

# Warning Order

ISSUE #60

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AGE OF EAGLES SACILE

BKC IV NORMANDY

HAIL CAESAR SLUGFEST

GAME REVIEWS





# Warning order

W F H G S

## Why Aren't We Playing Our Favorite Periods More?

### A Sword and the Flame Battle Report

Today's gaming groups have widely diverging interests. True, there are still many groups or clubs who focus on Napoleonic, Ancients, WW2, etc., but the majority play several periods and often many different rules inside of those periods. As stated numerous times before, our group probably plays at least 20 different periods with probably 30+ sets of rules! Obviously, we like some sets of rules and/or periods better than others, so the question becomes why don't we play them more often?

As you will see throughout this battle report, we really, really like The Sword and the Flame (TSATF). Then why is there a TSATF battle report in this magazine only every 4 or 5 issues? That's a



good question with really no good answer! Anyway, on to the battle...

Yet another engagement on the Northwest Frontier set in the mid 1880s. A British outpost near an Afghan village is under siege. They have retreated from the walls and have barricaded the door, hoping to hold out until a relief

force can arrive. Sure enough, there is a relief force that arrives on Turn 1!. To win, the British must rescue the outpost and also arrest "One Eye", the Pathan leader who started this insurrection. If they only achieve one of these objectives the game would be called a draw.

Since we had five players we decided to go with three British/Indian players and two Pathan. The Pathans had three clans that started on the board along with one cavalry unit. These were spread around the village and the compound where the Pathan leader was holed up. The Pathans also had a tribe of three clans that would arrive on the first turn. This was a good sized force (about 120 infantry and 12 cavalry) (cont. on page 3).



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### Special points of interest:

- Two new Engagements scenarios along with Pt. 3 of the One Day Campaigns series.
- Hail Caesar, Age of Eagles, BKC IV, and other battle reports.
- Reviews of two long awaited GMT Games; Pacific War and Barbarossa: Army Group Center.

## Why Aren't We Playing Our Favorite Periods More? (cont.)



(cont. from p2) The British along with their Indian allies had the following forces:

- 2 units of British infantry.
- 2 units of Bengal Lancers.
- 1 unit of Indian infantry
- 1 battery of 2 screw guns.

The British could enter along two of the roads and chose to split their forces; one force with two infantry would enter the middle of the board and guard the flank. The second force, composed of all the Indian units, would rush down the road and try to take the compound by direct assault, with the artillery providing support.

In our TSATF games we do use the NWF Action Deck, which provides sufficient chaos and is an improvement over

the standard card deck that the original rules use. We also decided to pull an event from the Event Deck each turn (!!!) and just how that affected the game, which it most definitely did! By the end of the game the British players were wondering if there were any cards in the deck that helped the British side!

Pathan reinforcements showed up on the first event card, with the Pathans moving units to attack the two British units that entered the road in the middle of the board. This set off an eight turn battle between the two British units who barely moved the entire game and multiple Pathan units that tried to overrun them. These units also had two great event cards with one for the Pathans being, "We will not follow that dog", so they had to roll each time they wanted to advance! On the British side they got "The lieutenant's gone blarmy" card, so they had to roll every turn to see what

they would do, including on one turn having to form square!

There were charges, counter-charges, desperate fighting around the walls of the field, a Pathan cavalry charge that was repulsed, and a lot more. By the end of the game, there were about 6 British soldiers still on their feet with a host of wounded surrounding them. Three Pathan infantry and one cavalry unit had been beaten off, but that part of the relief operation was finished.

On the other flank the event cards also had some far ranging effects as well. A dust storm clouded vision for a turn, one Bengal Lancer unit ran out of water and had to reverse course to spend a turn by the stream, and then the screw guns had defective ammunition! Not to mention the traffic jams, poor movement rolls, Pathans sniping at the advancing units, and more! (cont. on p12)



If you've been reading this magazine for any length of time, you probably know that Age of Eagles (AOE) is one of our favorite sets of miniatures rules.

We've found the brigade sized units, similarities to Fire & Fury, and style of play really suits our group well.

The main issue is that when doing any type of Central European battles (including Russia), the games can sometimes take at least two nights. With our current set up, we need everything to be set up, played, and taken down in 4-5 hours. For Age of Eagles this usually means a battle in the Spanish Peninsula.

Of course, we have enough French troops to do several armies, but we have just enough British and Portuguese for some small battles. The disparity in fire-power, size of units, the terrain, etc., all make the Peninsula an attractive alternative to those packed battlefields in Europe! However, that is offset by trying to balance the big French brigades (often 9-12 stands) against the smaller British ones (usually 4-6 stands), which can be quite a challenge. Every so often, however, things come together to make a great game, which is fortunately what happened on this night.

The British had three divisions that would enter along one road at the edge of the board. The first British division had several brigades of British and Portuguese infantry, plus one battery of artillery. The second British division (also



infantry) had four brigades as well. Then there was the British cavalry division, consisting of three cavalry brigades. It's rare to see that much cavalry in our Peninsula battles, so this was a

major change. Finally, there was Lord Wellington himself with three artillery batteries that had to be under his command.

Entering at the opposite side of the board were their French counterparts. There was a cavalry division made up of four brigades, with one being fairly large and the rest of medium size. There were also two French infantry divisions, each with two large brigades and finally there were three French artillery batteries. Not as many units as the British, but the four large infantry brigades would be hard to deal with.

There were four objectives spread across the center of the board. The placement did favor the British just a bit as they might be able to get quickly to them if they rolled well the first several turns on the movement charts. However, they were all in positions where you were going to see fighting at some point, so both sides would have a chance to seize the objectives. After a brief review of the command ratings for Massena and Wellington, we were ready to start.

Both sides entered in columns, trying to get their cavalry out in front and head towards the crossroads to block easy access to the other side of the board and two of the objectives! This was to have immediate consequences for the French and helped out the British tremendously, almost by accident. The leading cavalry units changed into line, then charged into each other. The British won the first clash and pushed the French back. The results of this small clash on Turn 3 was huge. The French found themselves in the Tactical Zone (a feature of AOE where you are within 18" of the enemy), which created a traffic jam and their units



lost the positive modifiers for having moved previously in the Reserve Zone.

By turn 6 (shown by the map below) the British had formed a good defensive position around the objectives and waited for the French attack. The French, despite a few successes in the cavalry battles, were forced onto the offensive and would need to attack into the British defensive lines. The British, with their fire-power advantage, stood waiting the attacks. (cont. on p5)





(cont. from p4) After a series of cavalry battles on the British left flank, a British brigade was now firmly in position and there was no way the French forces were going to be able to break through in that area with the cavalry units that they had available. Instead, they started to move towards the center to join the battle there. The British cavalry also took up positions behind the infantry and started to move towards the center. By this time the cavalry of both sides was down to around 50-60% of their original strength.

The action then moved to the center and the British right flank. The four big French brigades got formed up and began to probe the British lines, getting locked into a series of firefights that saw both sides disordered several times and lose a small number of stands. The French then charged the center near the crossroads which initially pushed back the British

brigades holding it, but then they counter-attacked and restored their control over that objective.

On the far British right a French brigade went onto the attack and pushed back the British brigades, but they were threatened by a British cavalry brigade and had to reform their lines to meet that threat. The main attack occurred near some woods where a French brigade slammed into two British brigades and pushed them back beyond the weeds. Just for a moment, it looked like the British forces would be split in two and the French might be able to seize one, if not both objectives on that side. They might not win the day, but they could at least force a draw.

The British had one chance to counter-attack and if it failed then they were in bad shape. The British then won the ini-

tiative for the next turn (bad omen for the French) and counterattacked. The two brigades hit the French brigade and after modifiers rolled a 14 to the 1 of the French. Disaster! The French lost a number of stands and streamed back in defeat. There was one more turn as the French tried to maneuver some units, but bad rolls and British fire doomed any attempt to salvage the situation. The game was declared a British victory as they controlled all four of the objectives.

Surprisingly, we got in 12 turns, which is pretty good for having six players! The scenario was pretty well balanced and both sides had numerous chances for victory. We were talking afterwards that we needed a few things for doing more Peninsula battles, namely a more "arid" looking game mat and some Spanish, so we'll start working on that through the rest of this year.



## Engagements 47: Preparing For a Siege

**Situation:** Blue is aware of a native uprising and that Red's units have already cut the road to the fort. Within a day or two there will be sufficient Red units to begin a siege. The uprising has caught Blue unprepared to hold out until a relief column can arrive. However, a quick raid into the surrounding countryside might give the fort enough supplies to hold out.

**Period:** Designed primarily for the Colonial period, but it could work with Ancients by adjusting the unit mix.

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

**Terrain Notes:** Hills are gently sloped and while they should give defensive benefits, they are not major obstacles. Woods are light and will provide some cover. The village buildings are clay/stone and will offer protection against small arms fire. The river can be crossed at any point, but it should be considered rough terrain. The fort is impregnable for purposes of the scenario.

**Scale:** The scenario is designed for any set of skirmish rules or where 1 figure is 1 man.

**Red Forces:** Red's forces and where they enter is completely random. Each turn roll 1D6 for what unit appears and then another D6 for where it appears.

### Die Roll                  Result

1	Cavalry unit
2	Infantry (Sword/Spear)
3	Infantry (Sword/Spear)
4	Infantry (Rifle/Musket)
5	Infantry (Rifle/Musket)
6	Roll twice on this table

**Set Up:** Red's units can enter in any formation within 6" of the number marked on the map.

**Red Orders:** Prevent Blue from obtaining supplies from the various areas and/or prevent them from being taken to the fort. Casualties are immaterial, but Blue needs to be limited in what they are able to accomplish.

**Blue Forces:** Blue has assembled a raiding force that will emerge from the fort and raid the surrounding countryside. The following units are available:

6 units of infantry

2 units of cavalry

2 sections of either artillery or machine guns.

**Blue Orders:** Secure as many supplies as possible and retreat back to the fort.

**Blue Set Up:** Blue may have one unit set up outside the fort on the first turn (along the road-within 12" of the fort), but then all other units must enter from the fort gate (where the road meets the fort).

**Game Length:** 12 turns

**Special Rules:** There are four ways to get supply points on the board:

- There are 10 cattle at the farm (#1 on the map). They are worth 2 points each if they get back to the fort.
- Food can be pillaged from the village (#2 on the map). Each man can carry back 1 point of food (maximum of 20 points)
- Water from the river can be taken back, one point per man (no limit).
- An informant has said that there are rifles and ammunition at the watchtower (#3 on the map). There are 10 boxes worth two points each.

**Victory Conditions:** At the end of 12 turns or when it appears that Blue will not be able to get any more supplies to the

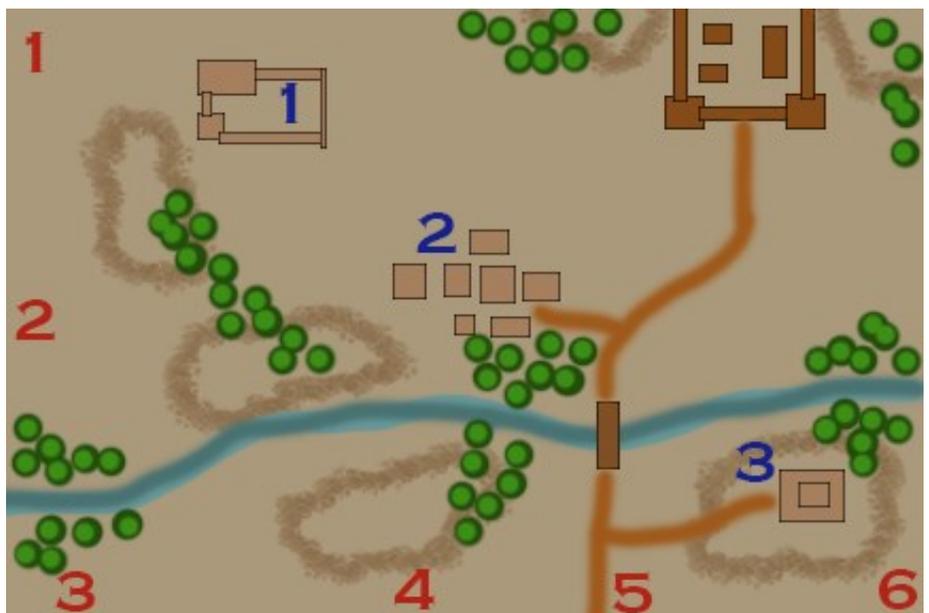
fort, add up the supply points that Blue was able to successfully get back to the fort. Once you have the total, Blue needs to roll D100 and if the number is less than or equal to the supply point total, Blue has enough points to survive a siege until the relief force arrives.

*Ex., Blue gets 5 cattle, 6 food, 8 water, and 4 boxes of rifles/ammo back to the fort. At the end of the game Blue would need to roll a 32 or less on D100 to survive the forthcoming siege and win the game.*

**Variants:** The Sword and The Flame sized units are ideal for this type of scenario (20 man units for infantry and 12 for cavalry), giving Blue a good chance to get back at least some supplies. If using a different set of rules with smaller units, simply increase the values of the various supplies to give Blue a chance.

The river could be a much more difficult obstacle where infantry could only cross at the bridge. This would make the bridge a focal point of fighting during the scenario. A night raid could be fun as it would decrease firing ranges and units might roll to see if they can find their objectives, but it might require an umpire.

Finally, this scenario could be adapted to the Ancients and/or Medieval periods, mainly by replacing Blue's artillery or machine guns with some open order troops. The two types of Red units that could appear could be changed to light infantry or skirmishers.



## Engagements 48: Betrayal!

**Situation:** Red has deployed for battle, guarding an important crossroads leading to a village held by Red. Red has deployed various units to its flanks to guard against attacks down the road and to match any of Blue's maneuvers in case they try to get around Red's position. Unbeknownst to Red, however, Blue has coopted the flank guards on one side of Red's positions, convincing them to change sides and/or lay down their arms and allowing a force to move towards Red's flanks. Blue is now maneuvering units freely to launch a flank attack. Can Red react in time to set up a new defensive line?

**Period:** Designed primarily for the Ancients as well as Medieval/Renaissance periods.

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

**Terrain Notes:** Hills are gently sloped and while they should give defensive benefits, they are not major obstacles. Woods are light and will provide some cover. The village/town is mainly wood buildings with some stone mixed in.

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

**Red Forces:** Red's forces consist of the main body that is set up near the crossroads, awaiting Blue's advance.

### Main Body

8 units of infantry

4 units of archers

2 units of skirmishers

2 units of cavalry (1 heavy and 1 light)

### Garrison

1 infantry unit

**Set Up:** Red sets up first and needs to cover as much terrain as possible between the woods near A and B. Excess units can be deployed in depth, but no further back than the road between A and B. The garrison unit is assumed to be deployed in the town in column.

**Red Orders:** Once Blue's attack begins, there are two choices; a) hold the position and attempt to defeat Blue's main and flank attacks, or b) fall back and establish a new defensive line between the two hills as marked on the map. Control of the town is important for victory.

**Blue Forces:** Blues' forces are broken into the main body facing opposite of Red and the flanking force.

### Main Body

6 units of infantry

3 units of archers

2 units of skirmishers

1 heavy cavalry unit

### Flanking Force

2 units of infantry

1 unit of archers

1 unit of skirmishers

2 units of light cavalry

**Blue Orders:** Press the attack, trying to drive in Red's flank and preventing them from forming a new defensive line. The ultimate objective is possession of the village and exiting forces off the road near the village.

**Blue Set Up:** Blue sets up second. Blue has just recently heard that one flank has betrayed Red, so they have not had time to shift all of their forces to that side for an attack. Blue's main body consists of 12 units, so up to 7 units can be deployed on the side nearest the flank attack and 5 on the other side.

**Game Length:** 12 turns

**Special Rules:** Before the game begins, Blue rolls 1D6; on a 1-3 the flanking

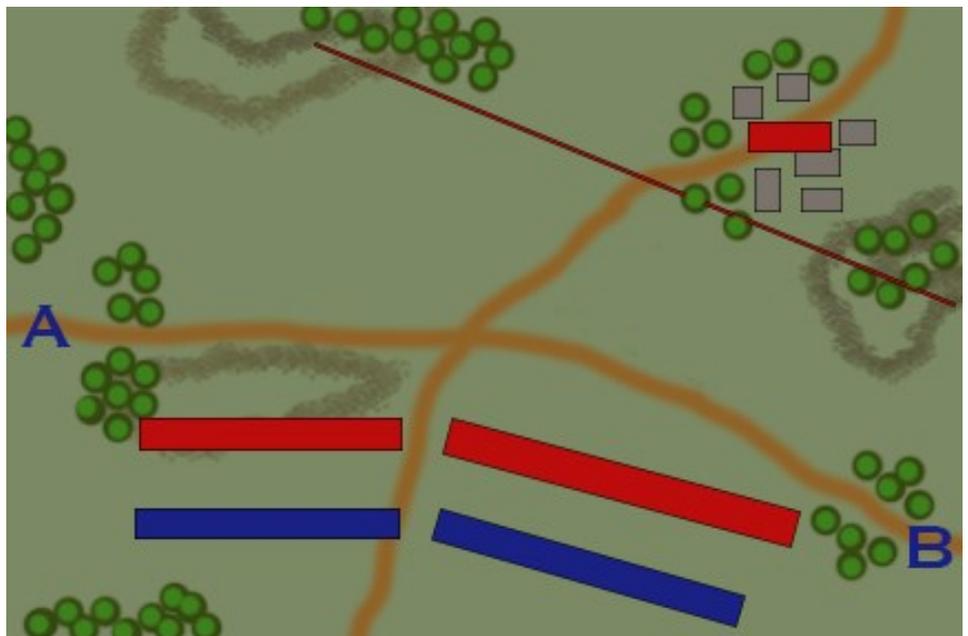
force enters at A and on a 4-6 the flanking force enters at B. All units of the flanking force must begin from the road entrance.

**Victory Conditions:** Red secures a victory if they are able to establish a new defensive line in front of the village (as shown on the map) and still controls the village. Blue wins if they are able to seize the village and exit at least two units off the board using the road near the village. Any other result is a draw.

**Variants:** The obvious variant is to adjust the forces by adding chariots, elephants, artillery, and if playing the Renaissance, then some arquebus armed units. The game could be a large, multi-player affair by increasing the width of the board and doubling the forces.

Another variant could be to deploy all forces on the board (flanking and main body), then roll for the units on the extreme ends of Red's battle formation to see which units change sides or step aside when Blue advances. This would make for a more straightforward battle and there would be no rules or surprise flank attacks.

Horse & Musket could definitely be used for the scenario, although both sides would need artillery either added to their forces or replace maybe the skirmish units with a battery on a one for one basis. Troop quality could also be used to offset a difference in the number of units.



# Memoirs of a Miniatures and Board Wargamer Pt. 47

## World War II Naval Actions

For many gamers, WW2 naval is the period that got them into the hobby. Ask almost any gamer and at some point they have either a) thought about painting up WW2 naval forces, b) participated in a WW2 naval game, or c) owned a set of rules and have run a game or two.

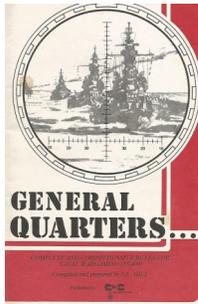
However, in the grand scheme of the overall wargaming hobby, WW2 naval gaming is still a relatively small piece of the pie.

What's not to like? Carrier battles, night surface actions, the possibilities of doing campaigns, etc., are all there. Not only that, there are several theaters and a wide variety of combatants, ranging from British forces off of Norway in 1940 to carrier battles in the Pacific. Not only that, but it is one of the most well chronicled periods of military history. Thousands of books, Squadron Signal publications, Osprey titles, etc., can give you almost anything you need in terms of orders of battle, ship colors,, etc.

Not to mention that ships are available in a wide range of scales. GHQ has an outstanding range that covers pretty much every ship in WW2, all with eye popping detail. There are 1/3000th, 1/6000th, the new range by Warlord Games, and some gamers even do the period in 1/700 scale! You really don't need any terrain other than a blue gaming mat, so it would appear that this period is custom made for wargaming. So why aren't more gamers into the period?

The answer to that question is the rules that we use for our WW2 naval games. As someone who has dozens and dozens of WW2 naval books, board games, and has played a number of rules for the period, this is usually why the period has a short shelf life. Coming up with a set of rules that not only meets everyone's needs, play style, and a suitable level of complexity is a tall order. Some gamers are really, really into the period while others just want to point the big guns in one direction and roll dice! Finding something that meets both half-way is tough to do.

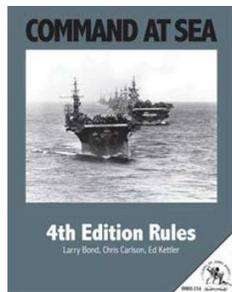
To go back to the beginning, General Quarters has been around since the dawn



of the hobby, or at least it seems that way! There are a couple of small, digest sized books that for a long, long time were the go to standard in the hobby for the period. Easy to get into, fairly easy to teach, and the fast play nature of the combat system lent itself well to campaigns.

However, after a few battles there is this nagging sense that there has to be something better. Yes, WW2 naval shares similarities with a lot of other periods in that there's this annoying sixth sense for gamers telling them that you need to keep looking. It's hard to explain, but nevertheless it is there. Our gaming group had been playing Harpoon since it's inception and with the arrival of Harpoon 2 that really took off. We had dabbled with a few other WW2 naval rules in the meantime, but nothing really stood out to us.

That's when Command at Sea came out from Clash of Arms games, who also did Harpoon. Not cheap by any means at the time, the boxed set had rules, a data book, scenarios, and sheets of counters for the ships of that particular theater (the first box covered the Pacific). Here's what we were looking for! It used a similar system to Harpoon, the data book covered every variation of every ship class from the 30s up to 1945, and the beautiful sheets of counters meant that for the larger scenarios you really didn't have to buy and paint ship models. We quickly set up a game, convinced that this was the way to go.



The first few games (an action off of Guadalcanal and then one near the Dutch East Indies) were pretty well received. Complex, but not so much so that everyone couldn't figure it out. However, there were two problems that we encountered that were to doom this set of rules. The first was having to create the ship data sheet by hand for each ship. When there's 30 ships in a battle, that took some time! Also, the torpedo rules were funky and figuring out the geometry and hit percentages created some weird results. We soldiered on with this set of rules for several years, trying it out now and then, but it never really caught on.

From there, WW2 naval gaming kind of took a back seat. Many in the group talked about doing a game, but nothing really materialized. We were fortunate in being able to try Seekrieg a few times, once as a playtest group for Seekrieg 4 and then a few games at a local convention. Seekrieg is the Harpoon 4 version of WW2 gaming. To say that it is comprehensive would be a mild understatement.

Not only are there numerous gunnery tables, there are rules for giving orders, damage control, extensive sighting/fire control, and so on. These battles were usually small because running large actions might take all day!

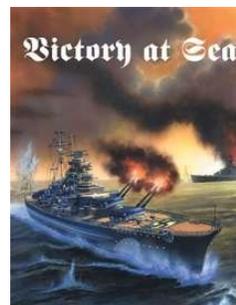
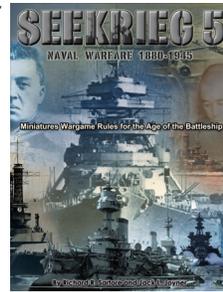
While we played when offered, this set of rules was a bit beyond the group.

I was interested in picking the rules up and running some games, but there wasn't too much interest from anyone else! We basically got in about three Seekrieg games in about 15 years! Yes, WW2 gaming had hit a new low in our group, although we did play a few scenarios of Avalanche Press' excellent Second World War at Sea (SWAS) board game series.

Over the last five years we have had a few games using 1/6000th models and the Mongoose (now Warlord Games) set of WW2 naval rules called Victory at Sea. While it seems to get the job done, the rules can be a bit generic at times. In fact, usually during play you really aren't even paying attention to the ship class, name, or if it's British, French, German, etc. Really all that matters are the number of dice that you roll and if you score hits or not! Again, it's not bad and might be OK for a campaign some time, but with the number of periods that we currently play, a WW2 naval campaign seems way off down the road.

In the end, this is a period that we really want to like, but we don't invest a lot into it.

At this time only one member actually has a set of WW2 naval rules! Maybe some day something will come along that really gets us into the period. However, it's been about 45 years for some of us and we're still wandering through the period!



## Blast From The Past Pt. 46: Some Odds & Ends

When you look back through old gaming magazines such as *Battle*, *Military Modeling*, early issues of *Miniature Wargames*, etc., the first thing you usually notice were all of the adds for miniatures! Minifigs, Essex, Heroic & Ros, Skytrex, and many, many other companies would list all of the lines they carried in almost every issue. Gamers such as myself would go over and over these pages, planning out new projects or finding just the right figures to go with an army that you were currently painting. This also meant at times trying out some figs with companies that you weren't too familiar with.

One of those was Asgard Miniatures, who you would probably think had just a small line of figs, but in reality they had a lot of stuff! Everything from Ancients to Fantasy was available, although often you had to guess what the figures would look like and hope for the best! If you needed an owl bear, Knight of Chaos, or some



figures for a Conan type game, Asgard probably had it. The quality wasn't too bad, especially for the time, although getting the figs did take some work as orders usually had to go through the mail. Asgard, and many other companies like them, existed to fill holes in many ranges. "Back in the day", when you did an army of Successor pike, all of the figs looked the same if you got them from say, Ral Partha. You could, however, order a few figs in from Asgard and others to give the army some variety. These ranges were a labor of love for the owners/sculptors who provided them. Many of them had backstories to their fantasy ranges or were made for a forthcoming set of rules, which didn't always pan out. Asgard is long gone today, but the molds went through a number of hands over the years, including Viking Forge and Tabletop Games. Some are supposedly still around through *Alternative Armies*.

Another company who provided some unusual things was Lyzard's Grin, which was created by Richard Houston of Houston's Ships. While Lyzard's Grin had a very small fantasy range, a sci-fi range, Tracks (WW2 accessories and figures), and Earthworks, they were primarily known for their colonial weapons and accessories. In the early 80s, Ral Partha's Colonial range took the gaming world by storm, which only got larger when *The Courier* ran a theme year on the Sudan colonial period. Like many gamers, I bought packs and packs of the Ral Partha figures, but there were obviously holes in the ranges.

What company could fill those ranges? Minifigs had some stuff, but many companies in the U.S. didn't carry all of their colonial range and the quality was all over the place. Then in one issue of *The Courier* there was an ad for Lyzard's Grin and I decided to order a few items. While they weren't the



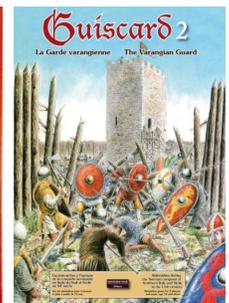
best miniatures in the hobby, they were the only ones who had all kinds of gatling guns, artillery, ammo boxes, wounded, camels, and much, much more. They were a lifesaver in a time of limited options and I'll wager that many 25mm colonial forces went forward on the tabletop with artillery from Lyzard's Grin.

As the years went by and 25mm gaming turned into 28mm, my 25mm armies got sold off and the new ranges, particularly those from *Old Glory*, had quite a few options in the newer scale, so there wasn't much need to go to Lyzard's Grin any longer. While Houston's Ships would go on for a number of years, not much is known about what happened to the colonial and other ranges.

Asgard Miniatures and Lyzard's Grin were just two examples of companies that gamers really needed, but maybe were not appreciative enough. The companies

were clearly trying to be popular, but ended up plugging holes in the ranges of other companies. To that end they served admirably, but they never really got the recognition that they probably deserved, which is definitely a shame.

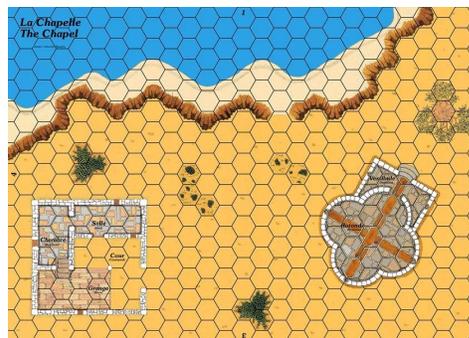
Who here remembers *Cry Havoc*? Yes, this game kind of came out of nowhere by a company called Standard Games. It was man to man combat on a hex grid with buildings drawn on in a sort of D&D style. When it first came out, it



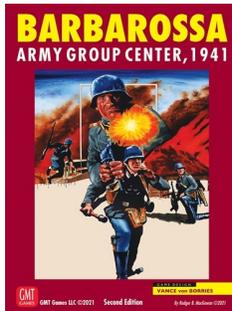
was heavily publicized and generated quite the following. In later years there were two more supplements/boxed games as well as a short lived miniatures line.

I remember playing *Cry Havoc* back in the day and it certainly was fun, but at that time you had a lot of companies putting out medieval miniatures as well as most of us still playing TSR's *Chainmail*. At the time many of us used the scenarios and those who couldn't paint played the game with the cardboard figures. After a good several year run, I and probably many others thought that was the end of *Cry Havoc*. We were wrong!

Not only are there a lot of community created scenarios, maps, etc., but now there are new games in the series as well! One of the newest games is *Guiscard 2*, which features maps, counters, rules, etc., all done in the *Cry Havoc* style. While definitely not cheap, if you're a fan of the series you may want to look into this. Once again, this shows that many games and ideas from the 70s and 80s can still gain a bit of traction today if done right.



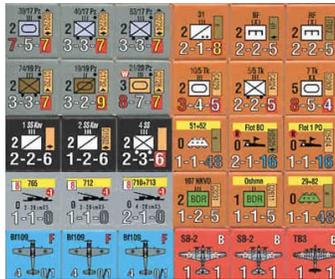
It's been quite some time since a new game has come out for GMT's popular East Front Series and the last one was Crimea back in 2010! Just when you thought the series was dead and gone, Barbarossa: Army Group Center appears. Now this game was part of the original series of games, but in an effort to move the series forward, the design team has had to go back and rework Army Group North, Center, and South so that they can not only fit the recent games, but those that will be coming out in the near future (hopefully!).



clearly marked and terrain plays a massive role in the game along with the weather. Units are usually divisions for infantry, regiments for motorized, etc., but there are a wide range of battalion and brigade sized units that represent flak batteries, artillery, militia, and so on. In fact, one of the great features of this series is all of the bizarre units that make an appearance during play.

The new, combined rules look daunting at first, coming in at 40+ pages, plus all the charts and tables. However, that doesn't account for that you really just need to follow the sequence of play, then the tables and charts do the rest. Everything has been clearly laid out for you and while you will need to refer to the rules, especially for the large scenarios and campaigns, there's nothing here that daunting.

So, it's been a 12 year journey to get the new basic rules, the maps revised, new counters with additional units to reflect losses, and basically a redesign of how the series will work. For the uninitiated, The East Front Series (EFS) features operational battles across the entire front for Operation Barbarossa. Each game only covers the 1941 phase of the campaign, with Kiev to Rostov and Crimea going a bit into 1942. It is a comprehensive look at the various battles during this campaign and the games feature both small as well as massive campaigns.



Each EFS box comes packed with components and Army Group Center is no exception. Four 22 x 34 maps, one smaller map, and one double-sided card with maps on both sides for the introductory scenarios. Several counter sheets of units, rules, playbook, and then multiple reference cards and display charts. All of the items are very well done and it would be hard to complain about any of it. Then you realize that this package will align with Army Group North, Army Group South, and the forthcoming Typhoon, and it takes your breath away to realize the scope of this project!

The maps cover the entire border area for the opening of Operation Barbarossa to Smolensk and beyond, leading to Operation Typhoon, which is a forthcoming game in the series. Every town, bridge, rail line, river, etc., is



motorized division integrity, fortifications, etc. A D10 is rolled, the losses are applied to one or both sides. Despite the length of the rules, all the charts, etc., combat is pretty easy to do.

Where things can get a bit complex is just understanding the wide range of units and what they can or cannot do. There's



The key to the game is the sequence of play coupled with the various charts. Germans move, some Russian units can react, Germans attack, then the Russians move and fight through their various phases. Yes, the sequence of play is long, coming in at well over three pages, but many of those items aren't performed. Where it gets tricky is determining which units can move and how far during the various phases. Add onto that the weather and terrain, so this can get pretty detailed at times.

EFS also has a complete air system included, so for each combat both sides can assign air units. This can trigger air to air combat, followed by flak rolls, then modifiers are assigned to the final die roll for ground combat. There are bonuses for combined arms attacks, panzer/

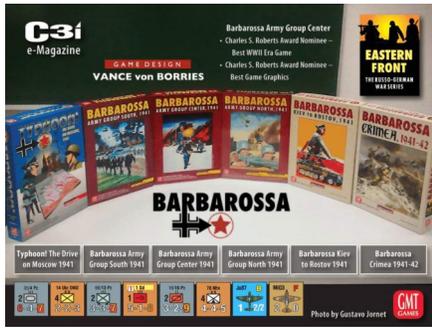
Russian HQs which can issue orders for combat, there's artillery that can be assigned to each battle, air unit readiness, untried Russian units, replacements, etc., and we haven't even begun discussing supply units and depots! Putting all of this together for some of the larger battles and the campaign is going to be an undertaking. You will need to commit some time to playing a 20-30 turn battle with a lot of units spread over multiple maps.

The good news is that there are some great introductory/small battle type scenarios played on a separate, smaller map that is a great way to get into the system. From there you have larger scenarios, ranging from 1-3 maps and then there is the full campaign, using all the maps and recreating the first few months of Operation Barbarossa. Basically, there is something for everyone here, from small solo playable scenarios to group games that could go on for weeks.

EFS is definitely a great tool to understand combat on the Eastern Front. Seeing the wide open spaces, unusual Russian units that they never seem to run out of, the disparity in airpower, and more, is a breath of fresh air in gaming. Army Group Center will set the standard for all games in the series going forward and it is tremendous package. While it may not be for everyone, it does a great job of simulating what really happened during that summer of 1941 and I for one am looking forward to more games in this series.

# Why You Should Be Playing GMT's East Front Series

GMT's East Front Series has been something of a novelty in the hobby for quite some time. As you can see from the graphic below, it was originally conceived as a series of linked games covering the first year of Operation Barbarossa. When all was said and done there would be 6-7 boxed games, 20+ maps, and several thousand counters! You would be able to combine all the games into one massive campaign.



scenarios and the campaign revolves around that, plus it can be combined with Army Group South and Crimea for a massive campaign in Southern Russia.

Over the years, however, the design team began to realize that the series rules needed major changes and consolidation, the maps needed to be updated, and the orders of battle corrected so that the series could continue on. This is why Army Group Center, South, North, and Typhoon are being re-released with all new components to fit the more recent Crimea and Kiev to Rostov. The review of the 2nd edition of Army Group Center in this issue shows the tremendous progress that they are making on this project.

The question, remains, however, what is the East Front series and why should a gamer try it?

First off, each game can be played separately or combined with one or more of the others, especially those gamers who have a lot of space! The individual games have introductory scenarios, mid-sized battles, and include a complete campaign. Each game is an operational level view of the combat operations in that area for a certain length of time. For example, Kiev to Rostov highlights the German drive towards Rostov late in 1941, so all of the

Units are usually divisions, with panzer and motorized divisions being broken into regiments. There are also a bewildering array of smaller units, such as engineers, rocket artillery, NKVD troops, militia, Zap units, all kinds of artillery, and more. While the counters have a lot of information on them, during play everything makes sense and you get used to the numbers without referring to a chart. The games also feature a complete air system, with air units being used for interdiction, air supremacy, and close air support. Keeping the air units ready, where to assign them, etc., is quite the challenge during play.

There is also a complete supply system for the Germans. Moving supplies forward, creating dumps, then making sure that you have enough supplies for offensives is a lot harder than it looks and some tough decisions need to be made as well. The German side definitely needs to be thinking and planning the logistical angles several turns ahead or the campaign is going to bog down quickly.

While the series rules are now pretty lengthy, there's nothing here that is frighteningly complex. The sequence of play guides you along, phase by phase in what needs to be done and where it can be found in the rules. The multiple move-

ment phases, combat, engineering, etc., all blend together seamlessly and after a few turns most gamers will understand what is happening. Now that is not saying it will be a fast playing game or that there won't be questions! This is a pretty comprehensive system and with the number of units on the board, the space involved, etc., the larger scenarios and campaigns are going to take some time.

What differentiates the games in this series with the other 500+ WW2 East Front games is that you are taking an operational look at what happened during the hundreds of battles along the front during the summer of 1941 and into 1942. Both sides need to look at their objectives, study the terrain, look at the

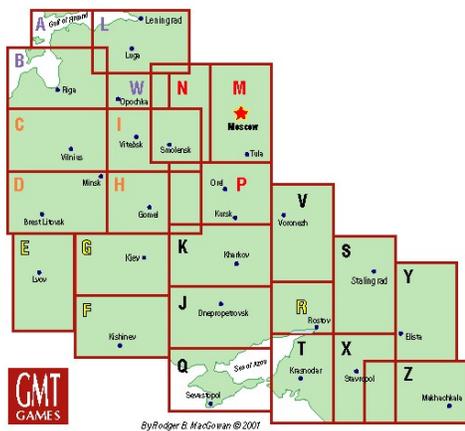


movement charts for the weather, then try to formulate some kind of plan. On the German side there will be struggles with supply, where to commit the panzers, and what to do about the flanks. On the

Russian side you have to look at where to defend, how to form defensive lines with a hodge-podge of unusual units, plus deal with Stalin's mandated attacks!

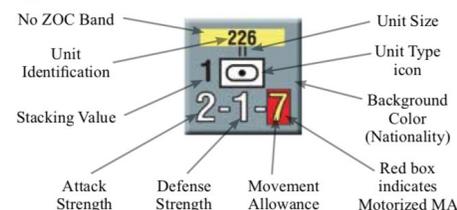
The size of the operation really hits you when for example, you're playing Kiev to Rostov and there's only 15-20 German motorized units to take objectives spanning hundreds of miles on a few maps! Where do you go? How will supplies get there? How long will it take the infantry to come up? The Russians have their issues too, but there's always more troops coming to plug holes. When the weather hits, you really start understanding what happened on the Eastern Front and how hard it was to conduct operations.

If you're interested in the Eastern Front and operational level warfare, then I strongly suggest trying one of the games in the series. There are introductory scenarios and a playbook that will help you along. It really is worth your time and money for better understanding of this campaign.



## b. Explanation of Ground Unit Values

### Explanation of a Combat Unit:



## Why Aren't We Playing Our Favorite Periods More? (cont.)



(cont. from p3) Despite all of this, the attack did eventually get underway. The Pathans ran one unit out to meet the lancers, hoping to coordinate the efforts with another advancing Pathan force. However, that didn't occur in a timely manner and one Pathan infantry unit was left alone in front of a squadron of Bengal Lancers, which quickly cut through them and sent the remainder fleeing. The lancers did suffer a few casualties, but things were looking pretty good on that flank.

Yet the event cards kept hitting the British side hard. No sooner had the screw gun battery finally got to their position (which took about six turns and is a story unto itself!) and unlimbered, then an event card (Defective Cannon Ammunition) made one section only get one shot for the whole game! The artillery, however, started blasting away at the Pathans in the village, but needing a 1 or 2 to hit on D20s wasn't making a huge

dent in the defenses.

This is where we got to see something that is quite rare in our TSATF games and that is cavalry dismounting. Not just one unit, but both units of cavalry dismounted! Definitely one of the signs for the coming apocalypse! The first unit defeated not one, but two Pathan charges. However, it was severely damaged for the rest of the game and would have to be used to just block the road. The second unit dismounted, moved to a tree lined hill, then charged into a building near the compound, forcing out the Pathans.

By this time in the game, things were still in doubt. The British infantry had been wrecked, but were holding the road entrance. The Indians had one fresh infantry unit plus one screw gun still working. The Bengal Lancers had half a unit dismounted and holding their position,

while the second unit was pretty close to the compound and the second objective. The Pathans, however, still had one intact unit in the village and one pretty fresh unit at the compound.

That's when the wild fire event card was drawn! A fire sprang up near the remnants of the first Pathan attack and started moving across the board. Right when it got to the village it turned left, moved straight, then turned left again. Unfortunately for the British it went right over the outpost that they were supposed to rescue, burning it to the ground along with the soldiers trapped inside!

At this stage, one of the British objectives was gone and second one (which would force a draw) seemed out of reach, considering the forces that the British had available. At that point the game was called a Pathan victory, but it had been very close indeed. (cont. on p13)



## Why Aren't We Playing Our Favorite Periods More? (cont.)



focus on one or two periods as it doesn't get old that fast. Playing TSATF 20-25 times a year would probably not be well attended after the first few months!

There's also the fact that we're trying to run games for 6-7 people, which makes coming up with scenarios and enough figs/terrain for some periods a challenge. For some game nights it starts to turn into a "Hollywood

production" where you have to load a ton of stuff into your car, go to work, then after work go to the gaming site, unload everything, set the game up, take the game down, reload everything into the car, then usually the next day put everything back into your house! That's a lot of effort for 4-5 hours of enjoyment with your friends.

What eventually happens is that you literally start thinking of ways not to put on your favorite periods! Scheduling the game, creating a scenario for a lot of people, then having to move everything to and fro certainly starts to figure into your planning for game night. Maybe if we had a larger, permanent place to play where games could be left up for a few weeks you might start to see a change in attitude on this. TSATF, Hail Caesar, large European battles for AOE, Battles For Empire, etc., all fit this bill. All of these are club favorites, but seem to take a lot of effort to put on a game.

Then there is the constant allure for new periods and rules. As many of you have seen over the years in this magazine, we definitely play a wide variety of rules! Trying to fit those in and meeting everyone's needs takes up about half the year's gaming schedule. If we could paint faster

there would probably be another several dozen periods that we would be playing now! I think that there is a fear with some gamers that if you limit yourself to only a few sets of rules that you might be missing out, which could definitely be true. The other thing is that while a particular set of rules might be a favorite for the group, it's not necessarily a favorite for everyone.

On top of all of that you have the rise of today's board wargames. Many of them are beautiful, well designed, and can fit 4-6 players, so room has to be made for those as well. They're great for when we're short members, something falls through, or we just need a break. So now, on top of trying to keep straight all the miniatures rules we play, there's now board game rules on top of that.

Is there an answer here? Why do some games get to the table so infrequently and what can you do about it? I'm sure that other gaming groups have similar problems as well, so it would be interesting to hear some of their solutions or where others think the hobby is going.

For us, outside of having a council of war where we pick 5 or 6 rules/periods and just play those until we're too old to play, I'm not sure much is going to change. To sell off entire collections, force members to only play certain rules, etc., seems a bit draconian at this time. We still have fun with pretty much anything that we play and we continuously talk about our favorite periods, but that's not really solving anything. Until we do come up with a workable solution, I guess it's back to the drawing board for now!



(cont. from p12) So, another great Sword and the Flame game to add to the other 20 or so we've done over the years. Everyone had a great time and there were events that will be talked about for years to come. Yes, there were the numerous questions about all the holes in the rules (TSATF is simple to play, but some things need more explanation), but most things were worked out or a D6 roll ended the discussion. We did discuss that pulling an event card every turn was a little too chaotic! There was also some interesting talk about force ratios which we'll explore the next time that we play.

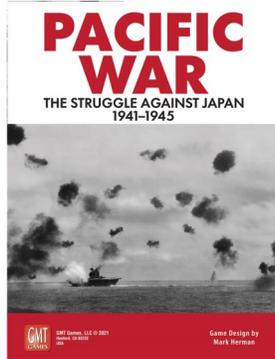
But that's the big question. When is the next time that we'll play TSATF? We have well over 400 figures, a fort, village buildings, desert mats, etc., so we can do small and large scenarios, so gaming items are not a problem. The rules are easy to read, plus we've been playing them for 40+ years, so there shouldn't be any surprises here. If we have all of this TSATF stuff and have a great time playing it, why don't we play it all the time?

The answer is more complicated than it would seem at first glance. First, we're not one of those gaming groups who either a) plays the same thing every time, or only focuses on two or three periods, and b) we play every two weeks while many groups may only play once a month. While we've talked about the advantages of those clubs who for example, only play Napoleonic with the same rules for 20+ years, that would be impractical as we like way too many rules! Also, if you're only playing together once a month (I know some groups who only play once every few months) it's easier to

# GMT's Pacific War-The Ultimate WW2 Pacific Game? Review

To say that there have been a lot of WW2 Pacific games that have come out in the hobby would be something of an understatement. From some of the earliest GDW ventures to the very popular Avalon Hill Victory in the Pacific, there are a large number of games covering carrier battles, specific campaigns, as well as the entire theater. There are one map games all the way up to Decision's monster game War in the Pacific with its stacks of maps and around 10,000 counters! When Empire of the Sun came out from GMT, that game was thought to be the definitive work on the subject, at least from a grand campaign view.

However, Mark Herman, the designer for Empire of the Sun, had worked on a very popular WW2 Pacific game in the past called Pacific War, which was put out by Victory Games. Since that game came out some 35+ years ago, it still holds onto a dedicated following, with many convinced that it is the definitive Pacific campaign game. GMT then announced a remake when deals with other publishers fell through. Once it was in GMT's hands things began to move along quickly, culminating in a massive game box which was recently released.

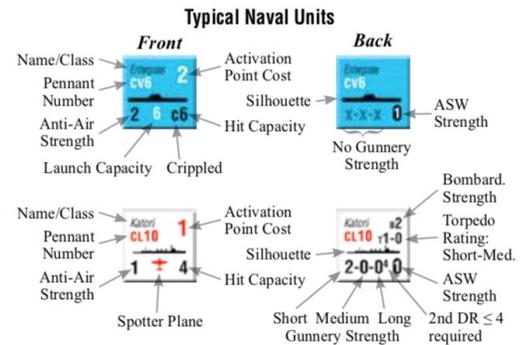


First off, this is a massive box and is pretty heavy! Far larger and heavier than the previous Victory Games version from the 80s. Once you open it up you'll clearly see why as there is literally a giant stack of components. First off there are two large, mounted maps that take up a good sized portion of the box. The maps form the usual Pacific Theater seen in many other war-games, but this time the orientation is much, much different. Some gamers are going to like this and some won't. There is also a smaller, paper map for the Solomons area, which is used for some of the engagements and battle scenarios. Just by looking at it you can see the detail of the islands, coastal terrain, airbases, and more. The maps by themselves tell you that this is a well designed package.

Then you come to the 2800 (!!!) counters. Yes, this is going to take some time to sort out and get the game organized for play. While there are a lot, and I mean a lot of markers, most of the counters are combat units. Combat units here mean individual carriers, two battleships to a counter, a handful of cruisers for CA and CL counters, then several destroyers per counter. Air units can have up to six steps, so a counter could represent a few aircraft all the way up to a carrier group. There are naval air units (usually in different shades) as well as land based air. All units are identified as L0, 1, or 2, which represent the quality of the aircraft and pilots over time, so a L0 unit won't have stats as good as a L1 or L2 unit. Unfortunately, finding the various units for scenarios and campaigns can be a challenge!

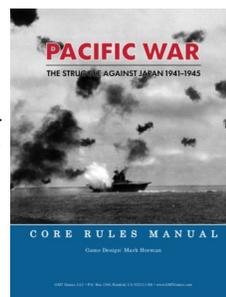
Of course there are also a wide variety of ground units, bases, search aircraft, and much, much more. Add to that search tables, combat tables, numerous task force displays, battle displays, time records, etc., and there is a ton of stuff in the box. Not only is the package comprehensive, but everything has been well thought out in terms of what gamers will need to play. Overall, this is a stunning package and for the cost (\$125 retail) represents great value for the money.

The last set of components are the four books that come with the game. Yes, that is right, four books. There are three rule books, which will be explained next and a scenario/campaign book. The rules are split into three books and there is a very good reason for that. The first book is for the Engagements, which are very short scenarios that teach the combat systems. The rules have been stripped down to just the sections on how to move and fight. The next set of rules are for the Battles, which are 2-3 hour scenarios focusing on a particular historical battle such as Santa Cruz or Midway. Finally, there is the Core rules, which cover everything and are used for the Campaign scenarios,



which range from 8 hours all the way to the full war, which is probably 2-300 hours of playing time!

In essence, this is a great way to get into a complex, multi-level wargame. Read the engagements rules, play a few combat actions, then move on to the battle scenarios. More rules are added on, then you can try a few good sized battles before moving on to the core rules and your first campaign. The combat tables usually tell you everything you need to know and thankfully, everything is indexed pretty well. Make no mistake, however, this is a complex level campaign system where the combat makes it seem easy, but it's not. All players will need to go over the rules multiple times and while you can figure out combat fairly easily, moving from that to moving around task forces, understanding battle cycles, activations, etc., is going to take a few tries. The good thing is that the rules don't miss anything and you can see that it has been play tested a lot. (cont. on p15)



# GMT's Pacific War-The Ultimate WW2 Pacific Game? Review

(cont. from p14)  
The best place to start is the engagement scenarios. These are specially designed to help you learn the combat system. They are in theory supposed to take 10-15



minutes, but in practice you'll need time to find the units (not the easiest chore), set things up, then have the rulebook handy while you go through the battle. The engagements cover events such as the Japanese attack at Pearl Harbor, Wake Island, Burma, Savo Island, and more. These scenarios teach you how to resolve battles, which include air combat, air attacks, ground combat, surface gunnery, torpedo attacks, etc. All of this is handled by cross indexing the attacking strength on a unique combat table with the die roll, then reading down to the result for what type of combat it is. Results are in terms of step losses, which are usually 1 or 2 steps.

Battle scenarios up the complexity by just a bit. There will still be a lot of combat, similar to the engagements scenarios, but this time you learn about the approach to combat and what the Battle Cycle is. The Battle Cycle controls an entire operation, showing who goes first in movement, when the other side can respond, the time of day (important for launching strikes and night surface engagements), the battle phases, then the end of the operation. Battle scenarios take 2-3 hours, but again, your mileage may vary. The scenarios cover a hypothetical relief of Wake Island, Santa Cruz, Coral Sea, and many more.

By the time you're ready to tackle the Core rules and a campaign, you should be able to conduct a variety of battle types, movement, understand searching, bases, and how the Battle Cycle works. Now its time to put all of this together and try a campaign. Now there are smaller cam-

paings such as Malaya that should take somewhere around 8 hours. Then you can go all the way up to the full campaign, which could realistically go on for 2-300 hours. Yes, this is a monster game, despite only having two maps. Also, as you can see in the pictures, there aren't a lot of counters on the board. The reason is that

each force will have a counter, then the units composing that force are on one of the many displays that help each side stay organized. This also makes the game tough to play solitaire, although its not entirely impossible. The question also has to be asked in how many times are you really going to play the full campaign?

Here's where the game can get a bit tricky. Basically, both sides can run their campaign any way that they seem fit. There's not a lot of scripting, card play, forced events, etc., so it's pretty free wheeling. As the Japanese, if you want to focus on India, ignoring anything east of Tokyo, by all means try it out and see what works. There are so many variations, from what ships to put in your task force screen to which bases to build, that the replay value, especially for the campaigns, is off the charts. Campaigns are going to take some work, commitment, and a lot of checking back and forth in the rule book! The good thing is that all of the answers are there in the rules, even if you may not like some of them!

I think the big question for many gamers is whether this game is a step too

far in terms of WW2 Pacific games, which is a good question. If you just play the engagements and battle scenarios, you probably aren't going to get your money's worth out of it. The campaign is really where the system shines, but you will need to set aside some time to even get one of the smaller/shorter campaigns finished. The amount of decisions, from where to base, where doe replacements go, which units to activate for month long operations, etc., have to be made continuously. It's certainly something that you don't see in many wargames on the topic.



If you've browsed CSW or BGG since its release, some of the discussions can be frightening, particularly in how granular the discussion and tactics can get. Many gamers have their own ideas

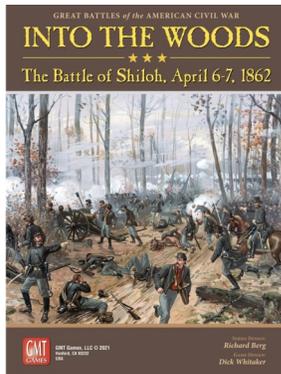
about how WW2 Pacific games should play and this game turns some of those sideways, which is not always a bad thing. For those who aren't interested in the ultimate task force set up, Japanese opening strategy in 1941, etc., this game will play just fine as it is.

In terms of comparisons, this game is truly unique. There's definitely simpler campaign games such as Avalon Hill's Victory in the Pacific and SPI/Decision Game's USN might be a close comparison, but that game was not too exciting, especially the campaign game. Empire of the Sun, also from designer Mark Herman and GMT, is actually a bit more complex than this is, but with a much smaller footprint and its card driven. Finally, there is Decision Games remake of War in the Pacific from SPI, which is gigantic, but unplayable.

So, is this the ultimate WW2 Pacific wargame? I would have to say at this time it probably is, although Empire of the Sun is a very, very close second, at least in my book. The amount of detail and possibilities here is simply staggering. It does have a lot of moving parts, the footprint of the game is huge, and it will take time. However, it is worth the investment!



GMT Games' Great Battle of the American Civil War (GBACW) continues to grow into one of the most respected series in the board wargaming hobby. Born from the old SPI series started by Richard Berg, which included games like Pea Ridge, A Gleam of Bayonets, etc., Into The Woods is now the definitive work in the series so far. In fact, this is the second incarnation of the Battle of Shiloh using Berg's system, stemming from SPI's Bloody April back in the day.



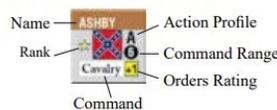
smaller map that is used for two of the scenarios. The detail on the maps is tremendous and conveys the large amount of woods that were present at the battlefield, not to mention the limited fields of fire that were available. You get several counter sheets of combat units, then a few sheets of game markers. There is the latest version of the rules, plus a playbook that has specific rules for the battle plus all of the scenarios. In terms of components it is a beautiful package.

However, the old system from SPI and the continually evolving system from GMT have moved further apart over the years to where the GBACW system of today is not even remotely close to the old way of doing things. Last year a gaming friend and I played SPI's Wilson's Creek, then a scenario from GMT's Death Valley. Two very different systems now! The GBACW rules that came in in Three Days of Gettysburg back in 2004 have now been worked over, rewritten, modified, etc., into what is now the definitive system for ACW warfare at this scale.

In terms of components, it is remarkably similar to other titles in the GBACW series. There are two 22 x 34 maps, plus

The GBACW system relies on a command and control system where brigade officers must trace to their divisional commanders, then those commanders trace to the corps commanders, then on to the army commander (where necessary). Each brigade officer must also be in range of the units under his command.

### Brigade or Regiment Leader



With each unit being a regiment or a battery, there can be a lot of units and commanders on the map for some of the larger scenarios! On top of that, the brigades need to have orders such as march, advance, or attack. It sounds like a lot on paper, but in practice you get the hang of it pretty quickly. It's best to start with some of the smaller scenarios, figuring out how brigades run and sometimes divisions before going all the way up to running a full corps.

Each division will get a number of AMs each turn, which are put into a cup. When one is drawn, the division it belongs to is activated, then the brigades of that division can move and fight. Here is where the orders come in as each different order allows units to move and/or fight within limitations. For example, advance orders are great for moving, but you can't charge an enemy, only fire at them. Charge orders allow you to close with the enemy, but you will accrue fatigue, which can crush a brigade the same way that enemy fire can! Trying to figure which to use during each turn is a challenge, as is trying to change your orders.

Firing is done by cross indexing the type of weapon with the range, then adding or subtracting modifiers. Results are in step losses and/or disorder checks. Fire combat can definitely wear down an opposing unit, softening them up for a charge. Shock (melee) is pretty decisive and can actually result in units breaking through an opposing line. Again, there are a lot of modifiers and it will take a few turns to get what is happening.

Now the rules have grown to be much larger than they used to be. Even if they are done well, there is a lot going on here and remembering everything, especially the special rules in each game in the series, is going to

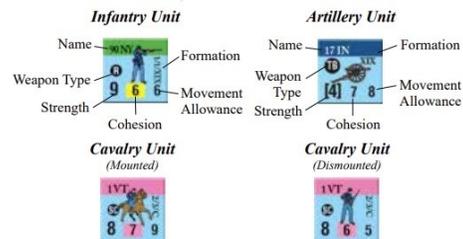
require some effort. Fortunately, once you are familiar with the system you can play any game in the series. The rules also feature a lot of examples of play, plus they are well supported on both CSW and BGG.

In terms of scenarios there are quite a few in the box. There are two fairly short scenarios that are only a few turns and are played on a smaller version of the main maps. These are ideal for learning the system and walking through how the turns work. Then you have some medium sized scenarios such as the Hornet's Nest that are played on a restricted area of the map, which focuses all the action in one place. Finally, there are the larger

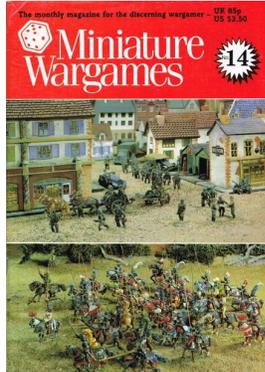
scenarios on one whole map and the entire two map battle. Basically, there's anything from a few hours of game play

to some long weekends for the bigger battles!

This is another outstanding entry into the series. The rules are now to the point where there shouldn't be any more changes and the systems have evolved to the point of becoming easy to use. There are a wide variety of scenarios here, which are played on beautiful maps and every ACW gamer should own this.



“Back in the day”, most gamers cared a lot about the hobby. What was Avlon Hill putting out this year? Will the new issue of *Miniature Wargames* show those great 28mm medieval figures again that were featured a few issues ago? What new ads would be in this issue of *The Courier*? The hobby was more than just a hobby. It was something that you really looked forward to and there were constant discussions, phone calls, and plans for new projects with gamers that you knew.



You also had to work to enjoy your hobby, so your level of caring was a bit above normal. Getting figures from overseas, finding materials to build villages, going to the library for reference material, and so on took a lot of work! No one was going to do anything for you in the hobby, so you had to make do with what was available. There was some real passion back in those days that seems to have been lost on our journey to today.

When you got a new issue of *The Courier*, *Miniature Wargames*, *Battle*, *Military Modeling*, etc., you read every article, whether you were really interested in that period or not! I remember articles about French light cavalry skirmish tactics, arguments about the maneuverability of a phalanx, how to build a wizard’s tower, and more, many of which I had absolutely zero figures for! There wasn’t much to go on in the hobby, so you soaked it all up. You would even store in the back of your mind ideas for projects so that when future issues arrived or you were in your local shop you would be looking for things that you could accumulate for down the road. You cared about the hobby and what was going on in it, no matter how unusual the period was.



Today, however, the unusual has become normal. Take for example a game called *Dockfighters*. For a few months now on Facebook there have been several postings, they have a Facebook page, and it appears like a Kickstarter is about to launch. You can clearly see, even from the ads, that a lot of effort went into this,

from the miniatures to the accessories. If this was 10-15 years ago I would have clicked on the link, learned more about the game, checked to see if anyone else in the group was interested, and maybe think about setting aside some money for when it comes out. Today? I scroll right on past.

There are just too many Kickstarters, new figures, rules, accessories, etc., coming out so often and so fast that my level of caring is pretty much at rock bottom. All I see (and that’s only for a brief second or two) is something that I may have been interested in at one time in my hobby life, but now I just scroll past. In fact, if a post on Facebook, TMP, etc., has little to nothing to do with any of the periods/rules that I’m currently playing, then I move right on past. Now this company is obviously trying to catch new gamers with some gaming eye candy and maybe they will succeed here and there. For myself, however, all I’m seeing is an obstacle to get to something I am currently interested or involved in.



Another great example of that are the beautiful figures produced by Gringo 40s. From the pictures as I scroll on past, you can clearly see that they do amazing 28mm Vietnam War figures as well as several ranges of 40mm figures. Again, 10-20 years ago I would have hit that web

site for days, planning out purchases and looking for suitable rules. Even if I never actually purchased any I would have been planning a project, talking to friends about it, and really cared that the company succeeded or that my group and I might get into it at some point.

Not today. So, what has happened to cause this? Have I turned into “Get off my lawn” guy? Maybe. Maybe not. In today’s hobby you are presented day by day an amazing selection of games and gaming items. Any scale, any period, any style of play are all catered for. All you

have to do is simply click and follow along. But a funny thing happened along the way to gaming paradise; reality.

As each day goes past in the hobby it begins to dawn on you more and more that you simply can’t play everything. There’s simply too much and you will never, never catch up. Would I play any of these recent Kickstarter games or a set of rules that uses Gringo 40’s figures? Yes, I certainly would. However, I’m not buying any and probably won’t help with the game in any way. The reason is that I’m playing too many periods and have too much to paint now to get into something else.

I think that there is a growing realization within the hobby that you can’t do everything any more. I thought that for a long time many were trying to do everything and not getting very far on most of it. I know a lot of gamers that are selling old GW figs, RPG modules, recently purchased rules, etc., knowing that they can’t get to them any longer. If they can’t get to the old stuff, what are the chances that they’re going to get involved with something new?

Now these companies are clearly selling items or they wouldn’t be adding new things, creating new Kickstarters, and so on. But how much of it is actually getting played? I think the race to accumulate stuff and the easy nature of acquiring gaming items has created a monster. Who knows how many gamers are buying and buying things, but not ever finishing any of it?

For myself, I have restricted interests now and am looking to complete certain collections, add on needed terrain, and basically filling in holes in my hobby. If it’s nothing I need I’m moving on past. It’s just reality and frankly, I miss the old days! I remember going to Ebay looking for figs or games, then spending hours and hours searching for deals. Not any longer. I go there, look for what I need, select one, pay for it, then I’m off the site. My level of caring about new products, what others are playing, etc., has hit an all time low. I’m still ordering figures, painting, and gaming, but it’s a bit more focused and things are getting done.

# Hail Caesar: Seleucids Narrow Victory

# Battle Report



sion of troops. The good thing is that due to the width of the table and our decision to start within a foot of the table edge, there was only around two feet in between the lines, so the action would get going quickly, or at least it should depending upon command rolls.

The Republican Romans would have three legions, of which one was an Italian allied legion. Each legion had two units of velites, two of hastati, two principes, then finally a unit of triarii. As discussed in

The Seleucids had a quite large force broken into four divisions. Two of the divisions had four pike units each, with one also having two elephants attached to it. The other infantry division was a mixed bag of Red Sea Arabs, Galatians, Thorakites, and Persians, plus skirmishers. Finally, there was a massive, 7 unit cavalry division with three light cavalry units and four heavy, including some fully armored Persians as well as a unit of cataphracts.

While many of the Roman units were 8 figures strong, the pike units alone were 40 figures each! Everyone could clearly see that the Seleucids greatly outnumbered the Romans in figures and the Seleucid cavalry division looked menacing on the Seleucid left. The Roman players, however, were used to these kinds of

With many of us being available for the Memorial Day holiday, we had been discussing have a really big game. That usually means Hail Caesar, TSATF, Age of Eagles, or maybe even Battles For Empire. This time, everyone pretty much wanted to use just about every unit that I had available for Hail Caesar. The great thing about the holiday is that we would be playing at a place not too far from my house, there was plenty of time before the game for set up, and no time limits for the take down. This certainly makes putting on a larger game easier to do than on a Friday night after work!

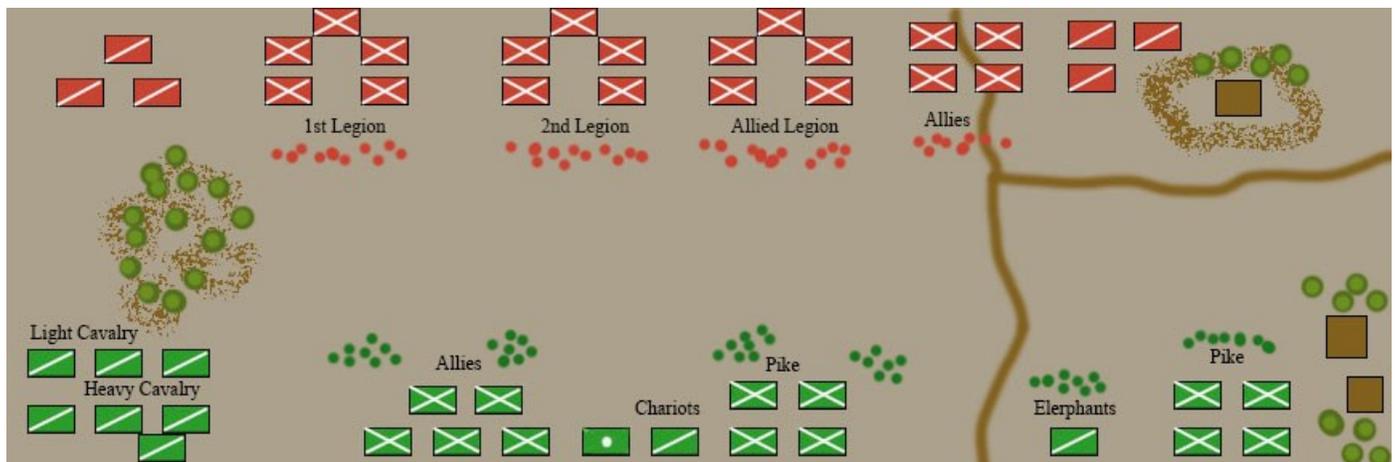
So this would be the largest Hail Caesar game that we had ever attempted. It came out to roughly 680 points per side, which is a lot of units. A 500 point game is pretty large, but this would be quite a bit beyond that. We had envisioned around 8-10 players, but due to some last minute cancellations, we ended up with only six of us. A bit late to rework the scenario points, so we plunged ahead, with a few players taking a second divi-

previous issues, these are all small units of 8 figures each and while they look tiny in comparison to the Seleucid pike units, they really pack a punch! However, a legion is pretty expensive points wise, which is why the Seleucids had so many more units. Each legion also had an attached skirmisher unit of Numidians, Cretan archers, slingers, etc.

There was also a division of Samnites, Campanian hoplites, and two skirmisher units. Finally, the Romans split their 6 cavalry units into two divisions and placed one on each flank. The Romans were definitely outmatched in cavalry, so they were going to go with the time tested theory of stalling on the wings while the legions advanced and finished off the opposing infantry. At least that was the plan...



odds and they advanced across the battlefield to come to grips with the pike units while the cavalry of both sides moved out as the game began (cont. on p19).





The battle began with both sides trying to advance to at least the center of the board. The Seleucids also for the first time had two scythed chariots and a unit of medium artillery. The scythed chariots moved one time, then blundered and raced back to their starting lines, never to move again! The artillery, despite scoring a few hits its first time firing, never scored a hit again for the rest of the game! Definitely one of those things in gaming where despite having a lot of units, not all of them were guaranteed to perform.

The light cavalry immediately got into the fight on both flanks. What followed was a multi-turn battle of charge, counter-charge, fire a few shots, then move to a different area to threaten enemy formations. Both sides light cavalry took multiple hits and by the third turn much of the light cavalry was gone. The rough

area on the Seleucid left, consisting of a few small hills and some scrub brush/light woods, frustrated the Seleucid cavalry all day. They had a significant advantage in heavy cavalry in terms of numbers and quality, but the light cavalry battles in the scrub blocked any further advances.

On the far right for the Seleucids, the pike units advanced and crashed into the Samnites and Campanians. One of the Seleucid units had terrible luck in the battle, then rolled a 2 for the break test! Within the first two turns one of the 8 pike units was already gone. Fortunately, another pike unit moved up to fill the gap and had the exact opposite effect. In four combats it only took one hit, saving everything else! It ran over two Samnite units and almost singlehandedly saved the Seleucid right. The skirmishers continued to fire at

each other and the occasional formed unit, but by turn 5 the Seleucids were in pretty good shape on the right.

In the middle the Romans and Seleucids had a hard time getting any traction. The skirmishers of both sides were pretty active, adding hits to the larger formed units and occasionally taking out their opposite numbers, but no one could really get across the center line of the board. Finally, around turn 5 the Red Sea arabs, Persians, Thorakites, and Galatians moved against the legion directly opposite from them. What followed was a chaotic battle, with both sides attacking, counterattacking, bringing up fresh units, then attacking some more. After about three turns there wasn't much left and most units were damaged well beyond 50%. That section of the battle was a draw as turn 8 began. (cont. on p20)





(cont. from p19) The cavalry battle on the Seleucid left continued, with the skirmishers charging and countercharging each other. A Spanish heavy cavalry unit and a Seleucid agema cavalry unit got into a fierce battle, but the Seleucids just could not bring their weight against the smaller Roman force. The hills and scrub worked against them and if the battlefield had been wider the Romans would be in serious trouble.

The final act now shifted to the Seleucid right flank, although the Romans were finally making some progress in the center. The pikes advanced, crushing most units in their path, then coming up against the Etruscan heavy cavalry, which they pushed back. All of a sudden, the Roman left flank was gone and the Seleucid pike units were looking at the flanks of the Romans in the center. At this point

and after about 4 1/2 hours of game time the battle was called as a Seleucid minor victory. The Romans still had some firepower left, but with their flank in trouble they would have to pull back into a defensive position.

Including set up, take down time, and going over the units and rules, we finished the whole thing in 6 hours, which wasn't too bad. The main issue was that the battlefield probably wasn't wide enough. I had overlapped the mats so that we were playing on a 10 x 4, but it could have been expanded to 11 x 4 or a 12 x 4 if needed, which would have given the Seleucids more room for the cavalry. That would have forced the Roman legions to attack, knowing that it would be only a matter of time before the flanks gave way to the Seleucid cavalry. Also, 680 points per side is almost too much!

This brings us to one of the only problems with big games (OK, outside of the painting, transportation, set up, etc.), which is the orders of battle for both sides. In this case I had prepared army rosters and then set up the divisions on the table. There simply isn't the time to have the players choose their forces, arrange them into divisions, then set everything up. If we went that route, then it would add another two hours to the entire affair. This brings up the inevitable "I would have put them over there", or "I would have added those units to that division", and so on. Really not sure how to solve this problem.

Despite that, it was a pretty good battle! Lots of units, plenty for everyone to command, plus some real back and forth action. We'll definitely have to do this sometime again in the near future.





*More images from the big game. One of the Seleucid divisions (unfortunately it was mine!) just could not move up to the front to save its life! There were, however, some massive battles on the flanks as shown here. The Seleucid cavalry, operating in a big division, never really had the space to maneuver to bring its power to bear.*

# Book Reviews by Steven Verdoliva

## The Ghosts of Cannae

Written by Robert L. O'Connell. Published by Random House. 310 pages with notes and 5 maps.

This was a good read and while obviously centering on the Cannae campaign does have a well written before and after.

An interesting point was the comparative differences between Rome's and Carthage's philosophy on war. In Rome, war was the state. You couldn't rise in Rome except through service with the army. In Carthage war was fought on a balance sheet with very few members of the government involved with the military. Hannibal and Carthage couldn't understand an opponent that refused to consider themselves utterly defeated even after a disaster like Cannae.

The title refers to the Roman survivors of Cannae who were banished to Sicily for supposed cowardice. The irony is that these survivors were the backbone of the army that Scipio takes to Africa. Revenge is a dish best served at Zama.

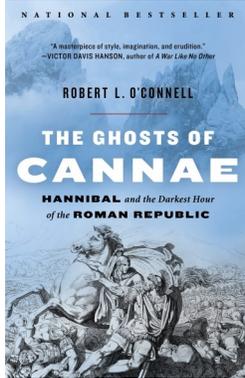
Mr. O'Connell has a great description of what possibly happened at the battle, the main points being:

Consul Paullus getting whacked early by a skirmisher. When his staff dismounts to help him, the newly recruited right wing cavalry also dismounts thinking it's an order. Not good.

Control of the victorious Carthaginian cavalry

The Roman army is so large, and probably unwieldy, that the dust from umpteen thousands causes tactical blindness and the bulk of the Roman infantry has no idea that the wings are gone and that they are surrounded.

Another more controversial point is that to find a man to defeat Hannibal, Rome had to grossly manipulate its own legal rules. The historian Arnold Toynbee has put forth the theory that Scipio Africanus was the proto type for the rise of "The First Man in Rome" syndrome. This would eventually result in Rome's civil wars and the fall of the Republic. Hanni-



bal's final revenge may have been slipping Rome a slow but deadly poison. More Punic trickery!

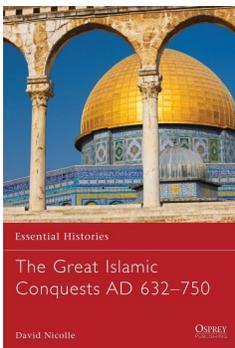
As a personal note I've been to Cannae. The ruins are from the medieval town but there is still a Roman mile marker there that the local museum will point out to you. It looks out over a huge field where the battle was fought and that's about as accurate as anyone can be.

## The Great Islamic Conquests AD 632-750

#71 in the Essential Histories series by Osprey Publishing.

Written by David Nicolle. 96 pages

This is a well written & nicely illustrated book covering not only the conquests but also the pre-Islamic culture. In addition there is a chapter on the culture that the



Islamic conquests created. The main emphasis covers the period from the death of the Prophet Mohammed till the end of the Umayyad Caliphate and the rise of the Abbasid Caliphate. The armies, tactics and opponents all get their due. One of

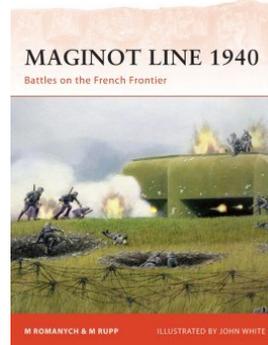
the points to remember about the rise of Islam as a military power was the weakening of its two main opponents, the Byzantine & Sassanian empires who had each exhausted each other. How different our present world might be if these empires had not dragged each other down.

## Maginot Line 1940 Battles on the French Frontier

#218 in the Campaign series by Osprey Publishing.

Written by M Romanych & M Rupp. Illustrated by John White. 96 pages

A good read about the lesser known part of the Fall of France in 1940. True or False: As the Panzers rolled through Western France driving for the Channel, the German forces facing the Magi-



not Line sat patiently and skirmished with the enemy? Well it's a little of both. While not overly active at the start they had their part well, very well, in the campaign too. I never realized how active the Germans were in attacking the French defenses and how successful they were. While showing some strength they certainly were not the impenetrable "land battleship" that pre-war France had planned them to be. This book would certainly help develop some interesting 1940 scenarios.

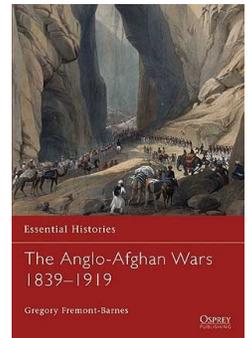
## The Anglo-Afghan Wars

#40 in the Essential Histories series by Osprey Publishing.

Written by Gregory Fremont-Barnes. 96 pages

This book covers the three major conflicts between the British and Afghans, the 1st war of 1839-1842, the 2<sup>nd</sup> of 1878-1881 and the 3<sup>rd</sup> and last in 1919. All three of these campaigns follow roughly the same course with the British initially getting in over their

heads but in the end pulling their chestnuts out of the fire. Though each conflict comes to a conclusion and the British declare each a victory, it is a victory that tastes of ash and bitter herbs. A nice part about this book is that it covers three distinctly separate campaigns each with its own cast of characters, though many are cast from the same Imperialist mold. The authors conclusion is that it's easy to get into Afghanistan but much harder to find a palatable exit.



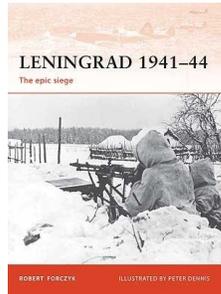
## Leningrad 1941-1944 The Epic Siege

#215 in the Campaign series by Osprey Publishing.

Written by Robert Forczyk. Illustrated by Peter Dennis. 96 pages

## Book Reviews by Steven Verdoliva (cont.)

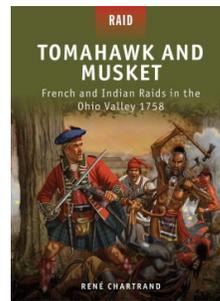
This is one of the best of this series that I've reviewed. Partially because I've always been interested in the subject and unusually for a Campaign series book it covers a multi-year period. Leningrad is one of the great sieges of history both for its length and savagery. The book has information on the forces, commanders and plans of both sides. Leningrad is shown as a series of battles as each side tries new plans to break the deadlock. Leningrad isn't the dash of massed tanks but the grind of unending infantry assaults in woods and bogs. Good scenario material here.



Marlborough, is considered Britain's greatest military leader. I won't argue with that but I do think Wellington runs him a very close second. This is a good short biography covering the campaigns, personalities of both sides and his pre and post military career. In addition to being a military leader, Marlborough was also his nation's diplomat on the spot. A job he handled quite deftly in an army that was made up of nearly twenty contingents of allies and mercenaries. Nice illustrations and pictures.

**Tomahawk and Musket French & Indian Raids in the Ohio Valley 1758**  
327 in the Raid series by Osprey Publishing.

Written by Rene Chartrand. Illustrated by Peter Dennis, Donato Spedalieri & Johnny Shumate. 80 pages



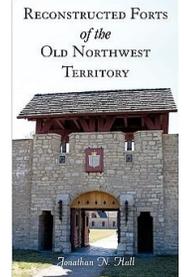
This was a fun read with lots of great illustrations. It covers the origins of the war and the strategies of both sides. The raids of 1758 are used to illustrate these strategies as during this year both sides were on both offense and defense. The British offensive was towards Fort Duquesne, modern Pittsburgh and the French attack was aimed at Fort Ligonier. Fort Ligonier is still around as a reconstruction and is an excellent place to visit. Mr. Chartrand's analysis is quite good. Though the French lost in the end their tactical efficiency in wilderness fighting was vastly superior to the British and allowed them to hold on far longer than their resources would have indicated.

**A Guide to the Battles of the American Revolution**

Written by Theodore P. Savas & J. David Dameron; 360 pages; \$20.00  
Published by Savas Beatie

This is a well written guide to most of the battlefields of the American Revolution. Almost 70 battles are listed all in chronolog-

ical order. Also each battle has a listing of the date, region, commanders, time of day & duration, weather, forces involved and a map. At the end there are often a couple of paragraphs of what the battlefield is like today. Quite the little scenario guide for the enterprising gamer.



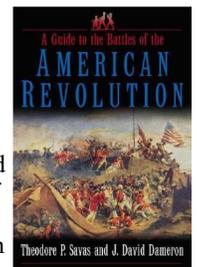
The preface includes a section of author's notes on the campaigns and battles of the Revolution. This includes naval forces of the Continental navy. Another section describes all of the armies, British, Loyalist, Germans, Continentals, France & Spain. There is an appendix with a state by state breakdown of the battles listed.

I found it to be well worth the price and will take it with me on my Revolutionary War trips.

**Reconstructed Forts of the Old Northwest Territory**

Written by Jonathan N. Hall; 220 pages; \$24.00  
Published by Heritage Books Inc

Not being from these parts (O-H-whatever) I like reading about some of the local military history and especially about places that I can possibly go visit. This book lists all of the forts, including the Battle of Tippecanoe, from Ohio to Iowa, which are still around in some form that you can visit. The book is broken into chapters by state. Each fort listed has its history listed and photo's or a drawn map of what it looks like. All of these forts can be visited but calling ahead is suggested as many of them are small local affairs and only open on certain occasions. One of the appendixes also covers forts that are more city parks with a plaque commemorating that they were there.



This would be a cool book to keep around as you convention hop to check out local sites. I borrowed this from my friend Keith Finn. Now that I've written a review about it I guess I'll have to give it back and get my own copy.

### **Pompey**

#23 in the Command series by Osprey Publishing.

Written by Nic Fields. Illustrated by Peter Dennis. 64 pages

While Pompey is best known as Julius Caesar's opponent at Pharsalus he had quite a career prior to their final meeting. You don't become a member of the First Triumvirate based on just your good looks. The book describes his rise to political power in Late Republican Rome and the campaigns that he led. It has been said of Pompey that he peaked early and then coasted on his reputation. While probably true he still managed to show ability as a commander and

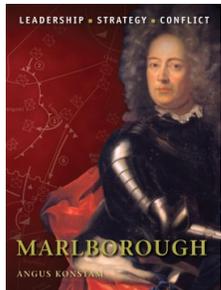
was handicapped versus Caesar by needing to drag the remains of the Republican Senate with him. This led to command by committee and gave Pompey just one of the voices. All in all a good short biography.

### **Marlborough**

#10 in the Command series by Osprey Publishing.

Written by Angus Konstam. Illustrated by Graham Turner. 64 pages

John Churchill, 1<sup>st</sup> Duke of





Fortunately, one of our members did have Italian troops, so we got to see those on the tabletop! The French were basically in three commands, which worked out well as there were three French players! The Italians on the French right would advance slowly through the rough terrain and engage the Austrians where possible. In the center the French would try to occupy the towns and move to cut the Austrian army in two, while the remaining French command would work its way in a large flanking movement to draw off more Austrian forces. The French had some huge brigades (16 and 17 stands!), pretty good artillery, but just one brigade of chasseurs for cavalry.

It's been a long, long time since we've used Austrians in our Age of Eagles games, so it was time to bring them out. Not only would there be Austrians this time, but Italians as well! While most Napoleonic gamers focus on the Danube Valley campaign for 1809, we chose to do something different this time and go with Sacile from that same year. Not knowing much about the battle, we chose it as it looked interesting and would seem to fit our four hour window since we would be playing at a local store this time.

Sacile, also known as the Battle of Fontana Fredda, was a clash between Archduke John of Austria with around 39,000 troops against Eugene with 37,000. The battle centered around several villages and towns, with rough terrain (streams, broken ground, etc.) on the French right. The French attacked, but the Austrian superiority in cavalry proved to be a major problem. After a series of actions in the center, the French withdrew and John's slow pursuit saved Eugene.

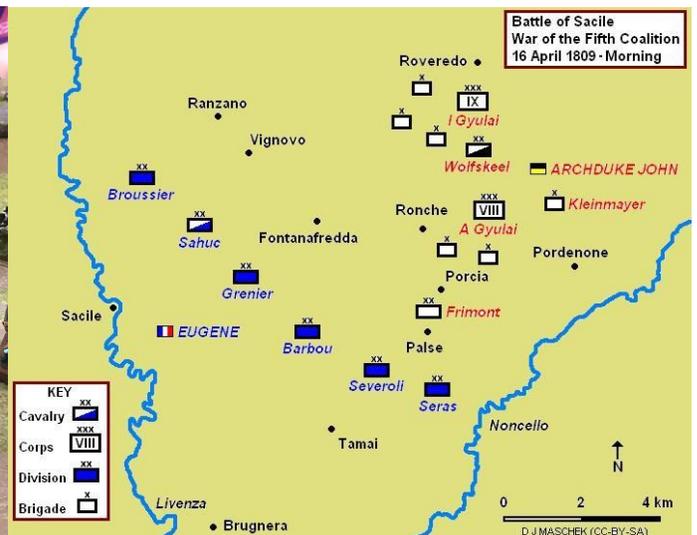
When the game began the French quickly moved out to seize the center villages and at least position themselves to cut the Austrian army in half. The French left had planned to move around the Austrian flank, forcing them to commit units to that side of the board, but in what would be a series of bad movement rolls, only about half the units on that side even moved the first few turns! The Austrians on that side took advantage of the slow French response and moved a few units into blocking positions. Clearly, the Austrians were going to try to win the battle by attacking down the center and into the

rough area on the Austrian left.

Speaking of the Austrian left, they moved quickly to the attack. The Italians, who were deployed on that side and had planned to try to get through the rough terrain, changed their plans and decided to let the Austrians come to them. By the third turn the French were still sorting themselves out in the center and left, but the Italians were waiting in pretty good positions for the Austrian attacks yet to come. There had been some artillery fire, but not much else.

That changed on the fourth and fifth turns where battles in the center and on the French right opened up. The French tried to maneuver against some Austrian grenzers and artillery in the center, but were thrown back with losses. There were also several fights over the villages in the center where the French were initially successful, but then Austrian counterattacks forced them back. The Italians were doing well, stopping the initial Austrian attacks and they were looking for chances to counterattack.

Then came one of those moments that are what makes gaming so unpredictable, but yet still fun! In the center the Austrians could not coordinate a final attack to finish off the French, who (cont. on p25)





(cont. from p24) had several batteries of artillery plus a brigade of infantry firing on the assembled Austrians. Yours truly then rolled six 1s out of seven rolls! The Austrian heavy cavalry crashed into them, getting +4 and +5 in the melee rolls and threatening to split the French army in two. However, as bad as the shooting die rolls were, the melee rolls weren't bad and the French held!

The Italians, however, had the hot dice, rolling several 10s in melee and inflicted huge losses on the Austrians as they tried to attack in the rough terrain. The Italians then went over to the attack, driving the Austrians back. On the far French left, the French had finally moved to about halfway where they should be and started an artillery exchange with the Austrians on that side. At this stage the battle was still there for the taking by

both sides, although the losses were starting to pile up.

Turns 7 and 8 were the deciding part of the battle. The French moved a fresh brigade into the battle around the center of the board. It defeated an attack by Austrian infantry, then drove in on the Austrian artillery batteries, overrunning several of them. With no reserves in that area, the Austrians went from being in control of the situation to staring at defeat in just a few die rolls! The remaining French counterattacked as well and despite suffering more casualties, finished off the grenzers and captured another artillery battery. At this point the Austrian center was looking bleak.

On the French right the Italians moved forward, driving the Austrians back with heavy losses. The Austrians counterattacked, but were then thrown back. A

final Italian attack allowed them to clear the rough terrain, so in front of three or four fairly fresh Italian brigades there were several severely weakened Austrian brigades. While the French left had not done much all game, they were effectively pinning down several Austrian units that were desperately needed elsewhere. With their center split wide open and their best troops pushed back to their starting lines, the Austrians conceded the game.

A very fun and exciting game! This does show that Age of Eagles isn't just for re-fighting Borodino or Leipzig. The system plays very well with smaller battles and at least you can get those completed in a reasonable amount of time. After the success of this one we'll start looking at some others that might work well for a 4-5 hour game night.



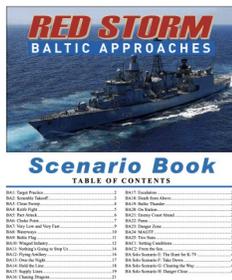
One of the surprising hits of the last few years was GMT's Red Storm, which covered a hypothetical WW3 clash in Central Europe during 1987. Red Storm ported over the Downtown system, but instead of F-4s and Mig-21s dueling over the skies of Vietnam it was F-15s and SU-27s over West Germany. The game featured a ton of scenarios, campaigns, and four fairly large solo scenarios, which the system desperately needed. With the success of that release, the Red Storm team has quickly produced a second installment in the series called Red Storm: Baltic Approaches.



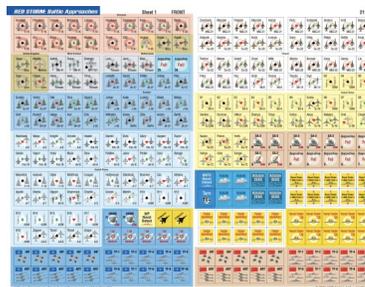
all of it is up to GMT's usual high standards.

For the uninitiated, Baltic Approaches is part of what is known as the Downtown series of games. Each game portrays operational level combat, meaning that each aircraft counter is usually representing 2-4 aircraft. Scenarios are usually in the form of "raids", which include flights for Combat Air Patrol (CAP), Suppression of Enemy Air Defenses (SEAD), close escort, strike, and recon elements. On top of all of that, there are enemy flights to deal with on top of ground based air defenses.

Baltic Approaches covers WW3 operational air warfare in the Baltic region, covering Denmark, Sweden, plus northern Germany and Poland. The game introduces many new aircraft types such as U.S. carrier air wings with their F-14s as well as Swedish Viggens and Drakens. The other new thing in the system is the introduction of ships and many of the scenarios revolve around naval operations in the Baltic. This is a supplement and not a stand alone game, so you need to already own Red Storm to be able to play.



The scenarios in Baltic Approaches range from the small, where a few flights attack a naval task force, to massive scenarios with multiple strikes going up against layered air defenses. Detection in the form of radar or visual identifying flights, is a huge part of the game. Success in a strike is usually based upon how long you can keep the other side guessing as where the real strike flights are or where the main belt of air defenses could be. This is why the first few games in the series were not well suited for solitary play. Starting with Red Storm, however, the games have become more solo friendly.



Picking the right path, hitting the target, then getting back alive is pretty challenging. Since the raids are planned out on smaller maps, there's not much deviation for the strike aircraft. You can actually plan out the perfect strike, get to the target unharmed, drop all the ordnance, but not hit anything and lose the game!

The game features CAP flights hunting enemy air units, SEAD forces trying to clear a path through the anti-air defenses, jamming aircraft aiding the strike flights, then the strikes themselves going up against the remaining defenses, then everything has to get back to base! If it sounds like a lot, it is. This is not a game

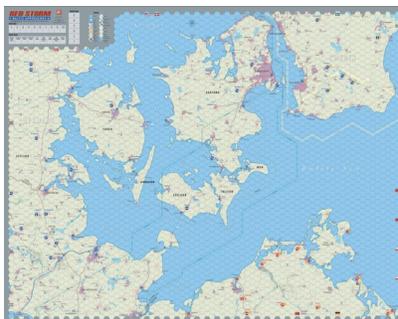
system for those looking for some fun air to air combat with few rules.

Of course, the big change with the system is the introduction of ships and naval task forces, for which there is an entire section in the Baltic Approaches

rules. Basically, they are mobile radars and SAM platforms, although rules for surface to surface combat are included. There are stats for quite a few ships and they figure prominently in quite a few of the scenarios. Naturally, the introduction of ships opens the system up to do a variety of theaters with both land and naval operations. While ships seem to integrate fairly well into the system, when you combine them with land units on top of everything else, you have quite the complex game.

The box is smaller than the one for Red Storm, but that's basically because you're only getting the components to add onto that game. First, you get two 22 x 34 maps that are done in the same graphic style as other games in the series. There is only one counter sheet, which adds the Danish, Swedish, and Polish air forces as well as counters for the naval forces of both sides. There is a rule book that just adds new sections to the original Red Storm rules, a fairly thick scenario book, and an appendix with force structures, examples of play, etc. Finally, there are several new info cards as well as a new set of charts for the naval units. Yes, there is a lot of stuff in the box and

As each flight moves, it can be engaged in air to air combat, or in the more modern games, there can be long range missile shots. Air to air combat is done through a series of modifiers and can result in individual aircraft being damaged or shot down. The dogfight can move and afterwards, flights can be disorganized and spread out, so there are rally points set up for each side. While the combat definitely isn't as tactical as a one on one air wargame, it's pretty interesting as you never know what is going to happen!



Then there's the whole attacking ground targets part of the game, where flights try to get through the AAA or SAMs to deliver their ordnance.

In the end, that's the only problem with this supplement-too much of a good thing. The components are great, the introduction of ships is handled pretty seamlessly, and there's plenty of new scenarios and more campaigns. The solo system is great and the four new solo scenarios are a welcome addition. However, this game system has moved beyond any fun that may have been originally intended. The system is well designed and quite interesting, but it's starting to lean more towards a simulation of WW3 air raids to be studied than to have fun playing it. The amount of paper logs, data cards, tables, charts, flipping back and forth to find rules, etc., means that this game will take a lot of work, which may not be for everyone.

# Hill Air Force Base 2022 Airshow



instances, walk through. If you were into WW2 aircraft there were actually quite a few and as usual, they proved to be quite popular with the crowds. There was a beautiful B-25 painted in Marine colors as well as a PBY Catalina from 1943! A pair of T-6s in yellow performed several fly-bys, but the big WW2 highlight was the appearance of not one, but two P-51s! Both took their turn during the day flying solo as well as with the more modern jets in what are termed "legacy flights".

Its been several years since we had an airshow in this area, due to Covid and scheduling issues. Hill AFB here in northern Utah is home to an F-35 fighter wing, an F-16 reserve unit, refurbishes A-10s, and does the paint jobs on all of the USAF's C-130s, so it's a pretty big operation.

This year the Warriors of the Wasatch airshow was on two separate days, mainly to reflect the ever increasing population in this area as well as renewed interest in airshows. I can remember back in

There were all kinds of strange aircraft in the static displays, from WW2 era observation aircraft to trainers to hobby aircraft. This is of course what makes airshows so great, in that you get a chance to see some really interesting aircraft. There was a B-52 there from Louisiana, still flying and the tail markings showed that it was built in



many times you've seen them (I think this makes 20 times for me!).

There were a large number of vendors selling food, hats, and shirts, plus quite a few static displays. It would have been a great day if it simply wasn't for the crowd sizes. There was easily 350,000 there the day I went and you spend a great deal of time in lines for almost anything. Add onto that the 90 degree heat on an open flight line with no shade and it's tough to get through it. While the static displays and demos are certainly why you went in the first place, we really discussed afterwards if it was worth the effort.



1964! There were several cargo aircraft that were open for walkthroughs, including a C-17, C-141—and a C-130. The Marines had two Ospreys there, which are

much larger in person than when you see film of them in action.

There were quite a few modern jets on display, including Marine and USAF F-35s, F-18s, F-16s, and F-15s, plus a B-1. On top of that, several squadrons had their ordnance on display, so there were cluster bombs, cruise missiles, bunker busters, and more for the crowds to look at.

the early 80s coming to this airshow, parking the car on the flight line, then leaving afterwards with not too many problems. Today, that has greatly changed! First off, you can take public transit or drive to a staging area, then public transit will shuttle you to the base. The second option (that I used) was to drive onto the base, then take a shuttle to the airshow entrances. Both resulted in massive lines that took quite some time to untangle! By the time my friend and I got in we had missed the F-22/A-10 fly by and the F-18 demo.

So, after 90 minutes from taking our shuttle we finally got into the airshow. Fortunately, there were some great aircraft to see, walk around, and in some



# BKC IV: Normandy Breakout Attempt

# Battle Report

After playing a few early war winter battles on the Eastern Front, it was time to break out the 1944-45 British again. This time it would be a fictional battle in the Normandy area, with a British armored group breaking through a thinly held German defense line, the racing to a road exit. We only had four players (July 4th weekend), so we broke it up by having two on the German side and two on the British, which worked out well.



Starting on Turn 1, one of the reinforcing groups would arrive and continue through Turn 3. Their area of entry would be randomly determined.

The terrain was essentially flat, with a lot of villages, farms, and tree lined roads (yes, I forgot the vinyl roads we use, so the hedges had to mark the roads!). The canal could be crossed by infantry, but vehicles had to use the bridge. Parts of the road network went through bocage, which were treated as rough and impassable by vehicles. The canal and the few bocage areas created some natural choke-points for the armor.

The Germans had one battalion (about 6 stands of infantry, 1 HMG stand, 1 75mm AT gun, and 1 mortar stand) spread across the table in a thinly held defense line. The initial defense was backed up by a company of 3 Stug IIIs and two batteries of 105mm artillery. The Germans decided to hold the bocage lined road on the German right, with the Stug IIIs watching the canal area. There were three groups of reinforcements; a company of 3 Panthers, a company of 3 PZ MkIVHs, and a company of panzergrenadiers with a 75mm AT gun.

The British were a bit more constrained in their setup, reflecting an attack from positions that they've been stuck in for awhile. There was one infantry battalion (about 9 stands of infantry plus MGs, mortars, and an AT gun) and one squadron of Cromwells plus a Firefly that would be jumping off from the canal line. Three more squadrons of Shermans and Fireflies plus a mech infantry company would enter from the road and attack down the British left. The British had two batteries of 25 pounders off board, plus a light tank squadron for recon.

The game had a most unusual beginning. The British along the canal area had some incredible shooting rolls and quickly took care of the German infantry who were supposed to delay the British advance. When the Cromwells tried to move they blundered and had to move across the bridge, right into the field of fire for the German Stug company deployed there! However, this worked out well as the Stugs had horrible rolls and in the space of a few turns were wiped out by the Cromwells. The path to the large village (one of the game objec-

tives) was wide open and it looked like it might be an early night for the group!

On the other British flank, however, things were not going so well. The Germans holding the bocage lined road were determined to not just delay the British advance, but to counterattack! In a series of close range firefights between infantry, MGs, mortars, AT guns, and Shermans, the Germans grimly held on. Then the British were hit with not one, but two command penalty blunders on consecutive turns (there were four blunders on the night-most we've ever seen in one game!). The British advance ground to a halt.

This gave the Germans time to rush in their reinforcements and the British won the race to the large village, deploying a



company of panzergrenadiers just before the British got there. The Panthers came on and engaged the Cromwells, knocking them out after a few turns, but taking quite a few hits themselves. The Panthers then moved to the other side of the main road to help the PZ MkIVs, who were in a long range fight. (cont. on p29)





(cont. from p28) By this time the British had pretty much eliminated the Germans along the bocage lined road. It helped that the artillery of both sides made an appearance, which drastically cut down the number of infantry stands. With the German infantry finally out of the way, the British light tanks and Shermans moved out for the final attack. The Germans holding the village now came under both tank and artillery fire, losing a few infantry stands.

The Panthers, who had been seriously hurt in the engagement with the Cromwells (two of them had 5 hits each, with 6 being the limit) met the advancing Shermans head on. There were now only two PZ MkIVHs still left and the German armor prepared for the onslaught. If the German armor could get knocked out or forced to withdraw, the British could finish off the panzergrenadiers in the

village and win the game. The British had several chances during the game to finish the Germans off and each time bad command rolls gave the Germans one more chance.

The Shermans advanced on two fronts; one squadron slid past the farm towards the village while the other advanced slowly, engaging the Mk IVs. The Shermans failed two command rolls, then when they were able to return fire had some bad shooting rolls. Meanwhile, the Panthers saved the day on the German right flank, knocking out several Shermans and forcing the British to concede the game.

A smaller than usual scenario that we thought make take only a few hours, but went for close to three and was the perfect size for four players. Each player had enough units to keep busy and the

turns went by pretty fast. We definitely like the option of keeping hits through the turns, which in the case of the Panthers meant that they needed to be extra careful when they moved to engage the Shermans. Both sides had artillery available and when it arrived it was deadly, but it was too little and too late in most cases. The amount of command blunders, failed artillery contact rolls, command fails at the worst times, etc., was legendary in this game!

Still trying to get the right feel and layout for Normandy games in this scale, which might take some more terrain building. There's always a fine line between too much terrain, but having enough where it looks like the real thing. When we do this again, we'll try for a bit more rolling countryside than here! Next up will probably be a 1944-45 Late War battle in the snow.



## FFoL M&M - Trojan War Skirmish by Rob Coleman



cape. They had to search the villa rooms (regular task) to find the noble and his daughter. The river could be forded, but required a regular task roll on entry and during movement. Failing the task roll would see the user go down and require a task roll to get back up.

Odysseus got things off to a start finding the daughter, but it would take another heavy round of

My kids didn't seem to be interested in getting *Fistful of Mecha* going again, always something else more interesting, so I setup for *FFoL - M&M* in the Trojan War. I've been working on various forces involved for quite a while, and decided to run a raid prior to the 9th year. Odysseus and the Ithacans have raided a small town to capture some of the local hoi-polloi for ransom. They are then interrupted mid search of the villa when a Trojan scouting party lead by Deiphobus stumbles upon them.

To start the Ithacans had three men in the villa and two on the bridge, while the Trojans came in on one of the two roads the Ithacans could use to es-

searching to find the noble. Still, they found the hostages and proceeded to exit while the Trojan's were still sneaking through the village. Deiphobus was a bit brash, and made a move towards the bridge and the plucky archer took a shot, but only scored a shock. The rest of the Trojans snuck along behind the buildings of the village and the village well.

Deiphobus thought better of things and moved into hiding with a javelin in support. Meanwhile the lone Ithacan spearman on the bridge moved up to buy time for the rest of the war party to move across the river.

Helenus decided to avenge his brother and charged the archer, but being a healer and follower of Apollo, he proved ineffective at combat (my son rolled a 1 I rolled a 9, and then rolled a 9 to put him out of action). Definitely not the expected course of action to be sure, a named character falling to a pleb.

The Trojans rallied and a spearman ran in to defend his fallen comrade, spearing the Ithacan archer through the heart (me 3, son 10, then 10 on the wound). Determined to fight to the



death, the Ithacans slipped by rather than challenge him. Meanwhile, at the crossroads, an inconclusive series of clashes leaves the (cont. on p31)



# FFoL M&M - Trojan War Skirmish by Rob Coleman



loose coalition of supporters.

Rather humorously, one of the Ithacans failed to cross the stream all game long. Slipping on the stones, he'd get up and go right back down again on the following card.

*The above game was fought with the **Fistful of Lead: Might & Melee** rules, which are part of the now huge **Fistful of Lead** family of skirmish rules. In previous issues we've also played **Galactic Heroes**, which is also part of the series. There is now a wide range of rules and supplements which will pretty much allow gamers to play skirmish combat all the way from the Trojan War (as in this battle report) to using mechs and powered armor in the far future. All games use the same base system, making it easy for gamers to explore other periods without learning new rules.*



(cont. From p30) Ithacan front runner and a Trojan Spearman each with a shock, staring at each other as sweat rolled off the brow.

Eventually, the Ithacans killed the Trojan blocker and escaped down the

road. Odysseus did take a wound from the javelin as he beat a retreat, but was able to shepherd his prizes back to a waiting ship. Three of the Trojans were down vs only one Ithacan. A stunning victory for the Achaean forces, and sure to bode poorly for Troy's

road. Odysseus did take a wound from the javelin as he beat a retreat, but was able to shepherd his prizes back to a waiting ship. Three of the Trojans were down vs only one Ithacan. A stunning victory for the Achaean forces, and sure to bode poorly for Troy's



From time to time, we've used *Fistful of Lead*, *Galactic Heroes*, *Might & Melee*, etc., which are basically all the same system, but for different eras! This time the skirmish would be during the Trojan War. Rob, who runs these games for us, made cards for several groups (including pictures of the miniatures on some of the cards!) so that players would have some choice.

Usually, each player has a group or faction for the game. More often than not it is a group of five figures, with three of them being average, one who is pretty good (sort of a sergeant figure), and finally, one who would classify as a hero. There is a card assigned to each figure and the cards contain ratings for combat, armor, and then any skills/traits. The basic figures might use an 8 or 10 sided die for shooting, melee, etc., while heroes might use a D12. There are a wide variety of skills/traits (each player is supplied with three laminated sheets in our games that go over them!) and remembering what they are and how to use them can be quite the challenge at times.



At the start of each turn, players get a number of cards from a deck according to how many figs that they still have on the board. Initiative is determined by the card ranking and its suite, so a queen of spades goes first when queens are called for, then jacks, then 10s, and so on. Certain cards will also give that player bonuses during the turn. When a player has the next highest card they select a figure, then do two actions with that figure. The actions could be a move/move, move/



fight, shoot/reload, or several other combinations. Combat is just each side rolling a die, then adding modifiers. The winner then rolls to see what kind of

damage they inflict, followed by an armor (or saving roll). Most characters take three wounds, but they can also take shock effects, which slow them down.

For this game the Trojans had their choice of units and went with a unit led by Amazons, and then a second unit with Memnon and some Ethiopians. The Greeks had two groups as well, but one of them had Achilles and Patrocles, which would prove to be unfortunate for the Trojans

later in the game! The objective was pretty simple, basically each side had to escort off the board a number of civilians spread around the buildings. Each side had easy access to one figure or group, but the other two were right in the middle of the potential battlefield.

As is usual in these type of games for us, strategy is way down the list of priorities! Basically, everyone chooses a location to set up, then it's off to attack the closest enemy force! Each group had one figure with missile weapons and they naturally started to fire at anything that moved, regardless of the range. Each group quickly advanced towards the civilians in the middle, while setting up a series of attacks in the coming turns. Not really knowing what each side had in terms of skills/traits, or what they would do for our own figures, the first few combats were a good introduction in terms of what to avoid!



heroes got into action. Some of these battles went on for several turns, with each side accumulating wounds and multiple shock markers. In the end, both sides were able to get two civilians off each and the game ended in a

draw!

A pretty fun night, with everything taking only a few hours. Once again, the system works well with the only downside being the large amount of skills/traits that you need to learn about and when to use them with the figures. I'm not sure much can be done about this other than studying each figure's card carefully, but that is a small point in what is otherwise a fun and interesting skirmish system.

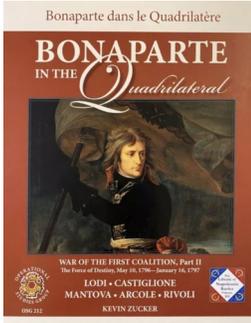


One of the most prolific game designers in the history of the hobby is Kevin Zucker. From the early game titles with OSG (Operational Studies Group) that were picked up by Avalon Hill, to the Clash of Arms games, and now the massive number of games in the Napoleonic Library series that are still coming out, OSG has remained one of the best game companies putting out Napoleonic simulations. I've owned and played several OSG games, from the Napoleon at Bay from Avalon Hill to Napoleon at Leipzig from Clash of Arms Games (still one of the most beautiful games ever made), but this is my first game from this recent series.

OSG has several Napoleonic series, which can get pretty confusing at times as they are all different scales and rules! Fortunately, I've played previous iterations of this series of games, so it was relatively easy to get into. First off, these games are not cheap and are made in limited quantities, so if you see something of interest you might want to get it asap before its gone and the price doubles!

Bonaparte in the Quadrilateral is part two of the War of the First Coalition and covers the campaign in the Po Valley in 1796 and early 1797. The game includes the maps and counters for the following battles; Lodi, Castiglione, Mantova, Arcole, and Rivoli. There are also two mini-campaigns that cover the approach to the battles, which gives players a chance to conduct some grand strategy rather than just fighting the battles.

The game came in a fairly large box that contained a lot of components.



There are four 22 x 34 maps and one 17 x 22, two sheets of counters, series rules, a scenario book, then a stack of reference cards, set up sheets, scenario tracks, etc. The maps are well done and definitely a departure from previous OSG games that I've played. The counters look good, but the second sheet had demoralization markers for every country in the game series, although only French and Austrians are present in this game. The rules, cards, etc., all look good, so in terms of components the game is pretty good.

From going over the rules and playing one of the smaller scenarios, I was able to quickly determine that this is the Napoleon at Leipzig base system, but with a little bit of extra chrome here and there. Units are brigades for infantry and cavalry, but battalions for artillery. There is an extensive command system, but in practice it's pretty easy to implement. Check the commander, range to other commanders/officers, then see if they and their units can be activated. If not, you can roll for initiative for each officer and potentially some units. A simple, but effective way to simulate command issues in this era.

Combat is also fairly simple, although the description in the rules makes it seem more difficult than it is. Units can bombard if artillery or move adjacent and attack enemy forces. There is a simple odds table that produces retreats and step losses. In some cases results will point you towards a shock table, which is something new from my previous experiences. There are cavalry charges, which are used to add modifiers to combat and cut off retreats. This is a big change and is an interesting way to handle this kind of Napoleonic combat.

As both sides take losses, units can be eliminated permanently or can reorganize at a lower strength and come back to the

game. Both sides track losses on a demoralization sheet and when you hit a certain level there are some nasty effects for that army. Given the small size of the forces here, a few losses can knock a corps or large division out of action. There are also victory point locations on the maps, so seizing key places is also part of the objective as well as inflicting losses on the enemy forces.

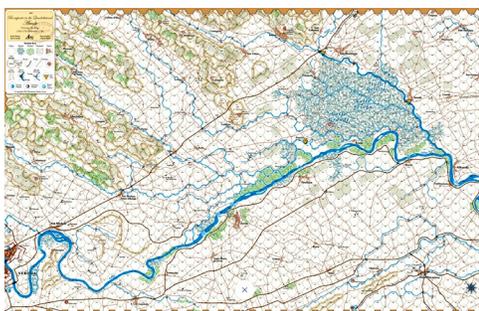
As noted above, the battles are smaller than many of the later European battles.

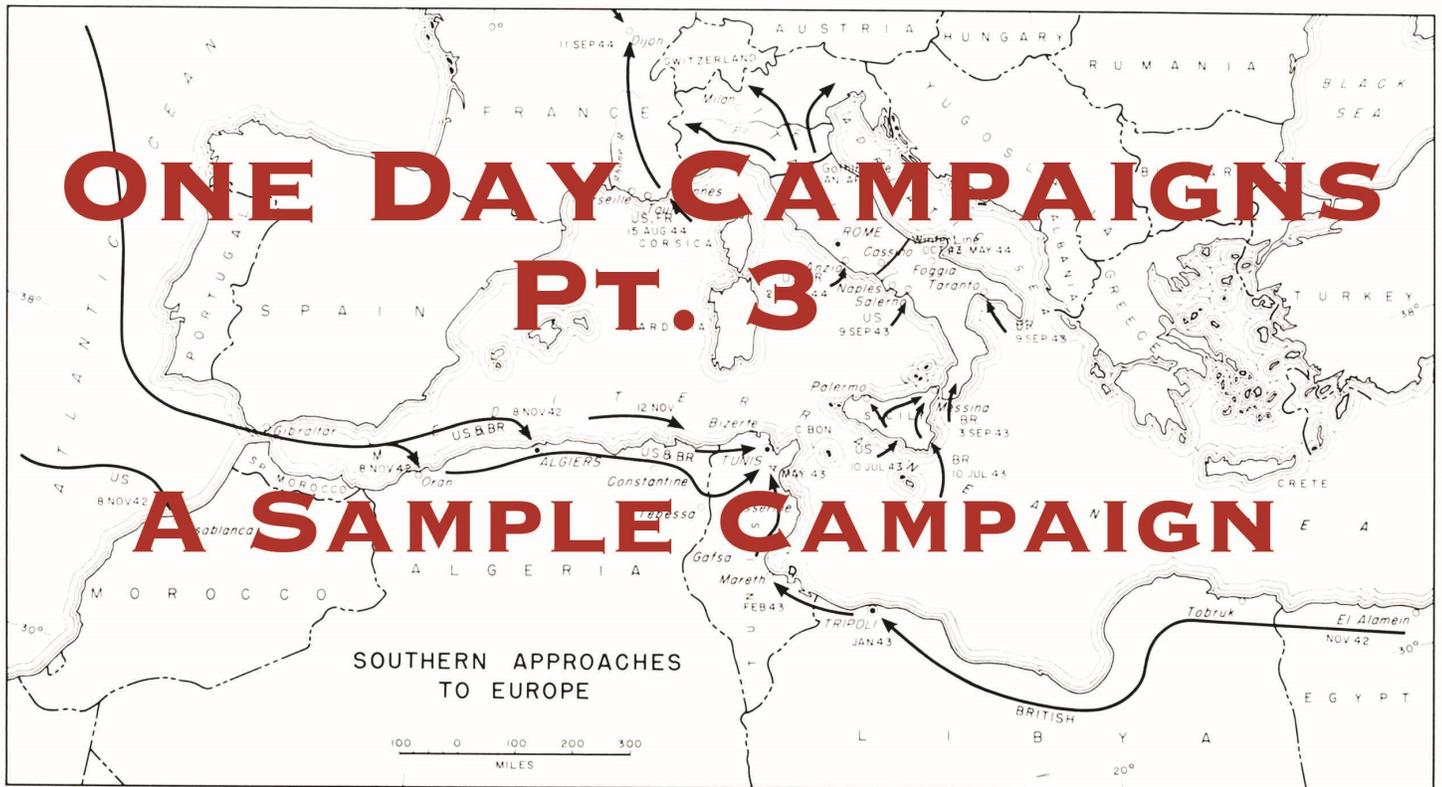
The French have an ever changing command structure, which makes scenario set up a bit of a challenge at times! However, many of these scenarios are ideal for learning the system or for an evening of Napoleonic action. If you're not playing the campaigns the action usually gets started right away. Fortunately, there have been some scenario set up sheets posted with images of the counters, which should help things considerably. The color coded charts that come with the game (there's five of them) are fine, but you need to read down the column for the battle you are playing to find the units and their set up hexes, which means you often miss units in the line after line of text.

One problem is that there are numerous references to cards that are used during game play. After searching for cards in the box, I was able to determine that the system is optional, and b) that you needed to order two card decks from OSG! So, this already pricey game is going to run you another \$28 plus shipping.

This is a hard game to rate. The maps and counters are very well done and its an interesting topic. Everything is well presented and the system is fairly easy to grasp and get into. There will no doubt be some referring back and forth about terrain hexes, combat results, etc., but there's nothing overly complex here. The designer definitely knows his Napoleonic history and it is an interesting game system. The lack of cards, however, means that unless you drop another \$30 or so (on top of the \$120 for the game), you can only play the base system. If you love this era then this game series is for you. If its only a passing interest, the cost might be too much.

Leaders											
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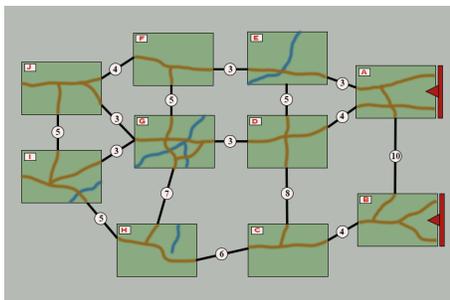


## Putting It All Together

This is the final installment in the One Day Campaigns series. The first part was how to construct a simple one day campaign, where all battles could be fought by a gaming group in one day. The second part showcased a simple set of tactical rules that could be used to handle all of the battles that would occur on multiple tables during the one day campaign. This last part will present a sample campaign that can be used for those who would like to try the system out without too much extra effort.

*Note: The sample campaign assumes that you are using both the campaign rules and the tactical rules from previous issues.*

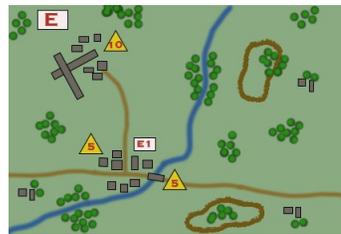
While this campaign is certainly designed for mechanized combat (WW2 or Modern eras), it could be used for other eras with a bit of work. The one day campaign system seems to work better with mechanized forces due to the high movement rate and being able to move forces quickly to other boards. The addition



of air support also enables mechanized forces to mass their combat power much faster than in horse & musket or ancient eras.

While the orders of battle here may look fairly large and gaming groups may not have all the forces, it is important to remember that these forces will be spread across multiple boards, so the odds of all forces being on one board is extremely small. Also, gamers should feel free to change the orders of battle, change the scale from companies to platoons, etc. Basically, just use whatever forces you have on hand, but since this is an attack-defense type campaign, the attackers should definitely have more forces available than the defenders.

In terms of engineering, air support, supplies, etc., gamers should feel free to experiment with the allotments to shape the campaign that they want to play or to balance out the sides.



Again, everything that is given here are basically guidelines, so feel free to try different things out, such as time-tables for success, incentives to have more forces added (reinforcing success), approaching bad weather, etc. The campaign system is pretty free flowing and additional rules and systems can easily be bolted on.

In the end, this is just a sample campaign to give you some ideas about how to set up your own. Gamers with better mapmaking skills can add detailed maps, it could be a shorter one day campaign with only a few tables, and so on. The idea here is to just give you a start on how to set one up for you or your gaming group.

This installment concludes the one day campaign series, but this may get revisited in the future. There appears to be some interest in adapting this to the Modern period with additional rules (drones, satellite intel, missile strikes, etc.) and it would probably work well for a Market-Garden style campaign. Feel free to send me any ideas.

# Campaign Information

**Situation:** Red has recently had a string of victories against Blue, who is trying to reorganize their forces and defenses. Following up on this success, Red is launching an offensive deep into Blue territory. Blue has a long front and is unsure of where the main blow will fall, so the front lines are thinly held. Once the main attack is identified, reserves will be rushed to that sector to contain Red's offensive, and if possible, launch a counterattack. Red's main goals are to punch a hole in Blue's defense, then race towards the higher victory point objectives deep in Blue's territory.

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

Air Support-10 Fighters/8 Bombers

Engineering Points-20

Fuel & Ammo-10

**Starting Forces-Blue:** Blue has the formations listed on their order of battle and they also start with the following:

Air Support-4 Fighters/2 Bombers

Engineering Points-15

Fuel & Ammo-5

**Special:** Blue can have any two bridges ready for destruction. Blue also has one fortification, four entrenchments, and four minefield sections available anywhere except boards A or B.

**Set Up:** Red's forces enter at the roads on boards A and B in any order chosen by Red. Blue sets up their forces according to the order of battle.

**Campaign Length:** 10 Operational turns, although it could go longer by adding additional reinforcements, air support, etc.

**Replacements:** Use the schedule below where each side receives additional air support, fuel & ammo points, engineering points, and replacements.

Replacements represent additional forces fed into existing units, tank recovery, rallying forces, etc. This optional rule allows each side to bring units back up to full strength and/or replace losses. For example, if an infantry battalion of 8 stands loses two stands, two replacements could be used to bring that unit back up to full strength. Units should have to trace a path along a road back to boards A or B for Red and I and J for Blue.

**Weather (Optional):** Every 4th Operational turn, roll 1D6 to see if the weather changes.

Die Roll	Weather
1-4	Fair
5	Overcast
6	Storms

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

If the weather is Overcast, then halve all available air support for both sides. If the result is Storms, no air support is available for the next few operational turns (until weather is rolled for again).

Note-the weather is automatically Fair the first four operational turns. Begin rolling for the weather on Operational Turn 5.

**Victory:** At the end of 10 operational turns (or if it's decided to have a longer campaign), add up the points from Red seizure of objectives and compare them to the table below.

101-120	Decisive Victory
81-100	Operational Victory
71-80	Tactical Victory
61-70	Draw
51-60	Tactical Defeat
41-50	Operational Defeat
40 and under	Decisive Defeat

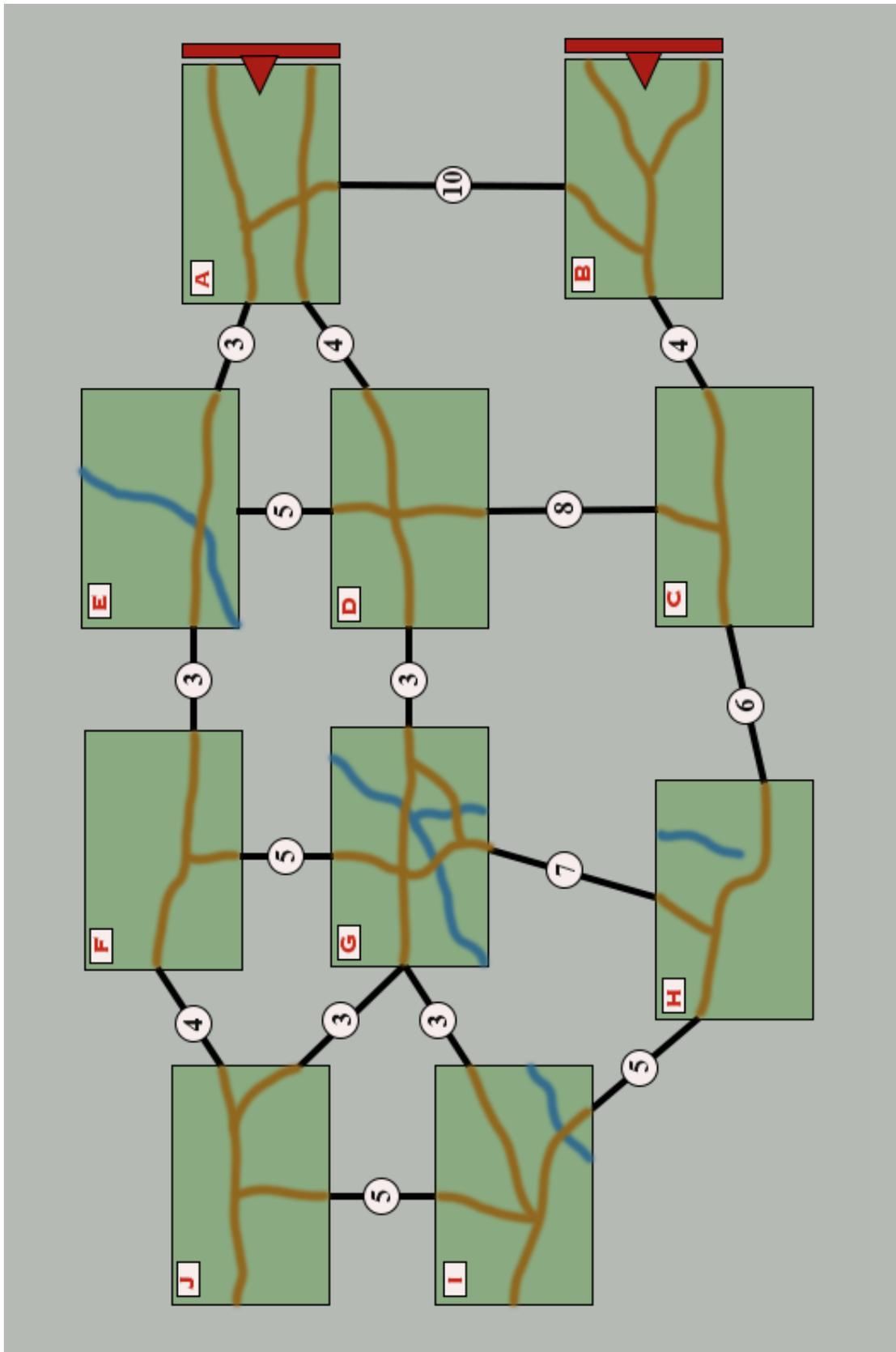
Victory Points		
Location	Type	VPs
A1	Town	5
C1	Town	5
D1	Town	5
E1	Bridge	5
E1	Town	5
E	Airfield	10
F1	Town	10
G	Bridges	5 each
G2	Town	10
H1	Town	5
I	Bridge	10
I1	Town	10
J1	Town	15
J2	Factory	10

*Design Notes: This campaign is designed to represent an opponent still reeling from a number of setbacks (Blue), who needs to get their forces straightened out, create a defense, then counterattack if possible. The start of the attack finds Blue's forces and air support scattered, but if they are able to hold on for several operational turns, the campaign should shift to favoring the defense.*

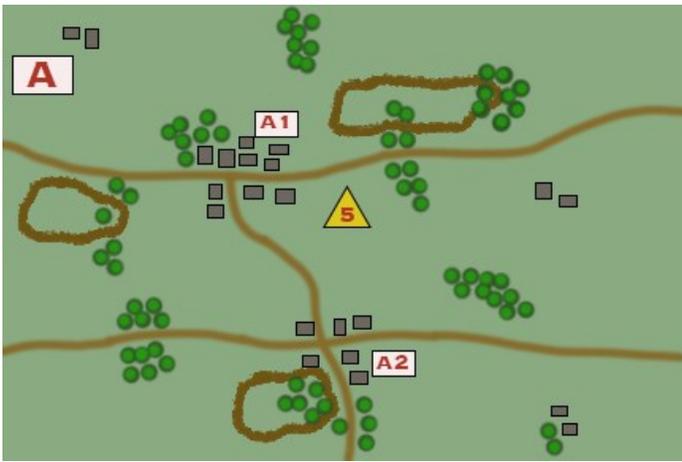
*For Red, attacking after a string of successes brings its own problems. The forces are strung out and will enter the campaign stacked behind each other, plus logistics will dictate the pace of the battle. Each turn spent attacking on a board will make it that much harder towards the end of the campaign map.*

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

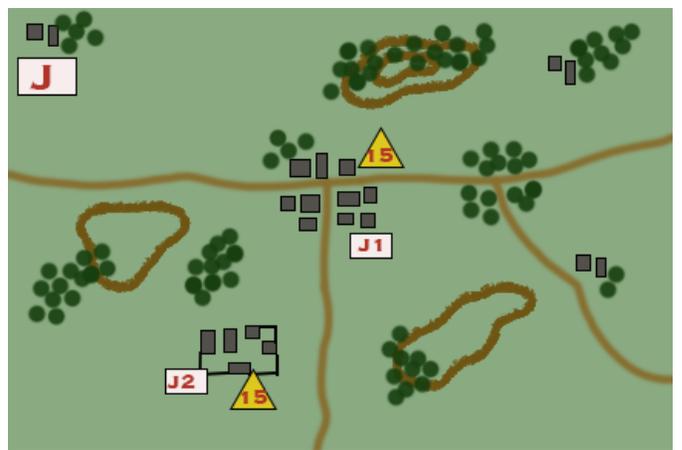
# Campaign Map



# Board Maps



## Board Maps (cont.)



## Terrain Key



## Special Terrain Features

**Airport**-This terrain feature should have multiple runways, several buildings, and maybe aircraft on the board. At least one large building should be considered fortified.



**Large Bridge** (10 VPs)-This bridge should be much larger than the other bridges on the campaign map boards.



**Factory**-This terrain feature should consist of multiple buildings, with one or more of them being extremely large. The entire complex could be surrounded by walls.



## Red Order of Battle

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These units can be grouped into formations for the campaign.

### At Start

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

2 Corps Artillery batteries

### Reinforcements

#### Turn 3

- 1 Mech Infantry unit

#### Turn 5

- 1 Armor unit

### Reserves

These units should be of a lower morale and training class, with older equipment.

- 2 Armor units
- 2 Infantry units (trucks)

They may enter on any turn, but each unit chosen costs 2 Victory points.

### Set Up

Red forces enter Boards A & B on Turn 1 in any formation at the road entrances marked on the map.

Heavy mortars and Divisional Artillery are assumed to be one board away from A & B. Corps Artillery is assumed to be two boards away from A & B if using the optional artillery movement and deployment rules (Strongly suggested!)

## Blue Order of Battle

---

These units can be grouped into formations for the campaign.

### At Start

- 4 Armor units
- 2 Mech Infantry units
- 2 Leg Infantry units (trucks)
- 1 Anti-tank unit
- 2 Divisional Artillery batteries
- 1 Corps Artillery Battery
- 2 Covering Forces (see notes)

### Reinforcements

#### Turn 2

- 1 Armor unit, 1 Mech Infantry unit

#### Turn 3

- 1 Combat Engineer unit

#### Turn 4

- 1 Heavy Mortar battery (120mm)
- 1 Leg Infantry unit (trucks)

#### Turn 5

- 1 Armor unit
- 1 Anti-tank unit

#### Turn 7

- 1 Armor unit, 1 Mech Infantry unit

### Militia

6 units (lower morale grade/training) with limited equipment.

### Set Up

The Covering Forces are deployed one each on Boards A & B. Blue may also deploy one other At Start unit to each of these boards to supplement the Covering Forces. They may start no closer to Red's entrances than halfway on the boards.

All other units may start on any board.

Militia may start at any town on any board-one per town.

Reinforcements arrive along the roads on Boards I & J.

\* Covering Forces-These unit should be a mix of armor, mech infantry, and anti-tank weapons that are about 1/2 the size of a regular unit.

## Notes on Forces

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Players should feel free to modify the OBs as needed to fit the number of miniatures that are available, style of play, or how you want to see things unfold during the campaign. If you only have enough miniatures so that each armor unit is a platoon of 3-4 tanks, then so be it. If you want a larger game and have the miniatures, then maybe each armor unit is a company of 14-15 tanks or a battalion of 35-40.

Many players may organize their units into formations such as Task Force A consisting of two armor units, one recon

unit, and one mech infantry unit. From there you can get even more detailed such as adding tactical units inside the formation that will be on the campaign map. For example, a mech infantry unit could consist of 12 halftracks, 9 infantry sections, 2 HMG sections, a mortar section, and maybe an anti-tank gun. Anti-aircraft units could also be added, including attaching some to units or even a full fledged unit set up to guard an important objective.

Also, feel free to add more units, reserves, optional units, random forces,

etc., to balance out the campaign. For example, allow Red to swap out a mech infantry unit for an airborne unit to help seize a critical bridge.

You can also add a victory points timetable where Red has to achieve so many points by certain turns or the campaign is a defeat. Random campaign events could also be added, which would generate a bit more chaos into the campaign. The idea is to have a fun and compelling campaign and this series has just been a set of guideline to do just that.

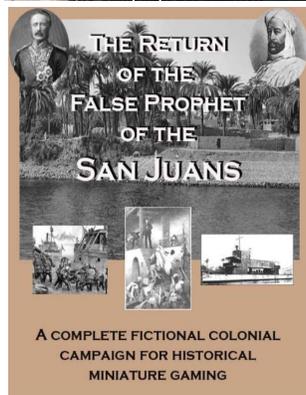
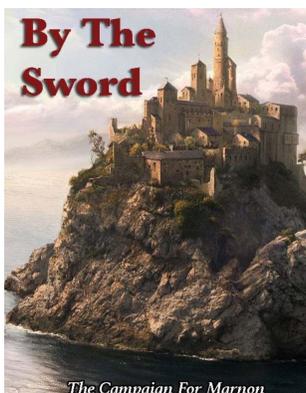
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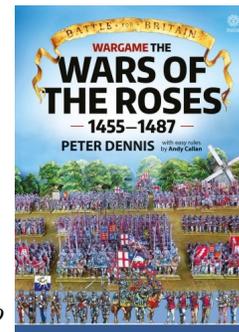
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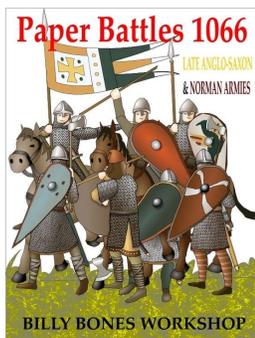


Be sure to check out our various campaigns for rules such as WMA, TSATF, and BFE II on our web site.

*As if the miniature and board wargaming hobbies weren't fractured enough, along comes another faction-paper miniatures for wargaming! I was always of the belief that if you didn't want to purchase, collect, paint, etc., miniature figurines for wargames, then you should go with board wargames. For a long, long time those were the only two choices that there were. Back in the 70s, 80s, and 90s there may have been a few gamers here and there who used paper miniatures, but they were usually relegated to role-playing or fantasy gaming. No one would seriously think about basing and playing with paper miniatures on wargaming tables, now would they?*



*Well, along with every other aspect in the hobby growing to insane proportions, add on to that list paper miniatures gaming. This side of the hobby has certainly come a long way, especially when you see the books that Peter Dennis and others have created. Many have rules in them and can be used as painting guides as well.*



*There are ancients, Napoleonic, ACW, Middle Ages, and much, much more now available, not to mention all kinds of paper terrain. There are paper miniatures that you fold over and can use on bases, completely flat units (looks more like boardgames) and even some gamers experimenting with cubes and blocks with the sides painted. Usually, you will need to copy and print the various sheets, then you still have to make the miniatures, but if you hate painting and/or the cost of miniatures, this is a pretty easy way to try a period or a new set of rules.*

*Now some gamers go to great lengths and use these paper units with miniature terrain that's not made of paper. The bases are cut and flocked like you would normally do for whatever rules you were using, which definitely pushes things closer to the miniatures side of the gaming hobby. I've seen some pretty impressive set ups, but I've also seen some that looked like they could use some work. Similar to miniatures, I guess you get what you paid for or invested time in.*

*So where do paper miniatures fit in today's hobby? That's a great question and I think that gamers are a bit more open to the idea than they were even a few years ago, where paper miniatures gamers weren't even considered gamers by many! The new offerings that are now out are certainly interesting and you can see their appeal. With so many other options, however, will this part of the hobby gain traction? The hobby is definitely wide open now and not much surprises me any more!*

