



AXIS & ALLIES

Europe and Pacific Games

Axis and Allies has been one of the most popular "Risk" style board games for many years. It has spawned thousands of clubs, web sites, and has newsletters and extra supplements dedicated to it. Last year, the Avalon Hill

Game Company under Hasbro set out to re-vamp this classic game.

Instead of having just one

board and fighting the entire war, the game has been broken up into two distinct games. The first covers Europe from about 1942 to the end of the war. The



Box cover for the new version of Axis and Allies covering the war in Europe.

second covers the entire campaign in the Pacific. Both have unique rules, objectives, and pieces.

The game boards are

very well done as are all of the components needed to play the game. The game pieces no longer have to be punched out, but come in separate bags, ready for play. The pieces are very good,



representing Spitfires, Panthers, Stukas, etc..., which gives both games a distinct flavor.

Europe definitely plays faster as there are few ships and the objectives are fairly simple, namely trying to knock Russia out of the war while holding off Britain and the

U.S. Expect massive armor and infantry battles in Russia while the other Allies try to recover from the first turn, then begin building up for an invasion of Germany. Trying to seize Moscow isn't easy, though, as the Russians keep coming at you with waves of infantry.

The Pacific version is a little longer, mainly due to

the fact that there are huge numbers of ships and aircraft, plus there is action on several fronts. Here the Japanese player has several options, usually trying to go for India to win the game. Once again, it is a race against time to get enough victory points before the U.S. overwhelms you in ships and aircraft.

Of course, the game is designed for playability and the hardcore history buff will have a fun time picking apart the starting forces and area boundaries, but it works. True, you roll lots of dice, so there is definitely an element of luck involved. Many things, such as the British fleet getting wiped out in the first turn are for playability purposes and work well.

The games aren't cheap (about \$40-45 each), but they are fun to play and very evenly matched. Both games are highly recommended.

Inside this issue:

N.U.T.S. refight of Gettysburg	2
N.U.T.S. Historicon trip	4
Book Reviews/Pc Review	6,7
Camden AOR scenario	8
Painting	10
AOD scenario replay	11
Scenario Design	14

Special points of interest:

- Report on the 2001 Historicon convention
- Painting tips using inks.
- Renaissance refight of Bicocca
- Complete AWI/AOR scenario for Camden.
- Gettysburg Fire and Fury replay.
- Operation Varsity
- Review of Shogun: Total War PC game

The NUTS Re-Fight Gettysburg - The First Day Craig Tyrrell

On Saturday, August 4th, the Northern Utah Tacticians and Strategists (NUTS) re-fought the first day of Gettysburg using the Fire and Fury rules and scenario. This re-fight followed a previous play through of the first day scenario, followed by a group visit to walk the battlefield, so everyone was primed to get into action.

Tom Dickson and Jeremy Tyrrell commanded the Federals, while Gary Grove and Bart Wood handled the Confederates. The author adjudicated the rules, tracked time and helped maneuver reinforcements until they reached the fighting area.

1000 -

At 1000 the first shots rang out as Heth's division ran straight into Buford's cavalry on McPherson's Ridge. Davis' brigade charged Gamble's dismounted cavalry, and lost a stand going in, but managed to push Gamble back off the ridge. Brockenbrough began angling northeast to support Davis' left flank, while Archer exchanged fire with Devin and the horse battery to his front. Heth brought up his supporting artillery batteries and positioned them north of McPherson's barn to support Archer.

1030 -

During the Union turn Meredith's Iron Brigade advanced through the woods to threaten Heth's right flank, while Cutler deployed his brigade into single line by extending to the north, covering north Seminary ridge. Doubleday's division hurried up from Gettysburg towards the Seminary. Reynolds deployed I Corps' artillery north of the Seminary adjacent to the railroad cut through Seminary ridge. Fire combat was bloody, with Devin losing a stand to the fire of Archer and two batteries in cannister range, and the Union retaliated with an excellent shot but Cutler's brigade which decimated Brockenbrough's troops, but caused Cutler to go low on ammunition. Brockenbrough lost two stands, instantly going from fresh to spent.

On the Confederate move Archer's brigade

fell back through Pettigrew's larger and better brigade, and then Pettigrew charged Devin who was still disordered. Devin's fire disordered the brigade on the way in, and Pettigrew's troops were pushed back in hard fighting. Brockenbrough's spent troops fell back to the rear out of musket range, while Davis' brigade held in disorder at the front end of McPherson's ridge, losing one stand to the combined fire from Cutler and Gamble to his front. Confederate fire managed to silence the horse battery supporting Devin.



1100 -

On the Union move Gamble rallied and charged back up McPherson's ridge at Davis, pushing him back and taking off another stand. On breakthrough Gamble angled towards Brockenbrough's spent brigade to the north. Cutler's brigade redeployed behind the cover of the stone wall on northern Seminary ridge. In fire Devin's dismounted cavalry were blasted by rebel musketry and canister, losing 3 stands and falling to spent.

On the Confederate move Pettigrew took advantage of Devin's misfortune and charged his force, eliminating his brigade in melee. His men followed up into the valley between McPherson and Seminary ridges, and part way up Seminary ridge, halting in front of a mass of Union artillery. The Confederate artillery began concentrating on Seminary Ridge, and took a stand off Rowley's brigade as it maneuvered into position in the woods north of the Seminary.

1130 -

Buford decided to avenge Devin at the head of his remaining troops, and charged with Gamble on the remnants of Brocken-

brough's brigade. Incoming fire killed one of his stands, and he succeeded only in pushing them back. Rowley's brigade completed its deployment in the woods north of the Seminary. Shurz's division marched up to reinforce the Union left south of the Seminary. Pettigrew's brigade, winded from their charge and halted in front of the Union guns on Seminary Ridge, lost two stands to concentrated fire.

On the Confederate turn Pettigrew charged the Union gun line atop Seminary ridge. He lost three stands coming in, but still managed to drive off the guns. Davis' brigade charged Gamble on the flank, killing two stands and hitting a staff officer next to Buford (and going low on ammo in the process). AP Hill and Pender's Division arrive to reinforce the Confederate assault.

1200 -

On the Union move Gamble's brigade halted in place disordered. Stone's brigade, which had been moving up behind the Seminary Ridge, charged over the crest to hit Pettigrew's now worn brigade. A desperate struggle ensued, with each side losing a stand. This reduced Pettigrew to spent, and the continuing melee resulted in him being pushed back off Seminary ridge and losing another stand.

On the Confederate turn Davis charged Gamble's now spent brigade and eliminated it, killing 3 stands and capturing Buford along the way! AP Hill's artillery arrive and the Confederates set up a gun line on McPherson's ridge.

1230 -

During the Union move Meredith's Iron brigade charged Archer's brigade in the woods south of McPherson's barn, but is repulsed. Meredith is now isolated, and Confederate forces are now able to work around his flanks. The Union artillery returned to Seminary ridge, re-establishing their gun line there. Added Union forces move north behind Seminary ridge in anticipation of Confederate arrivals from the north. During fire the Confederate artillery eliminates a stand from Stone's brigade. On the Confederate move their artillery manages to disorder Krzyzanowski's brigade which had failed to deploy from column off the road south of the Seminary, while Meredith's brigade disordered Archer's brigade to its front.

N.U.T.S. UPDATE (cont.)

1300 -

On the Union move Coster and Smith's brigades march purposefully to complete the Union line to the north, along the road running south of Barlow's knoll. The rest of the line is filled out with a mixture of troops from the I and XI Corps. During fire the Union gun line on Seminary ridge starts to get the upper hand, silencing two Confederate batteries on McPherson's.

On the Confederate move Ewell's troops arrive from the north, effectively turning the Union position. As they move up Union artillery fire silences one of Ewell's two batteries. In McPherson's woods, the Confederate guns and Archers brigade finally get a good shot at Meredith, eliminating two stands.

1330 -

On the Union move Coster's brigade fails to deploy from column, despite the incentive of nearby Confederate troops. The firing continued across the line, with the Union Seminary ridge guns wrecking a battery on McPherson's ridge but going low on ammo. Confederate fire at Meredith's brigade in McPherson's Woods was again very effective, eliminating a further 3 stands and reducing Meredith to spent.

On the Confederate move Ewell launched a coordinated attack at the Union line north of Gettysburg. Daniel's brigade charged Baxter's brigade in the center, got disordered from fire coming in, then into a desperate struggle in melee where each side lost a stand, and finally driving Baxter back with the loss of a second stand. On Ewell's right along Seminary ridge Iverson's brigade charged the refused flank of Cutler's brigade, losing one stand to fire coming in but still managing to drive Cutler back with the loss of a stand. This unhinged the Union line north of Seminary woods and took away the cover of the stone wall. To support Ewell Hill launched Perrin's brigade up Seminary ridge toward Seminary woods, but they were repulsed with the loss of a stand by Rowley's brigade. On the far Union right Coster's brigade, caught in column, was disordered and lost a stand to Confederate fire from Barlow's knoll.



1400 -

On the Union move Howard and Barlow's division formed up in line extending east from the Seminary to backstop the weakening Union line to the north. Confederate artillery fire finally succeeded in damaging one of the Union batteries adjacent to the Seminary, while return fire wrecked another Confederate battery on McPherson's ridge. A brave Union battery in the north prolonged up unsupported on the flank of Daniel's brigade, and eliminated one stand in the fire phase.

On the Confederate move Early's division arrived from the northeast of Gettysburg and marched up rapidly toward the dangling flank of the Union line. O'Neal's brigade charged down off Barlow's knoll and hit Coster's now worn brigade, driving them back and eliminating another stand. This

opened a relatively clear path for Early's troops toward the town and Culp's Hill which the Union would need to close. On the other end of the northern line Cutler's brigade was charged by several Confederate units, and forced to fall back yet again towards Gettysburg.

Outcome -

At this point the game was called due to the late hour. We had gotten much further into the battle than on our previous attempt, despite the normally high level of chitchat about figures, painting, etc. which makes these evenings so enjoyable.

At the time we halted the Victory points as per the rules were:

Union -		
Still holding Cemetery Hill	5	
Still holding Culp's Hill		5
Worn Confederate brigades	2	

(Daniel, Davis)		
Wrecked Confederate batteries		2
Spent Confederate brigades	4	
(Brockenbrough, Pettigrew) @ 2 points each		
TOTAL		18
Confederate -		

Captured Exceptional leader	2	
(Buford)		
Eliminated Union brigades	8	
(Devin, Gamble) @ 4 points each		
Worn Union brigades		2
(Coster, Stone)		
Spent Union brigades	4	
(Baxter, Meredith) @ 2 points each		
TOTAL		16

On points, a narrow Union victory. In terms of the strategic position of the armies, the Union had reserves deployed in such a way that it was extremely unlikely that the Confederates would be able to secure Cemetery Hill or Culp's Hill by the 1700 end of the scenario. On the other hand, the Union line to the north was definitely starting to crumble, and Early's fresh division had just arrived in perfect time to exploit the opportunity. It is likely that the Confederates would have been able to seriously maul the Union troops as they fought a delaying action back through the town to protect the high ground beyond. It is therefore quite possible that the Confederates would have pulled off a victory based on casualty points had we been able to play to conclusion.

Probably the most interesting thing about the refight was the extent to which it mirrored the actual events of the battle. This is one of the neat things about the Fire and Fury rules - they do a pretty nice job at recreating the high level flow of ACW battles.

In terms of generalship both sides had good turns and less good turns, but overall both sides were ably lead. Highlights included the crushing attack mounted by Ewell in the north, and AP Hill's systematic isolation and pounding of Meredith's Iron brigade in McPherson's Wood. On the Union side the cavalry caused significant delays to Confederate deployment, though in the end wound up unsupported and got wiped out, while the Union artillery on Seminary ridge was expertly handled, and a major thorn in the Confederate side.

Overall it was a very enjoyable evening. We plan to do the southern flank of the sec-

The N.U.T.S. Trip to Historicon and Gettysburg

NUTS at Historicon 2001

This year there was an unprecedented accumulation of NUTS at the annual Historical Miniatures convention in Lancaster, PA. Mega-Miler Craig had generously allowed his wargaming



buddies from Utah to pillage his frequent flier account, and join him in an expedition to parts east, for a day long tour of Gettysburg, followed by four days of intensive gaming and shopping for miniatures and terrain, interspersed with a few hours of fitful sleep.

After Tuesday's long day's flight and drive, Craig, Tom, Gary and Jim stayed in Gettysburg, and arose (well, I'm not sure Gary even went to bed) to visit the superb Civil War Museum and it's bookstore, watch the lighted map show which provided an overview of the three day battle, then participate in a guided walking tour of Little Round Top, followed by a



driving tour of the battlefield. Just a few of the highlights were hiking around Little Round Top, climbing amongst the boulders of the Devil's Den, viewing the Confederate positions on Seminary Ridge, inspecting several impressive monuments, and ascending the tower on Culp's Hill for a sweeping panorama. Attached are a few pictures from battlefield sites. Before leaving for the trip, Craig had created the first day's battlefield for a NUTS Fire and Fury game, so now we were able to see the terrain first hand, and gain some



appreciation of the size of the field and the difficulties faced by the commanders in exerting control over the battle. (OK, so I probably couldn't have easily gotten my artillery across the railroad cut!) Gettysburg is probably the best preserved (and best attended) Civil War battlefield and is well worth the trip.

Wednesday night we drove to Lancaster and joined the hordes (about 3,500) checking into the Convention. Craig and Tom picked up Bart in Philadelphia and got back to the hotel at about 1:00 AM. From Thursday through Sunday the game and shopping competitions were waged in earnest. Casual gamers



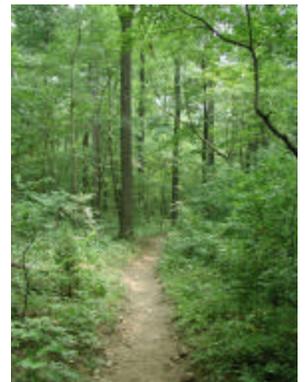
among us had a chance to meet dealers like George Johnson (GAJO), Tom Wirsing (Tommygunner), and the guys from Old Glory, and push lead with wargames authors Frank Chadwick (Command Decision), Larry Brom (the Sword and the Flame), Terry Gore (Medieval Warfare) and fellow gamers from around the world.



Bart sponsored two enjoyable games using his Battlefield Africa rules and managed to sell a few copies. In his scenario,

Death in the Sand, the French Foreign Legion players were able to cling to control of their fort and fight off the forces of Sheik Fa'Tush and Sheik Yerbouti. The scenario can be found on Tom Dickson's "Solo Colonial" website.

We also played a variety of games, including "Explore the Kifaru (TSIA)", "The Race to Tunis" and "Kursk" (both CDIII), "The Treasure of Skull Island" (Pirates), "The Battle of Northallerton" (Medieval Warfare), "Warfare in the Age of Louis IV (modified Fire & Fury)—spectacular figures!, "Back Against the Wall, Sidi Muftah, 31



N.U.T.S. Trip (cont.)

May 1942" (Spearhead) and many others.

As usual, Tom and Bart vied for the "Heaviest Luggage" award. In a near-run affair, I believe Tom came out on top. WWII was the most popular range acquired by the group and should provide for

many months (or perhaps many minutes in Tom's case) of organizing and painting. The dealer's area was (past tense) well stocked. Gary won the night owl (or was it Vampire) award, hands down—much to roommate Tom's dismay. Craig went both modern and 19th Century and also picked up some fancy wood and magnetic bases worthy of his museum quality painted figures. Jim sold one of his African villages and used the proceeds to buy African animals, explorers, and tribesmen. His competition for the 'Circle of Life' award would be the admittedly aging Bart, who traded in his tiny micro-armor for 15mm tanks which he can actually see with his new spectacles.

Sunday, Craig treated his weary compatriots to a delightful lunch at Bennigens, dropped us off at the airport and valiantly

pressed on to NYC on business. It was a great trip, a unique bonding experience (or was that 'bondage', Gary and Tom?) for the group, and a hotbed of ideas for new games and campaigns.



Clockwise from upper left: Gary, Jim, Tom, Craig, and Bart wind up the second annual NUTS Historicon trip at Bennigens on the outskirts of Philadelphia.

AMERICAN CIVIL WAR Reading List

by Matt Irsik

With our group's renewed interest in the American Civil War using the Fire and Fury rules, I thought it would be a good time to come up with suitable references for those who are interested in this era. Having been a Civil War buff most of my life and having a large library on the subject, I feel that these titles are the best.



1. *THE ARMY OF THE POTOMAC* by Bruce Catton

This three volume series is probably the definitive treatment of the war in the East. Each volume traces the history of the Army of the Potomac, from its disastrous start at Bull Run to its glory at Five Forks. Catton's style is more like fiction and could best be compared to the writings of Cornelius Ryan, where history is described through personal accounts. Unlike most history books, this series moves along quickly and is well worth the effort.

2. *THE CIVIL WAR: A NARRATIVE* by Shelby Foote

Another three volume set that covers the entire American Civil War on all fronts. Although reading this set is a huge undertaking because of its length, the important thing is that it is readable and enjoyable. Foote's style is similar to Catton, but since it covers the entire war there are more facts and pure historical info. Still, anyone interested in this period must have this set.

3. *LEE'S LIEUTENANTS: A STUDY IN COMMAND* by Freeman

Again, a three volume set which describes the war by analyzing the combat commanders of the Confederacy. It is interesting in that it is one of the few overviews of the war from the Southern viewpoint, and

that of the generals. The books give a definitive look at the style of command used by the South and the rationale behind many of the decisions made during the campaigns.

4. *LANDSCAPE TURNED RED* by Stephen Sears

Probably the definitive work on the Battle of Antietam. The book itself is a minute by minute account of one of the Civil War's bloodiest days. The description of the fighting at the cornfield and the sunken road is some of the most riveting combat history ever written.

5. *SHERMAN'S MARCH* by Burke Davis

Burke Davis has written several books on the Civil War, but this is his finest. The book traces Sherman's campaign from the destruction of Atlanta to the end of the war and his private life afterwards. I found the command style, the campaign operations, and the makeup of the army to be fascinating. Again, it is successful because it reads like a novel and is very fast paced. You get the sense of Sherman's grand plans and the incredible terrain obstacles his army overcame, causing the comparisons between the Army of the West and Caesar's great armies.

6. *SHROUDS OF GLORY* by Winston Groom

From the same author as Forrest Gump, this book provides a fascinat-

ing look at Hood's campaign from Atlanta to Nashville. The book is definitely one of the most tragic books I've read on the war, but was interesting in its description of an army's demise. It includes the Battle of Franklin, one of the bloodiest one day battles in the Civil War, where more than thirty brigade level and higher officers were slain.

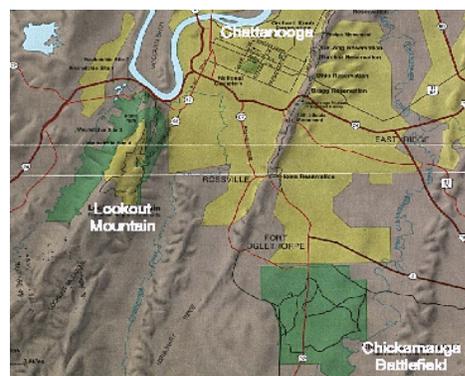
7. *CHANCELLORSVILLE 1863: SOULS OF THE BRAVE* by Ernest Furgurson

This is a blow by blow account of the Battle of Chancellorsville, from Hooker's crossing to the famous flank attack of Stonewall Jackson. The writer does an excellent job of making you feel like you are with Jackson's command as they grope their way through the Wilderness to attack before the sun goes down. The Union side is vividly portrayed, from Hooker who thought the war was over, to Sedgewick, who wanted to attack and roll up the Confederate army from the rear.

All of the above are successful in that they present history while reading like fiction. The reader is never bored with pages and pages of facts, rather the war is described in unique perspectives and the battles seem to come alive through their writings.

The books listed above will give you an overall look at the Civil War. From individual battles to lesser

known campaigns, you will come away with much greater knowledge about the war on all fronts and not just the famous battles in the Eastern theater.



SHOGUN: TOTAL WAR

PC Game review

Having long been a fan of samurai history and warfare I was excited to try this period on the pc. Total War is a complete treatment of Samurai warfare in the 16th-17th centuries, from campaigns to individual scenarios.

The training level is well done, going over each troop type and how to use them. Being able to select formations and maneuver them is also given a full section, as this is crucial to game play and success on the battlefield. Units range from 20-60 warriors and their unit icon is displayed in the lower left hand corner. There are a number of formations that you can choose from and it is great to watch the units maneuver on the battlefield into their new positions.



Once you have finished the training levels there are numerous historical battles that you can fight. These are definitely challenging as you survey the terrain, then try to come up with a battle plan as the AI is pretty clever. You form



Finally, there is the campaign game where you assume the role of one of Japan's warlords, fighting for the title of Shogun. You choose a clan, then you are positioned on the strategic board with your starting forces and resources. Each turn is a season and you must build training facilities, ports, shrines, and castles. Units must be recruited and trained before they can be used in campaigns. There is also negotiation, forming and breaking alliances, and fighting battles during campaign moves.

The AI is not stupid, so expect attacks, invasions, and diversions from the other warlords. There are several levels, ranging from easy to advanced, where you face a very tough AI opponent. It is also well suited to online multiplayer play where the alliances could be pretty interesting.

The terrain and graphics are first rate, ranging from beautiful rivers with long, wooden bridges to snow covered fields. The terrain is anything but flat and there are forests, villages, and several varieties of hills to challenge a general. You can see why before the 20th century bridges are so important. Try moving large masses of formed troops across a lone bridge in the face of the enemy!

your units, then order them into combat. Everything is in real time, so you must constantly be searching the battlefield, using reserves and you must be ready to exploit a weakness quickly. Combat, as to be expected, is bloody and can be quite long if both units are samurai. The graphics are very well done and definitely give you a glimpse of the brutality of warfare in Feudal Japan.

Overall, this is one of the best strategy games I have seen for the PC. The battles are incredible and real strategy must be used, especially in the campaign game. Moving the viewer during battle needs work, but that is the only complaint I really have. There will be a new supplement coming soon dealing with the Mongol invasions of Japan. Highly recommended!

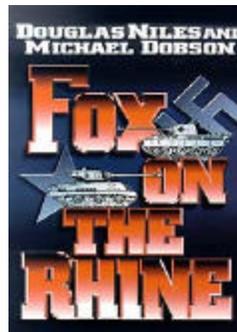
FOX ON THE RHINE

Book Review

Another alternate history book, but this one is actually pretty good. Rommel is injured in an air attack shortly after D-Day instead of committing suicide. The July 21st bomb plot is successful and Hitler is killed. Before the ring leaders can secure power, Himmler's forces seize control of the Reich. What follows is an interesting "what if" on the Western Front.

The Germans make peace with the Russians, although at a high cost, thus allowing Germany to focus on only one front. When Rommel returns he launches the Battle of the Bulge earlier and with far more power than the historical battle.

The book is very entertain-



ing and the ground combat is very well done, as well as representing the actual participants. I thought it kind of fizzled a little in the end after the big buildup. Definitely a good series of possibilities that is not too far fetched as most alternative histories. If you like an interesting, fast paced book with good combat, this is for you.

CAMDEN 1780

an AOR Scenario by Craig Tyrrell

Craig Tyrrell of the N.U.T.S. group sent along this AWI scenario for the Age of Reason.

General Rules Notes:

These scenarios use a loosely 1/25 figure to man ratio instead of the European 1/50 since most of the engagements of the Southern Theatre were small affairs. All unit strengths are an attempt to come close to the actual strengths although some small units have been consolidated. All units are formed unless noted, those noted as skirmishers are always in skirmish order. The artillery batteries, although played as 4 gunner batteries, represent historical 2 gun sections. Infantry are musket armed unless noted otherwise.

Special Rules:

When gaming the AWI with Age of Reason, some special rules are needed to add the "chrome" required to capture the flavor of this particular conflict.

Aggression – Although the standard AOR rules provide a good representation of the ability of units to come to close combat in a European setting, the situation in the colonies was somewhat more complex. To reflect this, each force is assigned an aggression factor, which is used in place of morale for determining the ability to charge, or stand against an incoming charge (only). Aggression factors for this scenario are noted in the order of battle.

Bayonets – The possession of bayonets was a significant factor throughout the American Revolution. A unit without bayonets subtracts 1 from its aggression if attempting to charge or attempting to stand against a charge by an opponent who has bayonets. All British and Loyalist regular units, and all Continental and permanent states troops are by default considered to have bayonets. Rifle armed units of either side always count as not having bayonets. Militia, either Loyalist or Rebel, did not in general have bayonets, and are assumed not to have them unless they are specifically noted as such in a given scenario.

Skirmishers – skirmish order troops do not have to evade if charged by formed troops even in the open. They may attempt to stand and take the charge by going through the regular frontal charge against infantry procedure. If such a charge results in a melee with formed troops their opponents will receive the normal +2 modifier for formed troops versus skirmishers.

Brigade Moves – all AWI games should use alternative movement, with the attacker moving first each turn.

Background:

The root cause of the battle of Camden was the fall, in the spring of 1780, of Charleston, SC, to British forces under General Clinton. With the fall of Charleston, and the quick overrun of South Carolina which followed it, Britain now controlled the southern end of the Atlantic coast – South Carolina, Georgia and East and West Florida. Clinton's strategy to "roll up" the colonies from the south looked as if it would succeed.



Clinton then packed up and returned to New York, leaving Lord Cornwallis with a significant force to hold South Carolina and Georgia. Cornwallis established a string of posts across the state and remained in Charleston with a reserve force to react to any American moves.

Unwilling to consent to the loss of the southern colonies, Congress and the CiC agreed to dispatch a force from the main army to North Caro-

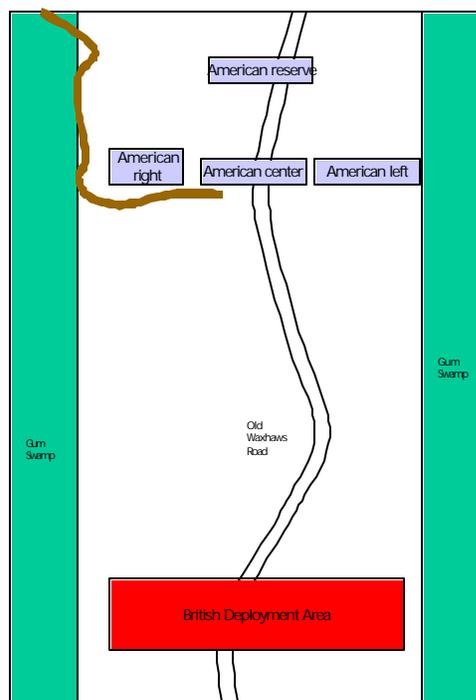
lina to contest the British advance and act in conjunction with the local militia. The original force of Continentals marched south under Baron de Kalb, who was followed and succeeded by General Gates, the "Hero of Saratoga".

Gates assembled his forces and immediately determined on an advance against the main British outpost in the area, Camden, SC. As he led his forces forward through very difficult country lacking in supplies to feed his men, Cornwallis marched swiftly up from the coast to reinforce the British forces in Camden.

The Battle of Camden itself was a battle of necessity rather than planned engagement. Gates was marching his army in the middle of the night so as to surprise Cornwallis in Camden. He believed he had 7,000 effectives, but after sickness and disease it was closer to 3,000, and most of these were militia. Meanwhile, Cornwallis, wishing to surprise Gates, marched north. Both were surprised!

An encounter just after midnight between the advanced guards of both armies resulted in a 20 minute skirmish. Both armies recoiled and prepared for battle in the morning.

As dawn approached, the Americans deployed for battle first. Upon seeing that the British were



Camden August 16, 1780

Terrain Notes:

the area between the two swamps on the flanks should be roughly 36" (1 mile) across.

The swamps themselves should be treated as impassable for this scenario.

the slope covering the right of the American position is a light slope.

The center area is covered with widely spaced pine trees, but with little or no underbrush all units move and sight as if in clear terrain.

Camden 1780

Camden (cont.)

having trouble deploying Otho Williams suggested to Gates that the Americans attack. Gates replied, "Let it be done." This was to be his first and last order of the day!

The American field pieces began to shell the British positions having little or no effect, other than to increase the speed in which the British were deploying for battle. Meanwhile, Cornwallis seeing that his best troops were deployed in front of the American militia, gave the order to Colonel James Webster to attack. The American militia was just beginning to advance when the 33rd Foot came crashing into them. The Virginia militia fled without firing a shot, with the North Carolina militia not far behind. The American entire left flank had collapsed in the first five minutes of the battle. This quickly became the beginning of the end for Gates' "Grand Army".



The Continentals under De Kalb, who were deployed on the American right, hung on ferociously to give the army time to escape and reform, but in the end were surrounded and cut to pieces. Baron de Kalb, suffering from multiple wounds, expired the next day in captivity.

During the pursuit Gates set a land speed record, covering most of a state to arrive in Hillsborough, NC, in three days.

Order of Battle –

British Forces

Rawdon's Brigade – Lord Rawdon +1
 Royal North Carolina Regiment, 12 castings, morale 2, aggression 2
 NC Loyalist Militia, 12 castings, morale 1, aggression 1
 Volunteers of Ireland, 12 castings, morale 2, aggression 2
 British Legion light infantry, 6 castings, morale 2, skirmishers, aggression 3
 Light gun, morale 3, 4 crew

Webster's Brigade – Lt. Col. Webster +2
 23rd Foot, 12 castings, morale 3, aggression 4
 33rd Foot, 9 castings, morale 3, aggression 4
 British Light Infantry, 6 castings, morale 4, skirmishers, aggression 4
 Medium gun, morale 3, 4 crew

Reserve Brigade – Cornwallis +2
 71st Foot (2 battalions), 12 castings, morale 2, aggression 3
 British Legion Light Dragoons, 8 castings, morale 3, aggression 5

Medium gun, morale 3, 4 crew

Continental Forces

Left – Stevens +1

VA militia, irregular, 12 castings, morale 1, aggression 1, bayonets
 VA militia, irregular, 15 castings, morale 1, aggression 1, bayonets
 Armstrong's NC Militia Lights, irregular, 6 castings, morale 1, skirmishers, aggression 1
 Porterfield's VA State Light Infantry, 6 castings, morale 2, skirmishers, aggression 1
 Light gun, morale 1, 4 crew
 Armand's Legion foot, irregular, 2 castings, morale 1, skirmishers, aggression 1
 Armand's Legion cavalry, irregular, 2 castings, morale 1 (may dismount and become infantry), aggression 2

Center – Caswell +1

Dixon's NC militia, irregular, 18 castings, morale 1, aggression 1
 NC militia, irregular, 18 castings, morale 1, aggression 1
 NC militia, irregular, 18 castings, morale 1, aggression 1
 NC militia, irregular, 18 castings, morale 1, aggression 1
 Medium gun, morale 1, 4 crew
 Medium gun, morale 2, 4 crew

Right – De Kalb +2

2nd MD Continentals (4&6 MD Regiments), regular, 12 castings, morale 2, aggression 3
 2nd MD Continentals (DE and 2 MD Regiments), regular, 12 castings, morale 2, aggression 3

Reserve – Gates +0

1st MD Continentals (1&3 MD Regiments), regular, 12 castings, morale 2, aggression 3
 1st MD Continentals (5&7 MD Regiments), regular, 12 castings, morale 2, aggression 3
 SC Volunteer Horse, irregular, 2 castings, morale 1 (may dismount and become infantry), aggression 2

Deployment – both forces begin deployed as shown on the map, OR both sides may draw up deployment of their units within their respective start areas on paper and then alternately place them on the table unit by unit. Allowing the American player to change his initial deployment should improve the play balance of this particular scenario.

Visibility – was poor during the historical engagement, with the combination of morning mist and smoke. Visibility should be limited to 8" for the first two hours



(8 turns).

Starting the Game - The attacker in this scenario is the British player.

Victory – the standard withdrawal system is used. If neither side withdraws at the end of turn 12, the game ends in an American victory.

Options – if additional balance is required, the following options may be tried:

- Free deployment – this favors the Americans, as the deployment used by Gates guaranteed a tough matchup for the American militia. Each side may freely deploy their forces within their initial deployment zones. Since the forming up actually occurred before the morning mist lifted, deployment orders must be written in secret prior to setup by both sides.
- Assume Lt. Col. Porterfield is not killed in the night skirmish - the death of their commander, who was well respected and courageous, was a blow to Porterfield's VA State Light Infantry. If you assume that he is not mortally wounded in the evening skirmish preceding the battle, raise the aggression of this unit to 3.
- No detachment of Continentals to reinforce Sumter's command – before advancing on Camden Gates detached 300 NC militia, 100 Continentals and 2 3-pound cannons to reinforce Sumter's militia. Sumter was to advance around the rear of the British position in Camden and cut off their supplies. If Gates had not detached these forces his army would have been stronger at the battle. Add the following forces to his army:

- [to Caswell's brigade] NC militia, irregular, 12 castings, morale 1, aggression 1
- [to De Kalb's command] add 3 additional castings to 2nd MD Continentals (DE and 2 MD Regiments), regular, 15 castings, morale 2, aggression 3; and
- [to de Kalb's command] add Light gun, morale 2, 4 crew

PAINTING TIPS

with Mike Marchant

Mike is one of the few gamers who can crank out a lot of metal in a short amount of time and still keep a high degree of quality. His method of using inks as described below enables him to work quickly, saves a lot of time, and looks great on the tabletop.

A disclaimer: I sometimes wonder about the intelligence (or lack thereof) of spending a frightening percentage of our short lives huddled over a poorly lit desk in corners of our basements applying colored pigments to little lumps of lead. In fact on the rare occasion I am able to view the

hobby from a completely unbiased perspective I think outsiders to the hobby must think we are completely insane.

Having said that, painting is one of the most interesting facets of the hobby. Nothing gives more joy to a dedicated painter than to slowly begin to see his figures glow with every added layer of paint. What painter hasn't slowly turned a just finished figure over and over under the light of his lamp to admire his handywork? This euphoria generally lasts even through the wait for the next game, transporting said miniatures to the venue, and even taking them out of the box to hand to admiring (or at least grudging) colleagues. In fact his feeling of accomplishment probably won't leave him until the new unit offends the dice demons, and a horrible roll sends these proud denizens fleeing off the edge of the 'world' in ignominious rout. Each of us has our own techniques, and almost everyone I have spoken to has that 'special technique' which they feel gives their figures that edge over other, mere mortal, figures they may have occasion to brush up against. Pretty much all of my painting has been undertaken in water-based paints. I will not here venture into the dark and arcane science of oil-based paints. Those



of you who do (obviously heretics who have fallen from the true way) will just have to fend for yourselves.

The first technique I would like to highlight is one I myself have used for some time with success. It is actually done during the 'prep work'. Now as most of us are aware, much of the overall look of the figure comes not from what IS painted, but rather what ISN'T. The shadows, the cracks, the darker underlying shades - these are what give the overall impression of the figure, rather than whether you happen to use one particular shade of a color or another.

This technique involves making sure that when your figure is done, the underlying detail will still be visible. I use it now on most of my paintwork, and it should prove worth at least a passing experiment.

When your figure is cleaned up, try priming it a medium gray and when dry apply a sepia wash to the entire figure (available from either Pelican or Windsor & Newton at least) and let it dry. When dry, dry-brush 2 coats (progressively heavier) onto the figure. When done this will give you a very nicely textured figure with the raised surfaces being light and the crevasses and creases being darker. From here apply your colors as normal. Any dark or thick paint will obscure the highlighted detail, so I have taken to using thinner coats of paint. Red paint, surprisingly, looks very good with the shading detail showing through it. All my new red-coats look much better for the effort.

A second technique is one I have experimented with, but the credit for it goes to George down in Arizona, who discovered it. Some people use brown inks to put detail in creases, similar to the approach above, but George once forgot to try his shad-

ing before applying a finishing spray to the figure. Just to see what it looked like he applied a layer of a brown (or sepia) wash over the whole figure after the finishing spray dried. He then took a moist Q-tip and brushed off the ink from the figure. Of course everything in the cracks and crevasses stayed, and everything on the raised area was washed away. This produces a very nice effect. However, take care to apply the thick layer of brown ink AFTER the finishing spray, and not before, as at least one member of our club did. As you can imagine applying brown ink to a brightly colored, unprotected figure didn't tend to enhance anything, except perhaps its resemblance to a lump of mud! (Sorry, Jeff)

One final word - on basing. If you tend to paint or glue your whole base and then flock it in one solid color (so it looks like your figures are standing on well-kept lawn), and want to try something different, try painting your base brown, and then finding several different colors and textures of flocking, applying them in successive layers of patches one on top of the other. Never cover the same area with more than layers of flocking. This gives an interesting patchwork effect, and I usually leave patches of brown paint showing through to give the effect of ground underneath. Randomly blotting bits of earth-colored stain over the whole also produces interesting results. And if you



are working with 25mm troops or larger, or are really ambitious, try using any of the oven- or air-hardening clays to sculpt built up earth effects

on the bases of your figures. Incidentally this helps to mask the edges of the casting where they touch the base. Ok, so those are my thoughts on the subject. Bon Appetit.

Operation Varsity

by Justen Huff

On the morning of March 24, 1945, six parachute battalions dropped into Germany. Their goal was to capture the high ground overlooking the Rhine crossing near Wesel, as well as various rail bridges and roads in the area. 21,000 men in a column of 1,500 IX Troop Carrier Command airplanes and gliders, 1,200 RAF airplanes and gliders crossed the Rhine



By the end of the first day's action 1,078 men of the 6th Airborne Division had been either killed or wounded,

with 50 aircraft and 11 gliders shot down. 24 hours after the Airborne troops landed, they had accomplished all their objectives and the US Ninth and British Second Armies' were able to cross the Rhine. Operation Varsity was the largest and most successful airborne operation in history

Operation Varsity would lend itself well to a variety of games on the tabletop. For rules such as Command Decision 3 or Rapid Fire, you could select large scenarios such as the initial drops or the link up with the ground forces. An operational level campaign could also be used, allowing the Allied commanders to choose their objectives and assign forces to seizing them. A referee would be needed to limit the Germans response and increase the confusion on their side to make it more realistic.

For smaller scale rules such as Battleground or Crossfire, individual drops at the platoon level could be easily gamed. Local counterattacks by German forces would be much more critical in this scale as they are harder to game in larger scales because of the variety of units.

To keep the games realistic the paratroops need to be as close to elite as possible with incredible initiative. German forces would vary greatly, from Hitler youth and Volkstrum, to SS and well trained armor units. Allied air support should be plentiful and German armor should be scarce. The Germans should usually be placed in a reactionary role, with a hodge-podge of units.



and made their drop in Germany. The column was supported by 880 US and RAF fighters. As a result of the disaster at Arnhem, all of the troops landed in Germany in one large drop. The Germans had expected the attack and the fighting was heavy and costly.



Map tracing the route of the Canadian paratroops from France into Germany during the war.

25mm Johnny Reb 3 Game

by Gary, Lynn, and Pat



Two views of a recent 25mm Johnny Reb 3 game from the Sandy group (Gary Scott, Lynn Ostler and his brother in law Pat). They use a new system of Woodland Scenics turf and grasses along with specialized terrain pieces, including many items that are from custom services. It is as close to a model railroad layout effect as you can get and enables them to accurately recreate Civil War battlefields. Definitely a cut above the average wargame table!



AGE of DISCOVERY Scenario Replay: Swiss Attack

Our group needed to playtest a new command and control variant called Crux of Battle, which uses leader cards with different abilities. The scenario was loosely based on Bicocca, where a French army with a large Swiss contingent attacked a well entrenched Imperialist force. With the Swiss contract running out, the French commander was forced into an attack, which historically was repulsed and ended the campaign.

Our reflight would have the same terrain set up, although detailed information on the actual battle is sketchy at best. The manor house and its gardens dominated the French right flank. The estate was surrounded by wet ditches which supposedly had been dug deeper by the Imperialist forces, making them impassable except at the one lone bridge. The road in front of the main entrenchments was a sunken road, backed up by earthworks with artillery sited in. All in all, one of the most impregnable positions we've ever seen in gaming.

As in real life, the French commander must attack the position frontally, so there is no time for flanking maneuvers as the Swiss are growing impatient and could leave at any time if the attack is not agreed to.

FRENCH ORDER OF BATTLE

5 units of Swiss infantry Class 4
 2 units of Gendarmes Class 4
 1 unit of heavy cavalry Class 3
 1 unit of mtd. Crossbows Class 2
 1 unit of arquebus skirmish Class 1
 1 heavy artillery battery
 1 medium artillery battery

IMPERIALIST ORDER OF BATTLE

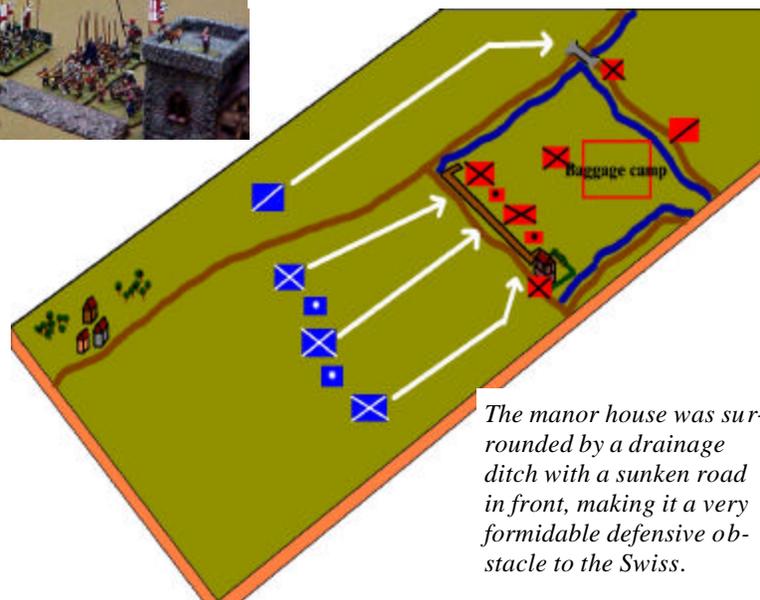
2 units of Spanish pike Class 2
 2 units of Italian pike Class 2
 2 units of Italian pike Class 1
 1 unit of crossbow skirmish Class 1
 1 unit of gendarmes Class 4
 1 unit of heavy cavalry Class 3
 1 unit of Stradiots Class 2
 2 heavy artillery batteries
 1 medium artillery battery



The view of the French attack from behind the entrenchments



The Imperialist position around the manor house and park .. The artillery is deployed behind the entrenchments.



The manor house was surrounded by a drainage ditch with a sunken road in front, making it a very formidable defensive obstacle to the Swiss.

the ditch was impassable. This did create some anxious moments for the Imperialists when they desperately needed their cavalry to plug a hole, only to realize they couldn't cross the ditch and wouldn't arrive for several turns!

The Imperialist commanders decided to forego history and not deploy the cavalry in the open, rather to keep it as a reserve. The rest of the army drew up behind the entrenchments with one lone pike unit placed to defend the bridge in the rear.

The French had no choice but to launch a frontal attack with the

The Imperialists set up first and could set up anywhere behind the line running from the sunken road to the edge of the board. Fearing the French cavalry, they deployed their cavalry behind the one unit guarding the bridge as a reserve. We allowed units to exit the road, then reappear behind the ditch after two turns as



The Swiss move forward with artillery support.

Swiss. The cavalry commander took his units around the flank to take the bridge, but his leadership abilities were to seriously hamper

AGE of DISCOVERY Scenario Replay: Swiss Attack (cont.)

THE BATTLE BEGINS

The Swiss roll forward supported by artillery that begins pounding the entrenchments. One of the heavy batteries explodes and the French are not off

to a great start. The cavalry commander can only command two units at a time, so the cavalry advance is uneven. By the third turn the Swiss are crossing the sunken road, then

charge up to the ramparts. The two Swiss flanking units come under artillery fire from the battery posted at the corner and crossbows from the skirmishers in the manor. The Swiss are momentarily driven back, making the first three units bear the brunt of the assault.

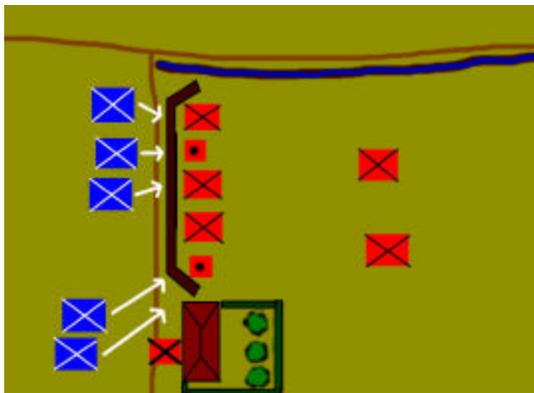
The Swiss in front of the entrenchments endure a barrage of



The French goal. The baggage camp deployed near the ditch.

fire for two turns, but then charge over the ramparts. They slam into the defenders, driving

them back and seizing the main line of works. However, there are no reserves left and the other two Swiss units are taking a fearful beating and begin to give ground. The French cavalry desperately tries to attack the bridge, but are



The Swiss reach the sunken road, then attack over the earthworks. The manor proved to be a formidable obstacle to the flank attack.

havoc on the French forces as they prepare to charge.

Back at the center, the Swiss quickly move to exploit the breach in the works. They are met by pike units moving up to seal the hole. The Swiss are only a single move away from reaching the baggage camp and ending the game. But this is the high water mark for the attack. Through the use of reserves and charges, the Swiss are gradually worn down, just inches from their goal.

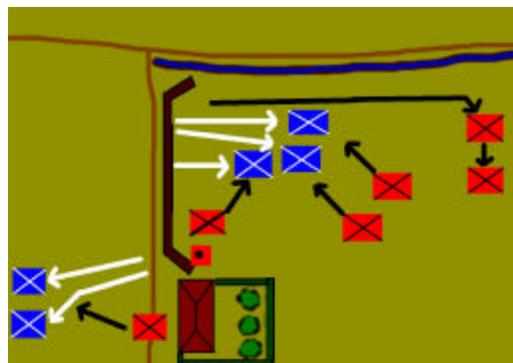
unable to force back the lone Italian pike unit. The artillery battery posted there continues to wreak

Both sides are now at the breaking point with frightful casualties on both armies. The Imperialist forces make two very nervous withdrawal checks and both pass, so the counterattack continues. The Swiss are forced back, then finally give way after the flank crumbles because of the lack of support. The Italians and Spanish retake the entrenchments, then surge over them in pursuit.

The French try to reorganize a defense in the hopes of checking the counterattack, then trying one last attack. There are too many units in retreat, however, and with no reserves left, the French don't have the strength to try again, so they withdraw.

The game followed history fairly close, with the Swiss getting to the ramparts, but being pushed back in the end. The attack in the center was very exciting as both sides desperately threw everything they had into expanding or sealing up the breach. The command system worked very well, putting limitations on attacks and the special events upset a few well planned efforts. This was our fifth game as a group and once again it was very exciting and everyone had a good time.

In retrospect, there wasn't much different that



Three Swiss units rout the Spanish and Italians, forcing them back on their supports. Local counterattacks wear down the Swiss and they lose momentum.

either side could have done. The French had no choice but to go straight ahead and the Imperialists used their reserves to block any gains the Swiss made. Once again, the Age of Discovery system

worked well and seems to accurately portray the ebb and flow of renaissance era combat.

SCENARIO DESIGN Pt. 3

by Mark Daymont

There are basically 3 groups of gamers I end up wargaming with. Locally, here in Utah County, I rarely game down at the local shop (mostly because I can't game on weeknights). When my work schedule permits, I game with WFHGS in SLC, usually during the summer when the school-based space-simulator program where I work changes to it's summer schedule). And once a month, I game with Wasatch Wargamers in Bountiful (because I don't work the 4th Saturday of the month- which is when the games occur!). WW focuses exclusively on 20mm Napoleonics (which was once true 25mm, but is close to 1/72 scale- the debate still rages on actual scale), using house rules modified over the last 20 years. At 1:12.5 ratio, the battalions are big and the battlefield impressive (often 8, x 16, or more). Some gamers have criticized the poorer quality of the older figures we use, but it's the overall impression that makes this game fun. Recently, new potential members have turned up.

The more experienced gamers pondered the best way to introduce them into the events. Sink or swim? Special scenarios? At first we had three early-teenagers interested. Would they be able to understand gaming beyond Space Marines? They had become interested through the WW website links (www.history-live.com). They saw the big layout of the Waterloo wargame display and thought it was cool. Geesh, would teenagers even like Napoleonics? In the end, a simple training game was set up. Each newcomer was set between and across from experienced players who could help guide their tactics and show how to use the rules and charts. Us old timers were advised to take it easy, but we do play to win, don't we?- it still got a little competitive! Each player was assigned no more than 5 units to command, and the basic strategy was to encounter the enemy and battle them. Most importantly, each newcomer was given good quality troops that LOOKED GOOD. Then the newcomers were given a simple battlefield objective as a goal, while the experi-

enced hands figured on supporting them or trying to dish it out to the old guys.

During the game, of course there were moments of confusion and chaos as mistakes were made. Sometimes the kids asked questions or made comments that seemed immature compared to what we were used to having gamed with adults for so long. Of course they didn't know the movie quotes, and didn't have the historical data memorized. But THEY HAD FUN- mostly because WE had fun! And one of them came back again last month, along with a new adult potential member who was more experienced with WW2 history. Again a training game was set up, and again, it was very enjoyable. Even the adults said that it was a very fun game. Perhaps because it wasn't so stressful as a campaign game. Amazingly, the teenager who returned brought something with him- his own painted battalion of Prussian Landwehr! He'd borrowed a painting guide, bought the figures, and done a great job for someone his age. Sure, it wasn't close to adult standards - but I was very impressed that he had been influenced enough in one game to make a commitment like that (we're talking over 45 figures!).

In thinking over what made our recruiting games worthwhile, I made these observations:

? Don't get new recruits involved during an important game such as a campaign game or detailed historical recreation. Avoid a stressful (for newcomers) scenario. Make it a simple encounter battle.

? Use smaller forces. Remember, just a few units can be a lot if you're trying to figure out how to simply move and fire! Consider keeping the newcomer busy with only once type of force instead of mixed arms of service. Complexity will come later.

? Include Good looking and fighting units. They don't have to be the Imperial Guard, though! Perhaps select units with memorable names or a historical quality. Make sure that the recruit's troops will be able to take

some punishment. You don't want the newbie to get discouraged by being wiped out by turn 2. Perhaps use troops that have distinctive uniforms or equipment.

? Don't be too competitive among the experienced guys! This is a chance to do some brave charges or role-playing character moves. Crack jokes, be melodramatic, have fun! Space yourselves out so that everyone can interact with the recruits, don't let the empire do all the training work!

? This is a chance to link gaming to history. Use opportunities to explain about the units portrayed, what they represent, how they are based, etc. But don't make it a lecture!

The most important thing to remember is that you want to build a fun experience for the newcomer so that they have a positive first impression- not a FALSE one. Be yourselves. I'd like to know any ideas any of you have regarding this subject, so feel free to drop me a note at mdaymont@yahoo.com. Happy Gaming!



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