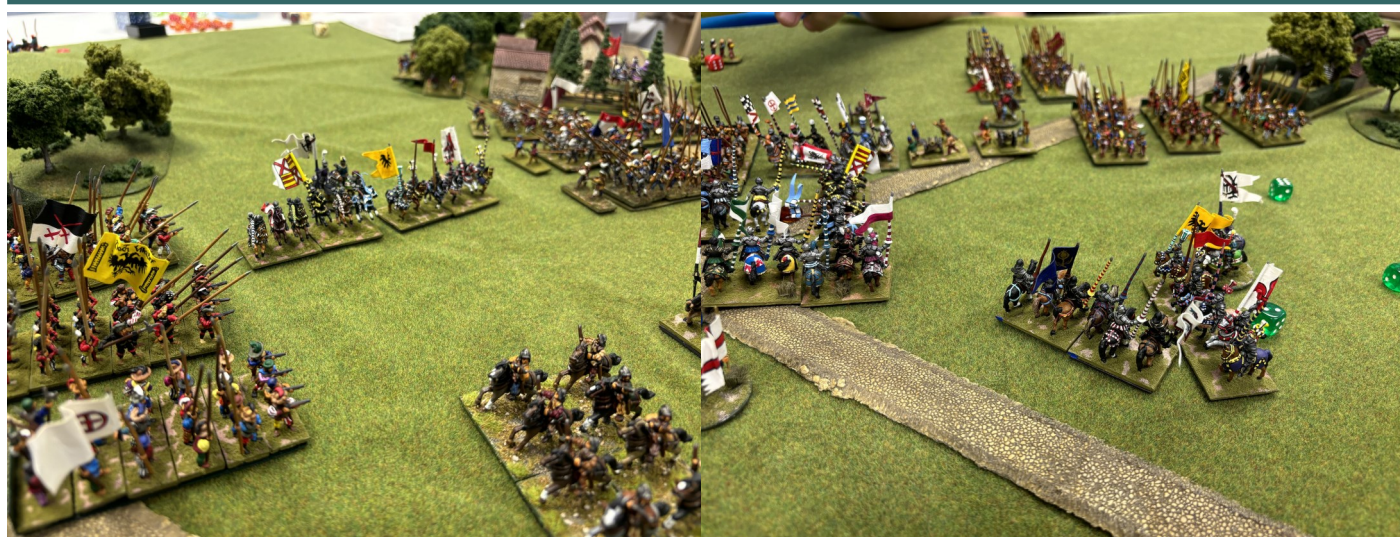
Around turn 3, things got interesting as some of the units starting taking casualties from artillery and arquebus. Many of the grade 1 units routed and then triggered additional routs! In AOD, when a higher or similar grade unit routs, everything within 6" of that path has to check morale as well. While grade 3 and 4



units can shrug off huge losses, the grade 1 and 2 units (mostly auxiliary forces) are prone to fleeing quite often. It's definitely a challenge keeping things (cont. on p9)

The game board around the 5th turn. Most of the grade 1 units have routed and both sides lost an artillery battery when the gunners fled. The huge cavalry clash in the center is just getting started as the Imperialist side turned their cavalry from the flank into a daring attack on the center where the French cavalry had massed for a breakthrough.





(cont. from p8) together long enough for the good units to make their presence felt.

The Imperialist cavalry, seeing how their opponents were deployed in the center, did a daring maneuver and crossed in front of the Swiss to attack the French cavalry. The French cavalry already had two of their light units in rout, while one of the heavies captured a battery. The French cavalry barely had time to turn before the Imperialist cavalry (somehow surviving the Swiss and artillery fire) hit them while they were stranded in the center. This fight went on for three turns with attack, counterattack, flanking, push backs, and more. By the end of the multi-unit melees, the cavalry forces of both sides were in really bad shape.

With the cavalry of both sides either destroyed or fleeing, plus most of the

light units already routed off the board, it was time for the main event. On the French right the Swiss went into the attack and for one of those rare times, came out the worst for it! One French unit routed, another suffered heavy casualties, and the third did win its fight, but suffered heavily. The French right was in real trouble as there were still two fresh German pike units in reserve. The French had one low grade pike unit in reserve, which was not going to stand up to the German pike units for long.

Fortunately, the three Swiss units on the left flank were having better success. They routed the two Italian pike units in short order and crashed into the Spanish pike. The Imperialists had gambled on this flank, hoping it would hold up the Swiss long enough so that the Germans could win on their side of the field. Un-

fortunately for the Imperialist players, the Germans, who were doing well, could not win fast enough. The Swiss finished off the Spanish and headed for the center. The German units in reserve peeled off to face them and things had definitely turned around quickly. The game was called at that point as a French tactical victory.

The French had won due to the Swiss, but everything else on the French side didn't do much to contribute to the victory! The light units ran after the first shot and one of the batteries never even got off a shot! Again, this is what makes the Renaissance and the AOD rules so much fun. It really is a rock, paper, scissors type game as you have no idea what many of these units will do once they come under fire. We definitely need to play this period again sometime soon.



I was looking at a recent Warlord Games ad for their new Waffen SS boxed set, which is designed for their Achtung Panzer rules. Looking at the selection of armor in the box, I wondered how many times that collection of vehicles were in the same locale, say in game terms a 4 x 8 table, of any battle? The answer is probably never! Then I started thinking how practical would it be to have those vehicles on the tabletop for a skirmish game at all. How many times did a Tiger and King Tiger side by side engage Russian tanks in the area of a football field?



476 yards at Stollberg to 1260 yards at Arracourt. Allied tanks knocked out German tanks at Arracourt at an average of 936 yards. Even at the low end, you are still talking about tanks dueling it out at around 4 football fields in length.

Russian studies from 1943-44 showed that German 75mm guns knocked out most of their tanks and assault guns at 400-600 yards (33.5%). Finally, from battles in Northwest Europe it looks like 90% of all engagements were at ranges less than 2200 yards, 80% were at less than 1500 yards, and around 50% were at less than 650 yards.

Maybe the issue with our games is the ground scale? Using BKC IV or Command Decision with 1/285th micro-armor, 650 yards translates out to around 13 inches on the tabletop. Probably doesn't look too bad, but for many of us gamers that would definitely be classified as close range! For 15mm Flames of War 13 inches looks like its point blank range, but then again, the models are taking up around 150 yards each as they are way out of scale.

In terms of skirmish games, would you ever see a platoon or two of infantry backed by four Shermans and one M-10 engaging a German company backed by two Tigers and a Panther inside of a few hundred yards? My guess is that weird things like this probably did occur, but the ranges would be much further for the tank vs. tank part of the battle. A more realistic approach would be to have the infantry units engage each other with the tank battle being done abstractly off the table.

Therein lies the problem. Gamers want to see their

favorite tanks on the tabletop and game companies want you to buy them, so things need to be fudged to make that work.

Now we turn to how many tanks should be on our tabletop battlefields. I was reading about the relief operation to reach the two German corps trapped in the Korsun Pocket in 1944. A very powerful German force was assembled (for that time in the war) consisting of Heavy Panzer regiment Bake, elements of the

16th Panzer and 17th Panzer, plus assorted other forces formed a giant armored spearhead to punch through the Russian defenses. Depending upon sources, there were at least 10 Tigers, 40 Panthers, plus Stugs and some PZIVHs. At the tip of the spear there were at least 70 tanks attacking on a 5km front.

In BKC terms, that would be a game board that is around 9 ft. wide, which is pretty good size. Using platoon scale, there would be about 14-15 model tanks, or less than two per foot of gaming table! In 1/285th scale there would definitely be open space to maneuver! How often do our games reflect that? Usually, there would be at least 50 German tank models on a table half that size in most of our games!

Then there is the question of how many tanks should be available in our games. Examining First Panzer Army data for the battles around the Korsun Pocket showed that German forces lost 35 tanks to enemy fire, 10 to mines, and 5 stuck in terrain. However, 78 were lost to mechanical failure and 9 to ignition fires! In our games does half our force break down before getting in range of the enemy? Probably not.

On top of that data, take a look at how many tanks were actually available for combat each day during the battle. Taking 11th Panzer for example on March 1st, 1944, we see that 10 Panthers and 4 PZ IIIs were available. A further 54 Panthers and all 7 PZIVHs were in for repairs. Yet we usually have full strength formations for most of our battles. Something is clearly wrong.

In the end, is this data and/or discussion going to change anything in our WW2 games? Probably not. However, it should cause you to think a bit more about the scenarios that you design. Most WW2 skirmish games with a lot of tanks on the board, especially in 28mm, is verging on fantasy gaming. For other games such as BKC IV, Command Decision, FOW, and many others, you may want to re-think how many tanks should be available to each side in terms of density per square foot along with formations that are well understrength.

Again, however, gamers want tanks and a lot of them. Manufacturers want you to buy tanks and a lot of them. It's an unrealistic, but profitable combo that keeps gamers happy.

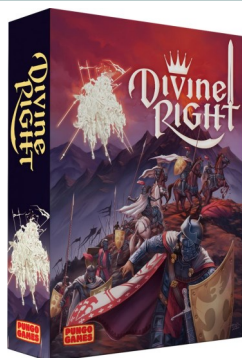
The answer is that gamers love their armor models, whether they are 1/285th GHQ Micro-Armor or 28mm behemoths by Warlord Games. Armor sells rules, rules sell terrain, and so on and so on. Put out a set of WW2 miniatures rules that doesn't feature tanks and it will die a slow death. When it comes to WW2 gaming, reality pretty much goes out the window with most gaming groups. Pretty much anything can get twisted around to rationalize putting masses of armor on the tabletop.

After reading a book on the Korsun Pocket in 1944 and delving into WW2 armor engagements in terms of ranges and numbers of available tanks, one really starts to wonder what we are simulating on the tabletop. Let's start with ranges and work towards tank strength. There have been a large number of studies since WW2 on armor battles, penetration capabilities, etc., but I recently found some interesting data regarding this topic.



One study for the British 21st Army Group reviewed 112 tank vs. tank actions from D-Day to the Breakout. In close terrain the average range was 405 yards and in open country it was 1204. Another study involving the U.S. 3rd and 4th Armored Divisions for 86 tank vs. tank engagements showed that Allied tanks were knocked out at an average range of

One game that has stood the test of time is TSR's Divine Right. Published in 1979 it was pretty popular through the 80s with many gaming groups. There was a second edition in 1980, then a 25th anniversary edition by a little know company called The Right Stuff International. For years any copy on Ebay or other sites went for pretty high prices, but a promised reprint never materialized due to a number of reasons. Finally, Pungo Games and Worthington Publishing obtained the rights and did a pretty straightforward reprint through Kickstarter.



The first question that usually gets asked is, "What exactly is Divine Right?" It is a strategic fantasy game set in the world of Minaria and it is a D&D campaign map that has come to life as a hex and counter wargame. All of the fantasy elements are there, from places like the Forest of the Lurking to evil kingdoms like the Black Hand, it is a mix of fantasy, humor, and RPG elements with the ambassadors, monarchs, and diplomacy cards.

First off, this was one of the fastest Kickstarter projects! They were collecting money one day, then a few updates, and the next thing you knew the game was sitting on your doorstep! The box is noticeably larger than your standard GMT game box and there is a host of components inside. There is a 22 x 34 mounted map, done in the classic TSR style from the 70s, two counters sheets with rounded counters, two rulebooks, six player reference cards, and several sets of playing cards. There is also a six compartment storage tray which I'm guessing

will probably be tossed by most gamers. While none of the components are overwhelming in terms of quality or graphics, they are functional, which is all that is needed for this game.

The game is designed for 2-6 players, but it seems like 4 at a minimum is needed just to get the action going quicker, while only playing with two is going to mean a long, grinding campaign. The kingdoms are shuffled and one is given out to each player. Depending upon their location on the board, that player will start with a number of army units and/or fleets. All units have a combat factor or 1, which makes things easy for combat, but a bit generic at the same time. Players draw an initiative chit from a cup, which is when they will go in the coming turn. During a turn, each player rolls for a possible random event, draws a diplomacy card, conducts diplomacy, moves units, then conducts combat and sieges.

The random events can result in replacements or even mercenary units added to your forces, but then there are an equal number of bad things that can happen as well! Then you get into the Diplomacy phase where you draw a card (adds mercenaries or has a diplomacy modifier) and send your ambassador off on an errand. This could be to get a non-aligned kingdom to join your side, break up an alliance, assassinate a non-player monarch, duel enemy ambassador, or even go into the wild and recruit barbarian forces! Some of these actions, however, if they fail could cost you the use of the ambassador for a few turns. The diplomacy part of the turn is almost a game within a game.

Movement and combat are pretty simple, closely resembling most hex and counter wargames. There are no zones of control and a retreat before combat mechanic, which keeps things pretty fluid. The one disappointing thing is that the terrain costs on the player reference card and the map don't match, which you think someone would have caught in the review before printing. Combat is surprising simple, especially since each army unit/counter has a value of one. Add up each side, divide by the smaller side and subtract one to get an army size modifier. Example, 12 against 6

would be 2 times the size minus 1, giving the larger force a +1 on their die roll. Each side rolls a die and the difference is how many army units the losing side has eliminated.

Victory is determined by how many castles your forces sack during the game and monarchs that are captured. This means a lot of castle sieges, which are just basically combat, but the attacker needs forces on two sides of the castle. If there was one problem with the base game, this is it! Conducting a successful siege usually means rolling a 6, which can be tough to do. Hopefully, the next supplement addresses this issue as it can frustrate players in long games. Assembling forces, keeping alliances going, adding barbarians, watching your own territory, etc., means that there is a lot going on and plenty to be nervous about! Surprisingly, the turns are pretty fast, especially since a long game could go 20 turns or so.



In terms of fantasy flavor, there is plenty of it, from the names of the places to the various factions and mercenary units. There is the Black Hand, who raises units of the

dead from recent battlefields and can summon terrifying creatures. There the Eaters of Wisdom, Lepers, Wandering People, the Black Knight, dragons, and all kinds of weird and zany units that will make an appearance. The game has pretty good replay value as the starting situation will usually change each time and there's no telling which alliances will form. The only down point seems to be getting the high die rolls needed for a successful siege, which can get frustrating at times (should be fixed when DRX eventually comes out).

So, what's next for Divine Right? It looks like the next project is DRX, which will add another rulebook, more cards, additional units, and expand the advanced game with all kinds of optional rules. After that, the Scarlet Empire module will be added, which will have a map that joins the Divine Right southern area along with all kinds of new factions. After all of this time, it's great to see new life breathed into this classic. If you like fantasy hex and counter wargames with a lot of flavor, this should not be missed.



Memoirs of a Miniatures and Board Wargamer Pt. 54

Sci-Fi Ground Combat: What Did We Miss?

I've always thought that a no brainer for wargamers was getting into science fiction ground combat. Most of us have read Starship Troopers, played Ogre/GEV, or just generally like the topic itself. When you boiled things down, it was basically WW2 combat, but with grav tanks and plasma rifles!

Back in the day, you had sci-fi ground combat, but it was mostly in the form of board wargames. You had Avalon Hill's Starship Troopers, GEV/Ogre, SPI's StarSoldier, Dwarfstar's Outpost Gamma, Hotspot, and more. If you didn't want to play board wargames, then you had Starguard, Superior Models, Laserburn, and other sets of rules. Certainly, there was no shortage of games for the sci-fi combat gamer. However, it was still a "fringe" part of the hobby, classed in the same folder as trirame combat, Franco-Prussian War, and the Ashanti War.

Still, there were gamers, including many in my group who were ready to jump in if the right system came along. At this time, we were heavily involved with NATO vs. Warsaw Pact games, using some fairly complex rules that included Tacforce, Combat Commander, and Challenger. Where oh where could we find a set of sci-fi ground combat rules that would appeal to our urge for realism and complexity? That's when GDW's Striker came along...

At the time, Striker was relatively novel, coming in a GDW Series 120 size box and having several booklets. Naturally, it was tied into the Traveller system, which was GDW's sci-fi answer to D&D. The rules covered all aspects of futuristic ground combat, including technology levels, energy weapons, communications, and more. There was a booklet about setting up your mercenary force and by all indications, this is exactly what we were looking for.

Now I should have been a bit more cautious as I had owned Snapshot (GDW-Traveller) and played it several times. Yes, it did a good job of portraying combat inside of starships, but it was a bit

deterministic and not really that fun. Once I started reading the rules it was clear that this was Snapshot on steroids. Still undeterred, we pressed on, buying several packs of Martian Metals Traveller miniatures, some 15mm vehicles, and got to work on our forces. If you know Traveller, then everything (and I mean everything) requires a lot of setup time and plenty of paper to record things.

Our first game left us cold. Was it realistic for sci-fi ground combat? Yes it was. Was it fun and did everyone want to buy more figs to expand our forces? No. I think if we hadn't have been playing modern micro-armor, Harpoon, Air Superiority, VG's Fleet series, and a dozen RPGs, we may have stuck with it. As it was, there were too many other things that we were having fun with at the time, so this was quickly put away in our gaming closets.

In between bouts with sci-fi ground combat, we did raise big armies for Warhammer: Rogue Trader and Adepticus Titanicus. However, these have been discussed in past issues and in an effort to discuss some non-GW games, we'll move along.

The next iteration occurred in the early 2000s when the subject of sci-fi ground combat came up again. We had played some games of Full Thrust for space combat, so the question was raised about trying ground combat. We had been playing Command Decision 2 for several years and this looked like that, except for the futuristic weapons! Our main gaming group had split up, so now we were heavily involved in 15mm and micro-armor scales. A local hobby shop had some of the 1/285th Ground Zero Games sci-fi packs and after a few months of orders we had forces for a game.

Just for the sake of having two dissimilar forces, we went with a small, high-tech force using grav vehicles up against a medium tech force still using tracked vehicles. We spent a lot of time scratch building sci-fi terrain such as landing pads, terminals, apartment blocks, and more. We reviewed the rules, set

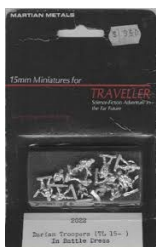
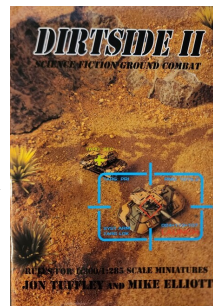
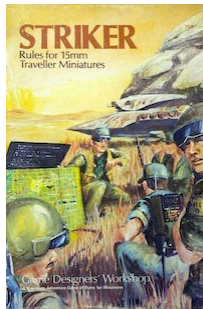
things up, and were expecting a great game that would inspire us to buy even more stuff and maybe even do a campaign.

Except that's not what happened! We did a small scenario just to learn the rules and get things going. Lots of looking up rules, discussions about what weapons had been chosen, how to balance things out, etc. It was a shaky start, but we decided to press on with an even bigger game and with the rules better known, things should be pretty good. Again, that's not exactly how things played out.

At the end of the second game, there were little green, yellow, and red markers everywhere. The game seemed like quite the chore and no one was really interested in continuing on. We never really thought it was the fault of the rules, nor the miniatures, which looked pretty interesting on the board. Instead, everything seemed generic and remembering what each vehicle had, which weapon did what, etc., seemed more work than fun. At that time, Ebay was the place to sell painted figs and within a few weeks everything had been sold off!

So, what happened? How could both of these systems fail for us? Upon further reflection it seemed to be that we liked the idea of sci-fi ground combat, but not actually going through the steps. By that I mean that we all enjoyed military sci-fi, but then you try to apply WW2 and Modern micro-armor rules and it seemed like what we were already playing. I think that also explains why outside of GW's epic system there just aren't many successful sci-fi ground combat games, not counting Warhammer 40K which is a 28mm skirmish system and kind of outside the scope of our discussion.

Where are we today? Outside of breaking Ogre/GEV out of the box every now and then, very little sci-fi ground combat is in our gaming future. No one is going back to WH40K, the new GW epic system is way too expensive, and there doesn't appear to be anything coming soon that looks interesting. This does remind me, however, that I need to break out SPI's StarSoldier and give that another try, despite the complexity!



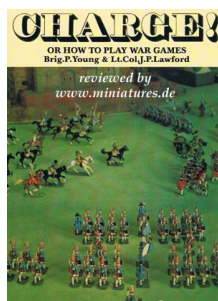
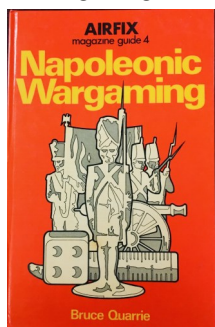
Blast From The Past Pt. 53: Rules in Books & Magazines

Surprisingly, even though I've been in the hobby for 45+ years, I've never used a set of rules out of a wargaming book! Why that would be is hard to say and it's not because I never had the opportunity. Plenty of my gaming friends had many of these hardcover books, but we pretty much always ended up going the commercial rules route at some point.

Back in the 70s, if you opened up any wargaming magazine or newsletter, there were ads for various wargaming books. Not only that, you would see battle reports or articles about using these rules for various periods or how to modify them to be used for a new range of figures. If you were just coming into the hobby during this era, you were left with the impression that wargaming rules had to come from a hardcover book!

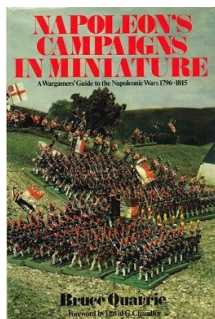
Of course, this was the era of the wargaming giants, i.e., Featherstone, Quarrie, Asquith, Bath, and more. These tomes were taken as gospel by many gamers across the planet. Large collections of glossily painted Airfix figures, 20mm metal miniatures, bright green bases, railroad grass mats for battlefields, and more served as the basis for thousands of tabletop battles around the world using their rules out of books. They definitely formed a cornerstone of what the hobby would eventually become.

Looking through these books gave you a fairly standard view of miniatures gaming as seen through the eyes of the author. An introduction, rules concepts, the rules explained in detail, then a scenario or battle report backed up by pictures of a game in progress. The author for the most part assumed that you knew nothing about gaming, so things were pretty basic at times. Also, there was a set scale, a way to base the miniatures, and you pretty much had to use the organization for units that came in the rules. There wasn't much room for interpretation or going your own way with many of these rules.



While there were books about WW2 gaming, naval games, etc., most seemed to focus on the Seven Years War and Napoleonic periods. You would have thought that Ancients and ACW would get a pretty good share of the wargaming book market, but while there were a few here and there, nowhere near the European Horse & Musket periods. This might have had something to do with the availability of figures or maybe just more authors went down a certain route for their books.

By the late 70s and early 80s, commercial rules were really starting to make their appearance. TSATF, Command Decision, Harpoon, Johnny Reb, Newbury, WRG, and many others started to make inroads with gamers. More and more articles started to appear in wargaming magazines about these rules, tactics, army lists, etc., while the rules in books seemed fairly static. Slowly, but surely, more gamers started to move away from the books and towards commercial rules.



Some of this was simply the fact that book publishing in this era was nowhere near as easy as it is today. Manuscripts had to be typed and sent in, corrections made, long layout times, and then a publisher had to be found who knew that a wargaming book with rules probably wasn't going to be a huge money maker. This definitely limited the number of wargaming books that came out. In contrast, a 30-40 page booklet could be easily produced and many in the 70s/80s weren't much to look at! When it came time for a new version, there really wasn't too much overhead or time needed.

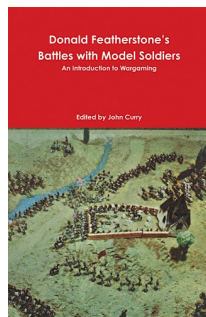
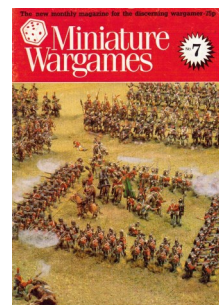
Magazines were a bit of a different animal. While The Courier had a few sets of rules in it here and there, usually it and many other wargaming magazines confined themselves to variants, rules discussions, modelling articles, and plenty of ads to entice gamers to buy figures. Occasionally in the early issues of Miniature Wargames, there were sets of

miniatures rules. Now some of these were quite clever, i.e., the horse & musket rules for "hair curler" or 6mm armies. They at least gave you some inspiration or if you had some armies for the period, you could set up a small game and try them out. Inspiration, however, was usually in the form of, "I think I'll order some new Colonial rules from an ad in this issue". The reasons for this were many and usually involved the rules not having great depth, so while they superficially scratched an itch for that period, you could clearly see that there was going to be a lot of work involved coming up with scenarios, painting guides, advanced rules, etc.

I will say, however, that two of the best sets of magazine rules in magazines were both from The Courier. One was Nach Paris, which was a Franco-Prussian version of On To Richmond, and the other was a WW1 in the Middle East variant for TSATF. Both are still in use today by gamers for those periods.

I think what happened along the way was that gamers started to slowly realize that many of the rules in books and magazines were done by gamers who were looking at a period in a certain way. There were numerous factors at play here, from maybe wanting to use 6mm-figures to perhaps hating all other Napoleonic rules and wanting to publish your own. From wanting different ground and figure scales to merely simplifying what were thought to be fairly dense subjects. They came off at times like, "This is the way Seven Years Battles should be and you're doing it all wrong!"

Today, many sets of commercial rules have become books of their own as the hobby comes full circle! Take a look at Hail Caesar or Black Powder for good examples. However, wargaming "books" are no longer with us except for high prices on Amazon or Ebay. Their day has long past and it was glorious during their reign. One only has to look at old wargaming articles to see gamers merrily playing away using rules in a book. If nothing else, they continue to be inspiring and reminding us that the hobby has been around a long time.



Late War Meeting Engagement

Battle Report

For this night we actually had a fairly large 1945/end of the war type scenario based on one of the last panzer division counterattacks. However, with a few of the group down with the flu we had to think quick and come up with a much smaller scenario. We decided to keep the April/May 1945 theme, but go with some type of meeting engagement.



- (2) King Tigers
- (4) Stug III G
- (1) under-strength panzergrenadier battalion {halftracks} with (6) infantry stands, (1) MMG stand, (1) mortar stand, and (1) 75mm AT gun.

The scenario was actually quite simple; to win one side must seize three of the five objectives (marked with blue stars on the map). Each side would probably get two of them fairly quickly, but then taking and holding the third one was going to be a challenge. Both sides would get one free move from their respective board edges on the first turn, but then would need to make command rolls after that.

The Russian forces consisted of the following:

- (3) JS-2
- (1) Mech infantry battalion [trucks] with (6) infantry stands, (2) MMG stands, and (1) 45mmAT gun
- (1) Tank brigade with (12) T-34/85 and (1) company of infantry in trucks.

The German forces consisted of the following:

- (4) Panthers

- On battery of 105mm and a FAO.

The Germans got off to a very fast start, easily taking the 'V' crossroads and the bridge near their baseline, while the Russians struggled to get their forces on the board. By the end of Turn 3 the Germans even held three of the objectives, having seized the woods on the lower half of the map. The Russians had their first blunder and for a second it looked like we might have to restart the scenario!

With BKC IV, however, you never know what is going to happen next and this game was definitely no exception. The Stugs, which had been guarding the advance of the panzergrenadiers towards the woods objective, got spread out and while scoring some hits on the JS-2s, could not finish them off. The JS-2s started scoring hits, then the Stugs failed all of their saves. All of a sudden, a safe German position looked vulnerable. The Russians brought

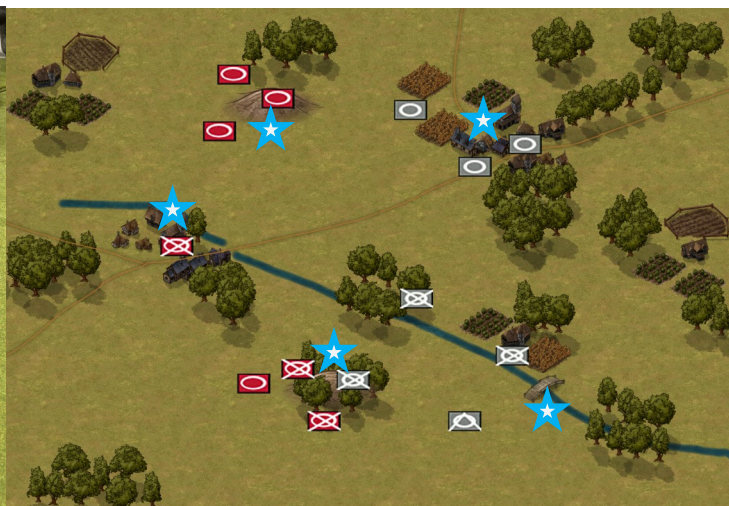
the mech infantry battalion and dismounted it near the woods.

We always enjoy the infantry actions in BKC IV and it's a wonder why we don't do more of them. The Russians took some seriously damaging fire from a well aligned German defense by the panzergrenadiers. The stand by the stream, the three in the woods, plus the mortar back by the bridge started to score several hits and suppressions on the advancing Russian infantry. Things weren't looking good for the Russian infantry.

On the other side of the board, four T-34/85s crested the hill and started to engage the leading Panthers emerging from the village. The battle swayed back and forth with the Panthers suffering some



hits, but soon the hilltop was littered with burning T-34s. Another group of T-34s moved around the crest towards the center and started to engage the Panthers and King Tigers (which had joined the fight), backed by a JS-2 from across the board and the 45mmAT gun. (cont. on p15)





(cont. from p14) Meanwhile, the Russian infantry got into the woods and started a firefight with the German panzergrenadiers, then launched a series of close assaults. Despite taking around 60% hits and suppressed, they carried the day, taking the woods after clearing out the panzergrenadiers! Now the Russians had three objectives and just needed to hold out to the end of the game. However, nobody had counted on the panzergrenadiers and their 75mm AT gun at the farm complex near the bridge.

That 75mm AT gun time and time again kept scoring hits on the T-34/85s and even after two of the Panthers were knocked out, they prevented the T-34s from expanding outward against the remaining Panthers and King Tigers. At this point, it looked like the Germans might be spent. The Russians had three of the five objectives, a fresh group of

four T-34/85s behind a hill, and the JS-2s were still in action, with little to no anti-tank capability on that side of the board. We decided to do one more turn and call the game after that. This did not work out well for the Russians...

First off, the JS-2s rolled a blunder and were forced to out into the open! The 75mm AT gun and remaining Stug made short work of two of them, then the T-34/85s had terrible saving throws and now 8 of the 12 were on fire. All of a sudden the game had been turned upside down. We decided that the Russians weren't going to stop the remaining Panthers and King Tigers with four T-34/85s and the game was called as a German tactical victory.

For a hastily thrown together scenario things worked out pretty good! After the first few turns which seemed like a

sure German victory, the game evolved into a pretty good fight that went right down to the end. The highlight of the game was the Russian infantry assault on the woods, which was surprising that they succeeded against all odds. In retrospect we should have added a bit more artillery and infantry, but things worked out pretty good.

The one thing we still can't seem to solve is the "game of chicken" aspect that sometimes occurs. For example, the Russians had several T-34/85s that did nothing and the Panthers halted at the edge of the village. Why? Because going out into the middle was a sure way to invite destruction since surviving the opportunity fire, trying for another order, then the opposing side getting another chance to fire at you seemed too great a risk. We'll have to work on this as we go forward.



Engagements 61: Winter Fighting Withdrawal

Situation: Red has established themselves in a strong position across Blue's line of withdrawal and guarding entry to the only river crossing in the area. More Red forces are on the way in an attempt to close the trap and force Blue to surrender everything east of the river. Blue is defending the river crossing so that their retreating forces can get across safely.

Period: Designed primarily for the WW2 and Modern periods

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

Terrain Notes: The open ground is relatively flat. The village is a combination of wood and stone buildings. There are several farms in the area that consist of several buildings that can form strong-points. Woods are light, but provide cover and should disrupt most large formations. The hills are low rises that should have limited effect on movement. The river is impassable except at the bridge.

Scale: The scenario is designed for any scale, although would work best for most operational rules where units are platoon scale.

Red Forces:

Blocking Positions

- (3) units of infantry
- (1) MG unit and (1) mortar battery
- (3) AT guns
- (3) medium tanks
- (1) artillery battery (off-board)

Reinforcements (Roll 1D6 each turn)

Die Roll Unit(s)

- | | |
|---|---------------------------------------|
| 1 | (3) assault guns |
| 2 | (3) infantry units and (3) halftracks |
| 3 | (3) medium tanks |
| 4 | (3) infantry units and (1) mortar |
| 5 | (3) AT guns & trucks |

Set Up: Red's forces listed under Blocking Positions are deployed at the bottom of the map, where the red shows entrenchments available for these units. Red's reinforcements will arrive at the top of the map in the area marked in red.

Red Orders: Prevent Blue's forces from using the road at B to easily reach the bridge. Use all reinforcements that are received to block any Blue forces trying to escape using road A.

Blue Forces: Blue has two groups of forces; the first is holding the area on the west side of the bridge and the second is the group that is conducting a fighting withdrawal and trying to reach the bridge.

River Defense

- (2) units of infantry
- (1) MG unit and (1) mortar unit
- (1) AT gun
- (4) medium tanks
- (1) artillery battery (off board)

Withdrawing Forces

- (8) units of infantry
- (3) assault guns
- (4) medium tanks
- (3) infantry units and halftracks
- (10) trucks

Blue Orders: Tie up Red's blocking force while the remaining forces take up positions to deal with Red's reinforcements. Move as quickly as possible to get as many units over the bridge before Red's forces become too large to deal

with effectively.

Blue Set Up: The River Defense group must set up on the west side of the river. Blue's Withdrawing Forces must enter on the roads marked A and/or B in any order.

Game Length: 12 turns

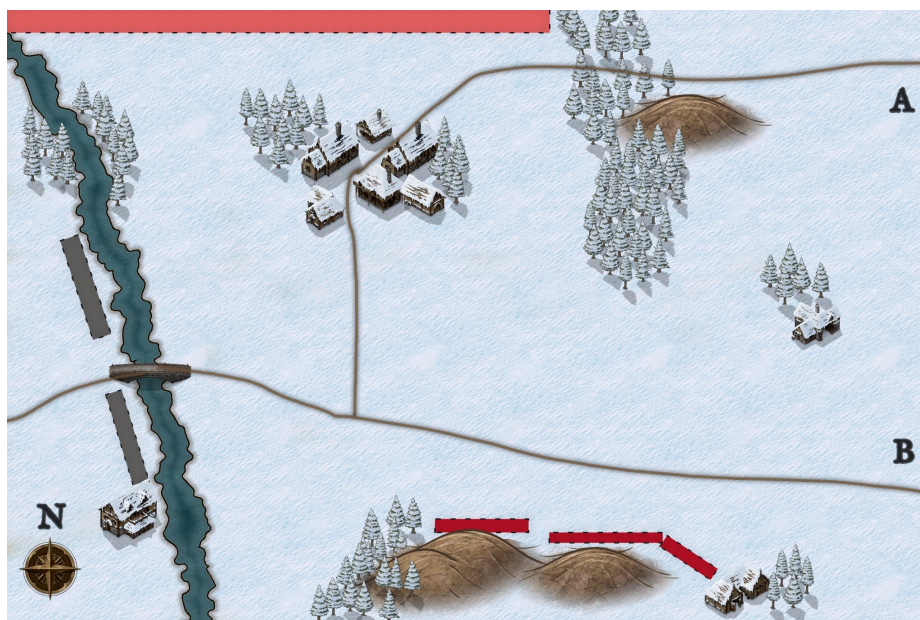
Special Rules:

- Blue has the first turn in the game.
- There are entrenchments and improved positions available for Blue on the west side of the river.
- Blue's trucks are carrying wounded and supplies, so they cannot be used to transport the infantry units.

Victory Conditions: Blue scores 1 point for each infantry unit, tank, truck, halftrack, etc., that gets safely across the bridge. Anything over 15 is a victory and anything less than 12 is a defeat. If Red takes the bridge at any time it is an automatic victory for Red.

Variants: There are a large number of variants that could be added to this scenario:

- For Modern games, convert the AT guns to ATGMs and assault guns to tanks.
- Allow each side to deploy mines.
- Add random air strikes for both sides.



Engagements 62: Expanding the Beachhead

Situation: Blue has launched a surprise invasion of Red's territory and has overrun the local defenses near the beach. Blue is now looking to expand the invasion into the nearby area while more troops and supplies get brought ashore. Red has been massing forces for a counterattack to drive Blue back to their ships.

Period: Designed primarily for the Ancient, Dark Ages, or Medieval periods.

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

Terrain Notes: The open ground is relatively flat. The village is a combination of wood and stone buildings. There are several farms in the area that consist of several buildings that can form strong-points. Woods are light, but provide cover and should disrupt most large formations. The hills are low rises that should have limited effect on movement. See the special rules for the wall and watchtower.

Scale: The scenario is designed for any scale and should work whether using a skirmish system such as Saga or a large battle system such as Hail Caesar or To The Strongest.

Red Forces:

- (10) units of infantry
- (4) units of archers/crossbowmen
- (2) skirmisher units or light infantry
- (2) units of heavy cavalry
- (2) units of light cavalry
- (2) units of militia/levy infantry

Set Up: Red's forces set up within 12 inches anywhere along the north edge of the board in any formation.

Red Orders: Red needs to push quickly to reoccupy the wall and watchtower before Blue can bring up additional forces. Defend the village and hold the wall.

Blue Forces: Blue has two groups of units for this battle, which consists of the following units:

Group A

- (6) units of infantry
- (2) units of archers/crossbowmen
- (1) unit of light infantry

- (1) unit of light cavalry

Group B

- (8) units of infantry
- (1) unit of light cavalry
- (1) unit of heavy cavalry
- (2) units of archers/crossbowmen
- (1) unit of skirmishers

Blue Orders: Defend the wall and watchtower for as long as possible. Use newly arrived units to shore up threatened sectors. When possible, assemble enough forces to counterattack and seize the village along the road.

Blue Set Up: Units of Group A set up anywhere along the wall and in the watchtower. Each turn, Blue receives 4 "shipping points" to bring new units onto the beach. It costs 1 shipping point per unit (cavalry are 2 points each) from the Group B list. Roll 1D6 (for each unit) and that is the number of feet from the eastern board edge where these units arrive on the beach.

Game Length: 12 turns

Special Rules:

- Red has the first turn in the game.
- The wall is around 5-6 ft. high and is made of piled rocks. It definitely offers some cover from missile fire

and should confer a small defensive benefit for units defending behind it. Infantry should treat it as rough ground or a linear obstacle for crossing. Cavalry units need to spend one turn at the wall (breaking the wall to make an opening) before crossing to the other side. The watchtower should be treated as a fortification.

- **Victory Conditions:** Blue wins by taking the village without suffering more than 50% losses in units. Red wins if at the end of the game there are no Blue units on the north side of the wall.

Variants: There are a large number of variants that could be added to this scenario:

- Increase the size of Blue's forces, then allow Red additional reinforcements in terms of either a large group or a garrison for the village.
- For play balance, allow Red to start closer to the wall for their initial attack. Roll 4D6 for each unit in inches for where they can start on the board (from the north edge).
- Increase the turn length to 15 turns to allow Blue to develop their attack.
- Allow Red to bring in some forces south of the wall near the beach for a flank attack.



The Wars of the Roses (WOTR) project rolls on and is approaching the final stages. This now gets us to the part where we need to consider how to include units of foreign mercenaries. The main purpose of having these kinds of units as well as the Irish (from last issue) is if you're going to be doing a campaign at some point, then you'll need everything that could have possibly participated in the 1459-1487 period.

The subject of mercenaries in the Wars of the Roses is a fascinating one with just one caveat. That is not much is known about them! For a conflict in the late 1400s, there really is not much information about the number of units, where they were at, what their effect was, etc. We do know that a number of handgunners from the Continent were in the employ of Edward the IV and Warwick at various times. Artillery pieces were also manned by foreign crews at various times. There were also several pike units made up of foreign mercenaries who served at Stoke Field in 1487. Outside of that, everything else is guesswork.

However, there were foreign mercenaries available for hire during the Wars of the Roses and when doing any kind of a campaign, the possibility of them being recruited for one side or the other needs to be taken in account. Whether it is a small unit of handgunners/arquebus or a full unit of Burgundian crossbowmen, both sides could have hired them to join their forces. I envisioned making a foreign contingent consisting of three pike



units, one unit of crossbowmen, and one unit of arquebus/handgunners, plus one artillery battery.

Since I had been using a lot of the Perry Miniatures boxed sets for my WOTR project, it was only natural that the Mercenaries European Infantry 1450-1500 boxed sets would be the primary choice for figures. Each 40 figure box gives you the capability to field 18 pike plus crossbowmen and arquebus figures. This is both good and bad. The figures are of the same high quality as the other WOTR boxed sets, but there is a numbers issue here. 18 pike is great, but there are a limited number of command figures, not enough pavises for the crossbowmen, and you quickly see that you'll need probably another boxed set to make things work.

How to properly base the pike units was the big issue. Hail Caesar says that they should be 4 deep, but with the 18 figure units I was using (9 figure frontage), that would mean 36 fig units! I thought about a 6x4 configuration, buying Old Glory figs to fill it out, etc. I finally settled on using the standard 18 figure units only 2 figs deep and it looks fine. Definitely not a phalanx, but pike units in the WOTR didn't do that great anyway!

The other huge challenge here was determining what uniforms/colors were used as well as flags. Outside of the Burgundians, which are well chronicled, there really isn't too much information out there. Flemish pikeman did serve in the Low Countries and clearly there were pike units at Stoke Field. What they were wearing, what the flags looked like, etc.,

are subject to interpretation! Even if Burgundians did serve with Yorkist forces, did they wear their traditional blue and white? Probably not, but they didn't seem to appear in the livery of any English lords either.

Since it was for a possible campaign and not a historical reflight, I went with a unit of pike, a unit of crossbowmen, and a small unit of arquebus/handgunners in the traditional Burgundian colors and flags. The other two units of pike were painted as Flemish mercenaries, with one unit in black and yellow, then the second one in black and white. I was able to find some

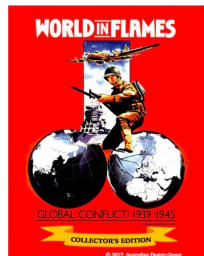


suitable Flemish type flags and called it good! I added a mounted commander with a Burgundian flag and the mercenary contingent was completed.

I did end up having to order an extra commander, some standard bearers and a few pikemen from Gripping Beast in order to make things work from the boxed sets and remnants I had. The most frustrating thing about building this contingent was just the lack of information that is out there. If you're doing Burgundians you can come across all sorts of uniforms, flags, etc., but if you need anything else about mercenaries during this period you are out of luck. Compared to the Crusades, the times of Julius Caesar, and even the Hundred Years War, the Wars of the Roses is sorely lacking in terms of uniform info, detailed orders of battle, and general information about how the battles were actually fought. However, it is a colorful period that begs to be gamed!



If you've been in the hobby for any length of time, you've probably at least heard of World in Flames. Definitely in the class of "monster" wargames, it has spawned numerous editions, multiple add-on games, and while it is not quite a "lifestyle" game, a full campaign game can soak up a few months! After waiting year after year for what might be the final version, I decided to take the plunge and buy the 2017 Collector's Edition, which looks to be the last edition that will come out...well, maybe.



World in Flames (WIF) is a strategic level WW2 game that comes in a huge box. There are four mounted map boards that when combined will measure out to be about 3ft by 7 1/2 ft. On top of that there are all kinds of displays, tables, charts, etc., so a 4 x 8 table or larger will definitely be needed for the full campaign game. Fortunately, there are one and two map scenarios included, so the game is definitely playable with a smaller footprint. There is also a mini-map of the Americas, which is used to move U.S. units, track convoys, etc.

The 92 page rulebook is by now, after 40 years, pretty tight and it includes many examples of play. There is also a campaign guide with all of the scenario information that takes a bit of getting used to, but it works. Finally, there are the counters, all 1600 of them! There are corps, planes, and ships for every single country that participated in WW2. Each counter has a wealth of info on it that serves specific purposes during game play. In terms of components alone, this is at the top of the charts. Gamers may not care for the map hexes and art used there, but it works for the game.

The first thing that you learn about the World in Flames system is that you can make things as basic or as complex as you want. For example, there is actually a page in the rules that is a checklist for

all of the optional rules that can be used (about 40 of them!). If you would like to use things like gearing limits, pools of trained pilots, oil resources, and much, much more, you can pick and choose before the game begins. You can also just play the basic system, which is just a strategic hex and counter game. This is not a simple game by any means, but the basic systems can be grasped to get you up and running much the same as any other WW2 strategic game.

There is an initiative and impulse system that is the driving force behind the game. Once the weather is determined across the globe (weather has a big impact on things), you see which alliance goes first, then each side takes a series of impulses. There are a variety of impulses which let you move and attack with ground, air, and naval forces. Some impulses let you combine multiple operations while other focus on things like naval or ground offensives. There is some depth here in terms of which option should be chosen each chance you get, plus you never know when the turn might end and the more impulses that have been played greatly affects that.

The ground and air parts of the game are very similar to many classic hex and counter wargames. Units move, then conduct combat against enemy forces. Combat can get quite involved as there are all kinds of modifiers, plus air units can arrive from both sides which triggers air to air combat, then surviving aircraft can influence the ground combat. Losses are in retreat hexes and moving units to the production track where they will return later. Most gamers may not have played anything like this and it will take a few turns to get the hang of the ground and air systems.

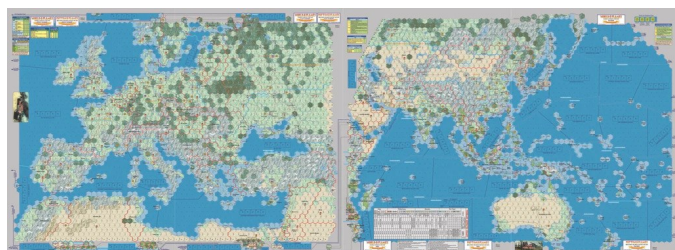
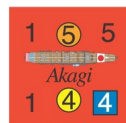
Naval operations can get a bit complex as each unit is rated for range and movement. Units move from ports to sea zones where they are put in a series of boxes numbered from 0-4. Where a unit influences searches for the enemy, which units are found, and which

can conduct combat. Naval air can also intervene, as can submarines. The naval combat tables are brutal and both sides will usually take some losses, mainly depending up how many "surprise" points one side or the other generates prior to combat.

Production is of course a huge part of the game. Getting convoys across the map, moving resources, figuring out what to buy, etc., is critical to success in WIF. Each turn more units are added to the force pool, but you usually can't choose which units to build as they are randomly selected. They are then put on a production track and some units, such as ships, can be on there for quite a few turns! When adding in oil resources, gearing limits, etc., things can get complicated.

Diplomacy and U.S. entry is handled pretty matter of fact, with the U.S. generating entry options that will at some point add up to entering the war. There's no real crazy or fantasy options here, although you can add Days of Decision to the game, which handles all of the diplomacy and run up to the war! In fact, if you don't think that WIF has enough in the game, you can add Patton in Flames, America in Flames, plus the Deluxe expansion (Ships in Flames, Planes in Flames, Divisions in Flames, and Territories in Flames) which gives you another 3200 counters!

While there are smaller one and two map scenarios, most gamers either play or try to take on the full 4 map campaign. This is a serious undertaking, so WIF can certainly turn into a "lifestyle" game, but one with great replay value. WIF is definitely one of the most popular WW2 strategic games and the ability to add a large number of optional rules is one of the reasons for its continued popularity. For some gamers this may be classified as too much of a good thing, but if you like to manage large fleets of ships, hundreds of aircraft counters, and production of combat units, this could be your game!



WMA: Romans Barely Survive

Battle Report

After the last time we played War-master Medieval, it was time for another Ancients battle. This time it would be two arch enemies (at least on the tabletop) with the Imperial Romans going up against one of the Successor states. There is a few centuries time difference here, but the WMA system does allow for armies from various periods throughout history to compete against each other.

The terrain was the usual for an ancients battlefield, meaning that there's very little of it! There were a couple of rough areas that would provide cover and a -1 command penalty, but the oasis, vineyards, and village were way off on the flanks and wouldn't create too many obstacles for both sides.

For this 2000 points per side battle, the Romans would go with a mix of legions, auxiliary infantry, and several units of archers to supplement the main



mans, etc., choosing a winning combination can be a challenge! For this game we went with a solid core of pike and archers, then four units of Guard and heavy cavalry, then a bunch of supporting units such as Thorakites, light infantry, and skirmishers.

The Romans had a break point of 13, while the Successors break point was 10. Even though the number of units that both sides had was about the same, the Successors had more skirmish units, which aren't counted against the break point calculation. The Successors were going to have to get to the legions and auxiliary infantry quickly to have any chance at victory. The Romans, meanwhile, would need to clear out all of the Successor skirmisher forces to start working on the core units of their opponents.



brigades. There were some skirmishers and artillery as well, but the Romans were a bit light on cavalry. In WMA the Imperial Romans have a special rule where in the first rounds of combat they count as self supporting, meaning that even before the melee begins, they are up on their opponents by +6 in the combat results! This is pretty hard to overcome and you need to slowly attrite them to win the game.

For the Successors there are just so many options that it's going to be a circus no matter what you choose since there are all kinds of strange units. We usually have 3-4 army lists ready to for 2,000 points armies, so there's usually some debate about what should be chosen. When you can choose cataphracts, elephants, camels, Galatians, imitation Ro-

At first, we thought that this was going to be a quick and decisive game, based solely upon the first turn. Everyone got several moves and both sides closed the range. We had decided to start 30cm in from the baseline rather than the usual 20cm, so it appeared that things were going to really get going on Turn 2 and we might even get in two games if this first one ended early. The actual result could not have been further from the truth...

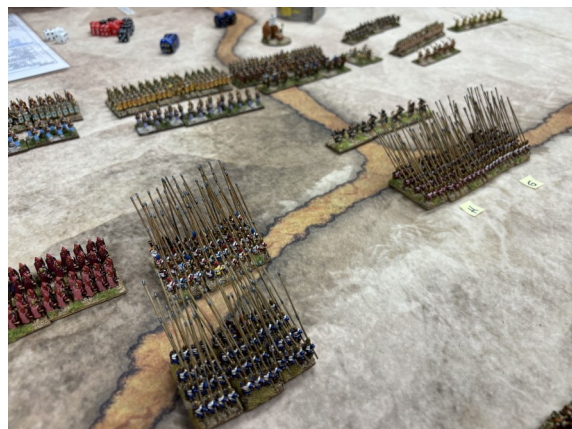
It started with the Successor second turn where all three sub-commanders got off exactly one order-for all three! The overall commander was able to do two or three, but that was of little consequence. The Romans were

licking their chops, thinking of some easy kills along the front line, but half of their army didn't move either! What ended up happening the first few turns was that the archers of each side got within range of a few units here and there, then started to pick off a stand or two every turn. The main combat forces of both sides simply would not advance!

On the Successor left, the light infantry got forced back and one unit of skirmishers got run over by the Roman light cavalry. The imitation Romans finally advanced along with a few pike units to at least threaten the Roman right. The heavy cavalry started to move as well, so things started looking up for the Successors. However, they simply could not close the range, which gave the Romans a chance to reorganize and wait for the attack.

In the center the Successor pike advanced forward along with the elephants. Both sides had their archers and skirmishers about, so when they weren't trying to exterminate each other, they got off some shots against the primary combat units of both sides. This forced several units back and the lines of both sides started to get a bit haphazard. Each side advanced the best they could, but the command rolls were as bad as we have ever seen and usually after one or two successful rolls, that was it for the turn.

On the Successor right (Roman left) there was literally nothing moving. The Roman legions, which could have done some real damage, sat still for several turns while the Successor heavy cavalry brigade did not move a centimeter for three straight turns! After seven turns both sides were strung out and this led to the decision by all players to forego tactics and plunge right in! (cont. on p21)





(cont. from p20) The Successor pikes on the left went in, followed by the imitation Romans, which in turn were followed by the Successor heavy cavalry. This set off a series of hand to hand combats that saw the Successors inflict severe damage on the Romans, but the counterattacks left them in bad shape as well. After two more turns of back and forth, the Successor left flank was in ruins, but the Romans only had a few stands here and there as the survivors, who would be unable to intervene elsewhere.

In the center, there was a wild series of engagements, with the pike and legions going back and forth. Two pike units attacked together, rolling 27 dice and getting only 9 hits, then the Romans counterattacked, but rolled badly during their turn. The elephants tried a two order charge, failed, then got rolled up in

the flank. Again, it was desperation time and everyone was chancing things that ordinarily we might not do if cooler heads had prevailed!

On the Successor right, both sides were finally getting involved in combat. Despite some setbacks, the Successors were doing pretty good on this side of the board and at least weren't looking as if they were going to lose! However, the Successors were now at 8 break points (2 to go) and the Romans were just hitting 8 themselves (5 to go). By this time we had been playing almost 3 1/2 hours, which is pretty long for our WMA games.

We looked around and clearly there was going to be one more turn of desperate fighting. The imitation Romans, Successor heavy cavalry, and the remnants of the pike were going to attack all out and try to push the Romans over their break

point number. Despite some initial success, the attacks didn't pan out like the Successor players thought they would! On top of that there were yet more blown command rolls, The Romans counterattacked, wiping out enough units to force the Successors to retreat off the battlefield and giving the victory to the Romans.

A long WMA game (almost 4 hours), due to the terrible command rolls of both sides. On top of that, both sides had some weird combat rolls, such as the Successor heavy cavalry charging a unit of Roman archers and only scoring 2 hits on 15 dice! We just chalked it up to it being one of those nights, but there was a certain level of exasperation! As usual, we had fun with it and between the jokes and comments about the die rolls, we did have a lot of fun and actually got the game completed.



Dragons Down

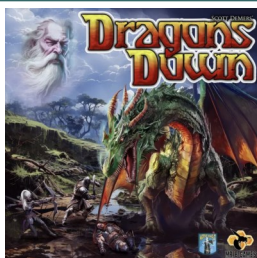
Game Review

How many gamers remember Avalon Hill's Magic Realm? At the time it came out, it was something of a novelty in that it was a fantasy game that really wasn't a RPG, especially in that era where RPG systems dominated gaming. With a 30+ page rulebook that boggled the minds of most gamers, it was thought to be at the upper end of the gaming spectrum. 40+ years later, there are several new rulebooks for it (some over 200 pages !) and it still has a dedicated audience. The reason? It plays like no other fantasy game and creates stories as you play.

Designer Scott DeMers set out to remedy the complexity issue and bring the experience of Magic Realm to today's gamers. The result is called Dragons Down by Mr. B Games. Dragons Down comes in a huge box and upon opening it, there are a ton of components. Besides the large hex tiles that form the map, there are several decks of cards, chits for game functions, large poker chips illustrated with monsters, player boards, colored cubes, all kinds of dice with various symbols, a scenario book, plus the rules. Everything is well laid out in an effort to give a playable Magic Realm type experience with a lot of thought going into making it accessible for gamers.



Dragons Down, much like Magic Realm, is about exploring the "Realm", which is made up of a variety of hexes, assembled randomly into a type of playing board for the adventurers. Each hex has a number of clearings on it, where the



adventurers move to and fight monsters. Once you enter a new hex, you draw a chit for that type of hex (mountains, caves, or forests in the basic game). This chit shows if there are any treasure sites on that hex, which is where the fun really begins! Each hex is also rated for what types of monsters prowl around in that area.

Each turn a gamer's character performs up to 4 actions. Actions can be moving, searching, looting treasure sites, alerting, sneaking, learning spells, trading, and more. You can perform these in any order and there is a lot thought that needs to go into what you want to accomplish each turn. Once each player is done with the Action Phase its on to combat. Four dice are rolled and if the symbols line up to that hex, a number of monsters appear in the clearing where the adventurers are. This is certainly the most dangerous part of the game and luck is definitely needed in many cases!

If you were sneaking there is a chance that the monsters won't find you. If they do, then there is a series of combat rounds. Monsters can change tactics, then you start matching up combat speeds against maneuver speeds. Each monster is rated for how much damage it does, how fast it attacks, how fast it can maneuver, and how much damage it takes. Each gamer has an adventurer that has two cards; one is the race (Human, Dwarf, Elf, or Halfling in the base game) and then class such as warrior, barbarian, rogue, warlock, etc. Each race and class gives additional attributes.

For the adventurers it is all about the cubes and hearts. Brown cubes are used to show how fast your weapon will be that round and/or how fast you can maneuver. You also have red cubes that led you swing certain weapons harder to do more damage. This creates a kind of rock, paper, scissors game with finding the right combination to fight certain monsters. When you are hit by a monster, any armor that you have will stop some hits, but you still may have to wound a cube or two. Once you start losing cubes your weapon and

maneuver speeds start dropping. Once you run out of cubes and hearts the adventurer is dead. You can regain cubes by spending actions to rest.

In Magic Realm, combat was a befuddling, complex system that sometime defied understanding! In Dragons Down it is much simpler and even large combats against several monsters goes by much faster. There is also a complete magic system, which once again is much easier to use than in Magic Realm. All magic users have a number of colored cubes used to cast spells, resulting in a much quicker resolution. In fact, everything that was complex in Magic Realm has been replaced by cards, cubes, and dice with all sorts of symbols on them.

Of course, the game is about finding treasure, looting treasure sites, gaining fame for killing monsters, and scoring legend points. You can visit the Knights at the Keep, Dwarves at the Mine, trade with the Astrologer and Scholar, find the Lost City, and deal with all of the nasty guardians around the treasure sites. You can also team up with other players...if you make it that far! Yes, the game system is actively trying to kill you at every turn! Part of the fun is testing how greedy each player is or how far to push a bad position. In that regards the game is unrelenting.

Has the game succeeded in replacing Magic Realm? Probably not as the complexity of that game still offers a rewarding experience if you can figure it out. However, Dragons Down is the next best thing and not only is easier to play, but a lot of fun is here to be had for 1-4 players. Every time you play it is going to be a new experience with the changing map tiles, various classes of characters, the treasures that you find, and so on. It is a surprisingly deep and rewarding experience. Even if you die you just pick a new character and go back into danger.

There already is a second boxed set called Desolation that adds new environments, treasures, and new classes. Another module called Natives will be out in 2025 and probably more stuff is on the way. Highly recommended.

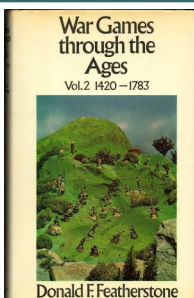


In the early day of the hobby, trying to find a gaming group was more of a quest than anything else. Hobby shops that sold board wargames and miniatures were far and few between, the few magazines on the hobby were all from England (or so it seemed), and to say that the hobby was scattered would have been a mild understatement. At some point you would find a group, play one or two of the main periods of the day (Ancients, Napoleonic, ACW, or WW2), and just be thankful that you were involved in the hobby at all!

In the late 70s and the early 80s the hobby started to grow. Still nowhere near as popular as D&D, there were new companies (Ral Partha, GHQ, etc.), new magazines, (The Courier, Wargamer's Digest, etc.), and the sense that you didn't have to focus on just one of the main periods as there were figures and rules coming out for all sorts of eras. Clubs started popping up all over the place, usually based around local hobby stores or college campuses. There was a large crossover segment from D&D as well as board games that were getting into miniatures. Conventions were also really focusing on growing the hobby by running demonstration games.

Somewhere along the way, you started seeing articles in hobby magazines and newsletters about the "greying of the hobby", where were the new innovations in the hobby, and how could wargaming in general expand. Some 40 years later this has turned into something of an annual ritual, with every gaming forum, magazine, blog, and Facebook group having posts about who will replace the grognards when they die as well as who will carry the torch forward?

Yes, back in the 70s and the 80s, long time and many older gamers did feel like it was their responsibility to grow the hobby. I remember being inducted into the hobby when I was 15, with gamers teaching me how to play Tractics, explaining the figure scales, and giving me tips at painting miniatures. There was



almost a lottery at our bi-weekly meetings to see who would show me the next thing, whether that was Jagdpanther's Warsaw Pact (which I still play today!), how to paint Airfix and Atlantic tanks, or selling me an Avalon Hill game at a ridiculous price so I could experience it. One of those games, Avalon Hill's Starship Troopers, still sits on my shelf to this day! What happened to me at that time was occurring countless times all over the world.

The thing was the older gamers had the disposable income, had set aside time to paint up armies, and at that time in the hobby games at the local hobby store were pretty sizable affairs. You needed the grognards to participate as they had all the stuff! Who else had the terrain, armies for both sides, and experience with the rules? It certainly wasn't the newcomers and anyone under 18 who even had a job had little disposable income for gaming. Even in my early 20s with a full time job I was piecing together Mexican-American War armies, being highly judicious with my board game purchases, and still relied on other gamers to provide a lot of the stuff for the games I played in.

Today's hobby is nothing like those days of long ago. For one thing, even if you are outside of the hobby, you can quickly find out what you need to get into it from a variety of online sources. Just a few days ago I saw on a Facebook group someone asking about how to get into Hail Caesar and within an hour there were well over a dozen answers complete with links to starter sets, additional figures, historical material, and more. No need for an experienced wargamer to sit with you in person and go over the various options.

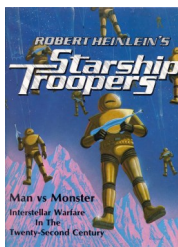
The game companies themselves are all about getting people started in the hobby. Look at the back of the starter sets for any WH40K, Age of Sigmar, or Epic Hail Caesar box. All of the figures, rules, player aids, painting guides, etc., are all in one box. Simply walk in the store, pick out a box, get it home to open up, and presto, you're involved in the hobby. Nor is money really a deterrent any longer

er. Last time I was in my local store two high school age gamers walked past me towards the checkout counter each carrying \$300+ worth of WH40K figs. I guess they don't need older, experienced gamers to give them any figs to get started in the hobby.

Terrain in the way of Gale Force Nine and Sarissa products, paint sets by Army Painter and others, plus endless material on company web sites gives you everything you need to move forward in the hobby. We haven't even mentioned the thousands of YouTube videos on how to paint and play. Stores have their own forums (or Facebook groups), hold multiple events, and offer discounts on new arrivals. There's no more wondering if you'll find someone else to game with unless you choose a real esoteric period.

So, whose job is it? Basically, companies and game stores have taken over for the grognards and experienced gamers to grow the hobby. Is that a bad thing? Probably not if you're just starting out into the miniatures gaming hobby. If you've been into the hobby for quite some time, who will be interested in your figures when you're gone? This is a serious question being asked in various online forums and you may not like the answers. You may have a beautiful, 1000+ fig army for the Seven Years War, but most of today's gamers could care less.

What's left for grognards and experienced gamers to grow the hobby? I would say it's working around the fringes. Convincing new gamers that they can improve their painting skills (or just getting them to paint their figs at all!), or showing them that there are more avenues for gaming than the standard corporate fare sold in most stores. The responsibility torch has been passed on I'm sad to say and with it a slice of hobby history. The hobby world will keep going, but you wonder if the grognards who paved the way deserve better.



Hail Caesar: Rebels Drive on London!

Battle Report

For many, many years, we have been playing a game on the Friday after Thanksgiving. While others are out shopping, we're usually in a game room playing any number of periods that we have forces for. This year, it would be a big Wars of the Roses battle using the 2nd edition of Hail Caesar. Also, going along with the article earlier in this issue about the 28mm Perry Mercenaries box, this was a chance to get them to the tabletop!

The Battle of Stoke Field in 1487 marked the end of the Wars of the Roses. However, for our battle we assumed that it never took place due to severe storms. Instead, both sides got reinforcements and the rebels (Irish, mercenaries, and disaffected Yorkists) started a drive on London. This battle assumed that the Scropes forced march down to join John De La Pole (leader of the cause), while the Percy's, who were pursuing the Scropes, joined forces with the King. This would also give De La Pole's aunt, the Queen of Burgundy, to send over more mercenaries.

The Irish would also be present, siding with the Yorkists this time in the war. A large contingent led by the Earl of Kildare, which included Kerns, Gallowglass, and the Fitzgerald household troops would take the left flank and enter on Turn 1. The mercenaries, with three units of pike, one of crossbowmen, one medium gun, and a small skirmisher unit of



arquebus, would take the center and enter on Turn 2. Finally, De La Pole and the Scropes would enter on the rebel right flank on Turn 3. The rebel players were given the option of where to enter, but the further down the board they went would mean entering at later turns.

For King Henry, John de Vere, Earl of Oxford, his faithful lieutenant during the entire war, had beaten the rebels to the crossroads and erected two artillery units in fortifications. He spread his forces out to cover the road and bridge as best possible. The King's division and Percy's division would enter the road on consecutive turns. The King's three major divisions all had a mix of household (bow & bill), infantry (bill & some men at arms), and dismounted knights/men at arms. There was a 4th command consisting of two units of light cavalry.

Neither side did much the first few turns other than one incident that would have far ranging effects. The cavalry brigade entered on Turn 1, with the first unit getting two moves while the second only got one. This clogged up the road for the King's division, then on the following turn all of the cavalry got multiple moves, setting them up to block the crossroads. So far, so good, but with one problem; they were out there all by them-

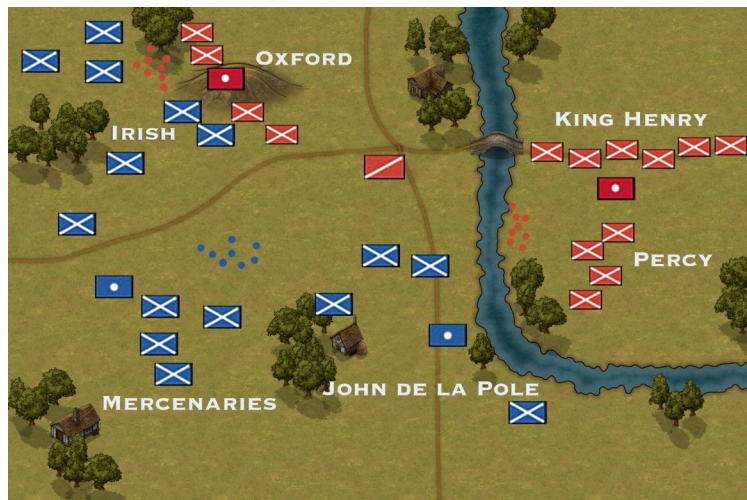
selves with De La Pole and several household units coming on scene.

The first few arrow storms decimated the light cavalry, which charged the leading elements of De La Pole's forces and were met by a blizzard of arrow fire, then defeated in hand to hand combat. The light cavalry command evaporated and all of a sudden, with the King's and Percy's forces still on the other side of the river, the rebels moved to take control of the crossroads and one side of the bridge!

Oxford, meanwhile, was under heavy pressure by the Irish and the mercenaries, who were having a hard time coordinating their actions due to bad command rolls. The Irish kerns charged headlong into the fight and while they were deci-



sively defeated, they caused several hits to Oxford's forces. Oxford's artillery simply could not hit a thing all day and this is what kept the Irish hanging around for so long. The mercenaries pressed forward, intent on flanking Oxford before the King's forces could reach the main part of the battlefield. (cont. on p25)





(cont. from p24) Percy's forces finally got across the stream and were met headlong by a household unit of the Scropes, who hit three units in the flank and drove them back. This was short lived, however, and Percy's units started to get the upper hand. In the center the King's forces were having problems moving, deploying, and failing break tests when they got shot at. Things settle into something of a stalemate for a few turns around the crossroads and the bridge.

The attention turned once again to Oxford's defense of the hill. The mercenaries pushed forward and one pike unit was able to contact one of Oxford's infantry units along the wall and drive it back. The Irish kept throwing units at the guns and woods, eventually killing off one of the artillery units and forcing Oxford to form a semi-circle around the gun position.

sitions. Oxford was not going to hold long unless the King's forces arrived soon.

Percy was on the attack and finally cleared one of the rebel units from the bank of the stream. The other units failed their command rolls, so a good part of the King's army was essentially bottled up for most of the game. Around the river, both sides exchanged archery fire and one of the rebel guns actually got into action as well. The results of all of this was disordering units in the King's division and keeping them from trying to cross the stream (it was fordable but cost a full move).

When the game was called due to time, Oxford was in trouble, outnumbered 6 to 3 in units, while the rebels held the crossroads and one side of the bridge, which was enough for a tactical victory.

Percy was starting to make some gains, but the mercenaries were about to come to the aid of De La Pole and the Scropes on the rebel right. The King's main force was still bottled up and while there was still some fighting ahead, the rebels we felt were in a pretty good position.

A hard fought fight that did not go the way the scenario was planned! While the rebels had their choice for which units entered and where, the King's forces had a fairly straight deployment, which was damaged by their bad command rolls the first few turns! Once the fighting got going, the action really centered around Oxford's defense of the hill, which was pretty challenging for both sides. This game also showed why there weren't many cavalry actions in the Wars of the Roses as the cavalry tends to get shot up badly! Anyway, on to a campaign.



One True King Miniatures Campaign



One True King



A fictional Medieval
or Wars of the Roses
Miniatures Campaign

The King is Dead! Who Will be the Next King?

King Michael XIVth has recently passed away. His short reign over a troubled kingdom torn apart by two warring families and their supporters, is still in a state of disarray. The King's forces are scattered, putting down revolts, enforcing new taxes at the ports, and tracking down groups of bandits. These forces must now regroup to face a new threat to the throne.

John of Northwick has been a rival to the throne for years and his supporters now see their chance. Exiled to a foreign country, John plans to return to the country, raise an army, then declare himself King. Meanwhile, the Queen and her son, who is the rightful heir, has been overseas, looking for financial support to bolster her husband's reign. Upon hearing of the death of the King, she now makes plans to return to the country to

organize a defense against John and his supporters.

John needs to land his forces, recruit additional units and allies, then seize as many villages, towns, cities, and castles as possible. If the Queen's forces can be defeated piecemeal before they can be organized, John should have an easy path to the throne.

One True King is a fictional miniatures campaign for the Medieval or Wars of the Roses periods. Both sides have an interesting situation set before them. The Queen's forces must regroup, raise additional units, then take on John's forces before he becomes too strong. John needs to return, rally allies and extra units, then quickly seize cities, towns, and castles to establish enough legitimacy to be the next king.

During the campaign, both sides will need to raise additional troops, then maneuver to take on enemy forces in battle. The weather, limited number of bridges and roads, plus random marching speeds will disrupt even the best planned offensives. There are also optional rules for hidden movement, supply, paying troops, etc., for those who wish for a more in depth campaign experience.

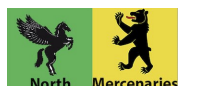
One True King is designed for any set of Medieval or Wars of the Roses rules. Each force has a number of strength points assigned to it and these can be translated into either units or points for an army list for whatever rules are used. The base system is fairly easy to implement while the optional rules add flavor to the campaign. The system can also be adapted to other periods with a little work and/or optional rules.

The Map



A full size map can be found at www.wfhgs.com/downloads.html

Counters



Royal Family Leaders

These counters represent the leading members of both families vying for the crown.

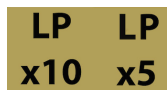
Knights & Lords (Leaders)

These counters represent the various knights and lords that will join either side during the campaign.

Mercenaries

These counters represent mercenary forces that may join either side.

Control Markers



Turn & Weather Markers

Legitimacy Point Markers

These are used to track which side is ahead in legitimacy.

Strength Points (SPs)

These represent the combat forces of each army.

Siege, Defensive Works, and Supply (optional) markers.

Setting Up The Campaign

There are several steps to get the campaign under way.

1. Print off a large map if needed by the players, but each player should have at least a planning map.
2. Decide if you will use the counters provided, some other markers, or laminate the map and just use dry erase markers to track forces.
3. The scale of forces need to be decided upon before play begins. Depending upon the rules that will be used for the campaign, one strength point (SP) could be a unit, 50, or even 100 points to be used to choose units from army lists; *i.e., using the 50 points per SP, a force with 3SPs would pick 150 points of units from the army lists in the rules.*
4. Humphrey and Robert begin on the map. Roll for starting forces, but Humphrey can add or subtract 1 from the roll for his starting force. Humphrey is placed in Northwick. Robert may be placed in Ryefield or Ashbourne.
5. John, Charles, & Timothy were trying to coordinate their return to the country, but storms have forced them to reach the closest port. Roll 1D6 to see where each leader arrives:
 - 1-2: Helenton, 3-4, Windrest, 5-Kingsford, and 6-Weybread
 - *John can add or subtract 1 from the roll for his starting force. Charles & Timothy just roll on the forces at start table.
6. Put all of the gray Lords & Knights leader counters into a cup or bag to be drawn as reinforcements during the campaign.
7. Place the Queen's control markers (white with red griffon) on the following spaces: Northwick, Ryefield, Ashbourne, Stow, Tandridge, Winter's End, Benwick, & Lifford.
8. Place John's control markers (blue with yellow lion) on the following spaces: Hawksmoor, Hutton, Swanley, Milston, Kingsford and Inkdon.

Leaders Forces at Start/Arrival

Die Roll	SPs
2	5
3	4
4	3
5	2
6	2
7	1
8	2
9	2
10	3
11	4
12	5

9. Place the LP markers at 35 on the track and a marker on the White/Griffon icon, denoting that they are ahead by 35 LPs.

The first turn of the campaign now begins with the Initiative Determination phase.

Sequence of Play & Reinforcements

Each turn of the campaign is strictly governed by the Sequence of Play. Complete each step in order during the turn. Once you reach Step 7 and if neither side has achieved the campaign's victory condition, then another turn begins with Step 1 again.

Determine initiative for the coming turn by having each side roll 1D6 (with modifiers). There is a +1 modifier for the side that has the most LPs. The side with the highest die roll may choose to go first or second in the coming turn.

Sequence of Play

1. Initiative Determination
2. Reinforcements
3. Random Events
4. Side A Moves
5. Side B Moves
6. Combat
7. LP Determination/Victory Phase

Reinforcements

- Turn 1: Lords & Knights
- Turn 2: **Queen & Reginald** (Stow or Tandridge); **Louis** (Hawksmoor or Hutton)
- Turn 3: Lords & Knights; **Anthony** (Winter's End)
- Turn 4: **Stephen & Daniel** (Swanley, Milston, or Inkdon)
- Turn 5: Lords & Knights; **Lawrence** (Benwick or Lifford)
- Turn 6: Lords & Knights
- Turn 7: Lords & Knights

- For Lords & Knights, the side with initiative for that turn draws two of the gray Lords & Knights counters out of a cup or bag. They may exchange one of them for their side's color and place them. The non-initiative side automatically receives the other Lord or Knight. There is a table in the Gazetteer for all Knights & Lords that show options for their placement. If that location(s) has been captured, that Lord or Knight does not appear.
- Control markers are placed at whatever location reinforcements appear according to which ever side that Lord or Knight belongs to.
- Use the Forces at Start table above to roll for SPs for all arriving leaders.
- *Ex., It is Turn 6, White has initiative and draws out Jordan and Gregory. Looking at the Gazetteer, Jordan can start at Althorp, closer to White's lines. Jordan is exchanged for the white Jordan counter and rolls an 8, so Jordan starts with 2 SPs. Gregory is leftover and is exchanged for a blue Gregory counter.*

Random Events

At the start of each turn, both sides roll on the Random Events table. If using an umpire, then these rolls and the results should be made in secret. Here are detailed explanations for some of the results:

- **Northern Mercenaries Arrive**-Roll for Forces at Start/Arrival the same as Lords & Knights. Add or subtract 1 from any result. They arrive at Boarsrest-if that is enemy held then they must attack or siege that location first.
- **Desertion**-This side must remove 1 SP from any leader on the map.
- **Attrition**-Each force for this side that moves this turn must roll 1D6 and on a 5 or 6 loses 1 SP.
- **Local Recruiting**-Randomly determine a location controlled by this side and place 1 SP there.

- **Ships**-For this turn only, this side has enough ships to be able to transport 3 SPs from any friendly held port to any other port. If the port is enemy held this force must attack it. The leader and the 3 SPs can move to a port before using the ship movement.
- **Rebellion!**-Randomly choose one location controlled by this side. The control marker is removed and this location is now neutral. If there is 1 SP at this location then that SP is lost. If there is more than 1 SP at this location, ignore this event.
- **Foreign Mercenaries Arrive**-Roll for Forces at Start/Arrival the same as Lords & Knights. Add or subtract 1 from any result. They arrive at any friendly controlled port. If there is no port available, then this event is assumed to not have occurred.

Random Events Table (2D6)

Die Roll	Event
2	Northern Mercenaries Arrive
3	2 SPs Added to Any Force
4	Desertion-Remove 1 SP
5	Attrition
6	1 SP Added to Any Force
7	1 SP Added to Any Force
8	Local Recruiting
9	Ships-Transport 3 SPs
10	2 SPs Added to Any Force
11	Rebellion!
12	Foreign Mercenaries Arrive

Movement

There are basically three movement systems available for the campaign. What is chosen depends upon what the gaming group wants to use as well as if you have an umpire available or not. There are some standard rules regarding movement no matter which system is chosen.

- For SPs to move, they must be attached to a leader. SPs may be dropped off or garrison any hex, but they can only move with a leader.
- There is no limit to how many leaders and/or SPs can be in a hex with one exception; castles. Only 1 SP can be in a castle along with any number of leaders. All other SPs are assumed to be in the hex, but outside the castle for purposes of combat. As long as there is 1 SP in a castle, that location must be stormed or taken in a siege.
- A 'force' consists of one or more leaders with one or more SPs. Each force moves from hex to hex according to the movement point cost (MPs) for that hex. **All forces are assumed to have a MP allowance of 5 MPs.**

- If a force remains on the road for its entire movement phase, it gains +1 MP (can move up to 6 MPs using roads).
- When a force encounters an enemy force, movement for the moving force ceases for the turn. If a force that has not moved yet encounters an enemy force then it is unable to move for that turn, essentially being pinned in place. In any hex where there are opposing forces a battle will be fought.



Charles moves along the road for the entire movement phase, so the MPs are increased from 5 to 6. Anthony has many paths to cut off Charles, but chooses to go over the river, through a rough hex, then a clear hex, which uses up all 5 MPs for the turn.

example, a leader with 2 combat units moves along a road, using 3 MPs and picks up another leader. The now combined force still has 2 MPs left to move for the turn.

- Forces can be dropped off anywhere along the path of movement, but then must cease movement for the turn.

System #1: This is the standard movement system and uses an IGOUGO method. The side with initiative for the turn decides if they or the opposing side goes first. When a side moves, it moves all of its movement, then the other side then moves all of its forces. All forces are openly displayed on the campaign map.

System #2: This system uses a chit pull method to regulate movement. Print out an extra set of leader counters that will be

- Forces can move and pick up additional leaders and combat units along the path of movement. The forces that are picked up, however, then have the MPs of the moving force. *For*

Movement (cont.)

used for this system. Each turn, both sides determine which of their forces will be moving. Place a chit (leader counter) in a cup or other opaque container for each force that will be moving this turn. Leader chits (counters) are then pulled one after another from the container and that force will then move or pass. If a force passes it cannot move later. Once a force has moved and/or passes, then another chit is pulled. Once again, all forces are openly displayed on the map.

Multiple forces in a hex only place one chit in the cup/container for ALL of the forces in the hex. This simulates a higher ranking leader taking control of the com-

bined force.

System #3: This movement system uses a referee to control all movement as well as written orders for the turn. This system uses hidden movement, so no forces are placed on the map. Each side is only aware of enemy forces when they encounter them via movement. Each turn, both sides submit to the referee a list of forces, then a movement path for that force. *Ex., Anthony, Godfrey, and Jordan are at Winter's End. Players decide to move this force along the road as far as possible. The players submit that Anthony/Godfrey/Jordan will move along the road towards Benwick, dropping off*

Godfrey there. Godfrey's movement is now done for the turn. Anthony and Jordan continue down the road and want to end their movement at Elkhorn.

The referee moves all listed forces to their designated locations. If enemy forces encounter each other, the referee will determine at what point they encountered each other. This may require the referee to pro-rate movement for both forces up to the encounter. This system does require careful notetaking and tracking forces on the campaign map, since no information is displayed openly on the map except for the location of battles.

Combat

Overview

In an hex where two opposing forces reside, a battle will be fought after the movement phase is completed. Both sides announce how many SPs will be involved in the battle, then both sides will have a chance to withdraw and/or pursue the other side. If both sides remain in the hex, then a battle will be fought. Terrain is determined, then both sides deploy. At some point the battle will end in defeat for one side (although a draw is still possible, depending upon the miniatures rules that are used for the campaign), then there is the retreat of the losing force, a possible pursuit, then finally permanent losses are determined.

Combat Sequence

1. Determine Forces
2. Avoid Battle/Pursuit
3. Set Up Terrain/Choose Sides
4. Conduct the Battle
5. Retreat & Pursuit
6. Determine Permanent Losses

Determine Forces

Both sides announce how many SPs that they have available for battle, +/- 10%, rounding up or down. This allows for one side or the other to bluff how large or small their force actually is, which may create uncertainty for the other side. *Ex., one side has 15 SPs and would announce*

15 SPs (the actual force), or they could announce that they have as few as 13 (1.5 rounded up to 2) or as many as 17 SPs.

Avoid Battle/Pursuit

Both sides now have a chance to avoid battle if they wish. Each side writes down their intention; either to stay and offer battle, or to avoid battle and fall back out of the contested hex. If both sides wish to avoid battle, then they are placed one hex away from the contested hex. This hex cannot contain any enemy forces. If only one side wishes to avoid battle, then determine the actual odds ratio of the forces involved and roll (1D6) on the following table:

Avoid Battle					
Odds	1:2	1:1	2:1	3:1	>4:1
DR#	Auto	3+	4+	5+	6
PUR	0	2	3	4	5

If the number or higher is rolled, that side avoids battle and is moved one hex away from the contested hex. If the number rolled is less than what is required, that side still avoids a major battle and is still moved one hex away from the contested hex. However, there is a chance that pursuing forces inflict damage to the withdrawing force through a series of skirmishes or rear guard actions. Roll the number of D6s listed in the PUR column and on any 5 or 6 rolled, the withdrawing side suffers a 1SP loss.

Ex., Humphrey, with 9SPs, is in a con-

tested hex with Louis and Edwin, who have a combined 4SPs. The side with Humphrey says that they have 10 SPs and the side with Louis/Edwin can see that they are outnumbered, so they decide to avoid battle. Rounding down the actual SPs involved, that gives 2:1 odds. Louis/Edwin need a 4+ on 1D6 and roll a 3, meaning that they avoid a major battle, but now Humphrey gets to roll 3D6 for the pursuit. Humphrey rolls a 2, 4, and a 6, meaning that Louis/Edwin lose 2SPs.

Set Up Terrain/Choose Sides

Once it is determined that there will be a battle, the terrain will need to be set up and both sides have to see where they will start the battle. There are three methods to determine what terrain should be set up and players need to agree on which of these methods is to be used consistently throughout the campaign.

1. **Referee Set Up:** Using this method, the referee who is running the campaign sets up the terrain for the battle. The objective should always be to set up an interesting battle, but the table needs to reflect the type of terrain in the battle location hex as well as any towns, bridges, forests, etc.
2. **Pre-Made Boards:** Before the campaign begins, players design a number of game boards that can be used for campaign battles. These board maps should feature a variety of roads, streams, villages, etc. Al-

Combat (cont.)

so, there should be special maps to reflect certain terrain, such as cities, major rivers/bridges, etc. The players can roll dice to see which map is used for the coming battle.

- Each side picks a number between 4 and 10. The numbers are added together then divided by 2 (round fractions up) and that is the number of rolls on the terrain table below. Beginning with the defending side, roll 2D6 and place the terrain listed in the chart on the tabletop. Both sides alternate rolling and placing terrain until the number of terrain items that was rolled at the start is reached.

Terrain Generation

DR (2D6)	Terrain
2	Large hill
3	Hedge lined road
4	Small hill
5	Farm buildings
6	Woods
7	Woods
8	Broken ground
9	Marshy area
10	Stream
11	Walled field
12	Small village

All terrain items should be thought of as a 12 inches square area, so a 1 x 12 section of road, a 3 x 4 section of woods, etc. Players should feel free to modify the results to fit the terrain that they have and to make the battlefield interesting.

Conduct the Battle

Once the terrain has been set up, the defender (the side that was in the hex first when the attacker moved in) gets to choose which side of the board they wish to set up in first. If multiple forces entered the board during the Movement phase, the players will need to work out where they will appear for the battle.

Once both sides are set up, the battle is fought using the rules that your group decided upon for the campaign. The length of the battle is determined by;

- If the rules list a number of turns that the game lasts, or
- One side decides to retreat from the battlefield or
- Depending upon the rules used, one side routs, breaks, or is forced to withdraw, essentially ending the battle.

Retreat & Pursuit

If the rules list a number of turns that the game lasts and/or how victory is determined (by seizing objectives or points/units lost), then a winner and loser are determined for the campaign battle. If the result is a draw, then both sides remain in the hex and can either conduct another battle the next turn, or one or both sides can move away from that location.

The losing side must retreat their force out of the hex. The retreat direction priorities should be towards either a) the direction from which they entered the hex, or b) towards a hex under their side's control.

Depending upon the number of cavalry units each side has, there could be additional losses for the retreating force. The victorious side rolls 1D6 on the following table, based upon a ratio of the number of cavalry units they have left after the battle compared to those of the retreating force (round down). Losses are expressed in SPs.

Pursuit		DR (1D6)					
Cav Odds		1	2	3	4	5	6
>1:1		-	-	-	-	-	1
1:1		-	-	-	-	1	1
2:1		-	-	-	1	1	2
3:1 +		-	-	1	1	2	3

Determine Permanent Losses

Once all battles have been concluded for the present turn, both sides need to determine their permanent losses. Both sides cross index their losses (in SPs) with a 1D6 roll on the Permanent Losses table to see how many of their battle losses become permanent.

Note: This process takes into account

Permanent Losses

		DR (1D6)					
SPs Lost		1	2	3	4	5	6
1-3		-	1	1	1	2	3
4-6		1	2	2	3	4	5
7-9		3	4	5	6	7	8
10+		5	6	7	8	9	10

that both sides might have forces that routed, fled the battlefield, or had wounded that could return to the ranks within a few days of the battle.

Note: For whichever rules you are using, round up the losses to the closest SP number.

Ex., During a battle, White lost several SPs, then another SP in the pursuit, for a total of 4 SPs. Looking at the 4-6 row, White rolls a 5, which is more than the 4SPs lost, so all 4SPs are considered gone for the campaign.

Sieges

Any location that has a castle with 1SP as a garrison, must be taken by siege. If the location is a village with a castle, the location cannot be brought under control until the castle has been taken. Once the castle has been taken, an attempt can be made to control that location.

To siege a castle, the enemy force in the hex must have at least 3SPs to roll on the Siege table. Place a Siege marker on that location.

Sieges		DR (1D6)					
		1	2	3	4	5	6
Result		-	-	-	-	+1	S
+1 = Gain an additional Siege marker that adds +1 on next turn's roll.							
S = Castle is stormed and taken.							
Modifiers							
• Each additional Siege marker: +1							
• 5-10 SPs: +1							
• >10 SPs: +2							

Determine Victory

Control of LP Locations

Both sides begin the campaign in control of various Legitimacy Point (LPs) locations, such as villages, towns, and cities. Once the campaign begins, additional locations may be controlled by one side or the other. Control is determined during the LP Determination/Victory Phase at the end of each turn. To control a location, there must be a force at that location at the end of the turn. Roll 1D6 and on a 5 or a 6 that location becomes controlled by that faction and it should be designated with a friendly control marker. The size of the force at that location adds the following modifiers:

- 5-10 SPs: +1
- 11-15 SPs: +2

Once a location becomes friendly controlled, a force no longer has to remain there at that location.

*Note: If the location was enemy controlled, their control marker is removed before determining if that side (who just moved into that location) controls the location. Just passing through an enemy controlled location does not change control.

Ex., White has Reginald with 8 SPs move into Inkdon, which is enemy controlled. The control marker for Blue is removed, but it is still not controlled by White. The die roll needed is 4+ (5 or 6 for success, +1 for Reginald having 5-10 SPs in his force). The die roll is a 3, which is a failure. For the next turn Reginald could move out of Inkdon or remain there for another turn and try again.

At the end of each turn, victory in the campaign is determined. Both sides add up the Legitimacy Points (LPs) of the cities, towns, and villages that they control. Subtract the side with the smaller number from the side with the larger and the result is the level of victory for the larger side. *Ex., Blue has 110 LPs while white has 75. The LP track would show blue with a 35 point LP lead (use a spare marker to place on Blue's icon to show their advantage).*

These totals are cumulative from turn to turn. *Ex., blue is at +25 and White wins the turn with +30. White now has the advantage at +5 for their side.*

In addition to controlling locations on the map, each side gains the following for winning battles:

- If the battle had at least 10 SPs per side the winning side gains +10 LPs.
- If one or both sides have less than 10 SPs, the winning side gains +5 LPs.
- Each successful siege is +5 LPs.

Victory Levels

IF either side gets to +80 on the LP track, they have won the campaign as that side is recognized as being the legitimate rulers of this part of the kingdom. If at the end of 10 turns neither side has reached +80, then consult the following table:

Victory Levels

- **0 to +25 Draw:** Both sides will resume hostilities in the near future.
- **+26 to +50 Minor Victory:** The next campaign will begin with this side having distinct advantages.
- **+51 to +79 Major Victory:** The next campaign will finish off the other side once and for all.

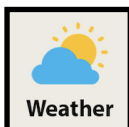
Campaign Optional Rules

Longer Campaign

The campaign does not have to end on Turn 10, but instead can be broken into years, which in turn is broken into seasons. Using this method, both sides will continue the war until one hits the +80 Legitimacy Point threshold. Players can randomly determine which season the campaign begins in (except Winter-see below), then continue with each 10 turns being one season. You can also play out multiple years by progressing through the various seasons.

Weather

This optional rule can be used with or without seasons. At the start of each turn, one side or the other rolls on the Weather Table to determine the weather for that turn, modified by season. The result will usually be in terms of movement points lost or the possibility of battles being changed or canceled.



ties being changed or canceled.

Weather Table			
DR (2D6)	Spring	Summer	Fall
2	ST	ST	ST
3	ST	R	R
4	R	R	C
5	R	C	C
6	C	C	C
7	C	C	C
8	C	C	C
9	C	C	C
10	R	C	R
11	R	R	ST
12	ST	R	SN

ST = Storms: Movement is reduced from 5 MPs to 3MPs. Rivers may only be crossed at bridges. If a battle is to take place, roll 1D6 and on a 5 or 6 the battle is cancelled for that turn.

R = Rain: Movement is reduced from 5 MPs to 4 MPs. If a battle is to take place, roll 1D6 and on a 6 the battle is cancelled for that turn.

C = Clear: No restrictions

SN = Snow: Movement is reduced from 5 MPs to 2MPs. If a battle is to take place, roll 1D6 and on a 4, 5, or 6 the battle is cancelled for that turn.

Winter

There are no regular game turns during the Winter season. Once the 10th turn of the Fall season is completed, there is one special turn for the Winter season. All forces receive 6 SPs to move to winter quarters. Friendly (i.e., controlled) vil-

Campaign Optional Rules (cont.)

lages, castles, towns, and cities can be used as winter quarters by each side. Each of these locations can support a number of SPs according to the following table. Any forces exceeding these limits are considered to be lost.

Location	# of SPs supported
Village	1
Castle	1
Town	5
City	10

Note: Basically, you should begin planning moves into winter quarters at least a turn or two before the last Fall turn. If you have three forces totaling 20 SPs in an area, but you can only move enough of them to get to two villages and two towns, you will lose 8 SPs during Winter.

Supply System

There are two supply systems that can be used with the longer campaign (using seasons). The **Simple** system can be used to impose some real world limitations on both sides, making each having to fight for towns and villages along roadways to keep their forces in supply.

Each force of 3 or more SPs must be able to trace a line of supply to a friendly controlled village, town, or city. The line of supply must lead to a road that connects back to the friendly controlled location. The line can be no more than 4 MPs of non-road hexes and then 5 MPs using a road back to a friendly location. This can be combined so a force could trace MPs through non-road hexes to a road, which in turn leads back to a friendly location.

Supply is judged at the end of each turn. Any force that is not in supply must make an attrition roll. Roll a number of D6s equal to the number of SPs in the force and on each roll of a 5 or 6, one SP is lost to attrition.

The **Advanced** system will add some paperwork to the campaign and like the **Simple** system above, is designed to be used with the longer campaigns. A good idea might be to print off the locations listed in the Gazetteer to track which ones have contributed supplies for the season.

Each season (except winter), every village, town, and city has a number of sup-

ply points available that can be used for campaigning as listed below:

Villages: 1 point

Towns: 5 points each

Cities: 10 points each

To contribute supply points, a location must be friendly controlled. Once a location contributes its supply points for the season, it is marked off the list (or you can use counters, markers, etc.) to show that it is out of supply for the remainder of the season. Supply points can "travel" to any location (using roads only) as long as all points in between are controlled by that side. One supply point will supply 1 SP. A supply train marker should be placed with each force showing how many supply points are currently in that train. This also means that the supply train will need to be represented on the tabletop.

Ex., Charles & Gregory are at Lifford with 8 SPs. Their side controls Lifford (5 supply points), Stow (1 supply point), and Tandridge (5 supply points) for a total of 11 supply points. They also control Elm Grove (5 supply points), but Ashcroft is enemy control and supply points cannot travel through that location. Stow and Tandridge are crossed off the list as having contributed all of their supplies for the season, but only 2 supply points are marked off for Lifford, leaving three to be used at another time if needed.

Each force that moves or conducts battle must be in supply. If a supply train is captured (those supply points can be added to the winning side), then the unsupplied force must roll for attrition at the end of the turn. Roll a number of D6s equal to the number of SPs in the force and on each roll of a 3, 4, 5 or 6, one SP is lost to attrition.

Defensive Works

Any force that uses its entire movement phase by remaining stationary at a location can build defensive works. If there is a battle at that location, the side that built the defensive works is allowed to place any artillery units in gun positions/fortifications. Archers can have stakes placed in front of their positions and units can have some type of logs/defensive works in front of their positions. The miniatures rules used for the campaign should have details on what



Defensive Works

is allowed for that game system. These works last for as long as that side occupies that location. Once a force moves away from that location the defensive works are removed.

Alternative Start

The campaign as presented has a fixed setup for the first turn. Players should feel free to change this as they see fit. For example, the Queen & Reginald could be assumed to have already completed their voyage and have assembled their forces. You could also start on a later turn after rolling for new leaders. Mercenaries and forces from the North could be added to a side at the start in an effort to balance the sides out, depending upon the size of everyone's starting forces.

Treason

Once per campaign (or for a slightly more chaotic campaign once per battle), a Knight or Lord (not Royal Family leaders) could be persuaded to switch sides. Roll 1D6 and add +1 if the side that is rolling is ahead in LPs. On the roll of a 6 that leader changes sides before the battle. If the enemy force has several leaders in it, roll 1D6 to see how many SPs change sides with that leader. On a 1-3, only 1 SP follows him, on a 4-5, 2SPs, and on a 6, 3 SPs change sides with him.

Cavalry & Artillery SPs

























































































































To add more detail to the campaign, the number of SPs can be broken down into infantry, cavalry, and/or artillery SPs. Players would need to determine the proper ratios, but during the Medieval/Wars of the Roses periods, both were hard to come by, so this should be taken into account. Designate the number of cavalry and artillery SPs available to each leader (make new counters or use a roster). This would allow for some leaders to have a pure cavalry force (maybe increase the MPs from 5 to 7) that could be used for raids, cutting supply paths, or to serve as a separate command for the tabletop battles.

Players should feel free to add other optional rules that would make the campaign interesting or to use other figures that are available. More foreign support, naval battles, extended sieges played out on the tabletop, etc., can all be added. This campaign system is just a sandbox to get things started, so feel free to add as many features as you want!

Planning Map



Counters

 Queen	 Reginald	 Humphrey	 Robert	 Anthony	 Lawrence	 John	 Charles	 Timothy	 Louis	
 Stephen	 Daniel	Turn		LP x10	LP x5	 Weather	 Siege	 Siege	 North	 Mercenaries
 Oliver	 Arthur	 Jeffrey	 Jordan	 Godfrey	 Rowan	 Tristram	 Gregory	 Bernard	 Edwin	
 Oliver	 Arthur	 Jeffrey	 Jordan	 Godfrey	 Rowan	 Tristram	 Gregory	 Bernard	 Edwin	
 Oliver	 Arthur	 Jeffrey	 Jordan	 Godfrey	 Rowan	 Tristram	 Gregory	 Bernard	 Edwin	
 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	
 1	 1	 1	 1	 1	 1	 1	 1	 1	 1	
 3	 3	 3	 3	 3	 3	 3	 3	 3	 3	
 5	 5	 5	 5	 5	 5	 5	 5	 5	 5	
 										
 										
 				 Defensive Works		 Defensive Works	   			

Gazetteer



<u>Location</u>	<u>Grid Reference</u>	<u>Location</u>	<u>Grid Reference</u>
Althorp	NW	Merryhall	NE
Ashbourne	SE	Milston	NE
Ashcott	SW	Northwick	SE/SW border
Benwick	NW	Northwick	SE/SW border
Boarsrest	NW/NE border	Orcheston	SW/NW border
Elkhorn	NW	Ryefield	NE
Elm Grove	SW	Starling	NE
Hawksmoor	NE/SE border	Stow	SW
Helenton	SE	Swanley	NE
Hillcrest	NE/SE border	Tandrige	SW
Hutton	NE	Weybread	ME
Illton	NE	Whiteparish	NW
Inkdon	SE	Wickerton	SE
Kingsford	SE/NE border	Windrest	SE
Lifford	SW	Winter's End	NW
Little Bridge	NE		

Knights & Lords Starting Locations

<u>Leader</u>	<u>Starting Location(s)</u>
Oliver	Elkhorn/Windrest
Arthur	Ashcott/Starling
Jeffrey	Whiteparish/Wickerton
Jordan	Althorp/Illton
Godfrey	Orcheston/Helenton
Rowan	Boarsrest/Wybread
Tristram	Little Bridge/Elm Grove
Gregory	Hillcrest/Benwick
Bernard	Any Faction Location
Edwin	Any Faction Location

*If not already under that faction's control, when placing a Lord/Knight that location is marked as being controlled by that faction. Any Faction Location means that Lord/Knight is placed at any location controlled by that faction.

Reference Card

Leaders Forces at Start/Arrival

Die Roll	SPs
2	5
3	4
4	3
5	2
6	2
7	1
8	2
9	2
10	3
11	4
12	5

Random Events Table (2D6)

Die Roll	Event
2	Northern Mercenaries Arrive
3	2 SPs Added to Any Force
4	Desertion-Remove 1SP
5	Attrition
6	1 SP Added to Any Force
7	1SP Added to Any Force
8	Local Recruiting
9	Ships-Transport 3 SPs
10	2 SPs Added to Any Force
11	Rebellion!
12	Foreign Mercenaries Arrive

Combat Sequence

1. Determine Forces
2. Avoid Battle/Pursuit
3. Set Up Terrain/Choose Sides
4. Conduct the Battle
5. Retreat & Pursuit
6. Determine Permanent Losses

Avoid Battle

Odds	1:2	1:1	2:1	3:1	>4:1
DR#	Auto	3+	4+	5+	6
PUR	0	2	3	4	5

Sequence of Play

1. Initiative Determination
2. Reinforcements
3. Random Events
4. Side A Moves
5. Side B Moves
6. Combat
7. LP Determination/Victory Phase

Terrain Generation

DR (2D6)	Terrain
2	Large hill
3	Hedge lined road
4	Small hill
5	Farm buildings
6	Woods
7	Woods
8	Broken ground
9	Marshy area
10	Stream
11	Walled field
12	Small village

Pursuit

DR (1D6)

Cav Odds	1	2	3	4	5	6
>1:1	-	-	-	-	-	1
1:1	-	-	-	-	1	1
2:1	-	-	-	1	1	2
3:1 +	-	-	1	1	2	3

Movement/Terrain Costs

All forces have a movement allowance of 5 MPs

Terrain	MP Cost
Clear/Road	1
Forest	2
Rough	2
River	2
River + Forest	3
Mountain	Prohibited
Road Bonus	+1

Permanent Losses

DR (1D6)

SPs Lost	1	2	3	4	5	6
1-3	-	1	1	1	2	3
4-6	1	2	2	3	4	5
7-9	3	4	5	6	7	8
10+	5	6	7	8	9	10

Victory Levels

- **0 to +25 Draw:** Both sides will resume hostilities in the near future.
- **+26 to +50 Minor Victory:** The next campaign will begin with this side having distinct advantages.
- **+51 to +79 Major Victory:** The next campaign will finish off the other side once and for all.
- **+80 or more Automatic Victory**

Sieges

DR (1D6)

	1	2	3	4	5	6
Result	-	-	-	-	+1	S

+1 = Gain an additional Siege marker that adds +1 on next turn's roll.

S = Castle is stormed and taken.

Modifiers

- Each additional Siege marker: +1
- 5-10 SPs: +1
- >10 SPs: +2

Location Control

Roll 1D6. On a 5 or 6 that location becomes friendly controlled

- 5-10 SPs: +1
- 11-15 SPs: +2

Campaign Record Tracks

Campaign Turn

1	2	3	4	5
6	7	8	9	10

Campaign Season

Spring	Summer
Fall	Winter

Legitimacy Points (LPs)

	10	20	30	40	50	60	70	
-----------------------------------------------------------------------------------	----	----	----	----	----	----	----	-------------------------------------------------------------------------------------

0	1	2	3	4	5	6	7	8	9
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- If the battle had at least 10 SPs per side the winning side gains +10 LPs.
- If one or both sides have less than 10 SPs, the winning side gains +5 LPs.
- Each successful siege is +5 LPs.

Location Control

Roll 1D6. On a 5 or 6 that location becomes friendly controlled.

- 5-10 SPs: +1
- 11-15 SPs: +2

Weather Table

DR (2D6)	Spring	Summer	Fall
2	ST	ST	ST
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6	C	C	C
7	C	C	C
8	C	C	C
9	C	C	C
10	R	C	R
11	R	R	ST
12	ST	R	SN

Storms

Rain

ST = Storms: Movement is reduced from 5 MPs to 3MPs. Rivers may only be crossed at bridges. If a battle is to take place, roll 1D6 and on a 5 or 6 the battle is cancelled for that turn.

R = Rain: Movement is reduced from 5 MPs to 4 MPs. If a battle is to take place, roll 1D6 and on a 6 the battle is cancelled for that turn.

C = Clear: No restrictions

SN = Snow: Movement is reduced from 5 MPs to 2MPs. If a battle is to take place, roll 1D6 and on a 4, 5, or 6 the battle is cancelled for that turn.

Clear

Snow

Winter Quarters

Location	# of SPs supported
Village	1
Castle	1
Town	5
City	10



Several more images from the big Friday after Thanksgiving WOTR game. Oxford's defense of the hill and artillery batteries was the focal point of the battle as the Irish and the mercenaries relentlessly attacked them. The inability of the King's and Percy's forces to get over the river in a timely manner put their side at a disadvantage all game.

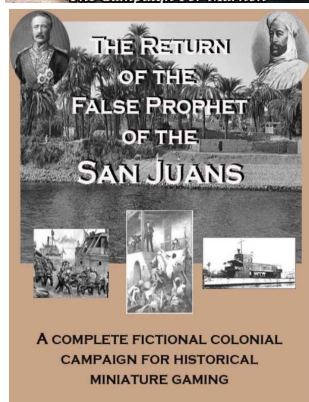
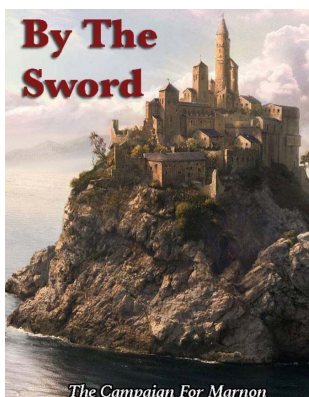
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Meets every other Friday night in the SLC, Utah area. We play a wide variety of games in 1/300th, 10mm, 15mm, and 28mm, including Hail Caesar, Age of Reason, Age of Discovery, Age of Eagles, Fire & Fury, General de Brigade, Warmaster Ancients/Medieval, TSATF, Phantoms, Mustangs, Battlegroup Panzergrenadier, Saga, Ronin, DBA, BKC4, board wargames, and more...

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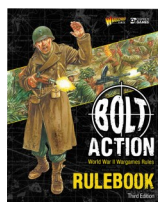
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I remember a quote from Pixar's *The Incredibles*, where the evil guy says, "When everyone is super, no one will be!" Now apply that quote to today's wargaming hobby and I think that you could be on to something. I remember when I first got into the hobby and marveling at some of the games that were featured in the various issues of *The Courier*, *Battle*, *Military Modelling*, *Wargamer's Digest*, and *Miniature Wargames*. How did they do that terrain? Where did they get that many figures and paint them so well? How did they make those villages look so real with all of the fences, hedges, etc.? You would spend a lot of time and effort trying to imitate those pictures so as to make your games better looking.

Today, seeing a game that doesn't look at least pretty average is more surprising than anything else! The amount of terrain in the form of MDF buildings, trees, roads, rivers, etc., is simply incredible as are the miniatures and periods that are available for purchase. Back in the 70s, 80s, and even 90s, if you saw a *Seven Years War* siege game, *WW1 trench raid*, a *Pearl Harbor attack game*, etc., you really took notice. Today, there are so many specialized periods, convention games, 3D printed terrain boards, etc., that you merely shrug and move down the page. Couple that with a weird lack of self-awareness amongst gamers today where most think that their painted figs and scenery are award winning when they are far from it, just makes the situation that much more mundane.



Again, in the hobby's past, when someone would roll out something like a *Granada 1492* game where they had to modify all kinds of figures, research orders of battle and uniforms, then scratch build various buildings because no one sold any for that period, you noticed. It would be a 2-3 year project that would not only look great, but inspire pretty much any gamer who saw that article. Today, there are all kinds of figures in every scale imaginable, plenty of terrain, plus rules to fit gamers tastes from 28mm skirmish to 3mm army level. The only thing preventing you from playing any period is money to fund the project and time painting the stuff for it. Basically, nothing is special any longer. Now add onto all of that the fact that a good percentage of gaming is one on one, tournament style games for Bolt Action, WH40K, *Flames of War*, and many, many more systems. Nice looking boards and armies for these games aren't necessarily a requirement.

Will we ever get back to where some things in the hobby are special? At this time it doesn't seem too likely. Everyone is too busy doing their own thing to pay attention to anything special that you might try. This was really brought home to me at the last convention I was at where our gaming group ran a big *Hail Caesar Wars of the Roses* game, with 700+ figs on the board, so definitely something you don't see every day. The hundreds of Bolt Action, WH40K, *Flames of War*, *Star Wars Armada*, etc., players that were there just walked on by and merely shrugged if they even bothered to look at all where in years past we would be answering questions, gamers would stand around watching, lots of comments, etc. Not much in gaming is special any longer...

