



# WARGAMING & FILM

Wargamers are not only into figures, painting, researching, buying, and preparing for the next game, they are also very much into films. War movies are responsible for much of the purchases in the gaming industry. You need look no further than what happened after the release of *Black Hawk Down*. A number of new rules sets, figs, and terrain that represents a destroyed urban area were all out inside of a year. Obviously, there is some interest in the movie and gaming the period.



*Black Hawk Down's realistic portrayal of modern urban street combat has provided the inspiration for dozens of new figures and rules.*

Wargamers and military historians are a critical bunch and many arguments can break out on gaming night over the Roman deployments in *Spartacus*, the uniforms in *Charge of the Light Brigade*, or any number of other movies. Still, it was great just to have good quality war movies and many things

were overlooked, just because we were grateful to have anything.

With CGI effects and big budgets though, gamers are beginning to expect a lot more. The incredible battle scenes from *The Two Towers* has now set the standards impossibly high for other war films.

The main part of this article is to list which films are probably the best for wargamers as far as accuracy, quality, and most important of all, generating enough interest for you to

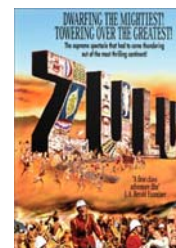
awful war films that should be avoided at all costs.

## 1. SAVING PRIVATE RYAN



In my opinion, this movie was responsible for the big increase in WWII skirmish wargaming in 25mm. Within a year of it's release there were several new sets of rules and at least ten manufacturers producing figures. This film's first 30 minutes still provide the most horrifying realities of war that you will ever experience. A great film that deserved best picture for that year.

## 2. ZULU



want to game the period. This list is by no means exhaustive, just some of the films I think meet the above criteria. It is also in no particular order, so hopefully I won't receive a lot of emails about how I ranked them.

At the end of the article I will also list some truly

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### Special points of interest:

- *Huge North Africa CD3 scenario*
- *Product and game reviews*
- *Katana battle report*
- *Sword and the Flame battle report*
- *Interview with Dale Wood*

## TSATF: Northwest Frontier Action

*The Sword and the Flame* is one of our club's favorite sets of rules. We've rarely, if ever, had a bad game and it's good relief from playing more complex rules systems. Lately, we've been building up forces for the Northwest Frontier in 25mm. There is a great range of figures available from Old Glory and Brookhurst Hobbies just had a sale on Monolith buildings, so we have enough stuff for a good sized game.

### SCENARIO OVERVIEW

It is 1898 and one of the local tribes has called for a jihad against the British occupying forces. A British and Indian force has been given orders to "punish" the tribe by occupying its main village and dispersing the armed tribesman in the area.

This scenario is meant to simulate any one of the thousands of punitive actions taken by British forces on the Northwest Frontier. The village has several stone buildings and is surrounded by stone walls, which gives the Pathans a well fortified defensive position. All of the forests and hills are considered to be rough terrain. The stream is fordable, but the rules for stream and river crossings from the new TSATF version should be used. The brush is of sufficient size and thickness to conceal hidden units.

### SETUP

The Pathans begin deployed on the board while the British may enter anywhere from the opposite edge, including deploying in the mountain pass area.

## Scenario Replay



*Indian infantry prepares to repel an Afghan cavalry charge. 25mm figures by Old Glory and Wargames Foundry.*

### VICTORY CONDITIONS

To win, the British forces need to occupy the Pathan village.



### Pathan Order of Battle

Six units of rifle/jezail armed troops broken into two tribes of three units each.

Two 12 figure cavalry units.

One artillery piece w/4 crew.

The Pathans can set up anywhere within 18" of the board edge and all units may start in hidden positions.

## The British and Indians Deploy

Deciding that the mountain pass would be well defended and offered restricted maneuvering room, the British led force deployed outside of the pass. Their idea was to bring all of their firepower to bear on a few points of the village defenses, then launch attacks at the weaker spots.

One British infantry unit and one cavalry unit moved off to guard the flank

from any attack coming from the rough terrain near the pass. The rest of the British and Indian force deployed to launch a decisive assault on the extreme end of the village.

The Pathans were deployed to hold the entire board edge, since there was



*The British and Indian attack reaches the edge of the village. The stream considerably slowed the progress of the attack.*

no clear avenue of attack from the British. The artillery gun was placed in the center of the village where it had a clear field of fire. The first cavalry unit was positioned to screen the stream while the second was to the rear of the village, acting as a reserve.

## The Attack Begins

The British and Indian infantry moved to cross the stream while the artillery and machine guns deployed to provide covering fire. By turn 4 the Indians were across the stream and destroyed a Pathan cavalry unit that got caught out in the open. The British infantry were now converging on the village and got into a skirmish with the Pathans in the village. The Pathan artillery began hitting the British with good effect and forcing the British artillery to begin counter battery efforts.

The Pathans had spent time reorganizing their defenses and moving fresh troops to the threatened sectors of the village. The British then began close range musketry which began to wear down the defense of the village. The Indians defeated both Pathan cavalry units

on the flank, then proceeded to assault the village walls. After finally breaking into the village at a horrendous cost in casualties, the British had their breakthrough. In the center the British launched several attacks, but were unable to



village area. Finally, the British broke through the center, but not before suffering numerous casualties from hand to hand combat. The battle now developed into several melees throughout the village. The British artillery was pounding the large building in the center of the vil-

*British forces begin to move against the village.*

lage while the Indians kept up the pressure on the flanks. The end of the game was rapidly approaching and while the Pathans had inflicted serious damage to the attackers, it was beginning to look doubtful as to whether or not they could hold the village.

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### British Order of Battle

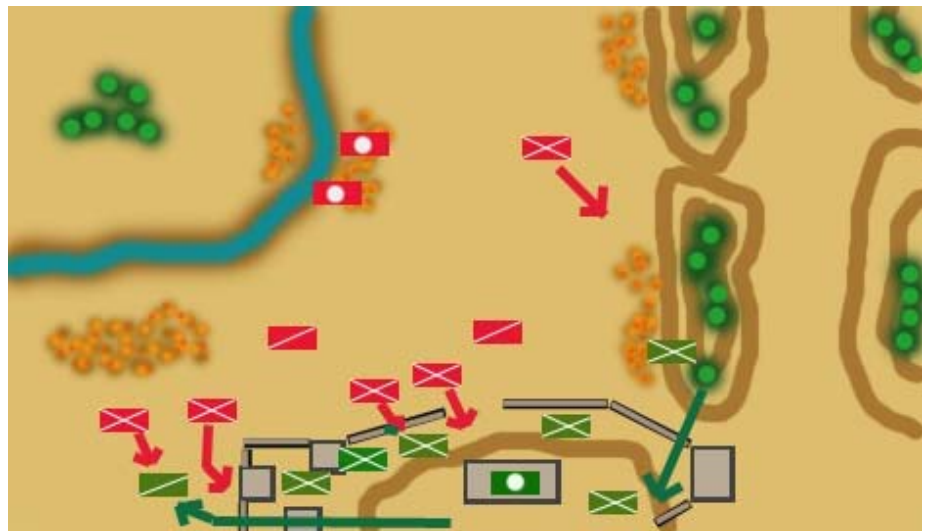
Three units of British infantry.

Two units of Indian infantry.

Two 12 figure cavalry units.

Two artillery pieces and one machine gun with 10 crew for all three guns.

The British and Indians enter anywhere from the opposite board edge.



## Finale

The Pathans tried to launch two counterattacks to regain the village. The first, against the Indians nearly succeeded. The second was shot to pieces before it could get into position. An effort by the Pathans at the far end of the village almost succeeded, but it was too little and too late.

With the British and Indians in control of over half the village and with only two fresh Pathan units left, the game was

called as a British/Indian victory.

It was a fun and massive game involving almost 250 figures, which for a skirmish game is a lot. The decision to attack over the river was almost a mistake, but the movement penalties didn't effect the attack because of good die rolls. The concentrated firepower carried the day for the British and the bad luck of the Pathan cavalry ensured the victory.





# Interview With Dale Wood

*Last issue we interviewed Tod Kershner, so this issue we thought we would bring you an interview with his partner in crime, Dale Wood. Dale and Tod are the authors of Warfare in the Age of Reason, probably the best and most popular set of rules for the Seven Years War. Dale has been in the hobby for quite a long time and has some great insight into the hobby in general. Dale was kind enough to grant this interview.*

## 1. How did you get started in wargaming?

The first wargame I played was Avalon Hill's Battle of the Bulge back when I was about 10 yrs old. I played several board games during my high school years. In 1976 I lived in an apartment and the maintenance manager came to hook up my cable and saw my (then sparse) library and asked if I gamed. He held some Friday evening meetings for board games such as Fight in the Skies, Prestags, and Sniper. It was a part of this group that I went to my first Gencon. At the time it was just to participate in the Fight in the Skies games but I got to witness the spectacle of miniature gaming. It wasn't long after I started collecting some Der Kriegsspielers, Mini figs and Hinchcliffe from a local hobby shop and started into AWI. Around this time I met Tod who was running a hobby shop and miniatures distribution business. In 1977 we started gaming some SYW, Ancients, and even some Napoleonics.

## 2. What was the inspiration behind designing Age of Reason?

Tod and I had played a few SYW campaigns with a couple of local gamers. These tended to be lightening campaigns for one of the Participants. We played a set of rules that I wont

mention, but they seemed comparable to Empire III Napoleonics in game mechanics. Tod and I started some reading and learning the period and how it differed from the Napoleonic period. We wanted to play a game that felt like the period and we tried a few other sets and weren't pleased. At the urging of a friend named Bill Carvath the Age or Reason game was born. He basically told us to design our own. Tod came up with the basic shell of a game and we tweaked it till we had charts that you could play a game with. But with each game came more add-ons and eventually when we decided to do a campaign we had to have written rules.



Tod wrote the text and I edited, inserted, or modified. We also had the enthusiastic help from several others that participated in our first campaigns. (Their names are in the

credits of AOR). We had meetings every other Wednesday night at my house for about 4 years. It was intended as a house rules thing only. After doing several games at conventions we actually, as an after thought, started to sell the darn things, . Tod would print up about 2 or 3 copies to take to a convention and usually they sold. Pretty amazing in hindsight. We always felt they were decent rules and Tod Fisher of Emperors press took the chance to prove it in 1991.

## 3. What is your preferred scale of wargaming and why?

It's a mood thing. Skirmish games can be fun, like gunfights or swordplay but the rules tend to be too microscopic. When I play Fire and Fury I'm

a corps commander. When I play AOR then I command a dozen battalions and cavalry. If I play Crossfire then I'm a battalion commander. I do still like my ACW rules where you are a division or brigade commander though.

## 4. What is your view of the hobby today?

So many choices!!!! So little time! The hobby is awesome with its variety of figures and rule sets. Something for everyone. You know I'm old when I say basically there were 4 miniature companies for 25mm in the 70's,; Mini-fig, Hinchcliffe, Kreigspeiler and Garrison. Then of course the books and magazines out there, not to mention Hollywood has helped out by giving us the period of the week to game. I think the hobby is pretty damn healthy.

## 5. There seems to be quite a difference between playing at a convention and playing with your local club. Do you have any insight into this and how does your own group game?

Very true. But in a group game it has a similar feel to conventions because in



our case we have someone hosting a game of the week. If I am playing a game one on one with an opponent or even 2 on 2 then it is a more com-

petitive game and I believe the players exercise more control. Our group is familiar enough to exploit individual tendencies in a game. (We also use insults and bullshit to intimidate, all in fun though) In a convention or multi-player game of 6 or more there is built in command control issues. In many cases players aren't familiar with rules or whom they are playing with. Couple

## Interview With Dale Wood (cont.)

this with the players not wanting to embarrass themselves amongst peers sometimes leads to timid play or caution. Tod and I usually design convention games that ensure opponents come to grips quickly. Save the fancy maneuvering and off board reinforcement scenarios for the game group back home.

### 6. What is your preference of figures, 15mm or 25mm and why?

I used to be a diehard 25mm gamer with rarely a deviation. Or each period had its scale. For example I used to collect only 20mm WWII; now ..... well I have 20mm, 25mm, and 54mm. When Age of Reason was developed we used only our own 25mm figures and made armies of all the participants except the Swedes. Now I'm currently doing armies in 15mm I have English, Hanoverian, Barbarian, Dutch, Imperial, Prussian and a small French force. Is it megalomania or what? I'm also starting to dabble in 54mm AWI. When I was in high school one Sunday newspaper featured an article on 54mm Napoleonic gaming. The pictures were so cool and I recall that that would have been so neat to participate in.

### 7. Another touchy subject for gamers is campaigns. Do you have any experiences in running or playing in campaigns. Also do you have any suggestions for running a successful campaign?

It is touchy for sure. I've played in many campaigns over the years, mostly Star fleet Battles and Sport of Kings. Most were successful campaigns. A few campaigns had such hostile diplomacy and intense battles that they tested friendships. Campaigns are designed to give reason for you tabletop battles. They add flavor and excitement to you games. The diplomacy is fun and the testing of strategies and tactics are always a challenge. As for suggestions to help a game succeed.

1) Use a Game master for making rulings and coordinating turn activities.

2) Make sure all players know what is expected and to follow thru on responsibilities to the game.

3) If some one can't play a battle then get a proxy.

4) Just remember if you deceive and backstab then don't be surprised if/ when it's done to you.

### 8. Recently, there seems to be a trend towards one to one skirmish games and brigade unit level games with the old 1:33, 1:20, and other scales losing favor. Any thoughts on this trend?

Put simply it means going back to our roots. Some of the first games developed were like you described. Kind of a Don Featherstone thing. When I first started gaming we seemed to be playing games that had sooooooooooooooooooooo many rules.

Complexity made for a great game. We played for many an intense hour at board and miniature games. Now as I'm older we tend to play games that less complex, but no less entertaining and strive to have a game started and finished in a reasonable amount of time. In our present society I think our gaming tends to mimic our lifestyles.

### 9. If you could look into the future five years from now, what new periods might you be involved with?

I have so many unfinished projects

that I doubt I will be starting many new ones.

### 10. Finally, what new projects are you working on and what would you like to see from the hobby in the future?

I like to say I'm working on a lot of projects but my past year has been busy with a career change and many of my projects have been left dormant. Here goes, 1) Working on my 15mm SYW to have most major armies and some minor to do both SYW and WAS games. 2) I've started collecting pieces for my 54mm AWI. Not sure if I will use AOR or not though. 3) My secret project: Wars of South American Revolution. I have the figs and have done many conversions but the hang up is basing and whether or not to create a

new set of rules or not. I guarantee it to be great visual treat. 4) Continue to finish up my 25mm Crossfire WWII set. 5) Last, but not least, my 54mm WWII. There are some great pieces out there now if I ever game with them who knows. The 32x series by 21<sup>st</sup> Century toys are awesome.

As for the future I would love to see a Flashman line of figures. Some of the adventures he gets into are worth gam-

ing. I've always thought the Brooke expedition up the Sarawak river to destroy the river pirates would be pretty cool. We are truly in a golden age of gaming. Thanks for wanting to hear my thoughts. Its been an honor. Enjoy, Dale Wood.





# The Battle for Berlin 1945: Scenario Ideas

by Matt Irsik

## BACKGROUND

On April 16th, 1945, 13,000 artillery pieces, mortars, and tank guns opened up with a mind numbing artillery barrage. Described as “the worst ever” by German officers, this event began the final battle for Nazi Germany and started the Battle for Berlin. Zhukov’s massive armies began their assault across the Oder River while Koniev’s armies attacked from the south in a contrived race designed by Stalin to pit these two rivals against each other. The ultimate prize was the seizure of the Reichstag in Berlin and both generals drove their troops unmercifully.

The man tasked with defending Berlin was General Gotthardt Heinrici, a defensive genius who had thrown the Russians back during the 1942 counter offensive before Moscow and all along the Eastern Front during the war. Heinrici took over from Himmler the post of commander of Army Group Vistula which was in an impossible predicament. Heinrici had two armies, the 3rd Panzer which was holding the northern area and the 9th Army which directly shielded Berlin. Heinrici was unable to withdraw from Frankfurt an der Oder by order of Hitler, which severely limited his freedom of movement. Hitler also transferred four of his panzer divisions to Schorner who commanded the forces in Southern Germany.

Heinrici’s main position was along the Seelow Heights, a natural plateau overlooking the Oder River. To defend this area he had several divisions, including the 56th Panzer Corps, which would play a prominent role in the upcoming fight. The remaining troops were Volkstrum, Home Guard, foreign units, remnants of divisions, and even naval personnel! Heinrici was woe-

fully short of ammunition, fuel, and most of all, panzers. Some panzer divisions were down to a handful of tanks and self propelled guns.

Heinrici correctly guessed the date of the assault and pulled his troops



*One of the three massive flak towers in the city that held out until the surrender. These structures functioned as air raid shelters for thousands of civilians and had large garrisons of troops. When the artillery batteries of these towers began to engage the Soviets it was a sign that the Battle for Berlin had begun.*

back to a second defensive line, letting the Soviet bombardment hit empty positions. Zhukov’s first assault across the river was met by a murderous fire which bogged down his assault units. Finally, after almost four days of unrelenting attacks, being outnumbered over 10 to 1, and attacked from the air by thousands of aircraft, the Seelow defenses broke. Koniev, meanwhile, had successfully crossed the Neise River and was approaching the city from the south. Several armored units had been pushed so hard that they ran out of gas and were cut apart by panzerfaust wielding Hitler Youth units.

Over the next few days the 9th Army and particularly the 56th Panzer Corps, led by Karl “Smasher” Weidling, tried to form new lines to stem the Soviet assault. However, Zhukov and Koniev had close to a mil-

lion men, thousands of aircraft and artillery pieces, plus thousands of tanks and assault guns. The Soviets quickly overwhelmed any counterattack and bypassed strongpoints. By April 21st leading Soviet units were on the outer autobahn and were probing Berlin’s defenses.

Meanwhile, Marshall Rokossovsky began his assault on the 3rd Panzer Army. After holding back the attack for three days the defenders broke and began to withdraw. General Busse’s 9th army was now trapped and encircled as Hitler refused to give Heinrici permission to withdraw. The 56th Panzer Corps was forced back into the city and 24 hours later Hitler named Weidling to command the city’s defenses.

The Soviets now began to assault the city, razing entire blocks with artillery. Zhukov had close to 1,000 guns allocated to every kilometer and used them to full effect. The street fighting went on day and night with horrendous casualties on both sides. One Polish infantry regiment fighting with the Soviets suffered 95% casualties. The Germans continued to counterattack and hold on under mounting Soviet pressure.

With the Americans halted on the Elbe, General Wenck’s 12th Army was ordered to turn around and counterattack towards the city and link up with the 9th Army. Wenck, however, was no fool. He knew which side he



*Russian armor crosses the Moltke Bridge, only 600 meters from the Reichstag, which was the goal of both Zhukov and Koniev. The bridges in Berlin were the scenes of many desperate battles.*

# Battle for Berlin 1945: Scenario Ideas (cont.)

wanted to surrender to, so he held his positions on the Elbe and counterattacked with the idea of getting out every German soldier and refugee possible to the American side. The attack achieved great success, but then bogged down outside of Potsdam. Wenck did link up with the survivors of Busse's 9th Army, who had undergone a desperate attempt to breakout from the Soviet encirclement, losing all of its vehicles, guns, and most of the army.

With the 12th Army unable to reach Berlin the city and its defenders were doomed. Each day the German defensive perimeter continued to shrink, although many German units continued



*The Anhalter Bahnhof train station inside of the city. Heavily bombed by the Allies, it played a prominent role in the street fighting during the battle for the city.*

to hang on and launch sharp counterattacks. Desperate fighting by die hard SS troops in the Citadel Sector around the Chancellory and the Reichstag caused the Soviets to allocate extraordinary amounts of firepower. Each block, bridge, and building was a defensive position that had to be dealt with.

But the end was not long in coming as the central sector was finally seized and Hitler committed suicide in his bunker. Some forces attempted breakouts, but they were too late and poorly coordinated with few actually escaping to the West. Weilding was forced to surrender the city, thus ending the Battle for Berlin.

## Platoon Scale Scenario Ideas

For larger scale rules systems such as Command Decision 3, Kampfgruppe Commander, Spearhead, etc..., the Battle for Berlin offers many exciting scenario possibilities. Wargaming the entire Seelow Heights assault is out of the question for most gamers, but parts of the assault would be ideal for club games. Here are some ideas:

1. **Battles of the 56th Panzer Corps.** This unit consisted of five divisions that were the 9th Army's fire brigade. Ad hoc units were rushed from sector to sector to plug holes, counterattack, and stabilize the front lines. Scenarios involving one or two Panther companies, a grenadier company, and a Stug company trying to retake a crossroads or stop a huge Russian armored attack would make for a great platoon level game.
2. **12th Army counterattack.** The beginning of the 12th army's drive to Berlin brought back memories of the great German blitzkrieg attacks during the early war. Several small battlegroups trying to quickly overwhelm a Soviet flank could produce an exciting scenario.
3. **The 9th Army's Breakout.** An interesting game is to have small units of the 9th Army trying to cross a board full of Russian units in blocking positions to escape off of the opposite side.

Most German units will have few armored vehicles left and the quality of the troops would vary greatly. Ad hoc battlegroups were formed at every level with a wide variety of troops and vehicles. You can use SS grenadiers, Panzer Training School units, and Kriegsmarine naval infantry companies all in the same *kampfgruppe*. Also, the Russians will have a ton of artillery support and a large number of armored vehicles, although the Russian morale would be average (no one wanted to get killed at the end of the war).

## Skirmish Scenario Ideas

The amount of scenario possibilities for skirmish gaming or any man to man rules systems are almost endless. The street fighting in the city and suburbs was almost entirely small unit actions with a variety of troop types. Hitler Youth, Young Communists, SS diehards, Soviet engineers, were all present in the battle in huge numbers.

1. **Skirmishes in the S Bahn.** Russian units began to infiltrate the city by using the Berlin underground train tunnels and fought German troops holding them. Setting up a game in this kind of environment would provide a unique challenge for all players involved.
2. **Bridge Crossings.** The city has numerous canals and waterways, all which had bridges that were heavily defended. Warehouses that overlooked them were turned into veritable fortresses.
3. **Airfields.** Gatow and Templehoff were the scenes of bloody, desperate fighting as the Russians tried to seize all the airfields to prevent Hitler from escaping.
4. **The Citadel Sector.** This was where most of the important Reich buildings were located, including the Reichstag. The fighting in this sector was yard by yard and involved hand to hand combat.

I hope in the future to present some scenarios and a list of reference works.



*The ultimate goal: raising the flag on the Reichstag!*



# Katana: Reprisal!

# Scenario Replay

One of the most fun, but bloody, periods we game is the Samurai civil wars. From 1100 to 1650 Japan was in a constant state of war as clan fought clan, the Mongol invasions, and the civil wars to determine who would be shogun. Our group uses the Katana rules and 25mm figures. While the Katana rules are not complete, a few extra house rules seem to fix any problems during games. The rules do give a fast and furious game that accurately recreates Samurai warfare.

The scenario depicts a reprisal attack by a clan and it's allies against a renegade warlord. This renegade samurai warlord's forces have been ransacking the surrounding areas and desecrating the temples of the monks. A force has been assembled to destroy the warlord's army.

## ORDER OF BATTLE

### Attackers

10 Mounted Samurai	A
20 Foot Samurai	B,C
30 Warrior Monks	D,E,F
30 Ashigaru w/Spears	G,H,I
10 Ashigaru w/Bows	J

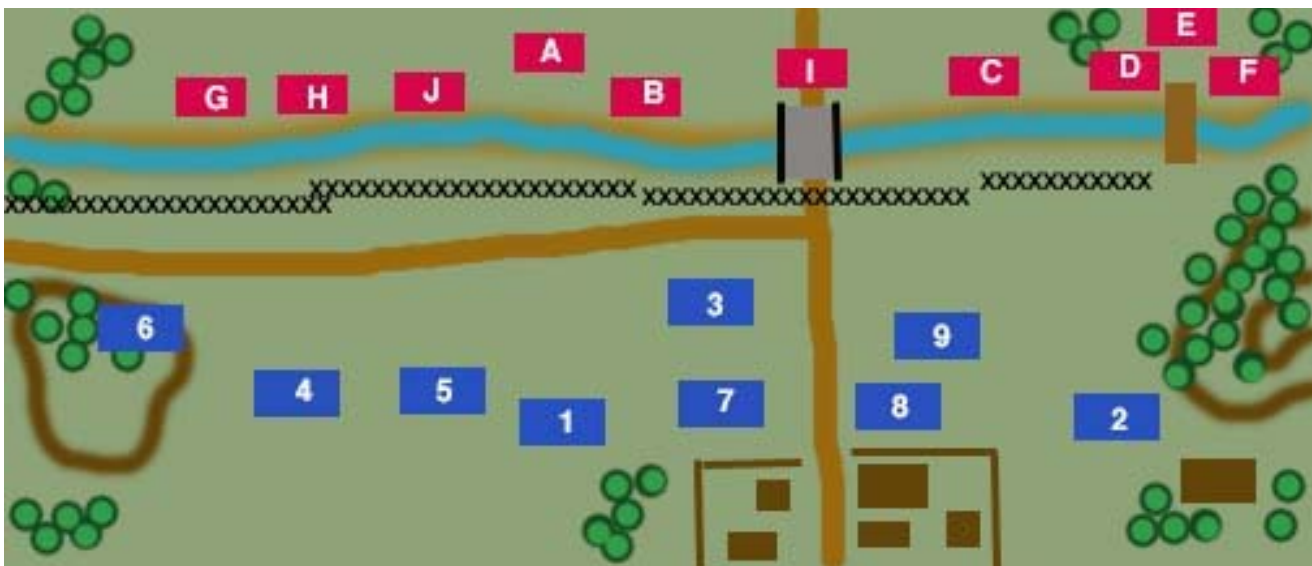
### Defenders

20 Foot Samurai	1,2
10 Samurai w/Bows	3
20 Ashigaru w/Spears	4,5
10 Ashigaru w/Bows	6
30 Peasants(10 w/Bows)	7,8,9

The attackers set up on the opposite side of the river and had to cross the river, then break through the obstacles and defenses which consisted of bamboo lattice fences and sharpened stakes. The attackers needed to occupy and burn the village, while inflicting as many casualties as possible on the defenders.



The defenders await the attack. 25mm figures from Old Glory.



## The Attack Begins

Before the game began the attackers were allowed to place one improvised bridge anywhere on the river. The attackers chose to put the bridge at the extreme left flank to cross quickly and flank the defenders. The attackers rolled poorly on their first movement phase, creating a traffic jam and unable to reach the barricades on the opposite side of the river. One of the defender's ashigaru units moved up and began to fire arrows into the massed attackers. The units of warrior monks crossed at the extreme left

flank, but again had bad die rolls which prevented a quick advance.

By turn 2 the attackers were at the barricades across the river and were met by severe archery fire. Again (a common theme in this game) the attackers had bad die rolls which prevented any breakthroughs or being able to mass in one area. The defenders began to shift their forces to meet the warrior

monks on the extreme flank who were finally making headway through the forest.



Ashigaru begin to tear down the bamboo lattice defenses. 25mm figures by Old Glory.

Turn 3 saw terrible destruction wrought upon the attackers at the barricades. Bad die rolls again only created one opening in the barricades and the defender's missile fire was relentless. Virtually an entire attacking ashigaru in-



## Katana: Reprisal!

fantry unit was destroyed in one turn by the defender's bow armed samurai unit.

On turn 4 the attackers broke through the barricades along the entire line. Several ashigaru units made for the center and right areas of the defenders while the warrior monks pressed ahead through the forests and ran into a unit of samurai. The melee would end three turns later on with both sides suffering devastating casualties. In the center the bow armed samurai defenders eliminated another unit (this unit would score something like 60 hits out of 70 die rolls!).

By turn 5 the remaining attackers were now engaged along the entire front and their quality was beginning to

be slowly felt. A massive three unit melee in the center and the defeat of the peasants holding the flank made it look like the attackers were gaining the upper hand. The attacker's cavalry cut through



*Samurai cavalry attempt a breakthrough through the center. 25mm figures by Old Glory.*

a unit of ashigaru infantry, but then stalled on their second attack. The warrior monks continued to melee and tried to out-flank the samurai on their flank. Slowly, it looked as if the attackers might be able to pull a victory out

of this scenario yet.

The defenders continued to pour in missile fire as several of the attacking units could not come to grips for a hand to hand fight. By now over half of the attackers were casualties and most due to missile fire. The center was bending, but held, although the flanks were beginning to look in doubt.

By turn 6 the attackers realized that they had one last chance to reach the village, so they put everything into trying to finish off the defender's center and trying to break through. The defenders had only one unit of peasants as a reserve, so it looked like it would come down to a series of last ditch assaults. Meanwhile, the missile fire continued to pour in.

## The Final Push

As it had happened many times this game, the attackers die rolls failed them in the end. The cavalry rolled horribly just long enough for the defenders to bring in an extra unit and finish them off. The remaining attacking units in the center tried desperately



*Samurai archers prepare to resist the attack. This unit caused over 50% of the attacker's casualties during the battle!*

to reach the bow armed samurai unit, but most were cut down before they entered close combat where they were rapidly finished off.

The warrior monks came the closest to reaching their goals, but the long melees and archery had cut down their strength so that they could not

reach the village. The defenders followed up and began to finish off the remaining attacking units. At the crucial moment most of the attacking ashigaru units failed morale and began to fall back, hotly pursued by the defenders. The game was now pretty much over as the attackers didn't have any fresh units and the prospects for breaking through at any point looked pretty bleak.

## Summary

The true heroes of the defense were the one unit of bow armed samurai. Time and time again they devastated the attacking units with uncanny missile fire. They were personally responsible for destroying seven entire units! The attacking force did have quality on their side and if they could have crossed the obstacles and the river faster, it would have been a much different outcome.

The bad die rolls on the first few turns for movement were just pure bad luck. Unable to cross the obstacles quickly, the attackers had to sit and take the missile fire.

The one thing I would like to see in the Katana rules is a change to missile fire. Samurai can take four hits in hand to hand combat, but are killed on one arrow shot? This seems a little strange to

me, so a house rule is definitely in order here. Once again, the combat and movement systems work well, which make this a fun, exciting, and enjoyable game.



*Attackers massing for the initial assault. 25mm figures by Old Glory.*

## CD3 Scenario

### The Assault on Nibiewa, December 9, 1940

#### Historical Background:

After Mussolini entered World War Two on June 10, 1940, one area for potential offensive against the allies was in Egypt. Italy maintained a large force in Libya, under Marshall Rodolfo Graziani. With the fall of France, over the summer he was able to re-deploy most of his forces to the east of the colony, along the Egyptian border.

Mussolini was anxious to secure a victory to put Italy in a strong position in any peace conference. He continually pushed Graziani to advance. Graziani resisted, citing his lack of transport and modern weaponry. Eventually Mussolini threatened to remove Graziani if he did not advance.

Graziani's grand offensive against Egypt was launched on September 13, 1940. Italian forces advanced some 60 miles into Egypt, to the town of Sidi Barrani, or roughly half way to the main British defense line at Mersa Matruh. There the advance halted, and the Italian forces began to dig in and establish fortified camps in a line south from Sidi Barrani

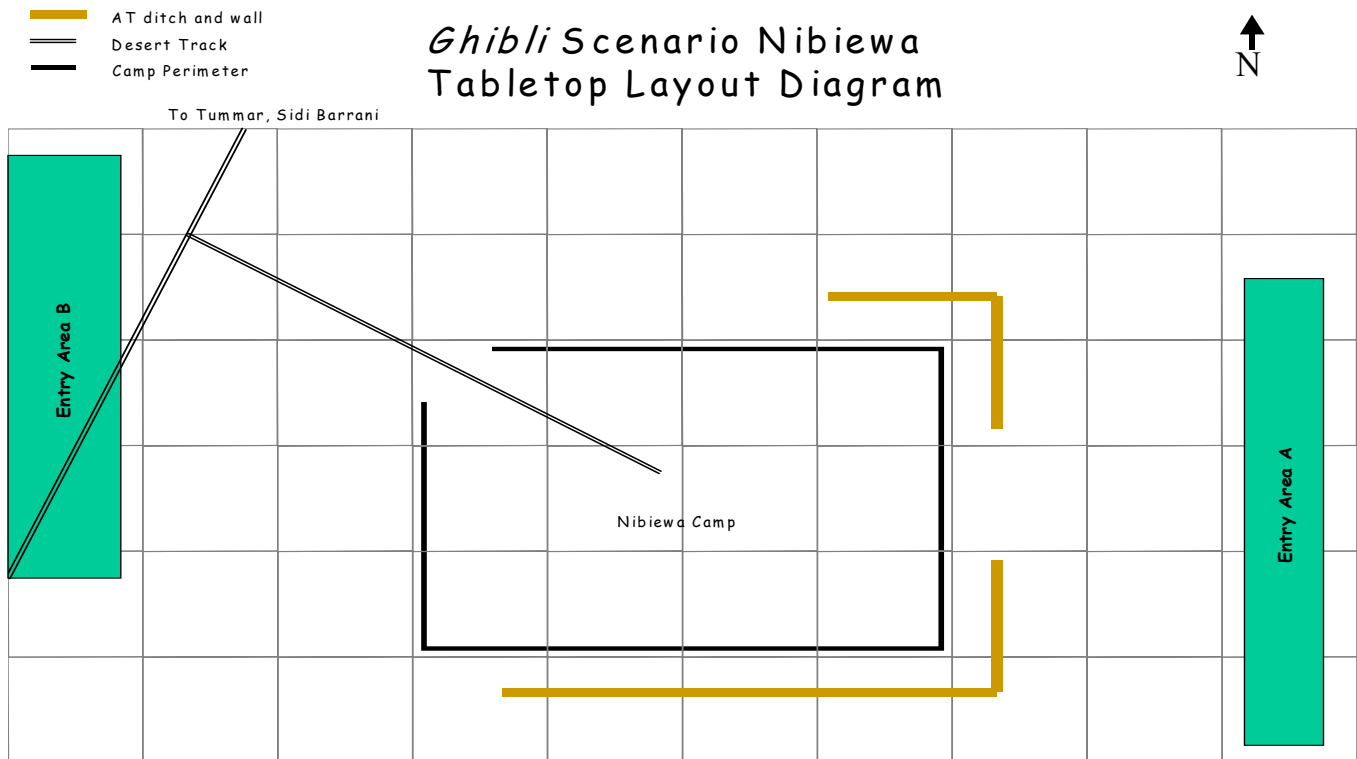
to the escarpment.

Wavell, the British overall commander in the Middle East, was being pressed from many sides to commit his forces. To the south, the Italians maintained a large force in Italian East Africa, and had just overrun British Somaliland. In the Balkans to the north, things were increasingly heating up. And to his west was the army of Graziani. To gain time and allow his forces to re-deploy for the destruction of Italian East Africa, Wavell began planning a spoiling attack on the Italian positions around Sidi Barrani. Churchill strongly encouraged such aggressive thinking.

Aggressive patrolling by Commonwealth forces revealed a gap between the Italian fortified positions south of Nibiewa. This could be exploited to allow a surprise assault on Nibiewa from the rear, which would open up a huge hole in the Italian line.

On December 9, 1940, O'Connor struck. The key to his plan was to split the Italian line using the gap, and then roll it up. Much of the Western Desert Force moved through the previous night to a position behind the Italian camps, and using the element of surprise, he launched a dawn assault on the camps.

This scenario recreates the initial assault on the Nibiewa for-





## Nibiewa (cont.)

tified camp, the first one assaulted. It was held by elements of Raggruppamento Maletti, a regimental sized force named after its commander. Loss of the camp would open a huge hole in the center of the Italian fortified line, and cause the inevitable collapse of the whole Sidi Barrani position.

### Description of the Terrain -

The Nibiewa camp was situated in an otherwise nondescript area of open ground. The camp itself was impressively fortified, and large enough to hold the whole Maletti force and all of its transport.

### Scenario Map:

The map is based on one 6' by 10' tabletop.

The Italian player sets up his fortifications and units first, hidden and marked by chits. We recommend one chit per company. In addition, he is allowed 5 dummy unit chits. The Italian infantry must be set up within the camp area, but the armor may deploy outside the perimeter if desired.

After the Italian force chits are deployed, the Commonwealth player may deploy his forces. At least one battalion must be deployed in each entry area.

### Terrain notes -

Camp perimeter – the camp was surrounded by a wall and sangars built with desert rock. They provide cover to any stand inside the perimeter from any fire crossing it. In addition, any MG stands may be placed in entrenchments around the perimeter.

AFVs from either side may breach the perimeter by moving directly adjacent to it, then on the following turn being given a full advance order. They are then placed on the opposite side of the perimeter. Although the perimeter is damaged in this maneuver, there is considered to still be enough rubble remaining to count as cover if it is reoccupied.

Anti-Tank Obstacles – the AT obstacles were actually walls of stone filled with dirt from a ditch in front of the wall. They may not be crossed by any vehicle during the game. The wall is not high enough to block line of sight. Stands either behind the wall or in the ditch are treated as being in cover.

Roads and Trails – treat the two desert tracks as trails for

all movement purposes. Their primary purpose was more to aid navigation than to speed movement across the relatively featureless landscape.

### Order of Battle - Commonwealth:

The Commonwealth forces involved are listed below:

11<sup>th</sup> Indian Infantry Brigade (experienced, morale 10) –  
Brigade HQ -

Command stand, car, staff radio truck

Brigade AT Company -

2 2-pounder portee-mount

2<sup>nd</sup> battalion, Queen's Own Cameron Highlanders,  
with:

Headquarters company –

1 command stand, 1 car, 2 recon carrier, 1 3"  
mortar stand [bg], 1 light AAMG stand, 1  
engineer stand, 3 light truck

4 Infantry companies (A, B, C and D), each  
with –

1 command infantry stand, 2 infantry stand

1<sup>st</sup> battalion, 6<sup>th</sup> Rajputana Rifles, with:

Headquarters company –

1 command stand, 1 car, 2 recon carrier, 1 3"  
mortar stand [bg], 1 light AAMG stand, 1  
engineer stand, 3 light truck

4 Infantry companies (A, B, C and D), each  
with –

1 command infantry stand, 2 infantry stand

4<sup>th</sup> battalion, 7<sup>th</sup> Rajput Regiment, with:

Headquarters company –

1 command stand, 1 car, 2 recon carrier, 1 3"  
mortar stand [bg], 1 light AAMG stand, 1  
engineer stand, 3 light truck

4 Infantry companies (A, B, C and D), each  
with –

1 command infantry stand, 2 infantry stand

7<sup>th</sup> Battalion, Royal Tank Regiment (veteran, morale 9) –  
Battalion HQ -

Command Matilda

3 Squadrons, each with –

Command Matilda, 2 Matilda

Off Board Support:

25<sup>th</sup> Field Regiment Royal Artillery (Experienced, Morale 10):

FO stand, car [may deploy on table]

3 batteries of 2 25-pounder FG [16 rounds each]

31<sup>st</sup> Field Regiment Royal Artillery (Experienced, Morale 10):

FO stand, car [may deploy on table]

3 batteries of 2 25-pounder FG [16 rounds each]

64<sup>th</sup> Mediterranean Regiment Royal Artillery  
(Experienced, Morale 10):

FO stand, car [on table]

3 batteries of 2 4.5" guns [12 rounds each]

Note that off-board support artillery has the range to

## Nibiewa (cont.)

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### Order of Battle - Axis:

The Italian forces available at Nibiewa was the following -

Raggruppamento Maletti (experienced, morale 10)

**Headquarters company, with:**

1 command stand (General Maletti), 1 car, 1 staff telephone truck

3 infantry battalions, each with:

**Headquarters, with:**

1 command infantry stand

**3 infantry companies, each with:**

1 command MMG stand, 1 recon infantry stand, 2 infantry stand

Artillery battalion, with:

**Headquarters, with:**

command stand, spotter stand, 2 car, staff telephone truck

**3 batteries, each with:**

gun crew stand (ds), 77L28 HOW, support stand, medium truck, tractor

**light AA battery, with:**

command stand, 2 gun crew stand, 2 20L65 AAG, car, 2 light truck

**AT battery, with:**

command stand, 2 gun crew stand, 2 47L32 ATG, 2 light truck

(attached) Mixed armored battalion, with:

**Headquarters, with:**

1 command M11/39

**2 Medium companies, each with:**

2 M11/39

**1 Light company, with:**

2 L3/33

The Italian position had been built up over time, and was reasonably well fortified against attack. The Italian player may deploy the following defenses as part of his initial setup:

- 5 weapons pits
- 12 2" x 1" minefields (and an equal amount of dummies)

The minefields may not be placed within 2" of any

track, as the tracks were being actively used by their logistics forces to replenish the camps.

In addition, all Italian forces are considered "concealed" at start and the Commonwealth player must roll to spot them before they are deployed on the table.

### Surprise -

The Commonwealth assault achieved almost total surprise. The garrison had been at their posts all night due to a feint from the east by the 4/7 Rajputs. When the major assault opened from the west just after dawn the Italians took time to form up.

To reflect this, each Italian company or HQ element must roll each turn, starting at 0715, to activate. The activation roll is the unit's morale or less, rolled on 2d6. Until they are activated, Italian units may not move or fire.

It is recommended that players ignore the surprise rule and assume that the Italian position is better prepared for the assault, as this will give a more interesting game.

### Italian Morale -

The Italian forces were not well acclimatized to the desert, and tended to stay in their fortified camps. These camps contained all of the baggage and possessions of the force. This, combined with the lack of mechanization in the Italian forces, meant that Italian forces during this campaign tended to fight fiercely to protect their camps and fortresses. The converse was that when the camps were breached the Italian forces tended to lose heart and surrender.

To reflect this, all Italian forces within the camp count the cover modifier for morale check purposes. Commonwealth forces count as entering the camp in strength once 6 or more combat stands or



## Nibiewa (cont.)

Scenario Turn Record	
Turn	Notes
0700	
0715	
0730	
0745	
0800	
0815	
0830	
0845	
0900	
0915	
0930	
0945	
1000	
1015	
1030	
1045	
1100	Scenario ends

vehicles are 6" or more inside the camp perimeter. Once Commonwealth forces enter the camp in strength, all Italian forces suffer a -2 on all morale checks and none count the cover modifier, even if they are in weapons pits or other areas where they would normally receive the cover modifier. A surrendering Italian unit counts as an eliminated unit (-2 modifier, triggers a morale check) for the purposes of morale checks for nearby units

### Victory Conditions -

The Commonwealth forces' objective was to break into and secure the camp in the minimum possible time, while minimizing losses. The infantry and tanks were scheduled to assault Tummar West, the next camp to the north, starting at 1100 hours, and needed replenishment prior to that and time to make the approach march.

The Italians of the Maletti group, on the other hand, had little long term hope against the forces arrayed against them. However, the longer they delayed the Commonwealth forces the more it threw them off their timetable and the better prepared the rest of the camps would be when assaulted.

Victory is calculated through the award of victory

Situation	Italian Points	Commonwealth Points
Commonwealth Forces clear Nibiewa camp by the end of the 1100 turn	-	100
For each turn after 0900 that Italian forces inside the camp continue to resist	10	-
For each Italian battalion which successfully exits the north board edge intact*	5	-
For each Commonwealth infantry stand, gun or soft vehicle eliminated	2	-
For each hit on a Commonwealth AFV	5	-
For each Commonwealth AFV eliminated	10	-

## Nibiewa (cont.)

<u>Result</u>	<u>Net Commonwealth Points</u>
Decisive Italian Victory	-1 or less
Draw	0 to 20
Marginal Commonwealth Victory	21 to 50
Significant Commonwealth Victory	51 to 75
Decisive Commonwealth Victory	76 to 100

### Tactical Notes:

The Commonwealth forces have the advantage of a significant superiority in armor and artillery, plus they have surrounded the Italian position. The Italian forces are brave, but lack strong supporting weapons and capable armor. The Commonwealth player must use his strength to attack swiftly and crush all resistance, but also needs to be careful to minimize losses, especially to the critical infantry tanks.

The Italians must defend stubbornly, and hope to attrition the Commonwealth forces and hold the camp as long as possible. Italian resistance tends to be fierce at the beginning, but it can collapse quickly once the camp is breached.

Total the victory points for each side, then subtract the Italian total from the Commonwealth total and compare the result to the table below:

### Mixed Tank Battalion (Experienced, Morale 10)

Organization -

Maletti Tank Bn

HQ - 1 cmd M11/39

2 medium companies - each with 2 M11/39

1 company - 2 L3/35

<b>WEAPONS TABLE</b>					<b>RANGES</b>					<b>HE/</b>
<b><u>WEAPON</u></b>	<b><u>Wt</u></b>	<b><u>YR</u></b>	<b><u>ROF</u></b>	<b><u>AMMO</u></b>	<b><u>C-7</u></b>	<b><u>M-5</u></b>	<b><u>L-3</u></b>	<b><u>E-1</u></b>	<b><u>PERS</u></b>	<b><u>IDF</u></b>
Vehicle MG	Inf		1	SA	X	5	10	20	P	—
37L40	SP		3	AP/HE	10:-2	15:-3	25:-4	30:-4	P-4	—

<b><u>VEHICLE</u></b>	<b><u>YR</u></b>	<b><u>MOVE</u></b>	<b><u>ARM</u></b>	<b><u>ARM'NT</u></b>	<b><u>WT</u></b>	<b><u>CARGO</u></b>
M11/39	39	40/15 T	3/2	ST:MG+1, H:37L40(17)	IV	—
L3/35	35	50/20 T	2/1	C:MG+1	II	—

### Ammunition Record:

Bn HQ	Command M11/39	AP	OOOOO OOOOO OOOOO OO
Co A	M11/39	AP	OOOOO OOOOO OOOOO OO
	M11/39	AP	OOOOO OOOOO OOOOO OO
Co B	M11/39	AP	OOOOO OOOOO OOOOO OO
	M11/39	AP	OOOOO OOOOO OOOOO OO



# Nibiewa (cont.)

## Maletti Artillery Battalion (Experienced, Morale 10)

Organization -

HQ - command stand, spotter stand, 2 car, staff telephone truck

3 batteries - each with gun crew stand (ds), 77L28 HOW, support stand, medium truck, tractor

light AA battery - command stand, 2 gun crew stand, 2 20L65 AAG, car, 2 light truck

AT battery - command stand, 2 gun crew stand, 2 47L32 ATG, 2 light truck

WEAPONS TABLE					RANGES					HE/
<u>WEAPON</u>	<u>Wt</u>	<u>YR</u>	<u>ROF</u>	<u>AMMO</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>PERS</u>	<u>IDF</u>
47L32	I	35	3	AP	10:0	15:-1	25:-2	30:-3	P-1	
20L65 AA	I,TT	35	3	SAAP	10:-2	15:-3	25:-4	40:-6	P-2	—
77L30 FG	II	19	2	HE	10:-3	15:-3	20:-3	30:-3	1 3/4	7 (252)
Other (Spt, eng, etc)	Inf		1	SA	X	CA	5	10	P	—

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>
Car	—	80/20 W	Soft	—	II	1/2/—
Light Truck	—	80/20 W	Soft	—	II	1/II
Medium Truck	—	70/15 W	Soft	—	III	2/III
Light Tractor	—	50/20 T	Soft	—	III	—/III

Ammunition Record:

Battery A	77L30 FG	HE	00000 00000
Battery B	77L30 FG	HE	00000 00000
Battery C	77L30 FG	HE	00000 00000
AA Battery	20L65 AAG	SAAP	00000 00000 00000 00000 00000 00000
	20L65 AAG	SAAP	00000 00000 00000 00000 00000 00000
AT Battery	47L32 ATG	AP	00000 00000 000
	47L32 ATG	AP	00000 00000 000

## Nibiewa (cont.)

### Maletti Infantry Regiment (Experienced, Morale 10)

Organization -

Regimental HQ - command stand (Maletti), car, staff telephone truck

3 Battalions, each with:

HQ - command infantry stand

3 infantry companies – each with command MMG stand, recon infantry stand, 2 infantry stand

WEAPONS TABLE					RANGES					HE/
<u>WEAPON</u>	<u>Wt</u>	<u>YR</u>	<u>ROF</u>	<u>AMMO</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>PERS</u>	<u>IDF</u>
Infantry	Inf		1	SA	CA	5	10	15	P	—
MMG	HIW		2	SA	CA	10	20	30	P	—
Other	Inf		1	SA	X	CA	5	10	P	—

### 1<sup>st</sup> Battalion, 6<sup>th</sup> Rajputana Rifles (Experienced, Morale 10)

Organization -

HQ company – command stand, car, 2 recon carrier, 3” mortar stand, light AAMG stand, engineer stand, 3 light truck

Companies A-D – each with command infantry stand, 2 infantry stand

WEAPONS TABLE					RANGES					HE/
<u>WEAPON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/PERS</u>	<u>IDF</u>
Infantry, Engineers	Inf	—	1	SA	CA	5	10	15	P	—
Other (Spt, etc.)	Inf	—	1	SA	X	CA	5	10	P	—
LAAMG	Inf	—	1/2	SA	CA	5	10	20	P	—
3” Mortar	HIW	32	2	HE	X	X	X	X	1”/4	1.5 (54”)
BOYS ATR	Inf	41	1	SAAP	CA:-3	5:-4	X	X	—	—
Vehicle MG	SP	—	1	SA	X	5	10	20	P	—

Ammunition Record:

HQ Company 3” mortar HE 00000 00000



## Nibiewa (cont.)

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>	<u>NOTES</u>
Car	—	120/30 W	Soft	—	II	1/2	
Light Truck	—	100/30W	Soft	—	II	1/II	
Recon Carrier	38	60/30T	1/1o	C:MG+1, H: Boys ATR	II	—	

### *4<sup>th</sup> Battalion, 7<sup>th</sup> Rajput Regiment (Experienced, Morale 10)*

Organization -

HQ company – command stand, car, 2 recon carrier, 3” mortar stand, light AAMG stand, engineer stand, 3 light truck

Companies A-D – each with command infantry stand, 2 infantry stand

<u>WEAPONS TABLE</u>					<u>RANGES</u>					<u>HE/</u>
<u>WEAP ON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/ PERS</u>	<u>IDF</u>
Infantry, Engineers	Inf	—	1	SA	CA	5	10	15	P	—
Other (Spt, etc.)	Inf	—	1	SA	X	CA	5	10	P	—
LAAMG	Inf	—	1/2	SA	CA	5	10	20	P	—
3” Mortar	HIW	32	2	HE	X	X	X	X	1”/4	1.5 (54”)
BOYS ATR	Inf	41	1	SAAP	CA:-3	5:-4	X	X	—	—
Vehicle MG	SP	—	1	SA	X	5	10	20	P	—

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>	<u>NOTES</u>
Car	—	120/30 W	Soft	—	II	1/2	
Light Truck	—	100/30W	Soft	—	II	1/II	
Recon Carrier	38	60/30T	1/1o	C:MG+1, H: Boys ATR	II	—	

#### Ammunition Record:

HQ Company 3” mortar HE 00000 00000

# Nibiewa (cont.)

## *11<sup>th</sup> Indian Infantry Brigade HQ* *2<sup>nd</sup> Battalion, Queen's Own Cameron Highlanders (Experienced, Morale 10)*

Organization –

Brigade HQ – command stand, car, staff radio truck

Brigade AT company – 2 2-pounder ATG portee-mount

Cameron's

HQ company – command stand, car, 2 recon carrier, 3" mortar stand, light AAMG stand, engineer stand, 3 light truck

WEAPONS TABLE					RANGES					HE/
<u>WEAPON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/PERS</u>	<u>IDF</u>
Infantry, Engineers	Inf	—	1	SA	CA	5	10	15	P	—
Other (Spt, etc.)	Inf	—	1	SA	X	CA	5	10	P	—
LAAMG	Inf	—	1/2	SA	CA	5	10	20	P	—
3" Mortar	HIW	32	2	HE	X	X	X	X	1"¼	1.5 (54")
BOYS ATR	Inf	41	1	SAAP	CA:-3	5:-4	X	X	—	—
Vehicle MG	SP	—	1	SA	X	5	10	20	P	—
2-pdr	I,TT	38	3	AP	10:1	20:-1	30:-3	X	—	—

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>	<u>NOTES</u>
Car	—	120/30 W	Soft	—	II	1/2	
Light Truck	—	100/30W	Soft	—	II	1/II	
Recon Carrier	38	60/30T	1/1o	C:MG+1, H: Boys ATR	II	—	
2-pdr Portee	—	80/20W	Soft	RC:2-pdr (25)	II	—	

Ammunition Record:

HQ Company    3" mortar            HE    00000 00000

AT Company    2-pounder portee AP    00000 00000 00000 00000 00000  
                          2-pounder portee AP    00000 00000 00000 00000 00000

# Nibiewa (cont.)

## 7<sup>th</sup> Battalion, Royal Tank Regiment: (Veteran, Morale 9)

Organization -  
 HQ - command Matilda II  
 3 Squadrons - each with command Matilda II, 2 Matilda II

WEAPONS TABLE					RANGES					
<u>WEAPON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/PERS</u>	<u>IDF</u>
Vehicle MG	SP	—	1	SA	X	5	10	20	P	—
2-pdr	II	38	3	AP	10:1	20:-1	30:-3	X	—	—

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>	<u>NOTES</u>
Matilda Mk II	40	30/15T	8/7	T:2-pdr (18), MG	V	—	

Ammunition Record:

HQ Squadron	Command Matilda II	AP	00000 00000 00000 000
Squadron A	Command Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000
Squadron B	Command Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000
Squadron C	Command Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000
	Matilda II	AP	00000 00000 00000 000

## 25<sup>th</sup> Field Regiment [Off-Board Support] (Experienced, Morale 10)

Organization -  
 Observer - FO stand, car  
 3 batteries – each with 2 25-pounder FG

WEAPONS TABLE					RANGES					
<u>WEAPON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/PERS</u>	<u>IDF</u>
FO stand	Inf	—	1	SA	X	CA	5	10	P	—
25-pdr Field Gun	II	40	2	HE	10:-2	15:-2	20:-2	30:-2	1.5"/4	7 (252)
		40	2	AP	10:3	15:2	20:1	40:-1	—	—



## Nibiewa (cont.)

<u>VEHICLE</u>	<u>YR</u>	<u>MOVE</u>	<u>ARM</u>	<u>ARM'NT</u>	<u>WT</u>	<u>CARGO</u>	<u>NOTES</u>
Car	—	120/30 W	Soft	—	II	1/2	

Ammunition Record:

Battery A	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O
	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O
Battery B	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O
	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O
Battery C	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O
	25-pdr Field Gun HE/AP	O O O O O	O O O O O	O O O O O	O

**31<sup>st</sup> Field Regiment & 64<sup>th</sup> Mediterranean Regiment [Off-Board Support] (Experienced, Morale 10)**

Organization -

31<sup>st</sup> Field Regiment

Observer - FO stand, car

3 batteries – each with 2 25-pounder FG

64<sup>th</sup> Mediterranean Regiment

Observer - FO stand, car

3 batteries – each with 2 4.5" gun

<b>WEAPONS TABLE</b>					Ranges						
<u>WEAPON</u>	<u>WT</u>	<u>YR</u>	<u>ROF</u>	<u>AM</u>	<u>C-7</u>	<u>M-5</u>	<u>L-3</u>	<u>E-1</u>	<u>HE/PERS</u>	<u>IDF</u>	
FO stand	Inf	—	1	SA	X	CA	5	10	P	—	
25-pdr Field Gun	II	40	2	HE	10:-2	15:-2	20:-2	30:-2	1.5"/4	7 (252)	
		40	2	AP	10:3	15:2	20:1	40:-1	—	—	
4.5" Gun Mk I	III	38	1	HE	10:3	15:3	25:3	40:3	2"/6	11 (396)	

Ammunition Record:

Battery 31A	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O	Battery 64A	4.5" Gun HE	O O O O O O O O O O O
	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O		4.5" Gun HE	O O O O O O O O O O O
Battery 31B	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O	Battery 64B	4.5" Gun HE	O O O O O O O O O O O
	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O		4.5" Gun HE	O O O O O O O O O O O
Battery 31C	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O	Battery 64C	4.5" Gun HE	O O O O O O O O O O O
	25-pdr FG HE/AP	O O O O O	O O O O O	O O O O O	O		4.5" Gun HE	O O O O O O O O O O O

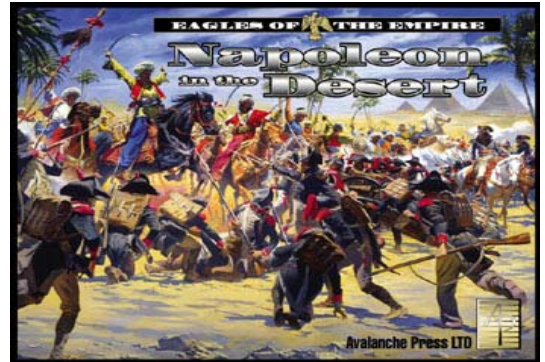
## Napoleon in the Desert

The next game in Avalanche Press's Napoleonic series, *Napoleon in the Desert* builds upon the other games in the series, *Borodino*, *Friedland*, and *Eylau*. Starting with *Eylau* the game system has been changed so that multiple D6s now handle all charge and fire combat. This does make for a faster game, although the luck of the dice can really play a large part now.

Unlike the other three games in the series you get three maps in this game, all portraying the terrain for the major battles during Napoleon's Egyptian campaign. The maps are probably the worst in the series, being an unusual shade of brown and with no other terrain except for a few

villages, the Pyramids, and a hill for the Mt. Tabor scenario. The counters are still as beautiful as ever, which makes up for the maps.

There are four scenarios with a couple of different variations for each. Each side has relatively small forces with the French having the better leadership and morale. My playtest of the Mt. Tabor scenario had Napoleon and Murat trying to rescue a trapped French division surrounded by Arabs. The French forces are small and fragile, but exceedingly powerful, while the Arabs have poor leadership, poor morale, but they usually outnumber the French by 3 to 1. Most of



the game is spent trying to get the Arabs to move and coordinate an attack.

Not as good as *Eylau*, but still worth adding to your game collection.

## Imperium

Over 20 years ago a game company called GDW came out with a wargame called *Imperium*. The map and counters were average to say the least, but the game was well done and remained a favorite for years. Avalanche Press picked up the rights and has reworked the game to its high standards.

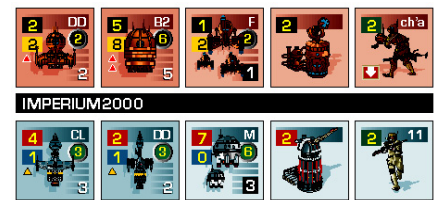
The game depicts a young, but expanding Terran



Coalition fighting the Vilani, a huge alien empire. Players either command the Terran forces or act as a Vilani regional governor trying to crush the upstart Terrans. The game is played in a series of ten turn wars, with peace and rebuilding in between as both sides jockey for better positions.

The three maps; system, 3D space battle, and planetary invasion are first rate. The counters are beautiful as well and

## Game Review



the rules are only a few pages. This would make a great game to convert to a miniatures based campaign.

The game plays fast, is well balanced, exciting, and no two games are alike. I didn't think the original could be improved upon, but it has!

## Bartertown

One of the more interesting and useful sites I've found is [www.bartertown.org](http://www.bartertown.org). Click on "Trading", then "Historicals for Sale" to get to the section for historical miniatures. Bartertown is a clearinghouse for miniature gamers of all types and fulfills a role similar to Ebay. However, there are no auctions and there are no fees involved

for selling your items.

There are new postings every day, including from stores selling items at close out prices. Usually there is a good mix of miniatures, books, rules, and terrain items for sale or trade. If you're interested you are asked to contact the buyer or seller by email and that is how the transactions are carried

## Service Review

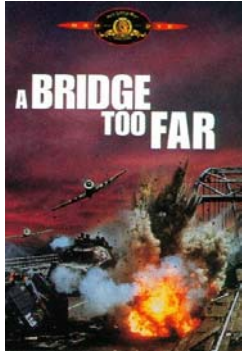
out.

I've used the service twice and received some great deals. The first time I got two brand new Clash of Arms games that sold for \$90 for \$25! The second was for some Old Glory 15mm Russians for \$14 a bag which saved me \$28 ordering them new. Highly recommended.

# WARGAMING & FILM (cont. from page 1)

A great film about the battle of Rorke's Drift during the 1879 Zulu War and one that still stands up well even today. This film has inspired many gamers to get into the Colonial period and no figure line for this era is considered complete without a good selection of Zulu War miniatures.

### 3. A BRIDGE TOO FAR



Admit it, every time you see this great film about Operation Market Garden the only thing you can think of is recreating it with whatever rules you and your group use for WWII. Hopefully someday, the missing several hours of footage will be found to have a truly epic film of the battle.

### 4. BLACK HAWK DOWN



Superb film of the famous battle in Somalia and a good look into the world of urban street fighting. This movie is also unusual in that it accurately depicts special forces and what a difference training and morale can make on the battlefield. Right after this movie the modern 25mm skirmish period took off in the hobby. Not as good as Saving Private Ryan, but the combat scenes are very well done and the story is accurate.

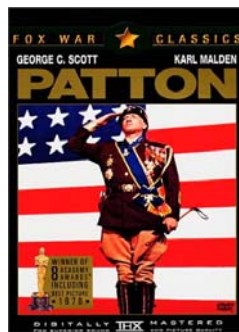
### 5. THE TWO TOWERS



If this doesn't get you into fantasy mass combat games I don't know what will. The Helm's Deep battle scene is now the standard by which all other movies will be

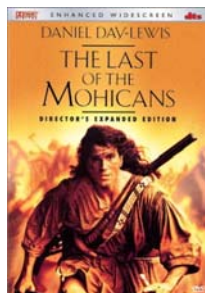
judged by. Truly magnificent special effects and more of a war movie than most people think. I went home and started working on more Warmaster units almost immediately.

### 6. PATTON



Another "must have" for any wargamer's film library. George C. Scott's Oscar winning portrayal of the legendary general still stands the test of time. It has all of the ingredients of a great war film; sweeping battle scenes, great acting, famous actors, and an attempt to promote historical accuracy.

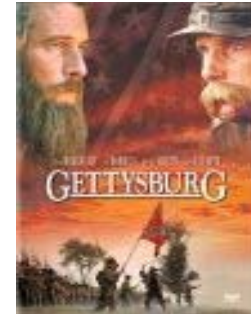
### 7. LAST OF THE MOHICANS



The best film on the French and Indian War. Spectacular scenery and it shows the brutal nature of frontier combat. This film

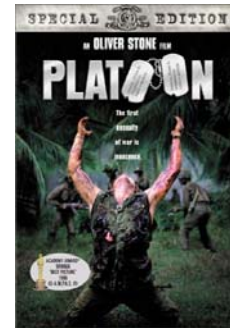
has almost made me take the plunge into the period several times.

### 8. GETTYSBURG



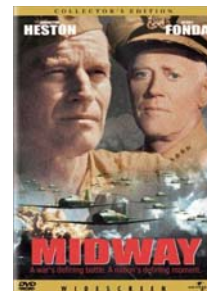
In my opinion, the best ACW movie ever. A stellar cast, great combat scenes, and it tells the story of the entire battle. The part where the 20th Maine hold Little Round Top is exceptionally well done. This movie will definitely generate interest in the ACW period.

### 9. PLATOON



Although a very depressing film, the combat scenes and acting is first rate. Probably the best of the Vietnam movies, although many would argue that it should be Full Metal Jacket.

### 10. MIDWAY



Surprisingly, the only real WWII naval battle film. It does a great job of capturing the attacks on the carriers and telling the overall story of the battle. Avoid at all costs the extended version shown on TBS as the Coral Sea scenes are truly dreadful.



# WARGAMING & FILM (cont.)

## THE BEST OF THE REST

### 1. Enemy at the Gates

Fantastic scenes of the Battle for Stalingrad. Plot is a little choppy in places, but overall it's pretty good.

### 2. Tora! Tora! Tora!

As far as Pearl Harbor films go, this the best one. A fairly accurate story of the surprise attack.

### 3. Paths of Glory

Great black and white film on WWI with tremendous trench battle scenes at the start of the film.

### 4. Full Metal Jacket

Good scenes of the Battle of Hue. A much different take on the Vietnam war.

### 5. Boys From Company C

Not the same production quality as Platoon or Full Metal Jacket, but the irony in this movie describes the war pretty well.

### 6. Band of Brothers

Excellent set of 10 episodes following Easy company of the 101st in WW2. Some great episodes and some not so great episodes.

### 7. Das Boot

Probably the best submarine movie ever made.

### 8. The Dirty Dozen

Not very historical, but great for skirmish ideas.

### 9. Cross of Iron

Bloody and uneven film, but great ideas for Russian Front scenarios.

### 10. Wake Island

Pretty accurate movie about the desperate defense of this island in the opening days of WWII. Would make a great Command Decision or skirmish game.

### 11. Aliens

THE best military science fiction film of all time.

### 12. The Alamo

Have to get a John Wayne film in here somewhere. Not entirely accurate, but a great movie.

### 13. Gladiator

The opening battle scene against the Gauls is incredible.

### 14. Lawrence of Arabia

Fantastic epic of WWI in the Middle East.

## PRETTY GOOD MOVIES

These movies can still provide some interest in wargaming a period or for historical information.

Zulu Dawn-Great scenes of the desperate British defense and Zulus over-running the camp.

The Longest Day-Still a favorite, but has been unfairly compared to Saving Private Ryan.

Battle of the Bulge-So they used the wrong tanks. Still a fun film.

Kelly's Heroes-Everyone loves Oddball.

Battle of Britain-Uneven plot, but lots of WW2 aircraft.

Flight of the Intruder-A-6s going downtown in Vietnam.

Apocalypse Now Redux-Only because of the chopper attack scene.

Independence Day-Every kid dreams of alien fighters vs. F-14s and F-18s!

Bridge over the River Kwai-More of drama than war film, but it's still a great show.

Guns of Navarone-Still one of the great WW2 movies.

The Wild Geese Bridge at Remagen

The Eagle Has Landed Battle Hymn

Where Eagles Dare The Hunters

Pork Chop Hill Heartbreak Ridge

In Harm's Way The Devil's Brigade

Breaker Morant The Lighthorsemen

The Blue Max Glory

Hamburger Hill

## AVOID THESE IF POSSIBLE....

Pearl Harbor-the second half of this movie is pure fantasy and over the top.

The Thin Red Line-Best cure for insomnia that's not available in drug-stores.

Starship Troopers-Great battle scenes and starships, but the acting and "artistic licensing" makes this difficult to watch.

The Last Valley-Many Renaissance gamers and sites list this as a reference. Why? This movie should have been shown on an episode of Mystery Science Theater 3000.

Iron Eagle I,II,III,IV-Air combat scenes that are about as real as Pamela Anderson's breasts.

Gods and Generals-Where to start? Bad film editing, uneven sound, blurred edges and backgrounds, horrible CGI, and colored on air bursts over matte paintings? This movie had so much wrong that I could go on for a page. After the tremendous Gettysburg, to have to sit through this abomination was galling. With some editing, CGI effects, and less emphasis on lectures, speeches, etc..., this could have been a great movie. As it is, I can only hope that the 6 hour version that is coming out on DVD will be better than this was.



## WASATCH FRONT HISTORICAL GAMING SOCIETY

Meets every other Friday night in the Slat Lake City, Utah area.  
Contact us at the below email address if you are interested in  
attending or learning more.

Email: [mirsik1@juno.com](mailto:mirsik1@juno.com)

*The Best in Historical Wargaming*

**On The Web!**  
[www.wfhgs.com](http://www.wfhgs.com)

*We are definitely entering an era where a gamer will be unable to move to another city and recognize the rules that another group is using. The amount, scale, and design of rules sets has reached an all time high. In the early 80's you could be confident that if you had an ancient and a Napoleonic army that someone else would have a copy of WRG or Empire to play against. This is no longer the case. There are currently close to 100 sets of Napoleonic rules with more to come and this doesn't even count the number of house rules sets. Is this a good or a bad thing? It's good in the sense that gamers have such a wide variety of rules, scales, and philosophies to choose from. It's bad in the sense that two groups will rarely be able to pool their resources because they will more often than not be using the same base sizes or rules. Also, some rules are just plain poorly written, but their conclusions are taken as gospel, which gives a rather distorted view of history. The other worrisome trend is the move to more "game than simulation". I like a set of fast playing rules, but I don't want to see a jeep knock out a Tiger tank for the sake of speed. Hopefully, rules development will be able to marry realism, historical accuracy, and fast play into a games system. Although this sounds impossible, some standardized rules sets will help to strengthen the hobby.*

## Devil Dog Design

by Dennis Hilton

Before Christmas I came across a web site created by Devil Dog Designs. They are working on a set of modern skirmish combat rules named Dogs of War. Well, anyone that knows me knows I have never shied away from a new wargaming experience. On there site is posted the basic infantry rules which is a great idea. Being able to try something out before you have to spend too much money as well as time seemed to me a perfect idea. I ordered some of there US Marine figures as well as some Taliban and Al Qaeda packs. The command bag for Al

Qaeda even comes with a chap that looks suspiciously like the elusive Osama. When the figures came in I must say I was more then surprised. For a companies first effort there spectacular. The game system is on a very small scale with the basic unit being a 4 man fire team with each figure having 10 action points. He may spend these points as he sees fit such as moving firing ext. I worried that the system would bog down in a sea of complexity as many skirmish games do ,however, again I was surprised. The rules are written in a very easy to read and follow format.



The idea here is if you enjoy the game system you can order the complete rules that should be out early spring as I understand that will add in more components of modern combat. With many more figures planned in different "hot spots" in the world scenario ideas are endless. I give Devil Dog Designs an A+ for there effort and I can't wait to talk a few of my comrades into playing a game or two. Please visit their site at: [www.devildogdesign.com](http://www.devildogdesign.com)

