# Warning Order

Issue #58

Teaching Hail Caesar

At some point most gamers will need to teach a set of new rules. This could be at a convention/ event where there may be 3-8 new players, someone just joining your local club, or in this instance, a board/ miniatures gamer who is interested in the early Roman Republic as well as the Successors era. The question then arises about how does one go about doing this successfully.

The first thing is to think about the size of the forces that are to be involved. In this case it would be a two player game, which would probably be played out on a 6 x 4 table. While we could take all the time we wanted and the game can be left up for multiple sessions, a big game probably isn't the right call at this stage. Also, the number of troop types can be bewildering for some armies, so again, it's best to keep things fairly simple. Go for the biggest troop type, then add other units for flavor and to show what could be possible in an even bigger game. There should be enough units to run so that if there is a disaster early on, it doesn't ruin the game.
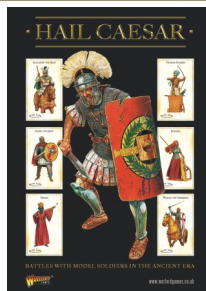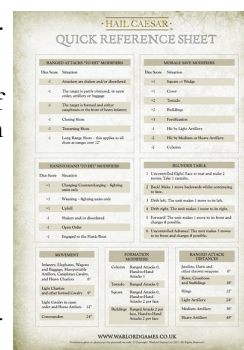
For a Republican Roman vs. Seleucids battle, this would mean a Roman legion, a division of allies, some skirmishers, and a division of cavalry. Nothing two exotic and the only special rules that would need explanation are the Roman pila and how the legion's units can move through each other. Give all the leaders a command value of 8 to keep things simple again, then explain what each of the units can do. For the Seleucids it would be the same; a division of pike and a division of allies, plus an elephant or two along with some cavalry. Scythed chariots, artillery, cataphracts, etc., can wait for another day.

Some kind of roster is definitely needed when teaching Hail Caesar. There are several blank rosters available on the net and I use MS Publisher to make my own. All that is needed is a breakdown of the divisions and units. All of the stats can be added as well as any special rules and notes. While this can take some time to set up, it can literally save hours during a game as you don't

need to look up every stat for every unit all during the game. You can then take a sample unit, show the new gamers the stats, then explain what each number is used for. Most gamers will catch on pretty quickly, especially after seeing one or two combats.

The two main parts of the game system, movement and combat, have two options for teaching them. The first is to just set up a few units before the game starts and then demonstrate how they work. The other option is to just begin the game and walk through the turn sequence slowly the first turn or two, answering any questions that may arise. Having a set of game charts for each player is a huge help here. Most of the answers, modifiers, combat effects, etc., are on the chart and in many instances (especially for a first game) that is all you need to run the game.

I've found that for teaching new players the game, or for players returning to the game after a long layoff, that arranging the units into divisions and even setting out the formations on (cont. on p. 3)

Inside this issue:

Special points of interest:

- *Several battle reports, including Age of Eagles, Ronin, and Age of Discovery games.*

- *Part one of a One Day Campaign series, going over the campaign rules.*

- *Editorial about the rise of redesigns and new versions of older games.*

- *A post Thanksgiving Day Hail Caesar battle report.*

(cont. from p2) the tabletop can really help to move things along. If not, you'll more than likely end up spending 30 minutes to an hour while players decide who gets what, how the formations should be arranged, second guessing the initial deployment, etc. This way the game is set up, ready to go, and you can begin play.

One of the things in Hail Caesar that is constantly overlooked is the role of leaders, so it is helpful several times during the game to point out what they can and cannot do. Although you probably have already gone over the command phase of the turn and while most gamers catch on to that pretty fast, they then assume that is all that leaders can do. Actually, through the use of the Follow Me and Rally orders, leaders can do quite a lot more! Demonstrating this either before the game begins or taking a break during the game to show how it works can be very beneficial to first time players. Also, going over the pros and cons of leaders joining formations for combat should be demonstrated as well. The one thing we've seen in our games that gets forgotten all the time is that the overall commander can usually re-roll his first failed attempt to issue an order.

As the game progresses, things like the proximity rules, disorder, skirmishers evading, and much more will come into play. Many gamers will have questions about how these things operate and it may be necessary to step back a phase or two, which may include letting some gamers rework part of their move. Each gaming group has different notions about this, so there's no hard or fast rule about what constitutes a "learning game".
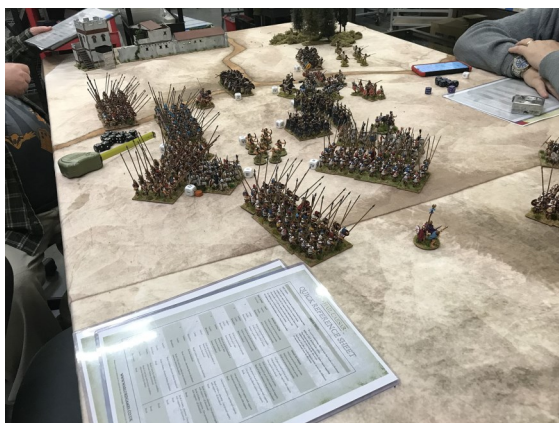
Some gamers have no problem with going slowly on things while others feel that making mistakes and being punished for them is part of the game!

Combat is where the most questions will probably arise and again, although you may have went over it before the game began, once units actually start fighting you won't know how successful your original explanation was! It's a good idea to help each player go over any modifiers, watch them roll the dice, then figure out the winner/loser of each combat. The first few combats will be slow, but usually players then get the hang of it and things go faster in later turns. This is also another chance to explain that leaders can use the Rally order to take off hits. Also, the concept of supports is critical to being successful in Hail Caesar, so don't be afraid to stop the game, move a unit or two to show what would have happened if a unit had supported the last combat, then continue on. Gamers usually appreciate seeing these things explained during the game.

While Hail Caesar is pretty free wheeling in terms of what units can do during movement, this is one of the hardest adjustments for gamers who play other rules to adjust to. The proximity rule along with needing to be at the right angles to charge into a unit will come up time and time again. It is important that each situation be dealt with consistently as if it is not, it will certainly lead to abuse of the rules in later games! While it may not be critical to have each gamer call out their exact orders before their

command roll, they should be encouraged to be as accurate and/or close to what they actually do with the units, which builds good habits for later games.

For first time players, the concept of the divisions breaking probably doesn't have to be explained. The game will usually be decided before that and most gamers usually have a hard time with being told that while you were having fun, unfortunately your division broke and you can't play any more! This is definitely part of the game that can be explained, but it's not necessary to enforce it the first time. The other option here is to have some fresh divisions or units that can quickly be added to the game in case things go badly for one side a little too quickly.

The one thing that is hard to reinforce during a Hail Caesar game, especially for first time players, are the special rules for

each unit. While we usually have one or two summary sheets available for each side, many gamers forget about them as the battle unfolds. We've thought about making colored markers that could be placed with the unit, but are concerned about the clutter. It's certainly a problem that we'll keep working on.

If this sounds like a lot of work for the game umpire or the gamers who set the game up, you're right! Running a game for first time players is not an easy task and patience is needed. It will certainly pay off in the future when the games go more smoothly and turns go by faster. Again, don't overcomplicate things and avoid the temptation to add too many units. The scenario should be straightforward, there should be plenty of handouts, and let the gamers ask as many questions as possible so that everyone has fun.

Age of Eagles: Fictional Peninsula Battle

We've really enjoyed our Age of Eagles battles set during the various Peninsula campaigns. Whether it is the smaller forces, the British firepower versus the French numbers, or just a change of scenery from the usual European battles, we look forward to each of these battles. With a new person joining us this night, we decided to do a smaller Peninsula action with about a division per person, which should be ideal for learning the game.

This fictional battle would see a French corps, consisting of three divisions, each of two brigades, advancing to meet a similar sized British force. The British had only two divisions, but they consisted of more brigades. While the British had the firepower advantage, their brigades consisted of 5 and 6 stand units, while many of the French were well over 10 stands each! The French had one cavalry unit as well while the British force did not have any. The French had some artillery support, but the British had six guns. At first glance this seems like a huge advantage, but using the special rules they have to be placed by Wellington, which is not easy in practice. Also, three batteries were Portuguese and not rated very well.

The terrain was pretty basic and a huge change from some of our previous gaming nights where terrain dominated the situation. There were two hills, both rated as rough, and a small town on the extreme British right. There were some woods, but they were not in the middle of the battlefield. Each hill was an objective as was the town. Whoever took two of the three objectives would win the battle. We hoped that we would get in about twelve turns, but one side or the other could concede at any time if they thought their side had no chance at victory.

The British had one division each coming on from each road entrance. The French all had to come on the table through one road entrance, but they could hold forces off board for one turn and enter near the road (which they did). All forces started in the Reserve Zone (this is an AOE system to represent the faster movement of troops not engaged), so they moved onto the table pretty quickly. By turn 3 most forces were now in the Tactical Zone, so they had to roll on a different table for movement. Both sides were clearly moving to secure the hills and the British ceded control of the town to the French, at least for the time being.

The French cavalry launched a charge that almost ended the game before it began! The French went last in a turn, then first in the next turn, catching an unsupported British brigade moving up onto a hill. The attack was barely defeated and the British moved to consolidate their position. A few British units and a French unit eyed each other warily near the town, but the forces of both sides were getting ready for the big showdowns near the hills.

Turn 4 is when the festivities really began. The French shook their brigades out into lines and charged the British all across the center and the British left. This set off several massive battles where the British firepower held off the larger French brigades. Each time the French were pushed back the British counterattacked, only to have themselves pushed back to their starting lines. Both sides continued to bring up more and more troops, but each success was seemingly offset by a defeat elsewhere.

On the British right the 6 batteries were finally put in place by Wellington and started shelling the French cavalry and the lone reserve infantry brigade. However, there was no effect, which seemed to be a theme for the British and Portuguese artillery all night! The French seemed to be holding off an attack on that side, due to the fear of the artillery, which were in great positions. For several turns this side of the battlefield was relatively quiet. (cont. on p5)

(cont. from p4) Back in the center and British left, both sides were getting ground down by the constant firing and melee. There were several times were it looked like one side or the other would need to pull back, but instead the players rallied their troops, then returned to combat as fast as possible. There were some great maneuvers, good attacks, superb defenses, and the battle moved back and forth for quite some time.

Around Turn7 there was a crisis for the French in the center. The British rolled really, really well and broke through the French lines, creating a massive gap. For just a moment it looked like the French army was going to be cut in two. However, just as fast as the hole opened, the French rallied and counterattacked, driving the British back up the center hill. Casualties for both sides in this area were getting bad, with many units reaching worn and spent status.

On the British left the constant pounding finally wore down the smaller British brigades. One of them routed and all of sudden the British were in trouble and tried to reshape the line into some sort of a defensive position. The French, however, continue to push the attack and all of a sudden the British left was gone with a French division in pursuit. This left the center and the British left, with both sides now having very few fresh units left.

On the British left the French finally realized that after several turns of artillery bombardment and not much damage, that they should maybe attack! The two French brigades moved up and took fire, which again, caused little to no casualties. They launched a series of charges that at first pushed the British brigades slowly back. The artillery fire was still ineffective and one more push by the French routed the two British brigades. With no reserves and with both flanks crumbling (and holding two of the three objectives), the British conceded the day to the French.

For a scenario that seemed so simple and with no weird terrain features, special units, etc., this was a great battle. It goes to show that sometimes we overthink and over prepare scenarios! There is something to be said at times for just getting back to the basics of wargaming with fairly straightforward battles. We do, however, really need to work on our Peninsula terrain! A less green mat, better hills, some Spanish style farms, etc., are what is definitely needed. One member is currently working on Spanish forces, so we'll be doing this period again soon.

Engagements 43: Airfield Defense

Situation: Blue is falling back in this sector, but is desperately trying to hang on to vital objectives, such as this airfield. The airfield's defenses have been bolstered by additional units scraped up from the reserves in this sector. If Blue can successfully defend the airfield, a future counterattack in this area could give Blue the breathing space to make the airfield operational again. Red, however, is also desperate to seize the airfield. Their offensive is losing momentum due to long supply lines, so the airfield will allow fuel and ammunition to be quickly flown in to continue the attack.

Period: Designed solely for the Modern/WW2 era.

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

Terrain Notes: The runways and ring road that connects the runways is concrete/asphalt. The gray structures are fairly large and would be strongpoints in any defense of the airfield. The remaining structures in the area are a mix of wood and concrete. The woods are light, but will provide cover.

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

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

3 units of armor

3 unit of mech infantry

3 units of infantry

1 AT/ATGM unit

1 heavy weapons/mortar unit

1 combat engineer unit

1 battery of medium artillery (off board)

Set Up: Red's forces have been building up off board overnight and at first light are moving to attack. All of Red's forces can enter the North edge of the board on Turn 1.

Red Orders: Attack the airfield and surrounding area, eliminating Blue units and positions. The main objective is to seize the five concrete buildings, which will give Red control of the airfield and then additional troops and supplies can be flown in to continue the offensive.

Blue Forces: Blues' forces are broken into different commands and set up re-

strictions as listed below.

Airfield Defense

2 infantry units

4 MG positions

These units are dug in (foxholes and trenches) along the ring road and runways.

Strongpoints

3 infantry units

These units can be set up in any of the five gray buildings.

Mobile Reserve

1 armor unit

1 mechanized infantry unit

These units can be set up along any non ring road.

Support Units

1 AT/ATGM unit

1 light mortar unit

These units can be set up anywhere on the board.

Blue Orders: Defend the airfield against Red's attack. Use the mobile reserve to strengthen an position that is in danger of being overwhelmed.

Blue Set Up: As listed above with each group of units.

Game Length: 12 turns

Special Rules: The five gray buildings should all be at least two story structures and should have the highest rated cover in the rules that you are using. The original idea was that the two buildings on the outer edge of the airfield would be large hangers or hardened shelters while the three other buildings are the control tower and main operations.

The MG positions should be small MG or HMG teams with sandbagged positions.

Victory Conditions: If Red takes all of the gray building and there are no Blue units inside of the ring road, then they have won a major victory.

Variants: Airstrikes and airmobile forces would be fairly easy to add and give Red some flexibility in attacking the airfield. Another option is to forego the ground units and give Red a fairly large airborne force, which would definitely make Blue's defense more difficult. The board could be expanded in size, especially in length and each side given additional units for a larger group game. Blue could also be given minefields and barbed wire to channel the attackers. Another option is to allow Blue to have one or two bunkers with AT weapons that have a good field of fire across the runways.

If Red has problems attacking, they can be given more armored units, but since Red is at the end of the logistical tether, they would need to roll a D6 every time they move and on a 5 or 6 they are out of fuel for the remainder of the scenario.
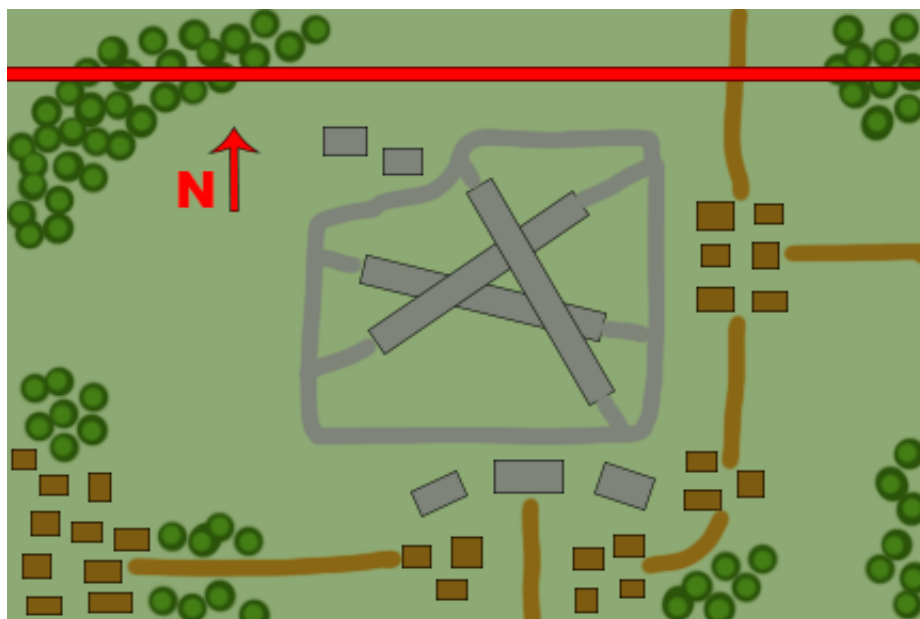
Engagements 44: Defeat in Detail

Situation: Blue has recently won a victory over Red and has been pursuing the smaller Red force for over a week. In a desperate move to break the deadlock, Blue has split their forces, trying to cut off Red's possible escape options. Red, however, has been waiting for just this moment, and has turned their forces around for a counterattack in an attempt to defeat Blue in detail. While Blue has been encamped for the night, they discover the danger and riders are sent out to their scattered forces to converge to save the main body.

Period: Designed primarily for the Ancients as well as Horse & Musket eras, but could work with other periods with some adjustments.

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

Terrain Notes: The water obstacle is shallow and should be treated as rough terrain, except for artillery which can only cross at the bridges. The hills are not steep, but they should confer some movement penalty. Woods are light, but do provide cover. The village and farms consist of wood and thatch buildings. The fields next to farms are for scenic flavor only.

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

Red Forces:

10 infantry units

2 light infantry/skirmisher units

2 missile armed units (bows)

3 cavalry units

Red Orders: Attack and overwhelm the main Blue force in front of your starting positions. Send a small force to delay any Red reinforcements from reaching the battlefield and joining with Blue's main force.

Red Set Up: Red units can set up in any formation south of the red line marked on the map.

Blue Forces:

Main Body

6 infantry units

1 light infantry/skirmisher unit

1 missile armed unit

1 cavalry unit

Reinforcements

6 infantry units

2 light infantry/skirmish units

2 missile armed units

3 cavalry units

Blue Orders: Hold your positions and await reinforcements who are converging on your position. Once you have sufficient force available, counterattack and defeat Red's force.

Blue Set Up: Blue's Main Body can deploy inside the blue bordered box in any formation. Blue's reinforcements will arrive piecemeal during the game. Each turn roll 1D6 for each unit still off board (on turn 1 Blue would roll 13 times). If a 6 is rolled for a unit, it appears that turn as a reinforcement. Add the turn number to the die roll (ex., on Turn 3 add +3 to the die roll). When a unit appears, roll 1D6 for the location:

1,2	A
3, 4, 5	B
6	C

Game Length: 12 turns

Special Rules: None

Victory Conditions: Blue's main body must be either destroyed or forced off the board, using whatever rout or army withdrawal mechanisms are in the rules that you will be using for the game. If the main body survives until Turn 12, Red has lost the battle. Again, this could be subjective based upon the rules that your group uses.

Variants: There are a large number of optional rules and variants that could be used with this set up. With this type of battle there is a problem with Red possibly using their entire force to attack Blue and not worry about their flank. It's a high risk/high reward type of strategy that could be undone by too many units on too small a frontage. Probably the biggest changes that could be made would be to limit Red's use of their units in the first few turns. If Red is forced to send part of their army to block the bridges, then Blue's main body has a pretty good chance of holding on until they have enough force for a counterattack. The other option is to let Blue have some of their reinforcements assembling on the west side of the river in preparation to attack into the flank of Red. This would force Red to divert forces to stop them.

Other variants would be pitting a mainly cavalry force against an infantry one. You could also give Red more infantry while Blue is allowed to entrench on the hill and use artillery to strengthen their defense. Yet another variant is to have Blue select the order in which their reinforcements arrive instead of the random determination that is in the current scenario. If needing to balance out the battle with inexperienced players, the experienced side could take Blue, but they are assumed to be in camp and have to move towards the front and set up a defense.
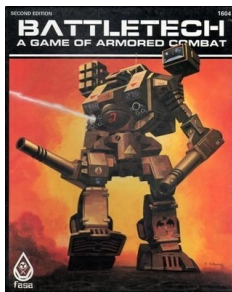
Giant Robots, Mechs, & War Machines

As long as I can remember, wargamers love their sci-fi combat. Whether it's books such as Starship Troopers, Bolo, Hammer's Slammers, etc., to animated series like Robotech, huge robots, mechs, and war machines can almost always get any wargamer excited. Where the topic falls short, however, is how to game this kind of combat! There have been all kinds of games, rules, and miniatures over the years, but it seems to be a topic that is hard to quantify what is successful and what is not.

My first exposure to this kind of genre was of course Metagaming's first microgame called Ogre, which still continues on to this day. Several years later, FASA launched Battletech, which has now been going strong for close to 40 years! Battletech was one of those games that was hard to categorize. It was a wargame, using military organizations and tactics, but it also crossed those science-fiction boundaries, much like today's Star Wars Armada and other similar games. You started to see people playing the game that you never saw playing other kinds of wargames.

Battletech was a hard game to love and still is today, at least for me. Even in an era (80s-90s) where complexity was shrugged off, this game was in effect, "crunchy". Heat management, battle damage, all kinds of weapons, etc., fused together with a set of rules that had a lot of gray area made this an interesting entry into the gaming hobby. Gamers, however, could not get enough and slowly, but surely, Battletech began to expand.

From miniatures to technical readout manuals to a line of science fiction novels, the Battletech universe followed its brother, Star Fleet Battles, down that path of getting just too big to actually play! Long after I had tried it I remember friends sitting around for hours deciding which mechs to use, which op-

tional rules, filling out paperwork, and more just to get to the first turn of the game! While the game kind of had a falling out during the 90s and 2000s, it's still played today and versions keep appearing.

The one game that I did get behind in a big way was Adeptus Titanicus, back in the day when every new Games Workshop or WH40K release was a celebration. Not only that, but you could afford their miniatures back then as well! The boxed set was packed with six titans, rules, markers, buildings, and everything you needed for a battle. Soon, there were titan battles each week and when the epic Space Marines came out there were huge battles fought at all the local stores using titans, tanks, infantry, scratch built scenery and more.

Then, in a sign of things to come, GW changed the force structure, raised prices, etc., and most of us sold off what we had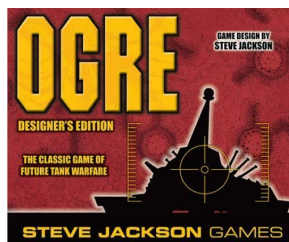 and started looking for other games. Today, GW has again re-released this theme, but the boxed set, individual packs, and scenery are not only a completely different scale, they're insanely expensive! If they ever go back to the old scale, affordable titan sets, and so on, I would be seriously tempted to try it again!
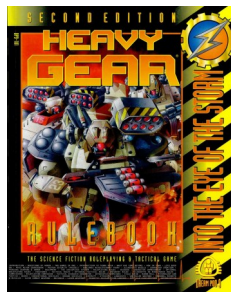
The other giant robot, mechs, and war machine game that we tried to get into was Heavy Gear. I started to see some ads in gaming magazines and packs in local stores, then realized that there were a lot of books, rules, figures, etc., out for this game. The backstory sounded great, the miniatures looked really good, and it fit that Battletech mold that was science-fiction, but more military in nature. We painted up enough for a two player game, tried it, then sold it almost the same day! It was hard to believe how bad the rules were for something that looked on the surface as a sure thing.

We did also get into Warmachine for a year or to. Again, the initial offerings looked so promising. Combining magic, alchemy, and big mechs was something that we could not pass on! Within a few months we had some sizeable

battles and everyone kept enlarging their forces to where some of the games started to take a bit longer than the 2-3 hours they were designed for. Then they went down the GW path with more units and characters for each faction, more books, redesigns, then a version for an early era and so forth. I realize that companies need to expand to sell product, but this happened so fast that it got confusing and looked to take huge chunks of cash from our wallets!

When the Ogre 6th edition came out, which is a 25 pound box with enough stuff in there to keep you gaming for the next 20 years, I realized that my quest for the ultimate giant robot, mechs, and war machine game had come full circle. What I started with, which was a $2.95 board game with paper thin counters, had turned into a $125 box with hundreds and hundreds of pieces! However, the game was still the simple, fast playing, exciting system that has been grinding forward for 45 years now. Additional forces, maps, scenarios, miniatures, and more for this version will keep everyone playing for quite a few years yet.

Yes, this is one of the stranger genres in the gaming hobby. Something that should be a slam dunk, but in reality is really hard to pull off. Even Robotech with all of its fans and possibilities for battles, put out a so-so game several years ago. There's something about trying to come up with a system that uses cool figures, things aren't destroyed with one hit, but still has military tactics and organizational structures that makes it very hard to succeed.

With the advent of 3D printing and rapid prototyping I have a feeling that someone will get it right here in the near future. There are after all, a lot of gamers like my friends and I who are looking for this sort of thing. Why? We really have no idea other than we read a lot of military sci-fi books!
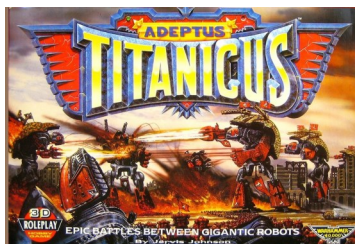
Blast From The Past Pt. 44: Heritage Models

When discussing the history of the miniature wargaming hobby, one of the more interesting companies would have to be Heritage. Begun way back in 1974 to get Hinchcliffe miniatures (at that time one of the leading companies in the gaming miniatures hobby) produced in the United States, it grew and evolved into one of the hobby leaders for its time.

It's hard to believe now, especially after all of the movies out on the topic, but Heritage produced a large Lord of the Rings line at that time in 25mm. Dungeons & Dragons was just getting started and for those looking for miniatures, these were the perfect choice! By today's standards they weren't great, but at that time if you were looking for a wizard and some rangers, these packs of miniatures were more than suitable.

In fact, fantasy was the driving force for Heritage for a number of years. There was a Conan The Barbarian range, a John Carter Warlord of Mars range, classic monsters, and much, much more. Sold in the standard blister sized package, Heritage fantasy miniatures were a staple in almost every hobby store that you went to back in the 70s. With no Internet and sometimes with a catalog for aid, you would need to drive to the various stores on a weekend and look for specific packs of miniatures for your current projects.

Somewhere around 1977 or '78 they became Heritage Models and with Dungeons & Dragons starting to really grow, they came out with even more fantasy figures. Dungeon Dwellers boxed sets, Medieval ranges, Dragons, and more made Heritage one of the leaders in the miniatures gaming business. It was almost impossible to go to any hobby or game store without seeing their miniatures. For my gaming group almost everyone had something made by Heritage. While Ral Partha, Grenadier, and Superior were starting to put out competitive ranges, Heritage was still well thought of .

Heritage also picked up the Battleline Publishing line

of games. Battleline at that time was a smaller wargame publisher, who put out games on a limited schedule. However, they did have several successful titles such as Air Force, Flat Top, and Submarine. Later, Heritage would sell all of the Battleline Games to Avalon Hill. Once given the AH treatment with new boxes and component upgrades in some cases, along with the AH distribution network, several of these games were huge hits and are still played today!

Also at this time 15mm was just coming into its own. There weren't a lot of ranges, or for that matter, players in that scale, especially since everything up to that time was in true 25mm. Heritage set about changing that, however, and released Confederettes and Napoleonettes, which were blister packs with 15mm figures. For a long, long time, even after Heritage's demise, these figures were thought to be state of the art. As if by magic, ACW and Napoleonic gamers embraced this scale and the rest is history. The small size, high quality, and the ability to pack a lot of units onto even small gaming tables made 15mm a popular scale that continues to this day.

Heritage also produced a number of specialty ranges such as Der Kriegspieler's Fantastiques, which was another range of 25mm fantasy figures. Several of the ranges were produced by Duke Seifried through a company called Custom Cast, which were added when that company joined with Heritage. There were Pirates of the Caribbean, 54mm fantasy, ACW, and more that were released under the Heritage label. By 1980 Heritage was producing a wide variety of 15mm and 25mm scale figures for fantasy and historical wargaming. With role-playing now dominating the hobby, Heritage was in prime position to capitalize with all of

its ranges.

Unfortunately, many other companies were now getting into the miniatures business and there were a lot of choices for gamers where for years there had been few. Ral Partha and Grenadier were really coming into their own with Ral Partha's incredible figures starting to take a dominating role. Heritage kept going, however, releasing new sets and even rules such as Knights & Magick. This was a boxed set that deserved better than it got. Those who tried it liked what they saw, but it was another entry into an already crowded field. Today it is still fondly remembered, but it certainly could have changed the hobby if it had come out a few years earlier.

Heritage tried the board game route one more time with its Dwarfstar range. These weren't quite micro-games, but they weren't full sized games in the vein of SPI or Avalon Hill. There were eight games released, all with a fantasy or sci-fi theme. A few of them, such as Barbarian Prince and Dragon Rage, still live on today through new editions or as free re-designs on Boardgame Geek. They did, however, have some of the flimsiest boxes in hobby history, which didn't help sales! They were certainly novel and we played several of the games when they came out. Why they never took off is anyone's guess, but it was a noble effort.

Finally in 1983, after undergoing bankruptcy, Heritage USA as they were now called, closed down. In basically nine years they had put out a surprising number of miniatures, board games, and rules. As with most wargaming companies, making things profitable is definitely a challenge, especially operating on small margins. For myself, I will always remember these figures, rules, and games as I had many of them back in the day and it's a shame Heritage didn't survive.
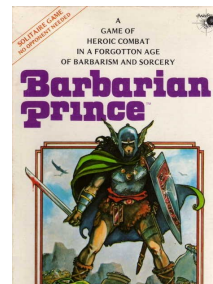
Redesigns & New Versions-Do We Really Need Them?   Editorial

New versions of rules and board games have been the bane of wargamers for quite some time. Recently, however, there have been a large number of these coming out with no end in sight. In fact, what's old is new again, judging by the many Kickstarters, P500 listings, and forthcoming notices on web sites along with Facebook groups. It's almost at a point where new versions of old games and miniatures rules could be a hobby by itself! The big question is, do we need these?

Redesigns and new versions need to tick off boxes on a checklist about why they are being produced. Are the previous versions sold out? Is there demand for them? Was there a new way of doing something in the game or changes to improve the game? Was the game popular, but there were so many questions and so much errata that an updated version was needed. Even if the answers to all those questions was yes, that doesn't necessarily mean that the new version will be any good.

Let's take the recently released Successors game by Phalanx, which was reviewed in the last issue. Successors originally came out from Avalon Hill, then two more versions were produced by GMT. The 3rd edition was supposed to be the final, end all, last version of the game. It's a great game, has good ratings, and the final version cleaned up almost all the problems in the first two versions. Attempts to get enough pre-orders for one more printing failed after years of trying and GMT dropped it. At this point, the game became almost a collector's item and was going for 2-3 times its original price on Ebay. No one thought another version would ever come out and they were wrong.

Phalanx obtained the rights and set about upgrading Successors to the same standard that they upgraded Hannibal a few years earlier. Plastic generals, larger cards, better rules, and so on were the selling points to the Kickstarter campaign. After a few years, shipping delays, etc., it finally came out and its pretty good. How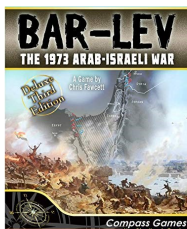ever, there have been changes, from vari-ous rules to extra cards to additional scenarios. The basics are the same, but there are differences from the 3rd edition and it's questionable if you should upgrade to this one if you already own and play the previous one.

In fact, that's the question that gets asked all the time. Do I need this? For many gamers there is the constant drumbeat of the fear of missing out. Many gamers will order new versions or redesigns sight unseen, then jettison their old version. It is surprising, however, how many gamers will keep all of the previous versions! There's also many, many gamers who think that because they don't have the latest and greatest that they won't be able to play the game or that they might get taken advantage of by gamers with the new version. When considering a new version or redesign, the other question that needs to be asked is, "What exactly am I getting?"

The answers to this can take many, many forms! Let's look at another example, which would be Johnny Reb. When the first version came out it definitely caused a sensation as not only was it by the designer who created Avalon Hill's Squad Leader, it had an entirely new type of game system. It was so successful that a second version came out from GDW and increased its popularity even more. This is a great example of putting out a second version that helped the game expand its audience. However, after quite a few years, Johnny Reb III came out and things went downhill. Why?

Johnny Reb III was not a complete redesign, but it wasn't just an upgrade either. There was a new figure scale, several new formations, new charts, etc., and it took some reading of the rules to really learn how to play it well. After a few games we went back to the second version, but some didn't want to and in the end all versions of the rules fell out of favor.

Then there's redesigns that are entirely new games! A great example of that would be the Bar Lev designer's edition from Compass Games. Bar Lev already had two versions, both designed by John Hill of Johnny Reb and Squad Leader fame. Both games were simple, basic wargames on the 1973 Arab-Israeli War that were fun to play, but some things had definitely been fudged in terms of order of battle, air combat, and so on. When Compass Games announced a redesign with new maps, components, etc., there were cries of joy from gamers who remembered the old version.

However, upon opening the box it was clear that this was not simply a new version but a whole new game! Where the old versions had around 580 counters the new one had close to 2000! The unit scale had changed, there was far more chrome than the old one in terms of special rules, and the complexity had gone up a notch or two. It's a very good system and probably the best game on the subject currently out there, but this was a big surprise to many gamers, especially those who thought they would sit down, set it up, and play it the same as in the old days! It clearly showed that you have to really pay attention to what you're getting with a new version.

Another example of taking a good thing too far would be the designer's edition of Fortress Europa, which also first came out under the Avalon Hill banner. Reworking any classic game such as this is always a challenge as you need to appease many, many fans of the game, including some who have been playing it for three decades or more! In this case they expanded it from one map to two, added more charts and aids, reworked the counters, fixed the rules issues, and basically put out a quality product that plays the same as the old version. The only problem is that the footprint of the game is now so huge that it takes up almost an entire 6 x 4 table with the map and all the displays!
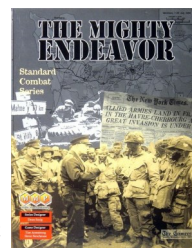
After that you have games and rules that have new versions where after seeing them you ask yourself, "Why?". A great example of that would be MMP's The Mighty Endeavor 2nd edition. TME as it is called, is one of the better entries in the SCS series of games, which are classic hex and counter wargames. TME covered the Allied invasion of Europe in 1944 up to the end of the war at (cont. on p11)

(cont. from p10) divisional scale. For some reason, they thought it would be good to add the Eastern Front to the game when they reprinted it.

What resulted is a bizarre combination of two fronts that don't work well as a whole. The Eastern Front map is a weird size and covers only part of the front, but changes the footprint of the game. There are special rules so that the Russians don't reach Berlin while the Allies are still on the beaches! While in the end the game still works, you're left wondering why they even added it on as it doesn't improve the game at all! Sometimes in the hobby things should just be left alone.

However, there are times where a redesign or new version works well. Three great examples of that are Fire & Fury 2nd edition, Age of Eagles 2nd edition, and Battles For Empire 2nd edition. Both sets of rules were just fine as they were, being played by enthusiastic miniatures gamers across the globe. There were no real failings in any of the rules and while there were questions, some sections needing a bit more explanation, etc., you could still play the rules and not have any major issue.

Both new versions are well done, have cleaned up any issues, and are quality products. The Fire & Fury book in particular has great color images, new examples of play, unit labels for the scenarios, and much more. New versions of these rules will now allow greater access to those who are interested and perhaps attract even more gamers to the hobby. The authors were wise to keep things simple; don't add a ton of new rules, don't change the base systems, and don't promise more than you deliver. If more companies followed these guidelines the hobby would be much better for it.
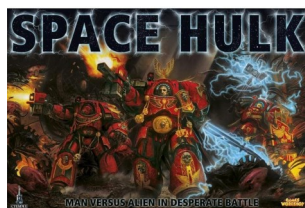
While Games Workshop takes a lot of grief for all of their various versions and redesigns, one thing that they have done well with is Space Hulk. The latest version, which is the 4th edition, is exactly what a redesign or new version should be. A ton of components, great looking miniatures, plenty of scenarios, and most important of all, the base system didn't change. Why they can't do this with all of their stuff is the big question here.

Another category are the really big games that can have expansions that make the game even larger. Two of those have recently had new editions, which would be Twilight Imperium and Descent: Journeys in the Dark. TI4 as it's called, is a huge game (reviewed here several issues ago) and now in its 4th edition. Another add-on, Prophecy of Kings, makes the game even bigger and longer! What was wrong with the 3rd version? Not much really and same with Descent, but game companies can sniff opportunity and gamers threw truckloads of money at them when both revisions came out. Yes, the components did get better, some rules got cleaned up, but you start to sense that this is too much of a good thing and you wonder what happens if a TI5 comes out? That's a great question. If TI4 was the ultimate version, how much more "ultimate" could TI5 get?

This gets to the heart of the matter. Do you need the new version? The answer in most cases is no. Do you desire the new version? In most cases the answer is yes! Game companies have clearly seen that gamers will plunk down their hard earned cash for the latest and greatest, so why not put out as many versions of the game or new editions as often as possible? Too often the company is just trying to capitalize on the existing fan base and knowing that they will get a certain amount of sales is just too tempting to pass up. If Warlord Games comes out with a new version of Hail Ceasar, they'll sell a few thousand just because it's new, even though maybe only a few images along with a sentence or two might change.

This kind of thinking also gives us redesigns or new versions that have some problems. Poor playtesting on added items, extra scenarios that are imbalanced, missing or misprinted components, and other things that show the company was just rushing the product out to get sales. It's hard to blame them as gamers are a very forgiving bunch. The game companies know that you might be upset for a bit, but when that next version is announced gamers will form a line to get one! Now some companies are trying hard to get a new version out because the old one sold out, they feel they need to update it, etc., but certainly not in every case.

The worst offender is of course Games Workshop. Whether you love or hate them, you do have to admit that they have mastered the art of the new version! Every few years sees new rules, new army books, new figures, and more that changes how the existing game used to play. They don't care if you have to buy a new set of rules, sell off your existing figs to buy new ones, and so on as they are focused on new customers, not the old ones. It must be working as no matter how hard gamers cry and complain, there they are, selling yet another new version of a 30 year old game! The demise of the this company has been predicted for quite some time, but yet they know that gamers love new versions as well as redesigns. I'm sure right now they're planning on another version of Necromunda, Blood Bowl, WH40K, and more, even though most of these games have had a new version in the last few years! It's just what Games Workshop does.

So, what does the future hold? Depending upon your viewpoint, fortunately or unfortunately, more redesigns and new versions! Avalon Hill's Russian Campaign is getting a facelift by GMT, Compass Games is all aboard the redesign express, probably another version of Flames of War is coming, and many, many others. Will gamers just stick to their current versions? They might if the prices get too high or there may be a point where rebasing, buying more figs, or needing to learn a changed system might be a deal breaker. Game companies, however, know that gamers want the new version and until a big game fails, this pattern will continue. At what point do gamers say, "I'm not interested in a new version"? I myself am limiting the new versions I buy for the foreseeable future, just because you can't keep purchasing the same thing over and over.

One Day Campaigns
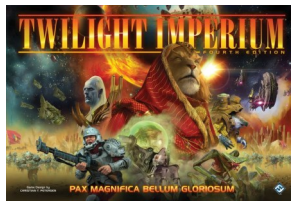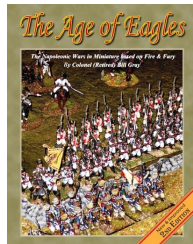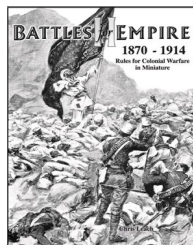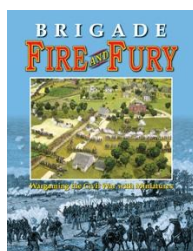
Pt. 1: Campaign Rules

Part One: The Campaign Rules-Introduction

Back in the day, when Miniature Wargames first came out, there were a series of articles about what were called "one day campaigns". These were usually club events that they had planned out way in advance, but the same principle could be used for a longer game night or special game day for some groups. The idea was to set up a number of tables, then move from table to table as forces advanced or fell back. Naturally, this would involve quite the number of vehicles and scenery, so the campaign needs to be planned out.

The concept is an attractive one for many gamers. A long day of gaming where you actually get to see the progress of your advance or how bad you're losing! The challenge is to find a set of rules that will a) govern the movement from table to table, reserves, air support, etc., and b) tactical rules that keep the action moving. A is certainly easier than B, which is what will be presented here. The tactical rules will be in part two, which will be in the next issue of Warning Order.

The articles that appeared in Miniature Wargames were interesting and it definitely generates excitement in trying to do something similar. Unfortunately, if I remember right (I have not read those articles in 20+ years!) they were a bit short on details, so you needed to fill in quite a few things for your own campaigns. The results, however, seemed impressive and it would definitely be one of the highlights of the year if you're able to pull off one of these campaign days.

The main idea is of course to have multiple battles during the course of the day. Due to the nature of the movement between tables, WW2 or Modern would be the best periods for this type of campaign as the rapid movement will make transitioning to the various tables easier. Once you have selected a period and/or theater, the next step is to create the campaign map. These can be as detailed or as basic as you would like, as long as all of the participants can tell what terrain is on each board. The map will be composed of multiple boards that are linked to one another. When a force is victorious on one board or the opposing force withdraws, movement then continues on to the next board.

The campaign rules will cover some sample maps and boards, the turn structure, and how to deploy assets such as artillery and air support. There is a lot of room to add your own house rules, add layers of complexity, and there will be optional rules to offer more detail. The rules are designed to regulate movement during the campaign and keep the action flowing with limited paperwork.

Force structures will also be important for the campaign. Obviously, the more mechanized the forces are the more opportunity there will be for advances and the use of reserves, which is critical as the action shifts from table to table. Some thought will need to be given to force ratios as a side that has to attack entrenched forces or in difficult terrain may need a much larger force than the defender. Also, depending upon how many players and tables there are, both sides may need a lot of miniatures as well as terrain.

Finally, the actual rules will be in part two coming up in the next issue. The rules will be fairly simple as when you are using large forces on multiple tables, there isn't much time for detail! Again, the idea will be to keep the action going and of course gamers are free to use their own rules if they feel that these are too simplistic. Now on to the campaigns!

Preparing For Play: The Map

The first step in preparing for your one day campaign is to determine how big it will be! If you have access to a lot of space, several tables, and plenty of terrain, you could conceivably set up 10-12 tables at once. If you have limited space, few tables, etc., you may have to settle for 6-8 boards and only keep 1-2 up at the same time. If you can set up all the boards for your one day campaign, then the map is only useful as a planning tool.

If you're going to only set up maybe one row of tables at a time, however, the map will be more than just for planning. Reserves, movement of forces from other tables, engineering tasks, artillery deploy-ments, etc., will need to be marked on the map. It's probably a good rule of thumb to assign one player on each side to act as a chief of staff just to handle all the things happening on the campaign map.

The campaign map will need to have the number of tables, each marked with a designating letter or number. You really only need to draw the main roads, rivers, and maybe mark objectives on the board maps. The distance between each board and how many avenues there are to get there is up to you as in the map example below.

It is also recommended that you draw detailed maps of each board that is on the campaign map. This will help both sides know what kind of terrain is to be expected and will help with the set up. All of the maps can be as simple or as detailed as you prefer and a terrain key can also be included. Again, most of this is optional and you can create the maps however you wish.

Board Designation

Board to Board Connection & Movement Cost
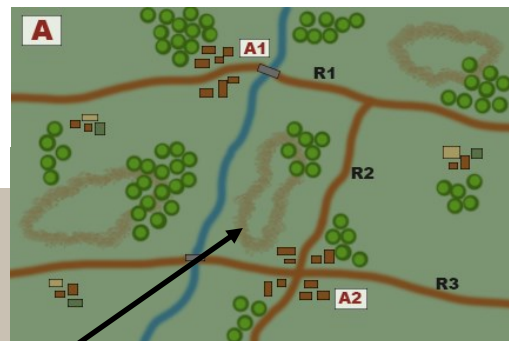
Campaign Map

Each board on the campaign map should have a separate map with more detail. This map will be used when opposing forces meet to set up the tabletop battle. If possible, roads and villages should be labeled for two reasons; first, it allows for detailed orders in planning for the game, and second, it will help both sides know where objectives are located. Hills, bridges, woods, etc., should be clearly marked on the map and then replicated on the tabletop. Players are free to add as much or as little detail to these maps as they desire.
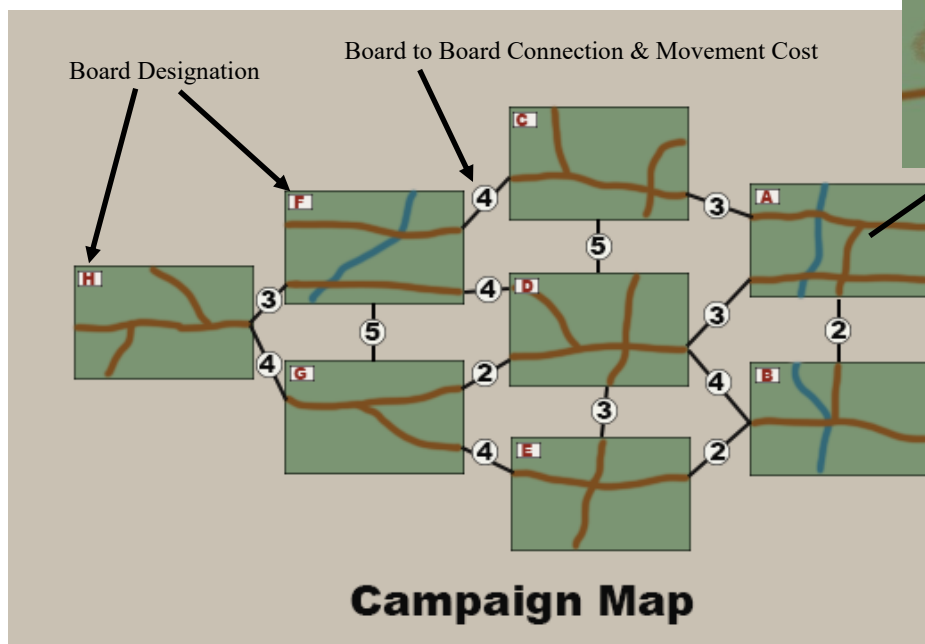
Preparing For Play: Forces & Deployment

Take an inventory of the forces that you have available for a campaign. If you're able to set up all of the tables at once, then whatever you have will be in use, so there won't be any miniatures that can pull double duty. If all of your Tigers are on board B, then there's no point in having several forces that have Tigers in them! If you're only setting up a few tables at a time, then some miniatures can pull double duty and are just used when needed by a particular force, then used somewhere else after they're through with that battle.

The type of campaign that you envision will greatly affect the forces used. If it's a meeting engagement with both sides entering from opposite ends of the campaign map, then a 1:1 ratio would be good. If the attacking force must overcome fortified positions, then a 3:1 ratio might be called for.

Both sides should have a roster of their forces, broken down into formations such as battalions or regiments. This will make it easier to track on the map. In a campaign where one side is defending, the defender should clearly mark on the campaign map where all of their forces are initially deployed. Artillery units should also always be marked on the map. Identify where the attacker will enter the campaign map. This may be from off board, moving onto the boards the first turn. Another option is to start the attackers already on the first board(s), prepared for the attack.

Since the idea for the one day campaign is fast paced action and maneuver, it is important that the attacker have a large percentage of mechanized forces so as to be able to continue the attack quickly. Large infantry forces are fine for the defense, but they would not work for the attacker in this type of campaign as it could turn into a two or three day campaign!

Sequence of Play

Campaign Turn Sequence of Play

Each campaign turn consists of the following phases and sub-phases, carried out in strict order.

Operational Phase

1. Allocate Air Support and Conduct Air Battles

2. Conduct Engineering Actions

3. Move Artillery (Optional)

4. Re-Supply Fuel & Ammunition (Optional)

Tactical Phase

1. Conduct 10 Tactical Turns

End Phase

1. Deploy Artillery (Optional)

2. Check Victory Conditions

Turn Structure

Each campaign turn is divided into an Operational Phase, Tactical Phase, and an End Phase. During the Operational Phase each side can perform numerous actions, including assigning air support, creating fortifications, destroying/building bridges, and setting things up for the coming Tactical Phase.

During the Tactical Phase, the action switches to the tabletop where ten turns are played, using the miniatures rules selected by the gamers for the campaign. There may be several battles occurring on multiple tables, so it may help to have a whiteboard, poster, etc., that helps track the number of tactical turns so that everyone is aware of the turn number and where you are in the turn structure. Once ten tactical turns are completed, play on the tabletops stops and you go to the End Phase.

During the End Phase artillery that moved is deployed and the victory conditions are checked to see if either side won. Play then proceed to the next turn, starting with a new Operational Phase.

Operational Phase-Air Support

At the start of each Operational Phase, both sides will allocate air points to individual game boards on the campaign map. This can be done by drawing on the map or filling out a campaign log (provided at the end of the campaign rules) each turn. If there are opposing air points assigned to the same board, there will be rounds of air combat, then any ground support air points will undergo anti-aircraft fire as they attack enemy ground units.

Before the campaign begins, both sides need to determine how they will handle air support. The simplest method is to assign a number of air points to both sides that will be used for the campaign, such as each side starting with 10 fighter air points and 10 ground attack/bomber air points. During the Operational Phase each side allocates a number of air points to any board(s) on the campaign map. This could be noted on the campaign map or the Campaign Log by using any agreed to convention.

Ex.; the defender in a campaign wants to protect his front line units while launching a counterattack on another board and they start with 10 fighter air points and 10 close support/bomber air points. They enter this on the Campaign Log: 3F/5B

for board #3, 2F for board #2, 2F for board #4, and 3F/1B for board #5. The remaining 4 close support/bomber air points will be saved for another turn. F is used to designate fighter air points and B is used for close support/bomber air points.

When the turn shifts to the Tactical Phase any air battles are fought on boards where both sides have aircraft points. The following sequence is used for air combat:

1. Match up fighter points vs. fighter points. If there are any unmatched fighter points by one side, they may be used against any enemy close support/bomber points or they may fire at the enemy fighter points. If there are no fighter points assigned to a certain board, then this step is skipped.

2. Roll 1D6 for each fighter point. On a 6 the opposing fighter point is destroyed. Against a bomber point, a 5 or 6 is needed to destroy it. Combat is simultaneous.

3. Surviving air points are matched up for another round of air combat. In most cases there will be two rounds

of air combat on each board where air points have been allocated.

4. Any surviving close support/bomber points may now be used during the 10 tactical turns on that board, subject to any anti-aircraft fire when they make their attack. Both sides should note their losses on the campaign log as they will affect their allocations on future turns.

Ex.; Side A allocates 3 fighter (F) points and two close support/bomber (B) points to board #2. Side B allocated 2 F points and 1 B point to that board as well. The fighters are matched up, which is 3 against 2. Side A could match up one F point against Side 2's B point as it is unmatched by Side B who only had two F points. Side A, however, decides to focus on the enemy F points this round.

Side A rolls a 6, 5, and 4, destroying one F point, while Side B rolls a 6 and a 4, destroying one of Side A's F points. In the second round Side A must match Side B's remaining F point with one of its own, but allocates the second F point against Side B's B point. Side A's B points were not attacked and can now be used for air support on the board and if Side B's B point survives it can as well.

Operational Phase-Engineering Actions

During the Operational Phase, each side may conduct a number of engineering actions to support their forces in the campaign. Before the campaign begins, each side should be allocated a number of engineering points, which are then used to purchase actions, such as repairing a bridge, creating minefields, digging entrenchments, and so on.

The Time number is how many Operational Phases it takes to complete the action. Players will need to make a note of when the actions that take longer than one phase will be completed. Engineering units do not need to be represented on the boards during the campaign for these actions, but players may still want to use figures to show engineering actions in progress. Here are the list of engineering actions, their cost and the time it will take to complete the action.

Action	Cost	Time	Notes
Destroy Bridge	2	1	Roll 1D6: 1-bridge not destroyed
			2, 3-Damaged 4, 5, 6 Destroyed
Repair Bridge	3	1	Used to repair Damaged bridge
Build Bridge	5	2	
Create Minefield	2	1	
Clear Minefield	1	1	
Crater/Block Road	1	1	
Clear Road	1	1	
Entrenchments	2	1	
Fortifications	4	2	

For minefields, entrenchments, and fortifications, use the miniatures rules chosen for the campaign to determine the size and extent of these actions. Some rules may have minefields in 4" sections, while other may have them in 6" or 8" sections.

Operational Phase-Moving Artillery (Optional)

Depending upon the size of your one day campaign and the distance between boards, you may want to include this optional rule. While it will add another layer to the campaign overhead, it may make it a bit more realistic and force players to do some additional planning.

Each artillery or mortar battery has a range given as the number of boards from where it can fire in support of that side's formations during battle. For campaign purposes, 81mm mortars and smaller must be on the same game board to provide support. For all others:

120mm+ mortars	1 board
Division artillery	2 boards
Corps artillery	3 boards

For example, using the sample campaign map at the start of the rules, corps level artillery deployed on Board B could support formations fighting on Board H.

Artillery batteries can start off board and are assumed to be adjacent to the first boards nearest their starting side for the campaign.

To move a battery, mark them as moving during the Operational Phase. Artillery batteries can move one board during the Tactical Phase and during that time they are unable to provide artillery support. During the End Phase the batteries that moved are deployed on their new board and can then provide fire support during the following campaign turn.

Resupply Fuel & Ammunition (Optional)

To add a bit more realism to the campaign, players can use this optional rule, which forces both sides to use Fuel & Ammo points to resupply their forces. This will increase the planning needed by both sides to maintain attacks and the further you get from your supply base the harder it is to supply your forces.

Both sides should be assigned a number of Fuel & Ammo points that they begin the game with and there should be allowances for additional points to arrive during the campaign. The supply dumps for both sides are assumed to be off the campaign map and they will need to move onto the campaign map to begin their journey to resupply formations.

Each time a formation fights a battle that goes at least 10 tactical turns or if a formation has moved at least two campaign boards, then it needs to be resupplied with fuel & ammo. The status of each formation can be noted on the Formation logs used by both sides and this will certainly add a layer of paperwork to the campaign.

Each side's supply dumps can generate a number of supply convoys each turn (decided before the campaign). Each convoy carries one fuel & ammo point that can be used to resupply one formation. Each supply convoy can move one map board per operational turn, which during Step 4 of the Operational Phase. When a formation and a supply convoy start together on the same board, the formation can be resupplied during Step 4 of the Operational Phase. The formation cannot move during the first 5 tactical turns during the Tactical Phase.

Supply penalties will need to be decided during the campaign set up. If a formation has not been resupplied then it's movement could be cut in half and if not supplied for two consecutive Operational Phases then it couldn't move at all. Likewise for ammo resupply; maybe limit artillery support, negative modifiers for firing, etc., until the formation is able to conduct resupply.

Tactical Phase

Once all steps in the Operational Phase have been completed, play then moves to the Tactical Phase. The Tactical Phase is 10 turns long and players will use their chosen set of miniatures rules to conduct movement and battle on the various campaign boards. Once 10 turns are completed, play then proceeds to the End Phase, which will then complete one complete Campaign Turn.

Using the selected miniatures rules, players can move and fight their formations during the Tactical Phase. This will appear like any other miniatures battle, but instead it will be simultaneously occurring across several game boards. If your group can set up multiple boards, then play is occurring simultaneously across all of them. If your group is only able to set up a few boards, then you may need to pro-rate movement, interrupt

action on one board to catch up on another, etc., to get everyone on the same tactical turn.

The road entrances/exits are crucial to governing movement between boards. The campaign map should list the number of turns it will take during the Tactical Phase to transition from one board to another. Players may need to use a die, paperwork, markers, etc., to keep track of the number of turns that a formation has been moving towards a new board. There are also several ways for players to resolve how formations enter a new board.

1) All formations enter the board using column.

2) Formations can enter a new board using their same deployment as when they left the last board.

3) Assign a movement cost in tactical turns. Ex.; unless a formation spends 3-5 tactical turns deploying it must enter the new board in column.; m If the formation spends the required tactical turn movement penalty it can enter in any order and within a specified distance of the road entrance/exit.

Outside of that there are really no special rules for the Tactical Phase that would not be covered by the miniatures rules used by the group. Once 10 tactical turns are over, play stops on the campaign boards and things move to the End Phase. Players are of course free to add their own rules regarding retreating formations, movement penalties, formations passing through other formations, etc., for their campaign.

Campaign Turn Example of Play

It's the start of Campaign Turn 3 and Red is on the offensive. Red Formation #6 fought a two turn battle on Board A and is now low on fuel and ammo. Blue Formation #3 and Red Formation #2 were deployed for battle at the end of the previous turn and some units had already exchanged fire on the final tactical turn. Red Formation #5 had already spent one tactical turn moving towards Board D. The first step of the Operational Phase is to assign air support. Blue looks at what's left and determines that Board D will be critical this turn, so allocates two fighter and two bomber points to that board. Red allocates three fighter and two bomber points to that board. In the ensuing air battle, each side loses one air point. Both sides will now have two bomber points to use during the Tactical Phase on Board D.

Blue can see that Board C will be threatened soon and now that it is the Engineering Phase, Red decides to allocate a few of their engineering points to help out Formation #4. The campaign still has a long ways to go, so Blue only allocates 6 engineering points to add a minefield and a fort to Board C. During the final step of the Operational Phase, Formation #6 gets resupplied with fuel & ammo, but will now have to sit on Board A until the 6th tactical turn. Red generates another Fuel & Ammo counter from off map and moves it onto Board A in preparation to resupply Formation 2 after it's battle this turn on Board D.

Once the Tactical Phase begins, Red Formation #2 and Blue Formation #3 will resume their battle from the previous campaign turn. Red Formation #5 will arrive at the end of Board D on tactical turn 3 as it still has to spend two tactical turns moving between boards. Red Formation #6 will have several options for movement once

the 6th tactical turn starts (there is a 5 turn penalty to take on fuel & ammo). In the end, Red Formation #6 decides to attack Blue Formation #4 before the fort construction can be completed, so it takes

the 3 movement cost to move between Boards A and C, arriving at the end of Board C on Turn 10. Blue Formation #3 is falling back under pressure from the two Red formations and may need to withdraw. With the end of 10 tactical turns, Campaign Turn #3 comes to an end and another campaign turn will start with the Operational Phase.

More Optional Rules & Ideas

Here are some additional items that could be added to the campaign. Naturally, the more rules you add to the campaign the longer and/or more complex it may become.

Weather & Night

This would be fairly easy. Just create a chart and the effect is rolled for each campaign turn. The weather shouldn't have wide variations, but modifiers from turn to turn to see if the same weather continues. Clouds, rain, etc., could have an effect on air operations, movement between boards, tactical movement and line of sight, etc. The effects of each weather type needs to be clearly spelled out before the campaign begins. Night operations can add a large number of problems, but a campaign could be started at night with an infiltration attack, then the full campaign starting at dawn, which would be an interesting way to open the campaign.

Hidden Movement

This would take a referee, although there are some systems available that don't need one. Keeping forces hidden would be difficult at the tactical level, but formations not engaged could use hidden movement to redeploy, join attacks, etc.

Reinforcements/Replacements

Additional forces could easily be added to both sides and if the campaign is being umpired, it can be used to balance out disasters or player experience levels. Replacements can represent stragglers rejoining units, vehicles being repaired, units in transit arriving at the battlefield, etc. This could be expressed as a number of points that could be spent each turn to bring units back up to strength.

Airborne/Airmobile Operations

These would be fairly easy to add to the campaign, but there would need to be anti aircraft defenses added to both sides. Also, the campaign objectives and victory points may need to be adjusted so that one force needs to link up with the airborne/airmobile troops.

Special Forces, Raids, & Deep Strikes

Raids upon supply depots, long range artillery and airstrikes against formations not engaged in battle, etc., could easily be added. Each side could have a number of special forces teams, long range aircraft, etc., then have a list of effects that they can create with a successful die roll.

Creative Objectives

The campaign can be tailored around a number of important objectives that can be added to the various campaign boards. Airports, dams, large river bridges, factories, train stations, and more could be added to the campaign map as objectives.

Sample Campaign Set Up
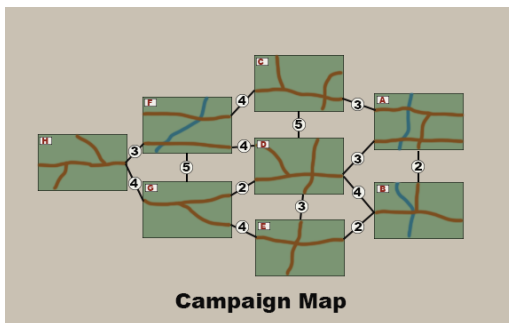
Campaign Map

This is just a sample set up for a small one day campaign so that gamers can see the type of information that would need to be provided. There are 8 boards in the campaign. In this campaign Blue is defending, so Red will have larger forces and more supply available during the campaign.

Blue

Set up: On any campaign board, but one formation needs to start on Board H. There are 10 engineering points that can be spent before the campaign begins.

Formation 1: One battalion of armor

Formation 2: One infantry battalion and one anti-tank battalion

Formation 3: One battalion of armor

Formation 4: One battalion of mech infantry and one mech recon battalion.

Formation 5: Two battalions of infantry

Air Points: 6 Fighter & 6 Bomber

Engineering Points: 10

Fuel & Ammo Supply: Can generate one supply truck each Operational Phase-limit of two in play at any one time.

Red

Set up: Up to two formations per board can enter Boards A & B on the first campaign turn and then one per board per campaign turn after that. Roll 1D10 per formation and that's the number of tactical turns it took to move/deploy to that board.

Formation 1: Two battalions of mech infantry

Formation 2: One mech infantry battalion and one anti-tank battalion

Formation 3: Two battalions of armor

Formation 4: One battalion of mech infantry and one mech recon battalion.

Formation 5: Two battalions of infantry

Formation 6: One battalion of armor and one recon battalion

Formation 7: Two battalions of infantry

Air Points: 10 Fighter & 8 Bomber

Engineering Points: 12

Fuel & Ammo Supply: Can generate two supply trucks each Operational Phase-limit of three in play at any one time.

Victory Conditions: Each campaign board is worth a number of victory points.

Boards A & B: 3 points each

Boards C, D, & E: 5 points each

Board F: 10 points
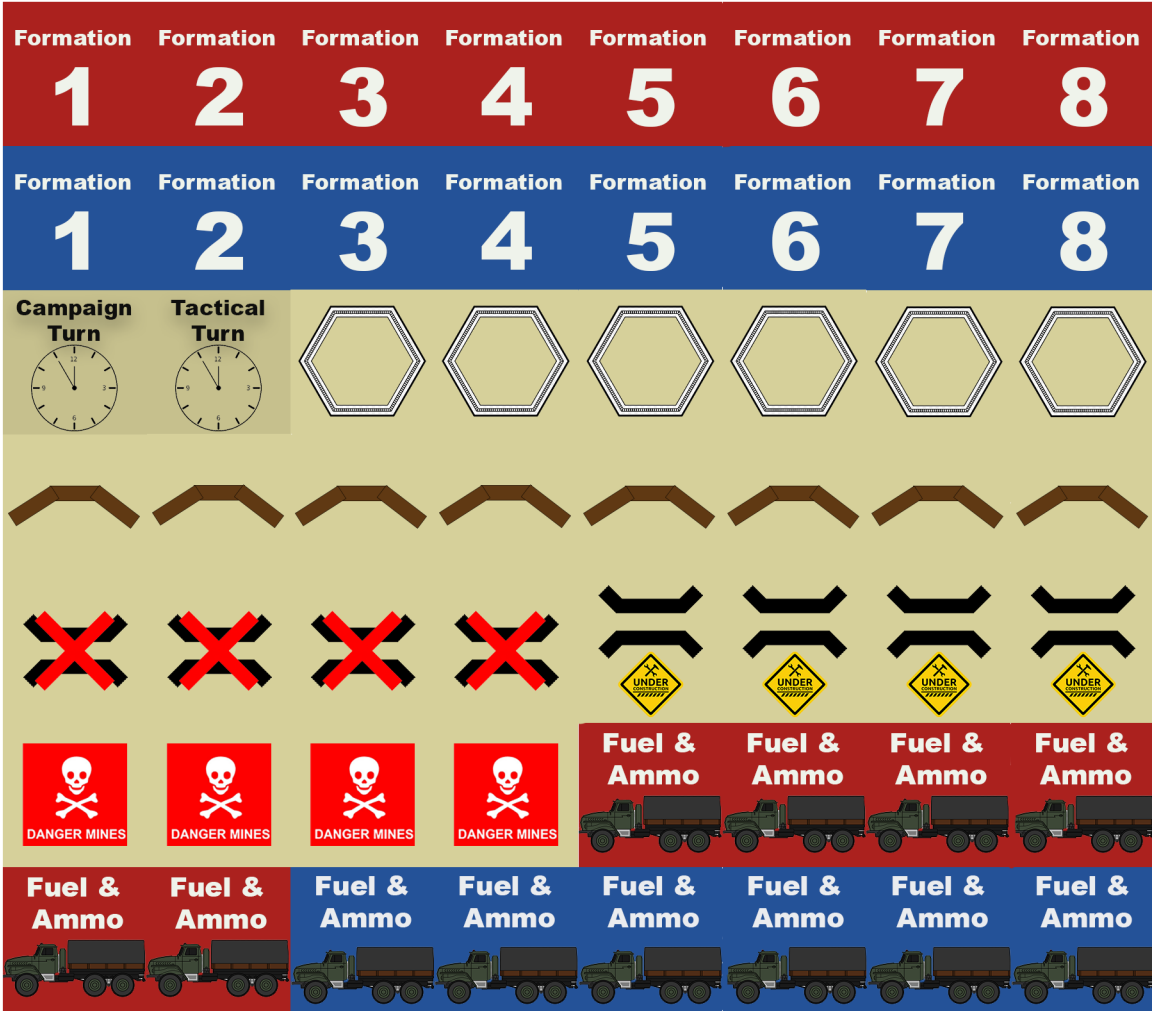
Board G: 5 points

Board H: 10 points

Marginal Victory: 26 victory points

Operational Victory: 31 victory points

Major Victory: 36 victory points

Campaign Counters and Game Tracks

Formation 1	Formation 2	Formation 3	Formation 4	Formation 5	Formation 6	Formation 7	Formation 8

Formation 1	Formation 2	Formation 3	Formation 4	Formation 5	Formation 6	Formation 7	Formation 8

Campaign Turn | Tactical Turn

| DANGER MINES | DANGER MINES | DANGER MINES | DANGER MINES | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo |

| Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo | Fuel & Ammo |

For those who want a more "traditional" campaign experience, these markers can be printed, glued to cardstock, then used on the campaign map to mark positions, engineering operations, and movement of supplies.

Campaign Turn

1	2	3	4	5	6	7	8	9	10

Tactical Turn

1	2	3	4	5	6	7	8	9	10

Campaign Log

Air Support

Operational Turn	Air Points Available	Board #	Board #	Board #	Board #	Losses

Formations

Operational Turn	Formation #	Formation #	Formation #	Formation #	Formation #	Formation #	Engineering Ops	Fuel/Ammo

The Formations log allows players to note the location of each Formation at the beginning/end of Operational Turns, or any other additional information. The log also allows players to keep a running tally of how many Fuel/Ammo points are available as well as engineering operations points.

Campaigns for Downloading

If you're looking for a miniatures campaign or are new to the magazine, there have been a number of campaigns published in these pages over the years. On top of that there are several other campaigns available on the web site. This is just a quick summary of what is available and what issue it appeared in.

Drive to the Coast-Issue #44

This is a WW2/Modern campaign simulating a large breakthrough by one side that is trying to reach the coastline of an enemy. The defenders need to protect their ports as well as deny any bridgeheads across the major river in the area.
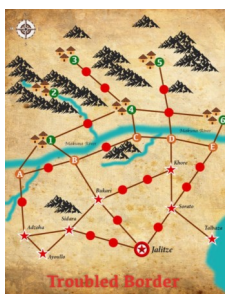
Troubled Border-Issue #46

This is a generic Victorian era colonial campaign that can be used with any forces that your gaming group has available. The campaign simulates an attack by a native force across a major river, trying to destroy the colonial power in charge of that area. Several paths to victory and it should generate a large number of battles.

To Naples!-Issue #47

This is a fictional Renaissance campaign featuring a favorite objective during that time period, which is the capture of Naples. The composition of both sides forces will ebb and flow during the campaign with an ever changing strategic situation.
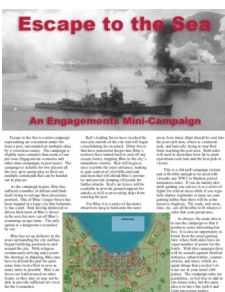
Escape To The Sea-Issue #49

Another WW2/Modern campaign with one side trying to hang onto a vital port to evacuate their forces. The campaign features battles for the surrounding critical hilltops, fighting in the suburbs of the port, naval units, air attacks, and should be a challenge for both sides.

To The Ends Of The Earth-Issue #50

This is a fictional ancients period campaign that can be used with any army. The campaign features a major offensive into an enemy's territory, supported by naval units. There is a complete naval system included, optional rules, and more to make for an interesting and ever changing campaign.
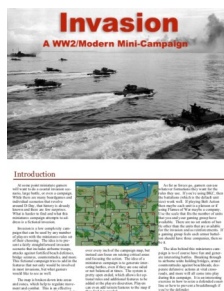
Invasion-Issue #52

Yet another WW2/Modern campaign where one army is invading the territory of another. They must quickly seize a port to bring on follow on forces, then break out off of one edge of the map. The campaign features naval bombardment, paratroops, bridge seizure, and can be used with any size forces or armies that are available.

*The following campaigns are available on the web site: www.wfhgs.com*
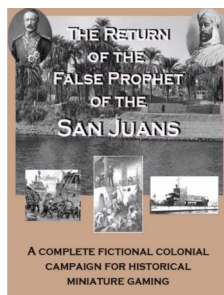
The Return of the False Prophet of the San Juans-Web Site

This is a fictional Sudan type colonial campaign suitable for any Colonial era rules. The campaign is designed to be played by team as the Mahdist forces are controlled by the system. This is a card driven campaign, where each card can be played for the event, additional forces, or to activate units and gunboats.
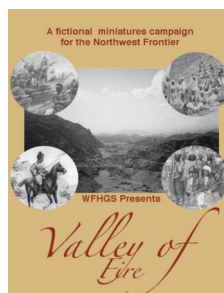
Valley of Fire-Web Site

Although designed for TSATF, it can be used with almost any Colonial era rules. The campaign simulates a revolt by several local tribes and the siege of a British held fort, deep within tribal territories. The British and their Indian allies must send out a relief expedition to reach the fort and put down the revolt as it spreads throughout the area.
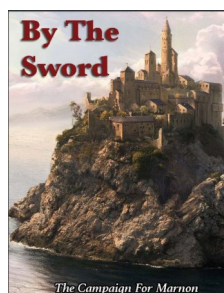
By The Sword-Web Site

This is a fictional campaign designed for use with Warmaster Ancients with a modified map from the Avalon Hill game Wizard's Quest. There are event cards, mercenaries, fleets, and more in probably the most involved campaign that we've created. Although designed for WMA, it could be used with other Ancients period rules with some modification.

Beyond The Saale-Web Site

Our first campaign on the web site! This is a fictional campaign where the Prussians win big at Zorndorf, but before they can turn their attention westward, the Austrians and French attack with a massive force. This campaign was designed for Age of Reason, but can be used with other Horse & Musket period rules.

Quick Reviews

Punched is a relatively new online board wargaming magazine. This is an HTML based magazine with very high production values and featuring some in depth articles. Issue #3 has a quite lengthy discussion and review of several of the new, smaller wargames being put out by a number of companies. There are also interviews with people in the hobby as well as additional reviews. If you're into board wargaming, then this magazine is worth your time.

Dark Blue Defection (Red Storm)

One of the problems that GMT's Downtown series has is that it takes a lot of work to set up the scenarios. Extensive logs have to be filled out with aircraft data, you need to look up ordnance, fill out waypoints on a map, read up about mission profiles, and so on. It makes a fairly long game system even longer! Fortunately, a new initiative by a fan of the series is hopefully about to change all of that.
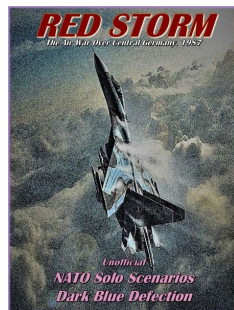
Dark Blue Defection is a solo scenario pack for GMT's Red Storm game. All of the scenarios allow a player to use the NATO side in a solitaire campaign. Each scenario has an order of battle card(s), a flight log with all aircraft data already filled out, and a waypoint map for the Warsaw Pact forces. All you need to do is put the counters on the map and start playing! This is truly genius stuff here and it could really help all of the games in the series if it ever goes that far. About the only complaint I had was that some of the mission briefings seemed pretty ludicrous, but at least the scenarios attached to them looked like they would play fine.

Another example of some of the work that can now be done with modern publishing techniques and gamers who have ideas. This is a growing trend in the hobby that should help out some games.

The 15 Mill

Another interesting publication is The 15 Mill from Peter Pig. As the name suggests, the content revolves around 15mm miniatures and their rules for the most part. There are a lot of images, which take up most of the issue along with articles and scenarios. This issue had several AK-47 battles, scenarios and more, ACW, WW2, and several other periods. There was also a Salute report, which when the issue had appeared, had just finished about 24 hours earlier! While there is a lot of white space in the mag, which makes it go to 80 pages and it would kill your printer ink, there is a lot to look at and read.

Another interesting product is from Inkwell Ideas, who makes a number of Sidequest Decks. While designed primarily for role-playing, they may have some uses for wargame campaigns or those who do a lot of skirmish gaming. Each of the dozen or so decks now available has a map or room layout on top of the card and the back side has some sort of short quest or information about the area. You can shuffle the deck, lay out a town for a skirmish game or an area for a campaign battle. If you're into role-playing these are great add-ons for new ideas for any RPG campaign.

I've long been a fan of Dark City Games' solo adventures and they keep expanding the selection. For those of you who have never heard of these, they are self contained adventures with a paragraph style where you choose an option, then proceed to that numbered paragraph. The package also contains a map and a sheet of counters, so you just need to supply the dice and pen/paper. The combat system is

Product Reviews

based on the old Metagaming Melee and Wizard games, so if you've played those before or have The Fantasy Trip boxed set, you can be into this in just a few minutes. We recently ran The Thing in the Lake with two players who each had two characters and it worked great.

Dark City Games is also expanding into historical games with three recent releases. These appear to be tactical level games and each package has rules, map, and counters. Look for a review of one of these in future issues.

Talisman, now in its 4th edition, is a most unusual fantasy game, but one who's popularity continues on as it has a solid base of fans. The newest edition from Fantasy Flight has a ton of components, from a large map board, stacks of cards, tokens, and even plastic miniatures for the characters. Game play is a roll for movement, fight monsters and other characters, collect treasures, and try to make it to the center of the board. While it sounds easy at first, it is anything but and you can see why the game is so popular.
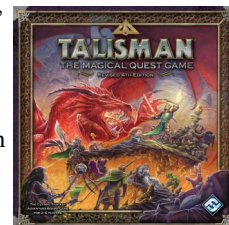
They also have a large number of supplements, ranging from The Dragon in a big box format to others in small boxes with just a few cards and miniatures. What this does, however, is allow gamers to add more and more areas to the map along with new characters, quests, and challenges. This allows for huge maps, several players, and long quests to reach the center!

Age of Discovery: Germans Save The Day!   Battle Report

Looking back, we realized that it had been quite some time since we last played a Renaissance game, so we dug out our copies of Warfare in the Age of Discovery and set up a scenario. AOD as the rules are affectionately known as, probably aren't the most realistic rules in terms of army lists, but the system does a great job of portraying the chaos as well as the rock, paper, scissors type of strategies on the Renaissance era battlefields. Anything can happen and as with this scenario and it did!

The forces were based upon the 1525 era army lists. The French would concentrate around the core of the army; four units of Swiss pike and two units of heavily armored gendarmes. These units are grade 4 in the rules, which is as high as it goes and are usually pretty tough on the battlefield. There were two more units of archers (heavy cavalry), light cavalry in terms of stradiots and mounted arquebus, some low level pike units, and a foot unit of arquebus. There was also a heavy artillery battery along with a medium battery, with the heavy being unable to move once placed at the start of the game.

This was a pretty solid force, although the many grade 1 and 2 light troops could prove to be a burden if things went badly. The French set up with the Swiss in the center and the gendarmes on their left. The idea was to take control of the center of the board (mainly the town area) and then crush the Imperialist right flank with the other two units of Swiss and the Gendarmes. Hopefully, the French right flank with all of the low grade troops would hold for a while.

The Imperialists, meanwhile, would base their core on four units of landsknechts and two of Spanish pike. Not nearly as good as the Swiss pike, but there were more of them and they could at least hold things in the center. There were three heavy cavalry units, several light cavalry units, two medium and one light artillery batteries, and a few other miscellaneous troops. The Imperialists were going to hold on the flanks and press in the center, hoping for a convincing win over the Swiss and split the French army in two.

After a brief discussion of the rules as we had two new players joining us this night, it was on to the battle. The first actions occurred on the Imperialist left flank, where both sides had their light units (also most of them were low grade as well). There was a flurry of activity as both sides launched their stradiots at each other, moved up a couple of arquebus units, then positioned some pike units in that direction in case things went wrong! As it happened, the two sides also had a melee between some armored cavalry right in the middle, which added an additional layer of confusion!

Each side had units that routed, were disorganized, or simply fell apart. In AOD, when a lower grade unit sees a higher grade unit rout, it must check to see if it stays in the fight, which can sometimes lead to a chain reaction. By the third turn both sides were down a unit or two, others were severely damaged, and everyone was wondering what to do on that flank! Definitely one of the joys of AOD as you really don't know how units will perform from turn to turn.

In the center the landsknechts and Swiss moved towards each other for the inevitable clash. The artillery for both sides couldn't hit the broad side of a barn, which was unfortunate for the French as the heavy artillery battery was in a great position to do some serious damage. Once the pike units got down to close

range there was an exchange of arquebus fire, which went well for the landsknechts. By turn 4 both sides were locked in combat and this would go on for a few turns. The landsknechts were doing pretty good, however, and the Swiss were in trouble.

(cont. from p22) The third unit of landsknechts had been held back as a reserve, but now tried to move towards the center to take out the French heavy battery and attack the two smaller pike units in reserve. It was met by artillery fire and threatened by a victorious French archer (heavy cavalry) unit that had defeated everything in its path, so that advance ground to a halt. One Swiss unit finally broke, so the other landsknecht unit hit the second one in the flank, sending it running as well. The landsknechts had prevailed in the center, but both units were for all intensive purposes ruined.

This left the Imperialist right flank, where the two Spanish pike units met the other two Swiss pike units. The French gendarmes were also on this side as well, so things did not look great for the Imperialists. Two grade 4 pike units and two grade 4 cavalry units against the Imperialist grade 2 pike units and grade 3 cavalry units. The Swiss advanced quickly, then sent their skirmishers to attack the Imperialist medium batteries near the town. After a few turns of fire, the Swiss skirmishers were killed off, leaving the Swiss pike defenseless against the advancing Spanish pike with their inherent arquebus troops.

While this was happening, we witnessed something we've never seen in about 20 games of AOD and probably never will again. One of the French gendarmes units charged a unit of Imperialist German heavy cavalry. On paper this should have ended badly for the Germans, but they threw an up 6 on the dice while the French had a down 4, losing only one casualty, but the melee result die roll was a 6 and the French unit routed. The Germans, now disorganized, charged the other French

gendarmes unit and sent it running as well! They then crashed into the other gendarmes unit that had routed away, destroying it. In just two turns the French left flank was in tatters and the Imperialist cavalry now moved into flank position on the Swiss pike, who were having a hard time with the Spanish pike.

At this point, with the French center in trouble and left flank in ruins, the game was called as an Imperialist victory.

Not the most unusual AOD game we've ever seen as weird things often happen in Renaissance battles, but the German heavy cavalry had a remarkable run that probably won't be seen again. With all of the pike combat the game did take a bit longer than usual, which was also due to having new players. Next time we'll bring out the 128 fig Spanish tercio!

Ronin: Duel at the Gate

With a lot of the group out for various reasons and with two new players joining us, we went for a tried and true game that would easy to teach and run, so Ronin fit the bill. This would be a four player game with two players per side, but running different factions.

The premise of the scenario was pretty simple, basically one side would be defending the gate, which was the entrance to the city. The other two factions that were working together were trying to force their way into the city to achieve victory. Each side could also score victory points by taking the heads of their opponents. The defenders would start just outside of the city walls while the attackers would start near the edge of the board. After a quick explanation of the rules, the scenario was ready to begin.

The four factions had an interesting mix of weapons and skills. The first defending faction was your standard mix of samurai and ashigaru, with medium armor, two bows, and an average level of CP, which determines how many combat "stones" you get. The second defending faction, which was more of a bodyguard for the lords in the city, were unarmored, but had a pretty good mix of CP and skills. One of the attacking factions was a group of Sohei, who were good, al around fighters. The other attacking faction was a group of Ikko-Ikki, who were supporting the Sohei to get into the city. They had little in the way of CP, but did have two arquebuses (teppo).

All of the factions had five members, except for the Ikko-Ikki, who had eight.

However, their level of skill meant that they would need to overwhelm the defenders as in a one on one fight they wouldn't do very well. Each faction also had one leader who had a lot of CP as well as additional skills. Rob, who created the scenario, had even made little stat card for each figure, complete with a picture of the miniature on the card!

The attackers advanced quickly to the cover of some buildings and trees to await the defender's reaction. Surprisingly, some of the defenders decided to come out from behind their pavises in front of the gate. Now here is where the attackers blew an opportunity. Instead of just running past the defenders, tying up some of them in combat while the others ran past, etc., the attackers decided to engage the defenders and focus on that for several turns!

Both sides began shooting arrows at each other, although the long range made hits pretty difficult. In Ronin when you use missile weapons you need to roll

2D6, add/subtract range modifiers, then add the skill of the shooter, usually needing around an 8 or 9 to have even a stunned effect. Ronin uses stun, light wound, grievous wound, and killed as damage effects. Two light wounds equals a grievous wound and a light wound plus a grievous wound is a killed result. Pretty easy to remember during the game and it keeps things simple when there are a lot of combats on the board.

By turn 4 there was melee on the right side of the board where the Ikko-Ikki were trying to advance. Several of the less than average warriors got overrun and absolutely crushed in a few turns, but their deaths gave the rest of the Ikko-Ikki a chance to organize a defense. One of the teppo figures did cause two wounds on two of the defenders, but the

second figure armed with a teppo could not hit the broad side of a barn the entire night!

It was at this point that the attackers had their best chance and it looked like it might be an early night. One of the Sohei bowmen killed a defender, then wounded another. The Sohei defeated two defenders in melee and all of a sudden in front

of them there were two defenders left and the path to victory seemed near. Then disaster struck across the board!

The best figures in the Ikko-Ikki mob got into a nasty three turn long melee, but were killed, Another Ikko-Ikki member advanced to within a foot or so of the gate, but was cut off and killed in a melee by one of the defenders, who despite a few wounds, refused to die! With the Ikko-Ikki now reduced to only two figures (out of an original 8), the attackers right flank was in trouble and it allowed the defenders to concentrate on the Sohei, who up to that time looked like they were in control of that side of the board.

Every defender now concentrated their efforts against the Sohei, who were now outnumbered in CP for every melee. Each CP gives you a white (defend) or black (attack) "stone". The secret to playing Ronin well is using the stones in various combinations for attack and defense. However, when you are constantly outnumbered in stones, it makes winning melee very difficult, which is what happened here. A few more losses by the Sohei and the attackers withdrew in defeat.

A good, short game that only took about 2 1/2 hours to set up and play. We'll probably do another scenario sometime soon and with more players.

Although I own Ardennes '44, Holland '44, Stalingrad '42, and the other games in GMT's and Mark Simonitch's "44" series, I only recently acquired Normandy '44. It could have been that already owning Might Endeavor, Battle For Normandy, Breakout Normandy, the old AH D-Day, and others, that I was pretty well set on D-Day games! However, I like the other games in this series, so even though I feel awash in Normandy/D-Day games this one might be a good addition.

If you've played any of the other games in the series, then when you open the box there are few surprises. If you've never tried a "44" game before, then you actually get a pretty nice package. There is a well done 22 x 34 map, depicting the Normandy area, stretching from Caen to Cherbourg, then down to where the Allies eventually broke out near Falaise. Two counter sheets, rules, set up cards, then two game reference cards complete the package. In terms of components it is very good and certainly up to the high standards that GMT sets for its games.

The rules themselves are well laid out and if you've played one or more of the games in the series, then you can get up to speed quickly. This a standard hex and counter game with a few wrinkles thrown in here and there. Units have your standard attack/defense/movement ratings, but there are a few extra additions to the counters that factor into combat, defense strength, and movement, which are clearly spelled out in the rules. The part that does take some getting used to is the concept of the "ZOC Bond", which is different than most games. This rule prevents enemy units from slipping between friendly units in movement as well as advances/retreats. It takes a reading or two to follow, but it's a pretty good rule and should be used in more games.
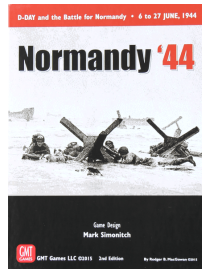
So where is this game different than all of the other Normandy/D-Day type games? For one thing, combat is different than in many other games. You designate the "main attack force", which are the units in one hex, then any other units that attack the enemy hex do so at half strength. There is also a quality modifier, so better units get a shift on the combat results table. The terrain generates an addition to the defender's combat strength, which makes it difficult to push defenders out of the bocage, city, etc. None of these things increase the complexity and by the second or third turn you get the hang of it.

The other interesting thing here is that the units and where they arrive is set in stone. The U.S. and British airborne forces have their starting hexes. There's no alternate/free deployment scenarios, scatter into adjacent hexes, etc. The units start where they start and that's it. Same with the landing beaches and the only choice is what units you will bring on in the following turns. The Allies get a number of points that can be spent on all of the brigades waiting in England to be shipped over to France.

Much like the other games in the series, there is a lot going on here each and every turn. Weather, which determines how many replacements arrive, the number of improved positions that the Germans can build, Allied air support, etc., is handled with a die roll and a chart showing the results. German movement is also tied to the weather, which is a simple and effective method of showing that aspect of the campaign. There are German divisions still forming up, so there are tracks with counters on the side of the map where one is brought in each turn. There are special rules for replacing Tiger and Panther units, German nebelwerfers, mulberries, and much, much more. While it sounds detailed and complex, the game play shows otherwise.

This is in fact shows why this series of games is so popular. There are tracks for many of the special

rules, notations on the game map, reminders throughout the rules, etc., so the game flows smoothly. Anything out of the obvious has some kind of aid, either a note, special counter, table, etc., to help you get through the special rules. There is certainly a level of genius present here in the game design, where it all comes together into a coherent whole with not too much effort from the gamer.

The first turn is of course the hardest to get through! The airborne landings, German limited response, the beach attacks (which have their own separate combat table), then the Allied first turn to build on the invasion, requires just a page or so of rules. The end result is that the first turn goes by, you can clearly see the situation, now the real Normandy campaign begins!

So here is where some gamers might have problems with the game, in that it can seem a bit scripted at the start. Sure, the Allies may take more losses than they did historically, or they may seize a few critical hexes earlier than they did, but they're getting ashore in force. There's no alternate landing areas, randomized German deployment, etc., so it's pretty straightforward. The Allies then need to slug their way through the terrain to attempt a breakout, which is going to take some time, which is why the game is 22 turns long!

What you're left with is a pretty good D-Day or Normandy campaign game. Everything is well thought out,, from the counters to the map to the rules. For some it may seem a bit paint by number, but it certainly has good game play. It may not be the best game on the subject, but for a one mapper it definitely is near the top!

Painting Larger Figures　　　　　　　　　　　　　　　　Workshop
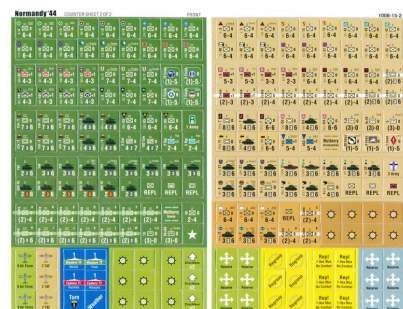
Unless you've been living under a rock lately, it would be hard to miss all of the incredible figures that are being packed into game boxes these days. From masses of ships in Star Wars games to dungeon crawlers filled with monsters, adventurers, and treasure miniatures. This is definitely the age of the plastic miniature and if you've recently purchased a game such as Twilight Imperium, Gloomhaven, Hannibal, Nemesis, Successors, or others,, chances are there are miniatures in the box. You don't have to paint the miniatures, but since we are in the miniatures gaming hobby, many will want to.

However, there are some challenges up ahead. For one thing, most of the miniatures aren't 28mm! Many are the new "heroic" 28mm, which could be anywhere from 32-35mm. Then you have the larger game pieces as with Successors or Nemesis, which are easily 40mm or larger. While some of the same principles for painting 15 or 28mm figures apply, there are some major differences. For one thing, the figures aren't as detailed as their smaller brethren, which can be good and bad. Less details mean less time painting, but at the same time trying to figure out where things begin and end on the larger figures is a challenge!

The faces are larger, dry brushing may only get you so far, and all of a sudden, lighting really comes to the forefront and if you make a mistake, it's hard not to notice! What seems to be so simple all of a sudden becomes so hard that many give up without even priming the figures. Having painted quite a few of these, from Talisman t U-Boot, and now Successors, here's a few tips to get you through this ordeal.

First off, the figure needs to be prepped. Surprisingly, many of the plastic figures that are in these large game boxes have little flash or mold lines, so that goes quickly. Many painters also wash the figures with a

mixture of detergent soap and water to get the mold release chemical off the figure. I've never done that and I go straight to the primer stage, but depending upon what primer you're using, you may have to wash the figures so that the primer paint sticks to them. As for primer, white is what I mostly use for the larger figures as it's easier for the brighter colors to stand out, but black would be very useful if the figures to be painted have a lot of armor or drab colored clothing.

Once the figure is primed, there are some decisions to be made. Many go straight for painting the flesh, but over the years my attitude towards this has changed greatly. I now look for the largest piece of clothing or armor first and if is something that interferes with or is close to a lot of flesh parts. Taking care of that seems to make it easier than doing it after the flesh, since the flesh paint will need to be washed, then highlighted, and trying to replicate it can pose problems. On this figure, representing Antigonus, it is clearly the cloak, which touches the arms, legs, and armor.

For the larger figures I practice something called layering, which is similar to dry brushing, but gives better results, although it is a bit slower. First, I paint the cloak in a dark red/dark crimson. Next, I used some Agrax Earthshade from GW (brown ink wash) with a bit of water and painted it over the dark red. This will seep into the crevices and pool there, then when dry it gives the red an even darker shade plus depth. Now you can dry brush with a lighter color, but here's where layering comes in handy. Take the original color and paint where the

light hits the cloak, usually on the raised parts and the edges. When that dries, take a lighter shade and go over the same area. With each layer the lighted areas get brighter, creating some real definition. Sometimes you may only have to use two colors, while at other times it may be three or four.

Now it's onto the flesh, where I use a pretty basic version of the color. I then add on some GW flesh wash (pretty heavy suntan color) mixed 50/50 with water. Once that dries I go back over the fingers, toes, kneecaps, facial expressions, etc., with the same flesh color. This makes the raised areas stand out and again, provides some depth. I then painted his garment royal purple and when that dried I washed it with purple ink. I then layer painted the edges and any folds with the original color, then followed by lighter shades.

I usually don't finish the face until last, but I was intrigued by the eye patch and gold band enough to just work on it now. I mix some red-brown ink with water to create a sort of reddish brown thin mix. I then paint this into the eye sockets and let it drip down the side of the nose. Getting this color right takes practice as well as putting it on so it doesn't pool too much. It makes those parts of the face not only stand out, but look more realistic. Hair is not easy to do, but thankfully Antigonus was quite old during this period so I started out with a light shade of gray. Then I used GW's Nuln Oil right out of the bottle, followed by some light gray mixed 50/50 with white for the highlights. Paint the eye, the eye patch, and the gold crown/band and we're starting to make progress! (cont. on p 25)

(cont. from p24) The armor is painted by first using brass, then a wash straight out of the bottle using Nuln Oil (again, this stuff is magic!). Once that dries, you can paint the raised areas with s shiny gold color, which produces just the right amount of shine on the armor. The metal parts of the spear are similar to the armor, but starting with a steel color first, then Nuln Oil, then finally dry brush with silver (layer painting with silver doesn't always achieve the desired result).

The spear, boots, sash, etc., all follow the same pattern. Paint the desired color, use an ink wash to shade it, then go back over it with the original color followed by lighter layers. This does take some practice and you may find that for certain colors you can cut out steps or substitute other colors than mixing with white. I am not a professional artist, so I'm always surprised when I blunder into (or read about) a new color to use to highlight some other color that I never thought of! A good example of that is using flesh to highlight red crests, which is something I never would have come up with on my own.

So now it's onto basing and for this I usually use white glue and sand for the original basing. Once that dries, I wash it with GW's Reikland Fleshshade, which is a reddish brown ink and used straight out of the bottle. After that has dried a while, I dry brush it with a light beige color that is almost similar to flesh. Following that, I use paint to secure the flock, which may not be to everyone's liking. I've found that a) it works well as an adhesive, and b) if anything falls off at least the paint color is still showing. Since most of the Successor Wars were in areas with patchy ground, I used a sand/pebbles type mix. I then used light green paint on a few spots and dipped the base into some light green grass. Finally, I used white glue to place a few grass tufts.

For the sides of the base, I used a stone color, which then has a GW Agrax Earthshade wash over it, the two layers of lighter shading. All that was left was painting the two numbers on each side of the base. For finishing the figure I usually hit it with one coat of Testor's Glosscote, then two coats of Testor's Dullcote, which seems to work well. There are a lot of methods and varieties to how you protect your figures as well as numerous brands of varnish, so do some experimentation before you decide on something.

So the finished product came out pretty well. One of the challenges of doing figures like this from Kickstarter and the larger boxed games is that there isn't much info to go on. Yes, there pictures usually on the company's web site or game description pages, but many times you're left to you own devices! I remember doing this for Space Hulk and fortunately an enterprising gamer had created some really good web tutorials with all of the GW paints or equivalents that you needed. However, those kinds of things are far and few between. Often, you're left with some pictures on the side of the box or rulebooks, then you need to guess what colors they used. There seems to be more an emphasis of cramming as many figs as possible into the box with the expectation that no one is really going to paint them!

There have been several boxed sets similar to Successors dealing with games in the ancient world. Successors and Hannibal at least had some leader cards, cardboard standees, etc., that at least gave you some idea of a color scheme, at least for parts or the fronts of the figures. As with most things from that era, there is little known about uniform colors, shield designs, color of weapons, etc., so just take your best guess and do what you can. The royal family was particularly hard to do as you really have no idea about hair colors, stripes on robes, etc. On the Kickstarter project page they had some artwork they used, which did come in handy, but again, it's a challenge.

So, this was a major project and took a little over two months to complete. I've found that by breaking it up into groups of two and four that it seems to go much faster. Each miniature that you complete gives you that needed incentive to finish the project, although I will admit that by the last two figures I was pretty much done with it and they took a bit longer! The bigger figures look great when finished and you're excited at the start, but they can turn into kind of grind by the end. However, I'm sure that by the end of the year I'll be doing some more...

Pictured above is Ptolemy, satrap of Egypt and a thorn in the side of many Successors. Below is the completed set of generals and the royal family on the Successors game board.

Since we now have forces for several WW2 periods and are working on more, the 1941-42 East Front battles seem to be quite popular with the group. Whether it's the unusual setting, the battle between large Russian tanks vs. their smaller counterparts, or the difference in command structures, we found ourselves once again slugging it out on a Russian winter battlefield.

In this scenario the Germans have launched an offensive and leading elements have seized a vital bridge over a river. Russian forces, now split into two halves, need to retake the bridge and get their forces across to prevent being trapped by the Germans. While the river was not able to be crossed by vehicles except at the bridge, infantry could spend an entire turn and cross it. The village surrounding the bridge was wood buildings, but would offer some cover. The rest of the board was open spaces with the occasional snow covered forest.

The Germans were split into several groups:

1) A panzergrenadier company and a PZIIIJ company who had seized the bridge and village.

2) The remaining two panzergrenadier companies along with a Marder II company.

3) A company of Stug IIIDs

4) A company of PZ IVF2s and one company of PVIVF1s. One of the groups could arrive at the road entrance each turn. The Germans had better command values (9 compared to most of the Russians who had 8s and 7s) and two batteries of 105mm artillery off board.

The Russians were split into multiple commands as well. A makeshift brigade of KV-1Cs and T-26s would attack the village from one side of the river. A brigade of T-34s and T-60s along with a mechanized infantry battalion plus a SMG unit would attack it from the other side, hopefully meeting each other at the bridge. The Russians had 3 batteries of 122mm artillery off board, but needed to schedule their fire for the first 10 turns of the game.

The Germans were naturally going to defend the village and the bridge to the last man, but where the reinforcements should go was the big question. Should they rush straight to the bridge and consolidate that position? Should they rush out to meet the Russian armored spearheads, delaying them and trying to whittle down their combat strength? By the end of Turn 4 all of the German forces should be on the board and what the Rus-

sians did would certainly impact the German strategy.

When the game first began the thinking was that the Germans might not have enough units to slow down the Russian offensive. However, after the first few turns that thinking changed in a hurry! For one, the Russian rigid command doctrine made it hard to spread out and two, the German command ratings meant that they would usually get two successful commands each per turn. As the Russians slowly moved forward to the edge of the battle, the Germans were arriving and building up their strength.

The Germans opened up with some

opportunity fire, slowing down the Russian advance. The Russian artillery, however, was well plotted and it plastered the approaches to the village, damaging the panzergrenadiers that were trying to reinforce the defenders in the village. The Russian command rolls started to fail and the attack was quickly getting bogged down. The Russians needed to move faster to take the bridge. (cont. on p29)

(cont. from p28) The KV-1s finally caught a break and started knocking out the PZIIIs on their side of the bridge. Another well timed Russian artillery barrage caught the Germans around the village and it looked for a minute like the Germans were in trouble. The KV-1s and T-26s, however, could not catch a break by getting two successful activations in a row. This led to the PZIIIs knocking out the T-26s, ,then falling back towards the village. Right as the KV-1s started to move out in pursuit, they got into a long range tank duel with the Marder IIs, which finally got to the front line after a series of bad command rolls.

In the center the T-34 brigade finally got going and moved out into the middle of the board, with the SMG battalion and the mech infantry battalion moving up alongside them. The Russians started to get hit by German artillery, knocking out the trucks that were transporting the infantry and slowing the attack.

The T-34s then came under fire from several German tank companies along with the Stugs that had been diverted from moving to reinforce the village. This was definitely going to be an uphill struggle. Basically, 9 T-34s and 4 T-60s were going up against 10 German tanks and assault guns, which included several armed with the 75mm gun. Try as they might, the T-34s could not make any headway and the German command rating meant that they were getting off double the number of shots that the Russians were. The end was not long in coming and after another turn or two the Russians simply did not have the strength to break through to the bridge and the game was called as a German victory.

While it was a fun, fast, and furious game, there were some flaws with the scenario design! The Russians probably should have had more forces, or at least had the infantry in position to move quickly against the village. Time and time again we never seem to learn the lesson that in BKC (since it is a higher scale game) that artillery will make quick work of attacking infantry in trucks! The German command ratings in the early war period (most are rated as 9s) is a huge advantage that needs to be offset somehow. Also, the Russians should have used smoke to get the infantry closer to the village.

So, back to the drawing board in terms of early war scenario design. We're thinking for next time to have a massive Russian infantry attack (human wave style!), but everyone loves playing the early armor so it will definitely involved more tanks!

We always try to do a fairly large game on the day after Thanksgiving, since everyone is usually off and we can play earlier in the day. For this year we had agreed to do a Hail Caesar clash and we thought we could have 7-8 players, but due to various other commitments, it ended up being only 4 of us! With that in mind the scenario got scaled down a bit and we moved to trying to get the setup, game, and take down into a 5-6 hour window.

The Republican Romans had the following forces, broken down into four divisions:

1st Legion– each legion has two units of hastati, two of principes, one triarii, and two units of velites. Each legion also had one additional unit of skirmishers attached.

2nd Legion-as above

3rd Division-three units of Oscans, one of Campanian hoplites, and two skirmishers.

4th Division-three units of cavalry (two are small units) and two units of skirmish cavalry.

The Seleucids had three commands, broken down as the following:

1st Division-four units of pikes, two units of Medes (Red Sea Arabs), two skirmishers, and one unit of skirmish cavalry.

2nd Division– four units of pikes (one Guard), two skirmishers, two elephants and the elephant guard.

Third Division-two units of heavy cavalry, one unit of cataphracts, and one unit of skirmish cavalry.

All leaders had a command rating of 8.

After a brief review of the rules and unit abilities, we were ready to start. The Republican Romans won the initiative and the 1st Legion promptly failed its command roll! The other Roman units and their allies moved out cautiously, trying to figure out what the Seleucids would do in their move. The Seleucids also moved out cautiously, getting their skirmishers out in front of the main line and getting the cavalry ready for a charge against the Roman flank. The Romans then moved up their skirmishers and started plinking away at the Seleucids, scoring a few hits here and there.

This is when the Seleucid command problems began. The Seleucid 1st Division promptly rolled a blunder, then the second division failed its roll after getting the elephants moved forward. The Seleucid cavalry got one unit out in front ready to charge, but then failed its second command roll. Already a pattern was forming; i.e., the Seleucids would move some units outside of support, fail subsequent command rolls, then the Romans would pounce on the isolated units. Which is what exactly happened to the Seleucid heavy cavalry unit. Surrounded by four units of skirmishers, it quickly went shaken from the effective fire.

The only thing saving the Seleucids

was that the Roman 1st Legion still had not moved after three turns! Turn 3 saw another Seleucid blunder, the elephants charged some hastati by themselves, and the cavalry failed its rolls. The Romans, content now to destroy isolated Seleucid units went to work. The heavy cavalry unit broke under a hail of skirmish fire, then the elephants were beaten and pursued until they were destroyed (rolling only one hit and one save over two turns will do that!). The Seleucids, however, pressed on, hoping to get their heavier units into action and turn the tide.

Turn 4 was a replay of 3, with the Seleucids rolling yet another blunder and barely moving anything else. Turn 5, however, saw the Seleucid heavy cavalry

and two pike units charge home, which pushed the Romans back and forced them to rethink their plans. After some back and forth, both sides started to lose units. The Seleucids, however, could not maintain momentum and it was rare for any command to move three units in one turn! Still, things weren't looking too bad and with just one good turn of command rolls the Seleucids could break the Roman line and secure victory.
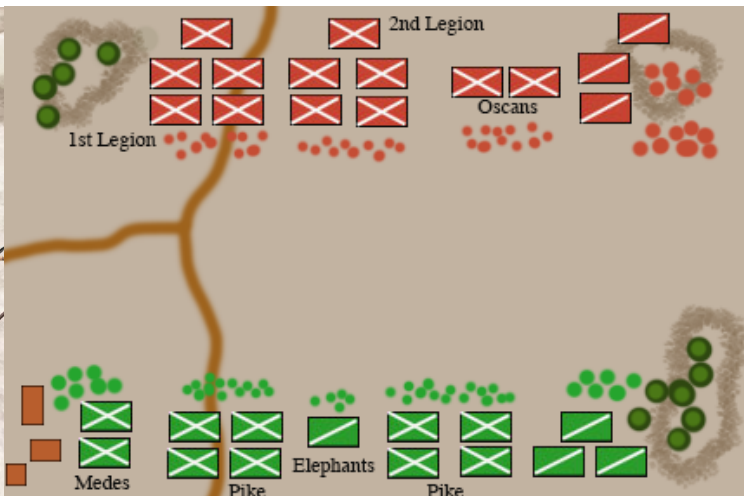
(cont. from p30) On the Roman left the cavalry was doing what it could against superior opposition. While the Seleucid were better armored and had more striking power, the Roman cavalry units were holding their own. The Seleucids simply could not get all of the units to charge home, which certainly frustrated their plans. In the center of the board the two Roman units that destroyed the elephants were now locked in a struggle with Seleucid pike units. Somehow, some way, they stood in there turn after turn, having some incredible saving rolls and despite being shaken, held up the Seleucid advance for three turns!

The Seleucids now sent the Guard forward and it crashed into a unit of Oscans, obliterating it and then attacked the unit of Campanian hoplites that were directly behind it. Other Seleucid pike units were finally getting into the battle and despite some initial success, they could not make any headway. In the center, there was a back and forth battle between the units of one legion and two Seleucid pike units which saw advances, retreats, and counterattacks for several turns. Just when the Seleucids looked like they were going to break through they would have a series of bad attack and saving rolls!

By this time the skirmishers of both sides were either wiped out or on the verge of going into shaken status. Both sides now had their main units into the fray, but the Seleucids simply could not make a dent in the Roman defensive lines. As we were nearing the end of our time commitment, we played one last turn, which saw the Romans destroy another Seleucid pike unit for little loss to themselves. In the end we decided that the Romans were

the winner, but it was more a tactical victory as the Seleucids could have come back with a little more time. Their units with a stamina of 6 might have outlasted the legion units with their stamina of 4, but it was doubtful at this stage of the game.

Another successful game and we didn't even use 2/3rds of the forces that we have! Although if we had added more units and a few more players we could have been there all day. This was our 4th or 5th battle with the Hail Caesar rules and we're definitely getting better. We still had to spend some time looking up special situations, but on the whole there were few problems. In the future we need to let each side choose units for their army from the army lists, which would let the players personalize their forces for the game and to provide some variety.

Six more images from the Hail Caesar battle. Neither side was really able to get all of their forces moving and attacking at the same time, so there were multiple one unit against one unit all over the table, with skirmishers firing in all directions!

Galactic Heroes: Race For The Shuttle!   Battle Report

We've played Galactic Heroes before, but this time it would be a five player, everyone against everyone type contest. For the uninitiated, Galactic Heroes is a universal skirmish system simulating man to man combat. Each player usually has a squad or section armed with various weapons. There are cards for each player that details their skills, to hit numbers, close combat, and weapons. This allows the scenario designer a lot of latitude in how each faction is armed, how powerful they are in terms of skills, special rules, etc., so that the game can be customized to represent any battle from the dawn of time to the furthest reaches of space.

Each player is dealt a handful of cards (one per model that is still alive), which for this game was five each at the start. Aces can be used at any time, but you work from kings down to 2s, with each player holding the card that is called out able to move/shoot with one figure. Some of the cards also have special actions on them as well, so you need to be paying attention as you play! Each figure can perform two actions when selected such as move/move, shoot/move, shoot/shoot, and so on.   There are a large number of weapons, special skills, etc., that can be used and during the heat of battle many players forget about those!

This scenario had all of the players at a place called Zegama Beach, when an alien bug invasion has begun an orbital bombardment! There is one last func-tioning shuttle in the area that can be used to evacuate a player's team. Each team will need to reach the shuttle first and fight it out with any other team trying to evacuate the planet. On top of that, there are falling orbital stations and earthquakes from the bombardment to make things more interesting!

The game used 15mm figures for the five factions. There was a squad from Halo, their usual alien opponents from the same game, a heavily armed human group, the hawkmen from Flash Gordon, and a band of equally heavily armed Ewoks! All sides started pretty far from the transport and from there it was a free for all! There was ground transport, which was faster, but a figure had to roll to figure it out and get it started. The first turn started and there were rolls for the initial bombardment…

This, unfortunately, took out two figures from two different factions right from the start! The Ewoks then started off the hostilities by using a rocket launcher against another group trying to move towards the shuttle. The Hawkmen went right after the aliens on their left flank, while the Halo team started bounding overwatch to get to the shuttle first. Naturally, this set off a series of firefights across the board as everyone forgot about getting to the shuttle and focused on killing everything in sight!

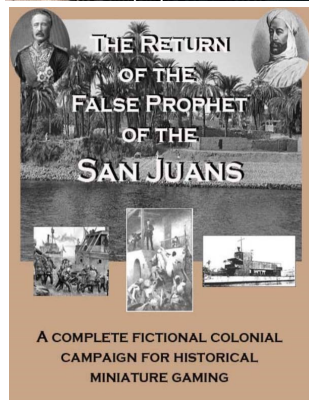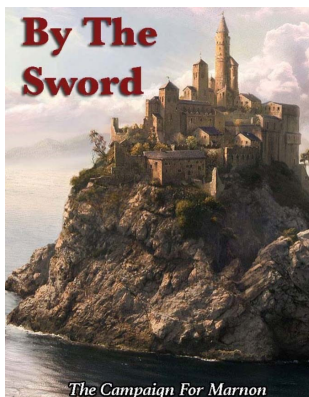In Galactic Heroes you roll either a D10 or D12 (based upon your weapons skill), modify it for range, then see if there is a hit then a second roll for what type of wound. Targets can suffer shock (slows you down and harder to roll for hits), wounds, and if the roll is high enough, death. Simple to use and figure out, so the combat turns go by pretty fast.

The Halo guys got a car going and got near the shuttle, when another vehicle with the lone surviving hawkmen (everyone opened fire on the hawkmen and Ewoks right from the start!) crashed his vehicle into the one driven by the Halo team. By this time there were three heavily armed humans, two Ewoks, and three Halo soldiers within 6-8 inches of the shuttle. The Hawkmen were pretty much all dead and/or wounded and the other alien force was too far behind, still shooting at any target that presented itself!

There was a final rush for the shuttle where the surviving Ewok went full on Rambo mode, killing one of the Halo guys and injur-ing another, then jumping into the shuttle! The Ewok was killed by the other human faction, who was also conducting close combat against the Halo soldiers in the shuttle. Finally, the last Ewok was killed, the Halo team were pushed out the shuttle in close combat, and the remaining humans rolled successfully to start the transport and won the game! A fast, chaotic two hours that was pretty fun for all involved.

By The
Sword

The Campaign For Marnon

THE RETURN
OF THE
FALSE PROPHET
OF THE
SAN JUANS

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While writing the article on redesigned rules and games for this issue, it made me think about the "collector" side of the hobby in today's world. I can remember back when Ebay first started and you could sell your old games for some pretty incredible prices. I sold my SPI Invasion America for almost $100 (1998) and some Traveler books for similar amounts. They were "collectors items" as deemed by the hobby back in the day and for years you would be looking for deals to complete collections, seeing if someone was selling an Avalon Hill Gunslinger for under $40 and so on. It was an exciting time and collecting games, finding rare items, etc., was a big part of the hobby. Not so much any more.
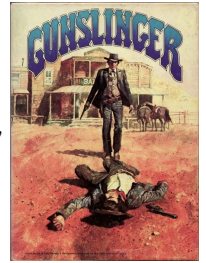
There are of course, many reasons for this, and there's no single thing that you can point to. For one, the prices on Ebay and other sites don't seem that high any more! This is sort of strange where for years if you saw an SPI Modern Battles Quad for $75 or so that was thought to be too expensive or an Avalon Hill Magic Realm for less than $50 then there must be something wrong with it! Now, however, we regularly buy new games that are $75-100 and sometimes Kickstarter projects will be close to $150-200.
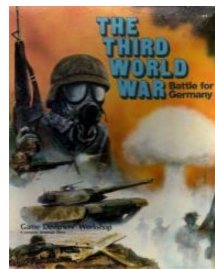
When you're buying several of these a year, the "collector's items" don't seem so special in today's hobby. Also, many gamers in the hobby have higher salaries now and can dedicate far more funds to it than in the past 30-40 years. We used to worry about saving up to get a $25 game from SPI, GDW, or Avalon Hill, but now shrug at the $200 we just spent in one month on pre-orders.

The other part of this are the continuous redesigns and re-issues of games that suppress the urge to collect and/or track down hard to find items. With the Compass re-release/re-design of Third World War for example, those four games from the old GDW series won't quite be the "holy grail" as they once were. This really reinforces the fact that there's no need to buy two copies of some games, spend a lot of money finding a missing game in a series, or keep things mint in a sealed box. Why? They're just going to be reprint-ed some day, then these games that you've hoarded for a few dec-ades won't be worth much.

Now there will always be items like SPI's Objective Moscow and Chaosium's White Bear and Red Moon, which in all likelihood will never be reprinted. These kinds of games were long sought after by collectors and considered holy grails by many. But are they now? Yes, the value on

them has gone up considerably, but it's not like they are gold bars or precious jewels. Many gamers can afford them any time they like, but do you want to drop that kind of money on what are usually fairly average games when you can buy many of today's better games and more of them? It's certainly the end of an era. When many can afford anything in the hobby, can anything really be considered worth collecting?