A fictional miniatures campaign for the Northwest Frontier
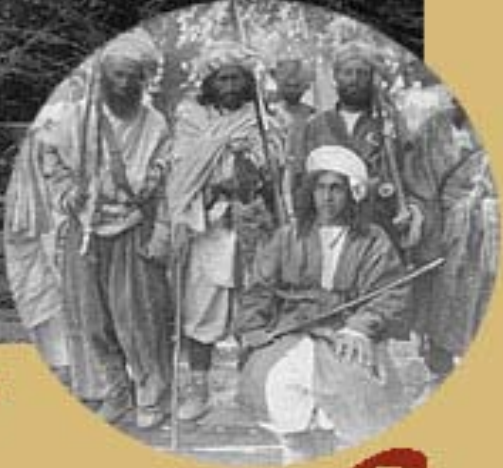
WFHGS Presents

Valley of Fire

W F H G S

Valley of Fire
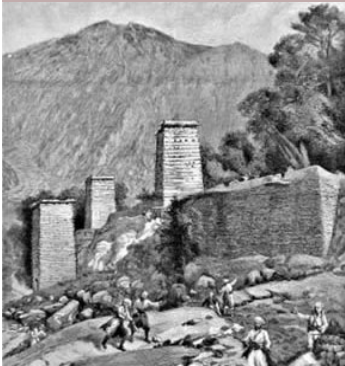
Background

England and her allies fought over the length of the Northwest Frontier for well over a century. During that time there were innumerable skirmishes and campaigns against the various tribes who spent much of their time revolting against English rule.

This is a fictional campaign based upon this historical setting. Once again, the tribes in this valley along the frontier are threatening to revolt and are arming themselves for the eventual confrontation with Her Majesty's forces.
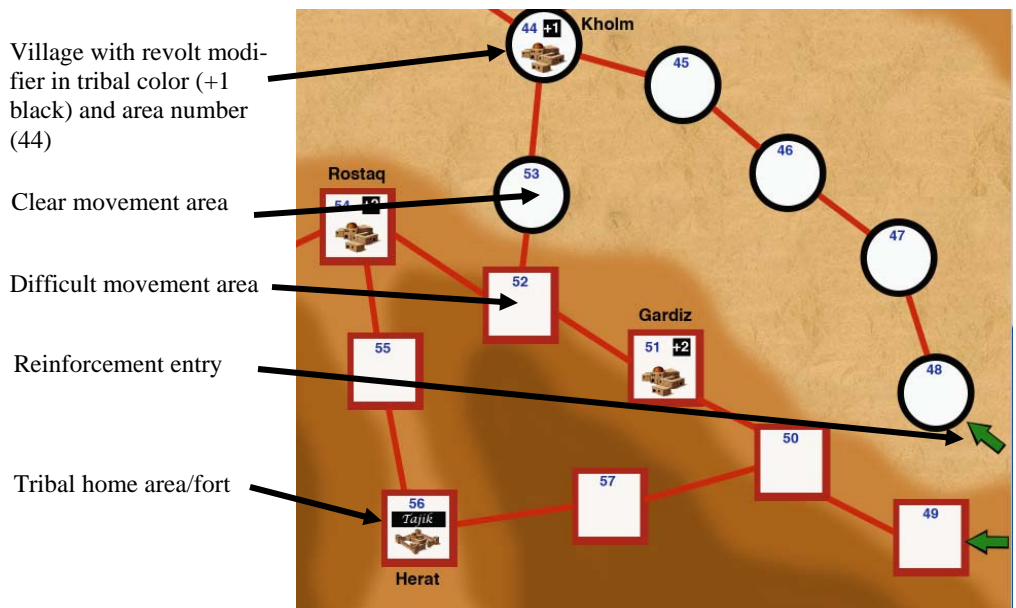
The campaign will begin with one of the tribes randomly determined to be in open revolt, with their forces besieging the only British fort in the area. Each turn other villages and tribes are checked to see if they join the revolt as well. Soon, there is a possibility that the British will face an entire valley of hostile tribes between them and relieving the besieged fort.

The British side must

gather their forces and strike out to relieve the fort, pacifying hostile village along the way. They must also be concerned about supplies, attacks on their lines of communications, and must determine if the forces in the fort are strong enough to sortie out for supplies or to join up with the relieving force.

Although designed for use with **The Sword and the Flame**, this campaign can be used with any historical miniatures skirmish rules.

Map

Village with revolt modifier in tribal color (+1 black) and area number (44)

Clear movement area

Difficult movement area

Reinforcement entry

Tribal home area/fort

Rules Table of Contents

Campaign features:

- *Full campaign for the Northwest Frontier.*

- *Can be used with any rules system with or without a referee.*

- *High replay value as the revolts, random events, and reinforcements for both sides make each game a different experience.*

- *Creates interesting tabletop actions, from desperate defenses to full scale sieges.*

Counters

Force Markers

Recon Forces

British Forward Operations Base

Fort Siege Level

Revolt Marker

Out of Supply

Counters are provided to mark forces and the status of units on the campaign map. There should be a sufficient number of counters to allow for a wide variety of forces, screens, out of supply forces, etc., but players should make additional counters if needed. Players could also laminate the map and write the positions and status of units directly onto the map, which would eliminate the need for counters to be used during the campaign.

Set Up

Pathan Set Up

Each campaign begins with a tribe in revolt and the British fort under siege by that tribe. Roll 1D6 and the result is which tribe is in revolt at the start of the game:

1-2   Pashtun (yellow)

3-4   Tajik (black)

5-6   Uzbek (green)

Place revolt markers in all tribal areas for the tribe in revolt EXCEPT for the tribal home area/fort. *This represents the main leaders trying to stay on the sidelines for as long as possible before all out war is declared.*

Next roll 1D6 for the five unaligned areas (blue/turquoise) and apply the revolt modifier for each area. On a result of 5 or 6 they are also in revolt.

Now the forces in the areas that are in revolt need to be determined. Roll 2D6 x10 for the number of infantry for each tribal area in revolt. Once the number is determined, organize them into 20 man units, then roll 1D6 for each unit, including any 10 man units. On a roll of 5 or 6 the unit is armed with sword and shields. All other units are either armed with rifles or jezails. *For every two units armed with rifles one can be armed with jezails.* Use the following table to determine the

number of cavalry and artillery in each area (roll 1D6):

1   None

2   None

3   One unit of 12 cavalry

4   One unit of 12 cavalry and one gun

5   Two units of 12 cavalry

6   Two units of 12 cavalry and 2 guns

For the non-aligned areas, roll 1D6 x10 for the number of infantry, then determine their armament as above. Once the Pathan starting forces have been determined, each force can then move two spaces. This will allow smaller forces to join with larger ones and for the Afghan player (s) to start developing their strategies.

The besieging force is determined by rolling 3D6 x 10 for the number of infantry, 1D6 X10 for the number of cavalry, and 1D3 for the number of guns. The armament of the various units is determined as above. Place a force marker at the fort to represent the besieging force.

British Set Up

The first thing for the British set up is to determine the size of the force that is under siege at the fort. Roll 2D6 x 10 +20 to determine the number of infantry. Then roll 1D6 and on a 1-3 there is one

12 man unit of cavalry in the fort and on a 4-6 there are two units of 12 man cavalry present. Roll 1D3 for the number of artillery pieces and 1D2 for the number of machine guns. All of the general supply, ammunition, and special ammunition tracks are fully stocked at the fort.

Finally, the British relief force at the Base Camp/Staging Area is rolled for using 1D6 :

1   140 infantry, 24 cavalry, 2 guns

2   160 infantry. 24 cavalry, 2 guns, 1 machine gun

3   180 infantry, 36 cavalry, 2 guns, 2 machine guns

4   200 infantry, 36 cavalry, 3 guns, 2 machine guns

5   220 infantry, 36 cavalry, 4 guns, 2 machine guns

6   240 infantry, 48 cavalry, 4 guns, 3 machine guns

The British side also receives the Forward Operating Base (a mobile supply dump) which comes with a 20 man unit as a guard. All of the supply and ammunition tracks at the Base Camp/Staging Area are fully stocked.

Note: Each side also gets two screens for each 12 man cavalry unit received.

Forces & Screens

Units are represented on the map by force counters. Each force should have a roster card filled out with the number of units, ammunition, and current strength that corresponds to the letter or number listed on the corresponding counter. Forces can be of any size, but each force must be represented by a counter on the map.

Screens represent cavalry forces and ad hoc infantry units that are used for gathering information about enemy forces. During set up, revolts, and reinforcements, each 12 man cavalry unit received also generates two screens. If one side or the other begins to run out of screens, each 12 man cavalry unit can be exchanged for two screens. These screens should be kept track of separately as they are eligible to recombine back into a 12 man cavalry unit for battles. Like forces,

a screen counter can represent any number of screens.

Valley of Fire uses a "double-blind" system, where each side only sees its own counters on the map and any enemy forces that are known at that time. Screens are used to defeat enemy screens and hopefully gain information about the composition of enemy forces.

There are no restrictions on notifying your opponent of where your forces are on the map. Also, you only have to say that a counter is a force, even if it is only composed of one cavalry screen. **However, if a known enemy force (one where your opponent has stated exists) contacts an unknown force of yours, there is an ambush result that can be devastating.**

Normally, both sides only verbally

designate their forces on the map when they think they are close to enemy forces. The intent is to keep an enemy guessing about your true plans for as long as possible. This creates an aura of uncertainty about both sides intentions and greatly enhances game play.

During the **Admin Phase** both sides can create new forces, split forces, recombine screens, or adjust their forces in numerous ways. This can be done to confuse your opponent as to your intentions, consolidate losses, or to join forces for a larger operation.

Forces and screens are the central components to the game and understanding how they are used is critical to both sides success. After a turn or two of playing the possibilities will become more clear about how the game operates and how you can adjust forces.

Sequence of Play

Valley of Fire is a one month campaign, with each turn representing one day. The Game Turn/Record Track shows four weeks with seven days in each, so there will be a total of 28 turns in the campaign. At the start of the campaign the Week marker should be in the Week 1 box and the Day marker should be in the Sunday box. Each turn consists of several phases, which are conducted in the following order:

Turn Sequence

1. **Reinforcements Ph**ase-Both sides determine if they receive any reinforcements.

2. **Revolt Phase**: Check all Afghan villages/tribal areas to see if any additional areas join the revolt.

3. **Initiative Phase**-Determine the order of movement for the turn.

4. **Movement/Combat Phase**-Forces of both sides conduct movement. Battles take place in areas where forces of both sides occupy the same space.

5. **Combat Phase**-**Fort Phase**-Assaults, sorties, and siege status changes take effect.

6. **Admin Phase**-Adjust supply totals, consolidate/split forces, etc.

Winning the Campaign

The victory conditions for Valley of Fire are quite simple. If the fort is overrun then the Pathan side has won the campaign. Failing that, the Pathan side can still win if the fort is marked with a Siege Level 3 counter and there is no possible hope of a British relieving force reaching the fort by the end of the game.

The fort can be tough to take in an assault, even after two to three weeks of a

siege, so the more likely outcome is that the British relieving forces are unable to reach the fort.

If the fort is not under Siege Level 3 at the end of the game, the campaign is considered to be a draw, even if no British relieving force could reach the fort. Basically, the siege is still ongoing and the British will have to assemble new forces to lift the siege.

The British can win an automatic victory if at the end of any turn there are no areas in revolt. This assumes that the besieging force would lose interest and melt away without the hope of fresh reinforcements or the assistance of the tribal areas.

Players are free to experiment with the victory conditions or to adjust them to balance the sides.

Initiative & Movement

During the Initiative Phase, both sides make a list of their screens and forces, then roll a D100 for each one, listing the result next to the force/screen. Once that is completed, both sides then proceed to the movement phase. The side with the force that had the highest die roll goes first, with the player (s) announcing the movement of a force (if they want it known) or just saying that a force has moved. Play then proceeds to the next highest roll until all forces have had a chance to move.

If two forces contact each other, then a battle is fought, with the movement sequence temporarily being suspended. Once the battle or screen combat has been decided, movement continues. If a battle takes place between two forces, those forces can have no further movement this turn. Screens, however, can continue their movement and engage in additional combat as long as they have movement left.

Forces can move two clear areas per turn or one difficult area per turn. When moving in a difficult area a force may move an additional area if it rolls a 4, 5, or 6 on 1D6. Screens can always move three clear areas or two difficult areas.

Movement Example: *A turn is just starting. The highest die roll is a 92 for a Pathan force. Not wanting to get ambushed as it is three areas from an enemy, the Pathan side announces, "Force in 67 will move to 66". The next highest roll is an 88 for a British force, with the British side announcing, "Force in 26 moves to 66. Since this would result in a battle, the movement for both forces is done for the turn, even if one or the other had movement remaining. The next highest roll is an 80, which is a Pathan force way behind the front lines at 47. The Pathan side decides not to disclose the force, moves it on their map, and states, "Force moved". Next up is a 75, which is a British screen. The British side announces, Force at 27 moves to 26. There is a Pathan screen there and they fight with the British screen pushing the Pathan screen back to 26. Since the British screen can still move two areas, it decides to pursue to 26 and fight again.*

Note: It is important to remember that unannounced forces that are contacted by announced forces are ambushed.

Screens, Screen Combat & Recon

When a force contacts another force, the first thing is to determine what types of forces are involved. If both are actual forces (not screens), then a battle is fought. If one force is a screen and the other is a force, then the screen rolls on the Recon table. A screen cannot move past a force, so if a force continues moving the screen moves along with it. Finally, if both forces are screens, then screen combat ensues.

For each screen roll 1D6 and add the following modifiers:

British/Indian screen   +1

Outnumber opponent by ≥2:1   +1

For each roll of a 6 on a D6, one screen is eliminated. At the end of the first round of combat, the side who lost the most screens is pushed back one hex. If the attacker lost more screens, then the attacking force is moved back to the hex from which it came from and may continue moving or attack the same enemy force if they still have movement left.

If the defender lost more screens, they are then pushed back one hex (direction chosen by the defender). The attacker can then continue moving and can conduct additional attacks on the same enemy force as long as it has movement left. If the defending force is eliminated, then the attacking screens can continue to use their remaining movement normally.

If a screen moves into the area where there is an actual enemy force (not screens) or pushes enemy screens back onto an area with an actual force, then the screen moves into that area, the screen has an opportunity to determine the size and makeup of the enemy force. If using a referee, then the referee rolls on the following table. If there is no referee (VOF does not require one) then the side controlling the actual force rolls 1D6 (there will need to be some trust between both sides).

Roll	Result
1	Total force +/- 40%
2	Total force +/- 30%
3	Total force +/- 20%
4	Total force +/- 10%
5	100% Accurate Report
6	Screens are beaten off by enemy troops before they can report.

Common sense and rounding numbers to the closest possible result on the die roll result should be the priority. Screens can attempt more than one recon roll per turn. Basically, for every movement point spent in an area with an enemy force a screen can generate a recon report.

Ex.; A screen moves into an area with an enemy force. The side with the enemy force rolls a 3, so a report within +/- 20% has to be given to the side controlling the screen. The force consists of 100 infantry, 24 cavalry, and 4 guns. After some deliberation amongst the players, a report of 80 infantry, 20 cavalry, and 3 guns is given, trying to make the enemy think that the force is smaller than it actually is.

Ambush: If an undisclosed enemy force is contacted by a screen or another opposing force, the undisclosed force is ambushed. If the undisclosed force is an enemy screen, roll 1d6 for each screen and on a 3, 4, 5, or 6 it is eliminated. For an actual force, roll 1D6 x10 +10 for infantry losses, 2D6 +4 for cavalry losses, 1D6 for gun losses, and 1D6 for supply and ammunition losses.

Combat

Combat occurs when two forces meet in an area. The force that moved into an area containing an enemy force is deemed the attacker, while the force that was in the area is the defender. There are several steps to resolving combat:

1. Defender chooses to stand or withdraw.

2. If the defender chooses to stay and fight, then the terrain is decided upon and the battle is fought.

3. Post Battle-pursuit (if any) is resolved, casualties are determined, and supplies are expended.

There are numerous ways to set up the terrain for a battle and both sides should decide on what method they will use before the campaign begins. The first method is to have an impartial gamer or referee (if you are using one) set up the terrain. Naturally, if there is a village, fort, or the action is taking place in a mountain pass then those terrain features should be present on the tabletop. Also, it is a good idea to keep a map of the battlefields as there may be more battles in the future at that same location.

The second method is to have both sides mutually set up the terrain, then let the defender chose which side that they wish to deploy on. Both of these first two methods have the advantage of being able to get a game set up quickly.

The third method is to have each side write down a number from 1-10, then add them together to get the number of terrain items that need to be rolled for. Each side alternates placing the terrain items on the board, regardless of how many each side chose. The existing rule where if the combat is taking place in an area where there is a village or fort, then those features should be set up first.

For example, a British force is attacking a Pathan force in a village. The Pathan and British sides agree to put the village near the middle of the board. The Pathan side wants a lot of hiding places, but the British side only wants a few to cover their deployment. The Pathans choose 8 and British 2, giving a total of 10 terrain items that need to be rolled for and placed.

Terrain Table

Die Roll (2D6)	Result
2	24" 3 level hill
3	18" ridge (1 or 2 levels)
4	12" of woods
5	12" of boulders, rocks, etc.
6	12" of brush, shrubs, etc.
7	12" hill
8	18" hill
9	12" of woods
10	Walled farm field
11	12" boulders & brush
12	18" hill w/1 or 2 levels

Modifiers

The defending side in a difficult movement area can add or subtract 1 to each of their side's terrain rolls and choose which terrain piece to place.

Deployment

The defender can position any of their units up to halfway on the board and 12 inches from the sides of the board. The attacking side can then enter in a column formation anywhere except 12 inches from the edge on their side of the board. The attacking side writes down the order of the units and this is how they will come onto the board.

Optional Rule #1

If the battle is taking place in a difficult movement area then the game should be played along the length of the board (on a 4 x 8 both sides would set up/deploy from the 4 ft. sides.). On all other movement areas deployment should occur along the width of the board (the 8 ft. sides).

Optional Rule #2

If a force has movement remaining when it enters an enemy held movement area (only uses one movement in clear areas or rolls for extra movement in difficult areas) then the attacking force can deploy for battle by setting up anywhere on their side of the board within 6 inches of the edge (except for the standard 12 inches

from each of the sides).

End of Battle

If either side fails their morale roll or decides to withdraw, there is an End of Battle phase that must be completed in the following order:

1. Withdrawal

2. Pursuit

3. Casualties

When one side fails their morale and has to withdraw or decides that the cause is lost and has to retreat there are two ways of handling this on the tabletop. The first it to just allow the withdrawing side to pick up and go. This is faster, but there's no repercussions for the withdrawing side. The other option is to play two additional turns where at the end of those turns it is assumed that the fighting slowly dies off and the withdrawing side is able to successfully fall back off the board.

If the winning side has more cavalry figures than the losing side then there is a pursuit phase. The winning side gets 1D6 for each cavalry figure over the number of cavalry figures that the defender has. On a roll of a 6 one enemy figure is killed (randomize between cavalry, infantry, and artillery figures). British and Indian cavalry hit on a 5 or 6. The withdrawing side gets 1D6 for each 10 figures and scores a kill on a 6.

Example: A Pathan force has been defeated, but still has 70 figures left. The British have 16 cavalry and the Pathans 6, for a difference of 10. The British side rolls 10D6 with each 5 or 6 causing a casualty. The Pathans roll 7D6 with each 6 causing a casualty to the British cavalry.

Any wounded left by the losing side are considered prisoners if Pathans or killed if British (Pathans didn't take prisoners!). For each wounded figure roll 1D6. On a 1 or 2 the figure returns to duty immediately, on a 3 or 4 they return in the reinforcement phase in one week, on a 5 they return in the reinforcement phase in 2 weeks, and on a 6 they die of their wounds. Players will need to keep careful track of all casualties.

Supply

First, Pathan forces are always in supply. British and Indian forces, however, must track their general and ammunition supplies. Supply played a major role in NWF operations and it will in this campaign as well.

There are three kinds of supply:

General: This is food, water, feed for the animals, etc.

Ammunition: Basic rifle and pistol ammunition for infantry and cavalry.

Special: Ammunition for machine guns and artillery.

Each force is allocated a number of supply points from either the staging area or the forward operating base. During the Admin phase of each turn each force must adjust its supply tracks by the following amounts:

Supply Cost

General: 1 point for each 100 men

Ammunition: 1 point for each 100 men for each battle that day.

Special: 1 point for EACH artillery battery (up to 2 guns) or machine gun battery (up to 2 MGs) that fired during a battle.

Example: A British force consisting of 135 men, two artillery pieces, and a machine gun that fought a battle that day is checking supply. They would use two General supply points, two Ammunition supply points, and two Special Ammo supply points.

If there is no Special Ammo left for a force, then artillery and machine guns may not fire during a battle. If there is no Ammunition for a force, then units of that force may only fire if charged (saving the last few rounds!). If there are no General Supply points left, the following takes effect with the Out of Supply level going up one each day to a maximum of three:

OOS Level 1: Force may only move one area per turn.

OOS Level 2: Force may only move one area, suffers a –1 to all shooting, and subtracts 2 inches from all movement during a battle.

OOS Level 3: Force may only move one area on a roll of a 4, 5, or 6 on 1D6. All shooting, hand to hand combat, and morale rolls during a battle suffer a –1. Subtract 3 inches from all movement during a battle.

The forward operating base can be restocked by a force operating as a supply convoy and the staging area may be restocked during the reinforcement phase.

Revolt

During the Revolt Phase of each turn, villages/tribal areas that have not revolted are checked to see if they join the revolt against the British. **Only the village/tribal areas marked with a color can revolt.** Each tribe has a home area and 3-4 areas that are eligible to revolt along with the unaligned tribal areas (light blue color). Roll 1D6 for each village/tribal area that is not in revolt. On a 6 that village/tribal area joins the revolt and a force counter is placed there. Add the revolt modifier for each area shown on the map. Use the following table to determine the force that gets placed in the area that just joined the revolt:

Die roll	Force
1	20 man unit-swords/shields
2	40 men (2 units)-swords/shields
3	20 man unit-rifles
4	40 men (2 units)-rifles
5	20 man unit-jezails
6	12 man cavalry unit

The die roll is secret and the Pathan player/side places a force counter at that location.

Once a village/area is in revolt it stays in revolt until either the game ends or a British force occupies the location. Once a British force moves through a village/area in revolt, then that location is considered "pacified" and cannot roll for revolt again during the campaign.

Admin Phase

The Admin Phase of the turn is used to verify forces, bookkeeping, supply adjustments, and consolidation of forces. During this phase the British side adjusts the supply totals of all forces and checks to see if forces are out of supply. Forces that are deemed out of supply remain in that state until the Admin Phase of the next turn when their status is checked again. Follow the rules in the Supply section about how many points are used for each British force, then mark off the number used.

Due to losses and the lack of replacements/reinforcements, some units on both sides may need to consolidate. No unit should be allowed to go over the 20 man limit for infantry, 12 man for cavalry, or 5 for crews as set out in the TSATF rules unless all sides agree before the campaign begins. Units must be in the same area to consolidate and if armed with different weapons, then this will need be kept careful track of. British, Indian, and Gurkha units can never consolidate with each other.

Forces may also consolidate and new forces can be created during the Admin Phase. Forces that are in the same area can join together or be broken apart into additional forces. This is a good tactic to use to keep the other side guessing as to the location and size of your forces. There must be at least one full strength unit of infantry or cavalry available to create a new force. Both sides are free to transfer units between forces, consolidate forces, and create or remove forces in any way that they see necessary.

The Fort

Each turn during the Fort Phase the Pathan player (s) must choose if they are going to do a **Loose** siege, a **Tight** siege, or an **Assault**. If a **Loose** siege is chosen then the siege goes on and if the British side does not sortie that turn, then play proceeds to the Admin Phase. If a **Tight** siege is chosen, both sides roll 2D6 on the following table for casualties that day:

Die roll	Result
2,3	No casualties
3,4	2 men killed
5	3 men killed
6,7	5 men killed
8,9	10 men killed
10	15 men killed
11,12	20 men killed

British forces in the fort subtract 2 from the result rolled to determine casualties.

Also, roll 2D6 for each artillery piece or machine gun and on a roll of a 12 they are put out of action from the day's combat. If an **Assault** is chosen then the fort is set up on the tabletop and the Pathan forces can attack it. How you set up the tabletop will depend upon the size of your fort and the amount of space that you have.

If there is no Pathan assault that turn the British can choose to sortie out and break the siege. Fight this as a normal tabletop battle, but if the Pathans are using a **Tight** siege then they can deploy within 24 inches of the fort. If they are using a **Loose** siege they can deploy no closer than 36 inches from the fort. If you don't have space to deploy the entire fort and Pathan force, then have 50% of the Pathan force off board (units positioned around the other sides of the fort) and they can randomly reinforce the Pathans fighting the sortie.

If the British do sortie, roll 1D6 and on a 1 or 2 they get one free turn of movement, 3 or 4 is two turns, and a 5 or 6 results in three free turns of movement which simulates the surprise of a sortie, then the scenario begins. This will at least give the British a chance to deploy out of the fort.

At the end of each week during the Fort Phase the siege level is adjusted. The fort begins at Level 0. After the first week of a Pathan siege the fort will be at Siege Level 1, after two weeks Level 2, then after three weeks Level 3. There is no level higher than 3 for the siege. If all of the Pathans leave the fort area or are forced to withdraw during a battle or sortie, then the siege level goes to 0. The Pathans need the fort to be at siege Level 3 at the end of the campaign to fulfill their victory conditions. If the Pathans assault and capture the fort then the campaign ends as a Pathan victory.

A Tight siege costs the British side one Ammunition and one Special Ammo supply point each day that a Tight siege is declared.

Reinforcements

Each turn during the Admin phase there is a possibility that each side will receive reinforcements. The British also have a chance where supplies may arrive at the Staging Area.

British

Roll 1D6 and on a 5 or a 6 supplies and reinforcements arrive. Roll 2D6 for the number of general supply points, 2D6 for the number of ammo points, 1D6 for special ammo points, 2D6 for the number of infantry that arrive, 1D6 for the number of cavalry, then roll 1D6 and on a 5 or a 6 one artillery piece or machine gun arrives (British players' choice). In addition, each time the British receive reinforcements, roll 1D6 and on a 4, 5, or 6 the British side receives one screen. These forces can continue to accumulate for any length of time.

Forces and supplies that arrive at the Staging Area can then be transferred to the Forward Operating Base or to forces already in the field. There is no automatic movement for this, so they will have to be organized into a force (s), then moved in the normal way during a turn.

Example: The campaign has been going for two weeks now and the Staging Area has accumulated 17 points of general supply, 20 ammunition, 6 special ammunition, 32 infantry, 14 cavalry, and 1 machine gun. The British side organizes a new force with 24 infantry, 12 cavalry, the one machine gun, 12 points of general, 12 ammo, and 4 special ammo points. This force moves through the valley, dropping off supply points and men where other force markers are to bring other units up to strength.

Pathans

The Pathans receive a number of men that can be used to bring units up to full strength. These are assumed to be more villagers coming in from outlying areas eager to join the revolt. They can be added to any force on the map or used to create a new force. Roll 1D20 to determine the number of men that arrive as reinforcements each turn.

If used to create a new force roll 1D6 on a 1 or 2 they are armed with swords, 3, 4, or 5 they are armed with rifles, and on a 6 they are armed with jezails. The next step is to see if tribes from outside of the valley send reinforcements. Roll 2D6 and on a roll of 2 or 12 forces arrive from other tribes to join the revolt. These reinforcements show up at the green entry arrows on the right side of the map (randomly determine their entry point). Roll on the following table to determine the force that arrives:

Die roll	Force
2	20 men w/jezails + 1 cannon w/crew
3,4	20 men w/sword/shield
5,6	20 men w/rifles
7	20 men w/jezails
8	12 cavalry
9	20 men w/rifles
10	12 cavalry + 20 men w/rifles
11	40 men w/rifles
12	12 cavalry, 1 gun w/crew, 20 men w/sword/shield

Each 12 man cavalry unit received by the Pathans during the Reinforcement phase also generates two screens.

Random Events Table (optional)

At the start of each turn roll 2D6 and if the result is a 2 or a 12 then a Random Event occurs. Roll 2D6 (one colored and one white die) with the number of the colored die being the first number of the result. Where the event begins with "One side", roll 1D6 and on a 1, 2, or 3 it is an event for the Pathans and on a 4, 5, or 6 it is an event for the British.

Die Roll	Result
11	Foreign fighters-40 Pathans + 1 leader arrive as reinforcements.
12	Severe dust storms-All movement reduced to one area this turn for both sides.
13	Gurkhas arrive-20 man Gurkha unit arrives at Staging Area.
14	Bengal Lancers arrive-12 man cavalry unit arrives at Staging Area.
15	Wary of revolt-Villages have doubts about the revolt and there are no rolls this turn.
16	Gun runners-One unit of Pathans armed with sword/shields are upgraded to rifles.
21	Busy craftsmen-One unit of Pathans can be upgraded to jezails.
22	Ambush!-One side loses 2 screens in an ambush.
23	Tactical Surprise-During the next battle one side gets one free turn of movement before the game begins.
24	Force march-One side can choose one force that gets one extra movement area this turn.
25	Navigational error-One side gets to pick one force from the other side (except the fort) and move it one area in any direction.
26	Heat-British forces decide to rest and cannot move this turn.
31	Organizational problems-One side gets to choose one force of the other side that cannot move this turn.

32	Frontier aflame-Add +1 to all revolt rolls this turn.
33	Holy War-40 Pathans +1 leader arrive from outside the valley.
34	Artillery Support-2 artillery pieces plus crews and 1 leader arrive at the British Staging Area.
35	Found in well-Pathans dig up an old cannon found in a well and restore it. Add one gun and four crew to any Pathan force.
36	Cavalry élan-In the next screen battle the British receive a +2 to all rolls.
41	Stealth-During the next battle one Pathan unit may deploy on any flank no closer than 20 inches to a British unit.
42	Lucky Shot! If the fort is under siege roll 2D6 for the number of British infantry lost from a lucky Pathan cannon shot.
43	Answering the call-A 12 man cavalry unit enters as a reinforcement for the Pathans.
44	Secret passage-A British force moving through difficult areas can move three areas this turn.
45	Avalanche!-The Pathan side can choose one difficult area on the map and there is no movement through that area this turn.
46	Allah is with us!-During the next battle all Pathan units add +2 when checking to see if they close to melee.
51	Holy Day-All Pathan forces cannot move this turn.
52	Allah is displeased!-The British side can choose one known Pathan force and then roll 1d6 x10 for the number of Pathans that return home (out of the campaign).
53	Jihad!-All Pathan forces close enough to reach British forces this turn must attack.
54	Impatience-The Pathans leader-

	ship grows impatient with the siege and decides to launch an assault this turn.
55	The Day is Ours!-In the next battle all British units get a +1 in melee.
56	Treachery!-The British can choose one village that is not in revolt any longer (switched sides). Also, 1D6 x 5 men form the closest known Pathan force return home.
61	Flash flood-Violent thunder storms rock the valley, creating flooded streams and mud that prevents movement. No movement by either side this turn.
62	Crisis in the Empire-Forces in the valley are needed elsewhere in the Empire. Roll 1D6 x10 for the number of men from the staging area that are transferred to another theater.
63	Dysentery & fever-The prolonged siege has produced several adverse effects on the units at the fort. Roll 1D6 x10 for the number of men that are out of action for one week.
64	Besiegers quarrel-Pathan commanders and units argue over the best approach to end the siege. The siege is deemed to be a loose siege this turn and there can be no assault on the fort.
65	Mining successful-The Pathans successfully mine the fort in preparation for an assault. One three inch section (must be a wall section) collapses and can be crossed by foot troops (treat as rough terrain).
66	Volunteers arrive-A group of 20 British infantry volunteers arrive at the fort after infiltrating through the Pathan lines.

Where possible, all die rolls relating to forces should be done in secret so as to keep your opponent (s) guessing. Feel free to change some of the events or the effects to help with the campaign.

Imperial/Pathan Forces Status Display 1

Force: **General Supply**: 00000 00000 00000

                             Ammunition: 00000 00000 00000

                             Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force: **General Supply**: 00000 00000 00000

                             Ammunition: 00000 00000 00000

                             Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force: **General Supply**: 00000 00000 00000

                             Ammunition: 00000 00000 00000

                             Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force: **General Supply**: 00000 00000 00000

                             Ammunition: 00000 00000 00000

                             Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

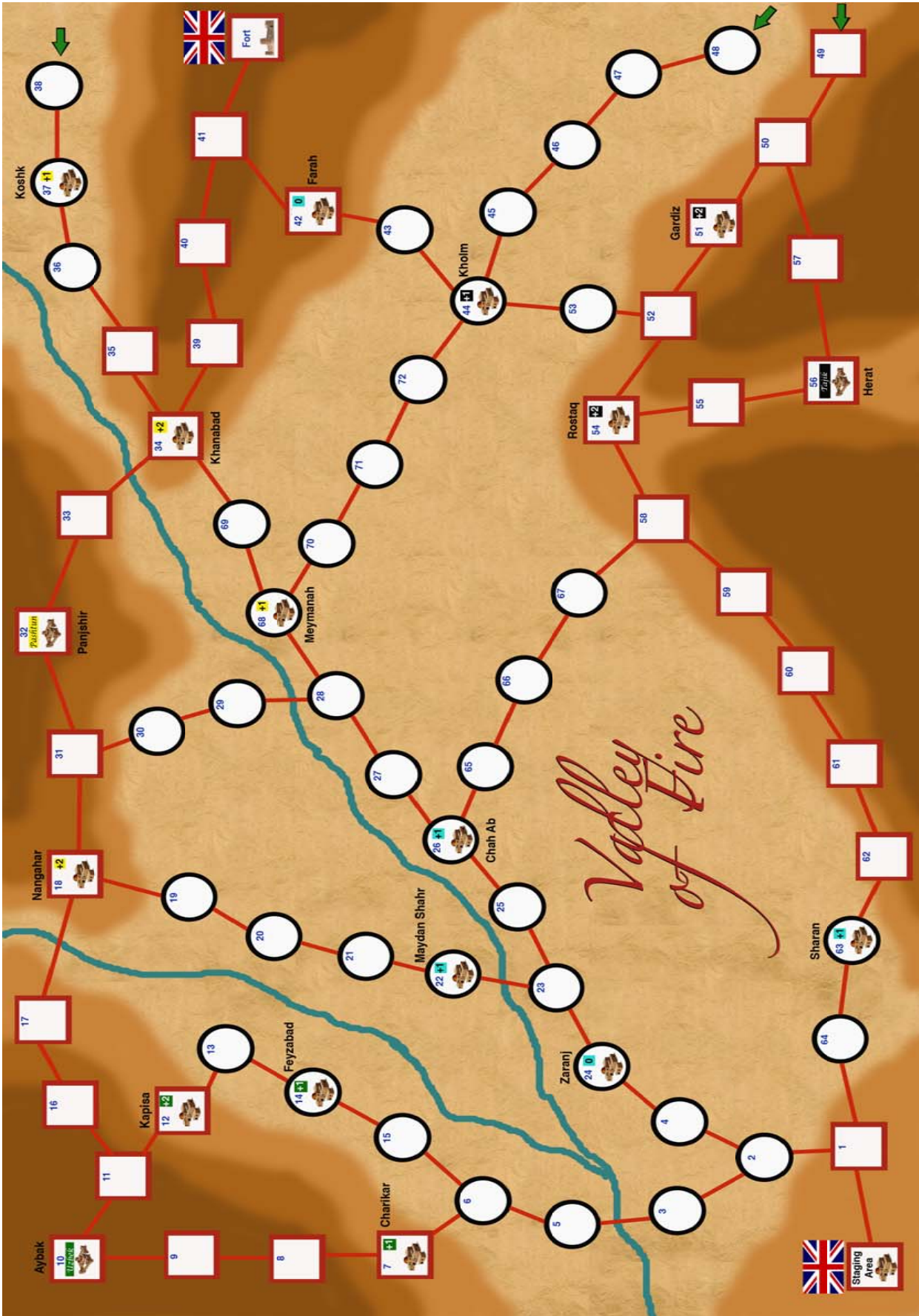_____   00000 00000 00000 00000

Imperial Forces Status Display 2

Force:

Forward

Operating Base

General Supply: 00000 00000 00000

Ammunition: 00000 00000 00000

Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force:

Fort

General Supply: 00000 00000 00000

Ammunition: 00000 00000 00000

Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force:

Staging Area

General Supply: 00000 00000 00000

00000 00000 00000

Ammunition: 00000 00000 00000

00000 00000 00000

Special Ammo: 00000 00000 00000

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Screens

Units: **Strength:**

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

_____   00000 00000 00000 00000

Force A	Force B	Force C	Force D	Force E	Force F	Force G

Force H	Force I	Force J	Force K	1 Screen	2 Screen	3 Screen

4 Screen	5 Screen	6 Screen	7 Screen	8 Screen	Forward Operations Base	Victory Points

Force A	Force B	Force C	Force D	Force E	Force F	Force G

Force H	Force I	Force J	Force K	1 Screen	2 Screen	3 Screen

4 Screen	5 Screen	6 Screen	7 Screen	Fort Siege Level 1	Fort Siege Level 2	Fort Siege Level 3

Revolt	Revolt	Revolt	Revolt	Revolt	Revolt	Revolt
Revolt	Revolt	Revolt	Revolt	Revolt	Revolt	Revolt
Revolt	Revolt	Revolt	Revolt	Revolt	Revolt	Revolt

Day	Week	OOS Level 1	OOS Level 1	OOS Level 1	OOS Level 2	OOS Level 3

Game Turn/Record Track

Week	1	2	3	4	
Day	Sunday	Monday	Tuesday	Wed.	Thurs.	Friday	Saturday

Campaigns are definitely one of the more fun aspects of the gaming hobby, although 90% of most campaigns are never finished! There is usually a huge surge of energy at the beginning of a campaign, with both sides eagerly interested in the set up, strategies, and the first battles. In fact, I would rate the strategy sessions that occur in most of the campaigns I've been involved with as the best parts of being in a campaign. Unlike in most set piece or points driven battles, both sides have no idea of what is really happening and gamers are far more cautious than they are on their regular gaming nights. The uncertainty also causes a little stress, with both sides carefully going over their own plans plus what the opposing side might be doing. I believe it is at this point where gaming comes as close as it can to simulating real world operational level decisions that many commanders throughout history have faced. The other exciting part about campaigns is that they generate some very interesting battles. Rear guard actions, attacks on fortified positions, river crossing operations and more can be encountered during a campaign, which is usually a far cry from the equal points straight line affairs that occur in most games. Unequal sides, decisions about staying or withdrawing, and commanders not following orders are all parts of campaign gaming that most gamers have little experience with, so it can be a refreshing change of pace. Even though the campaign at some point may die due to lack of interest or one side is clearly winning, the efforts will usually result in a memorable gaming experience.

Further Ideas

Players are free to modify the rules for their campaign or to add additional layers of complexity. Here are just a few ideas:

1. Pack Animals: Assign so many pack animals per supply points. The loss of these animals during a battle would greatly affect a force during the campaign.

2. Unit Experience: Units that are successful or unsuccessful in battle can be relegated additional/negative bonuses to their shooting, movement, and morale.

3. Garrisons: If the British are winning too easily, then require each pacified village to maintain a British garrison of one 20 man unit. If there is no garrison then the village/tribal area is eligible to revolt again during the campaign.

4. Weather: Afghanistan can range between blistering heat and brutal cold, particularly in valleys such as the one in this campaign. The obvious effects in summer would be slower movement of forces and the use of extra supplies, i.e., water. Requiring forces to make a successful die roll to move extra spaces, using more supplies, and additional penalties for being out of supply can all be factored into the campaign. For winter a force may not be able to move as far (due to snow, wind, etc.) and recon as well as combat would definitely be affected.

5. Reinforcements: This could be altered greatly by creating a pool of units for the British that are en route to the area or scheduled to arrive in support of operations. The forces need a successful die roll to arrive at the Staging Area. The Pathans could have their reinforcements generated by tribe and then moved to where the tribe's combat forces are located. This will add to the paperwork and make things more difficult for the Pathan side.

6. Siege Rules: Expand the siege rules to include building additional entrenchments, repairing the fort, damage by cannon fire, and more. With additional rules the fort can almost become a campaign game by itself! The sorties could also have objectives such as retrieving flocks of sheep for additional food supplies, destroying siege guns, etc. .

The goal in all of this is to recognize that this system is just a basic guide for a campaign. Player should feel free to add these ideas, modify existing rules, or create new parameters for the campaign. The general idea is to have fun and not to worry too much about play balance as what you essentially are after is a way to generate tabletop battles that are different from your standard fare and have an impact on the decisions made during the campaign. Feel free to contact me with any questions or ideas.