

Part Four - Campaigns

Introduction

At some point players may want to play a campaign to recreate or fictionalise some series of movements between opposing armies that will culminate in a number of clashes or battles that will have a winning outcome for one side or the other.

To that end, here are some broad guidelines to help players organise a campaign game for their club, organisation, or group. Please feel free to change, use, or abuse these guidelines to suit your needs and wants from your game. It is, after all, up to you.

I have tried to make these guidelines fairly open for use with both the “On They Come” and “Crisis of Allegiance” sets of rules.

Basics to consider

If you are like me you will some point want to create and campaign to emulate, or try to emulate, one of the great manoeuvres and Generals of the war?

Would you like to try and be Jackson in the Valley, perform McClellan’s invasion of the Peninsula or deliver Sherman’s march to the sea.

With any campaign or recreation there must be objectives, these could be to:

- A) Capture a key Supply centre.
- B) Manoeuvre an enemy out of an area.
- C) Relieve a siege.
- D) Try to break out of defensive deadlock.
- E) Engage and destroy the enemy.
- F) Tie down large numbers of enemy troops in an area.

These are examples that you can use, you can add your own or use historical objectives. You will need to take into account things like:

- A) How many Bases you have?
- B) How many players are there available to take part?
- C) How much time do you have?
- D) How long is your campaign going to last?

It is up to you to use as much or as little of these guidelines as you wish, you may even want to ignore them and do it yourself.

Maps

You may want to stage your own campaign, use a historical example with your own flavour or recreate a historically accurate one. Maps can be of your own design using squares, areas or hexes with a scale that suits the size of the area you are going to game over and also suits your campaign objectives as players.

Whatever you choose you should consider the map scale and size of the campaign. For instance in the Valley Campaign of 1862 a scale of 10 miles per hex and one day per game turn should suffice, however for the Gettysburg campaign you may need a 20 mile per hex and two days per game turn and so on.

You should also show any terrain types: Forest, Hills, Mountain, Marsh, or Pasture. *(Please note we use hexes for the rest of the section for simplicity. Squares or areas would do just as well).*

My Valley Campaign Map

This is an example of a campaign map. I used it for a local game and it is loosely based on the Valley Campaign of 1862. I will use this campaign as an example but please remember it is my version of events and is a historical example with my own flavour. I do not claim any accuracy of scale, speed or orders of battle but it worked for us.



Weather

The weather in America is very like that of Europe and combat was not limited by a campaigning season. The Northern states were a tad cooler then the Southern states so I have opted for two tables. What states would fit into what table I here you ask?

Table 1 States

- Virginia
- North Carolina
- Tennessee
- Arkansas
- Indian Territories
- Any states geographically above this line

Table 2 States

Any states geographically below the states in the above list

Decide which season and states the campaign is likely to be in. Now before the first turn takes place we must throw a D6 against the relevant table and season to see what the weather is going to be like.

Table 1 Northern States

	Spring	Summer	Fall	Winter
1	Rain	Rain	Rain	Snow
2	Fog	Rain	Rain	Snow
3	Fine	Fine	Fog	Rain
4	Fine	Fine	Fine	Fog
5	Fine	Fine	Fine	Fine
6	Fine	Intense Heat	Fine	Fine

Table 2 Southern States

	Spring	Summer	Fall	Winter
1	Rain	Rain	Rain	Snow
2	Fog	Fine	Rain	Rain
3	Fine	Fine	Fog	Rain
4	Fine	Fine	Fine	Fog
5	Fine	Intense Heat	Fine	Fine
6	Intense Heat	Intense Heat	Fine	Fine

Throw for the weather every second campaign turn before any movement occurs by throwing a D6 against the table relevant table.

Example

The campaign in Virginia (Table 1) begins in the Spring (Column 1) we throw a D6 before the first game turn and get a 1 (Rain) therefore the weather is Rainy.

Two days later we throw another D6 before the turn commences and we get a 5 (Fine) so the rain has gone and the weather has brightened considerably to everyone's relief.

Movement

The size of your campaign will dictate what a game turn may be, it may represent from one to three days of campaign time. It may represent:

Game Turn	Scale	Game System
1	10 miles / 1 Hex (Square or Area).	On They Come
1	20 miles / 1 Hex (Square or Area).	Larger On They Come Smaller Crisis of Allegiance
1	30 miles / 1 Hex (Square or Area).	Crisis of Allegiance

The basic manoeuvre Units are for:

On They Come - Brigades and Formations

Larger On They Come - Divisions and Brigades

Smaller Crisis of Allegiance - Divisions
 Crisis of Allegiance - Corps

The rule of thumb is that to qualify as a basic manoeuvre Unit it must be commanded by a General.

Some formations may be grouped into an ad-hoc Division or Corps under a General, (or even treat each formation as a Corps and its commander as a General) for the purposes of the campaign movement.

Each CinC may have a siege train at his disposal. It must be attached to a Corps in order to move. It moves a maximum of 1 hex per day. Siege guns may not be used on the battlefield.

Examples

Jackson's Division			Example 1	Example 2	Example 3
General Jackson	CinC		Division Gen	CinC	CinC
Garnett	BG	1 st Brigade	-	Division Gen	Division Gen
Burk	COL	2 nd Brigade	-	-	Formation
Fulkerson	COL	3 rd Brigade	-	-	Formation

In this table we have several examples of how this works:

In example one Jackson is the CinC and the Division General in command of the Division and they move around as a Division on the map.

In example two Jackson is the CinC and BG Garnett is performing the function of the Division General in command of the Division, they could split the Brigades responsibility move around as separately on the map.

In example three Jackson is the CinC and BG Garnett is performing the function of the Division General in command of the Division. They are also using Colonels Burk and Fulkerson as formation leaders to move formations on the map.

Supply

Each Army should designate a City, Port or Town as a Supply Base. The Supply Base generates supplies (Tempo Points) at the daily rate:

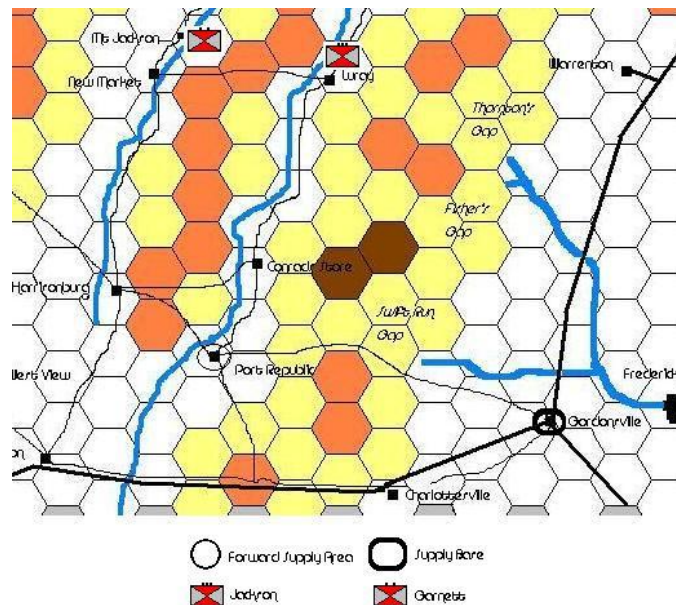
- 3 TP's for the CinC
- 2 TP's for a Commanding General
- 1 TP for the others
- Plus the score of a **D6**

During the campaign the Army may establish forward Supply Areas which help the flow of supplies to the front. The forward Supply Areas must be within 10 hexes of a Supply Base, or another forward Supply Area, if this gap is exceeded all actions cost an extra TP.

Armies are designated to in supply if they are **within** 10 hexes from a Supply Base or forward Supply Area. Troops out of supply count as Shaken.

Armies who capture a forward Supply Area can do one of two things:

- A) If it is within range of a Supply Base or forward Supply Area they use it as their own for half the cost of establishing a new one.
- B) They can destroy it, taking the supplies (up to the full amount they can retain save, see tempo).



In our example here we can see that Jackson has set-up his Supply Base in Gordonsville. If he not set-up the forward Supply Base at Port Republic both him and Garnett would be out of supply, paying more Tempo and be Shaken.

However he had the foresight, and the tempo points, to set up the forward Supply Area at Port Republic. This has allowed Jackson to advance as far as Luray, 8 hexes away and Garnett to reach Mt Jackson, 9 hexes away and both are still in supply.

Jackson is also considering building another forward Supply Base at Luray, this would allow him and Garnett can advance further up the Valley.

Tempo

Tempo bidding is carried out in the same way that as laid out in the battle rules. At the start of each move, both players will attempt to gain the initiative, allowing them to carry out campaign moves and force their opponent to respond.

The CinC then decides, in secret, how many of his available tempo points he is prepared to bid in order to gain the initiative. Minimum tempo bid is 1.

The two players then reveal their bids and the highest bidder gains the initiative and become the Tempo Player; however in the campaign game the Tempo Player may decide to either move first, or to force the his opponent to move first. Even when moving first the loser of the Tempo bidding still uses the non-tempo section of the movement table for the duration of campaign move.

Move Actions	Tempo Player	Non- Tempo Player
To move a Force 1 hex (square or area)	1	1
To move a Force 2 hexes (squares or areas)	1	2
To move a Force 3 hexes (squares or areas)	2	3
To Move a Force by Rail Up to 6 hexes (squares or areas)	3	4
To bridge a River	1	2
To bridge a Waterway	2	3
To restore a Shaken Force	2	2
To establish a new Supply Base	3	4
To establish a new Forward Supply Area	5	6
Destroy a Supply Base or forward Supply Area	1	1

Tempo point spending

It takes two campaign turns to set-up a forward Supply Area and three to set-up a new Supply Base.

To use travel by rail you must begin and end in Rail hex.

To capture or destroy Supply Bases or forward Supply Areas you must begin and end the turn in the hex.

A CinC may retain a number of supply points (TPs) equivalent to the amount generated for himself and his Generals in one campaign turn (i.e. not including the D6 score), for use in subsequent days.

Example

Jackson has one Commanding General he may stockpile supplies amounting to 5 TPs. (3 TPs for himself and 2TPs for Garnett for a total of 5TPs) for use in a later move.

Effects of weather and terrain on movement

If more than one effect occurs then it is a maximum move of one hex.

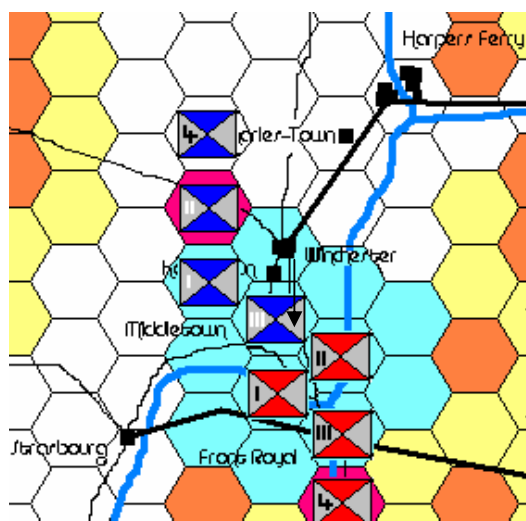
Weather	Effects on troops
Snow	All troops Shaken if they move more than 1 hex
Rain	All troops Shaken if they move more than 2 hexes
Fog	Maximum move 1 hex
Fine	No effects
Intense Heat	All troops Shaken if they move more than 1 hex
Terrain	Effects on troops
Mountain	Only traversable using marked passes
Forest	Maximum move 1 hex
City	No further movement this turn when a city is entered
Marshland	Maximum move 1 hex

Encounters with the Enemy

If a force enters a hex adjacent to one occupied by the enemy, the latter may fall back one hex, if desired by their CinC for no TP cost. If they do not fall back, a Battle is fought using the Polemos rules that most suit the scale.

Any troops in the hex adjacent to the enemy, or within one hex of the point of contact, are present at the start of the battle.

Troops within two hexes of the encounter may arrive later in the Battle.



In this example Jackson has moved all of his troops up the valley towards Winchester and stopped to rest a while. Suddenly a Union force moved into contact with his 2nd and 1st Divisions from Winchester. The Union 3rd Division troops are full of confidence and do not move back so a battle ensues.

On the Confederate side Divisions 1, 2 (adjacent) & 3 (being within one hex) are present at the start of the battle with the 4th Division (2 hexes away) arriving some time later.

On the Union side Divisions 3 (adjacent) & 1 (being within one hex) are present at the start of the battle with the 2nd Division arriving later in the battle and the 4th Division (more than 2 hexes away) are too far away to arrive on time to take part.

Campaign Battles

Setting up the battle

The battle takes place in the hex occupied by the force which has been Attacked and the war games table represents this square. E.g. the hex occupied by the confederate 2nd Division in the example on the previous page.

A defending Army would normally have time to choose the best ground to defend in the area of the battle and wait for the enemy to attack. However, it is unlikely that the terrain would be completely perfect. There may be some areas the field suited to the enemy for them to exploit. To satisfy this there is a random element to the placement of the terrain.

- First place any Built up areas or waterways on the map
- Divide the battlefield into quarters
- For each quarter of the battlefield decide the dominating terrain type: forest, hills, mountains, or pastures.
- The defending player throws a D6 for each quarter against the terrain table below

Terrain Table

	Forest	Hills	Mountain	Marsh	Pasture
1	1F	1F	1F, 1H	2Msh	1P,1H
2	2F	1H	1F, 1H	1Msh, 1R	2P
3	Nothing	2H	1H, 1M	2Msh, 1R	2P
4	1H, 2F	Nothing	2M	Nothing	2P, 1R
5	1H, 3F	2H, 1R	Nothing	1R, 1F, 1Msh	Nothing
6	1R, 3F	1H, 1R, 1F	2H, 1M	2Msh, 1H	2P, 1H

F=Forest, H=Hill, M=Mountain, Msh=Marsh, R=River, P=Pasture.

Terrain Features

On They Come		
Rivers	4BW Long	Placed on the table in the relevant quarter as desired by the defender
All other features	2BW Square	
Crisis of allegiance		
Rivers	4BW Long	Placed on the table in the relevant quarter as desired by the defender
All other features	4BW Square	

Once all terrain features are in place, the Attacker throws a **D6** per table quarter:

Die Roll	Results for OTC	Results for COA
1	No changes	No changes
2	Move one feature up to 2BW	Move one feature up to 3BW
3	Move one feature up to 3BW	Move one feature up to 4BW
4	Move two features up to 2BW or remove one feature altogether	Move two features up to 3BW or remove one feature altogether
5	Move two features up to 3BW and remove one feature altogether	Move two features up to 4BW and remove one feature altogether
6	Move all features up to 2BW or remove half of the features	Move all features up to 4BW or remove half of the features

Late Arrivals

The battle takes place in the hex occupied by the force which has been attacked and the war games table represents this square. E.g. the hex occupied by the confederate 2nd Division in the example on the previous page.

As noted in “**encounters with the enemy**” above some troops may be marching to the sound of the guns. (e.g. the Union 2nd and the Confederate 4th Divisions in the example).

From game turn three onwards; each player throws a D6 at the start of the turn for each force which is marching towards the battle. If a **6** is rolled, the head of the column arrives at the table edge and may move on to the table in the next movement phase. The CinC decides at which point on his baseline the newcomers arrive. At this point the force comes under the CinC’s command and TPs must be awarded to enable it to move.

After a Battle

After the battle is fought:

- Victorious armies remain on the battlefield for one campaign turn
- Losing armies fall back two hexes
- Both count Shaken if another encounter with the enemy take place in the following campaign turn

It is possible that troops that broke and Skedaddled from the field may return on the day following the battle.

Throw a **D6** per Unit which Skedaddled.

Morale	Result
Veterans	Require a score of 3 or more to return to the ranks
Trained	Require a score of 4 or more to return to the ranks
Raw	Require a score of 5 or more to return to the ranks

Captured troops and overrun Artillery cannot be recovered.

Quitting the field

If things are quite going to plan a CinC may decide to order troops to quit the field, rather than fight a losing battle. The order for troops to withdraw from the battle costs the same number of TPs as any other movement, but needs only be given once.

Once the order to quit the field is given, Units receiving the order will withdraw from the table at 2BW per game turn, moving during the outcomes phase. They will not rally and count as broken for Morale purposes.

Troops ordered to break in this way receive a +1 to their dice throw when testing to return to the Army after the battle.

Sieges

In order to lay sieges to a built up area, the attacker must enter an adjacent square. The besieging force must outnumber the besieged by at least three to one (i.e. have at least three times as many Units.) And have a siege train.

It will take two turns to prepare the siege. From the third turn onwards, throw a D6 per game.

Die Roll	Results
1	Siege works flooded. Call off Siege and fall back one square
2	Shortage of Siege ammunition. No D6 throw next turn
3 or 4	No effect continue Siege
5	Supplies short within fortress. Add 1 to D6 throw next turn
6	Siege is successful

Campaign Suggestions

In the “My Valley” campaign I made several additions to suit the game that I wanted to play.

I gave Jackson the ability to add an extra hex of movement to any forces he was with and so the table for Jackson looked like this:

Jackson’s Foot Cavalry Table	Tempo	Non-Tempo
To move a Force 1 or 2 hexes (squares or areas)	1	1
To move a Force 2 or 3 hexes (squares or areas)	1	2
To move a Force 3 or 4 hexes (squares or areas)	2	3

If he moved then the 4th hex then they would count Shaken

I also gave Jackson the ability to stockpile more supplies than normal amounting to double the normal rate 10 TPs. (6 TPs for himself and 4TPs for Garnett for a total of 10TPs) for use in a later moves.

I also allowed Jackson the ability to operate out of supply for short periods, however only by using this “extra” stockpile to supply his troops. If he had no stockpile normal supply rules are applied and he would count out as being out of supply.

Please feel free to tailor the guidelines to suit the game you want to play.