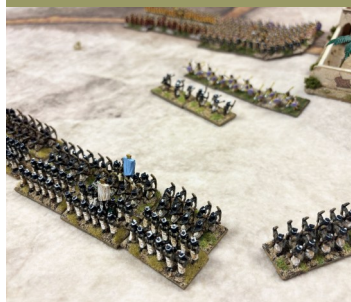


Warning Order

ISSUE #72



IN THIS ISSUE
HAIL CAESAR WOTR
RENAISSANCE
NORTHWEST FRONTIER
GENERAL D'ARMEE 2

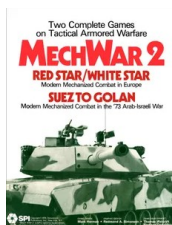


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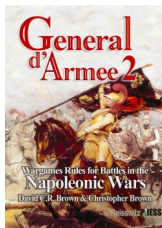
Holding Back The Tide...

While we were learning how to play General d'Armee 2 on one of our Friday night gaming sessions, a posting about historical vs. sci-fi/fantasy gaming the previous day came to mind. Here we were, mostly guys in their 50s and 60s, playing a Napoleonic miniatures game where around after close to 4 hours we were just getting to the halfway point! How many of today's gamers would have returned for a second session or have packed it in even before the first session finished? My guess is about 90% of them. This isn't the first time the topic has been brought up in these pages and it certainly won't be the last. However, while the writing has



been on the wall for a while now, never has it been more legible than today!

Historical miniatures gaming is what really got the miniatures gaming hobby started back at the end of the 60s and 70s, along with stalwarts SPI and Avalon Hill for board wargames. As time moved on, science fiction and fan-

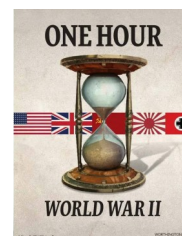


tasy, once fringe periods, started to assert control. Today, historical miniatures and board wargames are on the fringes of the hobby. With each passing day, they get pushed more and more to the hobby's

borders while its competition continues to expand by leaps and bounds.

Many historical gamers thought that they would be on the fringes for only a short time and that things would cycle back at some point. Some thought that the current crop of sci-fi gamers would clearly see the errors of their ways and join historical gamers for some Ancients, Colonials, ACW, or Napoleonic games. Although that does happen, the numbers going the other way dwarf those who are getting into historical gaming.

Although Flames of War and to an extent, Warlord Games have pushed back and had some success, they are still in the vast minority compared to fantasy and sci-fi gaming. It's not only the Warhammer phenomenon that you're competing against, but several other things as well.



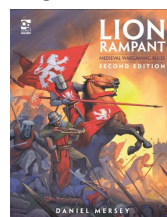
For example, the rise of skirmish gaming, that would on the surface, seem to gravitate to the historical side of things. Nope, there are all kinds of fantasy and sci-fi skirmish systems as well.

So now the historical miniatures hobby is competing against the sci-fi and fantasy juggernaut, the

move towards games with fewer figures, and the time constraint. This last item is really coming to the forefront the last few years. There's even a rapidly expanding

category in board wargames for games that only take an hour! Where back in the day we would do all day (and some nights) micro-armor or naval battles, if we can get a group that will go four hours today we've really accomplished something!

You're also starting to see changes in game conventions and the rise of tournaments as well. The big historical miniatures conventions such as Fall In and Cold Wars are still going strong, but even at Gen Con and others historical gaming has been pushed towards much smaller areas than in past years. (cont. on p3)



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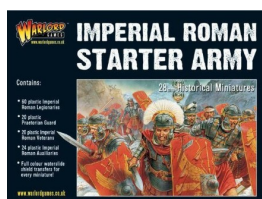
Special points of interest:

- Multiple battle reports for ACW, Napoleonic, and Ancients periods.
- Several game reviews for NATO, Three Days of Gettysburg, and Hood Strikes North.
- Part 5 of One Day Campaigns, with another full campaign with new maps.
- Two new Engagements scenarios.

Holding Back The Tide...

(cont. from p2) The rise of professionally organized tournaments is also a bit surprising, but appears to be quite successful. WH40K, Warhammer Old War, and others seem to be able to fill up event spaces fairly easily, despite how much tickets are or how much armies will cost gamers. Bolt Action is about the only historical game that seems to do well in the tournament setting.

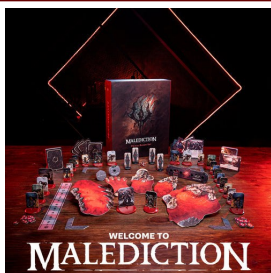
So, how can historical miniatures gaming compete in this new world? It certainly isn't going to be easy and some things may have to change, which as with all things could be a mix of good and bad. For example, you have the excellent GHQ miniatures and for anyone interested in WW2 battles this is a great place to start. Then, however, comes the question about which rules to use. There is no agreement and how do you choose from 100+ sets of rules that are currently out there?



The same could be said for someone who watches an Ancients game and decides to get into it. Ever wonder why

Roman armies are usually selected and purchased? For one thing they can come in one boxed set, have one uniform color, and the rules are usually designed around them. If you choose Early Macedonian for example, you'll probably need to buy figures from multiple manufacturers, order several Ospreys for uniforms, shield transfers/decals, and figure out the basing for all of the various types of units. Historical miniatures gaming doesn't do itself any favors here.

Contrast that to WH40K where the basic boxed set has everything you need for both sides, including the rules. You can paint the figs however you want and while the cost is definitely more than historical miniatures, that appears to be a minor factor. There's a lot of other players usually in the same area and most importantly, they all use the same rules! The support for the game is massive as well. Supplements, more figures, various forums, YouTube channels, and tourna-



ments are just part of it. Compare that to 90% of rules/systems for historical miniatures that have little to no support at all.

The Epic boxed sets released by Warlord Games are a good attempt at duplicating what Games Workshop is doing. Tons of figures, rules, etc., all in one box. So why haven't they taken the hobby by storm? For starters, due to the unusual scale (13mm doesn't fit with many gamers existing collections) it doesn't appeal to all gamers and when you get right down to it, there's a LOT of painting that needs to be done! No doubt they've sold a fair share of this product, but you don't see a lot of battles posted on various gaming forums.



What draws gamers into historical miniatures? For some it is a dislike for sci-fi and fantasy gaming as they look to recreate battles throughout history. For others it is the spectacle of seeing large armies of well painted miniatures. There are also those who enjoy the research, painting, and gaming various historical periods. Over the years, magazines like The Courier, Miniature Wargames, War-games Illustrated, and many others chronicled big battles played at shows and gaming nights, which were an inspiration for gamers across the globe.

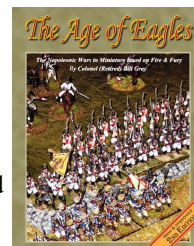
Are there still gaming groups that put on big games? Yes, there are, but with each passing day they become the minority. Most historical miniatures gaming now seems to take place in a 2-3 hour slot and even that is being generous. Many Bolt Action games, Wings of War, Command & Colors, Saga, etc., type games may go two hours if things are moving slowly that night. Look at the rise of the Osprey rules series where most of the games are designed to be completed in probably around 90 minutes, longer if you have more than four players. We've gone from trying to build armies to selecting a set of rules where you have to paint as few figures as possible!



Can this trend be reversed? It doesn't look like it right now, but as with many other things, it can always cycle back where gamers want something more in depth, find a challenge in a big project, or suddenly find themselves with more spare time. In the meantime, what can be done to improve things and make sure that the torch gets passed along or that your historical miniatures collection doesn't end up in the dumpster at the end of your days or hobby life?

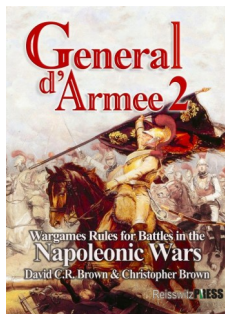
This is where a bit of guerilla marketing comes in. Historical miniatures gaming is no longer going to be able to go head to head with sci-fi or fantasy gaming. However, putting on a large historical game at a convention, show, or the local store can do

wonders to get new recruits. If you're playing something like Age of Eagles make sure that you have the movement/combat tables for everyone and maybe even a short summary. Take the time to answer questions, ask others if they want to run a command, or be prepared to suggest what they could order to get started. Historical miniatures scares some gamers, but when you break down the rules and they start playing, you do generate interest.



Offer to help new gamers with uniform research, hand out excess figures you may have so that others can try their hand at painting, or if you belong to the Old Glory Army for example, offer to go in with them on an order. Mix up the games that you play so that it's not the same thing every time. The idea is to get people into this side of the hobby and certainly discussing the lower costs of historical miniatures does have some influence!

Can historical gamers hold back the tide? Probably not, but you can make sure it doesn't wash over you and sweep you out to sea! There are potential historical gamers out there and we (along with game companies) need to do a better job of introducing newbies into this side of the hobby and how fun it is.



We had tried General d'Armee and General d'Armee Brigade several times in the past. While we usually play Age of Eagles for the Napoleonic period in 15mm, we do have one member who prefers General

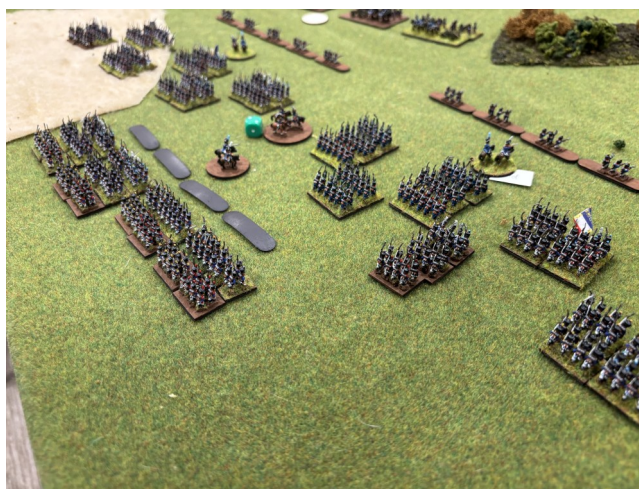
d'Armee and of course, if they are going to paint the miniatures and run the game, we're only too happy to come along and give it a try!

First off, as you can see from the images, we are playing in 6mm, which is a huge change for us for Horse & Musket games. A lot of work definitely went into this as the rules are battalion scale, so you basically need a company per stand and 4-6 stands per battalion. He had not quite finished all of the bases, plus we were short some skirmishers (white strips), commanders, and caissons, but there were plenty of units to play with and it does look good in this scale.

The terrain is worth discussing as there was a small river running across the battlefield. While not a major obstacle and it could be crossed anywhere along its length, it would slow the attacking French down. The Russians were waiting across the river on a series of hills, definitely giving them a defensive advantage. There was a small town in a hollow between two of the hills. Attacking this would be a challenge for the French as it was right across the river and covered by the forces on two of the hills. The French needed to take at least two hills and the

town to win the game, which was going to be a tall order.

General d'Armee 2 claims to be a streamlined version of the 1st edition and it did seem like that to those of us who remembered playing that. Each turn you roll for the number of ADCs per command (in this case a division per player) and that number is spent on tasks such as assault fire for artillery, faster movement for an infantry brigade, a focus on skirmishers, etc. Units can still move and



fire when active, but the ADC commands give bonuses for those things. Each side then checks for how many brigades will be hesitant (don't follow orders or do anything that turn) or active. Initiative is rolled for, then the turn begins. It might sound complicated, but after a turn or two you get the hang of it.

What was hard to get the hang of was movement in 6mm! It felt like you weren't going anywhere quickly, but at the

same time you did get a grand sweeping view of the various brigades moving to contact. At this point, it would be good to have a discussion about what General d'Armee 2 is about, which is the full Napoleonic battle. Basically, you are supposed to use the first 10-20 turns to soften up the enemy position, then advance into firefights and close combat. While the turns where there is no combat (melee) can go by quickly, waiting for that long means that you could have some very

long games. We decided to bombard for around 5-6 turns and press forward to see how musket fire and melee worked.

The other thing that is interesting to note is that bugaboo for gamers in the Horse & Musket as well as Ancient periods; skirmishers. With General d'Armee 2 the various brigades and battalions can contribute to the skirmish line, which is represented by stands, usually 4-6 stands per brigade. The firepower that these put out, especially with a Skirmishers ADC order, was a bit surprising.

In our game each side tried killing off the others skirmishers, but once they were freed up they can do some damage against artillery and infantry formations. Some gamers may like this and some may not, depending upon your view of skirmish fire during that era.

The French pounded some of the Russian battalions on the hill, then pushed past the skirmish screens, especially on the French right. The (cont. on p5)





(cont. from p4) French crossed the river, tried to get sorted out, then launched a series of attacks into the woods where several Russian battalions were positioned. This brought on the combat (melee) system where one battalion launches the attack while others support the effort by offering a series of die re-rolls. A very interesting system that would take some trial and error to get proficient with it. The initial French attacks were thrown back, once again showing that to take defensive positions in this game you really need to bombard everything!

In the center the French tried crossing the river and attacking the town, but those attacks were thrown back as well. Unlike most Horse & Musket games where individual units attack enemy units, here you choose one or two battalion to go forward while the other support in case the dice

go badly. A different concept than most gamers are used to. If we play this a second time I suspect players would position brigades so that one or two battalions hit a few focused points with the other 2-4 battalions in support.

Back on the French right a second round of attacks took place, but they were again repulsed. Once you take defensive fire in the attack, you need some good rolls or things will go badly very quickly. By this time the French attack had stalled and would need to get reorganized to try again. Crossing the river and moving through the woods had jumbled the command and the first few examples of combat showed that you needed a compact, coordinated attack for it to succeed.

With the French moving up their third brigades for both divisions and artillery deploying forward, the game was called

as were just learning how things worked. We had played for around 3 1/2 hours, got in around 17-18 turns, but there was still a LONG way to go, probably another two hours at the minimum. If you had a few corps per side plus cavalry (we didn't have any this night), this could be a 7-8 hour battle.

Now the system seemed to portray Napoleonic warfare favorably. Selecting the right ADC order combos, artillery bombardments, and launching coordinated attacks were all present, plus the systems seemed to work well. The rules didn't seem that hard to teach/learn, but it would take some plays to learn the nuances. The big issue with these rules would be the playing time as mentioned above. Attacking without a bombardment isn't very smart, but doing 10-20 turns of it before the main battle might take some extra time.



Engagements 71: Winter Rearguard

Situation: Blue is falling back along the entire sector in the face of an ever growing winter offensive from Red. Blue's forces in this area have orders to evacuate all units over the river, then blow the bridge to delay Red. However, the combat engineers are just getting started with laying the charges and there are still formations moving towards the bridge to cross to safety. Blue's rearguard must hold the crossing for as long as possible.

Period: Designed for the WW2 and Modern periods.

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

Terrain Notes: The town is a combination of wood and stone buildings with a variety of large and small buildings. The wooded areas are light woods, but will limit movement. The hills should be treated as rough ground. The river is impassable except at the bridge. There are several farms in the area as well.

Scale: The scenario is designed for any scale, but if 28mm figures/vehicles at a 1:1 scale are used the table may need to be expanded to a 5 x 8.

Red Forces:

- (8) units of mech infantry
- (2) heavy weapons units (MGs)
- (2) mortar units
- (6) armor units
- (1) anti-tank unit (ATGMs ?)
- (1) battery of off board artillery

Set Up: Red's forces enter from the east edge of the board, within 18 inches of the road entrance in any formation.

Red Orders: Seize the bridge before it is destroyed. If that is not possible, place enough pressure on Blue that the bridge has to be destroyed earlier than planned, trapping Blue's units on the wrong side of the river with no way to cross.

Blue Forces: Blue must hold off Red's attack until as many units as possible can cross the bridge. Once the bridge is prepared for demolition, Blue can destroy it at any time (see special rules).

Rearguard

- (4) units of infantry

- (1) unit of heavy weapons (MGs)
- (1) mortar units
- (1) combat engineer unit
- (3) armor units
- (1) anti-tank unit (ATGMs?)
- (1) battery of off-board artillery.

Retreating Force 1

- (4) Truck units

Retreating Force 2

- (1) tank unit, (1) recon unit (armored cars, light armor, scouts)

Retreating Force 3

- (1) artillery unit

Blue Orders: Hold the bridge and surrounding area for as long as possible. Fall back to the bridge and destroy it before Red can take it.

Blue Set Up: Blue's forces must be deployed behind the marked entrenchments, anywhere in the village, and on the forested hills. The combat engineer unit is deployed at the bridge. The retreating forces will arrive randomly. Each game turn roll 1D6 for each force and on a roll of a 6, that force arrives. Roll a second 1D6 and on a roll of 1-3 it enters the board from A and on 4-6 it arrives at B. If a retreating force never rolls a 6 during

the game, it is considered to have been cut off and captured.

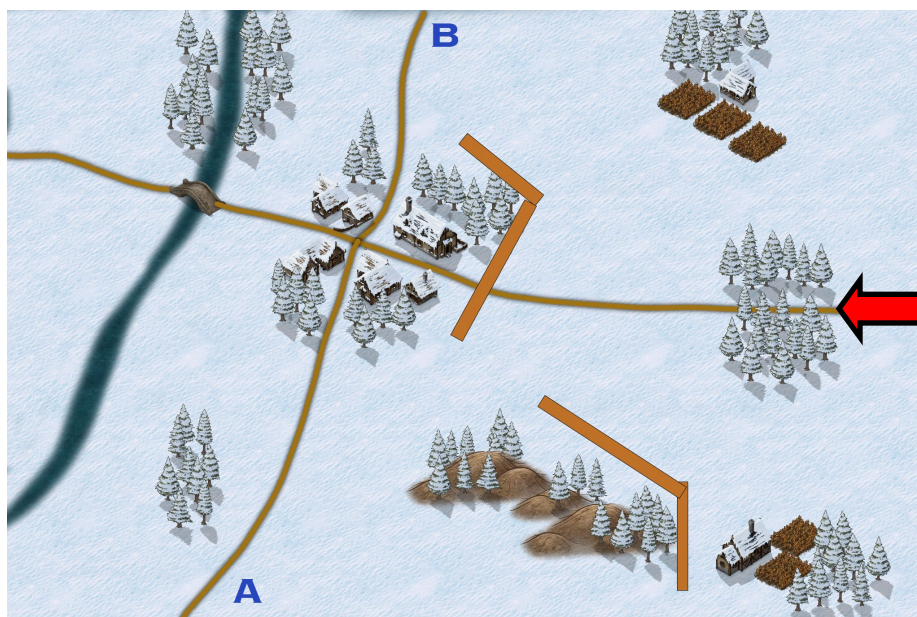
Game Length: 12 turns

Special Rules:

- Red has the first turn in the game.
- Blue's entrenchments consist of standard trenches, with positions for any anti-tank guns, mortars, and MGs.
- It will take the combat engineer unit 6 + 1D4 turns to rig the bridge for demolition. Blue can destroy the bridge at ANY point in the game by rolling 1D6 and the bridge is considered destroyed on 1-5.
- Units of the rearguard CANNOT cross the bridge until it is ready for demolition.

Victory Conditions: If Red captures the bridge before it is destroyed, it is an automatic victory for Red. Blue scores 1 point for each unit that crosses the bridge before it is destroyed. Units must be at least at 50% strength to count for the 1 point. Blue needs to score at least 10 points to win the game.

- **Variants:** Airstrikes and additional artillery for both sides could added for a more involved game, plus air defenses around the bridge. A second bridge and/or ford could be added as well, allowing Red to cross and seize the bridge from the other side.



Engagements 72: Deceptive Crossing

Situation: The front has stagnated for the last few months and this sector has turned into a backwater, but Red is determined to make gains here and plans an assault. The big obstacle is the river and the ford is still heavily defended. Red comes up with a plan to draw away some of Blue's troops, conduct a river crossing, then take the town.

Period: Designed for the Ancient as well as Horse & Musket periods

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

Terrain Notes: The town is a combination of wood and stone buildings with a variety of large and small buildings. The wooded areas are light woods, but will limit movement. The hills should be treated as rough ground. The river is fairly wide and deep, so it can only be crossed at the ford. There are also several farms in the area as well.

Scale: The scenario is designed for any scale, but if 28mm might need a larger table or if the original forces are expanded.

Red Forces:

- (12) units of infantry
- (2) units of light infantry
- (3) units of cavalry
- (3) artillery batteries

Set Up: Before play begins and after Blue's initial set up of forces, Red may place a bridge anywhere along the length of the river. Red then places two units on the north side of the river, within 6" of the bridge. All of Red's other units may then be placed anywhere on the south side of the river.

Red Orders: Cross the river as quickly as possible and start moving towards the town. Try to launch a well coordinated attack on the town before Blue can ready a defense. After taking the town, proceed to capture the road exits at A & B.

Blue Forces: Half of Blue's forces in this sector left early in the morning to counter what they believe was a river crossing by Red further east.

Garrison

- (4) units of infantry
- (1) cavalry unit

- (1) unit of militia
- (1) artillery battery

Reinforcements

- (5) units of infantry
- (1) unit of light infantry
- (2) units of cavalry
- (2) artillery batteries

Blue Orders: Outlying pickets have reported Red's crossing and the garrison has stood to in the town. Messengers have gone out to bring back Blue's remaining force that went after the decoy crossings. Blue must assemble a defense quickly and hold back Red from taking the town or blocking the road entrances/exits at A & B.

Blue Set Up: The Garrison may set up anywhere in the blue box outlined on the map. The artillery battery is deployed in a fortified position on the hill that overlooks the ford crossing. Blue's reinforcements will enter at A and are rolled for on each turn. For each unit, roll 1D6 and on the roll of a 6 that unit appears that turn. Add +1 for each turn after (i.e., on turn 3 it would be a +2, so a 4-6 would see the unit enter), so by turn 5 all units should be on board no matter how badly they rolled. Any unit may delay entering at A for one turn and on the next turn enter at B instead.

Game Length: 12 turns

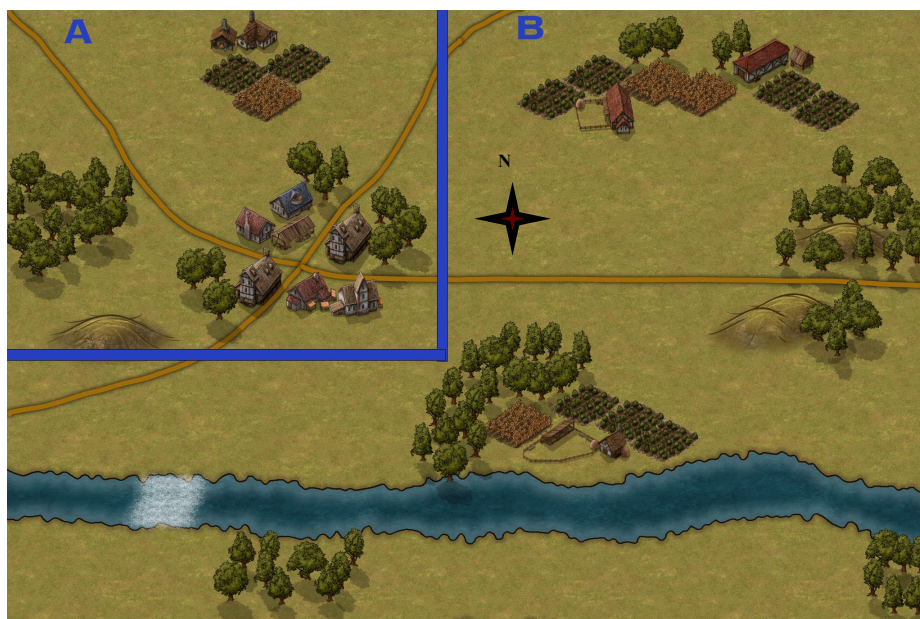
Special Rules:

- Blue has the first turn in the game.
- The ford should be treated as rough ground and only one unit can cross at a time.
- Red can cross the bridge that is placed on Turn 1 and can cross at the ford as well, paying the movement penalty.

Victory Conditions: Red must take the town for a tactical victory. If Red captures the town and the two road exits at A & B, it is an operational victory. Any other result is a Red defeat.

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

- Allow Red to position more units on the north side of the river at the start and maybe one unit already at the ford crossing.
- Give each side additional forces at the start. Create a chart for Blue's reinforcements to appear on a schedule or in selected groups.
- Allow Blue to have some fortifications near the town.
- Add more objectives for Red, such as seizing control of the farms.
- Give Blue the opportunity to move the Garrison before the game begins.



Memoirs of a Miniatures and Board Wargamer Pt. 59

Painting Fantasy Miniatures

The first miniatures I ever owned and painted were for an ongoing D&D campaign. Some of us traveled to McEwan Miniatures in SLC, Utah, which was about 30 minutes from where we lived. At this time in 1978, McEwan was one of only a few miniature manufacturers who dabbled in a bit of everything. I bought a few dwarves, a wizard, an elf, and a few guys in armor along with some sci-fi stuff.

Now back in the 70s most fantasy figures were 25mm, not the 28mm and 32mm that we now have. The castings were a bit crude by today's standards, but at this point in the hobby there wasn't a lot of choice! On top of that, most miniatures painting was done with oils and Humbrol enamel paint. If you've ever worked with either of these painting mediums, you know that it was a challenge to do a really good paint job unless you were a professional artist. It wasn't until acrylics really started showing up at all of the craft store that you were able to paint figures quickly, use washes effectively, and paint large numbers of figures much more quickly.



From there it was on to the fantasy range put out by Minifigs. Again, these weren't the greatest figures, but it was all we had back then! The fact that you could find a pack of rangers, hobbits, and many other figures for your D&D games was exciting. You would plan your Saturday trips to game and hobby stores just to look through the racks of figures. Often, you would buy figures that you liked and not what you really needed!

Fantasy miniatures, however, were about to take a massive jump not only in quality, but selection as well. With the rise of D&D and more gamers wanting miniatures for their campaigns, Ral Partha launched a huge range of figures. Not only were these figures well sculpted, but



trolls looked like what gamers thought trolls should look like. Evil wizards looked...well...evil! All of a sudden, here were these beautiful figures in a range that kept expanding. By default, what Ral Partha put out for a fire giant, ranger, goblins, etc., became what gamers thought those things would actually look like! This actually forced other companies to sculpt their miniatures to look a bit closer to Ral Partha's ideals than any other interpretation and it influenced the artwork used in many RPGs.

A close competitor at this time arose with Grenadier Models, who also started to put out a wide range of fantasy figures along with some interesting boxed sets. The Grenadier giants were always popular and the ability to buy multiple figures in a box was very appealing to gamers. The quality was not as good as Ral Partha, but it was close and their figures painted up quite well. Most D&D gamers had plenty of miniatures from both companies in their collections. Many miniatures from both Grenadier and Ral Partha ended up doing double duty for historical armies as well!



There were also miniatures from companies like Asgard, Heritage, and Superior (probably closest to Ral Partha in terms of quality), that at least gave gamers a wide variety of options. Finding them, however, could be a challenge. Usually mail order and conventions were the only way to get many of these figures as few hobby stores carried anything but the standard packs by Ral Partha and Grenadier. The other interesting thing to note was that 15mm fantasy never really took off during this era, despite the huge appeal for all things fantasy gaming.

While all of this was going on in the late 70s and early 80s, a small English company was quietly putting out some interesting fantasy miniatures.

That company would be Citadel Miniatures, who would of course become Games Workshop. Their miniatures were quite good, they had some interesting poses, and clearly

they were doing their own thing, which was confirmed when the very first edition of Warhammer came out. Once they got going, figured out distribution, White Dwarf started being a professional publication, they quickly turned into the powerhouse that they are today.



Painting miniatures at this time was starting to get easier as well. For a long, long time you usually had to go to arts & craft stores, artist supply stores, etc., to get paint and brushes. Slowly, but surely, hobby stores started to expand their ranges and even carrying a variety of brushes. Several companies had acrylics, Testors had their Model Master series, Tamiya came out with their own range, and all of a sudden you had all sorts of options to paint your figures. Still nowhere near what we have now, but from the Dark Ages of figure painting in the 70s to where things were at the end of the 80s was nothing short of miraculous!

Games Workshop continued to dominate the fantasy market well into the 2000s, with their only real competition being the rise of Reaper Miniatures. That quickly changed with Mantic and many other boxed sets/games now in production. Today, there are so many fantasy miniatures in so many scales that it simply defies description! If you can't find a magic user for your RPG character who has a bat on his shoulder along with an unusual hat, that's your fault, not the hobby's!



Figures in all scales, collector's editions, boxed sets, one-offs, and much, much more are all now available.

Not only all of that, but

many of today's fantasy miniatures are works of art. When I painted the figures in the Rising Sun board game, I kept reminding myself that these aren't even the best miniatures out there right now, but they were exceedingly hard to paint. Who knows what the future holds for fantasy miniatures?

Blast From The Past Pt. 58: Gamescience & Lou Zocchi

Several issues ago there was a feature on the Zocchi catalog and its contributions to the hobby. Now, with the recent passing of the legendary Lou Zocchi, it may be time to revisit his role in the hobby. This isn't meant to be a biography of his life, so we'll limit the discussion to his company and how his dice, rules, and accessories really changed our games.

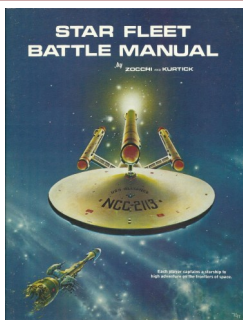
Lou Zocchi really got his start in the hobby by designing games. Probably few people would know that he designed Avalon Hill's Luftwaffe back in 1971, which soldiers on today, some 55 years later! He also designed The Battle of Britain board game as well as the Star Fleet Battle Manual. This was not the Star Fleet Battles that became popular in the 80s (and still goes on today), but before that, using the few miniatures that were out at that time. Luftwaffe was popular back in the day for two reasons; the first being that it was a boxed game by Avalon Hill, so there was an audience already waiting. Second, there were so few air wargames out there, especially those dealing with operational campaigns.



Dice, however, is where Lou Zocchi and his company Gamescience would really shine. The names Zocchi and Gamescience would become synonymous with dice and RPGs for quite some

time. Recognizing the need for different kinds of dice and higher quality than those in most games, Zocchi dove head-first into the problem, creating what would become a dice empire. No gamer in the late 70s or 80s would go forth without having a few Gamescience dice! As more and more colors, sizes, etc., started to appear, gamers soon found themselves buying multiple sets and collecting dice actually became a hobby inside the hobby.

Lou Zocchi, however, was



far more than just someone who created and sold dice. Besides designing Luftwaffe, he also did Battle of Britain, Flying Tigers, the Star Fleet Battle Manual, and Alien Space. He also produced games and play tested several of the now classic Avalon Hill games. For a long time if you wanted to game out Star Trek, his Battle Manual and ship miniatures were the only game in town.

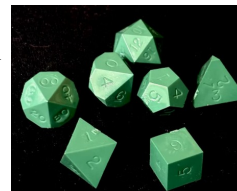
Gamers would even buy the larger ERTL Klingon actions in garages and parks!

When Task Force Games produced their Starfleet Battles game, they really had not counted on so many gamers wanting to use ship miniatures. The limited supply they had when the initially came out was quickly sold out. Where did gamers turn to? That would be Zocchi of course. He had the same ships (in different packaging) and soon local hobby shops and gamers were trying to buy all that they could to fill the gap!

In the early days of miniature gaming you would see advertisements for rules and miniatures in various magazines such as Wargamer's Digest, Military Modeling, and many others. Ordering things from overseas was difficult at best and took a while to arrive. Where did one go for the unusual? Again, that would be Zocchi or his company Zocchi Distribution. The newsletters and catalogs that they had are still a source of joy today. All kinds of unusual rules for every period, magazines, board games, and accessories filled the pages. You could literally go through it for a month,, thinking about future purchases or new things that you would like to try. Also, many of the things that you would see in the overseas magazines were available for order through his company here in the U.S.

Of course, when the Dungeons & Dragons boom began at the end of the 70s and into the early 80s, Zocchi was there as well. All kinds of supplements, player aids, and of course dice were available. He had a special relationship with The Judges Guild, so his company

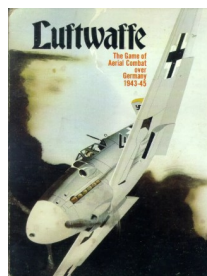
was certainly one of the big sellers of RPG products. Gamers who had finished all of the TSR modules (at the start they came out pretty slowly for a few years) would go to Zocchi and find all kinds of new adventures, accessories, and more to keep them busy for years to come. Looking back, it was an invaluable service to many gamers who thought they had run out of ideas and it helped to continually fuel the RPG industry.



Even with all of that, Zocchi and Gamescience would forever be tied to dice. Over the years they would come out with all kinds of clear, colored, pastels, etc., dice of every shape and size. During the 80s there was no self respecting hobby store that did not carry a selection of Gamescience dice. You could buy them in sets or many stores sold individual dice by breaking up the sets. Gamers could simply not ever have enough dice and even today, many of us have bags and bags of dice with many dating back to the 80s!

I only met Lou Zocchi once in my life when he was coming back from a convention on the West Coast. He stopped at the local hobby store and was selling his products, of which I picked up Mig Killers, a couple rules booklets, and of course some dice. Although he seemed tired from the drive, he was friendly, knowledgeable, and seemed like the kind of person you would want in your gaming group!

Today, everything you need for gaming is at your fingertips. No need to page through catalogs or magazine ads, just use your phone or laptop. The sense of wonder and excitement has greatly been diminished and it would be hard to describe to today's gamers. For those of us who were gaming in the 70s and 80s, who didn't know about Zocchi's company? With the passing of these giants of the hobby, gaming seems a little bit diminished, but it will go on. For myself, I will keep using my Gamescience dice for gaming as long as I possibly can.



Hail Caesar-The King Attacks!

Battle Report



with archers had three ammo tokens. This would certainly change things, but we were surprised with what was changed for our game! The Lancastrians were allowed to set up anywhere along the main road while the Yorkist units could set up 12 inches from the edge of the board.

Both sides had similar forces, with one light cavalry unit each and two guns. Where the difference was is that the King was rated as a 9 for command, plus the Yorkist

The Yorkists did not exactly get the start that they were hoping for. While the King's units moved forward, the right and left flanks went nowhere, which was to be a consistent theme throughout the night. Some units on the Yorkist left did get up to the stream, but got disordered upon crossing. They were met with artillery and archery fire, then one of Oxford's units in the center charged into them. After a few turns the Yorkists were forced back over the stream where more artillery and archery fire finished that unit off.

The King in the center was the next

This was a fictional battle where the forces of Lancaster had split to go look for the King's army. Unbeknownst to them, the King had double-backed and now had a chance to face only part of the Lancastrian army. The main problem, however, was that the King's forces would need to cross the wide stream to deliver the attack.

The terrain was pretty basic as we had a bit of a late start due to our dinner going long! The main feature was the stream, which could be crossed, but with some conditions. First, when you got to the stream a unit would need to stop, then take one move to cross, then roll for Disorder once across. This would give the Lancastrians an advantage in defending that side of the board.

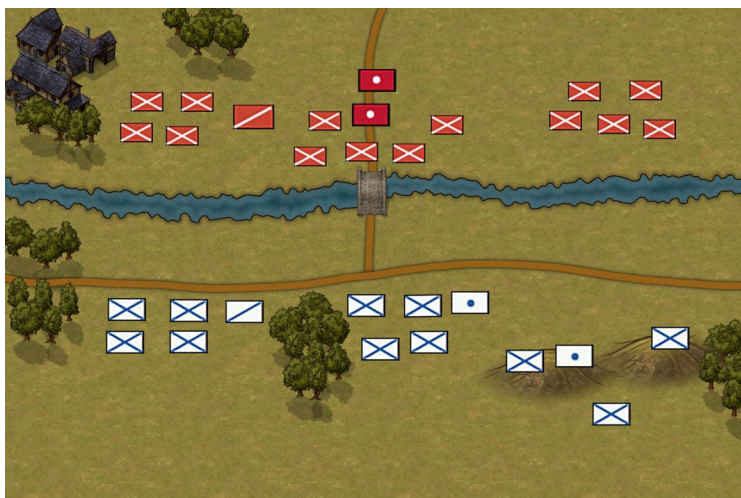
We long ago decided to ignore the Wars of the Roses book when it came out and continue to use the units/points that were in the Hail Caesar second edition rules. We did, however, this time decide to use the Arrow Storm rule where units

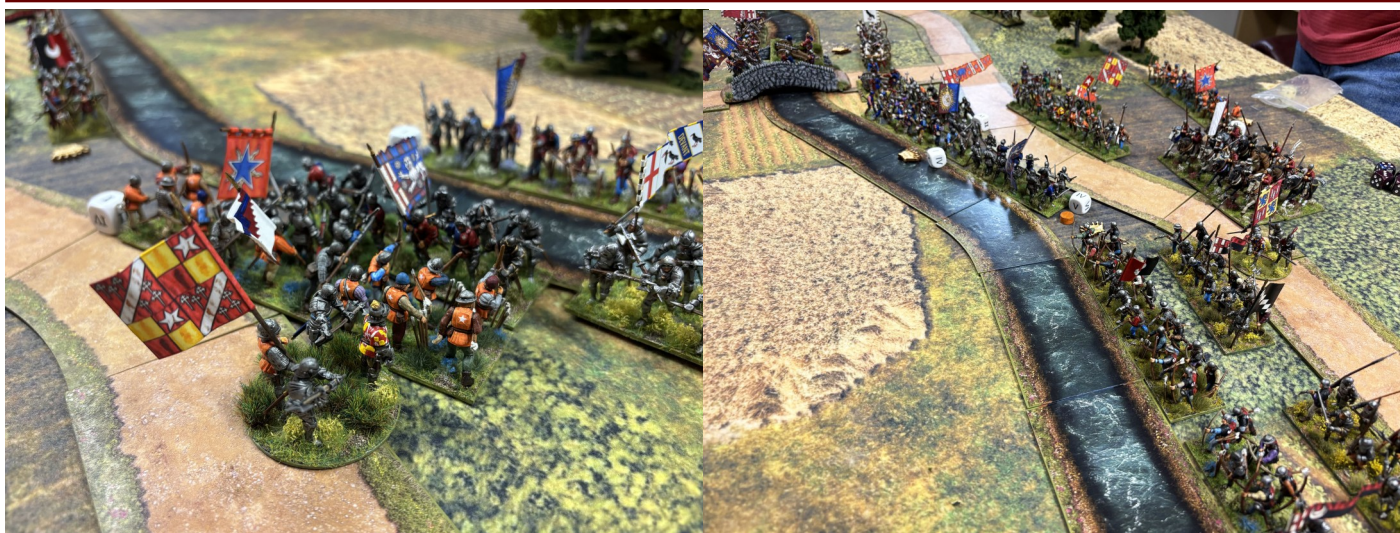
had four more units and certainly had more archers than the Lancastrians. When designing the scenario the thinking was that the extra archers would drive the Lancastrians back from the stream's edge, thus allowing the Yorkist forces to cross unmolested then continue the attack. In the end things didn't really work out that well, but that was the idea.

Both sides broke their forces into three commands as we did have six players for this battle. For the Yorkists they had the King's forces in the center and the strategy was for everyone to drive on the stream, force the Lancastrians back with archery, then cross and finish off two of the three enemy divisions, thus winning the game. The Lancastrians were content with waiting along the road, then launching counterattacks at any Yorkist crossing.



division to come into action. Many Yorkist units were able to roll three moves and get up to the river, cross it, then continue on the other side. This was a curse and a blessing as while they got across, they were sometimes isolated and defeated in detail. The King's forces, however, were an exception to this and made a ferocious attack. (cont. on p11)





(cont. from p10) First off, the leading three units crossed the stream without being disordered, which was quite the accomplishment! Then, Oxford's forces poured in and the fight was on. Both sides had multiple ties in close combat, so this quickly became a battle of attrition in the center. The King had one more unit than Oxford plus the artillery, but they were in a traffic jam along the road leading to the bridge. Both sides scored successes, but the King's units kept getting amazing saving rolls. After two turns Oxford was down two units as well as two units for the King.

Meanwhile, the remaining Yorkist forces struggled to move forward and two blunder rolls didn't help things any! Every time it looked like there was help on the way for the King, bad command rolls would delay the concerted attack. The Lancastrian right and left flank, however,

started shifting units near the center in case things went bad for Oxford and the center was lost. At this time, it was a near run thing and whoever lost the next unit, Oxford or the King, their division would break and fall back.

Despite the incredible attack in the center by the King's forces, without help they couldn't last long as the Lancastrian flanks started to pour fire into the center. Sure enough, one unit broke and with it the King's division was broken and had to fall back. The only saving grace here was the Oxford and Lancastrian center were running on fumes, with only two badly damaged units still left.

The Yorkist left flank did finally get across the stream and up to the hill to face the waiting Lancastrian units. A massive melee occurred where the Yorkists were slowly pushed back across the

stream. On the Yorkist right, that division finally got some units up the stream and after a round of archery fire, attacked. This, too, was defeated and the Yorkists once again found themselves back on their side of the stream. With their center broken and most units down to 50% strength, the Yorkist attack was called off and the House of Lancaster was victorious.

A close run battle where if the Yorkist command rolls were a bit better they might have prevailed. The archery ammo rule was interesting in that just when you needed to fire at something you were out and at other times units who wanted to save one last shot pressed the action to get into close combat. The use of the Arrow Storm rule was going to take some getting used to, but for the first time it seemed to be popular and we'll continue using it.



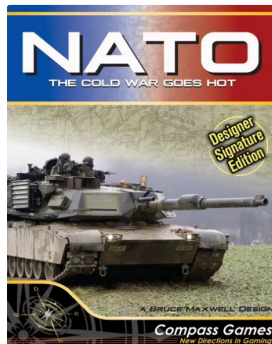
NATO: Cold War Goes Hot-Designer's Edition Game Review

Back in the mid-80s, when NATO vs. Warsaw Pact games were all the rage, a relatively new company (associated with Avalon Hill) called Victory Games came out with NATO, which was a one map treatment of a Warsaw Pact attack into Western Europe. The game certainly did have a dedicated fan base, but it was a bit unusual in its format and delivery. Now, almost four decades later, the designer's edition has replaced it. Even though it has been out for a few years, the topic is still interesting, so a review in this magazine was needed.

First off, the single map is now two maps and is certainly a huge upgrade over the older version. Unlike many games in this genre, the focus is on Germany, Denmark, Belgium, and eastern France. There is no Austria, Hungary, Italy, etc., so this is focusing on the main event had that war actually occurred. Two counter sheets for the combat units, then two more sheets for the informational markers, which is a lot for most games. There are two sets of four reference cards, set up cards, a rule book, then a play book with scenario information and examples of play. You definitely get your money's worth in terms of components.

The counters are of course hugely improved over the 1980s era game and there was a design decision to change all of the NATO units to brigades (most of which are one step), mainly to cover the expanded map. Clearly during setup you can see that NATO has a lot of units out there (and more coming on the reinforcement tracks), but they are fragile while most Warsaw Pact units have two steps. The play-book is very helpful for set up and the examples of play answer a lot of questions. Now we get to the rules...

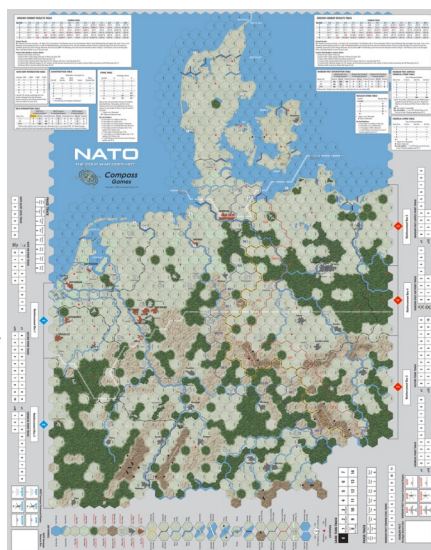
What was once a standard sized rules booklet is now close to 100



pages! Yes, everything is explained in detail and often in multiple locations. It's easy to see where the rules could be off putting to some, but it is fairly easy to find what you're looking for and if you've played the older version there are summaries at the beginning of each section. Still, this is going to take some time to digest and you will need to look through the playbook extensively as well.

There are basically two eras, with three types of scenarios. There is a base set of counters for both the 1983 and the 1988 game, then color coded units that are added to the two eras, depending upon which one you choose. The three types of scenarios are the strategic surprise, extended buildup, and a fairly involved one called The War of Nerves. The latter involves the Warsaw Pact player choosing various options, such as moving Russian forces into East Germany, which cause the NATO player to roll to move up their alert level. Once the Warsaw Pact player chooses certain options and war starts, the NATO alert level dictates their reinforcement and posture. Very interesting, but a little time consuming.

Once war begins, the game is then a standard hex and counter wargame. Air support is rolled for, reinforcements are introduced, then the Pact player moves, conducts combat, then reserve movement. In between all of that are airstrikes and possible chemical/nuclear weapons use. Here is where one of the problems started to show. When either side commits air support to hit enemy units, if you roll a 5 or 6 (usually a 6) it results in a step loss. That means for 80% of the NATO units they are wiped out!



Combat is a bit more involved, with the non-phasing side able to send in airstrikes to support their position, then after going through modifiers, a D6 is rolled and the results in step losses/retreats are applied. If you aren't attacking with more than 3:1 odds, chances are the attackers are going to lose a step as well. This makes the game highly attritional, so by turn 3 or 4 many NATO brigades are in the dead pile and most Warsaw Pact divisions are on their flipped sides.

Units marked with OMG (Warsaw Pact) or Reserve (NATO) can then move half of their movement and if a hex was marked with a breakthrough marker in combat, they can exploit any holes in the defense. While combat may seem a bit involved, it's really not that hard once you get used to it. Mark a hex as a battle, defender sends in air support, both sides allocate helicopter support, then roll a die for the results. However, there is a lot to keep track of in terms of the various kinds of terrain, units disrupted by air and chemical attacks, hard units attacking cities, etc.

The main problems that were encountered revolved around determining what was friendly/enemy/contested airspace all the time, amphibious/airborne landings, and supply. What should be some pretty basic systems take up page after page in the rules, which will definitely cause one to go back multiple times to make sure that you are playing it right. The counters that are used for helicopter, air, and sea transport at first seem like good ideas, but halfway through you just start moving units without them. Another interesting choice is having helicopter brigades that are attached to the U.S. corps and Warsaw Pact armies that are used once per turn. Again, some interesting design decisions which you may or may not agree with.

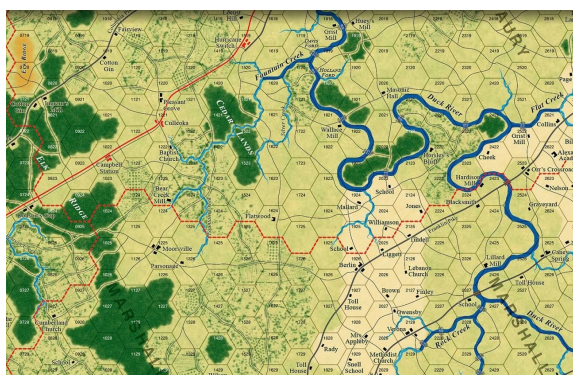
Is this the be all, end all NATO vs. Warsaw Pact game? No, but some gamers may like the style and limited focus that is provided. It would have been interesting to have included Austria, Italy, etc., but it would have been a massive game. Fixing the older version and leaving the scale alone (one map) would have been better.

While GMT's GBACW system is extremely popular and continues to expand, its focus on individual battles leaves out gamers who are interested in the various campaigns. There are definitely several strategic games out there that cover the war at a higher scale, but the Napoleonic period has all kinds of operational campaign type games, so where is something similar for the ACW?



several of the backs came off and when breaking them apart you don't hear or feel that crisp break. The strength markers are functional, but uninspiring. The actual combat units are again functional and at least the leader counters do stand out. The rule book is pretty good and then finally there is sort of an exclusive rules/scenario guide. Overall, a good package let down a little by the counters.

The answer is Multi-Man Publishing's Great Campaigns of the American Civil War (GCACW). This series was originally from Avalon Hill, but MMP has been slowly reworking all of the older games, expanding some, and coming up with new titles. As with most things MMP, these games are not cheap and some are in the \$200 range. The series is popular with ACW gamers, however, and the rules/charts continue to be upgraded. Hood Strikes North looked to be a good intro to the system and if you get these titles when MMP has a sale, it presents a good opportunity to try this series out.



The first thing you notice is the map, which is a thing of beauty. Every country lane, local church, stream, etc., is marked on the map. The detail for what is a basic campaign map is pretty good, with this map covering Columbia to Nashville for Hood's Tennessee campaign. The player charts are four sided and colored, which makes reading the various tables easier. There is a standard series rules booklet, then the game specific book that details the scenarios and full campaign. So far so good.

The counters, however, while functional, are definitely not the same quality that you will find in many of today's games. While taking them off the sheets,

The game features several scenarios that cover either the whole of Hood's campaign or parts of it. Most of the scenarios are fairly short, being one to four turns, so certainly playable in a single session. The seven turn scenario where the Confederates are trying to win the race to Columbia and especially the full campaign game may take some time. The main reason for the longer time is how the system works.

The GCACW system is built on command and control, with most units being divisions. You roll for initiative a lot each turn and the winner gets to activate an individual unit, a leader (usually corps level), or an army leader. They in turn can activate units under them. This means that when you win initiative you could be activating one unit or a handful. You roll 1D6 for infantry and 2D6 for cavalry to get the movement allowance for that particular activation (with modifiers for leaders). Each unit that moves gets a fatigue marker and you can go as high as a level four. This means that theoretically, a unit could activate four times a turn! You would exhaust them, they might go disorganized, and it will take them a few turns to get back to normal, but if you need to get somewhere fast the option is there.

The other interesting part of movement is that you can attack while moving. There are several levels of attack, depending upon how many movement points you want to spend. A hasty attack probably isn't the best idea due to the modifiers, but the option is available. You can also sit still and attack, then it comes down to the quality of your leader

and if they can do what is termed a Grand Assault, where you can have units from two hexes participate in an attack on an enemy held hex.

Combat has several steps, from rolling to see if the attack takes place at all, to how many units can actually participate in an attack. This makes combat somewhat unpredictable and even the best laid plans might amount to nothing. You check for artillery superiority, compare

the tactical levels of the leaders/units, then go down a list of modifiers. You then roll a die and it is checked for both sides, which produces various results anywhere from step losses to retreats to demoralization. You will need to work



through a few attacks to get the hang of it and figure out what works best.

The scenarios range from approach marches to full scale assaults (Nashville). Some scenarios are only 2-4 turns long and would be great to try out the movement and combat systems. Nashville is a straight up battle across multiple hexes while other scenarios are a race to cut off the Union wagon trains. Then of course there is the full campaign game, which is a lot of turns! This will take multiple gaming sessions and definitely not for the first time with the system.

In the end you have a pretty unique game system that focuses on the campaigns, not battles. Trying to keep your forces moving, determining where to go, where to fight, and when to rest are serious challenges that will take some practice. Now this might not be everyone's thing, but for those looking for a way to replicate the various campaigns of the ACW, this should be right up your alley.



TSATF: Wild Ride of the Lancers

Battle Report

One of our favorite games is The Sword & The Flame (TSATF). Why we don't play it more often is the question that usually gets asked every time that we do set up a game! Over the decades we've played it at least 20+ times, so you think that we would have several armies, terrain, etc., to play it more often. Nope. We have about 150 British and Indian figures for the Northwest Frontier, plus about 250 Pathans and terrain. Naturally, all of our scenarios are set in the Northwest Frontier.

Once again, the frontier is about to plunged into warfare. The British have been warned about a potential uprising and sent off a large force on patrol. A messenger has reached them saying to get back to the fort and prepare for a siege. A large field force is being raised, but won't be able to relieve the fort for two weeks. As the British and Indian force reaches the hills near the fort, they can see that the village in between is occupied by the enemy and that they will have to fight their way back to the fort.

TSATF games are really hard to balance out as with the action deck, events, hordes of die rolls, etc., you never know what is going to happen! For this scenario victory would be judged by how many men and supplies got back to the fort. The British/Indian force would earn 1 point for each man (wounded or not), 5 points for the screw gun, then 10 points each for the baggage stands. There was a starting total of 100 points. At the end of



the game the British side would roll D100 and if under how many points they accumulated, they would be able to withstand the siege and win the game.

The British/Indian force consisted of the following:

- (2) platoons of British infantry
- (1) platoon of Indian infantry
- (1) squadron of Bengal Lancers
- (1) screw gun w/crew
- (2) baggage units

The Pathans had two units on the board, hidden in the village area while the remaining three units would come in one per turn, starting on turn 2. Their entry point would be randomly determined. Since one of our players who had all of the sword armed Pathans couldn't make

it, we put in a house rule that the Pathan units could only fire with half of their figures. Usually we go with 3 Pathan units to every 2 British/Indian units, so on the surface the game seemed imbalanced in favor of the British side (which it was), but the idea was for them to get to the fort. The game would be determined by how much force actually arrived.

We also used the event cards from TVAG and for this game determined that we would draw one for each Halt card that came up in the action deck. Unfortunately for the Pathans, these events proved catastrophic! For example, on the second turn one of the hidden units had to break cover and charge right into the advancing British forces! This was the start of one of those great moments in gaming, which was the ride of the Bengal Lancers.

The Pathan charge came up short and after exchanging fire with the Indian platoon, were caught out in the open. The Lancers charged them, killing several and scattering the rest, which they pursued back to where they had been hiding! Going over the walled field, they hit them again and continued to follow up, finishing them off. A Pathan reinforcement unit came up and reoccupied the building/walled field. They in turn were charged by a British unit in open order, which while not ideal, was necessary to continue carrying the attack forward.

The fighting was brutal, but the British forced the Pathans out of the area as they reformed to move towards (cont. on p15)





(cont. from p14) the center of the village to protect the flank of the other British forces. The Pathans, who had retreated and were shaken, were now in the path of the Lancers who were still out for blood. The Lancers charged into them and scattered them as well. The Lancers then turned towards the two Pathan units that had entered the lower edge of the board as reinforcements.

These two units had the worst movement rolls and struggled getting through the farm and rough areas. They finally emerge and to their surprise, the Lancers are waiting for them. The Lancers promptly charged the leading unit, which started a multi-turn melee. The last hidden unit in the village revealed itself and tried to charge a British unit in the flank, but came up two inches short! Fire from the Indian platoon decimated their ranks

and they fell back. There was some fierce fighting near the fort and by the end of Turn 8 the Lancers were down to two effectives, including the officer.

We had put in a rule where if any Pathan unit came to within a foot of the fort walls, 1D6 was rolled and that was the number of shots that came from the Indian garrison there. This only added to the Pathan's misery as they tried to come to grips with the British. The Pathans also did horrible in the melees, losing several to killed and the remaining figures retreating. Another event card gave the Pathans a -3 to any Critical and Major Morale roll, which just compounded their problems further!

The Pathans started to melt away and when the Disaster On Another Field event was drawn, the Pathans were going to have to fall back off the board any

way. Things could not have gone worse for the Pathans this day, but the hits just kept on coming. With no fresh units on the board, two units fleeing off the board, and the third down to 25% the game was called. We had played about 3 1/2 hours with three players and had completed 10 turns, which is pretty good. After adding up the points for units that reached the fort, the British side had 87 and rolled a 61, which resulted in a victory.

The Pathans just could not get out of their own way all game long! Their firing was ineffective, they rolled a tons of 1s and 2s in melee, and the card draw hurt them as well. Not a good day to be a Pathan! Why we don't play this more is anyone's guess and things can get a bit chaotic, so it's not everyone's cup of tea. We do need to improve our Northwest Frontier terrain for the next game.

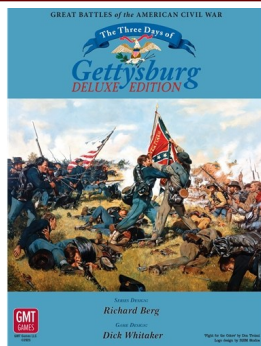


Three Days of Gettysburg-2026 ed.

Game Review

The Great Battles of the American Civil War (GBACW) series from GMT Games has never been as popular as it is now. With a new development team, fresh energy, and a solid rules base now, games have been coming out with surprising regularity with more promised in the near future. To keep the momentum going, Three Days of Gettysburg needed an upgrade, especially since the last version was from 2004. The original game from SPI in the 70s, Terrible Swift Sword, has certainly evolved into the ultimate edition with this release.

With so many games now reaching the \$100 threshold, what do you get for the \$108 price tag? The answer is a lot... In fact, the sheer amount of components actually could cause one to wonder why the game isn't closer to \$150 than \$100. First off, you get not one, but five book-



well and finding various rules is fairly simple. The next booklet is the playbook with the game specific rules, optional rules, and examples of play. The third book are the scenarios themselves, which cover everything from two turn battles to the various days, then of course there are the three and four map campaigns, which will take some considerable time. Also, for those who want to try it out, there is a Pickett's Charge scenario. The last two books are for the Simple GBACW system, which will be explained later.

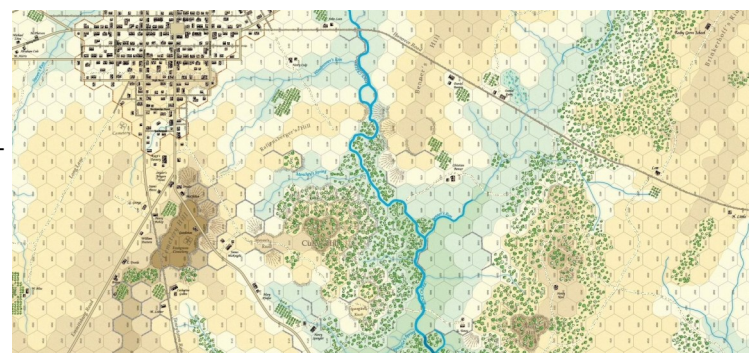
The game revolves around activation chits, which when drawn, allows a division to activate one of its brigades. That brigade in turn can move, fire, and/or shock with all of its regiments. With each counter being the equivalent of a regiment (there are some battalions as well) with each strength point representing 100 men, this is an operational level game. Each division will usually get 2-4 activation markers per turn. There is also the strong presence of command and control, so a chain of corps commanders down to division commanders and then down to brigade commanders needs to be maintained.

While all of this may sound a bit complex, once you start playing it becomes second nature, which is one of the advantages of the system. The rule book may look daunting, but really it just has each sub-system explained very well and in detail. Brigades are also given orders; i.e., March, Advance, or Attack. Once under attack orders units can move adjacent to enemy forces and shock them (close combat). The firing and shock systems work well once you've worked through a few. There are a lot of weapon classifications as well as artillery types, showing the enormous detail that has been put into this series.



lets, reference cards, displays, and more. Then there are the maps and plenty of those as well. Besides the three essential maps for the entire battle, there is a new 4th map for the cavalry battle on July 3rd, a separate map for Pickett's charge, and back printed maps for some of the scenarios. Finally, there are the 2500+ counters that cover everything from skirmishers to informational markers to the hundreds of combat units. In summary, this is an incredible package for a wargame.

Now to the five booklets. The first is the series rules, which by this time has reached pretty much the definitive version. The rules are long and comprehensive, but everything is explained



Essentially, you have a miniatures rules system that has been applied to board games. The terrain is well detailed and critical to success, there is command and control, lots of different weapons, and units maneuver like their miniatures counterparts if you were playing Johnny Reb or another set of miniatures rules.



You can basically refight large battles using a realistic system without having to paint hundreds of miniatures and investing in tabletop terrain.

If there is a down side to this game and the series as a whole, it would be that the larger scenarios and battles can take some time. If you have 4-5 divisions per side that means on average you're looking at 24-30 activations per turn. Playing the entire three day Gettysburg battle on all of the maps would definitely take longer than three days of gaming! Also, some of the optional rules such as fatigue and skirmishers can make an already complicated system even more complex.

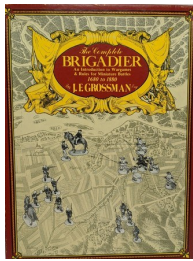
Fortunately, GMT has come up with a new system: Simple GBACW. In this version you do not use the individual artillery batteries, nor is there shock combat. The game focuses on brigades maneuvering their units into firing range, inflicting a number of hits on the enemy brigades, then regiments are selected to rout once certain thresholds are met. Artillery is handled at the brigade level and it is a much faster, simpler gaming experience. You can fight the larger scenarios and battles much more quickly, but there is a huge loss in detail. GMT is going to retrofit all of the games in the series to be able to use this new format.

Is this the ultimate Gettysburg game? At this time it sure does look like it. The sheer amount of research is stunning as are the game components. This is certainly one ACW game worth owning.

There has been so much discussion over the last few years about the current state of miniatures and board gaming, what today's gamers are looking for, new systems, design for effect in games, and many, many other topics to explain what gamers are really into these days. With all of the hundreds and hundreds of new games and miniature systems coming out each year, it's probably best to make a list of what they don't want! Today's themes are simplicity and fast playing, with history being down the priority list. The following is a list of things definitely on the way out...

Written Orders

While this was definitely a thing back in the 70s and 80s, it has certainly fallen out of favor. Many games had each player write out their objectives for horse & musket games, WRG used this for WW2 and Modern games, and some games went even further. The Complete Brigadier had a comprehensive system that involved writing orders for each unit! Back in the 70s and 80s gamers weren't afraid of complexity and games could take all day, which is no longer the case. Pretty much no major gaming system today uses written orders and the chances of a new set of rules succeeding with this would be slim to say the least.



Complex Charts

Back in the day trying to figure out a melee with the WRG Ancients rules could take a while and that's if no arguments broke out while figuring out what you needed to roll! With most of today's games if all of the combat and movement tables can't fit on one sheet, then the game is going to have an uphill struggle. There are still some games like General de Brigade, Battlegroup Panzergrenadier, Fistful of Tows, and others that soldier on with 3-6 pages of charts, but they have a dedicated group of gamers who love (or tolerate) that sort of game system. Going through a list of 20+ modifiers, adding that to another table, then finding the actual combat factor was great 40-50 years ago, but it continues to decline each passing year and you shouldn't expect it

to return.

Highly Complex Rules

While rules such as Harpoon and Seekrieg soldier on to this day, the numbers of gamers who play them continue to dwindle. While both of these along with many other games such as COA's Close Action, Birds of Prey, and many others try to realistically simulate various forms of combat, the rules overhead is just too much nowadays. It's also a lot of work for the referee or owner of the game to teach gamers who's attention span continues to shrink each year.

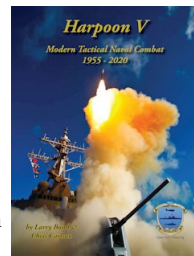
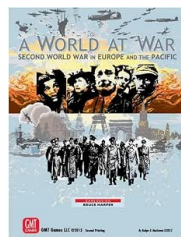
Averaging Dice

One of the big challenges back in the 70s and 80s was trying to buy averaging dice if a set of rules called for their use! Made famous by WRG (and a few other rules), you rarely see these used any longer. Recently we tried a set of rules that actually used them, so we had to scramble looking through our boxes of dice to find a few! With all of the various die sizes today and many with symbols for various games, I'm not sure that these will be making a comeback anytime soon.



Long games

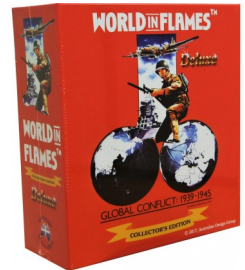
OK, GMT's World at War might be an extreme example, but long games are definitely not in the future of board or miniatures gaming. Even the success of the recent Burning Banners game can't hide the fact that gamers were complaining that it was taking 3-4 hours to play the short 5-6 player scenarios! Where in the 70s and 80s we use to play some board games and even miniatures games all weekend long, today this is heavily frowned upon. Getting today's gamers to engage in anything that might go past two hours is risky as far as ever completing it. The exception still seems to be Twilight Imperium, as its popularity soldiers on. There will always be some segments of the gaming population who likes these kinds of games, but they are far and few between.



Monster Games

Back in the day, we all dreamed and talked about playing monster games such as Wacht Am Rhein, Atlantic Wall, Terrible Swift Sword, the full version of Third World War and many others. The fact that we actually pulled off some of these games is amazing.

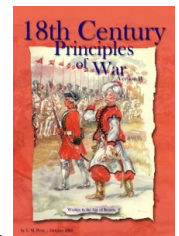
While there are certainly monster games still being produced (Battle for Normandy, Three Days of Gettysburg, World in Flames, etc.), the print



runs are fairly small and most gamers just play the shorter scenarios on one or two maps.

Rosters & Paper Tracking

Again, many games and rules in the 70s, 80s, and even into the 90s used rosters to keep track of strength and usually naval games have a lot of tracking on paper. Which also explains why naval games are usually down the list of the most popular periods to wargame! At one time rosters served a useful purpose, even if they weren't always loved. With many of today's games, however, the general basing of miniatures makes casualty removal and along with it, rosters, game mechanics that are way past their prime.



In Summary

Are there still groups playing all day games of Empire III, using WRG Renaissance rules, or doing a weekend long game of SPI's Invasion America? Yes, there are, as I've seen postings about them on various forums. The numbers, however, continue to shrink. Many of today's games and rules are better produced, have more innovative game systems, and are designed for rapid play.

As always, these new things don't work for many gamers, who in turn go back to what they know. There will always be gamers who prefer the older ways, which is what makes the hobby great and keeps the flames alive. However, don't expect everyone to go back...

Despite painting the 128 figure tercio almost two decades ago, it rarely comes out for a drive! The formation is the "large" tercio as designated by the Age of Discovery (AOD) rules. While the real tercios were sort of like five blocks attached to each other that could respond to any threat, for game purposes it is portrayed as a massive square of 64 pike and 64 shot figs. With its last appearance being probably around five years ago, it was time to bring it out again.

This would be a late Renaissance battle set in the 1540-45 era, where the larger tercios were making their appearance and the Swiss were starting to fade from prominence. The battle would be a straight up fight, with both sides deploying according to the initial roll and using three commands apiece. The Imperialist forces consisted of:

- (1) large tercio
- (4) German landscknechts pike units
- (2) Italian pike units
- (2) light cavalry units
- (1) German heavy cavalry
- (2) heavy & (3) medium artillery units

The French side was pretty much made up of high quality units built around a core of Swiss pike.



- (6) Swiss pike units
- (1) French Old Bands pike unit
- (2) Italian pike
- (1) Gendarmes
- (2) Archers (heavy cavalry)
- (2) light cavalry
- (2) heavy & (1) medium artillery units

With AOD for set piece battles you usually start both sides within two pike moves of the center, which means the sides start around 16 inches from the other. Heavy guns must be deployed at the start and once set up, they cannot be moved. This also means that both sides are going to get into action fairly quickly, so keeping a reserve is always a good

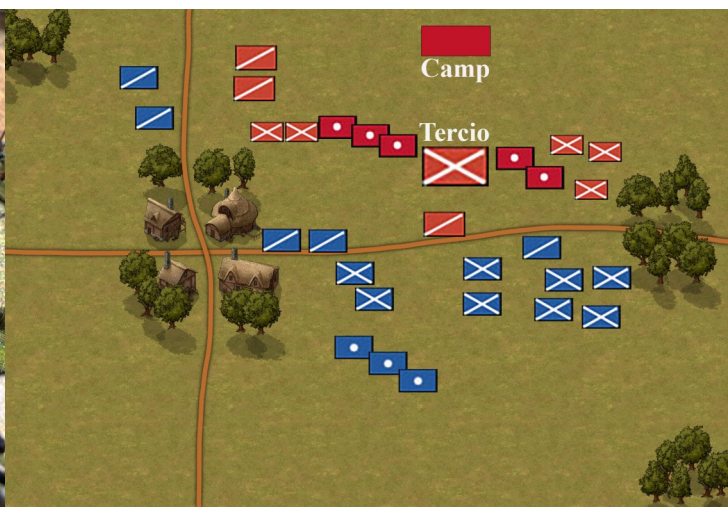
idea! When deploying you roll on a chart used for the turn order, which shows a combination of Side A moves, followed by two Side Bs, then Side A, or some other sequence until both sides have deployed their three commands. This can have some serious consequences, so the initial set up is taken far more seriously than in most games.

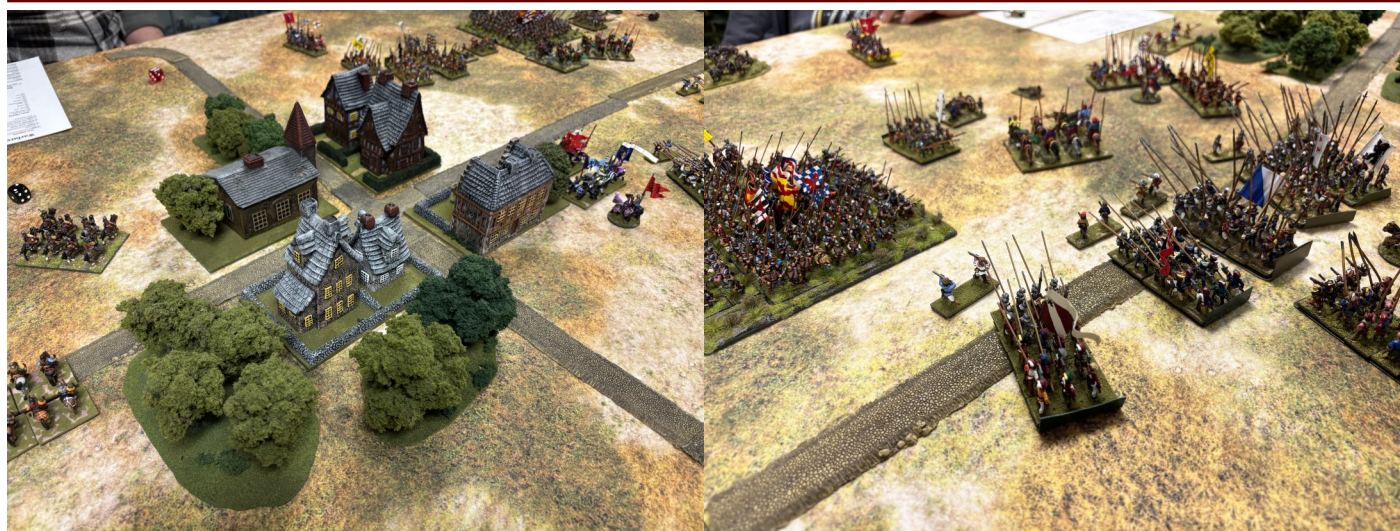
The strategy for the Imperialist side was for the tercio to advance and crush everything in its path! Simple, but effective. The other pike units, cavalry, and artillery would just pin the French flanks while the tercio moved about until it could reach the enemy's camp.

The French would use the Swiss as a mobile striking force, since they always counted as having rear and flank support, which is a huge advantage. The French cavalry were also of a higher quality and where they went in could prove to be the decisive blow.

The battle began with an exchange of artillery fire which caused a few casualties. Both sides found that they had units out of place and should have done their deployments differently! The French started to work their cavalry around the far left flank to keep the Imperialists busy while the Swiss closed in on the tercio. The tercio moved slowly ahead while the rest of the Imperialist force advanced to contact.

The main action developed on the French right, where some units of Swiss decided to engage the Germans, which set off a multi-turn pike duel. These were clearly not the Swiss of (cont. on p19)





(cont. from p18) legend as the Germans held their own and even started to push the Swiss back. All of a sudden, what looked to be a good opportunity to collapse one of the Imperialist flanks soon turned to stalemate. Up to this point the French plan was going along, albeit slowly!

The French light cavalry which was threatening the Imperialist right had become a problem that could not be ignored any longer. The Imperialists turned their one heavy cav unit and one light cavalry unit towards this threat and charged. Bad rolls by the French cav had them turn around and when hit again, both routed! The Imperialist right flank was now secure for the rest of the game.

Now things were approaching a crisis point for the French. The tercio was moving ahead, firing at anything that got

too close and creating a highway to the French camp and almost certain victory. The French right was caught up in pike battles that were going nowhere. While the French had eliminated some of the Imperialist cavalry, light units, and severely damaged the German pike, they were left in no condition to tackle the tercio.

In the center, the remaining Swiss were uncertain how to attack the tercio. Their skirmishers went forward, but the amount of fire coming out of all sides of the tercio began to tell and soon the pike figures themselves were under fire. On the French right the heavy cavalry went in against the pikes, which usually is a stalemate, but the French were desperate to get things going and surround the tercio. This was unsuccessful as well and now the Imperialist right began to advance with the heavy artillery still firing.

With the tercio still advancing and the various Swiss units already down all of their skirmishers, the French were in serious trouble. While the French had done some damage to the other Imperialist units, the tercio was hardly even scratched! With only two somewhat fresh Swiss units available to take on the tercio, the game was called as an Imperialist victory as the tercio was going to roll right into the French camp in about another 6 turns.

We've only played with the tercio a few times and dealing with it is really tough as it is a mobile fortress. The solution seems to go right after it as soon as possible, hitting it from multiple sides at once. The French this night got distracted on the flanks and when it came time to engage the tercio were simply unable to bring enough force to bare for the victory.



Fire & Fury ACW: A Confusing Action...

Battle Report



Basically, the Confederates had three divisions with 3- brigades of varying strength in each. Unfortunately, the labels we chose for this side only had three artillery batteries! Also, a few brigades were pretty small, which we didn't factor in until the game got going. The Union had three divisions also, but the brigades were much larger, which would certainly have an effect later on in the game. Once we got everything sorted out and labeled, we were ready to go, although it took much longer than when we have a set scenario.

Confederate left, it turned into a one division vs. one Union division. The other two Union players started to focus solely on overwhelming the Confederate right, even to when the Union right starting having issues. By then it was too late as we will see, but when things began, it did look bleak for the Confederates holding the right flank.

The Union wasted no time going on the attack. This was mainly due to the aggressive nature of most of the gaming group! The Union right went right across the road and engaged the Confederates there, even though the numbers were pretty much the same and they were al-

Have you or your gaming group ever had one of those nights where things just didn't go right...on almost everything? That's what kind of happened on this gaming night. Although we had decided to play ACW (usually that means Fire & Fury), there was really no further communication within the group until late on the night before. Through a combination of errors there was really no scenario, nor would anyone have time to create the proper labels for the units. We decided to go ahead and play anyway, with the strategy of just creating something on the fly.

The night of the game came and the board was set up as sort of a "neutral to both sides" type layout. No rivers, some hills, and scattered forest. We had five players this night, so it was decided that three would attack (Union) and two would defend (Confederate). Now, what to do about orders of battle, force rations, etc.? One of our guys pulled out some labels from Second Bull Run, Nashville, and other battles, then we cobbled together forces for both sides. Not idea, but at least the units were labeled!

After looking at the board we came up with a scenario. Basically, the two sets of hills near the Confederate setup/road entrance would be the objectives with the Confederates on defense. The Confederate strategy was fairly simple; hold on the right for as long as possible, then the divisions in the center and right would have a brigade ready to re-deploy in case things went badly. This of course took for granted that the Union would attack the Confederate right with overwhelming force, which they did! The Union, did however, have a lot more artillery and infantry brigades, so this would be a desperate defense.

Once the game actually began, it quickly turned into two games happening simultaneously, which often happens when you have an odd number of players. It's easy to lose sight of the goals/objectives and just focus on killing enemy units. Almost immediately, on the



ready on defense. On the Confederate right and center the leading Union brigades were soon in musket range and the festivities began. The Union had formed sort of a "grand battery" back on a hill and during the first few turns it knocked out several Confederate infantry stands.

Now it was time for close action and all across the front the (cont. on p21)





(cont. from p20) Union charged in. On the Confederate left they made some progress, but the Confederate reserves came up and pushed the Union back. In the center the one green Confederate brigade stood firm and stopped two Union attacks, despite being cutoff at one point. On the Confederate left the Union was making slow, but steady progress.

Now things began to get interesting. On the Confederate left there was a huge counterattack that threw the Union back to its start line. The Union forces on this side were now in trouble, but there was no help coming as the other Union forces were intent on breaking the opposition in front of them. Slowly and surely they were pushed back and the Union division on that side was pretty much combat ineffective, so the hill objective there was pretty safe for the Confederates.

The danger for the Confederates was on the right flank and soon the Union numbers began to tell. During one assault the Confederates rolled a 1 while the Union rolled a 10 with a +5 modifier, which annihilated a Confederate brigade, forcing the reserves from the center to be committed to that side. More and more Union troops were marching into the area and soon things were going to be looking quite grim.

The one thing that saved the Confederates however, was that the Union attacks for a variety of reasons, left the center alone. This allowed the Confederates to shift two large brigades over to cover the right. The one green brigade was miraculously still holding up the Union attack (they were the stars of this gaming night!). The Union "grand battery" had not scored a hit in a few turns and trying to keep a line of sight to the

Confederate units was preventing some Union attacks. It was finally broken up and sent forward, but by then it was too late.

Despite the Union success on their left flank, they ran into a very troublesome problem; terrain. They simply could not use their numbers effectively and it was going to take some pounding to push through to the hills on that side of the board. We had played around 8 turns which was good for a late start, but we concluded it was a Confederate tactical victory, but things were still pretty up in air when we called the game, so it was probably closer to a draw than anything else.

In the future, we're going to have some randomly generated army lists with labels ready to go in case this kind of a situation plays out again!



WMA: Indian Border Battle

Battle Report



The Romans had a mix of legions, auxiliary troops, archers, skirmishers, some artillery, and a few cavalry units. Nothing spectacular, but then again it didn't really need to be. While the Indians usually have numbers and mass, only the chariots, cavalry, and elephants have saves, meaning the archers and infantry get mowed down quickly! The Romans would try to advance across a broad front and then use their better saves to dispatch the more lightly armed Indian

forces.

We decided to do something a bit off of the beaten path and at least in our recollection we had only tried this maybe once before. The idea was that Roman progress across the Ancient world was not halted by the Parthians or a mix of other nations, but they began pressing up to the borders of India. For this battle, a Roman expeditionary force would meet an approaching Indian force along the frontier.

The Indians would use their standard 2,000 point army list which sometimes works well against Successor armies. The big problem for the Indian force is that unless you really want to do a lot more painting, the two elephant units are around 400 points, which is a lot to tie up into two units. If you had the painted miniatures that would give you another 10 infantry units or a combo of infantry and archers, which would push the break point from 14 up to around 19. Whoever is playing the Indians would really need to do well to kill off 19 units in single game!

The village in the center of the table was an interesting change of pace as it forced both sides to commit two thirds of their forces to one side, then a third to the other. Since only skirmish type units can go into the village, this really changed the strategies of both sides. The rough areas on both board edges also prevented the cavalry from riding around to threaten flanks.

The Indian left and right flanks advanced quickly while the center was a bit slow to get going. The Romans were a bit scattered as well, but were able to get some units moving towards the road. The Indians were hoping for some of the Roman forces to start breaking up, making it easier for the cavalry and chariots to pick apart, but that really never happened. When the inevitable collapse in command die rolls occurred around turn 3, the battle was taking an unusual turn.

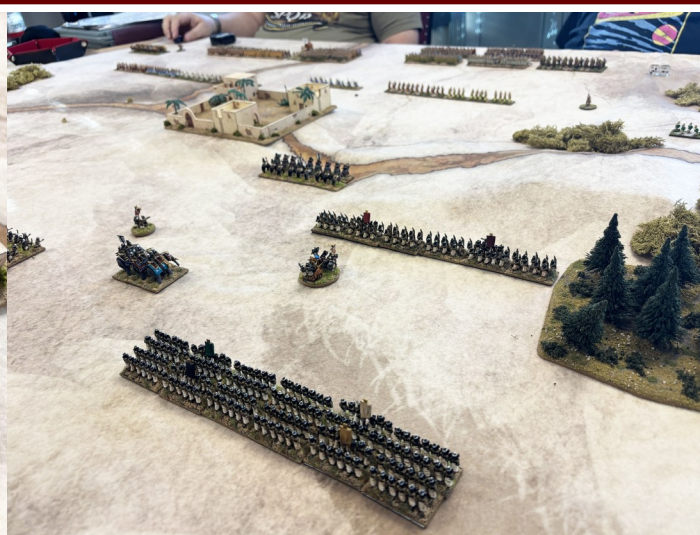
For one, everyone was ignoring the center. Even though only skirmishers could go into the village, both sides tried to pretend it wasn't really there! Various units flowed around the edges and ended up engaged with either the left or right flanks. This unbalancing effect would hurt the Indians more in the long run as the Romans started to get themselves arranged. The Indians, going with the theory that numbers would tell, started to launch a series of cavalry attacks in an



attempt to attrite the Romans, which was only marginally successful.

As mentioned before, in Warmaster Ancients when you pay for expensive units like elephants, heavy chariots, etc., they need to do their damage on the tabletop. When they don't, they're a liability as you could have taken a lot more lower cost units instead. For the Indians this gaming night, it would end up being a mixed bag. The heavy chariots were mediocre, one elephant unit got overwhelmed, and the other (cont. on p23)





(cont. from p22) elephant unit did some incredible damage (destroying almost three Roman units).

At this time the game was still pretty much a draw. Several units were below half strength (counting as one half a break point), but there were still many, many infantry units still out there. These started to move in for the big battle and by turn 6 most forces across the tabletop were heavily engaged. The Roman legions did their usual damage, following up due to their massive edge in support modifiers, but here and there the Indian infantry was doing some damage as well.

Both sides still had skirmishers battling for the village, although after a few turns the Indians finally took control. Outside of the village, however, things were starting to turn against the Indians. The Indian archers, who were usually

pretty reliable, were off their game this night and simply were not eliminating enemy stands to help out with the infantry attacks. The Indians kept charging, inflicting casualties, but not being able to sustain their attacks more than two rounds of combat.

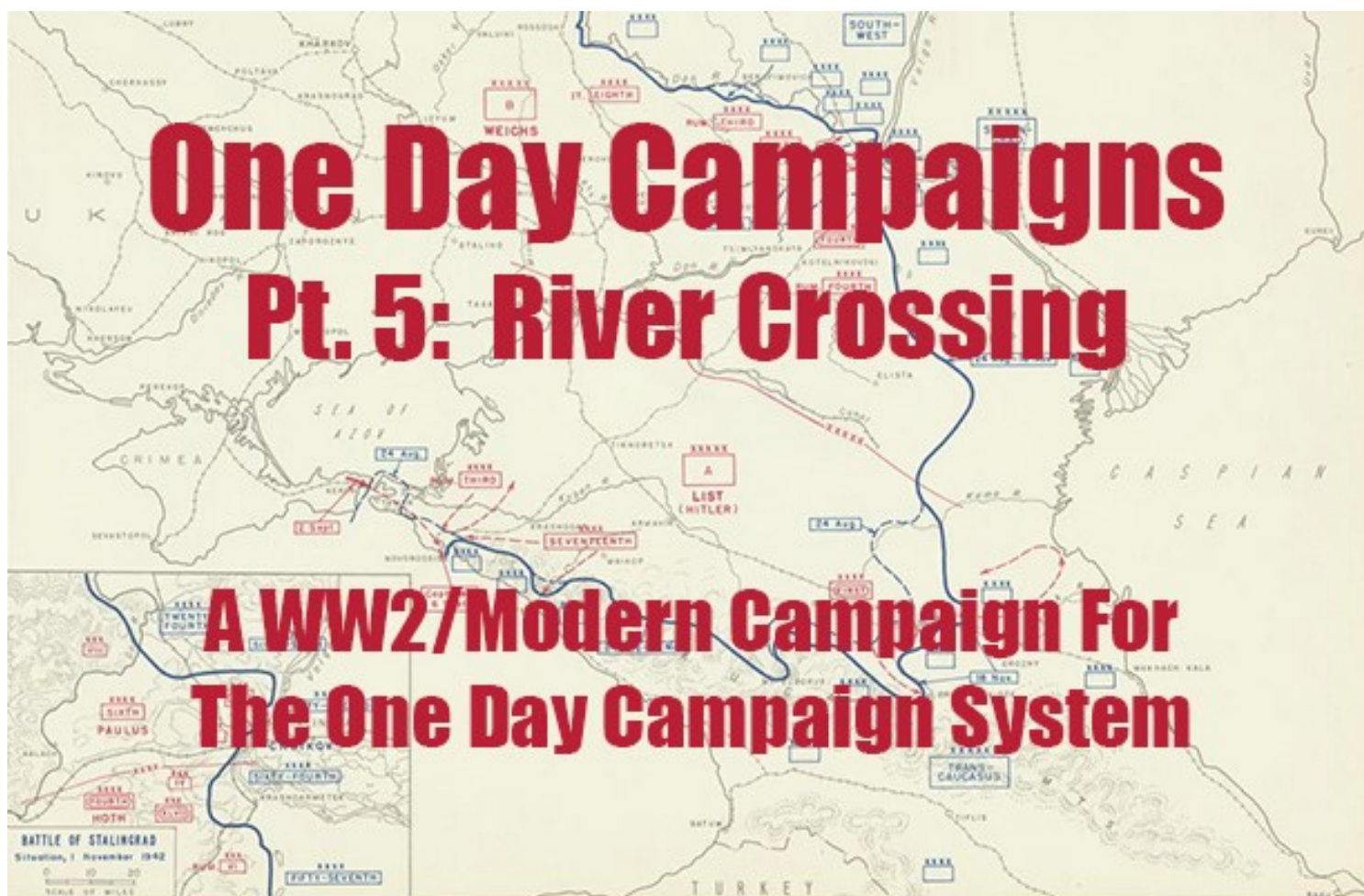
Towards the end of the game, both sides were able to pull off some pretty nifty flank attacks which definitely contributed to ending the game quickly! As with most games, trying to figure out multi-unit battles and flank attacks forces gamers to consult the rules, but in the end we think we worked things out pretty well. The Indians looked around, saw that there were several Roman units with one stand left, and charged in after them which hopefully would finally break the Romans.

Unfortunately, it was not to be for the

Indians. Failed command rolls, bad attack die rolls, and the Romans not going for that plan by moving up units to block the Indian strategy, all conspired to have the Indians concede around turn 8. The Indians were going to lose their final unit the next turn anyway, while the Romans were still 5 or 6 units away from their break point. A decisive Roman victory.

Certainly a change of pace with the masses of unarmored Indians going up against the Legions. It would be interesting to see if less elephants and more archers and infantry would have changed things, but again, that's several more bags of figures and a lot of painting! After the game we took stock of what we have available for Warmaster Ancients and determined we need to expand some armies (Hittites), finish some armies (Koreans), and start an army (Parthians).





Introduction

When the One Day Campaigns series was conceived several years ago, it was hard to think that it would now generate a Part 5! After the WFHGS shop was set up on Wargame Vault, there was also a need to consolidate and revisit some of the campaigns/rules that we've published. For those who didn't want to search through multiple issues of Warning Order for the One Day Campaigns series, there was a consolidated file put up on Wargame Vault that contained all four parts.

After about 8 months, the One Day Campaigns booklet (PDF file) has been one of the most popular downloads for the WFHGS shop. The free cost probably has a lot to do with it, but the fact that it is very popular would seem to mean that gamers are intrigued by the idea. To that end we will keep producing additional material where possible.

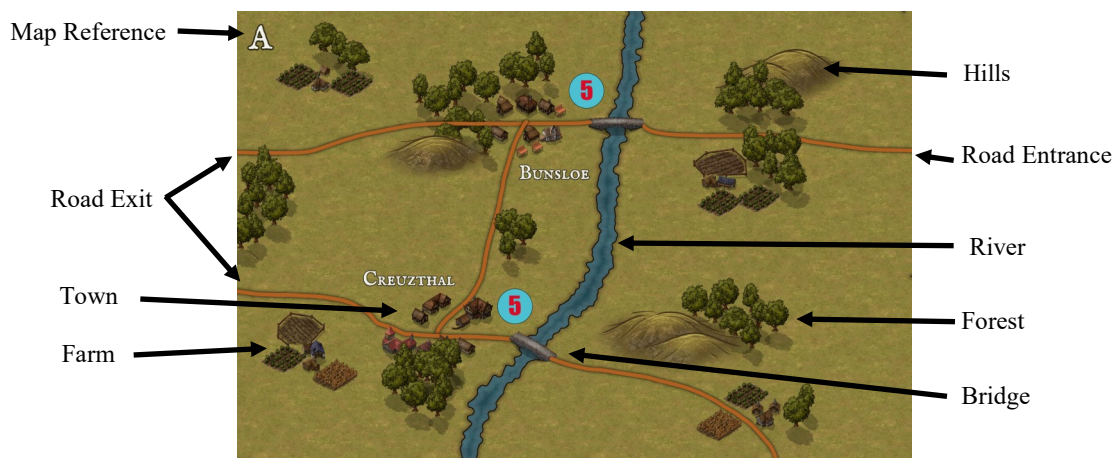
River crossings are definitely one of the most difficult military operations to pull off successfully. Trying to then exploit the situation before the enemy can respond is another challenge layered on top of the initial puzzle. In this campaign, there is a wide river with very few crossings. However, the sector is lightly held, so a forced crossing is very possible. Once across the army's forces need to race out in front to seize objectives before the defense can be set up and forces gathered for a counterattack.

There is also the option for an airborne/heliborne attack to coincide with the initial river assault. This opens up great opportunities for the campaign, but if the river assault gets delayed or meets fierce resistance, the airborne or airmobile troops may not be able to hold out, which would cause the campaign to fail.

To start planning the campaign, the first thing to do would be to determine if it will be a WW2 or Modern campaign, which will of course depend upon what forces you have available. Choose sides, then both sides need to arrange their units in the order of battle into formations. The counter mix is not a limit and of course you could go with historical formations, again depending upon what forces you have available.

Both sides should have a campaign map and copies of all of the table maps for planning purposes. If you have a referee/umpire available you could do hidden movement, but one giant map showing all of the formations is the easiest way to go. Again, the idea is to have fun and complete a campaign in a single day, but it only works if everyone is prepared and things are kept moving along.

Maps Legend



Victory Point Location



Hills/Forest



Track



Bridges/River



Farms



Campaign Information

Situation: This sector of operations has seen relatively little activity for a while. However, Red is planning an offensive in an effort to not only open up a new theater, but hopefully catch Blue unprepared. The big obstacle, however, is a deep river with few crossings that serves as a natural defensive barrier for Blue, who has shifted a lot of units out of this sector for use elsewhere. Red has brought up assault troops, special forces, and engineering assets in an effort to get across the river quickly, then move quickly into the exploitation phase to seize critical objectives before Blue can react.

Starting Forces-Red: Red has the units listed in the order of battle and they also start with the following:

Air Support: 10 Fighters/8 Bombers

Engineering Points: 10

Fuel & Ammo Points: 10

Starting Forces-Blue: Blue has the units listed in the order of battle and they also start with the following:

Air Support: 4 Fighters/2 Bombers

Engineering Points: 10

Ammo/Fuel Points: 5

Set Up: The Special Rules will detail the set up for Red's forces. Blue's forces are set up according to their order of battle.

Campaign Length: 10 Operational turns, but if agreed to by both sides the campaign could be lengthened. Additional fuel/ammo points, air support, replacements, and formations would probably need to be added.

Replacements: Use the schedule below

where each side receives additional air support, fuel/ammo, engineering, and replacement points. Points for Red are in red while points for Blue are in blue.

Replacement points represent additional forces fed into existing formations, tank recovery, rallied forces, etc., which allows both sides to bring units back up to full strength and/or replace losses. For example, if an armor battalion of 6 stands loses two stands, two replacements could be used to bring the unit back up to full strength. Units unable to trace a supply line clear of enemy units back to boards A or B for Red, or to Ebenhaus for Blue, cannot receive replacements.

Weather (Optional): Every 3rd Operational turn, roll 1D6 to see if the weather changes.

Die Roll	Weather
1-4	Fair
5	Overcast
6	Storms

Add +1 to the roll if the previous result was Overcast or Storms.

If the weather is Overcast, halve all available air support for both sides. If the result is Storms, no air support is available until the weather goes back to Fair or Overcast.

Note: The weather is automatically clear on Operational turn 1. Begin rolling on Operational turn 2.

Victory Determination: At the end of 10 Operational turns, add up the objectives seized by Red and compare the total to the table below:

140-160	Decisive Victory
120-139	Operational Victory
105-119	Tactical Victory
85-104	Draw
70-84	Tactical Defeat
55-69	Operational Defeat
54 and under	Decisive Defeat

Victory Point Locations

Objective	Board	VPs
Bunsloe	A	5
Creuzthal	A	5
Athbridge	B	5
Neuein	B	5
Herkau	C	5
Mitternau	C	5
Stalen	D	5
Bernstadt	D	10
Wijnhof	E	15
Westmal	F	10
Thalgen	F	10
Roesselt	G	15
Vilmel	H	10
Ennisrik	H	10
Road Exit	H	10
Ebanhaus	I	35

(Ebanhaus includes the two VP areas in the outskirts of town)

Op Turn	Air Support	Fuel & Ammo	Engineering	Replacements
1	0/1F	1/0	0/0	0/0
2	0/1F	1/0	0/0	1/1
3	1F/2B	1/2	0/2	0/2
4	1F/1F & 1B	3/2	2/2	1/1
5	0/2F	2/2	0/0	1/2
6	1B/1F	5/2	0/3	1/1
7	0/1F	1/4	2/0	2/1
8	0/1F & 1B	1/2	0/1	1/1
9	1B/1F	1/3	0/1	1/2
10	0/0	1/1	0/0	1/1

The victory points for various objectives and the levels of victory can be modified as the players see fit. The intent is for Red to quickly seize boards A & B, then exploit to take as many other objectives before Blue can solidify a defense. The levels may seem high even for a draw, but Red's strategic goals are fairly high.

Victory points could also be rewarded for the number of Red units that move off the Road Exit on board H and/or the destruction of enemy units. Players could also come up with a schedule of points that Red needs to achieve by the end of each Operational turn or they lose.

Red Order of Battle

These units can be grouped into formations for the campaign.

Starting Forces

- (6) Armor units
- (4) Mech Infantry units
- (2) Recon units
- (1) Anti-tank unit
- (1) Combat Engineer unit (this is in addition to the Engineering points)
- (1) 120mm Mortar unit
- (2) Divisional Artillery batteries
- (1) Corps Artillery battery

Breakthrough Force

- (4) Armor Units
- (2) Mech Infantry units
- (1) Recon unit

- (1) Anti-tank unit

Reinforcements

Campaign Turn 3

- (4) Leg Infantry units (trucks)
- (1) Divisional Artillery battery

Campaign Turn 5

- (1) Armor unit

Sector Reserves

- (2) Armor units
- (2) Mech Infantry units

Note: These units should have older equipment/lower quality than the starting forces. Each unit released costs 5 VPs.

Starting forces enter on Boards A and/or B at the red arrows on Campaign Turn 1.

The 120mm mortars and Divisional Artillery are assumed to be one board further

back than A & B. The Corps Artillery battery is two boards back at the start of the campaign.

The Breakthrough Force is released and enters at the red arrows on A and/or B once Red has seized objectives worth 25 VPs or more.

1st Turn Special Rule

Special Forces will attempt to seize the four bridges on boards A & B prior to Red's Movement/Fire Phase on the 1st Tactical turn. Roll 1D6 for each bridge to see if the action is successful:

- 1-4 Bridge is captured
- 5 Bridge is damaged (cannot be crossed until Engineering points are spent to repair it)
- 6 Bridge is destroyed

Red has Initiative the first three tactical turns.

Blue Order of Battle

Covering Forces (2)

- (1) Armor unit
- (1) Mech Infantry unit

Alert Force

- (1) Recon unit
- (1) Armor unit
- (1) Mech Infantry unit

Covering Forces are deployed one each to boards A & B. They may start anywhere west of the river.

The Alert Force may be deployed in any town on either boards C or D.

Starting Forces

- (2) Armor units
- (2) Mech Infantry units
- (3) Leg Infantry units (trucks)
- (2) Anti-tank units
- (1) Divisional Artillery battery
- (1) Corps Artillery battery

These forces start anywhere on boards E, F, G, H, or I

Reinforcements

Turn 2

- (2) Armor units

Turn 3

- (1) Recon unit
- (1) Divisional Artillery battery

Turn 4

- (1) Anti-tank unit
- (1) 120mm Mortar unit

Turn 5

- (2) Militia units (these units should be lower than average quality with few heavy weapons)

Reinforcements begin at Ebanhouse (board I). The Militia units may appear at any town still held by Blue.

Notes on Forces

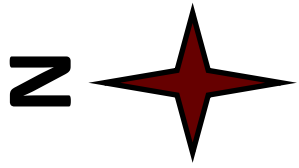
Players should be free to organize their units/formations however they want for the campaign. Of course, this will depend upon how many miniatures that you have available for the campaign. If your gaming group has hundreds of 1/300th vehicles and infantry stands, then you

may want to go with each unit being a company, so for example, an armor unit might be 14 tanks. If you're using 15mm vehicles and figures, then perhaps each armor unit being a platoon of 3-5 vehicles or 3-4 infantry stands with support weapons might be optimum.

In regards to setting up formations, each player or side can organize these however they want to best fit the situation. Some players like to organize units into task forces of something like two armor units and two mech infantry units. Other may like to set things up in the German *kampfgruppe* style where various units are thrown together for a mission.

For this campaign, Red (the attacker) has a numerical advantage, particularly at the start. However, they do have the burden of attack and must cross several boards to accumulate enough objectives for victory. Players should feel free to modify the campaign to include more forces, additional reserves, etc.

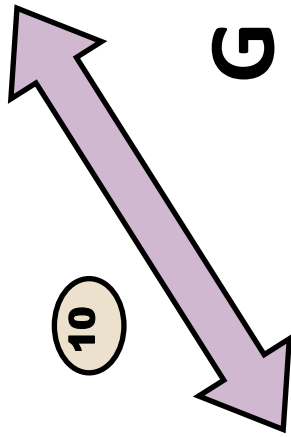
For Modern campaigns, the anti-tank units would of course be ATGM capable units. Also, SAMs and AAA defenses would need to be added and there should be a limited number of attack helicopter units assigned to both sides.



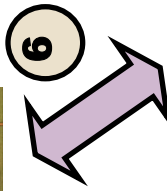
Campaign Map



E



10



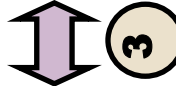
6

C

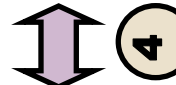
G

I

A



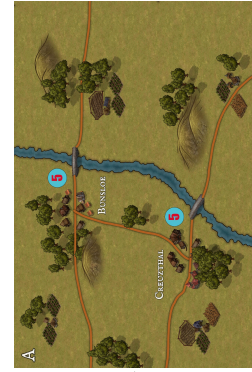
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4



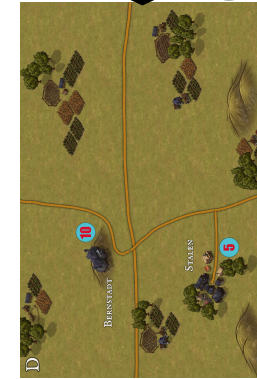
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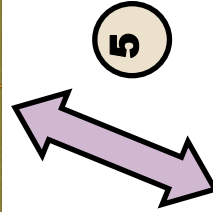
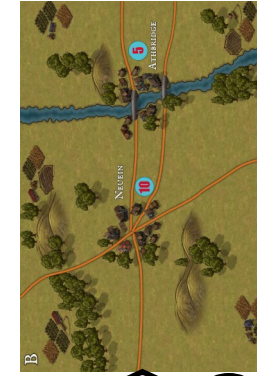
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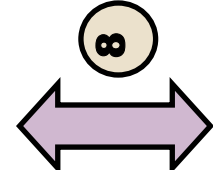
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3



5



8

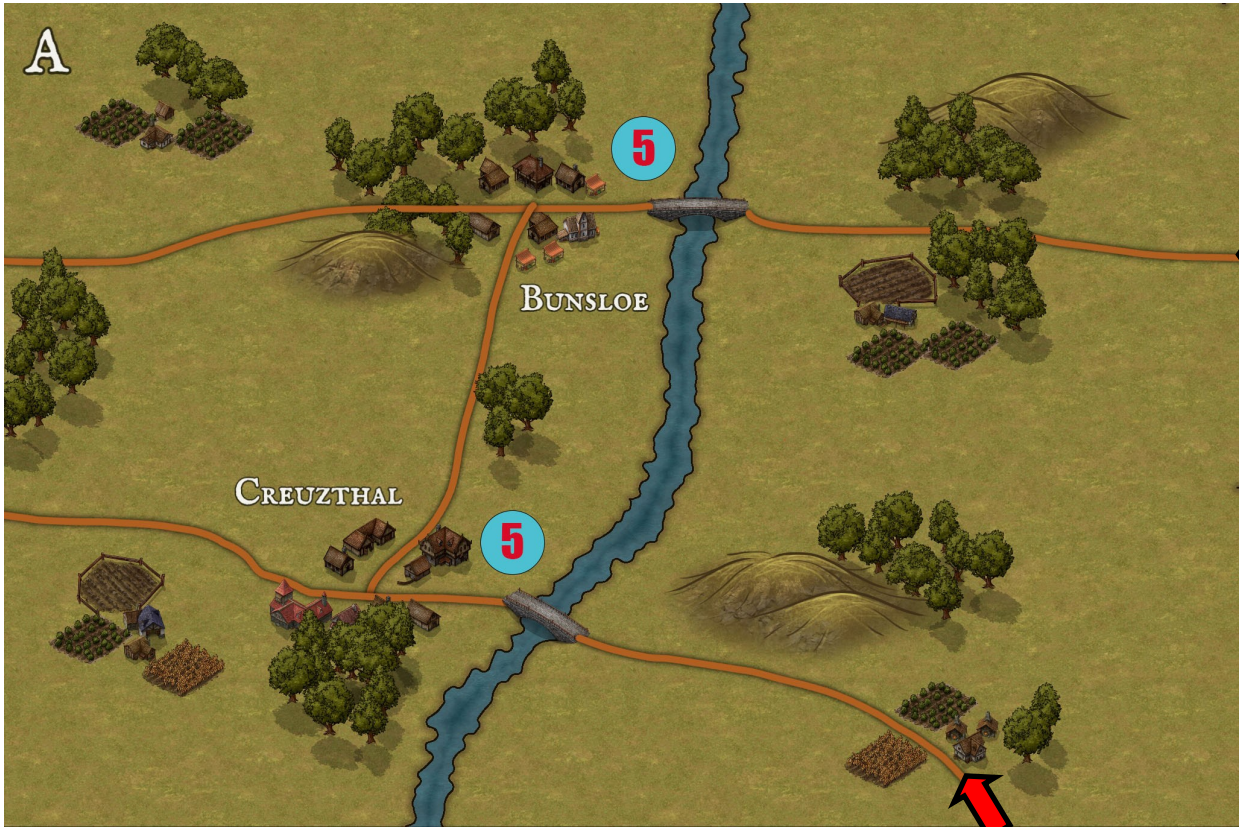
H

F

D

B

Campaign Board Maps



Campaign Board Maps



Campaign Board Maps



Campaign Board Maps



Campaign Board Maps



Red Order of Battle (optional)

This is an optional order of battle for Red where there will be an airborne landing and then Red's forces will attempt to punch through Blue's defenses and link up. Red will choose one starting board where they will attempt to seize the bridges to cross the river. These units can be grouped into formations for the campaign.

Airborne Forces

- (6) Paratroop units
- (1) Para Anti-tank unit
- (1) Para Mortar unit

There are sufficient transport aircraft to drop (6) units on Operational turn 1. The remaining (2) units can be dropped anytime on Operational turn 3 or later.

Starting Forces

- (6) Armor units
- (4) Mech Infantry units
- (2) Recon units

- (1) Anti-tank unit
- (1) Combat Engineer unit (this is in addition to the Engineering points)
- (1) 120mm Mortar unit
- (2) Divisional Artillery batteries
- (1) Corps Artillery battery

Reinforcements

Campaign Turn 3

- (4) Leg Infantry units (trucks)
- (1) Divisional Artillery battery

Campaign Turn 5

- (1) Armor unit

Starting forces enter on Boards A and/or B at the red arrows on Campaign Turn 1.

The 120mm mortars and Divisional Artillery are assumed to be one board further back than A & B. The Corps Artillery battery is two boards back at the start of the campaign.

1st Turn Special Rule

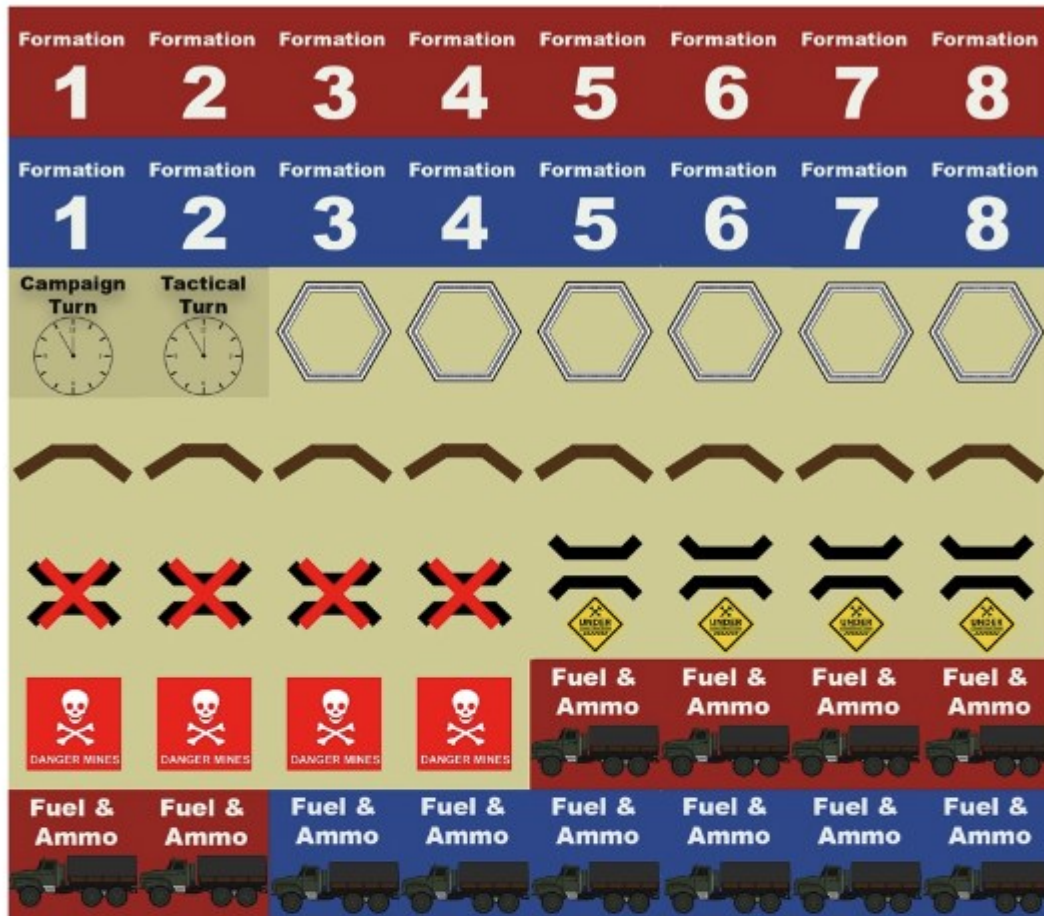
Special Forces will attempt to seize the bridges on boards A **OR** B prior to Red's Movement/Fire Phase on the 1st Tactical turn. Roll 1D6 for each bridge to see if the action is successful:

- 1-4 Bridge is captured
- 5 Bridge is damaged (cannot be crossed until Engineering points are spent to repair it)
- 6 Bridge is destroyed

Red has Initiative the first three tactical turns.

This optional order of battle gives Red a lot of flexibility and allowing the Red side to choose either this or the original OOB will cause Blue to garrison certain locations. Players should feel free to add or change any units to suit the miniatures that they have. Ammo can also be dropped with the initial force or later if you are using the Fuel/Ammo rules.

Campaign Counters and Game Tracks



For those who want a more “traditional” campaign experience, these markers can be printed, glued to card-stock, 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
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Campaign Log

Air Support

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

Campaign Log

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

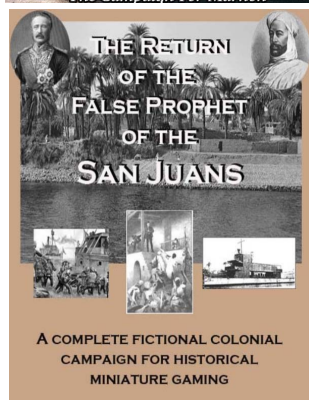
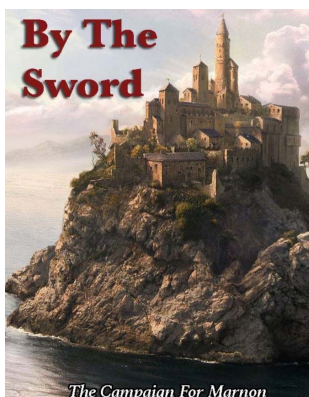
WASATCH FRONT HISTORICAL GAMING SOCIETY

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

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Over the last few months it seems like we've gone back in time in hobby terms! For some reason on a lot of the forums and groups that I frequent there have been more and more images from gamers that makes me think we're back in the 70s. Many of us long time gamers would feel right at home with many of these games, played on an all green felt mat, lichen for forests, hardly any trees or buildings, and taking the "bare bones" approach to the max! One image was supposedly of Omdurman, with some British figures in a square...and that was it. No hills, rocky terrain, other British or Sudanese units, or any other terrain to show you weren't just playing some generic battle on a sand colored mat.

Gamers can of course do what they want and if they're having fun in their group, then by all means press ahead. What bothers me is the lack of self awareness when posting these kinds of images. You can see from other posts in the same forums beautiful figures, terrain, and a real effort to put on a game from that particular historical period. Why would you think that your images are comparable to those? Then when people kindly suggest how to improve your game they take offense or never post again. What did you expect? In some other images I viewed, there was a good \$350-400 of micro-armor on the table, but no buildings, lichen forests, and a flat green surface as far as the eye could see. In the 70s and even early 80s this was understandable as you explored various rules, terrain (particularly buildings) was hard to find, and money (what little we had) for most gamers was usually spent on figures.

Today there is literally everything in regards to improving your tabletop presentation right at your fingertips. Cigar Box mats can really change a game and for around \$75 or so. There are Woodland Scenics trees of every variety and some that are pre-built. Companies like Paper Terrain offer huge sets of buildings in all scales for multiple periods that are not only reasonably priced, but look pretty good once assembled. Just go on Etsy and Ebay to see just how much wargaming terrain is available. Maybe cut back on the micro-armor packs and use some of the money to get some terrain? Terrain is an investment that can be used for decades.



Now this may come across as elitist, but we are trying to continually promote the hobby and if you're going to post images to various hobby forums, surely you want to make a good impression? All it takes is a little bit of effort to make the presentation of your games better for everyone, especially in your own gaming group!

