



Christmas Special 2017

Pirates for Sharp Practice



The Road to Bremen 1945

Invasion 1805 Campaign

Full Campaigns, Scenarios and Articles

TOO FAT Lardies

Much more inside

Introduction

Welcome to this edition of the Christmas Special, which, as usual, is packed with festive fun for a whole range of Lardy games.

This edition welcomes three new authors in the shape of Klaus Dieter-Fritsch from Germany who keeps us entertained at Gazala with I Ain't Been Shot Mum, Kevin Major from Ireland who provides a rip-roaring adventure for Sharp Practice and Ioan Davies-John from the valleys of Wales who looks at using Sharp Practice for the English (or should that be British?) Civil War. Welcome all!

The Special included two full campaigns, one for chain of Command as the British swan through the crumbling ruins of Hitler's Third Reich in 1945, on the road to Bremen. The second is a flight of fantasy based on Napoleon's planned invasion of Great Britain in 1805, entitled Lion de Mer. However, not a single roller-skate is in sight as French landing party attempt to destroy a signal station and then cause maximum mayhem in the Sussex Downs. Both campaigns present a different option to those shown in At the Sharp End and Dawns & Departures and contain some great idea for developing your own campaigns.

In addition, we have ideas for Big Chain of Command as we take on a 21' long table in a race to the Don. Len Tracey gives us some great ideas for representing different battle rifles in Chain of Command while Mike Whitaker fine-tunes IABSM with some interesting ideas about representing troop quality.

We also have an advanced peak into the Blitzkrieg Handbook for Chain of Command with "Allies Peu Fiables", a scenario to show off just one of the theatre specific rules which will

be available with that when it is released. And yes, it will be before Easter!

We take to the air with a guide to aerial wargaming for Bag the Hun along with scenarios in Russia and North Africa. At sea, we have a simple campaign ladder for Kiss Me Hardy on offer. We hope you enjoy this Special and can forgive us the price rise, only our second since 2004 and, we hope that with all of this content it still makes the Lardy Specials great value.

All that remains is to charge our glasses and raise a toast to a very Merry Christmas and a happy and prosperous New Year to Lardies everywhere and to hope that Father Christmas brings us all we want and that 2018 will be another great year of wargaming for us all.

Cheers

Nick & Richard
Lard Island
2017



TOOFATLARDIES

CHRISTMAS SPECIAL 2017

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It was not the unseasonable downpour which encouraged Gascon to reign in his horse and turn into the yard of the Inn at the side of the chaussée; indeed, the rain was welcome after several hours on a dusty road.

Nor was it the warmth of the welcome from the locals which caused him to dally longer than he had intended. A young man in the service of his Emperor could expect to enjoy hospitality from the older men who spoke of other wars in other places serving other rulers, but always fighting that same perfidious enemy, England.

Nobody could blame the strength of the wine nor the sparkling smile of the barmaid for Gascon's failure to put duty before pleasure as he drank from a cup which had more danger of intoxication than any vintage; the cup of youth. For despite the ample charms of the young lady the young Aide de Camp was most certain that the contents of his sabretache would be delivered, and certainly delivered before sunrise.

None could say that the silence of the Inn nor the warmth of the dying embers in the grate, nor the comfort of the splendid feather mattress or, indeed, the voluptuous allure of his companion were the cause of Gascon sleeping in way beyond his usual hour. Yet, as the sun pierced the gap between the grimy curtains and, having circumnavigated the chamber, sent its waking rays into the corner of Gascon's blinking eye, the young soldier knew blame there would indeed be.

The news of the engagement of the combined

Fleet at Cap Finisterre, off the coast of Spain, and their defeat by their perfidious foe had seen the Emperor's plans change in an instant. The Armée des côtes de l'Océan now had no purpose. It's component parts lying around Boulogne, Bruges and Montreuil would now march East to face the Austrians.

For most of the forces assembled in the main camps, such as that at Boulogne, the order to march was easily transmitted. Yet for some troops, especially those who were tasked with missions other than the main invasion, it was necessary to send messengers to a whole host of small ports along the channel coast. Indeed, it was to one such force that young Gascon had been despatched with a message for Capitaine de Frégate Orlande and with precise instructions that they Capitaine must not sail at six o'clock this morning. Yet now it was quarter past six and the small port housing the vessel and its Capitaine was ten miles hence (whatever that was in these new myriamètres he could not be sure as the old stones were still present and even the Emperor still used the measurements of the Ancien Regime).

As he pulled on his britches and boots Gascon reflected on his predicament. If he did not return to his role on the Emperor's staff immediately it may take him days if not weeks to rejoin them as they were breaking camp even as he had left. He may even be posted

*Practice
Sharp*

as a deserter! If he rode for the port and the ship had departed, he would be even later still. In his young mind there was only once course of action which could see him absolved of responsibility. He would ride back to the Staff immediately and claim that he had delivered is message to a man claiming to be the Capitaine. That it was a poor plan Gascon was fully aware, but as he buckled his sword and adjusted the frogging on his tunic it was still the only plan he could conceive.

So it was that in the early morning mist Capitaine de Frégate Orlande watched as his men loosened the sails and Le Jean-Claude, a somewhat creaky yet overblown Frigate of 32 guns, nosed her way out into the channel. Below her decks a crack force of soldiers ready to cause havoc on the South Coast of England creating a diversion which would allow the main invasion to land with minimal opposition. An invasion which had already been cancelled...

Invasion 1805

Like many European despots before and after him, Napoleon was to discover that the English Channel was a barrier which served to make the British Isles a formidable fortress, especially when combined with the naval superiority enjoyed by the Royal Navy; not for nothing dubbed England's 'wooden walls'.

To a modern observer the idea of Revolutionary France effecting a successful landing in Britain seems fanciful. Indeed, many contemporary commentators were equally convinced. Lord St Vincent, the First Lord of the Admiralty, was famously quoted as saying "I do not say that the French cannot come; I only say that they cannot come by sea".

Indeed, Napoleon himself was said to be considering other options, as incredible as they now appear. Madame Sophie Blanchard, wife of Jean Pierre Blanchard, the world's first professional balloonist, was appointed head of the Air Service and was asked to examine the possibility of landing men in Britain in balloon gondolas while the First Consul also looked at the possibility of a channel tunnel. However, whilst such unusual ideas were considered, the fact remained that the only viable way for the French to invade Britain was by sea.

In 1803 the French Republic was enriched by the sum of 50 million Francs as a result of the Louisiana Purchase. Between then and 1805 Napoleon contrived to spend every centime on his plan to invade Britain. Assembling an Army of 200,000 men under the title of the the Armée des côtes de l'Océan, he spread their encampments along the coast between Montreuil sur Mer and Bruges. A flotilla of invasion barges was assembled, ports were improved to allow for a massive maritime venture and his troops trained continuously to ready themselves for the invasion. "Let us be the masters of the Channel for six hours" Napoleon famously said "and we are masters of the world".

In Britain, Napoleon's intentions were mocked in the press, with cartoons of undersea miners, windmill-powered boats and balloon laden Frenchmen, but the threat was no laughing matter. The British government responded by building Martello Towers along the South Coast and the Royal Military Canal in Kent to bottle up any potential invasion. Major fortifications, such as Dover Castle, were expanded and improved and militias raised to defend their localities. Yet, for all of these preparations there was the reality of the Royal Navy which stood resolutely blockading the channel ports and stopping any hope of the French Navy buying Napoleon the brief window of opportunity he sought.

In an attempt to briefly shift the odds in his favour, a plan was hatched whereby the combined Franco-Spanish fleets, then imprisoned in their ports of Brest and Toulon, would break out and head for the West Indies. The British would Napoleon reasoned, send the Royal Navy in pursuit but the combined fleet would double back to land a force in Ireland and then continue on to defeat the remaining Royal Navy forces in the channel.

One could deem such a plan fanciful or audacious, depending on perspective. However, allowing for its success, Napoleon's plan was to land around Sheerness and Chatham and to push directly on London which, he calculated, he would reach in four days. When interviewed in 1817 Napoleon made the following claims:

"Arrived at London I would have proclaimed a Republic; Liberty, Equality, Sovereignty of the people, abolished the Monarchical Government,

the nobility and the House of Peers, the House of Commons I would have retained with a great reform, the property of the nobles I would have declared to be forfeited and to be divided amongst the people, amongst the partizans of the Revolution, a general equality and division of property. By these means I hope to gain a formidable party, to be joined by all the riff-raff in such a great city as London, by all the idle and disaffected in the kingdom and that, perhaps, I might ultimately succeed."

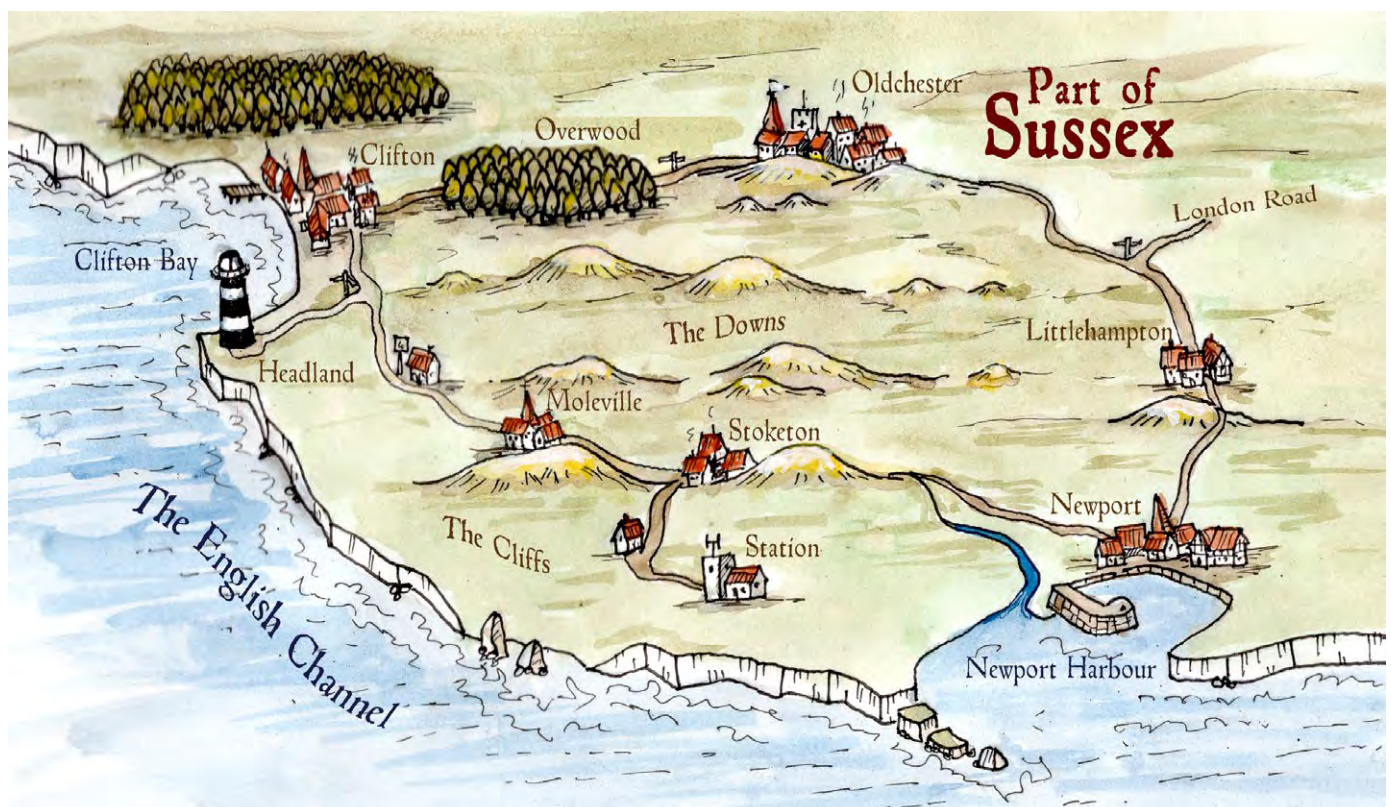
"It is more than you or I or Pitt could say, whether I could have been successful or not. I considered all you have said, but I calculated also the effect the possession of a great and rich capital, of the Bank and all the money, the ships in the river Chatman perhaps Portsmouth, would have had, together with the effect also the proclamation which I would have published to "coglione il popolo" (trans: the foolish among the people, gullible population) would have had. For I would cautiously have avoided saying anything about annexing England to France, on the contrary, I would have declared that we came only as friends to expel a flagitious and tyrannical aristocracy and to restore the rights of the people. That when we had done that, we would depart as friends. The hope of a change for the better, of a division of property,

would have operated wonderfully amongst the riff-raff, especially of London. The riff-raff of all nations are nearly alike; there are traitors to be found amongst all nations. I would have made rich promises and could have had a great effect to make fools of them all."

In the event, only the portion of the fleet based in Toulon managed to break out, on the 29th of March. Crossing the Atlantic it failed to find the Brest fleet at the rendezvous off Martinique so sailed back towards Europe alone through rough conditions which caused damage to several vessels.

On the 22nd of July, off Cape Finisterre, the combined fleet under Admirals Villeneuve and Gravina clashed with a British fleet under Admiral Robert Calder. Calder was criticised for his lack of aggression, but his fifteen ships of the line engaged twenty enemy ships, capturing two of them. This encounter, combined with the damage suffered whilst crossing the Atlantic and rumours of a major British Fleet in the Bay of Biscay persuaded Villeneuve to ignore the latest communication from Napoleon instructing him to sweep up the channel to Boulogne via Brest, and instead put in to Cadiz for repairs on the 21st of August.

For Calder, the indecisive action ruined his career.



He faced a Court Martial and never served at sea again. For Napoleon, the action spelled the end of his plans of invasion and on the 27th of August the Armée des côtes de l'Océan marched East to become the core of the Grande Armée which achieved greatness in the campaign of Ulm.

As a footnote of possible interest, Admiral Villeneuve led the combined French and Spanish fleet two months later at the battle of Trafalgar, where Nelson's famous victory was said to secure Britain from any hope of invasion. In truth, Trafalgar did cement Britain's hegemony at sea and decided once and for all who would command the seas. However, the threat of invasion was by then long gone, with the 200,000 men allocated to that task already in southern Germany by the time of Nelson's triumph.

Lion de Mer Campaign

Of course, the French invasion of Great Britain never happened but the following campaign is a rather fun flight of fantasy which follows the fortunes of one small group from the Armée des côtes de l'Océan which failed to get the message and, as a consequence, set sail alone to launch its own invasion of British soil. Its purpose is to provide a fun campaign which can be played out by several players and to present a mechanism which offers an alternative to Dawns & Departures.

At the outset of the campaign, the two players have different briefings and objectives. The British player is the local commander of Militia and is tasked with deploying his men to best protect the Oldchester District which takes in several villages and two coastal towns. His job is to place garrisons as best he can to ensure that the dastardly French cannot invade here.

The French player has a slightly simpler job in that he must decide where to invade and where to go once landed. He will be assisted in this by studying the map of this area of Sussex shown above and making his plans based on that.

As a guide, the distance between Oldchester

and Clifton by road is 15 miles, the same as that between Oldchester and Newport. Newport to Clifton is over twenty miles by road. No more information should be available at the planning stage. To be fair, once the campaign starts all plans may well go out of the window and the players will be able to make decisions on a turn by turn basis. Obliging them to make plans with imprecise information, such as not telling them how long a 'turn' is or how far they will move in that time simply replicated reality.

French Briefing

You are Capitaine Visage du Vache, currently on board the Frigate Jean-Claude, a sodden, noisy old vessel which is creaking its way towards the South Coast of England as part of the great plan to subjugate all of Europe. Your mission is not to take part in the main invasion, but to arrive in advance and to create a diversion which will draw English troops away from the main landing.

Along the South coast of England are a series of stations which relay messages by semaphore; wooden arms being arranged to spell out messages allowing news to travel fast along the area threatened by invasion. Your primary mission is to capture and destroy the signal station on the downs above Newport. With that job done, you are to cause maximum damage to the towns and villages in that locality and to draw English troops to that area before withdrawing by sea.

Capitaine de Frégate Orlande, captain of the Jean-Claude has advised you that he will not bring his ship into shore for fear of being captured by the Royal Navy. Instead, he plans to land your force with the ships boats. He will, however, lend you some marines and sailors along with two of the ships light guns to defend the boats on the shore. This will allow your force to move inland knowing that your means of escape is secure.

Your force is as follows:

Capitaine Visage du Vache, Status III
Lieutenant Odeur de Compostage, Status II
Lieutenant Raphael Proplanne, Status II
Sergeant Lucas Carrefour, Status I
Sergeant Augustin Gourmande, Status I

Six Groups of eight Infantry Legere, Regulars

Four Groups of Voltigeurs Skirmishers, Light Infantry

Naval Personnel on loan

Aspirant Gustave Malaucul, Status II

Two light guns with six crew each

Two Groups of 12 sailors, Tribe

Lieutenant About de Souffle, Status II

Two Groups of eight Marines, Conscripts & Volunteers

Starting Your Campaign

You must first select where your force is going to land. The Capitaine tells you that there are only two options, Newport to the East or Clifton to the West. Once you have landed, you will be able to garrison that point with the Naval personnel. You may choose to leave some of your main force with them if you wish. You may then choose where you want to go to and how you want to get there. Needless to say, it is preferable to travel by road but you can cross the downs if you wish to.

You may, if you wish, leave troops at any point on the map where there is shelter, such as a village or town, to garrison that point. As you go, you may decide to thoroughly terrorise the local population in order to create more of a stir which will draw British troops to your area. To do this will take half a day if you want to do the job properly.

Remember, the more chaos you can cause, the more the English are terrorised by your behaviour, the better the First Consul will be pleased with you!

British Briefing

With the standing down of the old Fencible units, the defence of the southern coast is now the responsibility of the recently raised Militia. You are a Captain commanding a company of the Sussex Militia Regiment and tasked with the responsibility of defending the Oldchester area.

Oldchester is a provincial market town of nearly a thousand souls. As well as the local market, it is the administrative centre of the area, being home to the local Council, the magistrates Court and houses a Crown Court on a rotational basis, with sittings each month in the Red Lion Inn. Oldchester is home to the local gentry and has several establishments of a superior quality where

a gentleman may take lodgings and reside with some comfort. What society there is in the district may be found in Oldchester. The Oldchester Hunt has a well-founded reputation and your officers are very much of that class of provincial landed gentry.

Oldchester also has a detachment of Regular troops who occupy The Keep in the centre of the town; a mediaeval building in original which has been modernised to house the local armoury. Oldchester is of primary consideration when determining how to allocate your forces.

The district has two smaller towns, Newport and Clifton, both of which are small fishing ports. Newport has a modern harbour whereas Clifton's facilities are more rudimentary, utilising the natural bay as shelter. Both locations are home to around five to six hundred inhabitants and boast several Inns but little else.

A number of villages are scattered about the locality, largely clustering along the coast road. These are home to agricultural, peasant folk. However, it is vital that you protect the signal station at Stoketon on the cliffs above Newport. This is part of a chain of such stations all along the South coast and is vital for sending messages from the major ports to the admiralty in London.

Your forces are as follows:

Captain Berkeley Beaufort, Status III

Lieutenant Fitzwilliam Milton, Status II

Lieutenant Belvoir Quorn, Status II

Ensign Hursley Hambledon, Status I

Sergeant Major Walter Dymond, Status II

Sergeant Harry Smythe, Status I

Sergeant Bert Poole, Status I

Nine Groups of 8 Militia,

Conscripts & Volunteers

Three Groups of 6 Militia

Skirmishers, Skirmishers

Army Forces in Oldchester

Ensign Thurlow Puckeridge-Hunt, Status II

Two Groups of eight

Light Dragoons,

Scouting



Cavalry

Sergeant Nobby Clark, Status II

Corporal Norris Hatcher, Status I

Two light 4 pounder guns with five crew each

Two Groups of 8 Regular Line troops, Regulars

You must decide where you are going to garrison your troops and how you will be dispersing them around the district. You may allocate troops to any town or village. The signal station is occupied by naval signallers and is too small to house any more troops.

Of the regular troops in the area, the Light Dragoons under Ensign Puckeridge-Hunt are under your command and may be deployed with the militia; they will then patrol the local area. You may deploy both Groups together or may deploy them to two separate locations if desired.

The Army troops in the Keep under Sergeant Clark are not under your command but are deployed to protect the arsenal. If Oldchester is attacked they will immediately become available to defend the town.

Please provide the umpire with a list of where your troops are deployed and with which Leaders.

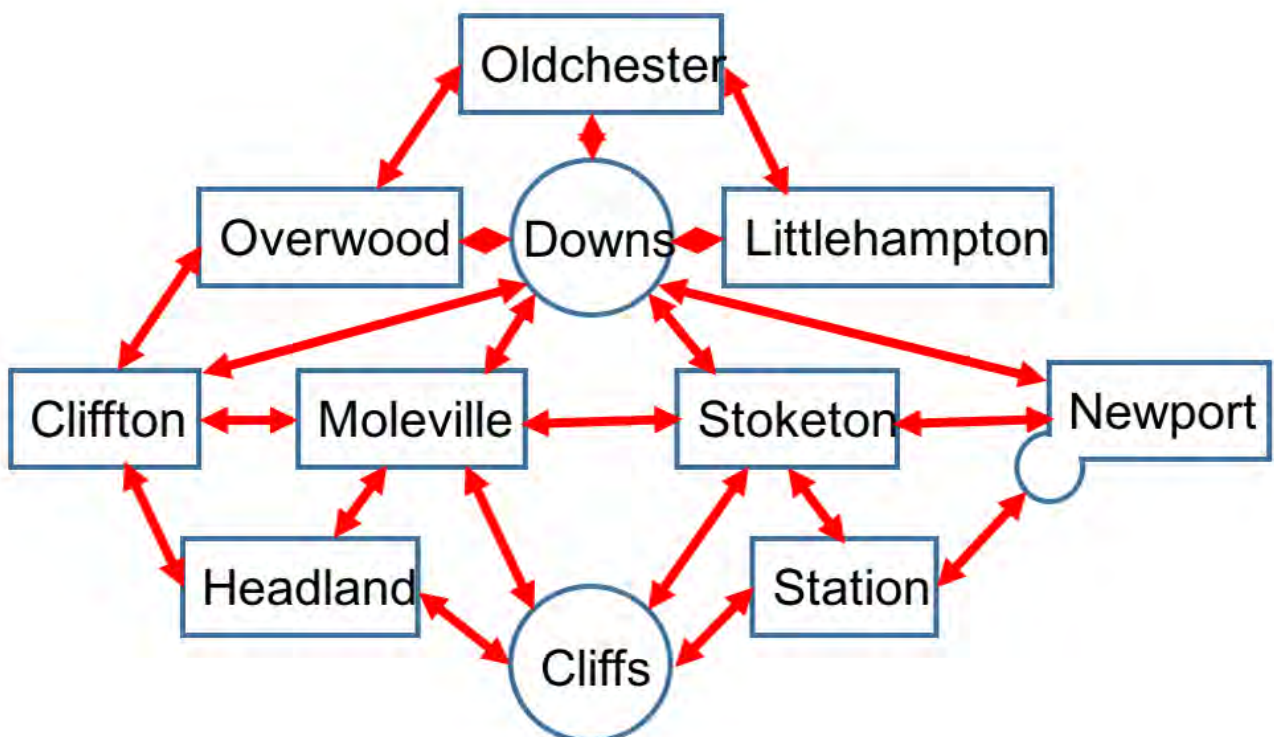
Campaign Rules

This campaign is designed to be quick and simple to use so the mechanisms to run it are very simple. This is done to make things easy for both the players and the umpire who will be required to note where troops are located and how they move. It is very helpful if the umpire is not playing in the campaign, but if one of the players needs to serve as umpire this should be the British player.

Please note, this campaign is not meant to produce balanced games. Some games will be rather one-sided, but this is designed to allow gamers to realise that unbalanced games can provide some real challenges which are worth playing through. An outnumbered force can still cause sufficient casualties to hamper the enemy later in the campaign, thereby having a disproportionate impact on the campaign as a whole.

Deployment

The campaign begins with the umpire noting where on the map where the British troops are located. When this is done the French player will be asked where he is landing. He has only two choices, Newport or Clifton and has insufficient boats to land in both places.



If the British are occupying that location, then the first battle will be fought there before we move on to the next campaign turn. If not, then the French land successfully and the campaign turn ends.

Turn Sequence

Each turn is half a day. There are two turns in a day. No movement or any activity occurs at night. Movement is undertaken first in the turn with any resulting actions then being fought. If multiple actions occur within a turn, they are considered to be occurring simultaneously. When all actions have been fought, any resulting withdrawals then occur. No turn can end with opposing forces in the same location.



Movement

Whilst the players use the main map as their reference point, movement is actually undertaken using the 'map' above which shows all of the locations in the campaign. Troops may not be sent to locations not on the map, so orders such "Deploy on the road between Moleville and the lighthouse at Headland" are ignored. In such an event, the umpire rolls a D6 to see which location the troops do move to.

All movement is considered simultaneous. Movement MUST be down a red arrow from one box to another. Troops attempting to move from one rectangle to another roll a D6. On a roll of 1

they fail to move and remain where they are. On a roll of 6, they make excellent time and may attempt to make another move immediately provided that is also from one rectangle to another.

Troops moving from a rectangle to a circle roll a D6. On a roll of 1 or 2 they are delayed and remain where they are. When moving from a circle to a rectangle a roll of 1, 2 or 3 means that the troops are delayed and remain where they are.

Why and how this happens is irrelevant. A lost compass means that the force goes round in a circle and ends up where it started. A delay in finding fodder or issuing rations means the force is delayed. An attractive young lady spent more time with the detachment's commander than anticipated. The umpire can choose any reason to embellish the story when a delay does occur.

Please note, Newport is unique in being both a rectangle and circle. When travelling by road, it is a rectangle; when crossing the Cliffs it becomes a circle.

For the sake of simplicity, there are no forced marches, no enhanced movement for cavalry. All of the guns in the campaign are static so do not move for lack of limbers.

Actions

Actions occur when two enemy force end the movement phase in the same location. Both players may elect to fight or withdraw back one location, surrendering the ground.

If an action occurs, place suitable terrain on the table to represent the area being fought over. Where villages and towns are present, a stationary force will be the defender and occupy these. Where both forces are moving, place the town or village in the middle of the table with forces advancing from either side. Use some imagination here, there should be gardens, orchards and the usual paraphernalia of life such as carts, fences, middens and so on. Any skirmish game will benefit from barrels outside the tavern or boxes of fruit outside the greengrocer, so sprinkle these around liberally.

When an action is fought, the game continues until

one side sees its force morale fall to zero or one side declares that they are withdrawing. If the troops concerned have a clear, uninterrupted line to their Deployment Point and are closer to that than the enemy, then they may end the game at that point.

When all actions in a Campaign Turn have been fought, withdrawals are made. A force which voluntarily withdrew may move along any single red arrow to the location of their choice. A force which is obliged to withdraw by a Force Morale of zero may BE MOVED by their opponent along any single red arrow to the location of their opponent's choice.

For example, a British force withdrawing from Clifton may choose to fall back to Overwood as this would see it fall back towards a stronger force at Oldchester. A British force defeated at Clifton, its Force Morale reduced to zero, may find itself moved to Headland by the French player, leading it rather more exposed.

If the French naval contingent defending the landing area is defeated it may choose to withdraw to a location on land, but will automatically lose its guns. Alternatively, it may always opt to withdraw by boat back to the Jean-Claude, even if its is beaten with its Force Morale falling to zero. The captured guns will be assumed spiked and will not be used again in this campaign.

If the French naval detachment, and any troops attached to it, do withdraw back to the Jean-Claude, they It may not subsequently land again and will take no further part in the campaign.

Issuing Orders

At the start of each Campaign Turn, the French player may issue orders to any of his forces under his direct command, i.e. those in the same location as him. Any troops in a different location may be issued orders, but they conform to these on the next Campaign Turn.

Where a separate Umpire is present, use the same rules for the British player. Where the British player is serving as the Umpire, his orders are written in the same way, but for troops under his direct command or with cavalry attached, the orders are implemented two turns hence; for troops in

other locations without cavalry, the orders are implemented in three turns time.

This may seem a little harsh on the British player; however, the next section of the Campaign Rules, Intelligence, should balance things in his favour. Remember, this delay is only implemented if the British player is the umpire as it reflects him action on what intelligence would be available to him were an umpire present.

Top Tip: It is well worth using a box as a “post box’ for orders when issuing them for subsequent turns. Slip the orders for a turn into an envelope marked with the Turn number and apply them only when that turn arrives.

Intelligence

Intelligence should be key for the British as the local peasants will be providing them with information, albeit being slightly ‘stale’. What is more, the cavalry will be on a state of auto-patrol which will feed fresh information back to Captain Beaufort which he can then react on immediately. When an umpire is present, the British player should be fed information of where the French were two turns previously. Use the post-box and send these updates as notes from peasants. These notes should be received at the start of the turn, before any movement orders are issued.

Cavalry automatically patrol the areas around them which are on the roads. So, for example, a cavalry force in Stoketon will be patrolling into Newport, Moleville and up to the Station. It will NOT patrol into the Downs or the Cliffs. An easy way to remember this is that they patrol into any



adjacent rectangle. If an enemy is present or moves into this location, that information will be given to the British player at the start of the next Campaign turn, again before movement orders are issued.

Where the British player is acting as umpire, he will, obviously, have complete information at all times. This is why the delay in implementation of orders is applied in that situation.

Evacuation

The French player may choose at any time to evacuate his force and return to France. He may withdraw from either Clifton or Newport, he does not have to withdraw from the point where he landed, although this may be easier if that point is guarded by his sailors and marines.

Random Events

At the end of each Campaign Turn, roll a D6. On a roll of 6, a random event has happened. Roll a further D6 on the table below.

Roll	Result
1	Inclement weather. No troops may be evacuated in the next turn
2	The French player is shown a secret path by the local riff-raff. A French force may immediately take a move with no chance of delay. Fight any action which occurs before the Turn ends
3	The British player gets 1D6 plus 6 volunteers, old soldiers returning to the colours. He may use these to top up any casualties suffered or form new Groups
4	Mist. Any troops currently on the Downs or Cliffs may not move in the next Campaign Turn
5	The Jean-Claude sends a Group of Marines ashore to either Clifton or Newport, French player chooses which
6	Inclement weather. No troops may be evacuated in the next turn

Casualties and Replacements

At the end of each action, we will have to deal with the issue of casualties and what happens to them after a fight. The rules use the term "Kill" to signify men who are out of action for the rest of the game.

In truth this could be anything from an actual death, to a case of concussion or a man leaving the field to assist a badly wounded comrade. At the end of each game some of these men will be able to return to duty immediately, others may need medical treatment which in some cases could be a lengthy process. To determine this, we use the following process.

At the end of the game, both sides declare how many men that have lost killed. In order to track this effectively, it is a good idea to keep any figures removed from the table as "Killed" in a separate place, such as a small box. Remember, this does not include any men who routed from the table, it is just those killed.

The two sides now compare their Force Morale ratings at the end of the battle. If one side has a higher Force Morale level than their opponent, the numerical difference between their ratings represents how many killed men may now be immediately returned to the ranks.

Next, add any men from that force who were wounded in previous actions. Then roll a D6 for each man to see his state. A roll of 1 or 2 means the man is dead, 3 or 4 means he is wounded and 5 or 6 sees the man return immediately to the ranks having been patched up.

You can roll all together for the men in the ranks, but be sure to roll separately for any Leaders present.

Tabletop Rule Additions

When fighting any battles generated by this campaign, the only real addition to the rules should be to allow for deployment from boats.

Deploying from Boats

When deploying from boats, the player should have two boats which serve as Deployment Points. These do not need to be placed on the table until they are used, allowing the player a choice of where they are placed.

When the player wishes to deploy troops, he may place a boat anywhere he wishes on the sea edge, be that shore or harbour. This boat serves as a normal Deployment Primary Point. Should the

player wish to use a second Deployment point then they may do so in the same manner, placing this on the sea edge only when it is first used. This is a Secondary Deployment Point.

Once placed, no Deployment Point can be moved or withdrawn from the table.

Winning the Campaign

This campaign is all about the French attempting to cause maximum disturbance in order to damage British communications and spread terror and misinformation through the land. The French gain points each time they achieve this, as follows.

Destroy the Signal Station: 15 points
 Terrorise a Village: 5 points
 Terrorise a Town: 10 points
 Terrorise Oldchester: 25 points

To achieve this, a French force of two or more Groups who are NOT part of the naval detachment must spend a whole turn stationary on the objective, during which time they are not engaged in an action or any movement.

The British objective is to limit any damage that the French can do.

At the end of the campaign, total up the French points. If the Signal Station has not been destroyed, this total is halved.

The level of victory is determined by their total French point score, thus:

0 to 15 points: Total British victory
 16 to 25 points: Minor British victory
 26 to 30 points: Minor French victory
 31 to 45 points: French victory
 46 to 75 points: Total French victory

Conclusion

So, there we have a simple and quick campaign which should provide some fun and challenges for both sides. This is a different type of campaign to the ones explored in Dawns & Departures, but hopefully one which will produce some fun games.

Don't worry if the figures you have are for Line Troops, just used the 1805 to 1807 Glory Years list for the French and the Peninsular War list for the

British. Use Regular British for Militia, the uniforms being very similar to the point of making painting Militia specifically for the campaign unnecessary.

Designing a small, local campaign like this allows plenty of scope for characters to be added or emerge. Use some of the ideas in Dawns and Departures to add some individuals. For example, one village may well have a helpful Doctor who could serve as a Physic, or a town has a Vicar who will serve as a Holy Man.

You could create a table of characters who may be encountered and roll to see if they emerge. A local landowner could well step forth with his workers in a militia armed with pitchforks and fowling pieces, or possibly add a French agent who can act as an Exploring Officer or Scout. Such things are limited only by the imagination of the campaign's creator.

Force Rosters

The following Force Rosters should be used for this campaign.

French Forces

Infantry Legere	
Formation	Yes
First Fire	Yes
Controlled Volley	First Only
Crashing Volley	2
Step Out	1
Drill	1
Characteristics	Pas de Charge, Aggressive

Voltigeur Skirmishers	
Formation	Yes
First Fire	Yes
Controlled Volley	-
Crashing Volley	-
Step Out	2
Drill	-
Characteristics	Sharp Practice, Aggressive

Marines	
Formation	Yes
First Fire	Yes
Controlled Volley	First Only
Crashing Volley	3
Step Out	3
Drill	-
Characteristics	Sharp Practice

Militia Skirmishers	
Formation	No
First Fire	Yes
Controlled Volley	-
Crashing Volley	-
Step Out	3
Drill	-
Characteristics	Sharp Practice

Light Naval Gun	
Formation	Yes
First Fire	Yes
Controlled Volley	Yes
Crashing Volley	3
Step Out	-
Drill	-
Characteristics	

Light Dragoons	
Formation	Yes
First Fire	No
Controlled Volley	-
Crashing Volley	-
Step Out	1
Drill	2
Characteristics	Tally Ho!



Regular Line	
Formation	Yes
First Fire	Yes
Controlled Volley	Yes
Crashing Volley	2
Step Out	2
Drill	3
Characteristics	Sharp Practice, This Red Line, Aggressive

Light Artillery	
Formation	Yes
First Fire	Yes
Controlled Volley	Yes
Crashing Volley	2
Step Out	-
Drill	-
Characteristics	Sharp Practice

British Forces

Militia Infantry	
Formation	Yes
First Fire	Yes
Controlled Volley	First Only
Crashing Volley	3
Step Out	-
Drill	3
Characteristics	Sharp Practice



Looking forward to 2018, one of the things that Chain of Command fans can look forward to is the start of our series of theatre specific handbooks which, over the next couple of years, will cover the whole of WWII, from start to finish.

The first handbook, currently in preparation, is the guide to the Blitzkrieg in the West covering the fall of France, Belgium and Holland as well as the invasion of Norway in 1940.

As part of the new handbooks, we will be able to introduce some very specific rules which reflect the conditions in that particular phase of the war, as well as the extensive Army lists and comprehensive Arsenals for that particular theatre.

Among the rules covered will be the effect of refugees, the Fifth Column, be that real or imagined, and, possibly most interesting, 'Alliés Peu Fiables', or unreliable Allies.

The campaign in the West, with Belgium, France, the Netherlands and Great Britain forming a hasty allegiance against Germany, saw many cases of misunderstanding where a lack of common language, conflicting order or simply the confusion of the moment led to supposed Allies deserting the field of battle, often at the least opportune moment.

It is impossible to read first-hand British accounts of the war in France without some reference to a disappointing and unplanned withdrawal by French and Belgian troops, all of which suits the preconceptions of the Anglo-phone reader.

However, studying the subject in a little more depth, one also sees many references in the same accounts to British troops receiving orders and withdrawing post haste, leaving French or Belgian troops in place. Equally, it is impossible to read French accounts of the campaign without reference to perfidious Albion.

Of course, if one sets aside the tinted spectacles of a national prejudice ingrained over a thousand years, what becomes very clear is that working with Allied troops at tactical level is a problematic affair. Decisions about whether to stand or to withdraw are not made at local level, but much higher up. Where a Company or platoon commander may have faith in the Allied platoon he knows is holding on his left flank - he has probably visited them shared a drink with them, discussed the situation with them, agreed local tactical boundaries and shared amenities - when that Allied platoon receives an order to withdraw IMMEDIATELY they will do so. What is more, they will often as not presume that their Allies have received the same order and are complying with that.

Ultimately, it is very clear that all allies, be they British, French, Belgian or Dutch must be considered “unreliable” if only because they are part of a different organisation with different structures and different orders. What is more, in times of uncertainty, this effect is compounded and multiplied.

To represent this we use the following rule.

Unreliable Allies

Any contingent listed as unreliable Allies will test on each Turn End to see if they remain in place. On the first Turn end, a roll of 6 means that contingent are immediately removed from the game.

On the second Turn End, a roll of 5 sees that contingent immediately removed, On each subsequent Turn End, roll again adding a further +1 to the dice roll each time.

At any Turn end, the player controlling the unreliable Allies may choose to stop and roll happening for one contingent by expending a Chain of command Dice.

A contingent is defined as all troops from an Allied nation present in a game or, in some cases, troops from the same nation but from different formations. Where more than one Allied nation is present, each nationality will count as one contingent. Each rolling at the end of a Turn.

The following scenario is designed to showcase this new rule and to show how it works in practice.

The Bridge at Gehondeskirk

British Briefing

Belgium 1940. With British and French forces withdrawing towards the coast. Your platoon has been sent to cover the bridge at Gehondeskirk which is due to be destroyed later today by a Royal Engineers party.

On your arrival at the bridge, you are pleasantly surprised to find that a party of Belgian Engineers is already at work on the bridge. Their Sergeant informs you that he has some work to do to prepare the bridge, but his orders are to ensure its demolition. This is good news, but you are

somewhat concerned as you had heard that the Belgian Army had surrendered earlier today, but the Sergeant seems unaware of that and you have no plans to tell him!

As you settle in, your are surprised to be joined by a party of French soldiers and an anti-tank gun under a tough looking Caporal. He tells you that he has no orders and you inform him that you are to oversee the destruction of the bridge before withdrawing to the coast. He is happy to join your force and then withdraw to the coast with you if you will help him get a place on the boats. You assure him that you will, but God alone knows whether that will carry and water when you get to Dunkirk. Anyway, the more men you have, the better.

With these welcome reinforcements, your force looks like this.

Platoon Headquarters	
Lieutenant, Senior Leader, Pistol	
Sergeant, Senior Leader, Rifle	
Boys Anti-tank rifle, two crew	
2" mortar, two crew	

Sections One to Three	
Corporal, Junior Leader, Rifle	
LMG Team	Rifle Team
Bren with three crew	Four riflemen

Unreliable French Allies	
Caporal, Junior Leader	
LMG Team	Rifle Team
Chatellrault M24/29	Four riflemen
Three crew	One VB launcher with
Three riflemen	one man crew

Unreliable French Allies	
Caporal, Junior Leader	
Canon de 25mm L/72 AT gun with 5 crew and a Junior Leader	

The force is rated as Regular.

The Belgian Engineer Team is made up of three men and a Junior Leader who are working in a space



under the bridge designed to hold the demolition charge. They cannot be fire on by the enemy (indeed they won't be seen) but will surrender if contacted by any enemy troops.

The Belgian Engineers may be activated on a 1 or a 3 on the Command Dice. They roll a D6 each time they are activated and keep a cumulative total of the numbers rolled. If they reach a total of 36, they will instantly detonate the bridge. Roll a D6. On a roll of 1 to 5, the bridge is destroyed. On a roll of 6, it is damaged to the extent that it cannot take the weight of a tank, but men can still cross, treating it as broken ground.

If the Belgian Engineers pass an Unreliable Allies test on a Turn End, they may take a bonus dice roll, adding that roll to their total.

If the Engineers fail their Unreliable Allies roll, a Belgian officer arrives immediately and orders

them to stop work as they are in breach of the terms agreed with the Germans. They are immediately removed from the game.

If the French fail an Unreliable Allies roll, an officer arrives and orders them to retire on the coast immediately. They will do so and are removed from the table immediately.

The British may use sand-bags to strengthen one building on the table to serve as a 'Keep', their primary defensive position. This building is then treated as a bunker if bric, or had cover if wood.

The French anti-tank gun will have sand-bags to allow it to deploy in light cover.

German Briefing

Your force is part of the great Army which is advancing on the Belgian coast to crush the Englander who are there. Ahead of us lies another

canal line which we must cross. Our battalion is spread out to find crossing points and force these where they are intact.

Your force has spotted an intact bridge ahead and you are now pushing forwards to comply with your orders. Speed is of the essence. You have approached two bridges already to see them blow up in your face!

Your force is as follows

Platoon Headquarters
Leutnant, Senior, pistol
Unteroffizier, Senior Leader, SMG
5cm mortar, two crew

Squads One to Three	
Obergefreiter, Junior Leader, SMG	
LMG Team	Rifle Team
MG34 Three crew	Six men with rifles

This force is classed as Regular.

In addition you have two Panzer IIB with Junior Leaders as support.

Patrol Phase

This is an Attack & Defend scenario, Scenario Three in the main rule book. However, the German player will roll a D6 to see how many free moves he makes with his Patrol Markers, 1 or 2 being one move, 3 or 4, being two, 5 or 6 being three.

The German player may then place his Patrol Markers anywhere on the edge as indicated. All of the Allied Patrol Markers begin the game on the bridge.

Terrain

This is flat terrain with the ploughed fields counting as dry but any tanks moving in it count as Slow.

All buildings with a red roof count as brick and hard cover, those with a grey roof as wood and light cover. All walls shown in dark brown are wood and serve as light cover. The main farm, with the red walls, has high walls around ten feet high which cannot be crossed by men. It counts

as hard cover. Troops may cross the canal at the lock gates, moving as though in broken ground. Armour can only cross the canal at the bridge.

The British must hold out until the Belgians have destroyed the bridge. If the Belgians hear about their armistice before the bridge is blown, they will leave the explosives in place but will withdraw. If their running total for preparing the charge is 28 or more, then the British officer may attempt to work out how to detonate the charge. To do this he must move to the centre of the bridge itself and then roll a D6.

On a roll of 1 or 2, he detonates the bridge successfully, destroying it.

On a roll of 3 or 4 he detonates the bridge but it is only damaged.

On a roll of 5 or 6 he fails to detonate the charge.

If he detonates the bridge, roll a 1D6. On a 1 to 3 he is killed in the blast, on 4 to 6 he is placed 9" away from the bridge, having escaped successfully.

If the British fail to destroy the bridge, they must buy time for the Royal Engineers to turn up. This will only happen if they beat off the German attack by reducing their Force Morale to zero.

If the bridge is completely destroyed, the British win the game.

If the Bridge is only passable to Infantry, it is a draw.

If the Bridge is undamaged but the British hold the battlefield roll, a D6. On a 4 to 6 the Royal engineers come and destroy the bridge making it a marginal British victory. On a 1 to 3 the Royal Engineers fail to turn up, the bridge is abandoned to the Germans and it is a German minor victory.

Taking Off into Aerial Gaming



by Nick Skinner

Donald Featherstone knew a thing or two about wargaming. His plasticine hills and chalk roads remain a strong part of my childhood memory. I don't know how many books he wrote about wargaming, but I think I have most of them, including his book 'Air War Games' which calls to me from time to time from the shelf as I walk by. And I'm glad that it does, for it reminds me of two things. Firstly, that aerial wargaming has a pedigree all of its own alongside land battles and secondly, that Don Featherstone, wargaming guru that he was, didn't always get things right.

Modelling a multidimensional air battle on a table top comes with a number of inherent problems, and overcoming these are not straightforward.

But as Don himself points out, air wargames tend to come in a comfortable third place in the popularity polls well behind land and even naval games. The dogfight, it seems, remains a poor cousin. Why is this? Surely inside each of us is a Top Gun waiting to be let loose?

There are some simple reasons why aerial gaming doesn't have the same following as land based games. In truth, aerial games simply do not have the visual appeal. The main issue here is terrain, or, rather, the lack of it. This can make games look visually unappealing, and this puts dogfighting games at a disadvantage against land battles where terrain creates much of the eye candy that creates

a great looking and absorbing looking game. Walk around a show and you are much more likely to stop off at a table that has a fantastic cityscape or tremendous rolling hills with teddy bear fields and sunflower patches than you are to stop and get your camera out for an Airfix plane on a stick. So you have to look beyond that. You need to see the vapour trails, smell the oil, wear the flying helmet. Aerial games look very basic. Sadly. But it doesn't have to be like that. Terrain can be used to good effect to add interest - and targets - into aerial games. With a massive aspect of aerial doctrine being the support of ground forces and the attack on ground targets then terrain becomes an important consideration. And it need not require advanced terrain making skills. Creative use of commercially 2mm terrain can look in perfect scale if you imagine it being viewed from 20,000 feet.

Like naval games, physical space - and how to model it, is also a limiting factor. The sky is a big thing, with air battles being fought across many many cubic miles of atmosphere. Don Featherstone saw that one block to the uptake of aerial games was that his house just wasn't big enough:

"Probably an allied factor to the difficulties of rules and methods of using the model aircraft is that lack of realism. Admittedly, a greater stretch of the imagination is required in air war games than in either land or sea games; that is entirely due to the space factor, with accessory difficulties concerning

methods of keeping model aircraft in the 'air'. This is a problem most peculiar to air games"

Thank God then for 1/600th scale models!

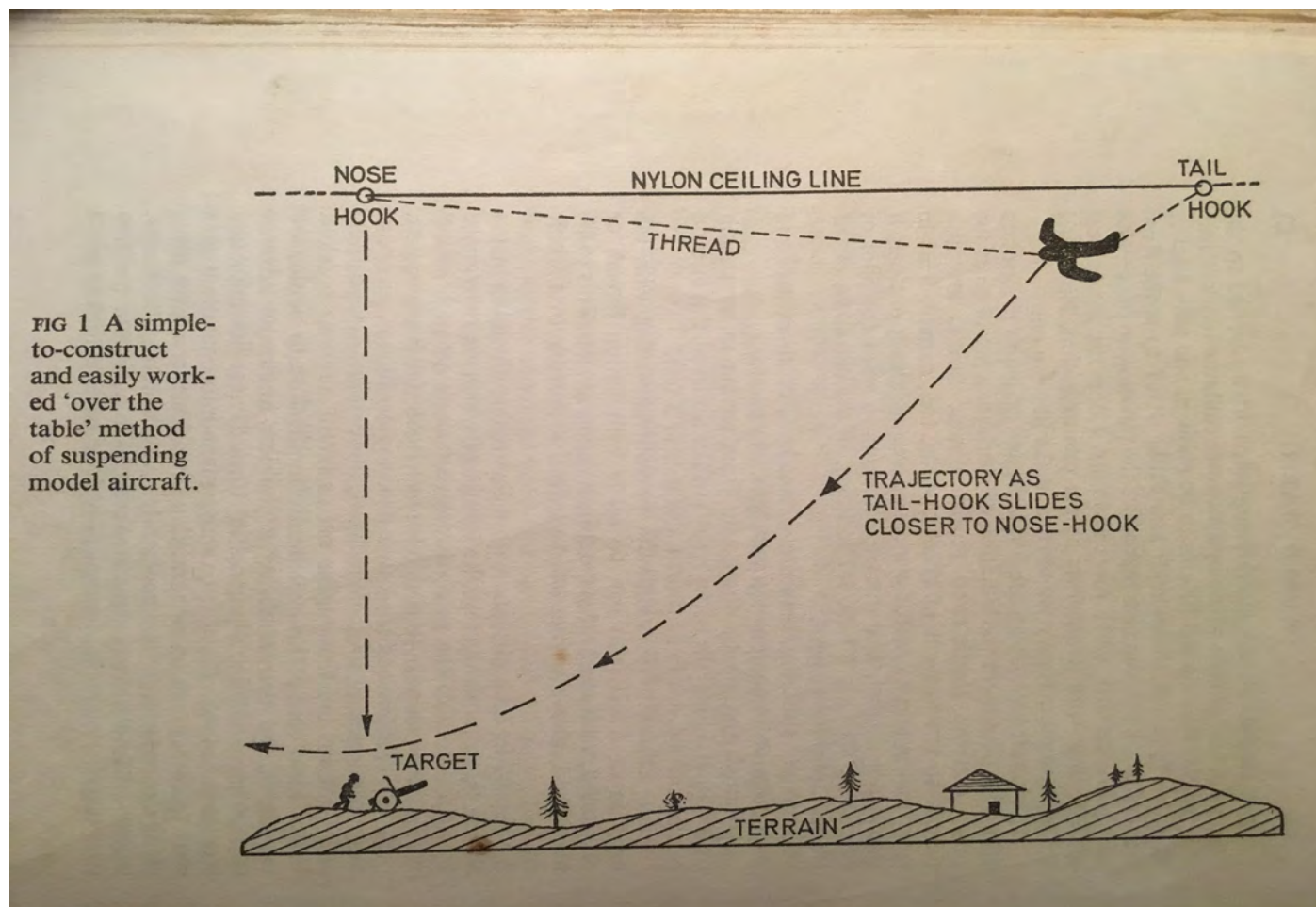
In essence though, most air gamers want to fight dogfights, meaning that terrain requirements are minimal. Of course, the upside to this is that the cost barrier to taking up aerial gaming is low. A blue sheet (preferably hex printed if you are to play the current version of Bag the Hun) and a handful of toys is all you need to get underway. The issue, for me at least, has always been the sheer fiddly nature of painting 1/600 spitfires that have a wingspan of about a quarter of an inch, combined with the impossibly frustrating process of trying to drill a hole in the bottom to mount on a flight stand. Then there is all the business of what to use for stands. Some use plastic hex bases, some use pennies with wire literally drilled into them, and some clever people out-think us all and buy pre-painted, pre based toys!

Of course the crucially difficult thing about air games is the dimension of altitude, and how to

represent it. "Roughly speaking," says the great Don, "the model aircraft used in aerial war games must either be suspended, held up on stands or used on a flat, multidimensional board". He's not wrong, although Don himself considered that suspending aircraft from the ceiling was the most promising way of gaming with model aircraft. Clearly he never plastered a ceiling in his life. In practice these days we tend to use some kind of stand or flight stick and in an ideal world, we'd be able to adjust the height of our flight sticks to represent altitude. In practice, the various methods of this require some troublesome minute engineering skills which, to be honest, are beyond my skill and my patience. So what many tend to settle on is a standard flight stand that keeps the model 2"- 3" clear of the table and with altitude marked in some way on the base (in BTH we use 6 altitude bands marked with a d6, and to engage your enemy you must be in the same altitude band).

Does it really matter? What I'm trying to say is, although you can employ various intricate modelling skills to enjoy aerial gaming you do

Below: Don Featherstone's patent method for ruining your ceiling:



not have to. In truth, painting a flight of 6 aircraft takes about half an hour, and basing them another hour. With a day's input you can generate enough airpower to give you a balanced force for a reasonable game. So, if you have a spare day over Christmas, why not climb in the cockpit and take a spin?

For air war games you have 100 years of history from which to choose your preferred period. I am limiting the scope of this article to the Second World War, simply as that is the main period covered by our own Bag the Hun rules and is the period that most captures my interest. Of course, the First World War saw the birth of air to air combat and the first shoots of aerial dogfighting doctrine, particularly with the introduction of Boelke's Dicta. Gaming with the knights of the air is superb fun, and if the spirit of Biggles swells within your chest then I heartily recommend our very own 'Algy' BTH variant. In addition, the airfighting over Korea in the 1950's tells the story of technically superb Chinese MiG jet fighters engaging F-86 Sabres over the Yellow River. Again, if that is your bag, then see the Korean Air War supplement in an

earlier TFL Special. But for me, my heart will always be in a Spitfire, and as my lardy backside is unlikely to ever squeeze into a real one then a 1/600th one will have to do.

Bag the Hun is a Second World War ruleset that puts the pilot front and centre, recreating the dogfights of a rapidly bygone age, where pressure was 'a Messerschmitt up your arse' (to quote Australian Test Cricketer Keith Miller). And from the earliest engagements of Poland 1939 through to the fall of Japan in 1945 there are aerial games to accompany all theatres and all campaigns (although gaming the atomic bomb drops may be both a little one-sided and somewhat crass).

Let's take a sortie through some of the possibilities.

The Battle of Britain

Let's start with the obvious and get that behind us. For those of us in the UK, the Battle of Britain is the most iconic sequence of air battles of all time and is deeply embedded in our national psyche along with the Blitz, warm beer and cucumber sandwiches. It's certainly where Bag the Hun has



its spiritual origins. Over the dramatic summer of 1940 the swirling vapour trails of southern England and the Channel told the story of one of the most famous air battles of all time, and where outdated tactical formations like the vic were superseded by more flexible formations. This of course is reflected in the BTH rules which are also built around the '*Ten Rules For Air Fighting*' drawn up by Battle of Britain Squadron Leader Adolf Malan (although he was commonly known by the nickname 'Sailor', presumable as Adolf was starting to drop off the list of popular boys names by then). The Battle of Britain allows the classic bomber escort missions and fighter sweeps to be played out in their truest glory, and the scale of engagements, often at pair, flight and squadron level make for easier games in advance of the large full wing and group 'rhubarbs' and 'circuses' over occupied Europe in 1941. My suggestion here would be to start small, perhaps with a vic of three Hurricanes or Spitfires taking on a schwarm of four 109s. Great game. Great fun. Dakka Dakka Dakka and all that. By the way, if this is your 'bag' then it really is worth picking up a copy of our 'Finest Hour' Battle of Britain campaign supplement, which will help you build squadron rosters and campaigns for both RAF and Luftwaffe fighter squadrons.

The Pacific

War in the Pacific was opened by one of the most infamous pre-emptive strikes of all time, as the Japanese Mitsubishi Zero fighters and Kate and Val bombers inflicted a punishing blow on the US Pacific Fleet in its protected (or to use the correct term, vulnerable) anchorage at Pearl Harbor in Hawaii. Over the course of a few hours the highly trained and motivated Imperial Japanese Navy aviators inflicted terrible losses in one of the most successful and deadly aerial attacks ever seen. The extent to which the USN was able to recover from this onslaught was, of course, influenced by the fact that the US Aircraft Carrier force was at sea. This carrier force then undertook the naval - and aerial - campaigns of the Coral Sea that were to lead to the battle of Midway in 1943, surely this would be the ultimate naval-air wargame! Making a move into the Pacific for your gaming also allows some curious rule challenges – like landing a 1/600th scale toy aeroplane on a 1/1200th scale aircraft carrier, but all things are possible for the determined rule writer!

The Pacific also gives the chance to grow your aircraft collection with some of the finest aircraft to take the skies. The Mitsubishi Zero – fast, highly manoeuvrable and yet desperately vulnerable in its early models, and the Grumman F4 Wildcat, Avengers and (layer) Corsairs of the USN. Torpedo attacks on shipping make for a superb game with some technical challenges both in terms of AA defence and in the scheduling, angle and timing of torpedo runs. Note to self – must do more of these!

The East

The early story of air warfare in the East is one of the annihilation of anything that stood against the Luftwaffe. In 1939 the hard hitting attacks on the Polish Air Force removed the latter as a viable threat and ensured that German ground troops could advance free from the threat of aerial intervention. Polish fighter pilots, some of whom were destined to escape firstly to France and then to the UK, bravely took to the skies to engage technically superior aircraft in a short but punishing series of dogfights, but were soon overwhelmed by the Luftwaffe. Eighteen months later, in June 1941 the Luftwaffe, which had by now been battered and beaten by the RAF in the Battle of Britain, once again struck with devastating effect, knocking out vast numbers of Russian aircraft on the ground. What developed thereafter was a punishing series of aerial engagements in which on side, then the other, claimed dominance, with the severe brutality of actions in the sky matching the punishment being dished out between the belligerents on the ground.

The Russians may have lost 2,500 aircraft in the first two of Hitler's drive to the East, many of these on the ground, but as the war progressed, the Russian war machine grumbled into action, producing a range of fighters in the LaGG, Yak and MiG varieties that gave the ubiquitous 109s and Focke-Wulfs a run for their money. In fact, the variety of aircraft available to the Russian Air Forces (VVS) makes them one of the most varied options when it comes to gaming. From biplane Polikarpovs and lend lease Hurricanes to the much celebrated Stumovik bomber the Russians have it all – often within the same formations. The Russians also turned to women pilots, thirty of whom earned citations for the award of Hero of the Soviet Union through their contributions, giving scope for further nuances to your games.

The Western Desert

During the Desert Campaigns of 1941-1942, the RAF provided essential battlefield support to the often-beleaguered ground forces, attacking enemy armour and supply lines despite extremely difficult operating conditions. Aircraft had to be modified to cope with the climatic conditions, but the fighting was intense and carried out by determined and well trained crews. The Desert also allows a four nation conflict, primarily between the RAF (or DAF as the Desert Air Force was known) and the Luftwaffe, but also the Italians and, by the time of El Alamein, the USAAF 57th Fighter Group which was now operational in its own right, flying in joint operations with DAF.

Malta

The air battle of Malta is worthy of special mention, not least because it presents a situation somewhat reflective of the Battle of Britain. In 1940 and into 1941 the defenders of the island stood firm against repeated attacks firstly by Italians and then by the Luftwaffe. The exploits of Faith, Hope and Charity, the Gloster Gladiator biplanes that stood up for themselves in those early days, make for a good game, and the variety offered by the aircraft and pilots of the Regia Aeronautica add to the mix. Linked to Malta (well, not that linked but close enough as part of the Mediterranean Theatre) sits the daring raid on the Italian Fleet at Taranto by Swordfish of the British Fleet Air Arm. What a game that would make. Who makes Italian battleships in 1/1200 I wonder?

The Bomber Waves

By the middle of the war the Allied strategy moved to bombing raids, with the UK based 8th Army Air Force attacking German industrial targets by day, with the RAF taking up the mantle by night. Whilst the target runs themselves make for fairly dry games, it is the fighter attacks that are more interesting. Head on attacks by FW190s on formations of Flying Fortress B17s for instance make for a gruesome encounter for the pilots of both sides. Play these games to explore the tactical challenges of attacking a deep bomber formation that is quite literally bristling with heavy calibre machine guns, and to witness the vulnerability of the lone bomber that is forced out of formation. But take note - these are big games with lots of aircraft. Start small - an attack on an isolated bomber limping home makes a great starter scenario.

The North Sea and Atlantic

The greatest threat to the supremacy of naval power over the course of the last century came from air power, and combining air and naval elements in one game creates some potentially mesmerising encounters – and presents a few challenges. But by combining 1/600 aircraft with 1/1200 ships you can create a game that not only ‘feels’ about right but which can also be visually stimulating. What this means is that aerial games set against the background of the war on the oceans takes on new appeal. By the end of the war RAF Coastal Command had claimed 212 German U-Boats destroyed and sank a significant tonnage of enemy warships and merchant vessels. Coastal Command was also responsible for the RAF’s air-sea rescue service which saved more than ten thousand lives. Attacks by Axis Ju88s on British sea traffic and attacks by Coastal Command Sunderland aircraft on surfaced (or submerging) submarines make for a surprisingly interesting game, where angle of attack become crucially important. Later in the war, attacks by Coastal Command Beauforts on German naval targets defended by flakships also become an option. Using Bag the Hun, it is also possible to game the aerial attacks that characterised the Channel Dash of the Scharnhorst, Gneisenau and Prinz Eugen in 1943 as well as the iconic attack on the battleship Bismarck by Fleet Air Arm Swordfish flying off the Ark Royal in 1941.

Fighter Bomber Sweeps

Attacks on ground targets, and this is one area where the artistically minded gamer can go to work with some terrain. Using 2mm terrain items it would be possible to add ground targets and maybe even some armour. Don't forget to add flak, especially powerful if it is well positioned to cover likely lines of approach. Whilst these are perhaps not the best games for social wargaming, these games make excellent solo ventures.

Ignore it at your peril

So there are a few pointers on aerial games. I hope they help stimulate the little grey cells. The fact is, that above every IABSM or Chain of Command game that you play is an aerial game waiting to happen. Embedding air actions in refights of big battles is an important factor in the way that fighting on the ground is allowed to unfold. Massed panzer formations seen on the Eastern Front were only possible with air superiority (just roll the time line forward to Normandy 1944 to see what a

difference air superiority makes). Many years ago I was lucky enough to act as Air Umpire in some of Paddy Griffith's large scale wargames that were developed by Paddy and hosted by the Imperial War Museum at Duxford. These saw players refight the campaigns of Operation SeaLion, the conquest of Norway, the fall of Crete and (if memory serves me correctly, a fictional assault on Malta). Whilst the land action grabbed most of the glory in those campaigns, the air war was ignored only by those who lost. So, if we really want to use wargaming as a way to understand more about the history of the conflicts that fascinate us, then there is a case for getting aerial games (and naval games) included in campaign actions, and I think we can be more creative at doing that.

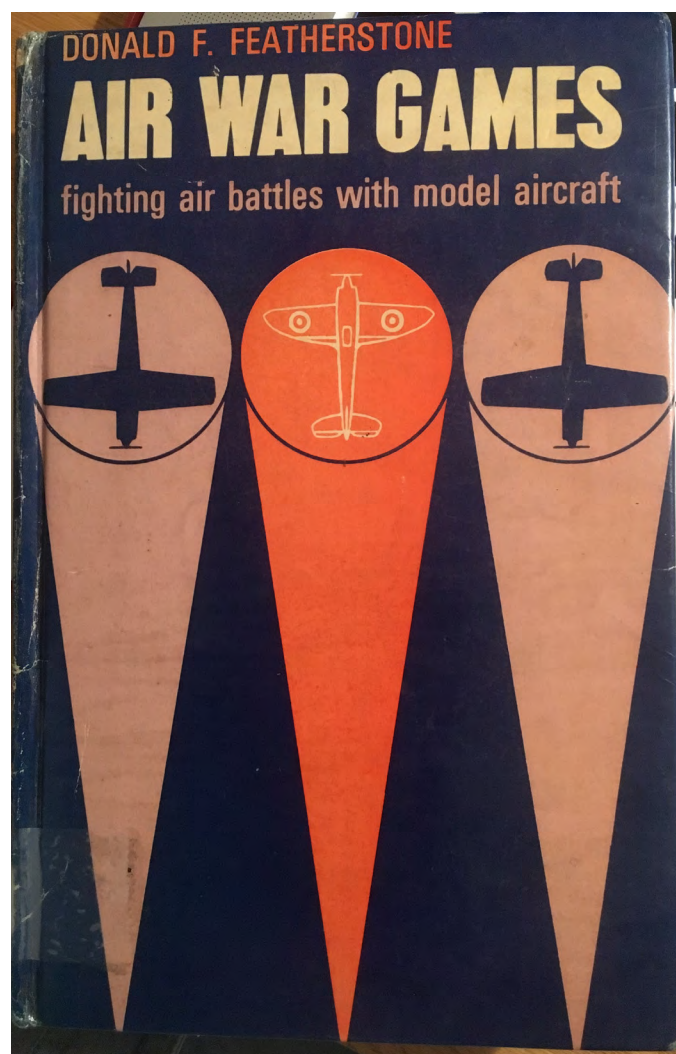
And finally...Characters

Aerial games are often the domain of the pistonhead, the engineer who is more interested in his lift x thrust dynamics than in the human element of combat. And that's only right and fair, after all, it was the intricate calculations of the aeronautical engineer that drove the development of fighter combat and the technical capabilities of aircraft do determine the way they are handled for maximum impact. Read Don Featherstone's book and you will see aerial gaming reduced to it's technical core. There are no human factors. These days we recognise the technical but emphasise the human: it is pilot quality that makes such a difference between technically well matched adversaries, with account after account telling us this through the eyes of the men who were there.

Aerial combat is all about man and machine in perfect harmony. Or not. If you can build character development and career progression into aerial gaming then you can add a personal dimension to the games that you play. As with land actions, thinking about aerial games as part of an ongoing campaign makes players think differently about the way that they handle those troops on the table. You are less likely to dive into a suicide attack if you have a vested interest in your favourite pilot coming out alive. And when new guys join your squadron, do you pair them up with old hands or let them sweat it out on their own whilst they learn the ropes? The first approach might seem like a good option, but who REALLY wants a raw sprog as their wingman? Campaign generation systems allow games to be placed in their wider context and give an additional dimension to games. Toofatladies Specials have

included such character and campaign generators in the past, and I hope very much they will do so again. In fact, it would be great to see more BTH representation in these specials. I have already mentioned my own *Finest Hour* supplement for The Battle of Britain Campaign which includes full details on generating squadrons, pilots and missions but would also draw your attention to Joe Legan's excellent *Squadron Forward* supplement.

So if you are seeking an aside to your main wargaming period let me put in a good word for aerial games. At least try one. You might even like it.



A note on Don's book:

I've drawn light heartedly on Don Featherstone's book 'Air War Games' in this article. Without doubt the book is dated, but remains a gem in it's own right. In it, Don looks at options available to the aerial wargamer in the year the England last won the World Cup, and that itself gives an interesting insight into our hobby. Looking at the limited options facing the wargamer in those days, it amazes me that Don could come up with ANY ideas to incorporate aircraft into his wargaming and the fact that he is able to do so in such a thorough way (he talks about and suggests rules for Balloons, WW1 and WW2 options as well as comments on tactics and doctrine) is a testament to his creative thinking and his passion for the hobby. Grab yourself a copy.

BACKGROUND

By the time of El Alamein, the USAAF 57th Fighter Group was fully operational in its own right, flying in joint operations with DAF, and making an immediate impact. In a raid on 25 October on a Bf109 base, Lieutenant Lyman Middleditch Jr, of 64th Fighter Squadron, was in a group of eight Warhawks. As they pulled away after dropping their bombs, they were attacked by five Bf109s....

ORDER OF BATTLE

USAAF

64thth Fighter Squadron, 57th Fighter Group (P40)

Position	Pilot Type
Lt Lyman Middleditch	Veteran
Section Pilot	Veteran
Section Pilot	Regular
Section Pilot	Regular

Position	Pilot Type
Lt Jim Hartman	Veteran
Section Pilot	Sprog
Section Pilot	Regular
Section Pilot	Regular

Luftwaffe: Elements of III/JG2 (Bf109e)

Position	Pilot Type
Hptn Herman Zermitts	Veteran
Section Pilot (nr. 2)	Veteran
Section Pilot (nr. 3)	Regular
Section Pilot (nr.4)	Sprog
Section Pilot (nr.5)	Sprog

NOTES

The Luftwaffe may operate in rotte or as a single schwarm, but will use only one schwarm move/fire card for activation.

The Luftwaffe may be represented as Bogeys in accordance with Section 5.2 of the rules. They are operating over friendly territory.

Lt Middleditch may be rated as a deflection expert (refer to Section 20.1 of the rules). The Sun is in the South.



CARDS

This scenario will use the following cards

<i>Lyman Middleditch</i>	<i>Hermann Zermitts,</i>
<i>Jim Hartman</i>	<i>Axis Move</i>
<i>Allied Move</i>	<i>Axis Fire</i>
<i>Allied Fire</i>	<i>Axis Bogeys (optional)</i>
<i>Axis Formation Bonus</i>	<i>Altitude Bonus</i>
<i>Bail Out</i>	<i>The Blank Car*</i>

ALTITUDE

The Luftwaffe start the game with altitude superiority. The USAAF is at Level 1. The Luftwaffe are at Level 3.

HISTORICAL OUTCOME

Middleditch took on two 109s which had circled round to get on Lieutenant Hartman's tail. Working hard, Middleditch pulled a tight turn to hit one of them with a full burst, and sent it crashing into the sea. The other 109s fled. Another successful action was to follow in a few days



LT LYMAN
MIDDLEDITCH



LT JIM
HARTMAN



ALLIED SECTION
ONE MOVE



ALLIED SECTION
ONE FIRE

**BAG
THE
HUN**

THE
BLANK CARD



ALTITUDE BONUS

Cards for Bag the Hun: WARHAWK

PRINT THESE ONTO CARD, CUT THEM OUT AND OFF YOU GO!



ALLIED SECTION
TWO FIRE



ALLIED SECTION
TWO MOVE

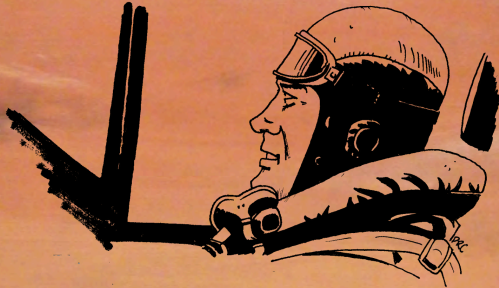


ALLIED BOGEYS

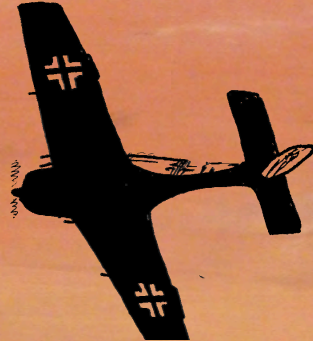
SPARE CARDS

Cards for Bag the Hun: WARHAWK

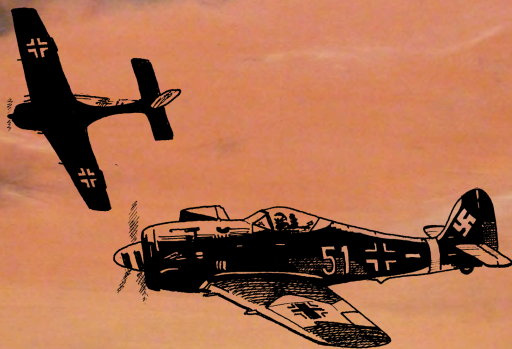
PRINT THESE ONTO CARD, CUT THEM OUT AND OFF YOU GO!



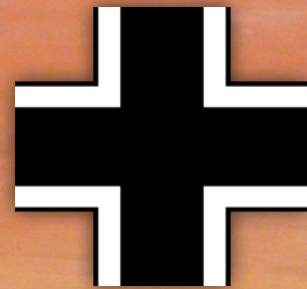
HERMAN ZERMITTS



AXIS MOVE



AXIS FIRE



AXIS BOGEYS



AXIS FORMATION
BONUS



BAIL OUT



Lost in Musique

an award winning scenario for

Sharp Practice

In November 2017 we packed the Lardmobile and headed to Antwerp for Europe's foremost wargaming show, Crisis. On the way back we had to find room for one more thing; the Award for Best Participation Game. Here's the winning scenario for some 1809 Caribbean Sharp Practice.

Thirsty for blood, the rebellious slaves closed in on the plantation. The mob lolloped along, resting only briefly among the sugar cane. There, already hungry for revenge for the brutal treatment received at the hands of their overseers they were worked into a crazed frenzy by the electric Mr Reg and his self declared Sisters of Liberty. The group heaved with the rhythm of Mr Reg's chants. Soon loud shouts of "I quit my 9 to 5!" and "I feel so alive!" were to be heard as the mob split into groups for their attack on the house.

The French troops, still weary after their long voyage in cramped conditions were suffering from the intense heat of the midday sun, and were feeling less energised than their unusual allies but just as determined. Captain Gaspain Furriere sat on a tree stump, catching his breath in the heat and listened to the slaves as they pulsed and grooved to the

rhythm being pumped by the extravagant Mr Reg. Around the pulsating leader moved two dozen frenzy fuelled slaves armed with a variety of gruesome cutting weapons shaped from the agricultural tools that they handled with such skill every day of the year. At the very centre of the group Furriere could see Luther and Jackson, two of Mr Reg's blunderbuss armed chosen men, dancing wildly to the beat, waving their weapons in the air like trophies.

Off to the side and away from the main group of fervoured dancers stood two groups of musket armed slaves. Each man had been handpicked by the charismatic Amin Da Mood and they stood looking pensive as Furriere's own Sargeant Aubergine attempted to instill some last minute drilled firing manoeuvres into the disorganised mob. It wasn't going well and despite Aubergine's efforts the ill-disciplined group struggled and fumbled to work

their newly acquired instruments of death. Clearly it would fall to Furrieres own regulars to provide a base of firepower strong enough to win the day...

Just a few hundred yards away inside the perimeter walls of main section of the plantation house, Colonel Ramjambullie could hear the blood-curdling noises rising from the sugar cane. He could tell that his militia men, themselves natives of the island and distinguished from their enemy by nothing more than the red jackets they wore on their backs, were becoming increasingly unsettled. Luckily the walls of the compound served to steel their nerve.

Inside in main house, Bosun Seymour Organs' advance party of sailors from *HMS Chylamydia* lounged around in wierd discomfort, sprawled across the furniture as though they were resting after a feast. Which indeed they were. From upstairs, they could hear the sounds of the Governor, Sir Quentin Fontaine and his family as they rapidly packed their personal belongings. Organs moved to the window, looking eastward towards the track, along which he hoped to see the Marines of Captain Boyes and the rest of the *Chylamydia's* landing party under Master Bates emerging very soon.

Back in the sugar cane, Amin Da Mood himself rode into the clearing, looking resplendent in the uniform of a full Colonel. The sight of him provoked Mr Reg to redouble his efforts, stepping up the beat, prompting his followers to lift the dance leader on their shoulders. Then the rush began. The Sisters of Liberty rose up, energised by the

beat, and moving effortlessly through the crop. From his position lifted aloft on the shoulers of his men, Mr Reg could be heard singing loudly:

"I want to join a band and play in front of crazy fans. Yes, I call that temptation! Give me the melody that's all that I ever need. The music is my salvation!"

We're lost in Musique, but who's caught in a trap?

This is the unlikely backdrop to our game, set on the fictional Caribbean island of Musique in 1809 in which the rebellious slaves of Amin Da Mood and the mysterious Mr Reg, supported by a small body of French marine infantry, attempt to storm government house and seize the Governor.

Setting out to thwart them in this task are Colonel Ramjambullie and the few remaining men of the island militia, the sailors of Bosun Seymour Organs and the marines of Captain Roger Boyes. Can they see off the threat from Da Mood's men and ensure the safe evacuation of the Governor and his family?

Unit Rosters

Full unit rosters are included on the following pages.

The Sisters of Liberty: L to R:
Amin Da Mood, Mr Reg, Captain
Gaspain Furriere, Sergeant Aubergine



The Sisters of Liberty

Leader 1	General Amin Da Mood	Status II
Two Groups of Musketeers of Liberty	Irregular Skirmishers	Muskets
Leader 2	Mr Reg	Status II
Two Groups of 12 Sisters of Liberty	Tribe	Hand weapons
Leader 3	Capitain Gaspain Ferriere	Status II
Leader 4	Sergeant Aubergine	Status I
Three Groups of 8 Troupe de Marine	Regulars	Muskets

Musketeers of Liberty	
Formation	No
First Fire	Yes
Controlled Volley	No
Crashing Volley	-
Step Out	1
Drill	
Characteristics	

Sisters of Liberty	
Formation	No Shock
First Fire	No
Controlled Volley	No
Crashing Volley	-
Step Out	1
Drill	-
Characteristics	Boom, Bang a Bang!

Troupe de Marine	
Formation	Yes
First Fire	Yes
Controlled Volley	Yes
Crashing Volley	3
Step Out	2
Drill	-
Characteristics	Sharp Practice

Defenders of Musique

Leader 1	Colonel Ramjambullie	Status II
Two Groups of Musique Militia	Conscripts & Volunteers	Muskets
Leader 2	Bosun Seymour Organs	Status II
One Groups of 12 Sailors	Clan	Mixed weapons

Musique Militia	
Formation	Yes
First Fire	Yes
Controlled Volley	First Only
Crashing Volley	3-
Step Out	2
Drill	
Characteristics	Sharp Practice

British Sailors	
Formation	Yes
First Fire	No
Controlled Volley	No
Crashing Volley	-
Step Out	1
Drill	-
Characteristics	Aggressive, Big Choppers

Valiant Sons of Albion

Leader 3	Captain Roger Boyes	Status III
Leader 4	Sergeant Flaccid	Status II
Three Groups of Marines	Elite	Muskets
Leader 5	Master Alfred Bates	Status II
One Groups of 12 sailors	Clan	Mixed Weapons

Royal Marines	
Formation	Yes
First Fire	Yes
Controlled Volley	Yes
Crashing Volley	2
Step Out	2
Drill	2
Characteristics	Aggressive, Sharp Practice

British Sailors	
Formation	Yes
First Fire	No
Controlled Volley	No
Crashing Volley	-
Step Out	1
Drill	-
Characteristics	Aggressive, Big Choppers

The Red Team: L to R:

Colonel Ramjambullie, Bosun Seymour Organs, Major Roger Boyes RM,
The mountainous Sergeant Flaccid and Master Bates of the Chylamydia



The Map and Deployment

For this action we used the Citadel terrain squares, which were previously modified by removing the numerous skulls (you can read about this on the blog at Lard Island News). We used peninsular war styled buildings as these seemed to fit the caribbean brief. Light vegetation was scattered to add interest. See photo for full details.

This being a participation game we adapted the deployment points to suit the needs of the game and the restrictions of the table and time. The Defenders of Musique and the Governor's Party of 6 civilians may deploy anywhere within the walls of the plantation house compound.

The Governor's compound was set on high ground with a smaller collection of buildings off to one edge of the table, from which Captain Boyes' detachment enters the table. Along half of a table edge is the field of sugar cane from which the Sisters of Liberty may deploy.

A note on the Governor

The Governor and his entourage were represented by a group of six figures, these being the Governor, his wife, his young son, his manservant, his secretary and his cook. The Governor is not a military leader and as such has no card in the deck and so his group may only activate on a red flag. The group may be targeted and will receive wounds, kills and shock, with hits on the Governor being calculated as though he were a Leader. The Governor, being significantly overweight, may only run for two activations before having to stop to regain his breath.

Victory Conditions

The Sisters of Liberty may claim a full victory if the Governor is captured, his house ransacked and Amin Da Mood survives.

The Sisters of Liberty may claim a partial victory if the Governor is killed and if Amin Da Mood survives to fight another day.

The Defenders of Musique may claim a full victory if the Governor is saved and Amin Da Mood is killed or captured.

The Defenders of Musique may claim a partial victory if the Governor escapes.

The Figures

The Sisters of Liberty and the Musique militia are predominantly from the superb Trent Miniatures Caribbean range. The Royal Marines are a mix of Wargames Foundry, Redoubt, Britannia and Steve Barber Models. We sometimes hear of size differences between these ranges, but you'd be hard pressed to see that on the table. The Royal Navy sailors, as you might expect, are a complete mix, including Empress, Foundry, Britannia, Redoubt, and Steve Barber again as well as maybe the odd suitably smart pirate thrown in for good measure. The infamous Mr Reg is a Eureka figure whilst French leader Gaspain Furriere is actually the General Dumas figure from the excellent Gringo Miniatures. French infantry are a mix of Victrix, Dixon, Foundry and even the odd renovated Connoisseur range once available through Hinchliffe Figures.

Playing Sharp Practice at Crisis

This game was played through the day as a participation game at Crisis, with one game in the morning and one in the afternoon. Players were a mix of nations and experiences. The outcomes were different. In the morning, the Sisters of Liberty launched a strong and determined attack on the plantation house, blasting their blunderbusses with devastating effect whilst charging the defences, knocking out Colonel Ramjambullie and putting his men to the sword before entering the grounds and pillaging the governors wardrobe and parlour to their hearts content. However they did not find the Governor, who, moments before, had fled down the hill in a mad dash to reach the safety of Captain Boyes' column before Da Mood's men could reach him. On the other side of the table, the Sisters of Liberty had received an early setback when Captain Gaspain Furriere was killed by the first vollwy from Boyes' marines, who had swung off their line of march to engage what looked to be a dangerous and well formed French firing line. Although Sergeant Aubergine did his best the French struggled to recover from this initial setback. Nonetheless their suffering was reduced when Captain Boyes was forced to peel off a group of Marines to run hell for leather through a fusillade of musketry from Amin Da Moods musket men to greet the governor's breathless party.

In the afternoon, the Sisters of Liberty lost their cohesion early. From the plantation, Colonel Ramjambullie and Bosun Organs played an aggressive game, restling the initiative from Da Mood's men whose piecemeal attacks were easily repelled. Whilst the military thinking of the Defenders of Musique was first class, the civil leadership in the afternoon was on the verge of panic, with the Governor barricading himself into the house at the first sign of the slaves choppers.

A massive thank you to everyone who came along to both of our games at Crisis and especially to those who played. You really made our day and we were delighted to once again receive the Award from the Tin Soldiers of Antwerp for Best Participation Game. We'll be back next year!



Top Right: Sir Quentin Fontaine and his entourage make a run for it.

Top Centre: The afternoon game in full swing

Bottom Centre: Boyes' Marines at the present.

Bottom: Award winners. Umpire Nick receives the award from the Tin Soldiers of Antwerp for Best Participation Game at the show.



AN AFFAIR AT GAZALA

By Klaus-Dieter Fritsch

Introduction

This scenario for IABSM takes place in June 1942 during the Gazala battles and is entirely fictitious except for the general setting. It is loosely based on an old Advanced Squad Leader scenario called Khamsin. The original scenario had a German force attacking a British position on and around three very low hills. I have left the British force more or less as they were in ASL, including the tanks. I have added some more big men as their function is different from the leaders in ASL. I also added a second 2-pounder ATG. The Germans have been replaced by Italians because I just finished assembling and painting my Italian infantry company for North Africa and after 14 sections plus officers and supports, they just had to be taken out for a little action.

Although written for IABSM, the action includes a number of rule adjustments, and brings in elements of Chain of Command (in the form of Force Morale and Stuff Happens).

Big Men and Other Options

The names for the Italian big men all come from the kitchen, no offense intended. The names for the British big men were largely taken from John le Carré's Tinker, Tailor, Soldier, Spy and Smiley's People.

If you would like to use Germans, replace the infantry platoons with German platoons and the Italian tanks Pz IVs, Pz IIIs and a Marder. I would reduce the total number of tanks to eight because the German tanks are better than the Italian ones.

The players should be given their scenario briefings. On the briefings, they can write the numbers of the blinds so that they can easily reference which blind represents which troops.

BRITISH BRIEFING

25 miles southwest of Tobruk, Libya, in June 1942. The Gazala Battles had been raging for days with Panzerarmee Afrika driving for the great prize of Tobruk. Several British strongpoints still lay in its path, one being your position based around three hills.

You are Major Zachary McCraggen of the Scots Guards. So far, this operation has not gone too well. The Germans and Italians under Rommel again threaten Tobruk. You and the jocks of your company are well set up though to throw a proverbial spanner in their not-so-proverbial drive on Tobruk. Yesterday, just before the onset of a sandstorm, you got reinforced by a few tanks that got lost on their way back from an engagement.

Now the sandstorm is dying down and you can just make out some man-made dust clouds in the direction the Hun would be coming from. Well, you and your troops are as ready as you'll ever be...

Your troops set up on or around the three low rises (within 36 inches of any of the three tops) on hidden blinds.

SCENARIO RULES

Victory Conditions

The game lasts until for 16 complete turns. If you hold all three low hills at the end of turn 16, you achieve a major victory. If you hold only two hills, you win a minor victory.

Stone Sangars

Troops in stone sangars are poor targets. You get to place 11 sangars; each can shelter one section or one weapons team.

The Track

Any vehicle moving on the track only is not subject to the Fuel or Breakdown card.

Ruins

There are low ruins of an ancient settlement between the low rises. The low walls provide solid cover for infantry.

Rough Patches

Wheeled vehicles cannot enter rough patches. Tracked vehicles entering or moving in rough patches are subject to bogging down as in the main rules under 2.3.1 Bogging Down.

Rocky Outcrops

There are a few rocky outcrops on the map. These block line of sight at the same or lower elevation.

Khamsin

The sandstorm is dying down, but still hinders visibility, especially at ground level. Spotting is always at least slightly obstructed. Infantry fire is limited to 36 inches. Infantry fire has no modifier at close range, -1 at effective range and -2 at long range.

Dust

A blind made up of vehicles moving through terrain where dust could be thrown up should be noted by all players. This may be done with a suitably coloured piece of cotton wool or kapok.

Moving vehicles should be marked with a dust marker directly behind them. This blocks line of sight for spotting and gives a -1 modifier for shooting.

Vehicles moving in column may not spot if the vehicles in front of them are throwing up dust. Equally, spotting or identifying anything other than the lead unit in a column should be harder.

Skirl of the Pipes

You can use this card to move multiple platoons in an attack, or as a one-off rally card that gives you 1D6 pips with which to remove Shock.

I Ain't Routed Yet Mum

The initial Force Morale level is determined by rolling 1D6 and adjusting the roll as follows:

Veteran +1

The adjusted roll is used with the following table to determine the Force Morale:

Roll	Force Morale
8	12
6 or 7	11
3, 4 or 5	10
1 or 2	9
0 or less	8

7	8	9	10	11	12
1	2	3	4	5	6
0					

British Force Morale Tracker

Special Rule:

Whenever one of the events below occurs, roll on the following table and make the corresponding adjustments (if any) to force morale. Once force morale reaches 4, add a Hesitant Troops card for your force. Once force morale reaches 0, your force retreats from the table and loses the game.

Event	No Effect	-1	-2	-3
Squad, section or weapons team routs or destroyed	1	2, 3 4	5, 6	
AFV or support weapon routs or destroyed		1, 2, 3	4, 5, 6	
Level 1 Big Man killed or routs	1, 2	3, 4, 5	6	
Level 2 Big Man killed or routs	1	2, 3 4	5, 6	
Level 3 Big Man killed or routs		1, 2, 3	4, 5, 6	
Level 4 Big Man killed or routs		1, 2	3, 4, 5	6

BRITISH FORCE

Elements of XXX Corps

Veteran

Stubborn

Aggressive

Vehicle Morale: 3

Big Man	Rating	Number
Lieutenant Tarr	2	1
Lieutenant Guillam	2	2
Lieutenant Lacon	2	3
Major Zachary McCraggen	4	4
Captain Alleline	3	5
Sergeant Bland	3	6
Corporal Haydon	2	7
Captain Enderby	3	8



Formation	Cards	Troops	Blind
Company HQ	Big Man Four Big Man Five	Major Zachary McCraggen (4) Captain Alleline (3)	
Platoon One	Platoon One Big Man One	Lieutenant Tarr (2) Three rifle Sections (8 men) One 2" mortar (2 crew) One Boys AT rifle (2 crew)	
Platoon Two	Platoon Two Big Man Two	Lieutenant Guillam (2) Three rifle Sections (8 men) One 2" mortar (2 crew) One Boys AT rifle (2 crew)	
Platoon Three	Platoon Three Big Man Three	Lieutenant Lacon (2) Three rifle Sections (8 men) One 2" mortar (2 crew) One Boys AT rifle (2 crew)	
Heavy Section	Platoon Four Big Man Seven	Corporal Haydon (2) MMG (5 men)	
AT Section	AT Gun Big Man Six	Sergeant Bland (3) 2pdr ATG (5 men)	
Armour Platoon One	Armour One Big Man Eight	Captain Enderby (3) Two M3 Grant Two A 15 Crusader Mk II One M3 "Honey" Stuart	
Dummy			
Dummy			
Dummy			

All units are on the radio net.



Infantry Ratings

Troops/Actions	0	1	2	3	4
Scots Guards	1, 2	3	4	5, 6, 7	8
Anti-Tank Gun Crews	1	2	3	4, 5	-
MMG or HMG Crew	-	1	-	-	2, 3, 4, 5
Boys or Light Mortar Crew	-	-	-	-	1, 2

Armoured Vehicles

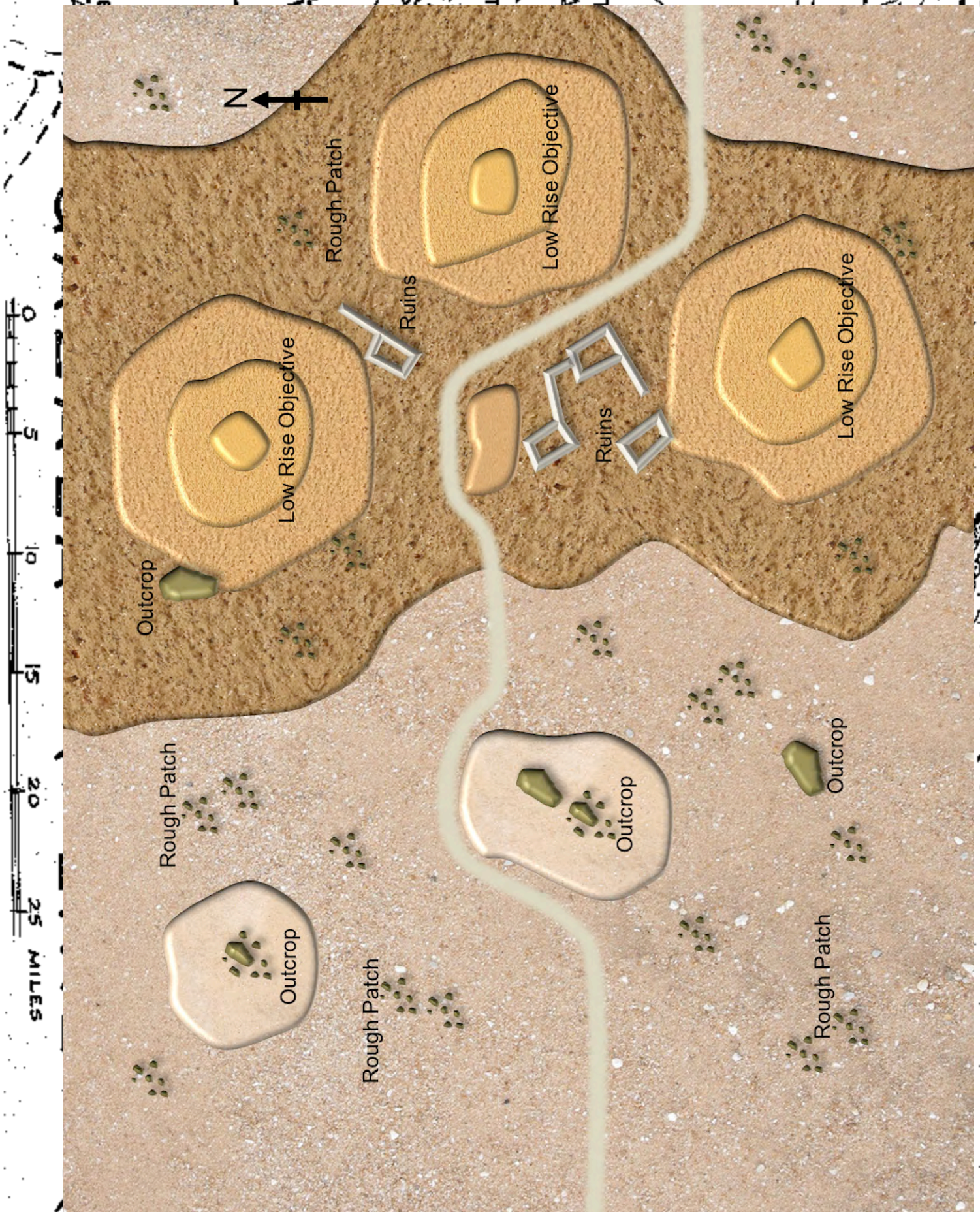
AFV	Armor Value	Weapon Strike	Calibre	Speed	Notes
M3 "Honey" Stuart	4	5	37mm 1D6 miss 1	Fast	
M3 Grant	5	5 / 7	37 / 75mm 1D6 miss 1 / 2D6 miss 1	Average	
A 15 Crusader Mk II	4	6	<u>no</u> HE	Average	

Anti-Tank Guns

AT Gun	Weapon Strike
2pdr ATG	6



AN AFFAIR AT GAZALA - MAP



ITALIAN BRIEFING

You are Capitano Marco Scallopine of the Duce's fine army. The first part of the African operation did not go quite as well as it could have, but now that the Germans have joined the Duce, things have turned around. You can already feel the streets of Tobruk under your feet.

You have noticed a certain reluctance of your troops, but you are certain that taking Tobruk will remedy this. They also did not receive the most effective of trainings and are a bit prone to jumping at shadows and firing at ghosts.

Yesterday, the advance had to be halted early because of a massive sandstorm, but now you are on the move again since early light. In the distance you can see a few low rises in the otherwise mostly featureless and flat landscape. You would bet a case of your favourite Grappa that the Inglese have a position there...

Your forces enter the Table on the track on the western table edge on blinds. Two blinds may enter per turn of the Blinds card. Please note the rules on dust and off-road movement. Your troops remain in their trucks until the enemy is either spotted or fires. Then they may dismount.

Scenario Rules

Victory Conditions

The game lasts until for 16 complete turns. If you hold all three low hills at the end of turn 16, you achieve a major victory. If you hold only two hills, you win a minor victory.

Khamsin

The sandstorm is dying down, but still hinders visibility, especially at ground level. Spotting is always at least slightly obstructed. Infantry fire is limited to 36 inches. Infantry fire has no modifier at close range, -1 at effective range and -2 at long range.

Dust

A blind made up of vehicles moving through terrain where dust could be thrown up should be noted by all players. This may be done with a suitably coloured piece of cotton wool or kapok. Moving vehicles should be marked with a dust

marker directly behind them. This blocks line of sight for spotting and gives a -1 modifier for shooting.

Vehicles moving in column may not spot if the vehicles in front of them are throwing up dust. Equally, spotting or identifying anything other than the lead unit in a column should be harder. When the Dust card comes up, a gust of wind disperses these dust clouds.

Ruins

There are low ruins of an ancient settlement between the low rises. The low walls provide solid cover for infantry.

Rocky Outcrops

There are a few rocky outcrops on the map. These block line of sight at the same or lower elevation.

Rough Patches

Wheeled vehicles cannot enter rough patches. Tracked vehicles entering or moving in rough patches are subject to bogging down as in the main rules under 2.3.1 Bogging Down.

Off-Road Movement

Wheeled vehicles moving anywhere but on the track are subject to bogging down as in the main rules under 2.3.1 Bogging Down. Any vehicle moving on the track only is not subject to the Fuel or Breakdown card.

I Ain't Routed Yet Mum

The initial Force Morale level is determined by rolling 1D6 and adjusting the roll as follows:
Regulars -

The adjusted roll is used with the following table to determine the Force Morale:

Roll	Force Morale
8	12
6 or 7	11
3, 4 or 5	10
1 or 2	9
0 or less	8

Whenever one of the events below occurs, roll on the following table and make the corresponding adjustments (if any) to force morale. Once force morale reaches 4, add a Hesitant Troops card for your force. Once force morale reaches 0, your force retreats from the table and loses the game.

Event	No Effect	-1	-2	-3
Squad, section or weapons team routs or destroyed	1	2, 3 4	5, 6	
AFV or support weapon routs or destroyed		1, 2, 3	4, 5, 6	
Level 1 Big Man killed or routs	1, 2	3, 4, 5	6	
Level 2 Big Man killed or routs	1	2, 3 4	5, 6	
Level 3 Big Man killed or routs		1, 2, 3	4, 5, 6	
Level 4 Big Man killed or routs		1, 2	3, 4, 5	6

7	8	9	10	11	12
1	2	3	4	5	6
0					

Elements of the Italian XX Corpo d'Armata

Regular

Vehicle Morale: 3

Big Man	Rating	Number
Tenente Pisello	2	1
Tenente Cavolo	2	2
Tenente Barbabietola	2	3
Capitano Marco Scallopine	3	4
Tenente Songino	2	5
Tenente Salcrauti	2	6



Formation	Cards	Troops	Blind
Company HQ	HQ One Big Man Four	Capitano Marco Scallopine (3) Two rifle squads (8 men) Three Solothurn AT Rifle (2 men) One Truck	
Platoon One	Platoon One Big Man One	Tenente Pisello (2) Four rifle squads (8 men) Two Trucks	
Platoon Two	Platoon Two Big Man Two	Tenente Cavolo (2) Four rifle squads (8 men) Two Trucks	
Platoon Three	Platoon Three Big Man Three	Tenente Barbabietola (2) Four rifle squads (8 men) Two Trucks	
Armour Platoon One	Armour One Big Man Five	Tenente Songino (2) Three M14/41 One L6/40 One Semovente 75/34	
Armour Platoon Two	Armour Two Big Man Six	Tenente Salcrauti (2) Three M14/41 One L6/40 One Semovente 75/18	
Dummy			
Dummy			

Only the company commander has a radio.

The AFVs all have radios.

Infantry Ratings

Troops/Actions	0	1	2	3	4
Good Infantry	1, 2, 3	4, 5	6, 7	8	-
Tank Killer Team	-	-	-	1, 2	-

Cards

Tea Break

Allied Blinds

Axis Blinds

Turn Card

Smoke Card

Allied Big Man One

Allied Big Man Two

Allied Big Man Three

Allied Big Man Four

Allied Big Man Five

Allied Big Man Six

Allied Big Man Seven

Allied Big Man Eight

Allied Platoon One

Allied Platoon Two

Allied Platoon Three

Allied Platoon Four

Allied AT Gun x 2

Allied Armour One

Allied MG Bonus

Allied Rally

Allied Armour Bonus

Allied Rapid Deployment

Allied Skirl of the Pipes

Allied Fuel or Breakdown

Axis Big Man One

Axis Big Man Two

Axis Big Man Three

Axis Big Man Four

Axis Big Man Five

Axis Big Man Six

Axis Fuel or Breakdown

Axis HQ One

Axis Platoon One

Axis Platoon Two

Axis Platoon Three

Axis Armour One

Axis Armour Two

Axis Armour Bonus

Axis Hesitant Troops

Axis Poor Fire Discipline



BATTLE RIFLES in CHAIN OF COMMAND

By Len Tracey

Introduction

This is a short article that seeks to compare the various battle rifles used by the major combatants and how they were employed. It will then go on to consider how this is represented in Chain of Command. For the purposes of this article, battle rifles are defined as the standard rifles issued to the Infantry rifleman of that army.

Bolt Action Battle Rifles

The majority of nations went to war with bolt-action rifles and retained these for the duration of the conflict. These rifles were designed to fire single, accurate shots over long ranges. They all used roughly similar sized rounds in similar types of bolt actions. The rounds used a powerful, full-sized cartridge that was designed to be effective out to 1000m or more. Many of these rifles had sights graduated to 800m+. Nearly all had 5 round clips that were hopper fed.

A summary of the nations that used this type of battle rifle is as follows:

*France: MAS 36 (7.5mm in 5-round clip)
Germany: KAR-98K (7.92mm in 5-round clip)
Italy: Carcano M91 (& later M91/41) (6.5mm in 6 round clip)
Japan: Type 96 (6.5mm in 5-round clip)
Japan: Type 99 (7.7mm in 5-round clip)
Russia: Moshin Nagant M91 (7.62mm in 5-round clip)*

While the British Commonwealth used a bolt-action rifle that fired a similar type of round, this rifle differed significantly in design philosophy. Their experience in the Boer War had impressed on the British the need to be able to deliver accurate & rapid fire at all battle ranges. Therefore, the British Lee Enfield rifle (in all its models) used a similar type of round to the above rifles but had a clip size twice as large and a rapid-fire bolt action. This allowed it to deliver rapid, accurate fire over battle ranges when required, albeit at the cost of maximum range as compared to other battle rifles.

British Commonwealth: *Lee Enfield No 1 Mk 3*
(.303 Cal in 10-round clip)

Importantly, British doctrine and training took advantage of this characteristic, with soldiers drilled in rapid-fire shooting techniques to be applied on command. Obviously, rapid fire depleted ammunition supplies quickly, so was only used when directed. It did mean that the combination of rifle, doctrine and training allowed British Commonwealth forces to generate increased firepower over short periods when needed.

Semi-automatic Battle Rifles

The United States was the only major combatant in World War 2 to employ a semi-automatic rifle as its primary battle rifle. Both Germany and the Soviet Union developed their own models, but these were only of limited issue and never replaced the standard bolt-action rifles. None of these were as robust and reliable as the American weapons. The primary semi-automatic rifles employed in World War 2 are as follows:

United States: *M1 Garand* (.30 Cal in 8-round clip)

United States: *M1 Carbine* (.30 Cal Carbine in 15-round magazine)

Germany: *G-41 Rifle* (7.92mm in 10 round magazine)

Germany: *G-43 Rifle* (7.92mm in 10 round magazine)

Russia: *Tokarev SVT-40 Rifle* (7.62mm in 10 round magazine)

THE M1 GARAND

The US **M1 Garand** rifle used a similar type of round to other battle rifles, but with a semi-automatic action and a clip size 50% larger than most standard bolt action rifles. Its action allowed it to deliver quicker, accurate single shots over similar long ranges. However, if required, it could also deliver rapid, effective fire at all battle ranges. The Americans referred to this as suppressive fire and it significantly increased the firepower for the squad over a short period. Suppressive fire burned through ammunition very quickly, so was only used on command. However, this capability did allow US squads to gain fire superiority when employed effectively.

THE M1 CARBINE

The **M1 Carbine** (below) was designed as a secondary weapon for soldiers whose primary job was not as a rifleman. It used a weaker round with less range and lethality in a semi-automatic action with a 15 round magazine. Smaller, lighter and less accurate than the M1 Garand, it was considered a personal defence weapon rather than a battle rifle. However, its reduced recoil and large magazine size made it an effective close quarter weapon. It was favoured in close environments such as the jungle, and so saw employment with frontline combat troops.



THE SVT-40

The Russian **SVT-40** (below) used the same 7.62mm round as their standard bolt-action rifle in a 10 round magazine with a semi-automatic action. It proved too complicated for most of the conscript soldiers to use effectively and so was generally restricted to NCO or elite type soldiers. It was never very common as production was deemed inefficient compared to mass producing bolt-action rifles.



THE G-41

The German **G-41** rifle (below) was an attempt to produce a semi-automatic battle rifle that failed. It used the standard 7.92mm round in a 10 round non-detachable box, which made reloading slow. It was neither reliable nor particularly accurate, yet more complex and expensive to produce. It was not well regarded by troops in the field and so saw little use.



THE G-43

The German **G-43** rifle was essentially a copy of the Soviet SVT-40 combined with some aspects of the G-41. It fired the standard 7.92mm round in a detachable 10 round magazine, so reloading was relatively quick. The G-43 proved an effective combat rifle and was well liked. It was issued as a supplementary weapon to rifle companies, including a number fitted for sniper work. The main reason the G-43 did not see more widespread use was the development of the STG-44 Assault Rifle, which rendered it redundant.

Tactical Considerations

All of the above weapons took a similar time to reload (although I'd actually rate the American rifles as slightly quicker). However, the British and US riflemen were reloading less often thanks to their weapon's larger ammunition capacity. The combination of larger ammunition capacities, rapid-fire actions and appropriate training meant that British and US riflemen could generate a noticeably greater number of effective shots over standard battle ranges than the riflemen of other nations listed. Therefore, appropriately trained British and US riflemen could generate greater firepower in battle, albeit for short period only.

Section/Squad firepower was not dependent entirely on riflemen though. The German squads still generated superior firepower thanks to their superb **MG-34/MG-42** GPMG. This firepower advantage was entirely dependent on the machine-gun team though, so employment of the MG formed the basis of their squad tactics. The Americans were at the other extreme, relying heavily on the riflemen to supplement the firepower of the squad's BAR, which, as its name implies, was an automatic rifle rather than a MG. The British Section could be considered somewhere in the middle, with the Bren LMG providing a solid base of fire supported by rapid firing riflemen when needed. Most other nations relied primarily on their squad LMG to provide firepower while riflemen provided aimed shots at point targets. None of these nation's magazine-fed LMG provided the same firepower as the German belt-fed weapons.

Other Personal Weapons

Two other personal weapons used in World War 2 can be considered. The first is the assault rifle and the second is the combat shotgun. Both of these weapons filled specific niches not covered by other weapon systems, although the assault rifle effectively replaced two (the battle rifle and the SMG).

THE STG 44

Germany was the only nation that employed an assault rifle during World War 2. This was the **STG-44** (below) which fired a cut down 7.92mm x 33 cartridge in a 30 round magazine. This round gave it a reduced range compared to full sized rounds but it was still effective out to 400m, which covered most battle ranges. The weapon was capable of both semi-automatic and full automatic fire, so filled the role of both battle rifle and SMG. Production never met demand so it was restricted to specific units, usually elite or assault type formations.



THE WINCHESTER SHOTGUN

The US was the only country that employed a combat shotgun and was the first to develop a suitable pump-action weapon. The **Winchester M12** pump-action shotgun (below) was a 12 gauge weapon with a 6 round tube magazine. However, the shotgun ammunition had very limited effective range, so its use was restricted to close combat encounters. It had no trigger disconnect so could be fired as rapidly as the action was pumped. This made it devastating at close range, gaining it the nickname "trench broom". Use of the M12 was restricted to special assault units (e.g. Rangers) in Europe. However, it saw much wider use in the Pacific theatre, especially by the Marine Corps.



Representing these weapons in Chain of Command

In Chain of Command bolt-action rifles are represented by giving them one dice (shot) per shooting phase. This sets the standard for the game system. Semi-automatic rifles are allowed to re-roll hit results of 1 to represent their increased rate of aimed fire. This seems a reasonable mechanism to show their advantage. Automatic weapons (SMG, Assault Rifles & LMG) all receive multiple dice to represent their effective rates of fire.

British troops receive a special rule (5 Rounds Rapid) to represent their rifles rapid fire capability along with their training and doctrine to employ it. US troops have a special rule (Marching Fire) to represent their weapons ability and doctrine of firing on the move. However, the US use of suppressive fire is not represented. This leaves out a key effect of the M1 Garand and US tactical doctrine. Therefore I would propose the following special rule for US regular and elite squads:

Suppressive Fire: Experienced US squads were able to generate considerable firepower for short durations using the rapid fire ability of the M1 Garand combined with the BAR. This enabled them to suppress enemy targets and allow manoeuvre by other elements of the platoon.

A US leader may spend two command initiatives to direct Suppressive Fire by any Regular/Elite team or squad equipped with semi-automatic rifles or BAR in his command radius. This allows each semi-automatic rifle and BAR to count any shock it inflicts by shooting in that activation to count as 2 shock. Semi-automatic rifles and BAR may not re-roll hit results of 1 with this type of fire.

For the detail obsessed like myself, the **M1 Carbine** is also not represented accurately by the current rules. This is mainly in regard to effective range, which was restricted to 100m - 150m thanks to its pistol type cartridge. Therefore I propose the following range bands for the M1 Carbine:

M1 Carbine:

FP 1*;

Close 0 - 12”;

Effective 12” - 48” (* re-roll hit results of 1)

The pump-action shotguns used by US forces are not modelled at all in Chain of Command. My suggestion is as follows:

Winchester M12 Shotgun:

FP 2;

Close 0 - 9”;

Effective NA;

Special: Re-rolls Hit Effects rolls of 1 & adds +3D6 in close combat

The FP2 and +3D6 in close combat reflect its rate of fire and close combat effect. The range bands reflect the cartridges very limited effective range. Re-rolling Hit Effect results of 1 reflects the fact that if a shot hits, the multitude of pellets is highly likely to have some effect.

Conclusion

The above is a summary of the different types of battle rifles used by nations during World War 2 and their tactical application. I've also considered some related weapons that were employed alongside them. As can be seen, Chain of Command reflects their employment and effects quite well in most cases. In the couple of instances where the game does not reflect a particular weapon, I've proposed some optional rules to better reflect these weapons and how they were employed.



TOO FAT Lardies

playing the period, not the rules



ESCAPE

a new adventure for Richard Fondler

By Kevin Major

Introduction

With the publication of Sharpe Practice 2 I was inspired to reread the Sharpe books in chronological order. I had read the series even before Sean Bean became Sharpe on TV but as with all series I became jaded of the character and stopped reading them. I thus missed out on some of the more recently published books (latest Sharpe's Fury, battle of Barrosa, published 2006). I ignored the Indian books and started with Sharpe's Rifles followed by Sharpe's Havoc (published 2003) an adventure I had not read before. It inspired a number of scenario ideas. Part one of an idea was born.

My own Sharpe Practice campaigns have centred on my character Major Silverside and his sidekick Sergeant Brisket. They have marched through the French Indian War but not the Peninsula. Part two of an idea. Could Silverside and Fondler meet and fight together?

So I offer 'Escape' a scenario designed for Sharpe Practice 2.

Escape

"You Sir! Explain yourself!" The hard voice of command barked from a tall mounted officer, his scarlet coat vivid in the bright sunshine. Fondler rose to weary feet and made an insolent salute.

"Lieutenant Fondler Sir 95th Rifles. On detached service with Major O'Stereotype. Helping with the surveying work Sir!"

"Yes" came the public school drawl. " 'Bin looking for you. I am Major Silverside, North Lincolnshire Foot. Been rounding up the waifs and strays."

Silverside's hand waved vaguely at the column of red coated soldiers behind him. A ragged bunch they looked. Facing colours of every hue, grenadiers and light company men mixed with line troops, even 2 kilted Highlanders. A couple of vacant looking lieutenants lead the column and a gleaming senior sergeant stood at the rear.

"Sweepings of every cantina and brothel in the

town plus a couple of detached parties forgotten in the rush to leave."

He looked down from his high horse.
"And now you"

The addition did not seem to delight this immaculate officer. He scanned Fondlers green coated riflemen sprawled and sleeping in the shade. Rifles and kit scattered on the ground, tattered uniforms, discarded bottles and food.

"Have a look at them shall we? Fonder"

"Sergeant Paisley, rouse the men" called Fonder

"Smartly if you please Sergeant. Time is a little pressing"

A dusty line of green fell in.

"Been out here long Lieutenant?" The arrogant major smarmed.

"My they do look a rascally bunch. But Sergeant Brisket will no doubt dust them off a little."

"Weapons are clean and all are sober, Sir"
defended Fonder " You said time is pressing Sir?"

"Yes, that bridge we need to cross the river, well its gone. Collapsed! Splash! The next bridge is 30 miles upstream. We are going to need to move a bit smartish if we are to out run the Froggies."

Silverside swung down from his horse tossing the reins to a drummer boy.

"Cooler in there is it? Let's take my map inside and I will give you your orders"
With that Silverside led Fonder and the lieutenants into the wine shop.

--- 000 ---

Paisley stood easy and nodded to the Riflemen,
"Rest up boys".

No one moved. The eyes of one or two of the men flashed warning and Paisley turned not knowing what he would find. What he did find was Sargent Major Brisket. Not a huge man like Paisley but with a gleaming uniform and a shining halberd he

radiated command. But it was his eyes, Briskets eyes never stopped moving, they saw everything. Every missing button, every torn sleeve, every irregular bit of kit.

"Back to attention I think Sargent" the Sergeant Major whispered. "Thank you"

He moved with rigid precision to regulation distance in front of the Riflemen.

"ATTENTION! I am Sergeant Major Brisket. I am with this column because Major Silverside has a kind heart. He would like you to be happy. To rest in the sunshine. To loosen your collars and pop open those buttons."

"So I am here. I do not have a kind heart. I have no heart."

A small titter broke from Cooper in the ranks. Gimlet eyes fixed on Cooper. With two swift steps and a single sweeping motion Brisket drove the butt of his halberd into Coopers chest. With a "whoop!" Cooper collapsed retching, fighting for breath. Stepping back Briskets eyes passed once more down the green line fixing each man to rigid attention, defying the slightest dissent.

Tentatively Cooper regained his feet smearing vomit from his chin.

In full Sergeant Major mode Brisket addressed the men:

"Lack of a heart does not affect my hearing or my eyesight. I believe you men have been serving under one of those caring officers that reduces Kings regulations to a few simple rules. I go further, I reduce things down to two simple rules. DO follow all of the Kings Regulations! DO NOT think I cannot see you! I AM a bastard. My mother WAS a whore. There is little you can say about me that is not true. Know that I WILL take offence and I AM vindictive. Remember that and we will get along fine"

--- 000 ---

Silversides and Fonder stepped from the shade of the cantina out once more into harsh sunlight.
"Time to go to war Gentlemen"...

Preamble

This game is designed for Sharp Practice 2. For the British and French sides select your forces using the force selection system. The timeline is early Peninsula war so 1808 to 1811. Any of the forces would be possible as a cut off force but a few riflemen are needed for Fondler to be present. A few horsemen on either side will not unbalance the game as it is about getting the infantry to safety. For our games we chose a British force based on the British Light Column force. For the French the French Light Column force from the book, But any force from the 1807/8 list would be just as valid as Soult's army had elements from Napoleon's invasion force.



Terrain

The table should have a road running from one short side to the other, ideally with a few twists and turns. It should be closer to one long edge side than the other but there should be room for terrain on both sides of the road. There should be a T junction half way along the road with a lane running across the table to the far long edge. The terrain should reflect the edge of a town slowly transforming into open countryside. Houses, walls, small enclosed orchards and the detritus of human occupation. The town end of the board should have more terrain and it should thin out as the road moves to open country.

British Briefing

The bridge over the river before you is gone. There is another bridge 30 miles east of here but you will have to move fast. The French are fanning out and guarding the river bank seizing any boats. They will look to make prisoner of any stragglers they find. The British force deploys from the road entry point within the town. They may enter in any order desired and over as many turns as wanted. Their objective is to get across the table and exit their entire force off the far short edge. A wide river runs just off the nearer long table edge. Troops forced to retire off that edge are assumed to have been disbursed and will be captured. Troops retreating off the French long edge or forced back into the town are also considered captured. The only safety lies off the far short edge.

The French will enter from the far long edge but as you enter the table there are none in sight. Major Silverside (Status 3) is in command of the force and may give orders to any unit. Fondler (Status 2) commands the Riflemen. Both Sergeants are Status 1 but Brisket may have the Martinet special rule for a little more character. Victory for the British is to get more than two thirds of the points value of their army to safety, that includes the value of the officers. More than half points value is OK but nothing to boast about. Less than that will require a letter of resignation.

French Briefing

The enemy continue to run before us like frightened rabbits. As the advance guard we need to close up to the river and scoop up any stragglers the enemy have left behind. To capture an officer or two would be good so as to gain intelligence of the British intentions.

The French force enters the table at the point where the lane touches the long table edge. There are no French cards in the deck for the first turn. On the turn of the Tiffin card role a D6, on a 1,2 add the French cards for the next run through the pack. On the second turn of the Tiffin card the French cards go into the deck on a 1,2,3,4. On the next turn of the Tiffin card the French cards go into the deck.



Victory for the French is the destruction of at least half of the enemy force measured in figures. This becomes a major victory if any British officers (not sergeants) are captured.

Umpire Notes

There is no obvious time limit for this game but in the event of a standoff the French win. This on the logic of the French are able to wait and have their main army arriving. For the British it is run away now! If the British player insists on hunkering down the umpire should give a warning of imminent French reinforcements. If the British do not get going again call it for the French.

(why do most gamers when they see a house on the table immediately want to place troops into it?)

Special Rule

Sargent Brisket is a most unpopular man and in danger from his own men. But he controls with an iron will thus the following special 'Martinet' rule may be used for him.

Martinet

Any time this character rallies shock from a unit it removes 2 points of shock for each action used. Anytime the unit this character is attached to fires its weapons roll 2D6. On a double 6 roll for risk to officer against the Character. No other character is at risk.



Hearts of Oak

Ideas on a Campaign Ladder for Kiss Me Hardy



In the TFL Summer Special 2013 I provided a simple squadron builder for Kiss Me Hardy. This time round I want to build on that and look at the concept of a simple campaign ladder for fleets at sea, based loosely around the ideas of campaign ladders developed for Chain of Command.

The ladder follows a simple four stage process, allowing gamers to run a series of linked games for their fleets. What follows are some thoughts on how to build those fleets using the campaign ladder, and then how these forces might work through a series of actions towards victory or defeat.

Building your Fleet

This campaign ladder is suitable for historic fleet orders of battle, but for ultimate flexibility we suggest using the Squadron Builder. For the terms of this article, a 'Fleet' consists of one or more squadrons created using the Squadron Builder.

How many squadrons in a fleet?

In practice this may be determined by the number of models you have available, bearing in mind that at the Fleet Action stage you may need to have all your ships on the table. If this is no obstacle to you (you lucky boy) then you can use the table below to determine fleet size.

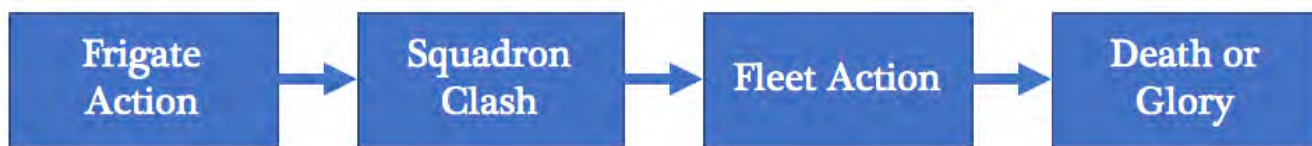
Dice Roll	British	French	Spanish
1	1 squadron	1 squadron	1 squadron
2	1 squadron	2 squadrons	2 squadrons
3	2 squadrons	2 squadrons	2 squadrons
4	2 squadrons	2 squadrons	2 squadrons
5	2 squadrons	3 squadrons	2 squadrons
6	3 squadrons	4 squadrons	3 squadrons

Combined French and Spanish Fleets should use the French column. If this results in just one squadron, then individual ships could be French on a roll of 1-4 and Spanish on a roll of 5-6. If more than one squadron, then the second squadron will ALWAYS be Spanish, with the third and fourth squadrons being French on a roll of 1-4 and Spanish on a roll of 5-6.

The Campaign Ladder

To get us underway we introduce a campaign ladder. This ladder will determine the scale of the actions that are fought in the campaign. The campaign begins with an engagement of Frigates, with victory at this '*Frigate Action*' stage enabling the player to progress into the '*Squadron Clash*' phase, in which one squadron may engage one other squadron. The victor of this Squadron Clash, who now has the strategic trump card, may then escalate the action to a '*Fleet Action*', with victory in the Fleet Action phase then leading to '*Death or Glory*', where the player with the

The Campaign Ladder moves the action from initial encounter through to final outcome



initiative has the chance to turn his victory into a stunning outcome. The campaign may ebb and flow through these stages, with the possibility of multiple Frigate and Squadron Actions. However, it is likely that there will only be one Fleet Action, and this is likely to be decisive.

Step One: Frigate Action

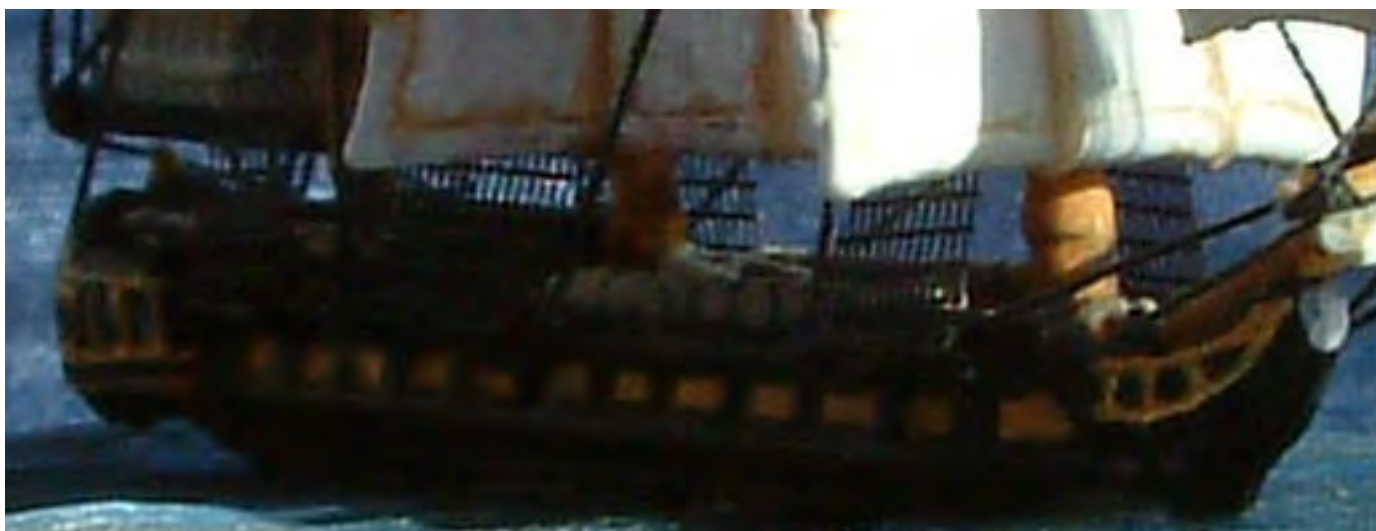
Frigates are the eyes and ears of the fleet. In this stage of the campaign the Frigates of both sides are in action, patrolling and skirmishing along the edges of the fleet to give their commanders the space they need to carry out their strategy.

How many Frigate actions can be fought is determined by the number of squadrons, ie, if the British have one squadron and the French have two, then two frigate actions will be necessary before moving to the next stage, with the lone British Frigate squadron being forced into action twice. To be able to progress to the next stage a player must be able to claim victory over each Frigate element.

For example: A British Fleet of two Squadrons was unfortunate in it's squadron creation and only one of the squadrons actually has any frigate support. They are campaigning against two French squadrons, each of which has a group of Frigates. This means that for the British to get BOTH of their squadrons through the Frigate Action they will need to defeat both of the French sections. If they win the first action, the British may decide to move through to the Squadron Duel, but only with ONE squadron. Before the second squadron can pass through to the same stage, then the lone frigate group will have to fight - and win - another Frigate Action.

Step Two: Squadron Clash

This is the first encounter large scale between the two fleets. In this phase, any single squadron that has successfully moved through the Frigate phase may elect to fight any single enemy squadron of his choosing. Frigates may not fight in this engagement. The winning captain at this stage has the option of pressing on with a fleet action or allowing the ladder to return to the Frigate Action stage.



Example:

Continuing on from the earlier example, let us assume that the British player takes on one of the French Frigate groups and wins. This enables him to move his squadron that does have frigate support through to the Squadron Clash. As the winning side, he now has an option. He may chose to refight the Frigate Action to get his other squadron through to the Squadron Clash phase, but this will mean that his lone victorious frigate group will have to fight again, this time against the fresh French frigate group that was not involved in the first action. If he wins that action, then he will have two squadrons through to the Squadron Clash, allowing him an option of which Squadron he wishes to fight the Squadron Clash. Alternatively, he may chose to fight the Squadron Clash immediately using his first squadron, choosing any single French squadron of his choice as his opponent. If he then also wins that action, he has the option of taking that Squadron through to the Fleet Action. However, if the French win that action, the initiative will pass to them, and they will have the option of either re-engaging the British squadron with the same squadron that just won, or bringing a new squadron into the action to replace them and refighting the Squadron Clash with their new squadron vs the already beaten lone British squadron. Thus, isolated squadrons that make it through the frigate action can be isolated and systematically targeted by his enemy.

Note that the player who wins the action decides the next engagement, and may choose to retire to a previous phase at anytime. The only exception to this is the Fleet Action, which **MUST** progress to the Death or Glory phase upon completion.

Step Three:

The Fleet Action

Winning the Squadron Clash allows an entire Fleet action to take place (providing squadrons have initially been through the Frigate screen.

For instance, and continuing the example from above, let's assume that the British have moved both their squadrons through the Frigate ACTION phase and one of their squadrons has also won the Squadron Clash. They may now opt to move all squadrons that are at the Squadron Clash



phase (ie both of them) through to Fleet Action, in which they will take on the entire enemy fleet, including the remnants of the squadron that was beaten in the squadron duel. Again, frigates do not fight in this action.

This represents a major fleet action, and winning or loosing at this stage will be the moment wher one side can claim victory. Exactly how great that victory may be will depend on the next stage.

Step Four:

Death or Glory

With the main battle now won, this is the stage where victory can be turned to crushing victory, or where some reputation may still be rescued from the jaws of annihilation. The side winning

the Fleet Action now moves to the next phase, where it may, if necessary, choose to fight its strongest squadron against the enemy's weakest squadron. As this represents the pell mell chase after a battle, all frigates of both sides may join the action. This is the moment where the victor may crush his enemy, or where a beaten Admiral may save some face.

Repairs and reinforcements

Between each stage, each squadron should roll to see if it either receives reinforcements or if ships are forced to leave the formation. After each action players may take the following actions:

Victory at each stage

Victory at each stage allows a player to re-jig his command, should he so choose. A winning Admiral may move one ship out of any squadron and into another, enabling him to replace a damaged ship with a battle ready substitute. For this to happen both squadrons must be at the same stage (ie they must both have passed through their opponents Frigate screen or be the 'defender').

Losers

The loser may choose to move any one ship out of the losing squadron and into any other squadron in his command. Losers may not move ships in from reserves to re-inforce beaten squadrons.

Repairs

Ships that lost a mast can be repaired ONLY if they are transferred to another squadron that does not fight the next action. ANY ships that 'sit out' an action may return to a subsequent action at full strength.

Inspirational Commanders

In its basic form this campaign model makes no allowance for command quality. Historically, we know this made a massive difference. To model the effect of Command and Control the why not try the following:

Roll a dice for the quality of each Squadron Commander, adding +1 to Royal Navy Squadrons. On a score of 6 or more the commander of that squadron is assumed to be 'Inspirational'. On a score of 1 the commander is rated as 'Lamentable'

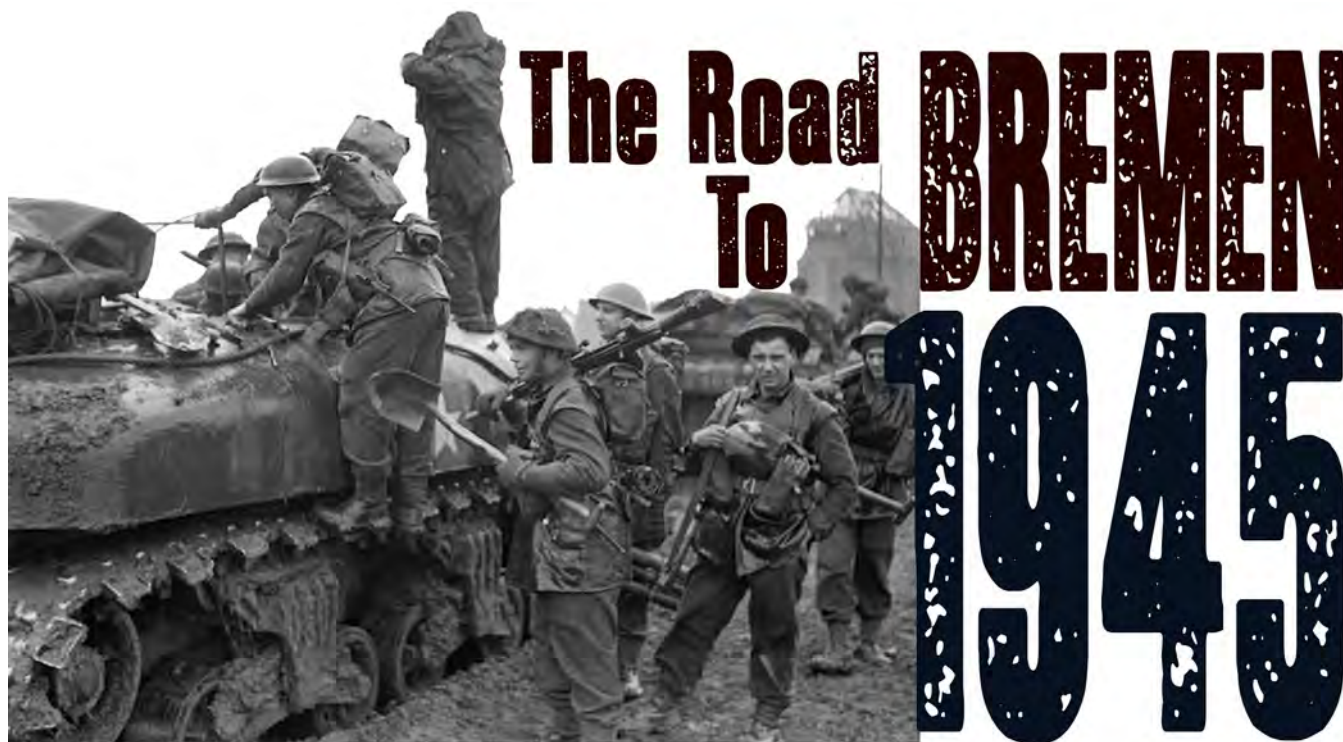
Inspirational Commanders may double the number of ships they may transfer between squadrons between battles, and thus may ultimately successfully reorganise their command during the course of the campaign.

The *Lamentable* Admiral may not transfer and ships between squadrons unless he wins the stage, when he may transfer one vessel.

Summary

To a certain extent these are draft thoughts, but I am extremely keen that a new version of KMH, which I hope we can accelerate work on in 2018, will include full squadron generation and campaign systems, including supply. Hopefully though this provides a simple skeleton for linking games that can at least allow a full testing and shaping of ideas, and create some great games. Feel free to adopt or adapt as you see fit, and share you campaign reports with the Lard community.





"After two days' rest in Hengelo, the Battalion moved via Oldenzaal, back into Germany at Nordhorn, where it was learned that the Division was to take part in an armoured thrust to Bremen. At this point the Battalion "married up" with a great variety of supporting arms in order to enable all types of opposition to be overcome."

It is tempting when discussing combined arms warfare, to consider that the *kampfgruppe* of the German army was the ultimate embodiment of this concept, often overlooking the methodologies of other nations who also sought to develop and in some cases achieved coherent doctrines which were built upon their own experiences.

For the Germans, the assembly of ad hoc battlegroups was often the result of shortages of manpower. Compact fighting formations were pared off from parent battalions and, combined with support from other units, formed into neat little formations allocated specific tasks. This method would leave the parent formations often only slightly reduced in fighting capability, effectively creating a neat all-arms force for a mission almost as a 'bonus' force.

For the British Army, the concept of combined arms and its development was a far more strategic, planned objective which would see changes to Divisional structures allowing large formations to fight more efficiently due to a better meshing of all arms into a formal but flexible structure.

Unlike the German Army which fought in the

European theatre continuously from 1939 onwards, the British experience of war was far more theatre specific. By the end of the campaign in North Africa, British forces in that theatre were veterans with well-established doctrines but their experience was peculiar to that rather unique environment. Veterans of the desert deploying to Normandy on or after D-Day were faced with a very different type of warfare and the learning experience began again. Old lessons had to be unlearned and new ideas considered and tried.

In particular, new ideas on the use of combined arms, where tanks and infantry worked together in a much more tactically co-operative manner, were recognised as being essential in the close terrain of Normandy.

When British forces landed in June of 1944, an Armoured Division had two distinct and separate Brigades, the Armoured Brigade and the Infantry Brigade. By the time of Bluecoat in August 1944 this had changed to see two homogenous Brigades, each with two armoured Regiments and two Infantry battalions. At tactical level, co-operation between infantry and armoured units extended down to troop-platoon level where platoons of

infantry would have their own attached troop of tanks and train to fight together as a team, providing mutual support.

What was more, the British army was continuously seeking feedback from junior leaders to discover what tactics were working and which were not. Monty himself was keen to allow ideas to “bubble up” from below, allowing the high command to be influenced by the practical experience of the men doing the fighting.

Alongside changes in tactics, the British sought to provide new equipment to improve their performance. In the early stages of the war, the lightly armoured half-tracks had proved their effectiveness, not only as transport vehicles but, in the case of the SdKfz 251, as a combat vehicle which would deliver the panzer grenadiers directly onto enemy positions. As the war progressed and the calibre of tank and anti-tank guns increased, these vehicles became more limited in their functions, reverting largely to being transport.

In Normandy, the Allied forces similarly found that the M5 halftracks were not sufficiently armoured to protect their passengers and sought an alternative which would provide greater protection. In July 1944 Lieutenant General Guy Simmonds, commanding the Canadian II Corps, authorised some 72 M7 Priest Self-Propelled Guns to be converted as troop carriers capable of holding a whole infantry section. These were successfully used during Operation Totalize at the beginning of August.

The obvious advantage of allowing infantry a fully tracked, well-armoured transport vehicle was clear and several models of tanks were now converted for this role. The Canadian Ram tank, based on a variant of the M3 Grant hull with a 6 pounder gun mounted in the turret had never been used in combat as the M4 Sherman was considered to be superior in almost all respects. These vehicles now had their turrets removed and bench seating added before being shipped to Europe. Early model Shermans were adapted in Italy and some Stuarts and even Churchills were adapted, but by far the most numerous were the Ram Kangaroos with the early models fielding a 0.50 Browning, later models a 0.30 machine gun.

The quote at the head of this article is taken from the official history of the 5th Battalion, the Wiltshire Regiment and is indicative of the new tactics and equipment that was becoming standard in the British Army at the start of 1945 in readiness for what would be the last great ‘Swan’ of the war once the Rhine was crossed.

As the battalion advanced into Germany in April 1945, its order of march was described as follows:

“B” Company in Kangaroos

One troops of tanks

One section of carriers

Forward Observation Observer for field artillery

One assault section of Pioneers (for mines, booby traps, etc)”

Advanced Battalion H.Q.

Commanding Officer’s “O” Group with A, C and D Company Commanders

Detachment of 12th/60th Kings Royal Rifle Corps Tank Squadron less two Troops of 4th/7th Dragoon Guards

4.2” mortar platoon of 8th Middlesex

3” mortar platoon of 8th Middlesex

Carrier platoon less three sections

Royal Engineer reconnaissance party (for bridging, road blocks etc.)

A Company in Kangaroos

One troop of tanks

One section of anti-tank guns

All remaining supporting arms, i.e. anti-tank guns, mortars etc.

C Company in troop carrying vehicles

D Company in troop carrying vehicles

Read Battalion H.Q.

One section of carriers.

For an infantry battalion, we can see that this is a very well balanced all-arms force ready to take on almost all eventualities other than over-whelming odds. An unlikely occurrence at that stage of the war.

Indeed, the battalion diary gives us a clear image of how opposition would simply be brushed aside .

“Opposition was soon encountered in the shape

of mines and road blocks. Enemy were reported in the village of Flechum on the left flank of the advance and "B" Company were dispatched to deal with them, but they withdrew before the Company reached the village. One jeep was blown up on a mine and Captain Tarrant seriously wounded. Meanwhile the advance continued until again mines and road blocks barred the way. The road blocks were of concrete and particularly solid, and were moreover covered by rifle fire and bazookas. But in a few minutes "A" Company by-passed the obstacles and crushed the opposition. Four enemy were killed and three wounded. They belonged to a German Training Battalion."

The collapse of the Third Reich saw some of the most pointless fighting of any war as, despite it being utterly clear that they had lost, the Nazi Party hierarchy insisted on a fight to the most bitterest of ends and there were sufficient dedicated followers of their creed to ensure that this did occur.

Information on fighting in the final month of the war is hard to come by. German units were dissolving and records were being abandoned and lost, whereas on the British side the fatigue of six years of war seems to have affected diarists. Information is scant, comments are brief even when it is clear that tough fighting was occurring. There is a real sense of futility as men were simply waiting for the war to end and trying not to be the last man killed.

The diary of the 4th Battalion Somerset Light Infantry reported that

Suicide Spandau and panzerfaust teams had an unpleasant habit of coming to life as the advance progressed and D Company, the Vangaurd Company, ran into considerable opposition in the village of Sindern, where the leading tank was knocked out. This trouble was cleared up by D Company with tank support, and the advance continued until about 1900 hrs., when we ran into more opposition outside the town of Varssveld.

While consolidating in the town, B Company reported that the Germans were digging in forward of their positions. Lt. Pusey, the 2nd-in-Command of A Company, went forward

with a section and, shouting loudly in German, advised the Germans to give up, saying they would be well looked after. He returned a short time later with a further 23 prisoners. A few more straggled in during the night.

Their sister battalion, the 7th Battalion Somerset Light Infantry, paint a similar picture.

Resistance took the form of small groups armed with spandaus, and intense fire from Nebelwerfer which appeared to be working on a pre-arranged plan to coincide with the speed of our advance. Certainly they were very well handled, and it is probable that they were being fired by the instructors of the Nebelwerfer School which is known to have existed north of Bremen.

Through all of the reports studied, the uncertainty of the reaction of German troops encountered was a source of stress for the British forces advancing towards Bremen and the north German ports. The 5th Wiltshires report below shows how one minute a small patrol could be taking the surrender of dozens if not hundreds of men, whereas an hour later they could be blown to pieces.

Lieutenant Blackman, with one section, entered the main gates. A German soldier standing in a doorway immediately put up his hands and came out, to be followed by ninety-seven more, all anxious to surrender.

Eight more prisoners were taken by "C" Company from a house which clearly had been used as a headquarters. So ready were these men to give themselves up that they had already made a dump of their weapons for handing over.

Meanwhile civilians were informing the leading men of "C" Company that all the German troops ahead were waiting to give themselves up. Whether this knowledge was deliberately given to lead the Company into a trap or whether the civilians genuinely believed it cannot be said, but the fact remains that as 13 Platoon, led by Lieutenant Blackman, were approaching a cross-roads only a few hundred yards from the Park, they suddenly met machine gun fire from houses on both sides of the road and from

ahead.

The enemy was certainly dying hard, though with ever-increasing speed. In those last few days of the war he had introduced a new "devilish contraption" which consisted of a sea-mine with a vibration fuse buried beneath the road. The 5th Dorsets had encountered one of these mines on entering Tarmsteadt. A "Kangaroo" carrying a complete section of men was blown to smithereens and a crater produced in the road, some 80 feet in diameter.

The Road to Bremen Campaign

The advance on Bremen is an interesting phase of the war which can present the gamer with an interesting and very different campaign. For someone starting out with their first campaign, this could be an opportunity to play a very simple campaign with, for the Germans at least, pretty much no paperwork at all.

The following campaign has been developed to try to replicate the conditions experienced by multiple battalions in the final Swan up to Bremen and Hamburg and could just as well be used for a US force heading into southern Germany. The map below shows that we have taken a single route to

Bremen and populated that with eight battlefields, five of them on the approach to the city and the final three see the crossing of the Wesser and the battle for the city itself. However, for both sides there will be challenges.

Playing the Campaign

This campaign uses a somewhat abbreviated version of the campaign system in At the Sharp End in that the Germans have issued a no retreat order which is being rigidly enforced by the "Chain Dogs" of the Feldgendarmarie. As a result, the German player has a limited list of forces and engineering options which he must allocate to some or all of the eight maps. Those troops will fight in those locations to the bitter end. Any troops falling back due to a collapsed Force Morale will disperse rather than fall back to fight again. As a result, this campaign is very simple for a newcomer as he will place his forces and fight each action in turn. However, if they can successfully delay the British, they will gain additional support options which they can then allocate to their defences.

For the British, we will be using the rules in At The Sharp End as normal, with their force being based on the advanced guard of the 5th Wiltshires in this campaign. The British objective is keep the



pressure on the Germans by advancing as rapidly as possible. Delays will result in a hardening of the German defences, so speed is of the essence.

Timescale

Each campaign turn is half a day, with all fighting taking place during the day. The initiative is always with the British; if they lose a battle then they will still be the attacker in the next turn.

British Briefing

With the war in Europe nearly over. With the Rhine crossed our forces are driving hard far the North German coast to seize the naval bases and what remains of the enemy's economy in those areas.

You command the advanced guard of a British infantry battalion. Your job is to race to Bremen, brushing aside any resistance but also keeping the momentum. The longer you take, the more likely it is that enemy defences will 'go firm' and more of our lads will be killed.

The forces available to the British will always be taken from their core force list and support list for the first time they attack each of the eight battlefields. This represents the troops with the battalion advanced Guard trying to push their way through the enemy.

If the British are halted by enemy action and need to fight again on a battlefield, they may then also select supports from the main column list to reflect the force they can and did call upon if they ran into tougher than expected resistance.

The British Core Force is as follows:

Platoon Headquarters
Lieutenant, Senior Leader, Sten Gun
Sergeant, Senior Leader, Sten Gun
2" mortar with two crew
PIAT with two crew

Sections One to Three	
Corporal, Junior Leader, Sten Gun	
Bren Team	Rifle Team
Bren with three crew	Six riflemen

The Core Support List is as follows

List One
Medical Orderly
Engineer Mine Clearance Team, 3 men
Engineer Wire Cutting Team, 3 men
Engineer Demolition Team, 3 men
Adjutant
List Three
Universal Carrier Team with Junior Leader
List Four
Engineer Section with Junior Leader
Ram Kangaroo
List Five
Two Universal Carriers, 3 crew each, with one Junior Leader
List Six
M4 Sherman with Junior Leader
List Seven
Sherman Firefly with Junior Leader

Main Column Support Options

List Two
PIAT Team with two men
2" mortar Team with two men
Pre-Game Barrage
List Four
Forward Observer with 3" mortar battery
List Five
6 Pounder anti-tank gun with five crew and Junior Leader

British Force Limitations

The total force available to the British player is three platoons which may be rotated into action as the player chooses. He may, for example, attack with 1 Platoon for two games and then use 2 Platoon for the next action. There is no time penalty for changing which platoon fights.

The British player may has a total of eight Shermans and two Sherman Fireflies available for the campaign. There are a total of six Universal carriers available. Armoured vehicles which are abandoned but not destroyed, for example where their crew abandoned them, may be reused in

subsequent games.

All casualties are dealt with using the At the Sharp End Campaign rules, so the British player will have to track casualties for all three of his core platoons as well as the number of AFVs he has lost.

Selecting Support Options

The British player starts each battle with 12 points plus a further 1D6 points of support for the first time they fight at each location. On any subsequent actions at any location they may add a further 1D6 of supports.

The scenarios are all very simple Attack & Defend games, using Scenario Three. The Allies always use the left-hand table edge to place their Patrol Markers at the start of the game. The Germans are up to 18" in from the right-hand edge.

The Maps are as follows:

Map One shows a small village set among fields and orchards. The houses are shown with red roofs and are brick and offer hard cover. The grey roofs are outbuildings and offer only light cover. The fields are wet and poor going with a risk of AFVs bogging down. The gardens are enclosed with small walls and fences which provide soft cover. The trees are light orchards.



Map Two shows a small farm set aside from the main road. All of the roads on this table are raised above low-lying farm land and any ground off the roads is damp and AVFs may bog in. Infantry movement is not hampered. As above, red roofs signify brick structures, grey roofs wooden structures like a barn. Hedges offer light cover and break line of sight unless troops are lining them.



Map Three is open country where the main road to Bremen crosses a significant river. This bridge is intact and has not been destroyed. The buildings are as per previous structures. All ground is damp and may cause AFVs to bog in.



Map Four is open farmland with an area of woodland at the German end of the table. Here only the ploughed field is damp with risk of AFVs bogging down.



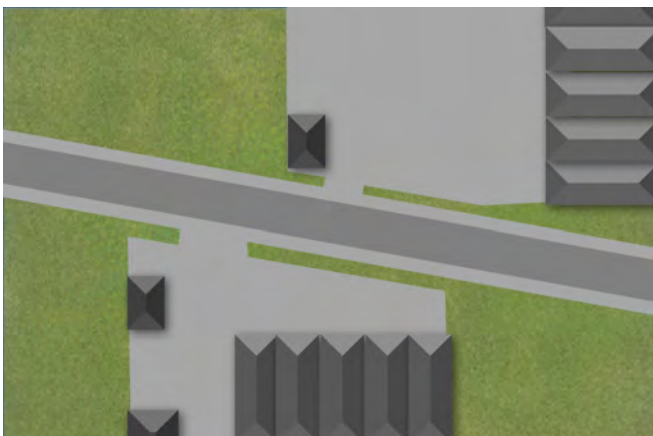
Map Five represents a sprawling hamlet. As above, only the ploughed fields are damp. Buildings are as described above.



Map Six shows the twin bridges across the Wesser, one for the railway the other for road traffic. Only the ploughed field represents damp ground. Other buildings are as described above.

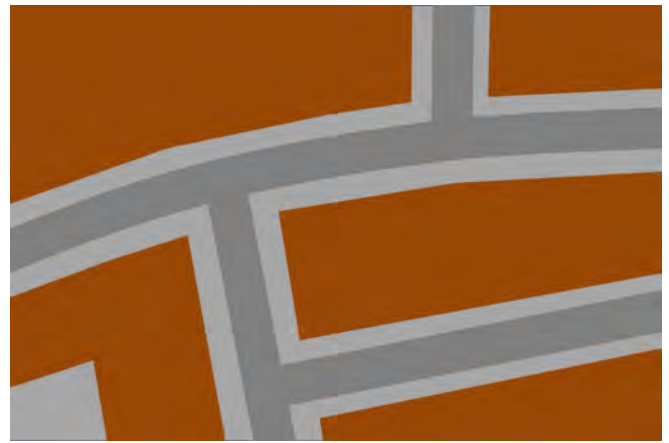


Map Seven is an industrial sector of Bremen. These factory buildings should have been heavily damaged by the British bombing campaign. The light grey areas represent the open yards which should be surrounded by light fencing which breaks line of sight where it is intact. About 50% of this should have been destroyed by the bombing.



Map Eight is a representation of the city. Use what buildings you have to represent a bomb-damaged city. The grey areas are the roads, the red areas

residential areas largely reduced to rubble.



German Briefing

With the enemy across the Rhine, the very heart of the Reich is threatened by our foe. However, the Fuhrer has promised us victory if we fight on. News reports speak daily of arguments between the Allies and the Soviets and rumours suggest that the Americans and British will soon be joining with us to defend Europe from Bolshevism. Whatever the truth, you fight on.

As commander of the South Western sector of Bremen's defences, you have limited forces available to you with which to stop the British advance. You cannot fight everywhere. You must study the map of the terrain and decide where you will defend and where you will place your defences.

Your force is made up as follows:

- Two Platoons of Heer
- Two Platoons of Fallschirmjäger
- A weak platoon of Volksturm
- A Hitlerjugend Flak 36 Team
- A Hitlerjugend Tank Killer Team
- Two Pak 40 anti-tank guns with crew

Additionally, the Todt Organisation informs you that with civilian volunteers and Prisoners of War they can dig you one Anti-Tank Ditch, Place six areas of minefields and six areas of wire.

The Kriegsmarine have informed you that they can provide you with two improvised mines which will guarantee to block the road temporarily.

You must allocate the two Heer Platoons and two Fallschirmjäger platoons to four separate battlefields of your choice. You can now elect to

use the Volksturm Platoon as a separate platoon or whether to treat them as two support squads. If acting as a platoon, they must be allocated to a fifth map.

Now allocate your support options to any of the defended tables. These are as follows:

Volksturm Panzerschreck Team
 Hitlerjugend Flak 36 Team
 Hitlerjugend Tank Killer Team
 Pak 40 anti-tank guns with crew
 Pak 40 anti-tank gun with crew
 Six minefields
 Six wire positions
 One anti-tank ditch
 Panzerfaust Dump

Volksturm Panzerschreck Team

Two men with a Panzerschreck.

Hitlerjugend Flak Team

Five boys with a Junior Leader with one quad 20mm Flak 38. This has no special rules.

Hitlerjugend Tank Killer Team

Three boys, each armed with two Panzerfausts.
 One Junior Leader.

Pak 40 Anti-Tank Gun

Both guns have five crew and one Junior Leader

Minefields and Wire

These may be placed on any of the tables however they will be wasted if they are not defended by troops. Up to four minefields and four sections of wire may be placed on any table with six of each being the maximum for the campaign. These will not be placed on the defended table until after the Patrol Phase.

Anti-Tank Ditch

An Anti-Tank ditch may be dug anywhere on one single map. However, how long it is will depend on how long the civilians have to dig it. For each battle fought previously in the campaign, it will be 2" in length. So, if the British encounter this on the sixth battle, it will be 10" long (having had five turns of work on it). An anti-tank ditch is impassable to any vehicle. Men may treat it as had cover and will exit it as though crossing a high obstacle. Entering it is done without any delay.

Panzerfaust Dump

One of these may be placed on any one table. Any troops fighting on that table will have an unlimited supply of Panzerfausts.

Kriegsmarine Supermine

The Kriegsmarine Supermine is buried naval ordnance converted to be an anti-vehicle and road damaging weapon. It MUST be placed on an undefended table where, it is hoped it will delay the British.

The forces available to the Germans will be from the following lists. They have no support choices in a traditional sense, but if they delay the British for long enough they may gain additional forces.

A Heer Platoon is as follows:

Platoon Headquarters	
Feldwebel, Senior Leader, MP40	
Panzerschreck with two crew	

Squads One to Three	
Obergefreiter, Junior Leader, MP40	
One Panzerfaust	
LMG Team	Rifle Team
MG42 with three crew	Five riflemen

A Fallschirmjäger Platoon is as follows:

Platoon Headquarters	
Leutnant, Senior Leader, MP40	
Feldwebel, Senior Leader, MP40	
Panzerschreck with two crew	
One sniper	

Squads One to Three	
Obergefreiter, Junior Leader, MP40	
Two Panzerfausts	
LMG Team	LMG Team
MG42 with three crew	MG42 with three crew
One rifleman	One rifleman

A Volksturm Platoon is as follows:

Platoon Headquarters
Zügfürhrer, Senior Leader, Stg44

Squads One to Two	
Gruppenführer, Junior Leader, Rifle	
LMG Team	Rifle Team
MG42 with three crew One rifleman	five riflemen

German Reinforcements

The situation is chaotic in Germany at present and as a result it is likely that some troops will join the German defences at some point.

This will be determined by how long the German player can hold out for and, significantly, how long they can retain control of table 5; as long as this is in German hands friendly troops can cross the Wesser into Bremen.

On turn 5 and each turn there after, roll a D6, adding +1 if table 5 is still not occupied by the British. On an adjusted roll of 5 or 6, the Germans roll again on the table below.

Roll	Reinforcements
1	One squad of Volksturm
2	One Hetzer with Junior Leader
3	One Panzer III N with Junior Leader
4	One Fallschirmjäger Squad
5	One Pak 36 with Stielgranate, five crew and Junior Leader
6	One Volksturm Panzerschreck Team

Any reinforcements must be immediately allocated to one table.

Umpire's Notes

Ideally these notes will not be seen by the players. However, if one player is taking the overall roll of umpire, it should be the British player.

Endkampf

No matter what the politicians are still broadcasting from Berlin, everyone knows that the war is over. Some men are prepared to die for Führer and

Fatherland, others are keen to save their skin and see out the war in a PoW camp. However, we will not know which is which until an action is about to be fought.

When the British force reaches a table adjacent to a German position, the German platoon will roll on the following table to see whether it fights or surrenders and, equally importantly, whether it delays the British.

Troops	Fight	Surrender
Heer	1-3	4+
Fallschirmjäger	1-5	6
Volksturm	1-4	5+

If the troops fight, then the action goes to the table and is fought as normal. That takes up the whole turn. If the unit surrenders, then ALL of the troops on that table surrender along with it. If the number required to surrender is equalled, so 4 for the Heer for example, then no action is fought, but the British spend the whole turn policing the battlefield and organising their prisoners.

If the number required to surrender is equalled, so 5 or 6 for Heer and 6 for Volksturm, the Germans are already waiting with stacked weapons and will march into captivity without any delay. The British force will be able to treat that map as empty and roll to see if they achieve a Swan move. See below.

German Force Morale

To reflect the state of morale and also the state of political indoctrination; a Heer Force Will roll for its Force Morale with a -1 on the dice. A Fallschirmjäger platoon will roll as normal but may choose not to take TWO Force Morale tests in a game. A Volksturm force will roll as normal, with no adjustments.

German Victories

Where the Germans win a game, what remains of their force stays in place for the next game. Any wire, anti-tank ditch or mines remain as well. Now use at the Sharp End to assess which of the dead from that game return to action. Normal rules apply here.

Kriegsmarine Supermine

These are simply large 500lb nautical mines set to

detonate when crossed by a number of vehicles. The Germans have two of them which, they hope will do some damage to the British and delay their advance. These mines must be allocated to two undefended tables.

When the British arrive at that table, roll a D6 to see what effect the mine has, if any.

Roll	Result
1	Mine fails to detonate. No effect. The table is treated as being empty.
2	Mine detonated by local farmer. Treat table as empty
3	Kangaroo destroyed with one whole section of infantry but road still passable. Treat table as empty
4	Sherman tank completely destroyed but road still passable. Treat table as empty
5	Kangaroo destroyed with one whole section of infantry. Advance halts here
6	Sherman tank completely destroyed. Advance halts here

Swanning

Where the British advance into an empty table, a table with a mine which fails to do sufficient damage to halt the advance, or a table which contains enemy troops who surrender in such an organised manner that the table is treated as empty, the British may attempt to gain a Swan move.

Roll a D6. On a roll of 4, 5 or 6 the British player can continue his move to the next table in the current turn. This represents them pushing on with alacrity where conditions allowed.

For example, the British force approaches Table 1 where a Heer force decides to surrender, rolling a 6. This indicates that the Heer force has already stacked their weapons and are drawn up ready to march into captivity. This has the effect of treating the table as empty and the British can attempt to Swan on to Table 2 in the same turn.

If they succeed, any Germans defending Table 2 will roll to see if they stand and fight. Or if the table is empty, the British may attempt to Swan on to Table 3. The number of Swans which may happen in a turn is only limited by the opposition

the British face.

British Losses

British losses are tracked using the system in At the Sharp End. However, if any two platoons fall below eighteen men each, they may amalgamate them to form one fresh platoon. Any surplus men may be allocated to the third platoon to bring them up to strength, but no platoon may be larger than the original organisation.

Winning the Campaign

Victory conditions at this stage of the war are somewhat odd. In truth, the Germans cannot win, the British cannot lose, but then that is our modern perspective. In fact, the British success should probably be judged by how many men they lose, but at the same time the military heirachy were pushing hard to finish the war as soon as possible.

For the British, they win a major victory if they can capture Table 8 in 7 turns or less. If the Germans hold out until turns 8, it is a British victory but Turn 9 is a draw and Turn 10 a German minor victory.

The Germans win a major victory if the British fail to take Bremen at all, just running out of steam or, more to the point, men.

Conclusion

This is a smashing little campaign which puts both sides under real pressure and introduces the German player to the idea of force and resource allocation.

If the Germans are lucky, they have more platoons than the British and some very punchy support options. If the British get lucky they can put the Germans under real time pressure.

This simple means of creating a campaign can be applied to almost any late war situation. If you have the figures for the Eastern Front, why not apply the same process to the defence of any of the Eastern German cities such as Stettin or Breslau, replacing the British with tank riding Soviet infantry



The Spanish Main: Rum, Piracy and Nautical Fun

An adaptation of **Sharp Practice** for Pirates!
by Chris Stoesen with assistance from
Alan Coleman and Tim “Timmo” Elcock

Background

The Golden Age of Piracy lasted from 1650 to 1730. It can further be subdivided into three specific periods. The first is the Buccaneer Period from 1650 to 1680. At this time, English and French pirates attacked Spanish shipping in the Caribbean based from their primary ports of Jamaica and Tortuga. The second period is known as the Pirate Round in which pirates based out of the Americas, sought out prey in the Indian Ocean and Red Sea. This was during the 1690s. The last period is the period following the War of Spanish Succession which lasted from 1716 to 1726. Unemployed sailors and privateers who had served in the War of Spanish Succession turned to a life of piracy. They operated along the North American east coast, the Caribbean, West Africa and the Indian Ocean.

Piracy then as now, was a scourge to commerce and free travel. Murder, rape, theft and any other vice that they could dream up was their norm. Make no doubt about it, Pirates are bad guys. But the old Errol Flynn movies up to the modern Hollywood blockbusters paint a much rosier picture of these heinous men. That and the abundance of fantastic miniatures available make it a fun time to model on the table top.

This supplement will feature sample forces for the Caribbean as well as some for Barbary Pirates. The Pirates and Barbary lists can be used for time periods extending up into the Napoleonic Wars. The national lists are less flexible and probably should not be used outside of the Golden Age of Piracy. It also includes several scenarios that can be adapted to other periods with Sharp Practice. These include an amphibious landing, a cutting out expedition, a boarding action and a raid on a walled city



Where to get some Ships

There are a number of manufacturers of ships that are perfect for gaming this time period. I will admit I have some preferences of some over others but there is a significant number of manufacturers out there making some really nice models.

Manufacturer	Link	28mm	15mm
<i>Sea Dog Studios</i>	http://seadoggamestudios.storenvy.com/ https://www.facebook.com/Sea-Dog-Game-Studios-344612818894672/ https://www.facebook.com/SailpowerGame/	Yes - Multiple models from rowboats to Frigates. Actively expanding range.	Yes - Multiple models from rowboats to Frigates. Actively expanding range.
<i>S T Cox Terrain</i>	https://www.facebook.com/stcoxterrain http://stores.ebay.com/stcoxterrain/	Yes - Several offerings	Yes - Several offerings
<i>Old Glory Shipyards</i>	http://www.oldgloryminiatures.com/categories.asp?cat=17	Yes - Multiple offerings. From 1st Rate ships to rowboats	Yes - Multiple offerings. From 1st Rate ships to rowboats
<i>Peter Pig</i>		No	A Rowboat. But they also have a rowing crew which is hard to find.
<i>Thoroughbred Models</i>	http://www.thoroughbredmodels.com/SeaEagles.htm	No	Yes - They have both ships and miniatures. Their miniatures are more suitable for the Napoleonic Wars and the Barbary Pirate wars of the early 1800s.
<i>Miniature Figurines</i>	http://www.miniaturefigurines.co.uk/Catalogue.aspx?ScaleID=2&CategoryID=9&SubCategoryID=168	No	No ships but they have some pirate figures including a gun crew.
<i>Museum Miniatures</i>	https://www.museumminiatures.co.uk/pirates.html	No	They are interesting as they are the only manufacturer that makes pirates with boarding pikes that I could find in this scale. They also have some

<i>Firelock Games</i>	http://www.firelockgames.com/	Yes - four different ships and figures and game mats.	No
<i>Laser Dream Works</i>	http://www.laserdreamworks.com/	Yes - 21 Ships and miniatures (Nice viking longship too but I digress)	Yes - 11 Ships and Miniatures
<i>Ainsty Castings</i>	http://ainstycastings.co.uk/index.php/cPath/63	Yes - 3 ships	No
<i>Wargames Vault</i>	https://www.wargamevault.com	Yes* - You can download PDF ship templates that you can use for boarding actions. it may be easier to deal with than trying to position the required models on the surface of a 3d ship. Several different sellers are available.	Yes* - You can download PDF ship templates that you can use for boarding actions. it may be easier to deal with than trying to position the required models on the surface of a 3d ship. Several different sellers are available.

Further Inspiration

There is a great blog that has some really inspiring paint jobs for his ships as well as some very humorous backgrounds and names for them. I just have to give him a plug here: <http://fistfullofseamen.blogspot.com>. Anytime I need a good laugh and some really pretty pictures, I go to this site.

Rule Addendums

The first edition of Sharp Practice had a specific section on sailors in general. These were fairly useful. However, the changes that Sharp Practice version two has put in place requires a revisit for these nautical soldiers. Many of these are lifted directly from the first edition of the rules. I must give honor where honor is due. Rich did a great job with them and there is no reason to try to change what works.

Overview

Sailors and pirates operate in groups of twelve men. They may not enter into formations, but will remain in separate groups and do not gain the benefits of formation. Marines, however, may enter into formation and behave as light infantry. If they are used as skirmishers, they will follow the rules of Light Infantry in this regard (can't go into formation if used as skirmishers).

Boats

There are several types of boats that can be encountered in Sharp Practice: small boats, long boats and ships.

Small boats are identified as small boats powered by two to six oars. They can be sailed but are typically rowed. They are unarmed (except for the crew that is). In addition to the rowers, these small boats can carry two to twelve men. A small boat will have a strength of 8.

Long Boats - These vessels are still rowboats but are larger and may mount a gun in the bow. Such as a light gun (6 pdr or lighter), a swivel gun or in the Napoleonic era, a small carronade (18 pdr). They are crewed by up to twelve sailors which may form a group upon landing. In addition they may carry an additional group of up to twelve men and two big men. The long boat has a strength of 12.

Small Ships - This is a generic classification of smaller sailing or oared vessels that are below the rate. Small fishing boats, smaller gunboats (Tripoli gun boat), tenders and auxiliary vessels that were extremely useful close in to shore are the vessels that we are looking at here. Their strength would be dependent upon their crew size.

Large Ships - These are beyond the scope of Sharp

Practice. These may show up in a game but would be scenario driven, such as a boarding action between two larger ships.

Boat Movement

Rowed vessels will move on the water at a rate of 3d6 inches provided that they have a full complement of rowers. This applies to small boats, long boats and small ships. If moving with the tide or current of a river, they will gain +2 pips per die rolled. If moving against the tide or current, subtract one pip per die rolled. If moving across the tide they will drift one inch each turn in the relevant direction on the Tiffin Card. If moving across a fast flowing river, they will drift two inches per turn with the direction of the flow on the tiffin card.

Getting in or out of boats takes one action dice for nautical chaps (sailors and pirates), two for land-lubbers like soldiers.

Oars may be muffled, clearly only appropriate at night, but this will reduce movement by one dice per turn.

It is assumed that within the scope of Sharp Practice, these vessels would all be rowed. If you wish to deploy sails for movement, there are many factors to take into consideration.

Sailed base movement is dependent upon wind speed:

Becalmed/No Wind: 0d6

Light Winds: 2d6

Moderate Winds: 4d6

For small craft that we are examining here, heavier winds are too dangerous to operate close in shore or to carry out combat operations.

Sail Movement Modifiers:

With the wind +2 pips per die.

Against the wind -3 dice (assumed you are off the direct line of the wind to some degree)

Use same drift rules as rowed vessels.

These are far from complete and do not take into account anything like sail plans or hull shape. But they should be enough to move a ship around the table to do what you need to do.



Shooting At Boats

Troops in a boat will be treated as in light cover for firing purposes.

Artillery will fire as normal but only count as a hit if more 6's than 1's are rolled. If a hit is achieved, determine the casualties among the crew as normal. In addition, roll a d6. That value is taken from the boat's strength. When the boat's strength reaches zero, it sinks.

Shore batteries that are elevated will be unable to depress to fire directly down upon a ship. At the beginning of the scenario it should be noted at what point the guns would be unable to fire upon the boats.

Shooting From Boats

Men in boats may fire at half of the normal effect. Artillery fired from long boats will only hit if more 6's are rolled than 1's. Otherwise the shot misses. Artillery on long boats are harder to reload and require three full turns to reload. Artillery on large ships fire and reload as normal.

Repairing Boats

A big man on a boat that has been damaged may use his initiative to direct the men to repair the boat. For each initiative used, roll 1d6. On a roll of 5 or 6, 1 strength point is returned.

Running Aground

In the instance that a boat strikes a rock or runs aground (boom, sandbar, manatee, mermaid, whale, a larger boat), it will take 1d6 of damage

at the end of the turn and on each subsequent turn that it is on the obstacle. Once all of the boat's strength points are gone, the passengers and crew are in the water. They must be rescued in three turns or are lost. A leader may attempt Derring-Do to escape.

Sailors in a Fight

Sailors and pirates operate in groups of twelve men. They are armed with a wide variety of weaponry, pistols, muskets, cutlasses, marlin spikes, axes and boarding pikes. These will be vicious and nasty in fisticuffs and will scare the living daylights out of any sane landsman. In fisticuffs sailors/pirates so armed with melee weapons will get an enhanced number of dice, fighting with three dice for every two men (rounding up where required) before any other adjustments are made in the Fisticuffs section. Musket armed sailors will be decided as normal. If they win the enemy's reaction will be one level worse. For example "Defeated by 2" becomes "Defeated by 3". Musket armed sailors/pirates do not get this advantage and suffer from not having bayonets.

The above only applies to military sailors and not merchantman sailors. Merchant crew operate in groups of 12 and are treated as Irregular/Militia troops. No sailors of any stripe, may form into a formation.

Grappling

When two ships come together either party may decide to attempt to grapple, lashing the two vessels together in order to facilitate a boarding of their opponent. It may be that this action is welcomed by their opponent, or that he attempts to frustrate the grappler.

The attacker and defender both roll 2D6 and adjust as follows.

Larger vessel +2
Better Quality Crew +1

The results are then compared, with the party with the higher total deciding whether the attempt to grapple has been successful or not. A result of a draw means that the attempt has automatically been unsuccessful whatever the wishes of both parties.

On the next turn after a successful grapple, the opposing party may attempt to cut away the grapnels. This is a task roll equal to 8 to do so. It must be done by men dedicated to the task and not engaged in the fighting on deck.

Looting

Pirates will loot. But given their independent nature, they may rebel against orders to not loot. Roll 2d6's. If more 1's than 6's are rolled, the men attack the big man. Resolve fisticuffs. If the men win, the survivors will run off with their ill-gotten gains.

Support Options

While the support options included in the rule book and Dawns and Departures are more than adequate, we can also add the following items that are more nautically themed. These are in addition to the regular support options. However, ship based weapons will not have access to canister but will have grapeshot.

The Nautical Support List

List One

Grapnels (needed to join ships together prior to boarding - enough for three attempts)

Musicians (They play no real part in the game but Peter Pig Makes some really nice miniatures for this)

Ship's Doctor (Without him, you can't have pirates with peg legs and hooks for hands)

List Two

Additional Grapeshot

List Three

Spy Network (gains intelligence on a target prior to an attack)

Grapnels - These are necessary to use when attempting to board a Small Ship or Large Ship from a Large Ship or Small ship. There are three uses worth of grapnels in case the enemy cuts them away.

Musicians - Who doesn't love a pirate band. They may not be good, but they are enthusiastic. They do not extend the command range of the pirate leader. Instead, they motivate the troops. Once per game, the pirate commander may command the band to play. They will remove 1 point of shock per band member to any group. They may not be counted in combat for fisticuffs or firing nor for shock purposes.

Ship's Doctor - When a pirate big man is wounded, and under the care of a ship's doctor, it has all the same effects as the physic in the game. With this one exception, any big man that "dies" in combat but is attended to by the physic, can be removed from play and will be available in another game. But that big man now has one of the following changes:

D6 Roll	Result
1-2	Loss of an eye, cool new eyepatch
3-4	Loss of a leg, cool new peg leg (big man can no longer run)
5-6	loss of a hand, cool new hook (reduces derring do and task options for big man)

All of the above will negatively affect his *Affaire de Couer* performance.

Additional Grapeshot - Basically the same as Additional Canister from the main rules but is grapeshot instead.

Spy Network - This replaces the Exploring officer. You have greased a few palms with a doubloon or two and gain knowledge of your target. Roll on the table below for the information quality. This should be done by the Umpire and the data provided to the player based on the table below.

D6 Roll	Result
1	Enemy strength is provided accurately
2	A weakness in a land defense provided or enemy strength is accurately provided.
3	Enemy strength is under reported by 25%
4	Enemy strength is over reported by 25%
5	Accurate description on cargo/supercargo is provided
6	An optimistic description of the cargo is provided

Where 5 and 6 is rolled on the table above, the cargo and important passengers are made known to the pirate asking. On a 6, the information is faulty and assumes that the cargo or passengers are more valuable than they really are. This will play an important role in the campaign.



Forces Involved

The lists below can be used for the entirety of the Golden Age of Piracy. The actions fought on sea and land occurred over huge swaths of territory. No nation or group of nations had sufficient resources to properly patrol and garrison all of their possessions in the Caribbean. There was too much coastline and too much water to watch. The defenses that were invested in by nation states made those locations nearly impregnable. In other places, there were no defenses at all.

Encounters on the high seas were random unless previous intelligence was gathered.

Key Points: The forces are based off of ships crews or garrison forces. For the most part, unless operating as a combined fleet, the forces should be relatively small.

Conflict Specific Characteristics

Blood Thirsty

The initial contact with pirates in melee range will cause 1d6 points of shock on the opposing group or formation. This will only happen once per game.

Pirates

These represent European pirates that would be found around the Caribbean and other likely places. The mix of crew could and would be a mixture of peoples from all over. A British Pirate captain may have crews that included escaped slaves, black freemen, French, Indians, women, Spanish as well as his own countrymen. Pirates are treated as sailors in the rules above. They are armed with a wide variety of weapons including firearms, boarding pikes, axes, cutlasses, belaying pins, and anything sharp or pointy.

The force below represents a typical pirate crew and of courses may be rearranged as the player wishes or to suite the needs of the game.

Pirate Crew

Pirate Crew
Leader - Status II
2 groups of 12 pirates (½ armed with muskets, ½ armed with melee weapons)
Leader - Status I
2 groups of 12 pirates (½ armed with muskets, ½ armed with melee weapons)

This is the crew of a typical Pirate Sloop.

Pirates					Type:	Militia
Points Value	6	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	-	-	-	-	Blood Thirsty, Prominent Leader, No Bayonets, Sailor

Pirate Artillery Crew					Type:	Militia
Points Value	6	Weapon	Musket		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	No	-	-	-	



Spanish Government Forces

The most constant presence in the Caribbean was that of the Spanish. Spain has the largest and most expansive colonial possessions in the area. As such, they were a constant target of pirates. The Spanish Regular troops were supplemented by local militias. Crown troops were uniformed in white while the militias wore red.



Spanish Town Garrison
Leader Status III
3 groups of 8 Regular Musketeers (Musket and Bayonet armed)
Leader Status II
3 groups of 8 Town Militia (Musket and Bayonet armed)

This represents a small fortified town's garrison of troops. It would have at least one fort in defense of its harbor. A larger town would contain multiples of such forces.

Spanish Naval Landing Party
Leader Status III
2 groups of 12 Sailors (½ armed with muskets, ½ armed with melee weapons)
Leader Status II
3 groups of 8 Marines (Musket and Bayonet armed)

This represents the force from a larger sized naval ship from a large sloop to a small frigate.

Spanish Town Defense Militia
Leader Status II
5 groups of 12 Townsmen (½ armed with muskets, ½ armed with melee weapons)
Points Value:

This represents the defense put up by a town without a garrison force to defend it. It would likely only come up in a game where a pirate is attacking a random town.

Spanish Regulars					Type:	Regulars
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	3	2	3	

Unit Rosters

Spanish Militia					Type:	Conscript & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	Yes	Yes	-	-		

Spanish Navy Sailors					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	No	-	-		Sailor, No Bayonetss

Spanish Marines					Type:	Light Infantry
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	3	3	-	

Spanish Townsfolk					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	No	No	-	-		Hearth & Home

British Government Forces

The British forces would be fairly similar to that of the Spanish. They had a growing number of possessions that increased after each of the wars of the 17th and 18th centuries.

British Town Garrison
Leader Status III
3 groups of 8 Regular Musketeers (Musket and Bayonet armed)
Leader Status II
3 groups of 8 Town Militia (Musket and Bayonet armed)

This represents a small fortified town's garrison of troops. It would have at least one fort in defense of its harbor. A larger town would contain multiples of such forces.

Royal Navy Landing Party
Leader Status III
2 groups of 12 Sailors (½ armed with muskets, ½ armed with melee weapons)
Leader Status II
3 groups of 8 Marines (Musket and Bayonet armed)

This represents the force from a larger sized naval ship from a large sloop to a small frigate.

British Town Defense Militia
Leader Status II
5 groups of 12 Townsmen (½ armed with muskets, ½ armed with melee weapons)

British Regulars					Type:	Regulars
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	3	2	2	Thin Red Line, Sharp Practice

Provincial Militia					Type:	Conscript & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	Yes	Yes	-	-		

Royal Navy Sailors					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	No	-	-		Sailors

Royal Marines					Type:	Light Infantry
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	2	3	-	Thin Red Line, Sharp Practice

British Townsfolk					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	No	No	-	-		Hearth & Home

Dutch Government Forces

The Dutch forces would be fairly similar to that of the Spanish and British.

Dutch Town Garrison
Leader Status III
3 groups of 8 Regular Musketeers (Musket and Bayonet armed)
Leader Status II
3 groups of 8 Town Militia (Musket and Bayonet armed)

This represents a small fortified town's garrison of troops. It would have at least one fort in defense of its harbor. A larger town would contain multiples of such forces.

Dutch Navy Landing Party
Leader Status III
2 groups of 12 Sailors (½ armed with muskets, ½ armed with melee weapons)
Leader Status II
3 groups of 8 Marines (Musket and Bayonet armed)

This represents the force from a larger sized naval ship from a large sloop to a small frigate.

Dutch Town Defense Militia
Leader Status II
5 groups of 12 Townsmen (½ armed with muskets, ½ armed with melee weapons)
Points Value:

Dutch Regulars					Type:	Regulars
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	3	2	2	Sharp Practice

Dutch Town Militia					Type:	Conscript & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	Yes	Yes	-	-		

Dutch Navy Sailors					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	No	-	-		Sailors

Dutch Naval Marines					Type:	Light Infantry
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	2	3	-	Sharp Practice

Dutch Townsfolk					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	No	No	-	-		Hearth & Home

French Government Forces

Once again, French forces would be fairly similar to that of the other European powers.

French Town Garrison
Leader Status III
3 groups of 8 Regular Musketeers (Musket and Bayonet armed)
Leader Status II
3 groups of 8 Town Militia (Musket and Bayonet armed)

This represents a small fortified town's garrison of troops. It would have at least one fort in defense of its harbor. A larger town would contain multiples of such forces.

French Navy Landing Party
Leader Status III
2 groups of 12 Sailors (½ armed with muskets, ½ armed with melee weapons)
Leader Status II
3 groups of 8 Marines (Musket and Bayonet armed)

This represents the force from a larger sized naval ship from a large sloop to a small frigate.

French Town Defense Militia
Leader Status II
5 groups of 12 Townsmen (½ armed with muskets, ½ armed with melee weapons)

French Regulars					Type:	Regulars
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	3	2	2	Sharp Practice

French Town Militia					Type:	Conscript & Volunteers
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	Yes	Yes	-	-		

French Navy Sailors					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	No	-	-		Sailors

French Naval Marines					Type:	Light Infantry
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	2	3	-	Sharp Practice

French Townsfolk					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	10
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	No	No	-	-		Hearth & Home

Merchant Crews

Merchant ships typically traveled with smaller crews than military vessels. As such, they made for easier prey for pirates and privateers. Rather than create merchant crews for each nationality, I have adopted one list for any merchant crew.

Merchantman Crew
Leader Status II
2 groups of 12 Merchant Sailors ($\frac{1}{2}$ armed with muskets, $\frac{3}{4}$ armed with melee weapons)

Merchant Crew					Type:	Militia
Points Value	5	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	No	No	-	-	-	

Barbary Pirates

The Barbary Pirates were quite active during the Golden Age of Piracy as well into the early 1800s. They were actively fought by the young United States Navy and Marine forces from 1801 to 1805 and again in 1815. They were fearsome warriors in boarding actions. As such, they can treat even their musket armed crew members when calculating dice to roll in melee action.

Barbary Corsair Crew
Leader Status II
2 groups of 12 Corsairs ($\frac{1}{2}$ armed with muskets, $\frac{1}{2}$ armed with melee weapons)
Leader Status I
2 groups of 12 Corsairs ($\frac{1}{2}$ armed with muskets, $\frac{1}{2}$ armed with melee weapons)

This would represent the crew of a typical corsair xebec or feluca. Some of thier larger ships would carry a larger crew.

Barbary Corsair Town Garrison
Leader Status II
3 groups of 12 Corsairs (musket armed)
Leader Status I
2 groups of 12 Corsairs (Musket Armed)

This represents the garrison of a coastal town with some defenses.

Barbary Corsairs					Type:	Militia
Points Value	6	Weapon	Musket or Melee		Size	12
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	Yes	-	-	-	-	Blood Thirsty, Prominent Leader, No Bayonets, Sailor

Barbary Corsair Artillery					Type:	Militia
Points Value	6	Weapon	Cannon		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Never	-	-	-	-	-	



Government Reprisal

a pirate scenario for

Sharp Practice

by

Chris Stoesen



Background

The quiet island of Playo de Mayo has been harassed by pirates recently. Several inbound ships have gone missing, which resulted in the absconding of the governor's long awaited ostrich plumes for his hat. Incensed by this outrage, the governor raised the town's garrison and militia to punish the offenders.

A ship captain recently saw some vessels that matched the pirates description docked at a nearby island that was thought to be deserted. Getting the assistance of the navy to land his men, the governor plots his revenge.

This scenario is a night time naval landing action.

Spanish Forces

As the captain of the garrison of Playo de Mayo, you are in charge of this expedition. The navy has graciously provided the crews for the boats for your people to land. It is your duty to root out this cancer. Your objectives are to burn the tavern and at least one other building. If possible, burn their ships as well to end their reign of terror in the area.

Your Forces:

Capitano Phillipe De Gamo
Level II Big Man- Commanding 3 groups of 8 Musketeers (Regulars) armed with muskets and bayonets.

Tenente Julio Juarez Level I Big Man
2 groups of 8 Militia (Conscripts & Volunteers) with muskets and bayonets

These have the transportation of the 26 gun Frigate *El Gameo* whose ships boats will be transporting them.

There are five ships boats available. Two Long Boats (strength 12) and three small boats (strength 8). One of the long boats mounts a Six pdr gun in the bow.

There are enough sailors to crew the boats. They are commanded by Midshipman Enrique Fernandez and Bosun Halley O'Malley. (eight sailors per long boat and two sailors per small boat.- Enough for two total groups of sailors).

The Spanish will enter the table in boats from the left (eastern) edge of the table.

Pirate Forces

The pirates have set up shop on a small island that is close to their hunting grounds. They have set up a tavern and several houses by the wharf where they off load their ill-gotten gains. But they have not left their paradise unguarded. A hidden battery has been dug in by the woods to the south of the town. It is on a slight rise and overlooks the wharf and the surrounding approaches. (Any ships within 10" of the battery are too close to be engaged by the battery from its elevated position.) Also present is the captain's latest ship - *The Pinto*.



The Pinto is a small gunship mounting a single bow gun. It is docked on a wharf south of town. It is currently unmanned. The pirates are enjoying some well-deserved time off. There are two groups of 12 melee armed pirates in the tavern. The houses contain an additional group of 12 musket armed pirates.

Your Forces:

Lieutenant Trumbell - Level II Big Man - Cutlass and pistol armed.

Master's Mate Hercules - Level I Big Man - Giant of a man, Cutlass armed.

Two groups of 12 pirates - Melee and pistol armed. (Irregular/Militia)

1 group of 12 musket armed pirates (Irregular/Militia)

5 man Gun Crew

The pirates have three deployment points. The first is in the tavern. The second must be in one of the other buildings. The third must be placed no closer than 7" from either the El Pinto or the hidden battery. The El Pinto has a strength rating of 24.

The Map

The 'X' Marks the location of the hidden battery. The grid squares are one foot by one foot in size. The jungle is thick and reduces movement by one pip per die.

Cards

At the start of the scenario, the blank card will serve for the sentry. Once activated, The Pirates may deploy their forces from the buildings or Jungle deployment point.

The following cards/chips will be available:

Spanish Navy Cards	Pirate Cards	General Cards
Leaders 1 - 4	Leaders 1 & 2	Tiffin
4 Command Cards	4 Command Cards	Blank Card

Umpire Notes

The sailors are using muffled oars to move silently. Regardless of the number of turns left, any shooting alerts the pirates. There is one sentry on the wharf. The sentry has been drinking. Roll 1d6. On a roll of 1 to 2, the Spanish get 2 free moves before the sentry can react. On a roll of 3 or 4, the Spanish get three free turns before the Spanish can react. On a roll of 5 or 6, they get four free turns before the sentry can react.

This is a night time action. All ranges for firing should be considered one range band longer. In one of the houses is Dona Elise de Montecabo who was captured by the brigands. Extra points are awarded if the Spanish rescue her. She has knowledge of both the pirates and the defenses of Playo de Mayo. Depending on who ends up with her at the end of the battle gets a bonus in an upcoming scenario.

Victory Conditions

The Spanish score a minor victory if they either burn two of the buildings or destroy the El Pinto. A major victory if they do both. The pirates win if they can cause 40% or greater casualties among the Spanish.



Rowboats from Sea Dog Studios and Old Glory miniatures from the author's collection

Shamp Practice!

The Encounter at Guareña River 18th July 1812

A scenario for General d'Armee

by Anibal Invictus of
Club Dragon in Madrid (Spain)

Historical Background

Before the actual battle of Salamanca (or “los Arapiles” as it is known in Spain) was fought on 21st of July 1812, the British Allied and the French armies spent several weeks following closely each other looking to exploit a moment of tactical advantage to defeat the enemy in force. Since the end of June 1812, the theatre of operations had moved north of Salamanca, to the Duoro river line where both armies tried to outmanoeuvre the enemy during several weeks. Marshall Marmont finally caught Wellington out of step in a faint move in which the French crossed to the southern bank of the Duoro river, threatening Wellington's flank and also potentially endangering his retreat lines to Salamanca and into Portugal.

On July 17th, Wellington ordered the army to retire towards Toro on the Duoro river; the objective was to move from there via the north-south road linking this city with Salamanca. The retreat continued during the 18th and by mid-afternoon The British Allied army had reached the Guareña stream, a small tributary of the Duoro. The British crossed this small river unopposed and formed a line along the west bank, supported on the village of Vallesa on their right.

Considering the position sufficiently secured and the late hour (around 4PM), the British were ordered to prepare to camp for the night. However the French thought differently and

spotted a good opportunity to cross the Guareña at a lightly defended position on the left of

Wellington's line. This move if correctly executed will allow attacking the British and allied forces flank.

Orders were distributed and Clausel sent Taupin's 6th division across the Guareña at a ford, while Carrie's Dragoon brigade (reinforced by an artillery battery and one infantry battalion) was sent immediately across to support and cover Taupin's infantry left flank.

Facing Carrie's forces were elements of Alten's light cavalry brigade (1st KGL Hussars and 14th Light Dragoons). The British were caught totally by surprise, as the French Dragoons crossed the Guareña unopposed, had enough time reform the ranks, and then charged and routed the Hussars who flew in state of panic.

Luckily, Le Marchand's British heavy cavalry brigade was nearby came to the rescue in no time, countercharging the French and restoring the line. In the confusing melee, the French forces were put to flight and the French commander Carrie (leading from the front) was wounded and captured.

While the cavalry charges and countercharges were taking place, Taupin's infantry had also crossed the Guareña and moved at good pace towards his

objective, a knoll apparently unoccupied by the British that dominated the area and was a good springboard to assault the enemy's flank.

Wellington who was already in the area, ordered Cole's 4th infantry Division to confront the French attack. And while three French regiments (over 4,100 men) were climbing in columns of regiment to the top of the knoll, the British 27th and 40th Regiments were deployed in line waiting the French to decrest, with two Portuguese regiments of Staub's brigade supporting on the respective flanks (in total over 3,000 men).

In the typical British fashion throughout the Peninsular wars, the British line waited quietly for the French to approach, discharged a deadly volley at short range and charged downhill...the French routed and crossed back the Guareña in absolute disorder protected by elements of the 25 Legere regiment.

Despite emerging victorious, the very exhausted British army after several days of marching and countermarching refused to pursue the French and were just happy ejecting the French across the river.

Five days later French and the British Allied armies will fight again in the outskirts of the city of Salamanca in a battle where 11,000 men of both sides will be wounded and killed.

Playing Guareña with General d'Armee

Guareña can be better considered a large skirmish than a full battle given the size of the forces involved and the length of the fight (probably no more than 3-4 hours considering it started at a late PM hour of a long evening summer).

At Club Dragón in Madrid we have designed and tested two different scenarios to replay the battle. One attempts to simulate the historical fight and involves a relatively small number of units; the other is a "what if" situation, where the other units present in the area would have been involved.

The Historical Scenario

The French OOB includes the 6th Division (three regiments), the cavalry brigade and the 25th Legere Regiment organised as follows

Clausel C-in-C 3 ADC

6 Division Taupin

	<i>Num</i>	<i>Size</i>	<i>Grading</i>
17 Legere	2	standard	Veteran
65 Ligne	2	standard	Line
22 Ligne	3	standard	Line
Artillery	1	Battery	
Skirmish	7		

Cavalry Brigade Carrie

15 Dragons	1	Standard	Battle
25 Dragons	1	Standard	Battle
Horse Artillery	1	Battery	
Infantry bon	1	Standard	Line

Reserve

25 Legere	3	Standard	Veteran
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The French deploy in the east river bank, the 6th Divison covering the right flank and the cavalry brigade the left. The 25th Legere remains as reserve (it did not have an active participation, they were sent to cover the 6th Division retreat after being successfully charged by the Allied infantry) and can be deployed at the player's choice on or off table.

The British OOB can be found in the following table

Cole C-in-C 3 ADC

Brigade Anson

	<i>Num</i>	<i>Size</i>	<i>Grading</i>
27 Rgt	1	Standard	Veteran
40 Rgt	1	Standard	Veteran
5/60 Co	SK		
Skirmish	3		

Brigade Stubbs (Portuguese)

11 Line	2	Standard	Line
23 Line	1	Standard	Line
7 Caçadores	SK		
Skirmish	4		

Cavalry Brigade Alten

14 Light Dragoons	1	Standard	Battle
1 KGL Hussars	1	Standard	Battle
Horse Arty	1	Battery	

Reserve

3 Heavy Dragoons	1	Standard	Heavy
------------------	---	----------	-------

The Allied infantry (brigades Anson and Stubbs) deploys behind the hill on the west river bank. Alten cavalry brigade is placed on the right of the Allied line in the plain (area "A" of the map). The Heavy Dragoons are kept in reserve and as in the case of the French reserve force, on or off table at the player's choice.

Historical Scenario rules

The British cavalry brigade cannot be activated until attacked by at least one French unit of Carrié's brigade; the unit starts the game unformed until being activated. This restriction attempts to simulate the effect of the French surprise attack.

The Allied infantry must remain in the initial positions and must not move towards the enemy until at least one French regiment has crossed the Guareña river. This does not imply that units can not change formation or rearrange the lines

The British 3rd Heavy Dragoons can be released in the turn after Alten's Brigade is attacked for the first time

The French 25th Legere can be released at any time, but must always remain on the east bank of the river; the unit is forbidden to cross the Guareña at any time.

Turns: the game will last 15 turns at the end of which the side with the higher score wins (see Victory Conditions)

Victory Conditions

French objective: to have undisputed control of the hill. British objective: to eject the French forces back to the east bank of the Guareña river

Points Scoring Table

French	Points
Objective: hill control	+5
Right flank lost (cavalry)	-1
Use of reserve	-1

British	Points
Objective: eject French to east bank	+5
Left flank won/lost (cavalry)	+1/-1
Use of reserve	-1

The Extended Scenario

The extended Scenario is a fictional battle loosely based in the Guareña encounter described, where the initial skirmish escalate rapidly involving the forces located in the area.

In this scenario the French player has under his command the strong (10 battalions) 2nd Division led by Clausel himself in addition to the troops of the Historical Scenario (note the 25th Legere is part of that division)

On the other side of the hill, the British Allied get as additional forces Le Marchant's Heavy Cavalry Brigade as well as Ellis' Infantry Brigade.

The full OOBs are as follows:

FRENCH

Clausel C-in-C 4 ADC

6 Division Taupin

	Num	Size	Grading
17 Legere	2	standard	Veteran
65 Ligne	2	standard	Line
22 Ligne	3	standard	Line
Foot Arty	1	Battery	
Skirmish	7		

Cavalry Brigade Carrie

15 Dragons	1	Standard	Battle
25 Dragons	1	Standard	Battle
Horse Artillery	1	Battery	
Infantry	1	Standard	Line

2 Division Clausel

25 Legere	3	Standard	Line
27 Line	2	Large	Line
50 Line	3	Standard	Line
59 Line	2	Standard	Line
Foot Arty	1	Battery	
Skirmish	10		

BRITISH

Cole C-in-C 5 ADC

Brigade Anson

	<i>Num</i>	<i>Size</i>	<i>Grading</i>
27 Rgt	1	Standard	Veteran
40 Rgt	1	Standard	Veteran
5/60 Co	SK		
Skirmish	3		

Brigade Stubbs (Portuguese)

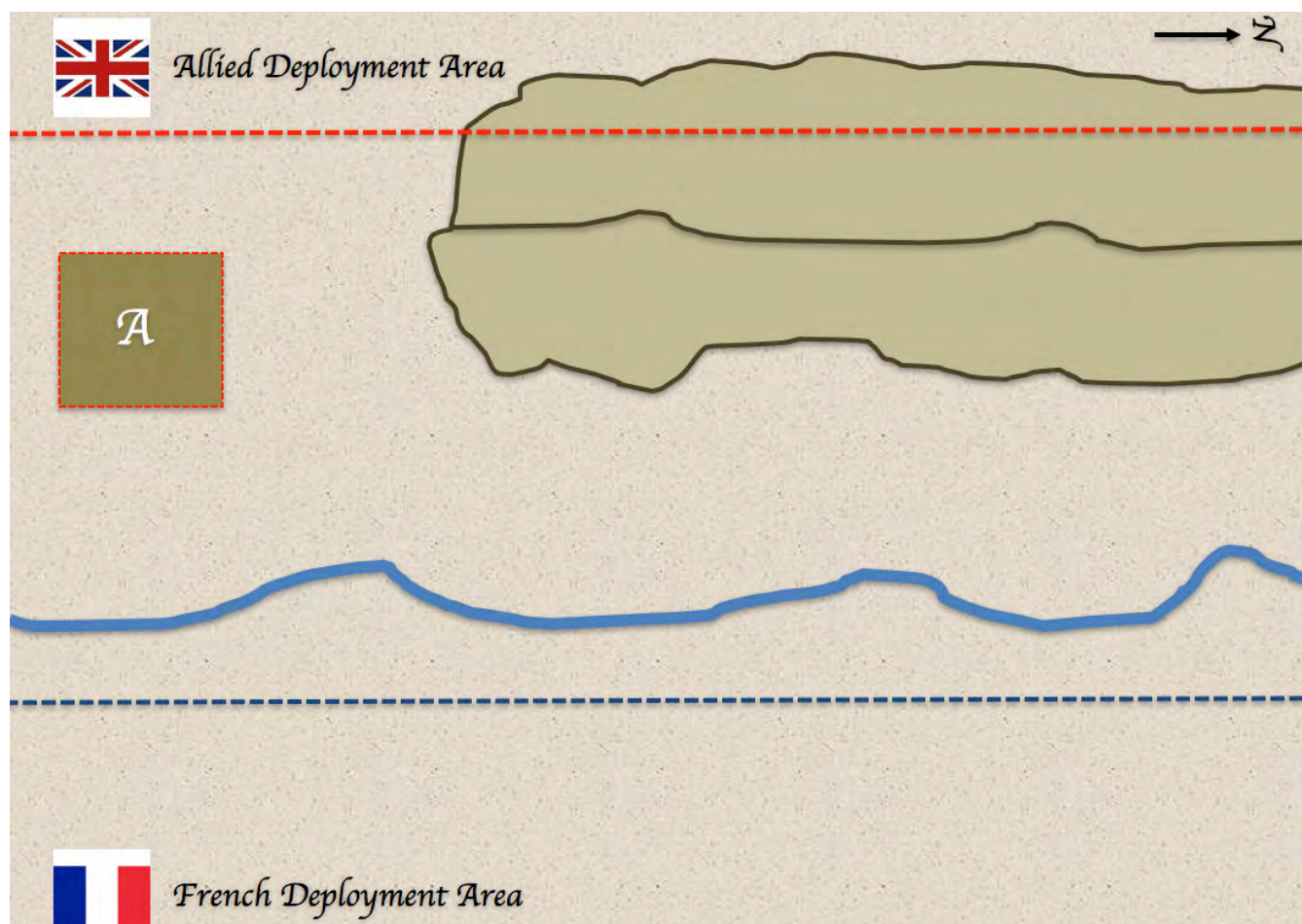
11 Line	2	Standard	Line
23 ine	1	Standard	Line
7 Caçadores	SK		
Skirmish	4		

Cavalry Brigade Alten

14 Lt Dragoons	1	Standard	Battle
1 KGL Hussars	1	Standard	Battle
Horse Arty	1	Battery	

Brigade Ellis

7 Reg	1	Standard	Line
23 Reg	1	Standard	Line
48 Reg	1	Standard	Line
Brunswick Co	SK		
Foot Arty	1	Battery	
Skirmish	4		



Brigade Le Marchant

3 Hvy D'goons 1	Standard	Heavy
4 Hvy D'goons 1	Standard	Heavy
5 Hvy D'goons 1	Standard	Heavy

We encourage players to rearrange the units as they deem appropriate, not necessarily to stick to the OOBs here presented.

Victory conditions remain the same but the historical scenario rules do not apply: this is a major pitch battle in which the French must take the hill to attack Wellington's Army flank; and the British must eject the French to the eastern river bank.

We also suggest maintaining the turn number limitation as a way to force players to act rapidly (remember the available hours of light were limited as the battle started at a late afternoon/evening time).

Battle Map

The Historical Scenario was played in a 6 x 4 feet table with 20mm miniatures and using centimetres for moving and firing purposes. For the Extended Scenario option is advisable to use a slightly longer table to allow for flank moves.

The Guareña River was apparently fordable at any point although with some difficulty. July is in the middle of the Spanish summer dry season and therefore the water level run low. For movement purposes we consider the river line as Rough Terrain (page 61).

Note rules state that cavalry is no allowed to move through this type of terrain (except retreating or routed). For scenario purposes cavalry can cross the river at normal speed but arrives unformed.

The terrain is basically flat, dry and featureless, typical Castilian landscape in summer. The area can be dotted with some rocks, trees or a lonely shepherds hut but unlikely to offer any protection to the forces on the table.

The hill's slopes can be considered good terrain as well; this not a rough hill but a small elevation dominating a basically flat terrain. Note the hill is divided in two to show the crest; units behind the crest cannot see each other (but they can be subject to charge as described in bullet point 15, page 41 of the rules).

Further reading

Rory Muir describes the Guareña encounter in great detail in his book "Salamanca 1812". This is arguably one of the best and most in depth studies about the battle with close to 400 pages. It's a rich well of information about the French and Allied formations, and combines the strategic description of the battle moves with lots of info extracted from letters, memoris, etc of soldiers and officers involved.

Although out of print, it is available in eBook format from Amazon; and hard copies can still be acquired second-hand. In my view it's a "must-have" book for anyone interested in the Peninsular campaign .

The encounter is also described in the canonical Oman's work about the Peninsular Campaign. In Volumen V, section XXXII, chapter V "Mamont takes the Offensive-Battle of Castrillo" (page 404 of my edition), in the context of the famous week-long "parallel march" that undertook both armies retreating from the Duoro river banks at Tordesillas to Salamanca.



There are moments we want to mark out as Special in our lives by doing something extraordinary so when our chum and veteran Lardy, Sidney Roundwood, hit the big Five-Oh birthday we wanted to make it a day to remember. The result was possibly the largest Chain of Command table ever.

Inviting a bunch of chums over to our Lard Island gaming venue, my objective was to create a 'buffet game', where the players could graze all day whilst having time for the nicities of a birthday, chatting and eating and enjoying a few social drinks rather than just full on wargaming. That said, we wanted everyone to be involved in watching the story develop and feeling like they were part of a larger battle.

Big Chain of Command was the rule set we were to use and the setting with the Eastern Front as between us that was where we could field most troops. The idea was that in the late Summer of 1942, a German forces was pushing on towards the Don River as part of the drive on Stalingrad.

For the Soviets, their job was to organise a hasty defence in the hope of halting or at least slowing

down the German advance Eastwards. However, there needed to be more than just the game itself. As Sidney has always been a big fan of games which involved some prior planning, I wanted to provide him with an opportunity to do some himself. I provided both sides with briefings accordingly. Some names have been changed to protect the guilty.

German Briefing

August 18th 1942
412th Infantry Division Headquarters
Upper Khoriskai
Don Province
Russia

Kameraden,
The drive East continues as the Soviet beast is pushed back to the point where resistance must crack at any time. As things stand, you can imagine Christmas back in the Reich, but for now you must press on to defeat what must be Stalin's last reserves.

Your reconnaissance forces have just reported that the road to the Don crossing at Kyrbanskaya

is still intact although the road to it is still held by enemy forces, albeit weak ones. Your orders for tomorrow are to push on with all speed, utilising whatever assets you can muster to seize the critical river crossing and defeat the Russian defenders. You are informed by OKW that all along the front German forces are pushing forward with urgency. You must do the same.

Your force is as follows:

Platoon A – Standard Infantry platoon

Platoon B – Standard Infantry platoon

Platoon P – Pioneer Platoon (motorised with two half-tracks, one truck)

Reconnaissance Platoon R – Three Sdkfz 232

Panzer Platoon X – Two Panzer IIIJ, One Panzer IVF2

Panzer Platoon Y – Two Panzer IIIJ, One Panzer IVF2

Assault Gun Platoon Z – Two StuG III D

Platoon R

Support Available

The following support weapons are to hand and may be allocated to your platoons as you see fit. Once allocated they will function with that platoon during the day.

Pak 36 with five crew and Junior Leader

Pak 38 with five crew and Junior Leader

IIG18 with five crew and Junior Leader

MG34 on tripod mount with five crew

MG34 on tripod mount with five crew

Information

Sadly, the 1:100,000 maps you have been issued with are insufficiently detailed to provide you with a clear picture of the terrain ahead. However, your recce troops have informed you that the road ahead runs through the Comrade Kyrinetz Collective Farm before entering some forested land where a wide stream is crossed via a stone bridge. This should take the weight of the Panzer III and lighter transport vehicles, but the Panzer IVs may be too heavy as things stand.

Once across the stream the countryside opens up to a large village before the road approaches the Don bridge.

Please plan your attack with care, allocating Phase lines to your objectives and forces to achieve each of those operational phases. You will need to do this in advance so that we can hit the ground running on the day of the game.

Soviet Briefing

Comrade,

The German drive Eastwards continues despite brave opposition from the Red Army. However, bravery is insufficient in such times and a devotion to the cause and duty to the party, combined with the razor sharp mind is what is now required. Sadly, this means you!

Comrade General Chestikoff has received reports that enemy forces are approaching the Don and he has sent you, his trusted Commissar, to take control of the forces defending the river crossing at Kyrbanskaya. Indeed, you have just arrived at the bridge where your first executive act has been to execute the Battalion commander for his back-sliding defeatism and failure to supply Co-Op stamps.

Consulting the men present, you discover that the enemy has been sending reconnaissance forces forwards with a regularity which suggests an attack is imminent. You are told that the front line is two miles to the West, at the Comrade Kyrinetz Collective Pig Farm Number 452. There a platoon of infantry is holding the ground, troops that you are assured are full of Marxist zeal. However, the fact that you have just executed their commander may change that.

Sadly, there is not much in the way of other troops to assist you other than a few men scattered around the bridge. These are as follows:

One BA-64 Armoured car

One anti-tank rifle team, 2 men

One 45m anti-tank gun and 5 crew

One Zis 2 57mm anti-tank gun and 5 crew

One Zis 3 76mm anti-tank gun and 5 crew

As you look around her the bridge, you find two cases of mines, sufficient to sew two minefields. What would you like to do with them? You can allocate them to the nearby village,

CHAIN OF COMMAND

the forest, or the front line defences at the Comrade Kyrinetz Collective Farm

None of the guns has towing vehicles, but your trusty staff car could, you think, tow the 57mm gun or the smaller one.

You have called on the General to send more men and, fortuitously, a force of sailors from the Black Sea Fleet who, as of late, have no ship to serve upon, are said to be in the area and moving to support you.

You have also been told that a platoon of T34 tanks is in the forest between the bridge and the Collective Farm. However, they have run out of fuel. Between you and them is the village of Kyrbanskaya which lies sprawled out before the bridge. The bridge itself has a bunker covering the approach manned with the latest in anti-tank rifle technology.

A Sergeant of Engineers informs you that he has sufficient logs and material to build a small bunker to house an MG team. However, he informs you, his men will not venture as far forward as the Pig Farm. You could shoot him now, or you could let him build a bunker further back. Where, if anywhere, would you like him to place it?

Please tell me what you plan to do now.

As can be seen, the Germans had a simple task albeit with limited information about what was ahead of them, as was historically the case. However, the recce platoon had told them what was ahead. For the Soviets, things were rather more anarchic, and Sidney and I corresponded several times in the week before the game to allow him to ask questions and pan his defences. My approach here tends to be that the more imaginative the player is, the more he is rewarded with what he can achieve.

Game Changers

For a game this size and, most importantly, structure, we needed some rule changes. With Big Chain of Command you usually expand the table in width more than depth, so a 6' by 4' table becomes 8' by 5' or similar. Here we were keeping the playing width at 4' but extending the depth to a massive 21'. As a result, some game specific rules had to be added.

Troop Rotation

The players were made aware that their platoons could be cycled in and out of the game. This would be especially important for the Soviet defenders as deciding when to fight and when to give ground would be critical.

Platoons could be withdrawn at any point a player chose, literally being taken off the table so that they

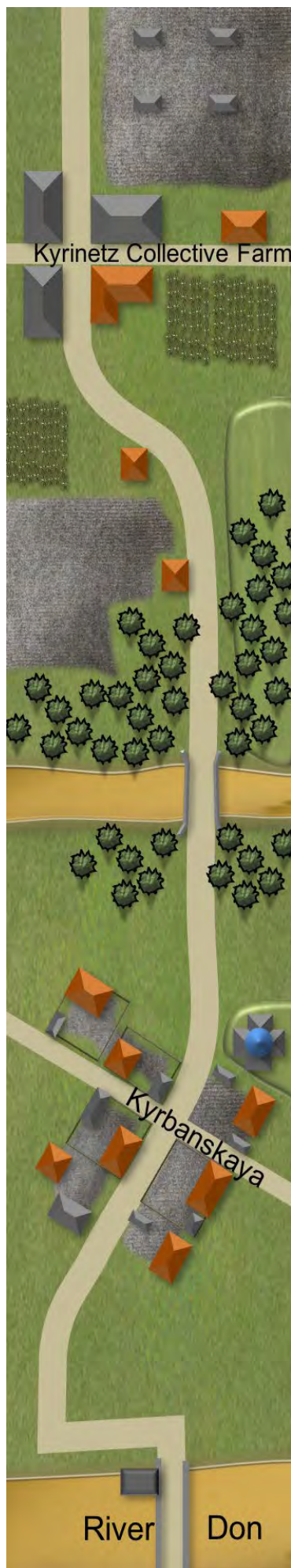
could rest and replenish supplies of ammunition.

This is slightly artificial, but in truth troops who seek to disengage and slip away can usually manage to do so.

A platoon withdrawn thus must remain off the table for at least an hour. For each 15 minute it is off the table a D6 is rolled. On a roll of 3 to 6, one Force Morale point is restored.

In this way the player may decide that he will wait a





bit longer, maybe 90 minutes, to allow a badly shaken force to recover its morale. With this complete, they can be recommitted to the action although in this game there did not gain any reinforcements or replacements. During that time, the player could chat, enjoy the buffet luncheon or, if feeling desperately blood thirsty, take command of another platoon.

Jumping Jump-Off Points

For the Germans, the fact that there was only one Patrol Phase in the whole game, with the Soviets beginning with their Patrol Markers in the Collective Farm and the Germans with theirs on the very top edge, was going to be restricting. The idea of having all of their forces advancing all the way along the 21' table was too limiting, so we wanted a way to accelerate the movement of fresh Jump-Off Points up the table.

To achieve this we gave the job of exploiting opportunities to the Reconnaissance Platoon with their armoured cars. We allowed these to carry Jump-Off Points and deposit them as far forward as they could get them. If knocked out they lost the Jump-Off Point so the recce troops were encouraged to be aggressive, but not foolhardy. This seemed to us to pretty well replicate their real job, albeit telescoping it down somewhat. It would, we reasoned, allow the Germans to break through the initial Soviet defences and then get their troops for Phase Two well forward to begin that stage of the operation.

For the Soviets, three Jump-Off Points were positioned at the Don bridges. The Soviets had no vehicles immediately available to transport these; they would arrive with a party of Soviet sailors. Once the Sailors were at the Don bridge, the two trucks they arrived in could be used to move the Jump-Off Points forwards. The sailors could only be deployed when these were in place. This was a slight handicap applied to the Soviets to put them under time pressure, or at least possibly oblige them to end up with Jump-Off Points which were less than ideal.

Soviet Reinforcements

The whole idea of the game was for the Soviets commander, i.e. the birthday boy, to be kept busy organising an impromptu defence of the area. To allow this to happen, he had been given a random selection of supports which he controlled with his own set of Command Dice. It was up to him to "deliver" these to where he wants them. If they joined up with a platoon of troops, they could then be attached to that forces and controlled by the player commanding that platoon.

At various points in the game, determined by Turn ends, other inputs would be given to the Soviet Commissar.

End of Turn One

At the end of the first Turn, a number of events would happen.

1. The Soviet Fuel bowser would arrive on the bridge. This is an uncommanded vehicle and must be moved by the Commissar using his Command Dice. If delivered to the T34 platoon, it would begin refuelling immediately.



A JUMPING-JUMP-OFF POINT JUMPS FORWARD

Unknown to the player, the platoon would be fully re-fuelled at the end of the Turn after which they arrived with the tanks.

2. Soviet Sailors arrive in two trucks. This is a sub-standard platoon made up of a Senior Leader, two squads and a Maxim machine Gun Team. These are pretty resolute chaps, so we allowed the player controlling them to ignore two Force Morale tests, deciding which two tests he would not take.

The two trucks could now be used to transport the Soviet Jump-Off Points forwards. Once in place, the Soviet sailors could deploy to these.

3. The Soviet commander was to be informed that attached to his currently immobile tank force is a platoon of SMG armed infantry. The tank platoon commander has stated that he will not release this force to serve separately, but once he has fuel they will accompany him to protect his tanks.

If the Soviet layers needed the SMG platoon before that point, he could move to the tank commander's position and execute him as a back-

sliding revisionist. At that point, the SMG platoon would act independently. However, the Soviet tank crews will see their morale fall from 3 to 2, a fact which the Soviet player should not be aware of.

On to the Game

So that was that. Some very simple changes to the rules, some rather fun scenario ideas to oblige the Soviet player to try to create some order out of chaos.

At the start of the game, the Soviets were holding the Collective Farm with one platoon of infantry and a home-made anti-tank projectile which any self-respecting Health and Safety officer would have condemned instantly. Additionally, they had placed a minefield across the main road.

The Germans had decided to attacking with two platoons of infantry supported by a short platoon of Assault Guns, an IG18 and a tripod mounted MMG. It was a lot of firepower and a clear case of using a sledgehammer to crack a nut.

The action began with one German platoon making good headway against the farm, its MG34s providing covering fire as the rifle teams worked their way forwards tactically past the pig pens. On the right, on the main road, the lack of cover saw significant losses to the second platoon before the StuGs broke the deadlock with their fire.

Wisely, the Soviet platoon commander withdrew his force when its morale fell to 2 and the Germans surged forwards to occupy the collective farm.

With Phase One complete, the Germans now unleashed their armoured cars. However, having failed to deploy any Pioneers, the minefield on the main road was unbreached. The wheeled vehicles were obliged to slog their way through the fields rather than tear up the road with their Jump-Off Points. It was a painful delay and what should have been a blitzkrieg turned into a mud encrusted slog.

Meanwhile, the Soviets had been busy. The sailors jump-off points had been rushed forwards to the stream; the fuel bowzers were moving up to refuel the T34 platoon. It was now that Sidney had to wield his pistol in anger, when the tank

commander refused to release his SMG armed tank riders to defend the forest. Sidney took the executive decision to neck shoot the recalcitrant platoon commander and the SMG troops went forwards.

As the Soviets bickered, the Germans pressed on through the maize fields and, at last, their recce platoon broke free of the mud and surged forwards.

However, the German delay now saw the T34s moving forwards across the stream bridge, refuelled at last. In response, the Germans brought up their Pak 38 and challenged the lead tank as it advanced up the narrow forest road. A steady rate of fire saw the Soviet crews, their morale reduced by seeing their platoon commander shot, abandon their tanks one by one; the remaining two pulling back behind the stream.

The German infantry now surged forwards to assault the forest, but their delay meant that the Soviet sailors and the SMG troops were defending the dark forest and their SMGs were just the weapon in that close terrain.





A PAK 38 IN THE MAIZE FIELD. AN EVOCATIVE SHOT

With a rousing cheer for Uncle Joe, the Soviets rushed in to assault the lead German platoon, sending it reeling back. And, for better or worse, that was the high water-mark of the German attack. The Soviets had not only retained control of the Don bridge but the stream bridge as well. The fascist invaders would have to try to cross the great river elsewhere.

Post Game Thoughts

When you plan a game like of this nature you do tend to expect people to do the obvious. It was very interesting that the failure to deploy any Pioneers as part of Phase One of their attack completely threw the whole advance out. If the Germans had cleared the minefield, they would have been on the stream line before the Soviets could have firmed up their defences which would have, as planned, allowed for the mother of all battles in the village

As it was, the Germans were too slow whereas the Soviet player was ruthless in getting the SMG platoon forwards. That imbalance meant a Soviet win. Instead of leap-frogging their Phase Two

troops forwards, the Germans had to physically advance them 11' up the table, breaking down their cohesion.

This delay had been compounded by the failure of the German players to plan in advance. An hour at the start of the day to construct their plan, planning which should have been done before hand, took its toll on their schedule every bit as much as the minefield.

Despite things not going entirely to plan we had a great day which produced some very evocative shots which really show how the game captured the feel of the last days of Blitzkrieg. It also saw the birthday boy win his game in some style as he pistol whipped his way to success and, one presumes, some variant of the Red Star.

What was more, the game was just the beginning. A large dollop of cooking lager and curry in the hostelrys of the town finished off what was a great day. And, if we are honest, that's what our hobby is all about; having a great time with great friends.

Boarding Action

another pirate scenario for

Sharp Practice

by

Chris Stoesen



Background

The Pirate known across the Spanish Main as El Barto Negro is at it again. Using one of the smallest vessels in his fleet, he has managed to chase down a merchant sloop and is about to board her. Through skillful sailing, he has avoided her guns and chased her into the wind where his sails had the advantage over the slower Merchantman. The grapnels have been cast and with a shout he gives the command, "Away Boarders!"

Pirate Forces

You have a large crew for a small vessel. Your cutthroats are heavily armed and ready for battle. Your vessel is smaller than the merchantman you are attacking so it will take one full action for your men to climb the side of the ship to board. You have your sharpest eyed man up your mast with a rifle. He gets one shot, so make it count.

Your Forces:

El Barto Negro - Level III Big Man

2 groups of 12 pirates - ½ armed with melee weapons, ½ with muskets (Irregular/Militia)

One Eyed Jack - Chosen Man with Rifle.

There are no deployment points for the Pirates. They are all on the deck of their ship and One Eyed Jack is up on the mast.

Merchant Man Crew

You have been chased by pirates for three hours. They have closed in and have started to board your ship. You only have a tiny crew but a surprise below decks. You have just arrived in the Caribbean with some replacement troops for the garrison of Playo de Mayo. Hopefully you can hold off these pirates.

Your Forces:

Captain Jose Quervo - Level I Big Man - Cutlass armed.

1 group of 12 sailors - Melee weapon armed. (Irregular/Militia)

All of these men are on the main deck. They have no deployment point.

Sergeant Antonio Flores - Level 1 Big man - Spontoon Armed

1 group of 8 Musketeers - Musket and bayonet armed. (Regulars)

The Spanish regulars are in the hold. They will come through the doorway at the aft of the ship. They do not have a deployment point.

Map

There is no map. Just two ships with the smaller one being the pirate ship that is tied to the stern of the larger. They are in the center of the table. One option for this is to use the Gary Chalk plans

that were published some time back in Wargames Illustrated and which can be seen on this blog: <http://wargaming.info/2010/arr-a-buxom-beauty-a-pirate-ship-in-28mm-part-2/#.WT6-7mjyVU>

Cards

The following cards/chips will be available:

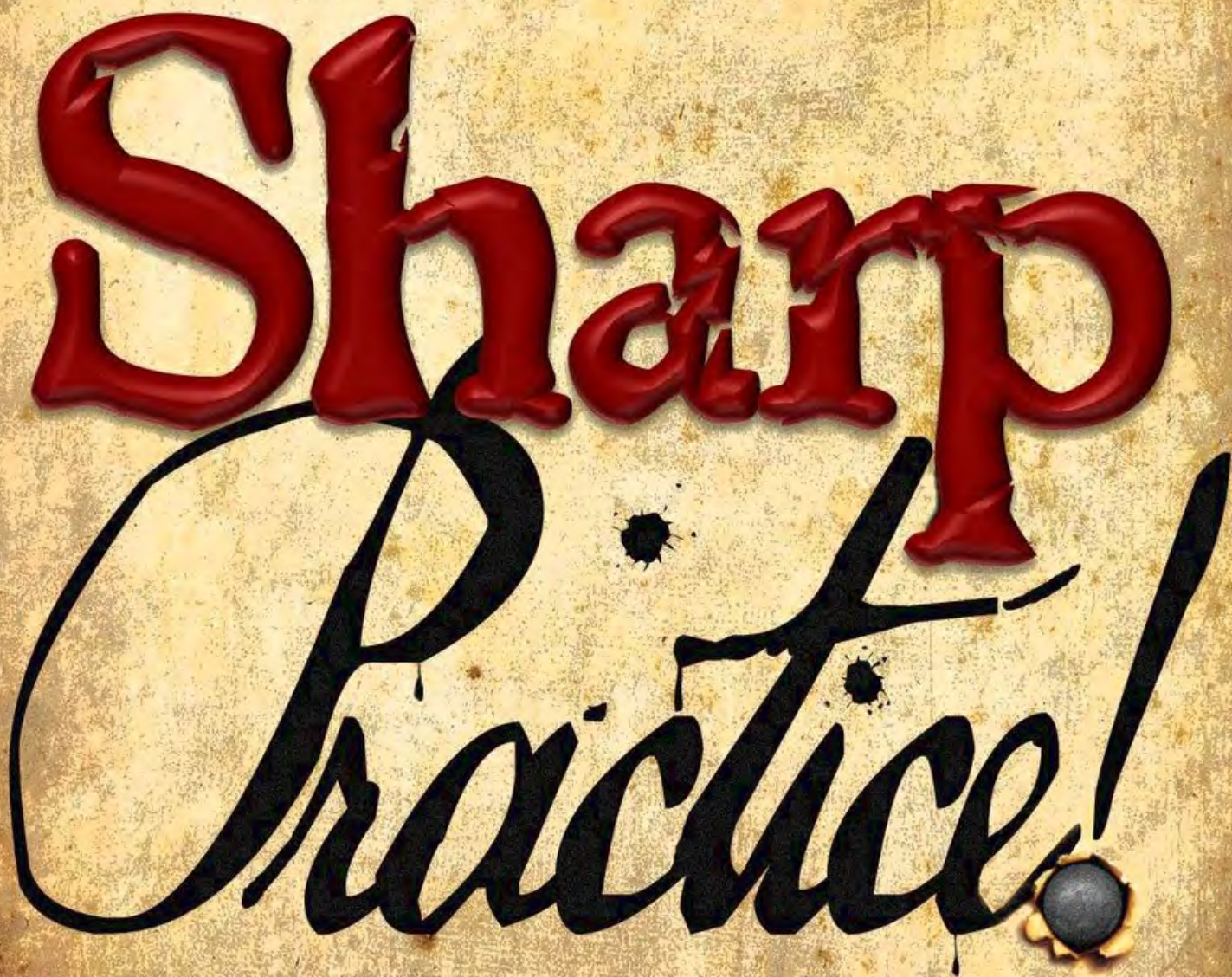
Spanish navy Cards	Pirate Cards	General Cards
Leaders 1 - 4	Leaders 1 & 2	Tiffin
4 Command Cards	4 Command Cards	Blank Card

Umpire Notes

The doorway can accommodate one person at a time through. This will become a choke point where three men outside the door can fight two men inside the doorway. The merchantmen may choose to attempt to separate the ships by cutting the grapnels. They need a task value of 10 to cut the ships free from one another. The smaller ship will drift 4 inches away when this happens. To pursue the merchantman, they must sail to it again and grapple the ship again. (Task value of 5 to grapple) The two captains may challenge each other to a duel if desired. If the merchantman exits the table, it managed to escape.

Victory Conditions

The pirates must secure the merchantman. If the ship's captain dies, the crew will surrender. The regulars will fight on until morale breaks and then they will surrender. The merchantman wins by driving off the pirates or escaping from the table.



Shant Practice!



FINE TUNING IABSM

By Mike Whitaker

If you cast your minds back to the 2013 Christmas special, I had a piece on modelling combat exhaustion in IABSM, largely looking at how to tweak an IABSM deck to represent various stages of combat fatigue. That, dear me, was four years ago – in which time I think I can safely say I've spent enough time creating IABSM scenarios to have a pretty good idea of which knobs you can twiddle and what effect they have on scenario balance as a whole. So, here goes, then...

Troops/Actions Table

This is one of your main controls, the one which determines how many actions a unit gets based on how many figures it has remaining. Let's take a look at a few:

Troops/Actions	0	1	2	3	4
British Regular	1,2,3	4	5,6	7,8	-
British Veteran	1,2	3	4,5	6,7	8
German Regular	1,2,3	4	5	6,7	8
Russian Poor Partisans	1,2,3,4	5	6,7	8	-

The British regular are pretty typical: they can take a couple of casualties before their effectiveness

deteriorates, and even then they're going to stick around until they're down to 3. Contrast with the veterans – overall more sticking power (still getting 2 actions at half strength), as well as that elite touch of 4 actions when they first get stuck in. The Germans are much the same – that 4 actions (as per the Battle For Liberation book) is designed to reflect their greater firepower at squad level (it's that blasted MG34, and (speaking from experience) it's a real pain to be on the receiving end of!).

Obviously, the Russians are designed to falter pretty quickly under fire, and in a straight firefight against the Germans they'll run out of actions at a rate of knots unless they're very lucky. Look at the fire table for a second – on average your Germans' 4 dice of fire will roll 14, which at close range against a poor target is going to do (again on average), one kill, one shock and a Pin. In return, the Russians would average 2/3 of a kill. And they're down to 2 actions if the Germans shot first, and are on average (because they're now firing at one range bracket worse due to the pin) only going to do 1/3 of a kill.

That 4 actions is pretty lethal, in fact – be careful how you use it, as it can unbalance a game with otherwise apparently equal forces surprisingly easily.

You can, though, fine tune even more. Want a unit that falters at the first sign of fire but will grit it out once they get over the initial shock? Try something like:

Troops/Actions	0	1	2	3	4
The lads show promise	1,2	3,4	5,6,7	8	-

Conversely, if you want to create a unit of shell-shocked troops, conscripts, Volksturm etc that you just don't want to commit unless you're desperate? Try one of these:

Troops/Actions	0	1	2	3	4
Badly demoralised	1,2,3,4	5	6,7,8		
Don't like it up 'em	1,2,3,4	5,6	7	8	-
Brittle fanatics	1,2,3,4	5	6	7	8

One whiff of fire, and they're useless. But note how the fanatics in particular are actually pretty lethal for that one first action until they come under fire.

Here's one I handed out in a club campaign – Zug 3 are hurriedly dragged together raw reinforcements that have just come up from the rear:

Troops/Actions	0	1	2	3	4
German Zugs 1, 2	1,2	3	4,5,6	7,8	-
German Zug 3	1,2,3	4,5	6,7	8	-

It was fascinating, as the umpire, to watch the German player place Zug 3 in reserve well out of the initial action, with an extra Big Man to keep an eye on them (I gave them a Level 1 Big Man as their own CO).

So, as you can see, there's a lot you can do with the Troops/Actions table. And don't forget, like I have been known to, that, to quote the rules, "Weapons teams operate with the same number of Actions as a full-strength rifle section of their troop type but their effectiveness does not reduce in the same way." In short - that bunch of Germans with 4

actions? Their MMGs have 4 too, as if being caught in the open by one wasn't bad enough!

However, speaking of Big Men...

Big Men

For any given section with a card in the activation deck, there's a 50% chance it'll come out before the Tea Break card on any given run through the deck. As soon as you add a Big Man who can command that section, if you really need to activate it your chance improves to 75%, as you only have a 1 in 4 chance of both cards failing to appear before the Tea Break. (If you want to dive deeper into the odds of various things happening, go check out my series on "Probability for Wargamers" on my blog "Trouble At T'Mill").

Here's another great tuning parameter, and, to my mind, one of the bits of magic (the others being Shock and limited activation) that makes IABSM, and other TFL rulesets, the fabulous things they are.

Let's take two company strength forces where the core platoons are essentially identical on the Troops/Actions table: make one (the Germans) well led, and give them a Big Man per platoon, a company CO and a company 2inC. Make the other (the Russians, say), poorly led, and give them just a company CO. I'm not going to go into detailed probabilities, but I think it should be pretty clear (and yes, this is an extreme case) that the Germans should typically win, all other things being equal, simply because they have a markedly better chance of activating key elements of their force. By contrast the Russians are hamstrung by their poor command, and will be typically be activating only one or two platoons depending on where their company CO is.

Of course, that's before you take into account the level of a Big Man. The above is just assuming everyone's a Level I, so can activate one section. The possibilities multiply with level – for example, a well-placed Level II will be able to activate 2 out of the three sections of a platoon if they're within 6". With a Level III, the world is your oyster: take the above example and give the Germans Level III leaders and the Russians the same number of Level I. and the difference is striking: on average, assuming optimal placement of leaders, the Russians will activate around 4 to 6 of their

sections, the Germans should stand a decent chance of activating 7 or 8, and a really pretty good chance of activating the important ones he actually needs to.

And then there's the other key point. The Russian is going to have the devil's own job coordinating attacks: sure, he can do a passable job within a platoon, but a well-placed company CO who's a Big Man III on the German side can (for example) make sure the company MG42 or 80mm mortar section gets some suppressing fire in before he sends a Gruppe or two in to close assault. Something the Russian has to rely on the luck of the cards to match.

It's probably also worth noting that the addition of more Big Men will make the game seem to move a bit faster, while at the same time giving your players more actual command decisions to make above and beyond 'let's activate Platoon 1'. If you're playing with multiple players, it also increases the chances of being able to have multiple cards being processed at once - as an umpire, I do like to peek ahead at the next card and see if it can be played in addition to the current one without getting in the way of it.

Conversely, with more cards in the deck, it will feel as though cards (especially the Blinds card) come up less often. This isn't actually the case in terms of appearances per run through the deck - it's still 50% for any card - but since the deck's bigger, it will feel that way.

As an aside: for me, the Big Men concept is often where I see light dawn for new players. Colin from our club won't, I suspect, mind me telling the tale of his first game as a Normandy British CO where he realised he needed smoke urgently from the mortar team, hiding some way back down the road from the rest of his force, behind a brewed-up Sherman. Next card up - the British company CO, a Level II. Who promptly used one command initiative to hare back 3d6" between the bocage hedges, yelling for smoke, and the second to activate the 2" mortar when he got within command range. Perfect demonstration of how command works, and, as several people have commented about IABSM, it's easy to make the rule application fit your own internal narrative of the battle.

Troop Ratings

There's a couple of subtleties that appear in the rules, especially with regard to close combat, that are worth remembering, as per the following table:

Rating Notes

Rating	Notes
Green	Lose dice in close combat, retreat further if they lose bottle, poorer against vehicles
Veteran, Elite	Choice of how far and in what direction they retreat if they lose bottle, better against vehicles
Aggressive	Gain dice if attacking in close combat
Stubborn	Gain dice if defending in close combat

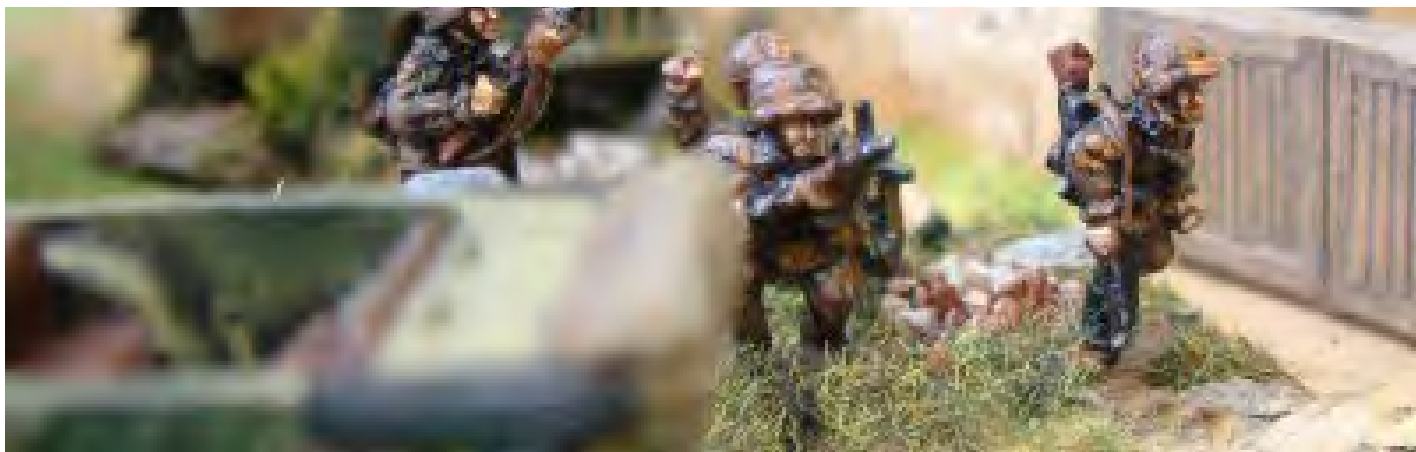
In general, it should be obvious if you want to apply these: again, they're a good way of making a force better or worse in certain areas without requiring more or fewer 'toys on the table'.

Cards

Now you've got the basics of troop quality and command set up, you can fine tune still further with the addition of cards to the deck. I'm not going to go to these in overly much detail, as they're covered very well in the rulebook, as well as in the various 'Stacking the Deck' sections in both "Battle For Liberation" and "Vpered Na Berlin" (subliminal message: go out and buy these now!). All of these should give you excellent ideas on how to make forces behave more like their real world counterparts.

The non-activation cards divide into basically bonuses and penalties. The bonus cards are (obviously enough) the various Tank Killers and MG/AT/Mortar Bonus cards that confer extra firepower, and the Rapid Deployment and Recce/Armoured etc Bonus cards that give the recipient extra moves. Also, the Dynamic Leader card is handy for getting a Big Man to hare around the table. Again, creative use of these can empower a force that's fairly low in numbers.

Conversely, if you want to make life harder, the various Breakdown and Ammo Shortage cards, as well as Hesitant Troops (not so damaging for a defending force, but it may ruin that decisive counter-attack!), are the way to go. Poor Fire



Discipline is another potential leveller - it works just as well for attackers and defenders, too, in messing up their use of blinds.

Speaking of which....

Dummy Blinds

Assuming your players use them sensibly (i.e. remember that dummy blinds can spot), these can be a great leveller, too.

In much the same way that CoC starts with a defined Patrol Phase, IABSM games tend to start with one too, although it's less clearly defined. Certainly until you have a lot of real unit cards in the deck, there is, or should be once your players have figured out the way the game works, a lot of 'feeling out' (I say, steady on!) of the opposition going on with blinds. Obviously, the more dummy blinds a force has, the more chances it's going to have to spot the enemy without being spotted itself.

Terrain, Weather etc

Something to touch on quickly, and related to the above, in fact: this may not seem obvious, but something as simple as whether or not the attacker has cover for his blinds in their first move makes a massive difference to scenario balance.

Similarly, you can adjust things by changing how difficult the terrain is, or what effect weather is having on spotting rolls. An attack becomes noticeably harder if you're losing one pip per dice on your advance once you come off blinds (remember blinds ignore that first pip). Equally, it becomes notably easier if the enemy is finding it harder to spot you, be it because of cover, darkness, fog...

Victory Conditions

I hear you all going 'well duh, Mike' at this point. But... it is worth bearing in mind that you can effectively re-define victory to rebalance a scenario. Creative use of a Turn End card in addition to the Tea Break allows you to, for example, set a time limit by which the attacker must complete his objective, thus making it possible for the defender to 'win' simply by managing a successful delaying action.

But let's face it, after all, I don't think most folks reading this play to 'win' per se. I know I don't - heck, I can't remember when I last actually played IABSM as opposed to umpire it!

Anyway - there you go - help yourself to an arsenal of scenario-tuning thoughts, and go have fun writing a scenario or two yourself!



TOO FAT Lardies

playing the period, not the rules

Cutting Out

yet another pirate scenario for

Sharp Practice

by

Chris Stoesen



Background

The Spanish navy has located a pirate ship off of a small Island. It recently hid there to avoid the worst of a tropical storm. Apparently, the vessel has taken damage to her masts and stranded her there until repairs have been made.

The Frigate captain, Manuel Escobar has positioned his frigate to prevent the ship from escaping. He is sending in Tenente Raoul Greco in the ship's boats to take the vessel while it is at anchor.

Pirate Forces

You have a large crew for a small vessel. Your cutthroats are heavily armed and ready for battle. But the storm yesterday dismantled your ship. You fished a temporary mast and made it into an isolated natural harbor to effect repairs to the ship. Your men have worked all night and are exhausted. You have placed a watch on the deck and sent some of the crew ashore to gather water and wood. They have set up some tents on shore to rest. The remainder of the crew is below decks asleep. They have two longboats beached on shore with which they can return to the ship if needed.

Your Forces:

On Ship

Captain El Barto Negro - Level III Big Man

2 groups of 12 pirates - Mix of melee and muskets. (Irregular/Militia)

Ashore

Lieutenant Renee Dupree - Level II Big man

2 groups of 12 pirates - Mix of melee and muskets. (Irregular/Militia)

Spanish Naval Forces

You are Tenente Raoul Greco leading a party of sailors and marines to take the ship of El Barto Negro. If you can succeed at this boarding action, your promotion is almost secure. You have five longboats at your disposal.

Your Forces:

Tenente Raoul Greco - Level II Big Man

Marine Sergeant Rodriguez - Big Man Level I

2 groups of 12 Sailors - Melee weapons (Irregular/Militia)

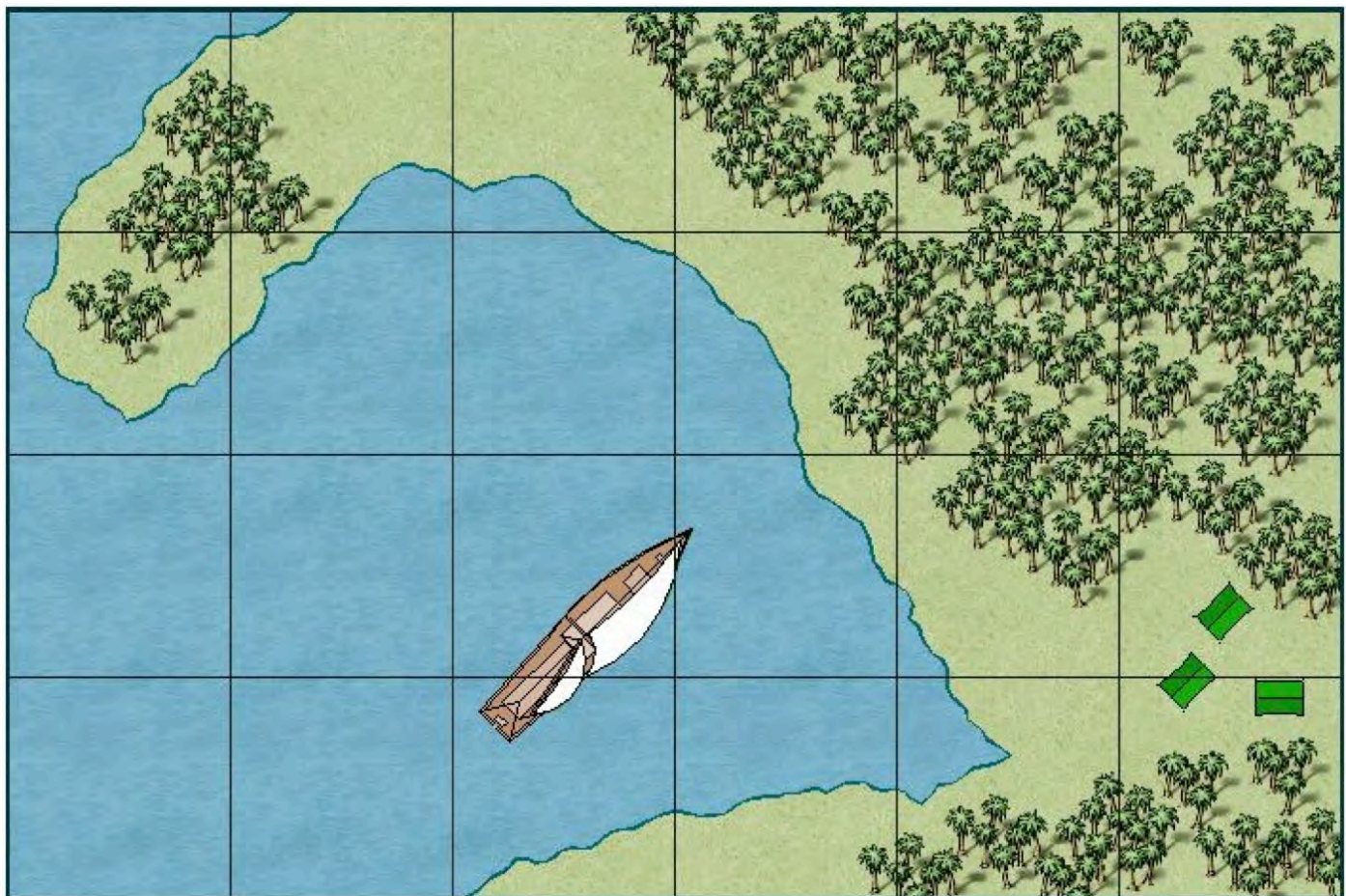
3 groups of 8 marines - Musket and bayonet armed. (Light Infantry)

Map

The map is of the cove where the pirate ship is anchored for repairs.

Cards

At the start of the scenario, the blank card will serve for the sentry. When drawn, the sentry must achieve a task roll of 10 to spot the incoming Spanish naval forces. Once done, he can awaken the crew.



The following cards/chips will be available:

Spanish navy Cards	Pirate Cards	General Cards
Leaders 1 - 2	Leaders 1 - 2	Tiffin
4 Command Cards	4 Command Cards	Blank Card

Umpire Notes

The action takes place at night. The oars are muffled. As such, the sentry must pass a task roll in order to spot the incoming naval forces. Once alerted, the Spanish leaders may be added to the deck. If the Spanish board the ship before the sentry has completed his task roll, he is assumed to be killed silently. The Spanish may then secure the ship with a single close combat instance (one group of pirates against 2 groups of Spanish) with the Spanish getting a bonus of 2x's the dice for attacking sleeping pirates. If they win, they have secured the ship silently.

If the sentry is killed, the next turn, the shore

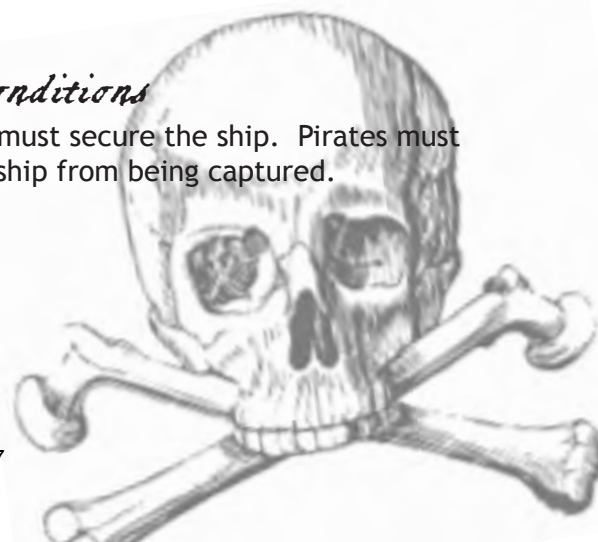
based pirates are alerted to the Spanish presence automatically. (Someone had to use the restroom and looked out that way.)

The pirates have a single swivel gun on board the ship that can be brought up by one of the pirate groups and deployed against the naval party before they board. Once they have boarded, it cannot be used. If the Spanish take the ship, they may deploy the swivel against the shore based pirates but again, if they board, they cannot use it.

The Pirates begin with pirates in a deployment point at the tents and inside the ship. To move from the inside the hull to the deck costs 1 pip of movement. One man at a time may fit through the door. It is possible that an entire group may not make it through the doorway in a given turn. Assume there are doorways at the bow and stern of the ship.

Victory Conditions

The Spanish must secure the ship. Pirates must prevent the ship from being captured.



IT'S BEEN A BIG YEAR AT **TOO****FAT**Lardies

2017 has been a big year for TooFatLardies, with prizes for Chain of Command and Sharp Practice on the show circuit in the UK and Europe and great prizes in the hobby press and on-line as voted for by you. It's always great to be recognised for your hard work, but even better when the people playing the game are the ones making the choice. Thanks to all who voted.

As we move in 2018, be sure to keep abreast of all of the exciting Lard related stuff we have happening. Firstly, we have the new Oddcast which is a great opportunity to keep you informed about what we are up to.

Secondly, we have teamed up with our chums at Beasts of War who have been regularly positing some really in-depth game reports on YouTube and articles on their web site. You can find them at:

www.beastsofwar.com

And, just to make things even better, in the New Year we plan to start recording more full battle reports for our own TooFatLardies YouTube Channel.

So, with so many ways to enjoy your regular dose of Lard along with our forum and Yahoo group, 2018 should be a great year to get involved.





"ZA RODINHU"

A SCENARIO FOR BAG THE HUN

Suggested Playing Time: 2.5 hours

Complexity Rating: Veteran

BACKGROUND

June 1942. The German army is pushing on towards Stalingrad. Stuka attacks on Russian positions are making the defence line impossible to hold and these attacks are giving way to raging dogfights between brave airmen of both sides.

GAME OUTLINE

Under and escort from experienced 109's German Stuka dive bombers are going into action to destroy ground targets. Up against them is a mix of Russian aircraft, thrown in to stem the german onslaught. These are desperate times – Za Rodinhu!

SPECIAL RULES:

Bombers: Stuka Ju87D dive bombers (or Ju88s)

Pilot Quality: The quality of pilots on each side should be determined using the table on Pages 6 & 7 of the BTH rules. The Germans enter the table at Altitude 2 with the Russians at Altitude 3.

ORDER OF BATTLE

RUSSIAN

Para-Zveno *(activate on Para 1 card)*

Position	Pilot Type
Para leader	As per pilot generation table (pg 6-7)
Section Pilot (no. 2)	As per pilot generation table (pg 6-7)

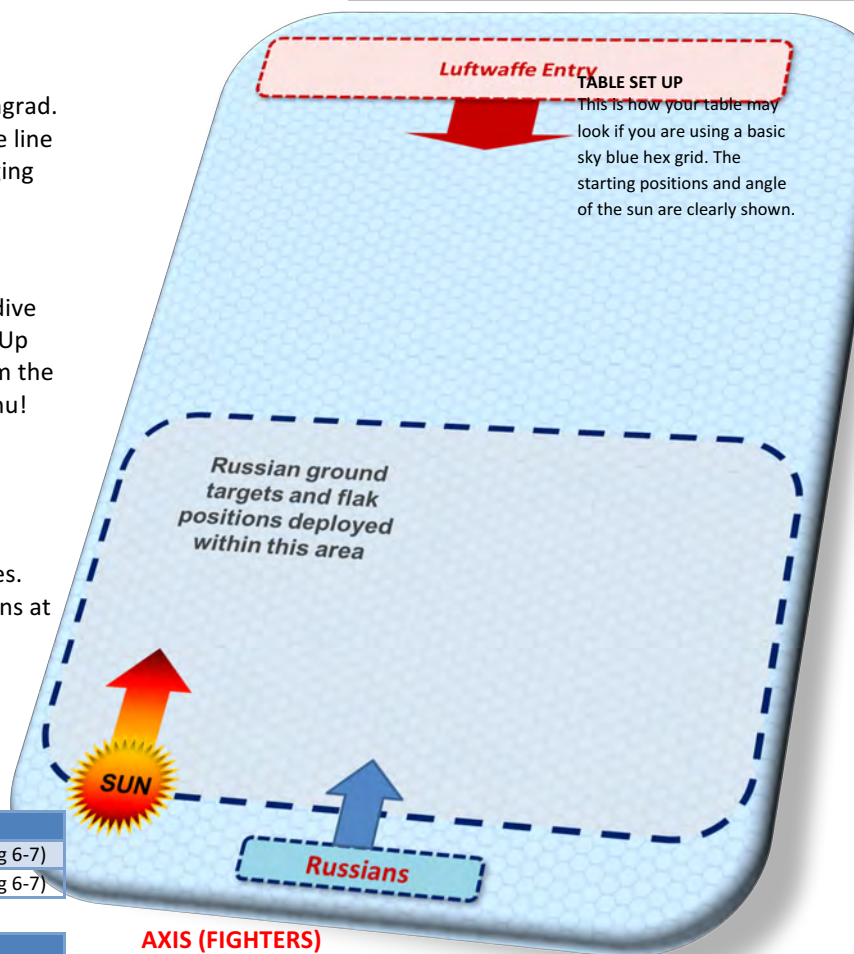
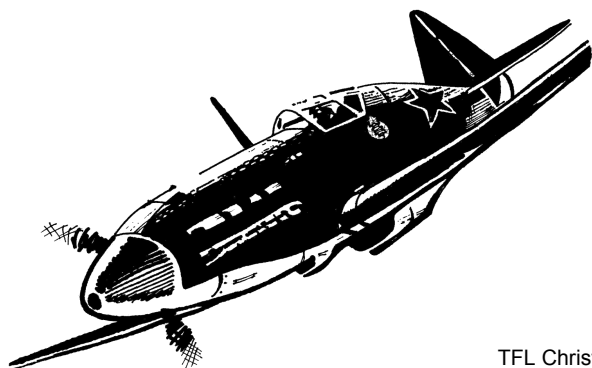
Zveno I *(activate on Zveno 1 card)*

Position	Pilot Type
Zveno Leader	As per pilot generation table (pg 6-7)
Section Pilot (no. 2)	As per pilot generation table (pg 6-7)
Section Leader (no. 3)	As per pilot generation table (pg 6-7)
Section Pilot (no. 4)	As per pilot generation table (pg 6-7)

RUSSIAN AIRCRAFT

To give character to the Russian Aircraft, consider the possibility that the unit is equipped with a variety of the following: Yak1, Mig3, Hurricane and I16 aircraft. To determine which aircraft is flown by each pilot, roll a d6, add one to the score for a section leader, and consult the following table:

D6 score	Aircraft
1	I16 Rata
2, 3 or 4	MiG3
5	Hurricane
6	Yak1



AXIS (FIGHTERS)

Bf109E

Schwarm I *(activate on Schwarm 1 card)*

Position	Pilot Type
Schwarmfuhrer	As per pilot generation table (pg 6-7)
No.2	As per pilot generation table (pg 6-7)
Rottenfuhrer	As per pilot generation table (pg 6-7)
No.4	As per pilot generation table (pg 6-7)

Schwarm II *(activate on Schwarm 2 card)*

Position	Pilot Type
Schwarmfuhrer	As per pilot generation table (pg 6-7)
No.2	As per pilot generation table (pg 6-7)
Rottenfuhrer	As per pilot generation table (pg 6-7)
No.4	As per pilot generation table (pg 6-7)

AXIS (DIVE BOMBERS)

Elements of the 77th Stukageschwader Ju87

Kette I *(activate on Bombers card)*

Position	Pilot Type
Kette Leader	As per pilot generation table (pg 6-7)
No.2	As per pilot generation table (pg 6-7)
No.3	As per pilot generation table (pg 6-7)

Kette II *(activate on Bombers card)*

Position	Pilot Type
Kette Leader	As per pilot generation table (pg 6-7)
No.2	As per pilot generation table (pg 6-7)
No.3	As per pilot generation table (pg 6-7)

"ZA RODINHU"

THE GROUND TARGETS

There are 2x6 ground targets which should be distributed on the Russian 'half' of table by the umpire. These should be two categories: High Priority and Low Priority. This priority should be known to the players. In addition, the Russian player should be able to position 2 dummy targets of each type. These should be declared to the enemy as whatever category of target they represent



FIXED FLAK DEFENCES

The Russians have the following flak units to deploy on the table at the start of the game. These should be marked by bogey markers.

6 x Light Flak Positions

THE TARAN

Russian pilots became talent exponents of the **Taran**, or ramming attack. Far from being a suicidal act of desperation, the Taran was used as a legitimate, if risky, way of taking out an enemy aircraft. If successful, the enemy would be destroyed whilst the attackers own aircraft was only lightly damaged. See page 20 of the rules.

CARDS

This scenario will use the following cards (cards marked * are in the pack from the beginning, others will be added as units appear)

<i>Allied Bogeys*</i>	<i>Axis Bogeys*</i>
<i>Para 1 Move</i>	<i>Para 1 Fire</i>
<i>Zveno 1 Move</i>	<i>Zveno 1 Fire</i>
<i>Zveno 1 Leader</i>	
<i>Schwarm 1 Move</i>	<i>Schwarm 1 Fire</i>
<i>Schwarm 2 Move</i>	<i>Schwarm 2 Fire</i>
<i>Schwarm 1 Leader</i>	<i>Schwarm 2 Leader</i>
<i>Altitude Bonus*</i>	<i>Tail Gunners*</i>
<i>Allied Formation Bonus</i>	<i>Bombers Move*</i>
<i>Bail Out*</i>	<i>Para Leader</i>
<i>The Blank Card*</i>	<i>Flak*</i>
<i>Flak Bonus*</i>	<i>Axis Formation Bonus*</i>
<i>(plus additional Ace Cards as appropriate)</i>	

It is envisaged that all aircraft on entering the table will be deployed as unspotted bogeys. However, experienced BTH gamers could quite easily run the scenario using bogey markers.

VICTORY CONDITIONS

GERMAN

- 5 points** for every ground target hit
- 2 points** for each enemy fighter damaged
- 1 point** for every flak unit destroyed

RUSSIAN

- 5 points** for every dummy ground target hit by enemy
- 5 points** for each enemy fighter damaged
- 5 points** for each dive bomber damaged
- 6 points** for every dive bomber destroyed
- 2 bonus points** for every successful Taran (ramming) attack

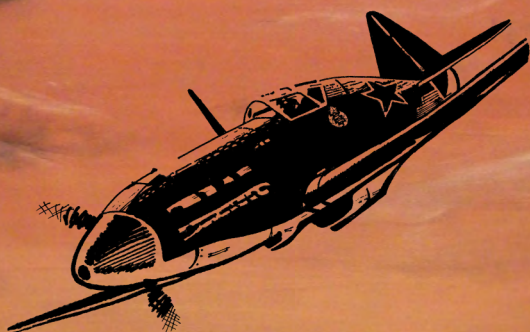
The side that finishes the game with the highest number of points is the victor.



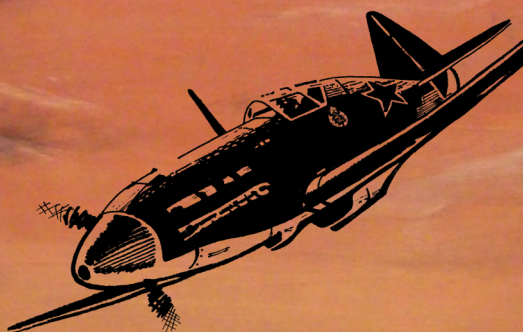
PARA LEADER



ALLIED FORMATION
BONUS



PARA 1 MOVE



PARA 1 FIRE

**BAG
THE
HUN**

THE
BLANK CARD



ALTITUDE BONUS



ZVENO 1 FIRE



ZVENO 1 MOVE



ZVENO LEADER



ALLIED JUNIOR
ACE BONUS



ALLIED TOP
ACE BONUS



ALLIED
BOGEYS

Cards for Bag the Hun: ZA RODINHU!

PRINT THESE ONTO CARD, CUT THEM OUT AND OFF YOU GO!



**SCHWARM 1
LEADER**



SCHWARM 1 MOVE



SCHWARM 1 FIRE



AXIS BOGEYS



**AXIS FORMATION
BONUS**



BAIL OUT



**SCHWARM 2
LEADER**



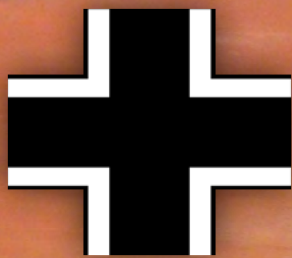
SCHWARM 2 MOVE



SCHWARM 2 FIRE



**AXIS JUNIOR ACE
BONUS**



**AXIS TOP ACE
BONUS**



TAIL GUNNERS



BOMBERS MOVE



FLAK!



FLAK BONUS!

SPARE CARDS



A Cruel Necessity

Sharp Practice

IN THE ENGLISH CIVIL WAR (1642-1651)

Ioan Davies-John

I would like to extend my thanks to the kind members of the official Sharp Practice Facebook Group, whose suggestions to improve the earlier drafts of this mini-expansion have helped improve the accuracy of it.



Introduction

The English Civil War was a series of conflicts in Britain between 1642 and 1651, between the Royalist (or Cavalier) forces loyal to King Charles I, and the Parliamentary (or Roundhead) forces looking to overthrow him.

This war, labelled as a crucial moment in Britain's shift from monarchy to democracy, ended in a Parliamentary victory and eventually the beheading of the King, called by Oliver Cromwell "A Cruel Necessity".

This Mini-Expansion for Sharp Practice allows you to recreate battles in this brutal war, in which the pike and the musket were used in equal measure.

If you want to succeed, don't expect to stick too closely to your usual strategy - you can't rely on firepower alone when your guns take even longer to reload!

While I try my best to keep this expansion accurate, it was not made specifically for historical accuracy. It was made for fun, and out of and love for the Sharp Practice rules set. The small-scale nature of this Civil War's battles, and the "large skirmishes" that Sharp Practice lets you play are a match made in heaven!

I hope you have as much fun playing with these rules as I have had writing them!

Ioan "R-Cat" Davies-John
 Twitter: @AmazingRCat

Weapons of the English Civil War

Table 1
Handheld Ranged Weapons

	Shots	Reload Actions	0-6	6-12	12-18	18-24
Pistol	1	1	Effective	Long	-	-
Two Pistols*	1 or 2	Same as Shots	Effective	Long	-	-
Matchlock* Musket	1	2	Close	Effective	Long	Long
Firelock Musket	1	1	Close	Effective	Long	Long
Dragoon's Musket	1	1	Close	Effective	-	-

RANGED WEAPONS

The above table contains five common types of handguns used during the English Civil War.

To keep things simple, Artillery follows the same rules as they normally would.

*Two Pistols and Matchlock weapons also grant their users a Characteristic of the same name.

NEW FISTICUFFS RULES

Pikes (Characteristic)

In Fisticuffs, Pike Groups have as many base dice as Clans, and are considered one tier of Group Quality above their *actual* Group Quality.

Also, **only** Pike Groups may provide Support in Fisticuffs (+3D6 for every group above 50% Strength).

Anywhere else, they are whatever type of unit they would be without Pikes. Pike Groups must

be in a Formation to use the bonuses granted by Pikes.

Also, Pikes may enter formations with other units. A group of Pikes would often enter Line formations with two groups of Musketeers. The order from left to right would be Musket-Pike-Musket.



Wot, No Bayonets?

Until 1678, all Bayonets were “plug” Bayonets, which stopped the guns they were attached to from being able to fire. For this reason, no Groups are penalised in Fisticuffs for not having Bayonets.

RANDOM FIRING EVENTS

Due to how different things are in the English Civil War to the eras associated with Sharp Practice’s core rules (1700-1865), the Random Events produced by drawing three Command Cards in a row have changed slightly.

When an 8 is rolled for Firing Random Events, instead of “*Three Rounds a Bloody Minute!*”, use “*Anyone Got a Match?*”.

8 - “*Anyone Got a Match?*”

If the Group in the Random Event has the Matchlock Characteristic, or has Pistols, their weapons are unloaded.

On top of that, they must spend an additional action replacing the match in their guns. Until they do, halve the amount of dice they fire with.

If the Group does not have such characteristics, roll again on the table.

Other Rules

Groups with ranged weapons do not lose 2D6 for fighting while unloaded. Instead, they gain 2D6 for fighting while loaded.

It’s safe to assume that all Leaders and Groups not armed with Pikes have swords or rapiers. These have no additional effect.

UNIT TYPES

Here is a new unit type for the English Civil War, to resemble the weak, less organised Dragoons found on a battlefield during that era.

Irregular Dragoons

Irregular Dragoons are the same as Dragoons in many aspects, however they operate differently on horseback, for the worse.

When on a horse, Groups of Irregular Dragoons:

- Have the “Weedy Coves” Characteristic.
- May not open fire.
- Are considered a Militia for purposes of Group Quality in Fisticuffs.

On foot, they are considered Skirmishers, and do not have any of the above modifiers unless their statistics specifically say that they do (i.e. if they have Weedy Coves separately).

CHARACTERISTICS

Here are some new Characteristics for Groups, Covering additional abilities they may have in the English Civil War.

- **Pikes:** See the new Fisticuffs Rules.
- **Two Pistols:** When firing with Two Pistols, you may choose whether the weapon's Shots will be 1 or 2. This weapon's Reload Actions matches the number of Shots previously fired.
- **Matchlock:** Groups of models armed with Matchlock Muskets may choose to only spend one Action Reloading (instead of 2), but for every 1 Rolled to Hit when firing afterwards, the firing Group takes 1 point of Shock.
- **Shooting Sticks:** If a Group with Shooting Sticks fires a Controlled Volley, they are treated as if they have the Good Shots Characteristic. This only works if the Group is dismounted.

TRAINED BANDS

You may notice a third "faction" in this army list, and that represents the Trained Bands of the time.

Trained Bands aren't a Faction in themselves, but are Support Units to supplement Parliamentary or Royalist Forces. Your Force Commander may not be a Leader of Trained Bands.

For more information on how Trained Bands are used, see below.

Armies of the English Civil War

TRAINED BANDS

Trained Bands are civilians trained by their county to defend it against all manner of invaders. While they referred to *external* threats, they were soon used to defend the civil war's combatants against each other.

Although individual counties will side with one party in the Civil War, both factions may have Trained Bands. If both players are using Trained Bands, indicate clearly which ones are Royalists and which aren't!

Force-Specific Characteristics

- **Trained Band:** Either faction can have Trained Bands in their Force as Support Units, but only the Defenders' Trained Bands may consider the battlefield within their home territory. If there are no Defenders, a Coin Flip shall decide whose Trained Bands are fighting in their own territory.

Generic Support Limitations

Trained Bands units may only equip the following Generic Supports:

- Physics (1 point each)
- Holy Men (1 point each)
- Musicians (1 point each)
- Colour Parties (3 points each)
- Leaders* (3 points each per Status Level)

*A Trained Bands Leader may not be of a Status higher than III.

Trained Bands

Trained Band of Pikes					Type	Conscripts and Volunteers
Points Value	4	Weapon	Pike		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	-	-	Trained Band, Pike, Hearth & Home

Trained Band of Muskets					Type	Conscripts and Volunteers
Points Value	4	Weapon	Matchlock Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	No	No	-	-	-	Trained Band, Matchlock, Hearth & Home



TOO FAT Lardies

playing the period, not the rules

ROYALIST FORCES

Recommended Detachments

The Dutch-Style Cavalry Strategy (below) is made to resemble a style of fighting used by Prince Rupert of the Rhine, who was inspired by the Dutch army strategy of moving Cavalry quickly into enemy lines and stopping before impact to fire volleys. This was a popular early war tactic.

Dutch-Style Cavalry	
Leader, Status II	
Leader, Status I	
Leader, Status I	
4 Groups of 8 Harquebusiers, Two Pistols	
Total: 60 Points	

The following is a typical Pike-and-Shot Infantry Detachment used by both factions in the war, adapted for the Royalists.

It has been built without Cavalry, so you can add it yourself, should you feel you need it, and if the Points Limit of your game allows it.

Pike-and-Shot Infantry	
Leader, Status III	
2 Groups of 8 Musketeers, Muskets	
1 Group of 8 Pikemen, Pikes	
Leader, Status III	
2 Groups of 8 Musketeers, Muskets	
1 Group of 8 Pikemen, Pikes	
Total: 54 Points	

Selecting Support Units

A Royalist player may select units from his own list below or he may select some or all his Support Units from the Trained Bands list.

Royalist Forces

Royalist Pikemen					Type	Conscripts & Volunteers
Points Value	6	Weapon	Pike		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	2	2	Pike

Royalist Musketeers in Line					Type	Conscripts & Volunteers
Points Value	6	Weapon	Matchlock Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	2	2	3	Matchlock, Shooting Sticks

Royalist Musketeer Skirmishers					Type	Skirmishers
Points Value	8	Weapon	Matchlock Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	-	2	-	Matchlock

Royalist Firelocks					Type	Light Infantry
Points Value	12	Weapon	Firelock Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	-	2	-	Aggressive

Royalist Guards Infantry					Type	Elites
Points Value	12	Weapon	Firelock Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	2	2	2	Aggressive, Shooting Sticks

Royalist Harquebusiers					Type	Impact Cavalry
Points Value	12	Weapon	Two Pistols		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	-	2	2	Two Pistols, Tally Ho!

Royalist Dragoons					Type	Irregular Dragoons
Points Value	9	Weapon	Dragoon's Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	-	2	-	

Royalist Artillery					Type	Artillery
Points Value	10/11/14	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	-	-	-	

PARLIAMENTARIAN FORCES

Recommended Detachments

The following list is built for users of the New Model Army, a Parliamentarian army from 1645 onwards.

New Model Strategy (1645 on)
Leader, Status III 2 Groups of 8 New Model Musketeers, Muskets 1 Group of 8 New Model Pikemen, Pikes
Leader, Status II 2 Groups of 8 Harquebusiers, Two Pistols
Leader, Status I 1 Group of 8 Dragoons, Muskets
Total: 79 Points

The following is a typical Pike-and-Shot Infantry Detachment used by both factions in the war, adapted for the Parliamentarians.

It has been built without Cavalry, so you can add it yourself, should you feel you need it, and if the Points Limit of your game allows it.

Pike-and-Shot Infantry
Leader, Status III 2 Groups of 8 Musketeers, Muskets 1 Group of 8 Pikemen, Pikes
Leader, Status III 2 Groups of 8 Musketeers, Muskets 1 Group of 8 Pikemen, Pikes
Total: 54/66 Points*

*The first number is for Parliamentarian troops *before* 1645, the second is for their New Model variants from 1645 onwards.

Force-Specific Characteristics

- **Fire Before Contact:** When an attack is combined with two Command Cards, each man in the Group about to make contact discharges his firearm in the face of the enemy. On the roll of a 4, 5 or 6 they will inflict one point of Shock on the enemy Groups they are about to contact. Fisticuffs is now fought immediately.
- **Discipline:** A Group with Discipline in Fisticuffs will ignore Defeated by One and Defeated by Two results, fighting another round in Fisticuffs immediately

Selecting Support Units

A Royalist player may select units from his own list below or he may select some or all his Support Units from the Trained Bands list.



Parliamentarian Forces

Parliamentarian Pikemen (until 1644)					Type	Conscripts & Volunteers
Points Value	6	Weapon	Pike		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	2	2	Pike

Parliamentarian Musketeers in Line (until 1644)					Type	Conscripts & Volunteers
Points Value	6	Weapon	Matchlock Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	2	2	3	Matchlock, Shooting Sticks

Parliamentarian Musketeer Skirmishers (until 1644)					Type	Skirmishers
Points Value	8	Weapon	Matchlock Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	-	2	-	Matchlock

Parliamentarian Harquebusiers (until 1644)					Type	Impact Cavalry
Points Value	14	Weapon	Two Pistols		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	-	2	2	Two Pistols, Fire Before Contact

Parliamentarian Pikemen (1645 on)					Type	Conscripts & Volunteers
Points Value	8	Weapon	Pike		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	2	2	Pike, Discipline, Aggressive

Parliamentarian New Model Musketeers in Line (1645 on)					Type	Conscripts & Volunteers
Points Value	8	Weapon	Matchlock Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	2	2	3	Matchlock, Discipline, Aggressive, Shooting Sticks

Parliamentarian New Model Musketeer Skirmishers (1645 on)					Type	Skirmishers
Points Value	10	Weapon	Matchlock Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Yes	Yes	No	-	2	-	Matchlock, Discipline, Aggressive

Parliamentarian New Model Elite Cavalry* (1645 on)					Type	Impact Cavalry
Points Value	16	Weapon	Two Pistols		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	-	2	2	Two Pistols, Fire Before Contact, Discipline, Aggressive

Parliamentarian Harquebusiers					Type	Impact Cavalry
Points Value	14	Weapon	Two Pistols		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	-	2	2	Two Pistols, Fire Before Contact

Parliamentarian Dragoons					Type	Irregular Dragoons
Points Value	9	Weapon	Draagoon's Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	-	2	-	

Parliamentarian Artillery					Type	Artillery
Points Value	10/11/14	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No	No	No	-	-	-	

*This refers to high-experience Parliamentarian Cavalry units such as the Eastern Association Horse, also referred to as "*Cromwell's Ironsides*".

The Great Raid

even more pirate scenarios for

Sharp Practice

by

Chris Stoesen



Background - Part One

The governor of Playo de Mayo has been doing his job too well. Several pirate gangs have met in secret to determine the best way to deal with the threat. El Barto Negro has just recently driven off a Spanish attack on his flagship. He is looking for revenge. He is joined by the French Freebooter Gabriel Aristied. Together, along with some lesser pirates they have formed a pact to attack the fortress at Playo De Mayo and end the governor's reign of terror.

El Barto Negro will attack from the land. He will lead a force of pirates against the town while Captain Aristied attacks from the sea. This scenario is the landward attack.

Pirate Forces

You have crews from a number of pirate gangs under your command. You have been tasked with an assault on the town of Playo de Mayo and to attempt to breach the fortress gate. You and your men have been landed some distance from the town. You have proceeded overland and are ready to begin your assault. One of the captains is manning a swivel gun that they have fashioned a land mount for to support your attack.

Your Forces:

El Barto Negro - Level III Big Man - Force Commander

Lieutenant Renee Dupree - Level II Big man

3 groups of 12 pirates - ½ musket armed, ½ melee weapon armed (Irregular/Militia)

Crew of the Sloop De' Jour

Captain Ernesto - Level I Big Man

2 groups of 12 pirates - ½ musket armed, ½ melee weapon armed (Irregular/Militia)

Crew of the Pinnacle Envy

Captain Beavor - Level I Big Man

1 groups of 12 pirates - ½ musket armed, ½ melee weapon armed (Irregular/Militia)

Crew of the Cutter Naughty Lass

Captain Rex - Level 1 big man

1 Swivel gun with five crew and a cart

Spanish Garrison

The Spanish Garrison has been idle as of late. The numerous raids conducted by the governor have slowed the pirate activity in the area. Things are beginning to return to normal. Most of the regular garrison is out on raids and so the bulk of the troops are militia that is left behind with just a few of the regulars left. There are groups of civilians around who may pitch in to help.

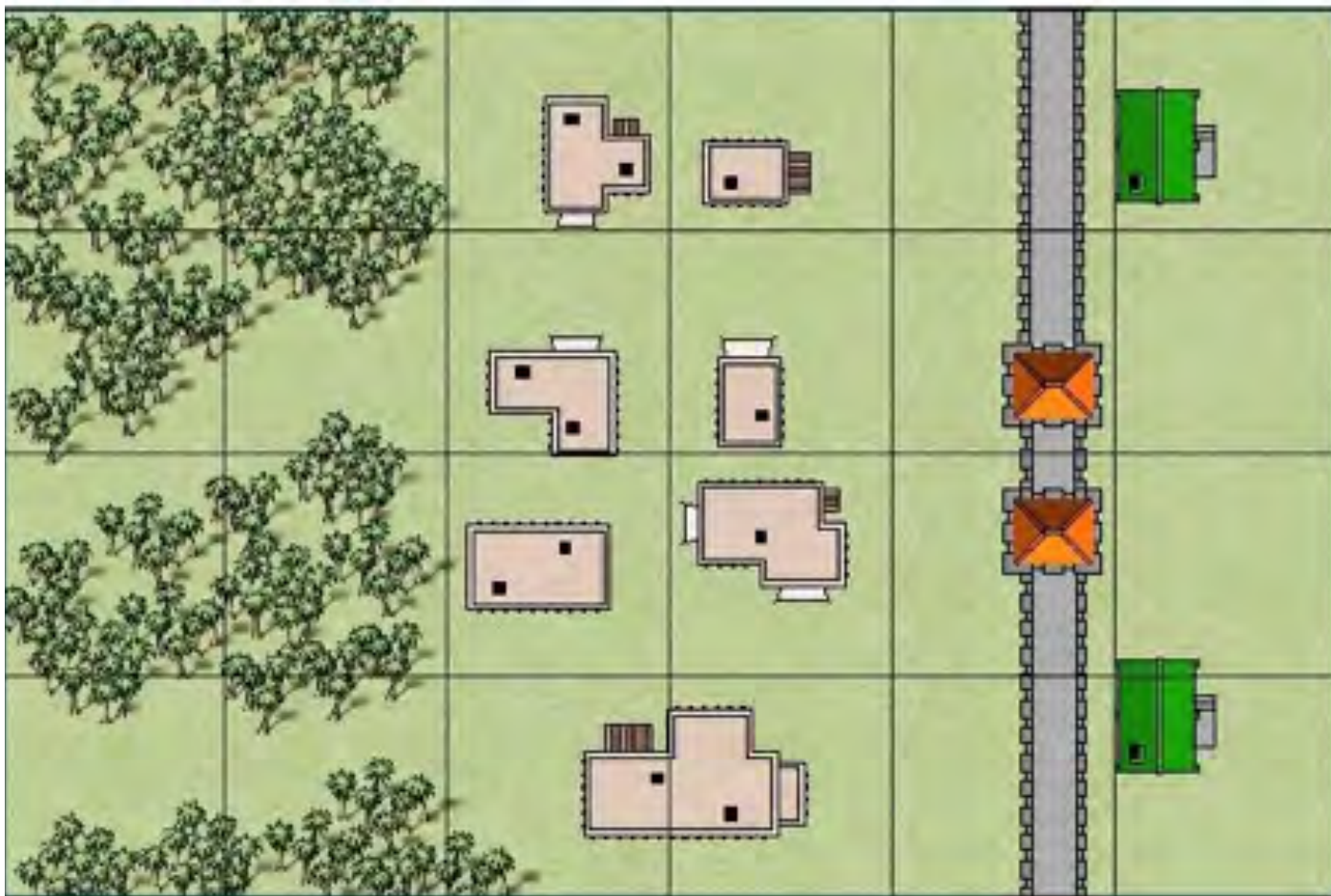
Your Forces:

Major Menor of the Militia - Level III Big Man - Force Commander

Tenente Pablo Quixote - Level II Big Man

3 groups of 8 Militia - Musket and bayonet armed. (Conscripts & Volunteers)

Sergeant Moro - Level I Big Man



2 groups of 8 Regulars - Musket and bayonet armed
(Regular Infantry)

Reinforcements

Sergeant Pimienta - Level 1 Big man

1 Group of 8 Militia - Musket and bayonet armed.
(Conscripts & Volunteers)

Map

The map is of the fortifications on the landward side of Playo del Mayo. There are two paths through the jungle that lead to the town and the fort that converge on the open gate to the fort. The buildings are all one to two story stone buildings. These are the homes and businesses of the good people of the town. The two buildings on the right side of the walls are the barracks for troops. These are the two jump off points for the Spanish. The Pirates may enter from either path on the left hand side of the map.

Cards

At the start of the scenario, the blank card will serve for the sentry. Once activate, The Pirates may deploy their forces from the buildings or Jungle deployment point.



The following cards/chips will be available:

Spanish navy Cards	Pirate Cards	General Cards
Leaders 1 - 4	Leaders 1 - 5	Tiffin
5 Command Cards	6 Command Cards	Blank Card

Umpire Notes

The citizens of the town are in their houses for the siesta. On the draw of the blank card, roll 2d6. On a roll of 12 or above, a single group of 12 armed townspeople come out of the buildings and attack the nearest pirate group. They are armed with melee weapons but do not gain the pirate/sailor advantages in close combat. The Spanish must secure the gate from the pirates. They can drop the portcullis on a task roll of 22. It has been open for so long, it is rusty. Remember that the pirates have a tendency to loot things.

Victory Conditions

The pirates must get at least one group through the gates and off the board to the right to win. If they do so, the fort will fall as it is attacked from two sides.

The Great Raid - Part Two

While El Barto Negro is attacking from the land, it is the job of Captain Gabriel Aristied to take the town from the sea. You have a small flotilla of ships to take the town with. The fort's walls are old and crumbly. They have not been kept in a good state of repairs. The pirate fleet has assembled and is sending in landing parties.

In this scenario, the pirate ships are standing off and firing at the fort. While doing so, they are sending in longboats filled with pirates.

Pirate Forces

Arrgg! It's time to sack the town. Captain Gabriel Aristied will be leading the landing parties. He has left his second in command, Lieutenant Jean Guillaume to command the ships of the fleet. Your ships are attacking across a broad front so only four ships are available for the section where the landing parties will be sent in.

Your Forces:

Brigantine Dirty Deeds - 10 guns (medium) - Strength 45

Pinnacle Envy - Six guns (light) - Strength 20

Cutter Naughty Lass - 10 guns (light) - Strength 30

Sloop De' Jour - 8 guns (medium) - Strength 35

These ships are engaged at attacking the fort. Only one broadside can fire at a time (this is half of the ship's guns).

The Pirates will have the following landing party available to them.

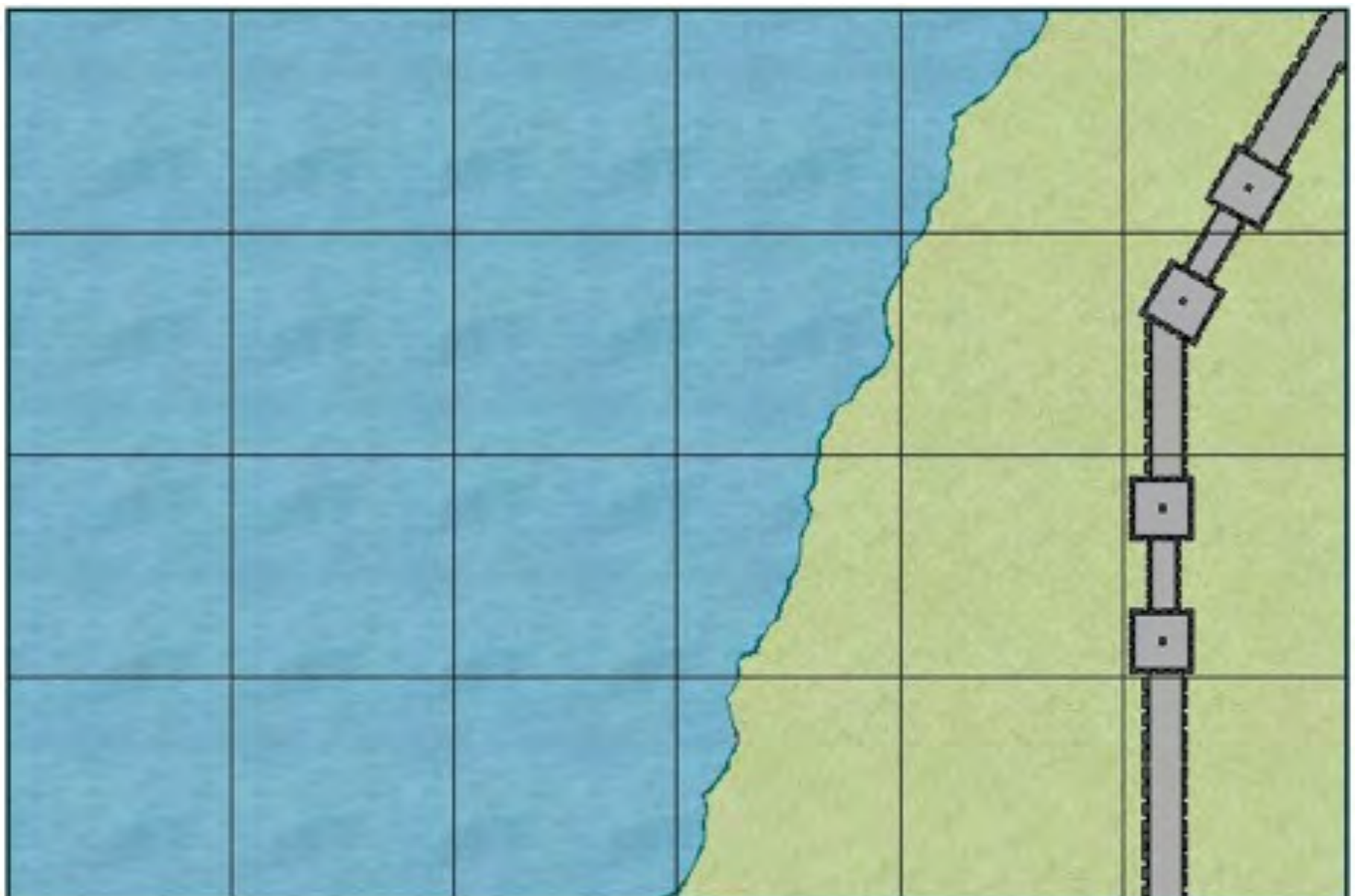
Captain Gabriel Aristied - Level IV Big Man

Two Longboats with 12 crew of Pirates Each - Melee Weapon Armed. (Irregular/Militia)

Lieutenant Pierre Quint -
One Longboat with 12 crew of Pirates - Musket armed (Irregular/Militia)

Lieutenant Jan Voorhes - Level I Big man
One Longboat with 12 crew of Pirates - ½ Melee weapons, ½ Musket armed (Irregular/Militia)

Note: The longboats may sail under the broadsides of the Pirate Ships. The Pirate ships must not fire on a wall section that their crews are within 12" of or they will risk hitting their own crews.



Spanish Garrison

The pirates are attacking. You have sighted a number of enemy ships on the horizon. They are coming in to attack the town. You have sent word to the garrison commander. He has dispatched infantry to support you. But to start with, you only have your gun crews to defend against these rascals.

Your Forces:

Colonelo Fernando Valenzuela - Level IV Big Man - Force Commander

Tenente Pedro Maron - Level II Big Man - Artillery Commander

Four Heavy Guns with 5 crew each.

Capitan Alonzo Peron - Level II Big Man - Infantry Commander

2 groups of Infantry - Musket and Bayonet Armed (Regulars)

Note, The entire right edge of the table is a jump off point for the infantry. The gun crews are already at their posts. The force and artillery commanders are already on the wall.

Map

The towers represent the gun emplacements on the walls. The shore gently slopes up to the wall.

Cards

The following cards/chips will be available:

Spanish Navy Cards	Pirate Cards	General Cards
Leaders 1 - 3	Leaders 1 - 3	Tiffin
5 Command Cards	4 Command Cards	
	4 Ship Cards	

Umpire Notes

This scenario is an attack on a fort. The fort features four gun emplacements. These are heavy guns. The guns may not fire at anything that is within 16 inches of the walls. There is one gun at each tower. Each section of the wall or towers should be handled as a separate building. The Pirates must declare what section they are firing at before firing the broadside.

If the Pirates kept Dona Elise de Montecabo, she has revealed that one of the sections of wall is in disrepair. It will only have half of the strength points of the other pieces. If the Spanish rescued Dona Elise then the wall sections are at full strength. The Umpire may use their discretion to choose which wall or tower is the weakened one. The walls and towers start with a strength of 50. It is not necessary to have the large pirate ships on the table. They can be said to be off table. Each pirate ship fires by broadside.

The pirates may deploy their longboats from any point along the left side of the map. Note that the pirate ships each have their own ship card. This allows them to fire or reload when their card is pulled.

Victory Conditions

The pirates must breach the walls of the fort and exit one group of pirates off of the right hand side of the table. This results in a major victory and the town is looted. If the Pirates breach the walls but are unable to get troops through the breach, it is a draw. If the Spanish manage to sink one or more pirate ships and prevent the Pirates from breaching the wall, they win a major victory. A minor one if the wall is breached.





The ROUNDWOOD REPORT

Hello and welcome to the Roundwood report where, as we shiver our way through a British winter, we have a very special edition and some news which will, I hope will warm the very cockles of your hearts. This is the very last Roundwood Report; after seven long years the series will be ending. However, please don't think you'll be getting rid of me.

Time moves on and technology changes. What we wanted to do with this column was to bring the 'News of the Lard' to you in a manner which kept you in touch with what TooFatLardies were doing, what they were planning or testing and some of the issues which they felt were important and worth discussing. Over the years I think we have done a pretty reasonable job at doing just that. However, with the advent of the Lardy Oddcast the time has come for me to swap my typewriter for a microphone.

Yes, the good news is that all that we have been doing here on a bi-annual basis will now be present in the Oddcast in a semi-regular format of around once a month. I know that I find hobby podcasts to be a great way to keep myself abreast of what is happening in the hobby whilst doing painting or on a car journey, so we are looking to produce programmes of around an hour in length where we bring you very much what you'd have expected from The Roundwood Report.

First of all, we will be talking about what we are currently working on. That could be a set of rules at playtest stage, some supplements or simply what's on our paint table. Then we will address the big issue of each show, and this is where we dish up what we hope to be the real content. How rules are designed, insights into the designers' thoughts, discussion of any amendments or Errata for rule sets or answering a pertinent and stimulating question sent in by a listener. Indeed, the more ideas you send us, the more we hope that the show will be about issues you'd like to see covered. What you can be certain of is that I'll be asking the questions in the same direct and frank manner to get to the very heart of the issue. Knowing Nick and Rich, I can be pretty confident that no strings will be pulled in the answers I get.

In addition, we will be taking a wander down to the Lard Island Library where we shall be making a selection from the extensive collection there to recommend some reading to support the project we have been involved in or simply books that we think are a great read.

The great news is that the Oddcast will soon be on iTunes. The bad news is that we are still waiting for them to make that happen. For now, you can find it here:

<https://directory.libsyn.com/shows/view/id/toofatlardies>

I must warn you that as this Special goes to press we should be releasing our Christmas edition of the Oddcast which was recorded before a live audience in the heart of London's theatre-land. It was quite an experience and I am sure that it will get you in the Christmas mood. Why not check it out?

Now, before I sign off for the very last time, we need to address one big issue ourselves. Over the last few Roundwood Reports we have discussed certain aspects of TooFatLardies rule design approach. Here, I wanted to take the opportunity to round that off by talking to Richard about wargames rules in general and how he sees them going forward in the future. Richard, welcome to the show

Richard: Thank you Sidney, always a pleasure to join you.

Sidney: Over the last few Roundwood Reports, we have discussed some very specific aspects of games design. As a bit of a swan song, this being the last episode as we shift to the new Oddcast format, I thought we could round off everything neatly by discussing not just one aspect of wargames rules, but rules in general. I am interested to see what you think about where wargame rules have gone over the last ten years and where you think they will go in the next ten.

Rich: Is that all? Thanks Sidney.

Sidney: Okay, I know it's a big question, but let's look back first of all. How do you reflect on the last seven years?

Rich: I think in general terms you can say it's been a period of change in the hobby. For me the big change seems to have been that we have moved from a point where we consider ourselves to be wargamers to where we are now which is just gamers. I think that is not just some politically correct dropping of the word 'war' but it is actually the case that if you visit wargames clubs, you will increasingly see other games on offer, many of them board or card games which have very little to do with war. In fact, when you visit wargames

clubs, you will often find that they are now called game clubs.

Sidney: That is interesting. What do you think has sparked that?

Rich: To me it looks like the ultimate logical step in the way game design is going. If you look back at the classic military board game days of Avalon Hill or SPI, those games used to rack up sales of 100,000 or more. Today they are a tiny specialist market with sales of 2000 being considered a real top-end achievement. Frankly I am not surprised. I did play games like that back in my younger years and they were hard work. They were not player friendly, the counters would be easily brushed aside or knocked over, the game had limited aesthetic appeal, and I am speaking as someone with a live of maps. More importantly they were an exercise in glacial gaming where you fought the entire Eastern Front over the course of weeks. This is not going to have a lasting appeal.

Wargaming, or what we seem to call "miniature wargaming" i.e. the toy soldier stuff, has had a succession of truly bloody awful high profile game disasters. As a hobby we do seem to have become somewhat obsessed with kick-starters and a number of big releases launched via this platform have had some great models and figures, but have been utterly let down by rules which have clearly been chucked in as an afterthought. Almost on the basis that the toys are all that matters and any old set of rules will do.

Indeed, if you look at wargaming with figures across the piste there has been a big swing toward simple games based on the same model which has just been rehashed and (barely) repackaged for different genres. In some influential circles we have a huge pressure for rules to be kept as simple as possible so as to present the lowest possible entry barrier.

Now combine that with the fact that the board game world, particularly in Europe, has been going through an incredible period of growth. The reason for this is that they are producing games which do not shy away from asking their gamers to accept multi-faceted and sophisticated challenges. In a nutshell, board games have been generally getting better at producing great games, wargaming has been getting worse. Much worse.

Sidney: That is very interesting. I was reading an interview recently by a chap who used to design games for WRG. He was saying that tabletop wargaming is dying and people are shifting to computers as a result of great quality 3D imagery meaning you just don't need to paint figures and can jump straight into a game.

Rich: Utter rubbish. Computer wargaming will always be with us, but it will never replace the social nature of playing games with real people. I played my first computer wargame in 1982 and I have played them ever since, on and off. Whilst FPS games produce some great graphics, they are very puerile representations of war designed for thirteen year-old boys. Strategic and big battle games are better now than they used to be, but there are certainly fewer available now than twenty years ago.

The big brake on the success of computer wargaming is that most people play them in their underwear on their own. Yes, you can send a message to your opponent if you go on-line, but that is usually limited to "Eat that scumbag" and hardly constitutes a quality discussion. With a wargame or a boardgame with friends we get the social aspect and that is normally what we really enjoy.

What the article you read was correct about is that people want a lower entry point to a game in terms of effort. That is why we see Platoon sized games like Chain of Command are now more popular than Company sized games. Less figures to paint means you get playing quicker. You can see that replicated with games like Frostgrave which need less than ten toys. Very clever and with lots of appeal.

However, once we reduce our tabletop game to eight or nine figures, what then is the difference between that and the board game with a similar number of playing pieces? Well, essentially what you'll find is that for the most part the boardgame is better designed to provide a challenging but fun experience. Board games are also easier to write rules for as they tend to have more defined playing areas than a 6' by 4' space where anything can happen. This is a classic case of one genre being done well and the other, often, being done badly.

If you have a baker in your town who makes great mince pies and another who makes truly rubbish iced buns, you'll see many, many more mince pies sold than buns. Does that make mince pies better? No, but they will still outsell the poorly made buns. Sidney: How have you responded to this change in gaming patterns?

Rich: I'm not sure we have. I do think that if you look at our most recent big releases, from Dux through Sharp Practice and Chain of Command we have been trying to introduce mechanism within the rules which are more interesting and more in tune with ideas found in boardgames. Those are very popular games and we can see that if people learn those games they really love them and get a huge amount of fun from them.

Sidney: Do you find that people are less inclined to go through a learning curve with rules now than they used to be? You mentioned smaller numbers of figures allowing easier access to games and the tendency of some companies to intentionally seek to make rules as simple as possible. Could you be flying in the face of perceived wisdom there?

Rich: It's a very pertinent point. In the last six months I have done the FAQ for both Sharp Practice and Chain of Command and it is certainly true that in the majority of situations people have simply misread what are pretty clear rules.

Now, I am in no way saying that everything is write is crystal clear. I speak to a lot of game designers and we all agree that the biggest criticism we get is when people just can't get their head around the way something works. My way of trying to deal with this is to try to be around as much as I can to answer questions and explain things in detail.

But, back to your point, yes. People do clearly want to get playing ASAP and consequently speed read the rules or try to pick them up on the hoof. But hey, we ALL do that. We want to get playing so I try to help when they get stuck.

I often think when I am faced with a huge pile of books which I need for research that it would be great if we had a USB port on the back of our heads so we just plugged the book in at night and when we woke up we'd have downloaded it. Rules should certainly be like that; just download and get playing. Sadly, they are not.

Sidney: So, what's the future?

Rich: Not a clue. I mentioned years ago that the shift from producing rules in black and white to full colour would do two things. It would make rule books look prettier. Hurrah, we all applaud that. However, it limits the number of rule sets which can ever go to print. You simply cannot publish rules on anything but what you consider to be sure-fire hits as the front end investment is so huge. One error, one set of rules that doesn't sell and it would seriously threaten to wipe out a business. If you look around at some of the rule sets launched with great fanfares recently, it is all too clear that game designers and publishers have to be very careful, they cannot produce a set of rules because they are enthusiastic about a period, which they could do in the black and white days.

Now I believe that you can still write exciting and challenging rules for those big periods and we can also cover the smaller periods in Specials. Indeed, stuff like the Boer War would never have been published outside a Special. That's a real shame. Thirty years ago, even fifteen years ago they would have been viable. So there has been a significant price to pay for getting prettier rules.

I hope that as we go forward we see some of the originality and freshness that one gets in boardgames transfer to the rule design for miniatures. Let's face it, we have brilliant ranges of figures, superb model building and terrain generally and yet the hobby chooses its best period ever to dumb down game play. It is, ultimately suicidal and wargaming will go the way of hex based gaming if we aren't careful. Simple games and overly complex games are both boring, albeit for different reasons. But the outcome will be the same.

Sidney: So what can you do to counter that potential risk?

Rich: I think that we have already taken the first steps. When you and I started wargaming we read magazines. We still do. But the younger generation coming into the hobby communicate in different ways. They are far more likely to watch a video or listen to a podcast, so we have started the Oddcast and we have also teamed up with our pals at Beasts of War to produce some videos of games

in action. We are also looking to supplement that by doing more filming at Lard Island and putting that on our YouTube channel.

I mentioned the FAQs, I think it would be great to talk through them on the Oddcast or show them on video so that people can get their head around not just what we have done, but we can talk about why we did it too.

Sidney: What troubles me about that is that your time is stretched as it is. Will that not just add more onto the work pile?

Rich: Yes, it will, but I am hoping it isn't a solo journey. We all have smart phones in our pockets, we can all make films pretty simply now, so I am hoping other will be getting involved and posting films or blogs about what we are doing.

We have seen Chain of Command get a huge boost in Australia thanks to the efforts of the Lardies down there. In the US, the HMGS convention scene was virtually Lard-Free until this year. Now the guys at Lard America have utterly changed that around and Lard is and will be a prominent part of any future shows. Indeed, I plan to be at Historicon in 2018.

Showing people how to lay a game at a show or Convention is a great way to introduce people to what on paper can appear rather dry theory. If we can all do our bit to "spread the Lard" then we will hopefully keep alive the idea that wargaming can be fun and challenging.

Sidney: Okay, so imagine this. In seven years time, you and I teleport into our wargames club house on the moon. What types of games will be on offer? What sort of people will there be there?

Rich: More women than we see today, the hobby is now attracting a more balanced crowd and I think that is great. I doubt we will see many twenty-somethings as they will all be at university, but more 30 and 40 somethings.

However, of the games on offer, probably two will be historical wargames, one Sci-fi, one fantasy and two board games about settling on a distant planet and becoming hunter-gatherers albeit with techno gadgets. Or building games such as building a hotel

empire or a protection racket in Chicago. Maybe some role playing in there as well as I think D&D style dungeon crunching will always be popular. What you'll also notice is that no game will involve more than sixty figures, most much less.

What will not have changed is the social aspect. People will still be gaming with other people and not sat in front of the PC in their Y-fronts shooting Germans. Or more likely some middle eastern terrorists.

Sidney: And you? Will, you be gathering nuts and berries and weaving a fence to keep your lambs safe?

Rich: No I bloody well won't! The only way I'd be interested in a settler of Cataan is if I was disembowelling him with my axe. My interest is in conflict and warfare. I have nothing against people playing games, but I am a died in the wool wargamer. To be fair, it isn't gratuitous violence that appeals to me, but the tactics and strategies of conflict, from the bottom to the top and that's what I will, still be doing.

Sidney: And TooFatLardies will they still be with us in 2024? What do you see yourself doing then? If you're still alive...

Rich: Thank you Sidney. I do plan to still be around. There is no doubt that Lard is here for the long haul. As to what I'll be doing? Writing rules for certain. Publishing rules with Reisswitz Press, also for certain. I hope that Reisswitz can attract the quality of game designers like Dave Brown and that we can create a really positive environment for game designers. I'd love to get that to a point where we ran wargames development conferences

that actually did develop stuff through to full rule sets, but I also see room for us to develop in other areas if we see opportunities.

What is for sure is that we will still be here and still wargaming. When I took up wargaming as a full time career, I was told by several people in the hobby that it would never be the same again. Wargaming would become work and I'd need a new hobby. Nonsense. Ten years on I am absolutely loving it.

Sidney: Political question now. What about Brexit? Do you see that changing your business? Will that be the end of the Antwerp trips?

Rich: Sidney, what I know about politics is that no matter how people scream and shout, it will never be as good as they say, but it will never be as bad as they say. Life will go on, trips to Antwerp will continue, walking battlefields on the continent will continue as before.

Sidney: Well, thanks for that insightful look to the future. All that remains is for me to fill the cup of good cheer, to thank everyone for their kind words over the past seven years and to wish everyone a very merry Christmas and a happy New Year for 2018.

This is me, Sidney Roundwood, signing out for the last time. Goodnight.

