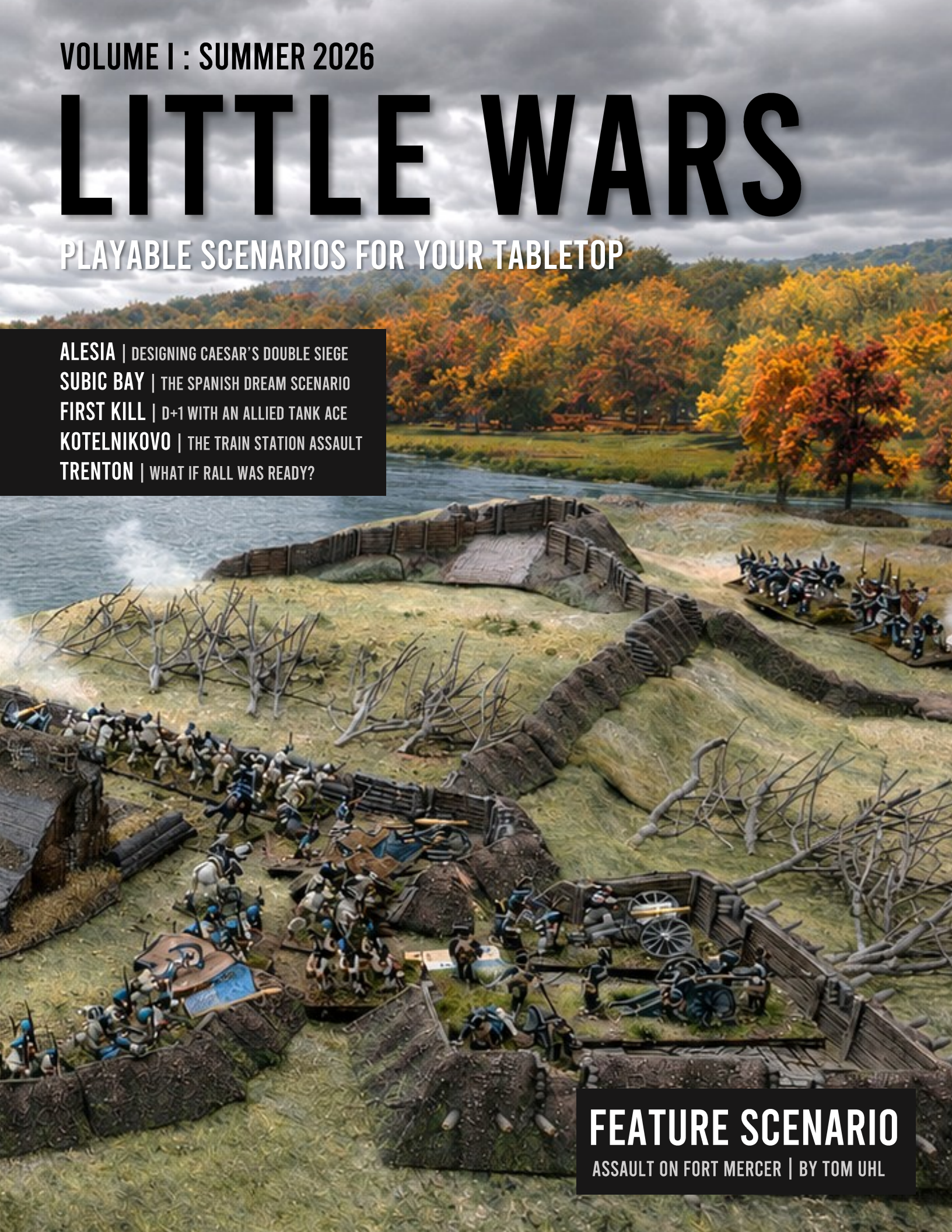
VOLUME I : SUMMER 2026

LITTLE WARS

PLAYABLE SCENARIOS FOR YOUR TABLETOP

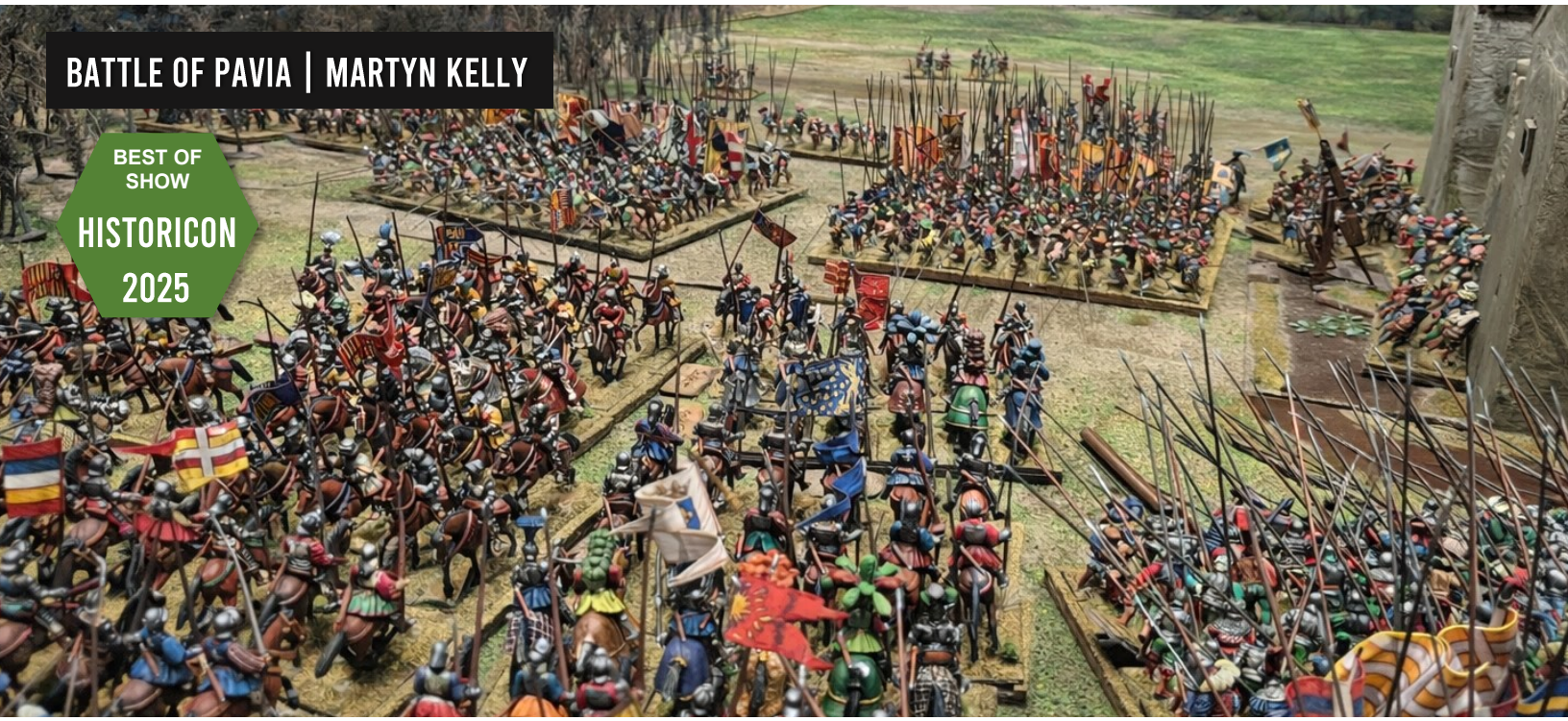
ALESIA | DESIGNING CAESAR'S DOUBLE SIEGE
SUBIC BAY | THE SPANISH DREAM SCENARIO
FIRST KILL | D+1 WITH AN ALLIED TANK ACE
KOTELNIKOVO | THE TRAIN STATION ASSAULT
TRENTON | WHAT IF RALL WAS READY?



FEATURE SCENARIO

ASSAULT ON FORT MERCER | BY TOM UHL


TEST OF HONOR | DAVID HILL
BEST OF SHOW
COLD WARS
2025


BATTLE OF PAVIA | MARTYN KELLY
BEST OF SHOW
HISTORICON
2025


'HAIL OF FIRE' TARAWA | MICHAEL POOLER
BEST OF SHOW
FALL IN!
2025
HMGS
HISTORICAL MINIATURES GAMING SOCIETY
HONORING THE BEST OF 2025

LITTLE WARS

PLAYABLE SCENARIOS FOR YOUR TABLETOP

VOLUME I | SUMMER 2026

Published by Little Wars TV
with Tom Uhl, Alex Sotheran & Jim Purky

Copy editing by Dale Bley, Turhan Buckley Elby, Andrew Frantz, Sean 'SM' Hillman, Claus Raasted & Sam Parent

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HMGS
HISTORICAL MINIATURES GAMING SOCIETY

QUARTERMASTER'S REPORT 2
Introducing the magazine and the roadmap ahead.

ASSAULT ON FORT MERCER 4
Tom Uhl shares his award-winning *Live Free or Die* AWI scenario, taking inspiration from local history.

Q&A WITH TOM UHL 10
A chat with the 2025 HMGS Game Master of the Year!

CAESAR AT ALESIA 12
Greg weighs the unique challenges representing Caesar's sprawling siege on a 6'x4' table for *Age of Hannibal*.

FIRST KILL 17
Little Wars TV revisits the first tank engagement of Sydney Radley-Walters, the top allied tank ace of World War II. Button up with *What a Tanker!* and give it a try.

SUBIC BAY 21
The Battle of Manila Bay was a disaster for the Spanish navy. But what if Admiral Patricio Montojo fought the battle he had always intended, at a very different bay?

KOTELNIKOVO 25
Little Wars TV covered Winter Storm at the operational level, so let's zoom into the platoon level with this tense *Chain of Command* scenario played by Alex Sotheran.

TRENTON TIDINGS 30
Refight Washington's miracle victory at Trenton with the newest edition of Jim Purky's free, fast-play *Fife & Drum* convention rules.

PARTING SHOT 33
One page left? No problem! How about one last throw of the dice with a compact, one-page scenario?

28mm *Prussian officer, painted by Tom Uhl*

Opposite Page: 2025 HMGS "Best of Show" Winners

QUARTERMASTER'S REPORT

Welcome to the first issue of **Little Wars**, a wargame scenario magazine published and edited by the gang at Little Wars TV. We've ambitiously christened this Volume I of what could become an annual tradition.

From the earliest days of our YouTube channel eight years ago, we've given away as many scenarios as possible for the games we play. These have proven startlingly popular. We are often asked for more of everything—more videos, more scenarios, more rule reviews. But the loudest and most persistent calls have been from viewers who prefer **written** content they can pair with videos. Like you, we recognize the lasting appeal of the written word.

Last year we resolved to start compiling future scenarios for a free online magazine reminiscent of the glossy print magazines gamers love. And if there's one thing wargamers love more than free scenarios, it's great-looking miniature eye-candy to inspire and excite them for their next project! **Little Wars** aspires to do both. We want to supply some new scenarios, presented (whenever possible) in a rules agnostic manner, so you can adapt them to your own preferred game systems. We also want those scenarios to be eye-catching and fun to flip through.

Our concept for this project happily coincided with a desire from the Historical Miniatures Gaming Society to offer a tangible perk for dues-paying members. Thanks to HMGS, the first issue of **Little Wars** is a full color, glossy print edition for members attending Historicon 2026!

We made the decision from the outset that we would not "theme" our issues. This magazine, like our YouTube channel, aims to offer a variety of historical topics in a variety of game scales. That's why you'll find both skirmish scenarios, naval battles, and classic "big battle" scenarios in our inaugural issue.

Of course, we'd be remiss not to acknowledge this summer as the 250th anniversary of American independence! Our cover feature is the Hessian assault against Fort Mercer. We wanted to spotlight Tom Uhl's AWI scenario for a second reason, as well. Tom is not a member of our club. He and his friends have their own club, the Del Val Gamers, in the Philadelphia suburbs. While Little Wars TV is doing the leg work pulling this publication together, we aspire to collaborate with a wider community of gamers. Tom is not the only guest contributor, either! We are thrilled to share scenarios from *Storm of Steel's* own Alex Sotheran and award-winning GM Jim Purky of *Fife & Drum* renown.

As you flip through the pages of this issue, there are no "articles" in the traditional magazine sense. We offer no reviews, tutorials, or hobby news. **Little Wars** is a scenario magazine. It's a deliberate choice on our part. If you enjoy this scenario-driven format and want to submit your own, you know where to find us! YouTube, Facebook, Instagram, Twitter, or email us at littlewarstv@gmail.com with your scenario notes. Let's talk about Volume II!

Our thanks to HMGS for the print collaboration and staging another awesome Historicon. Come find us and say hi!

— *Little Wars TV*

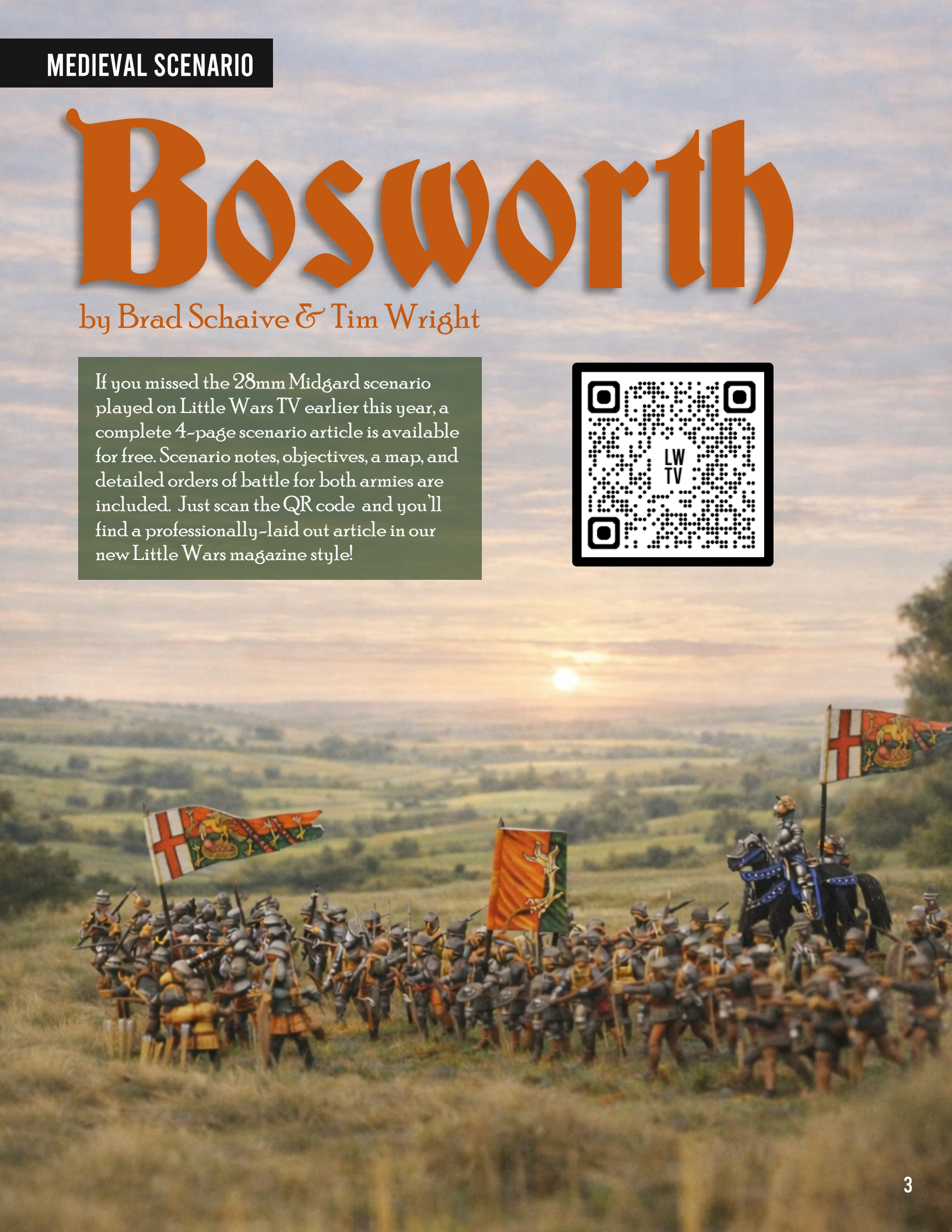


Bosworth

by Brad Schaive & Tim Wright

If you missed the 28mm Midgard scenario played on Little Wars TV earlier this year, a complete 4-page scenario article is available for free. Scenario notes, objectives, a map, and detailed orders of battle for both armies are included. Just scan the QR code and you'll find a professionally-laid out article in our new Little Wars magazine style!

LW TV



Assault on Fort Mercer

THE 2025 HMGS GAME MASTER OF THE YEAR, TOM UHL, SHARES ONE OF HIS AWARD-WINNING SCENARIOS FROM LAST YEAR'S CONVENTION CIRCUIT. IT'S A BIT OF LOCAL HISTORY FROM HIS OWN BACKYARD IN THE DELAWARE VALLEY.



PHILADELPHIA, 1777

Unable to defend the American capital and defeated by Howe in multiple engagements, Washington's Continentals blockaded the Delaware River south of the city. They built two earthen forts—Fort Mercer along the New Jersey shore and Fort Mifflin on a river island. An ad hoc collection of converted civilian craft and sloops prowled the river.

British countermoves opened in earnest in October, by which time the blockade was having a greater effect than Howe would have cared to admit. His 15,000 men were on half rations. To reopen the Delaware River, he dispatched a force to lay siege to Fort Mifflin and bombard the island. Meanwhile, the 1,800-man Hessian brigade of Colonel Carl von Donop ferried across to the New Jersey side of the river. He expressly asked General Howe for the honor of the command. His brigade surrounded Fort Mercer and demanded a surrender. No quarter would be given. Though outnumbered 3-to-1, Colonel Christopher Greene gave his answer:

"WE ASK NO QUARTER, NOR WILL WE GIVE ANY."

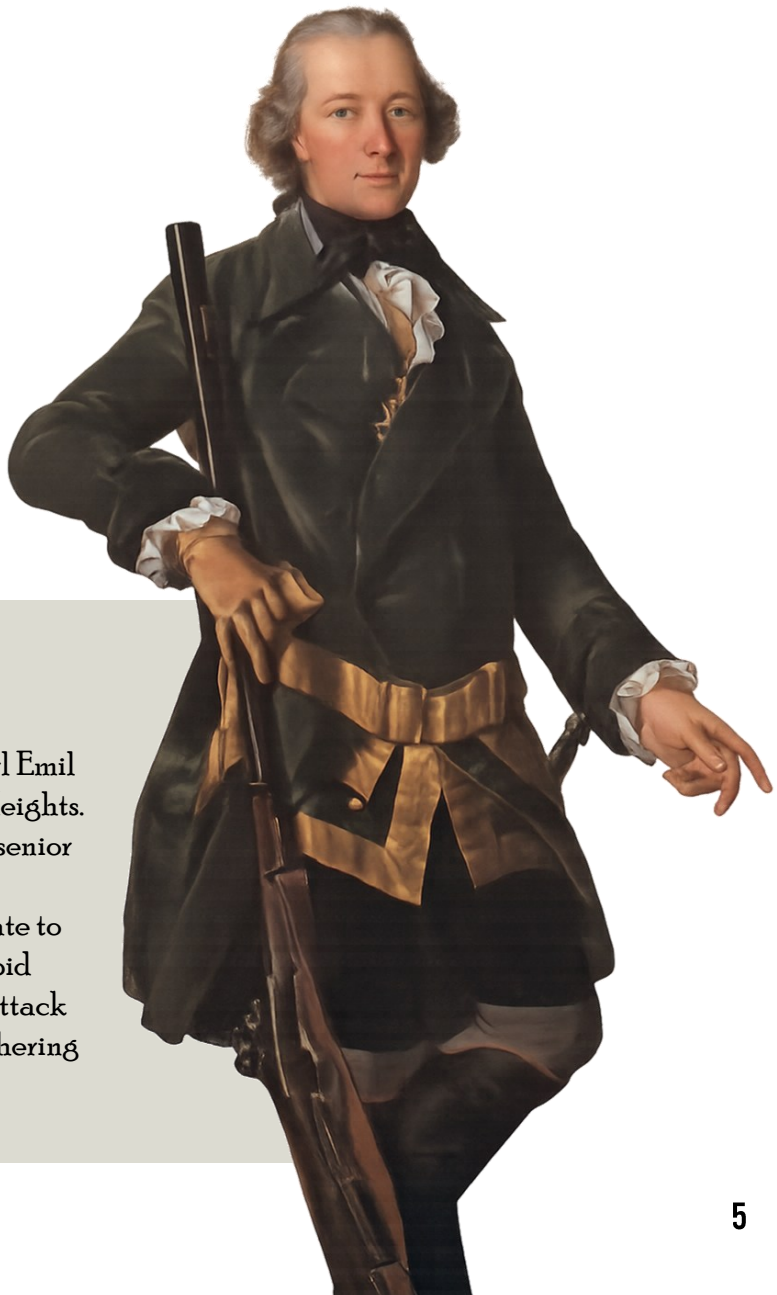
Despite a numerical advantage, von Donop had overplayed his hand. The fort sported fourteen cannon, including 18-lb heavy guns. A thick ring of felled trees and sharpened abatis protected the approach to nine-foot tall earth walls. Perched tight along the river, it could only be attacked from three sides. A Polish engineer helped Greene construct the formidable defenses. The Hessians called it "Red Bank" due to reddish dirt.

For a commander as experienced as von Donop, it is curious that his brigade brought neither sappers, nor engineers, nor ladders. With limited preparations, he resolved to attack at once and storm the earthwork by the bayonet and sheer force of will.

Though he lacked heavy artillery, von Donop had been told by Howe that a British naval squadron would support his assault by sailing upriver from the south. It is unclear whether the Hessians realized that two ships of this squadron had already run aground the day before and no naval support would be forthcoming.

"EITHER THAT WILL BE FORT DONOP, OR I SHALL BE DEAD."

Col. Carl von Donop



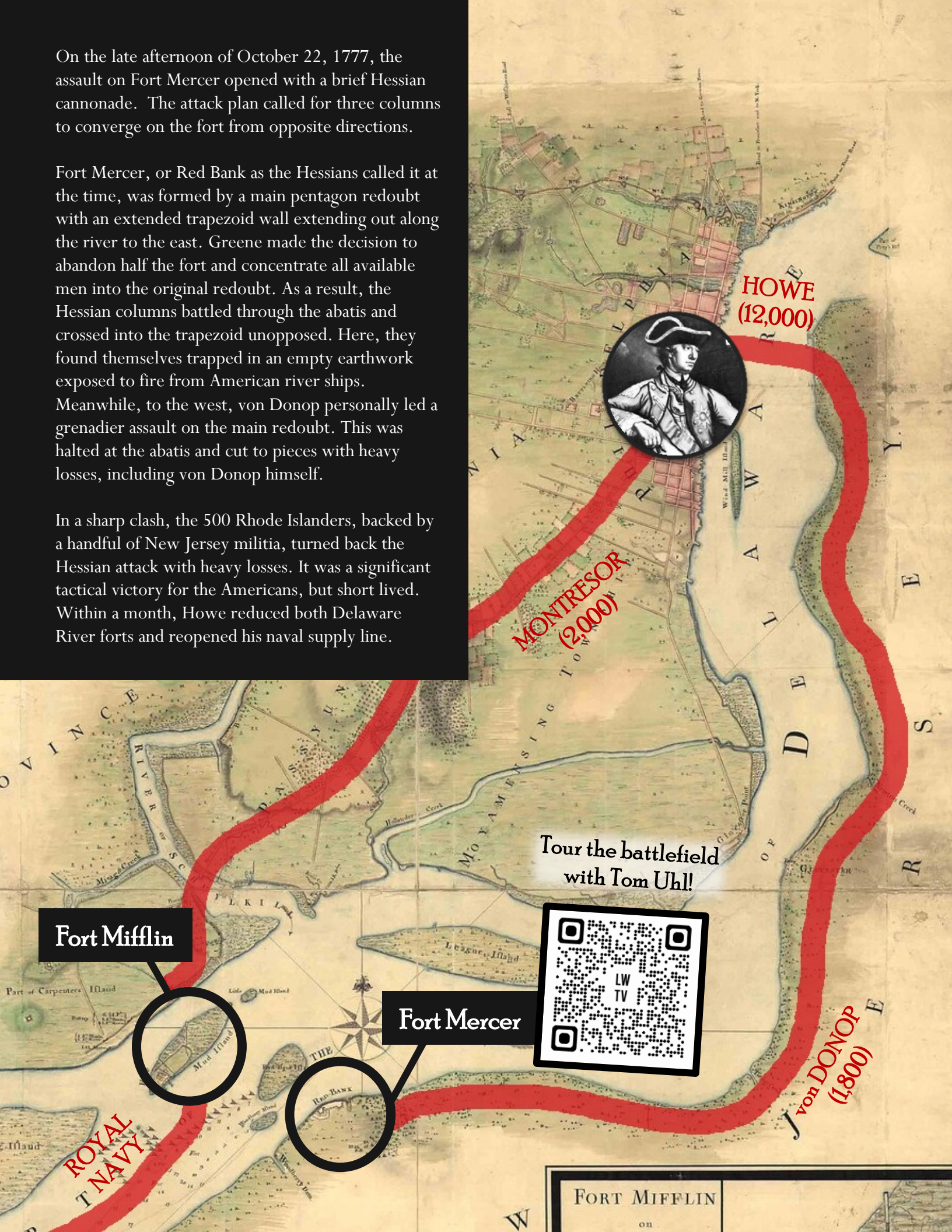
CARL von DONOP

A Hessian aristocrat and life-long soldier, Count Carl Emil Ulrich von Donop distinguished himself at Harlem Heights. Unfortunately for his reputation, von Donop was the senior officer on the scene in southern New Jersey when Washington crossed the Delaware. His troops were late to reach Trenton and allowed the rebels to escape. In a bid to restore his reputation, he volunteered to lead the attack on Fort Mercer and was mortally wounded under withering American fire. He was buried on the battlefield.

On the late afternoon of October 22, 1777, the assault on Fort Mercer opened with a brief Hessian cannonade. The attack plan called for three columns to converge on the fort from opposite directions.

Fort Mercer, or Red Bank as the Hessians called it at the time, was formed by a main pentagon redoubt with an extended trapezoid wall extending out along the river to the east. Greene made the decision to abandon half the fort and concentrate all available men into the original redoubt. As a result, the Hessian columns battled through the abatis and crossed into the trapezoid unopposed. Here, they found themselves trapped in an empty earthwork exposed to fire from American river ships. Meanwhile, to the west, von Donop personally led a grenadier assault on the main redoubt. This was halted at the abatis and cut to pieces with heavy losses, including von Donop himself.

In a sharp clash, the 500 Rhode Islanders, backed by a handful of New Jersey militia, turned back the Hessian attack with heavy losses. It was a significant tactical victory for the Americans, but short lived. Within a month, Howe reduced both Delaware River forts and reopened his naval supply line.



SCENARIO DESIGN

Fort Mercer is a small but decisive engagement. It's well suited for two players with a low figure requirement. There is a high proportion of artillery and ideally you also want some small ships in the river. If you don't have any in your collection, you can treat the ships as "off table" American batteries and represent them abstractly. This scenario was run using a modified version of *Live Free or Die*, but the notes and orders of battle in this article should allow for easy conversion to other systems like *British Grenadier* or *Rebels & Patriots*.

The most notable requirement to play the Battle of Fort Mercer is, well…Fort Mercer. Fortunately, as a dirt fort with felled trees, it's not difficult to scratch build with basic hobby materials. If you study the scenario map, you'll see the fort has two primary features: (1) The main redoubt ringed by felled trees; and (2) an outer rampart extending east along the river. As you lay out your version of this table, it is important to ensure the outer edge of the abatis (felled trees) should be just within range of the defender musketry from the redoubt. That abatis proved to be a major obstacle for the ill-equipped Hessian attackers, who had not brought forward tools to clear the mess of trees.

OBJECTIVES

The game begins at 4pm and lasts six turns. If a Hessian unit reaches the American flag at the center of the main redoubt, the Hessians win. Any other outcome is an American victory. Historically, the attack is repulsed with ~350 Hessian casualties (8 bases), plus both Hessian commanders.

THE RIVER FLEET

The British fleet never made it upriver to support the Hessian attack. Instead, a motley collection of American gunboats fired enfilading fire against von Donop's column as it entered the fort.

To represent the uncertain nature of the American naval presence, roll 1d3 at the start of each turn. This number of American river boats are active. A boat operates as offshore heavy artillery battery. It may reposition up to 6" along the river without penalty each turn. The guns are rated as "Field" because recent archeological evidence confirms they were firing chain shot!



AMERICAN ORDER OF BATTLE



Col. Christopher Greene	(1 Leader)	
VARNUM'S BRIGADE		
1st Rhode Island Regt	**2nd Class**	(250 men; 5 bases)
2nd Rhode Island Regt	**3rd Class**	(300 men; 6 bases)
4-lbers	**2nd Class**	(4 pieces; 2 Light guns)
Lt. Col. Olney	(1 Lieutenant)	
New Jersey Militia	**4th Class**	(200 men; 4 bases)
6-lber	**2nd Class**	(2 pieces; 1 Field gun)
18-lb River Batteries	**3rd Class**	(6 pieces; 2 Fortress guns)
River Fleet (See Special Rule)	**3rd Class**	(d3 Field guns)



HESSIAN ORDER OF BATTLE



Col. Carl von Donop	(1 Leader)	
Lt. Col. Friedrich Von Minnegrode	(1 Lieutenant)	
Von LINSING BRIGADE		
von Minnegrode Grenadiers	**2nd Class**	(400 men; 5 bases)
von Mirbach Musketeers	**2nd Class**	(500 men; 6 bases)
von Linsing Grenadiers	**2nd Class**	(500 men; 6 bases)
von Lengercke Grenadiers	**2nd Class**	(400 men; 5 bases)
Jagers	**3rd Class**	(300 men; 4 bases, *Skirmish*)
3-lbers	**3rd Class**	(6-8 pieces; 1 Light gun)
5.5" Howitzers	**2nd Class**	(2 pieces; 1 Field gun)







TERRAIN NOTES

FORT WALLS

The fort had thick walls nine feet high. This counts as cover in the rules, which means defenders can only be hit on d6 rolls of '6' in *Live Free or Die*. Attackers assaulting the walls suffer a 4" movement penalty when charging. If the charge is successful, attacking units suffer 2 DMZ as they struggle to climb up.

FORTRESS GUNS

The fort includes two fixed emplacements. These are rated as "Fortress" guns—a class that does not exist in *Live Free or Die*. Treat them as Field guns but add an additional +2d6 when firing. Fortress guns also have a fixed 180-degree field of fire.

ABATIS OBSTRUCTION

Units crossing the abatis must pass a morale test. If passed, suffer 1 DMZ and move through as if passing through rough ground. If failed, suffer 1 DMZ and do not move. This unit must try again next turn.

DEPLOYMENT

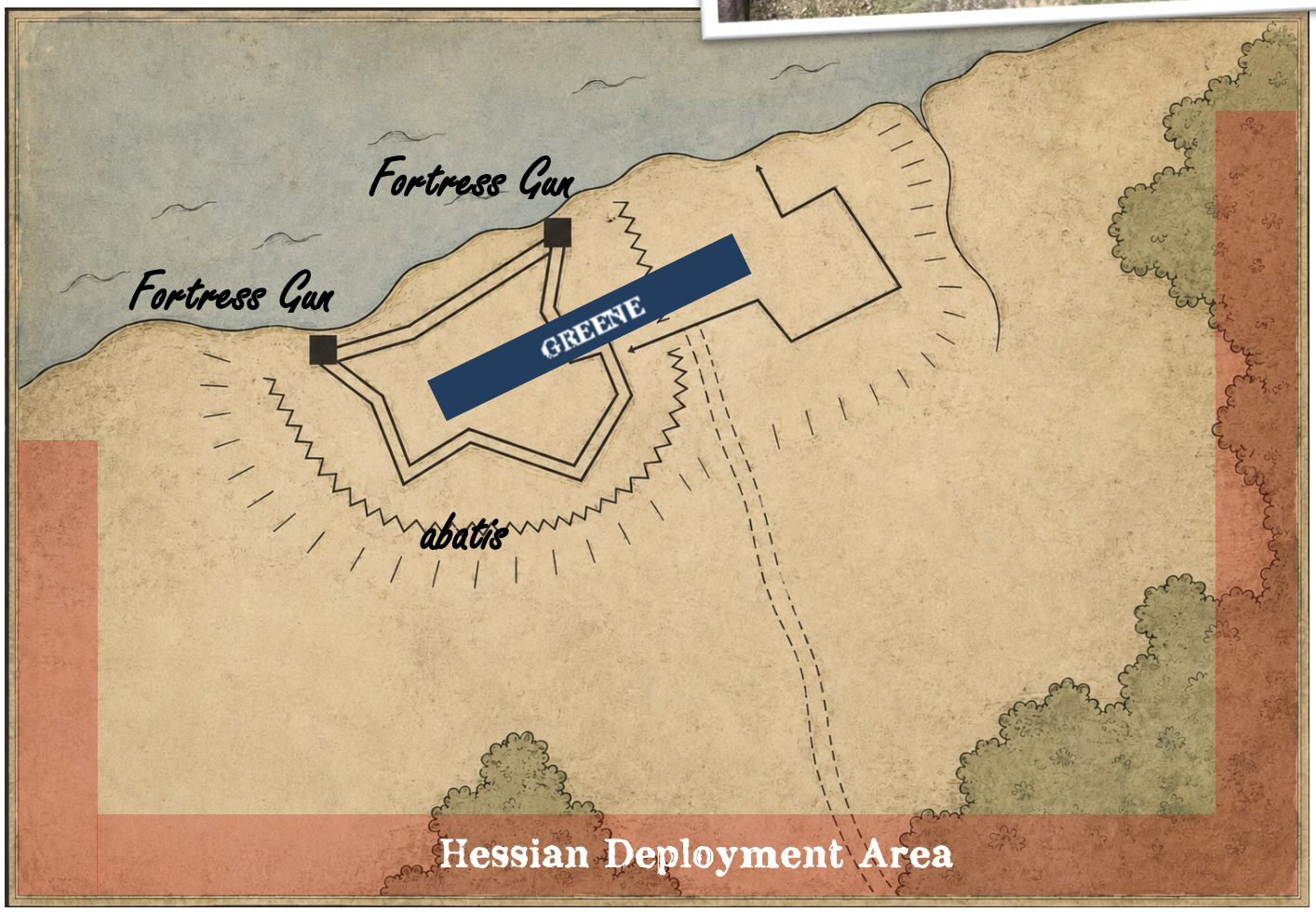
AMERICANS

The Americans begin inside Fort Mercer and may elect to deploy second, anywhere inside the main redoubt or outer rampart. The two fortress river guns are fixed.

HESSIANS

The Hessians deploy first, within 6" of the left, bottom, or right table edges. Historically, their attack hits from all three landward sides.

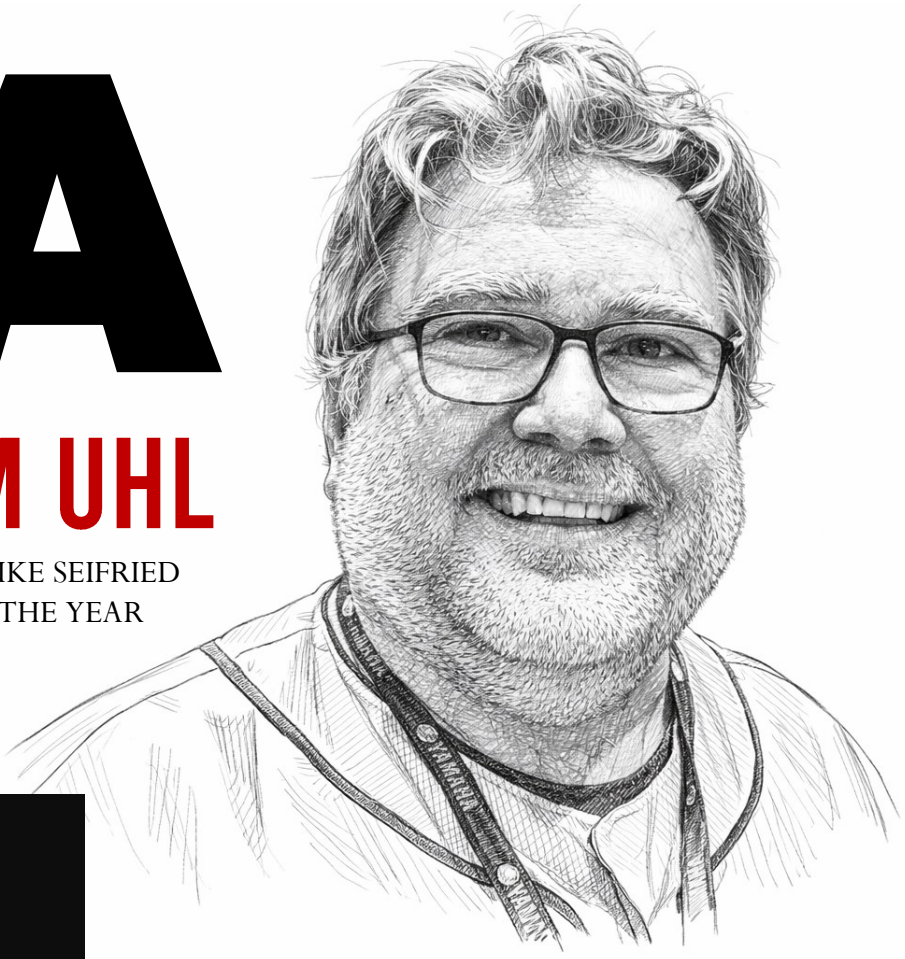




Q+A

WITH TOM UHL

THE HMGS 2025 DUKE SEIFRIED
GAME MASTER OF THE YEAR



AT HISTORICON 2026 THE ANNUAL DUKE SEIFRIED AWARD WILL BE BESTOWED. THIS RECOGNITION IS GIVEN TO ONE GAME MASTER WITH A LONG HISTORY OF STAGING THE VERY BEST CONVENTION WARGAMES.

WE TALK TO LAST YEAR'S WINNER, TOM UHL, IN THIS SPECIAL FEATURE.

1. If a game is going sideways halfway through a convention slot, what tricks do you use to save the experience?

I try to make allowances for alternate reinforcements that may not have participated in the actual historic battle but might have given different circumstances. History lessons can be harsh. For example, the British forces at Isandlwana have no reasonable expectation to pull off a victory against the Zulus. They may however earn points for valor by delaying the inevitable slaughter or saving the guns or regimental colors.

2. You've run a lot of great games over the years. Which has been the most memorable and why?

That's a difficult question, but I think I have to say Arnhem Bridge which I ran a couple Historicons back was very satisfying **[Below]**. Also Waterloo sticks out from way back in 2008. It was a huge team project and a pure thrill for me. The size of the board and the sheer number of participants was exciting.



3. When did you first start attending HMGS shows as a player or game master?

I believe it was back in 2006!

4. What's the one thing you always prioritize in a convention scenario: historical accuracy, player agency, or spectacle?

I strive for both historical accuracy and putting on a spectacle. To me these go hand in hand… I believe most historical wargamers would prefer to learn something about a historic engagement or perhaps see why things unfolded the way they did based on available forces, terrain, circumstances, or individual initiative. If they are looking for an even match up, there are plenty of tournaments to scratch that itch.

5. Let's talk about the specific scenario you contributed. You won the "Best Terrain" award at Cold Wars 2025. Fort Mercer is an unusual historical battle to pick for a scenario. How did you settle on it?

That came about due to the convention theme at the time (Birth of the US Navy). This is where the fledgling US Navy played an important role supporting the Americans defenders within the fort. I needed to do some research on the ramshackle American vessels in order to design the scenario. A friend of mine John Sileo painted up the Rhode Island troops for my game. He's a talented painter.



6. Assaults against a fixed position can be challenging to make interesting for players. How do you solve for that?

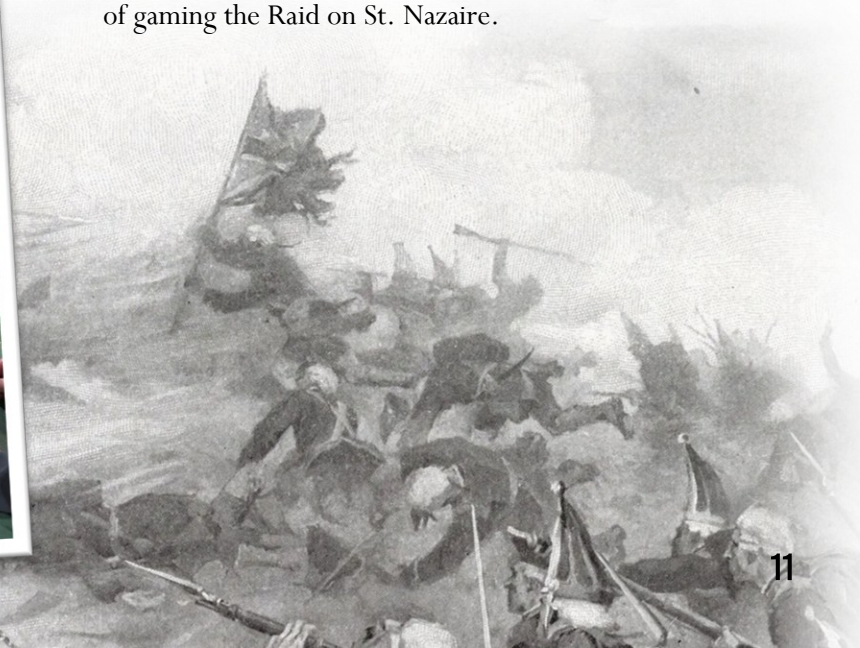
We used the LWTV *Live Free or Die* rules (modified). The Americans side had a relatively small force of just over 500 men in confined fortifications. By adding the ramshackle fleet, this gave the Americans mobile gun platforms to harass the assaulting Hessians. For the Hessians side I increased the number of unit bases to offset some of the losses they would sustain as the attacker. I also extended the firing ranges for small arms to 12" in order to reach the edge of the abatis that ringed the fort. Ranges for the artillery was also increased for the 28mm figures.

7. What's your single best piece of advice for a new GM thinking of running their first convention game?

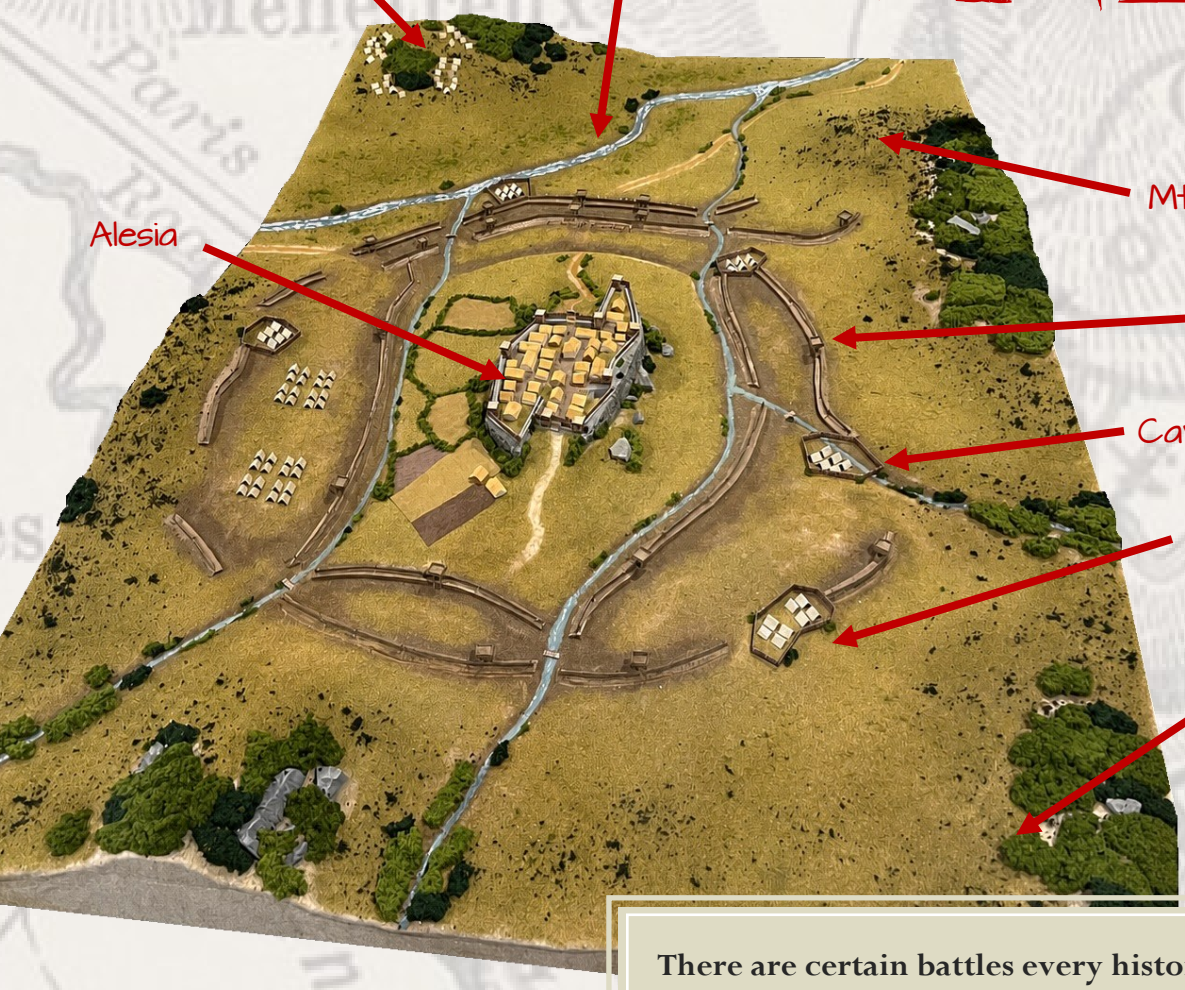
Don't feel pressured to buy everything you need right away. You can ask friends to lend troops or terrain for the effort. Find a set of rules that will be easy for players to learn within a couple turns. At the outset of the game summarize the rules as quickly as possible (20 mins or less if possible) Include a historical overview of the battle, key terrain and the units engaged. Oh, and don't forget to playtest and make adjustments along the way!

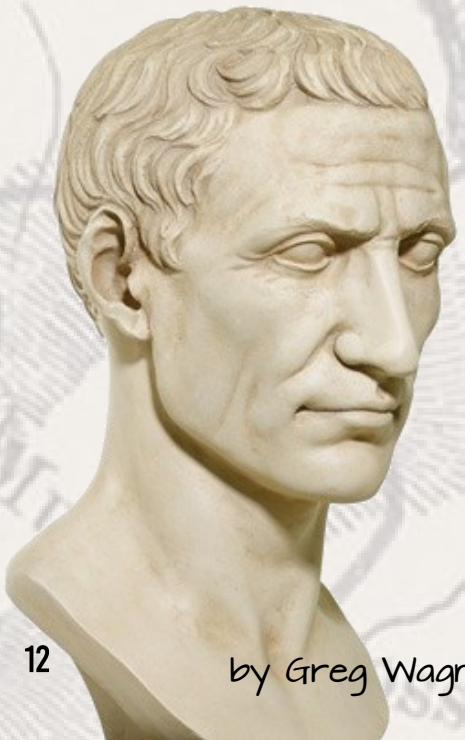
8. Name one historical battle you'd love to game but haven't gotten around to yet. Any period, any scale!

The air assault on Crete 1941 in 28mm… also thinking of gaming the Raid on St. Nazaire.



The Anatomy of Alesia





There are certain battles every historical wargamer feels duty-bound to play: Gettysburg, Waterloo, Zama. Caesar's legendary double siege surely deserves its place on that list, if only it weren't so . . . unmanageable.

The geographic area is huge. Exact army compositions are unknown. Over twenty-five miles of fortifications loom as a terrain nightmare. The scenario game balance is asymmetrical. Will the Roman player have anything to do other than sit inside his walls and wait? Is that fun?

These are legitimate scenario design challenges, but there's an all-or-nothing human drama at stake in Caesar's most iconic battle that makes it impossible not to try. Puzzles exist to be solved, and I became convinced a year ago that Alesia could be played without thousands of figures or a 24' long table.

by Greg Wagman

CAESAR'S ACCOUNT

Perhaps the most obvious challenge designing a scenario for Alesia is our lack of primary source material. We are left with a single eye-witness account from Julius Caesar's seminal treatise, *The Gallic Wars*.

"From every part of Gaul immerse forces assembled… so great a multitude that neither the plains nor camps could contain them."

Historians widely agree that Caesar's estimate of a quarter million Gauls is much too large. While we may not be able to trust his numbers, Caesar does leave an excellent understanding of the unique challenges faced by each army. When designing a scenario, this is precisely the kind of historical detail you want to recreate and force modern players to grapple with.

THE ROMANS

Caesar is clear-eyed about his dilemma. He is outnumbered—if not by 5:1, probably by 2:1. The lack of Roman manpower is made worse by the geometry of the double-walled fortification they must defend. Simply put, Caesar doesn't have nearly enough men to man his works. At least, not continuously. There are also some unfinished gaps and weak spots in the line that require close supervision. Last but by no means least, by boxing themselves into a fortified ring, the Romans are facing a battle of annihilation. A loss at Alesia won't just be a defeat for Rome, it will likely be a Cannae-level disaster.

THE GAULS

Command-and-control is the chief issue the Gallic army (or armies…) must overcome. Vercingetorix is bottled up inside Alesia with a weakened, veteran force. But communication is nearly impossible with the relief army led by his cousin. That "army" is a tenuous coalition of tribes lacking a strong centralized command structure. It's an unwieldy force, and one without siege equipment! Faced with miles of Roman walls, ditches, and towers, the Gauls have only improvised ladders.

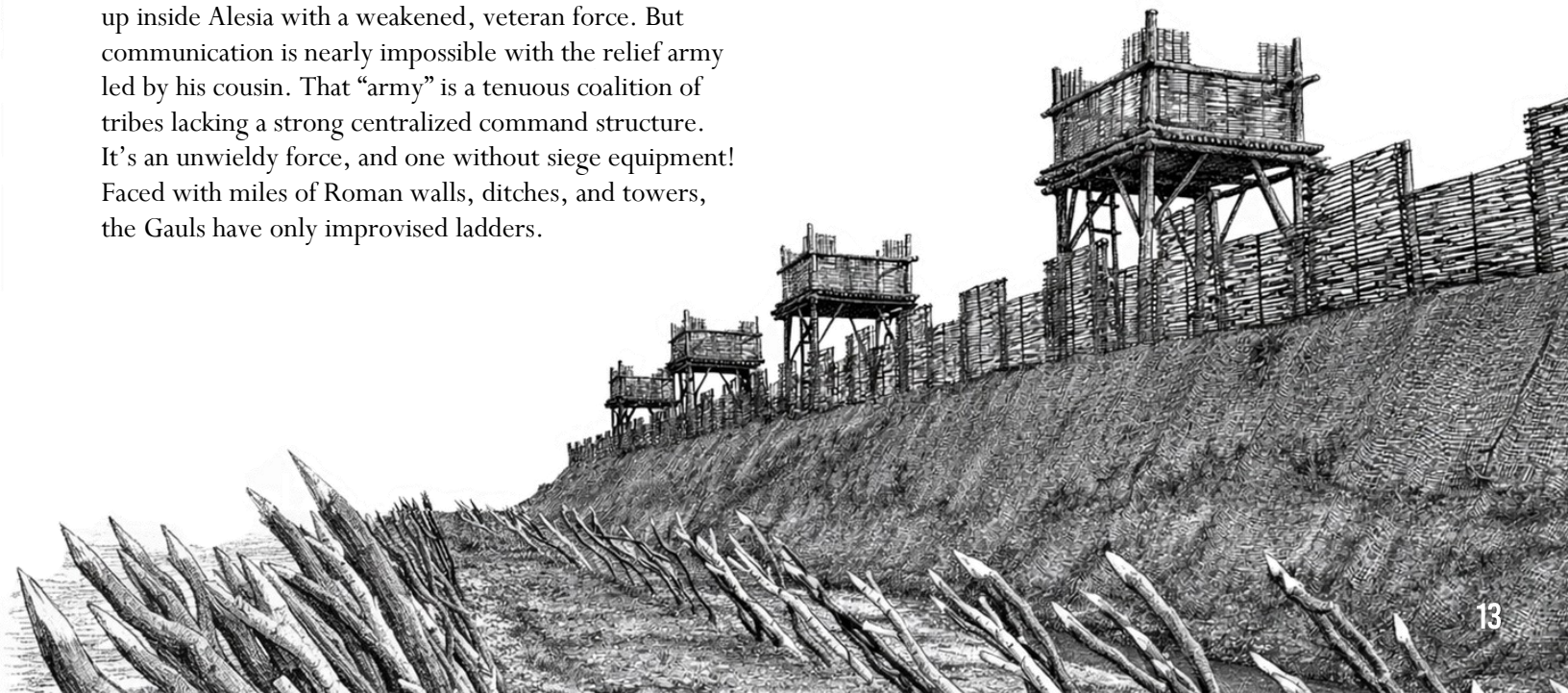
PRACTICAL PROBLEMS

Immediately, a few of the design challenges are apparent. You need a rule set able to handle storming a large, fortified position. This same rule set needs to allow for the easy movement of Roman forces inside their ring, where Caesar is constantly shuttling fire brigades to plug holes at critical moments. *Age of Hannibal* has a siege chapter and rules for Skirmishers to liberally move 360-degrees. I adapted that Skirmish trait to apply to all Roman units inside the fortified ring, greatly boosting their movement speed to 12", as well.

The geographic problem—the sheer vastness of the battlefield—can be solved by moving to 6mm scale and compressing the tabletop for playability. My table is only 5'x4' in size but still accommodates the entire siege line. The key here is making sure the Romans don't have enough units to man even half of their works. Working backward from my desired table size, I scaled the Roman force accordingly to give them just enough units to occupy about a third of the linear wall distance.

With the Roman army size determined, I scaled the Gallic force to outnumber the Romans by almost 2:1. To simulate the command-and-control dilemma, I broke the Gauls into three distinct armies, each with their own Morale Clock and differing odds to activate each turn.

In playtesting this scenario, our club learned the key to playability was simplifying as many aspects as possible. The army orders of battle include minimal use of special traits or unit type diversity, and the fortification rules became increasingly pared down each time we played.



SCENARIO RULES

FORTIFICATIONS
This is the defining feature of the battlefield. We honed a very simple representation for convention play.

- Alesia itself may not be attacked by the Romans.
- Units defending the Roman ring walls are -1 to hit with missiles and +1 CF in combat.
- Units scaling an undefended section of Roman ring walls must stop their movement at the base of the wall. On their following turn, they may cross at their difficult move rate.
- Roman units may exit the ring wall at their difficult move rate (there are gates, after all!).
- Mounted units may not attack the ring wall and may only attack a camp or pass through gaps.
- One Roman unit may garrison each fortified camp, adding +1 to their CF value. Ungarrisoned camps defend as standard camp units in *Age of Hannibal*.
- The Roman ring walls and Alesia each have archer towers, which fire and may be captured per the standard *Age of Hannibal* siege rules for towers.
- Any unit forced to recoil from combat while inside the ring walls must have physical space to do so, otherwise it is destroyed.
- The Romans have some sections (see map) of advanced ditches and traps. Gallic units passing through these sections must pass a Rally Test or halt and be marked DMZ. Try again next turn!
- Roman units inside the ring walls move 12" with free facing. Gallic units do not gain this bonus.



OTHER TERRAIN
We kept this as simple as possible! All rivers and streams are fordable as difficult ground. The woods are also difficult. Everything else is good going.

DEPLOYMENT
The Gauls deploy first. The besieged army is inside Alesia and may sally out at any time from either of two gates. The two relief armies deploy on the western side of the river. During deployment, the main relief army may choose to create a fourth command under Commius with less than half of the main relief army's units. This command is withheld off table until Turn 1, when it may enter from the northeastern table edge.

The Romans deploy second, anywhere inside their ring walls. Roman and Germanic cavalry may be withheld off table as a reserve. Any off-table cavalry may deploy from any Roman-controlled camp on any Roman turn.

ACTIVATION
At the start of each Gallic half of the turn, the Gauls roll to see if a command is active or not. Each command has its own results table, reflecting their commitment to the battle and ability to coordinate. To make a command roll, pick any command, roll on its table, and proceed to shoot and move before proceeding to the next command. This prevents the Gallic player from knowing how much of his army will be active!

GALLIC COALITION
(Morale Clock = 7)

1: No activity

2-8: Activate as normal

**If detached as a fourth command, Commius rolls with a -3 penalty.*



AEDUI RELIEF
(Morale Clock = 6)

1-4: No activity

5-8: Activate as normal

BESIEGED ARMY
(Morale Clock = 6)

1-4: No activity

5-7: Activate as normal

8: Desperate attack! Units in this command are +1/+1 this turn

MORALE CLOCKS
Each "army" in the game has its own Morale Clock. The Roman clock begins at 8. The main Gallic relief army begins at 7. The other two Gallic commands—the besieged troops and the suspect Aedui—begin at 6. In this scenario, Morale Clocks are only assessed at the end of each full turn. If the Gauls lose the turn, all three clocks are lowered.

THE TABLE

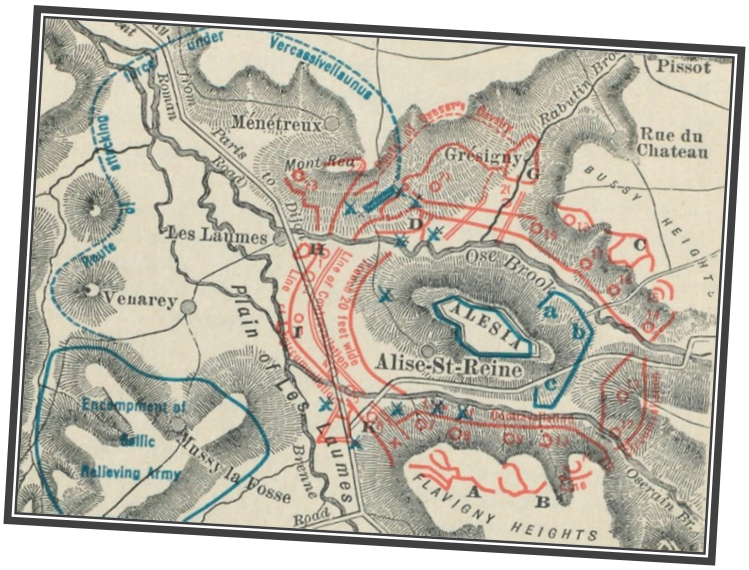
Building your own version of Alesia may not be quite as daunting as it looks. Yes, there are lots of walls and towers involved; however, all the fortifications on my table are simply made of paper, toothpicks, and a plastic woven IKEA placemat. These are not expensive supplies and if I had to build it all again, I'd probably just do everything with printed paper!

At the most basic level, this sprawling battlefield needs to reflect some key features:

THE ROMAN FORTIFICATIONS

The Roman ring walls include eight towers on the inner ring and ten on the outer ring. These are heavily weighted toward the western side, where Caesar knew any Gallic relief attempt would mass. Some gaps should exist in the Roman outer wall, particularly along the northern front between Mt. Rea and the Bussy Heights.

The Romans also have five fortified camps along the walls and two undefended camps inside the walls. These camps are treated as Camps in *Age of Hannibal*, which means the loss of a Camp instantly lowers the Roman Morale Clock. These camps present the Gauls with key objectives. My camps are built with folded paper walls and cereal box tents. I didn't even paint them! Just bare cardboard.

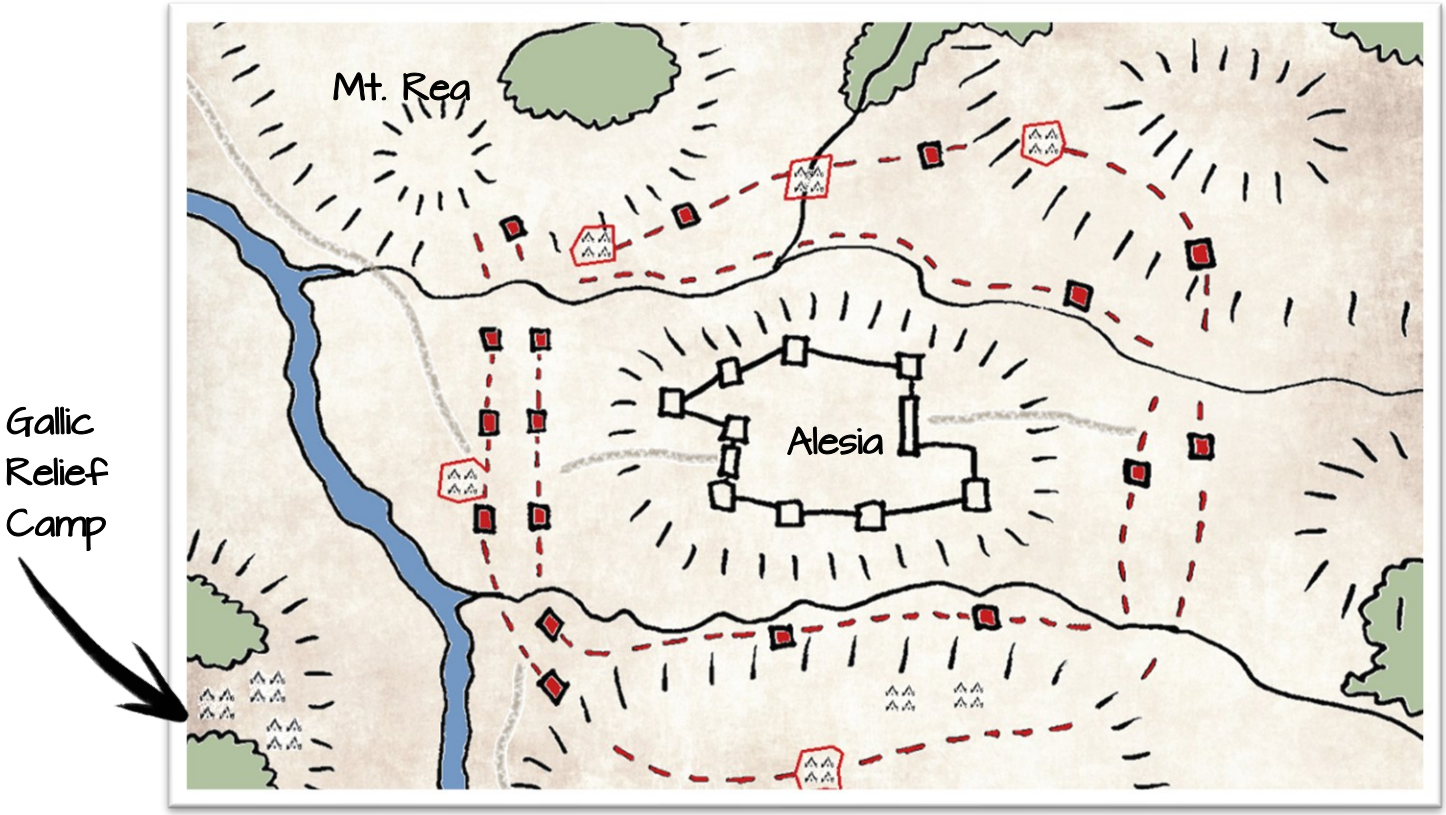


THE OPPIDUM

Alesia requires a walled city with two gates and ten towers, built on a rocky plateau.

RIVERS, HILLS, & WOODS

There's one wider river and two smaller tributaries. All are fordable. Aside from the rocky plateau in the center, a series of four prominent hills ring the battlefield. Of these, Mt. Rea is the most significant to include. Some patches of woods at the edges are fine, but most of the forests had long-since been cut by the Romans to build over twenty five miles of fortifications.





ARMIES

CAESAR'S ARMY

Julius Caesar (General)	*Noble Origins, Pious*
Titus Labienus (Lieutenant)	*Veteran Soldier*
Marc Antony (Lieutenant)	-

x14 Legionary Infantry (Hand Weapons)
Pila, Roman Drill, Veteran Morale
x6 Elite Legionary Infantry (Hand Weapons)
Pila, Roman Drill, Elite
x2 Roman Cavalry (Medium Horse)
Veteran Morale
x4 Gallic Auxilia (Light Infantry)
x4 Germanic Cavalry (Medium Horse)
x2 Roman Ballistae (Artillery)

BESIEGED ARMY

Vercingetorix (General)	*Brash, Gifted Orator*

x6 Averni Veterans (Hand Weapons)
Elite
x4 Averni Skirmishers (Skirmishers)
Free Facing, Thrown Missiles, Veteran Morale

MAIN RELIEF ARMY

Vercassivellaunos (General)	-
Commius (Lieutenant)	*Single Combat*

x14 Gallic Warriors (Warband)
Impetuous, Tribal
x6 Belgic Veteran Warriors (Warband)
Impetuous, Tribal, Veteran Combat
x6 Gallic Archers (Skirmishers)
Free Facing, Ranged Missiles
x6 Gallic Horse (Medium Horse)
Tribal

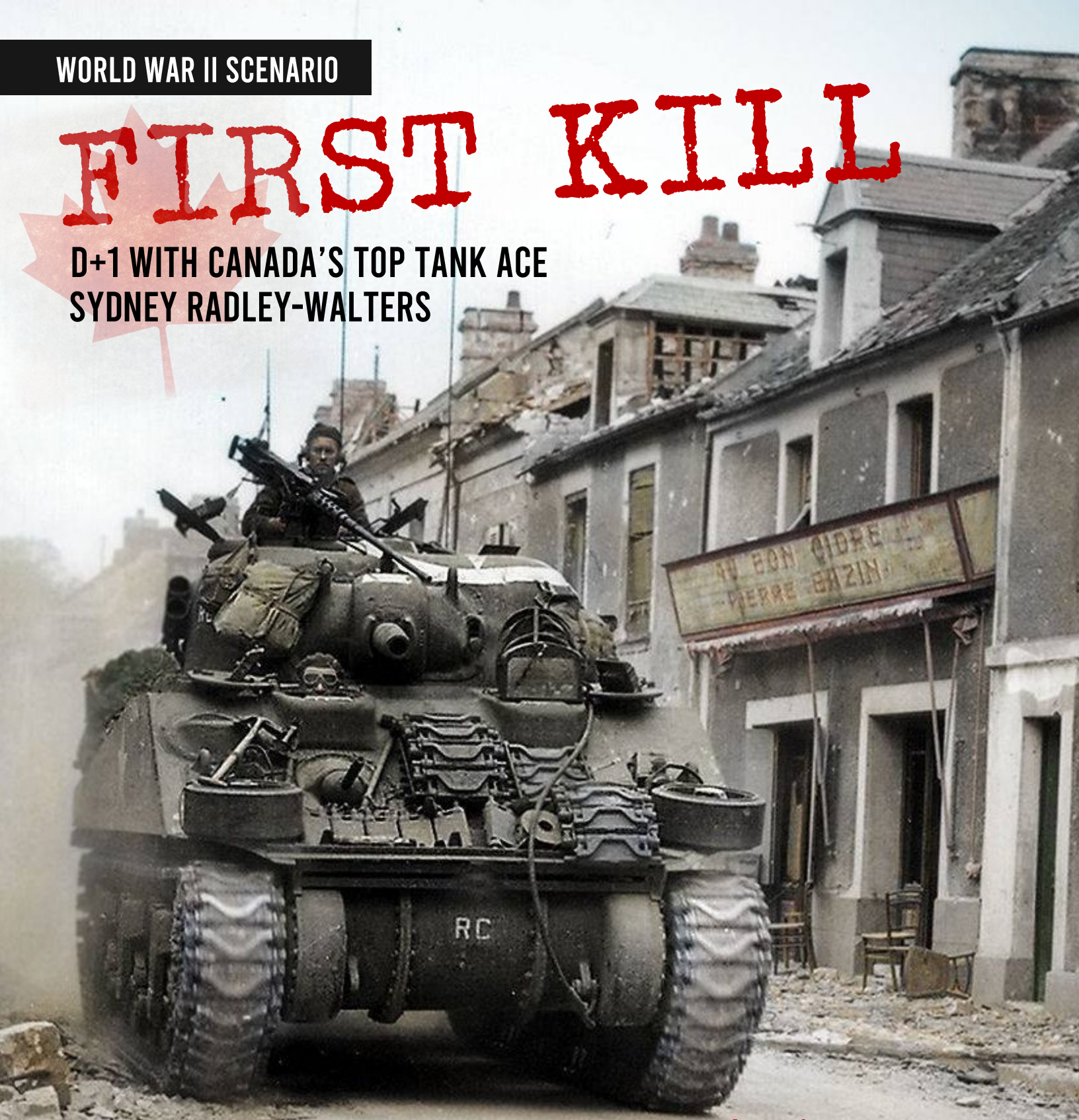
AEDUI RELIEF

Viridomarus (General)	*Soft*

x6 Aedui Warriors (Warband)
Impetuous
x4 Aedui Skirmishers (Skirmishers)
Free Facing, Thrown Missiles
x2 Aedui Cavalry (Light Horse)
Free Facing, Thrown Missiles

FIRST KILL

D+1 WITH CANADA'S TOP TANK ACE SYDNEY RADLEY-WALTERS



by Little Wars TV

THE LEADING TANK ACE OF THE WESTERN ALLIES SAW HIS FIRST ACTION NORTHEAST OF CAEN, JUST ONE DAY AFTER LANDING ON JUNO BEACH. THIS SCENARIO IS THAT FIRST BATTLE, AS HE RECOUNTED IT.

7 JUNE 1944
1500 HOURS

Canadian infantry, backed by the 2nd Armoured Brigade, have just cleared the town of Buron. The combined-arms force continues south toward their objective, the Carpiquet Airfield on the outskirts of Caen. German resistance has been light so far, but artillery and mortar fire ominously pick up in the early afternoon.

The preparatory fire is the precursor to a devastating German counterattack about to get underway. The newly arrived 12th SS Panzer Division has reached Caen only hours before the Canadians. SS Brigadeführer Kurt Meyer commands the vanguard. Acting on his own initiative, he organizes a sudden counterattack with a panzer battalion of approximately 45 Pz IVs, backed by panzergrenadiers.

The Sherbrooke Fusiliers field 63 Shermans to meet the panzers. 24-year old Captain Sydney Radley-Walters, known among his men as "Rad," commands a tank troop left in reserve at Buron. Over the radio, he listens as more and more Shermans are summoned piecemeal to the front in a rapidly escalating action. Finally, the call arrives over the radio from Colonel Gordon—all available reserves must be rushed to block a German flanking effort around the village of Saint-Contest on the Canadian left. Rad listens incredulously. He is the last reserve remaining, and he has only 3 tanks.

THE FIRST ENCOUNTER

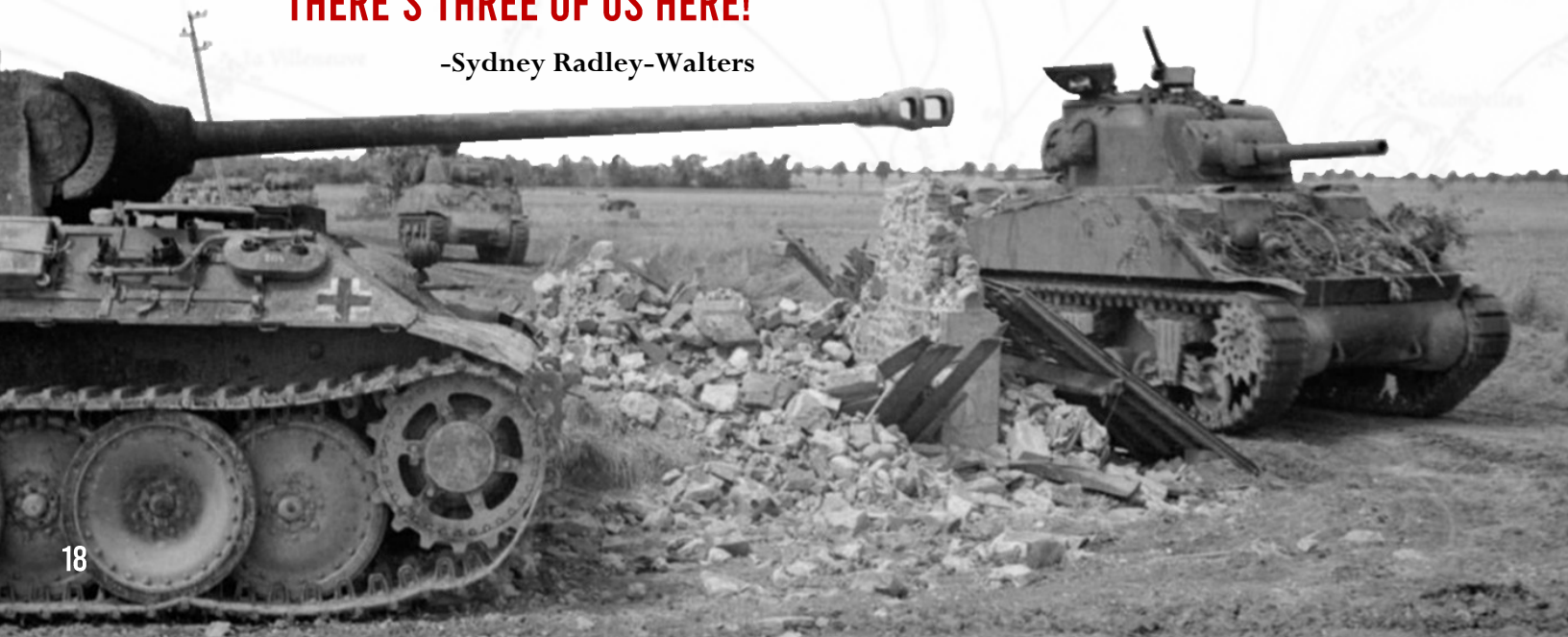
Sydney Radley-Walters concealed his Shermans in a wood line outside Saint-Contest. "At first I saw the tanks and they were a thousand yards away," he recalled. "For Gods sakes don't fire! Let them come in close!" The Shermans surprised the German column of tanks and infantry approaching from the southeast. The action was sharp and short. After the loss of three panzers, the Germans withdrew. "That's where I got my first tank," Rad proudly recalled in a 2007 interview for the History Channel. "The one I hit started to smoke, I think, on the second hit."



"Rad" survived the war, scoring 18 confirmed tank knockouts, making him the top tank ace in the Western allied armies. He ended the war a lieutenant colonel in command of the Sherbrooke Fusilier Regiment.

"WE HAVEN'T GOT A SQUADRON. THERE'S THREE OF US HERE!"

-Sydney Radley-Walters



WHAT A TANKER!

We've written a scenario to represent this tank duel on the afternoon of June 7, 1944. The rules we played were **What a Tanker!** by TooFatLardies, published in 2018. Designer Richard Clarke once described it as "a party game," and the quick, fun nature of the game lends itself well to that description. A new player could command a single tank and a more experienced player would easily be able to manage two, even three, tanks. While this scenario was developed for **What a Tanker!**, it would be very easy for you to use the order of battle, map, and scenario notes to play alternative rule sets like **World of Tanks** or **Fireball Foward**.



15mm Battlefront Sherman
painted by Ruben Torregrosa of HeresyBrush

SCENARIO NOTES

This scenario includes a variety of unique rules:

PIECEMEAL ATTACK

The Germans may only activate three Panzer IVs per turn. They may choose any three. Unactivated tanks move at the end of the turn using the halftrack rules.

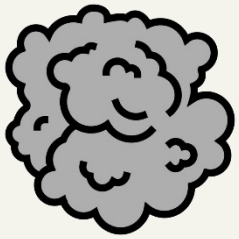
HALFTRACKS

The German force includes three halftracks, which move 2d6" at the end of each turn and do not require Command Dice. Halftracks cannot fire or perform any other action—the German player is trying to escort to safety! A halftrack is automatically knocked out by any successful Sherman hit.

SMOKE SHELLS

Sydney Radley-Walters became known for his frequent use of smoke rounds to flush out panzers and force them to move into his line of fire. He receives this custom Tanker Card as one of the two Canadian cards.

SMOKE ROUND



Expend any 2 Command Dice to place a 6" smoke cloud that blocks LOS. Smoke lasts d3 turns.

PRINT & CUT OUT AT HOME!

CANADIAN OOB

x3 Sherman 75mm (+2 Tanker Cards)

GERMAN OOB

x6 Panzer IV G/H (+2 Tanker Cards)
x3 Halftracks

"FOR GOD'S SAKE, HOLD YOUR FIRE! LET THEM COME IN CLOSE!"

-Sydney Radley-Walters

AMBUSH POSITIONS

The Shermans deployed in a wood line outside Saint-Contest, concealed from the Germans. They could see the panzers approaching from a distance but held their fire to wait for better shots. At the start of the game, the Canadians must decide when to start the engagement. The longer they wait, the closer the panzers deploy to them…but the more deadly it will be for the Germans!

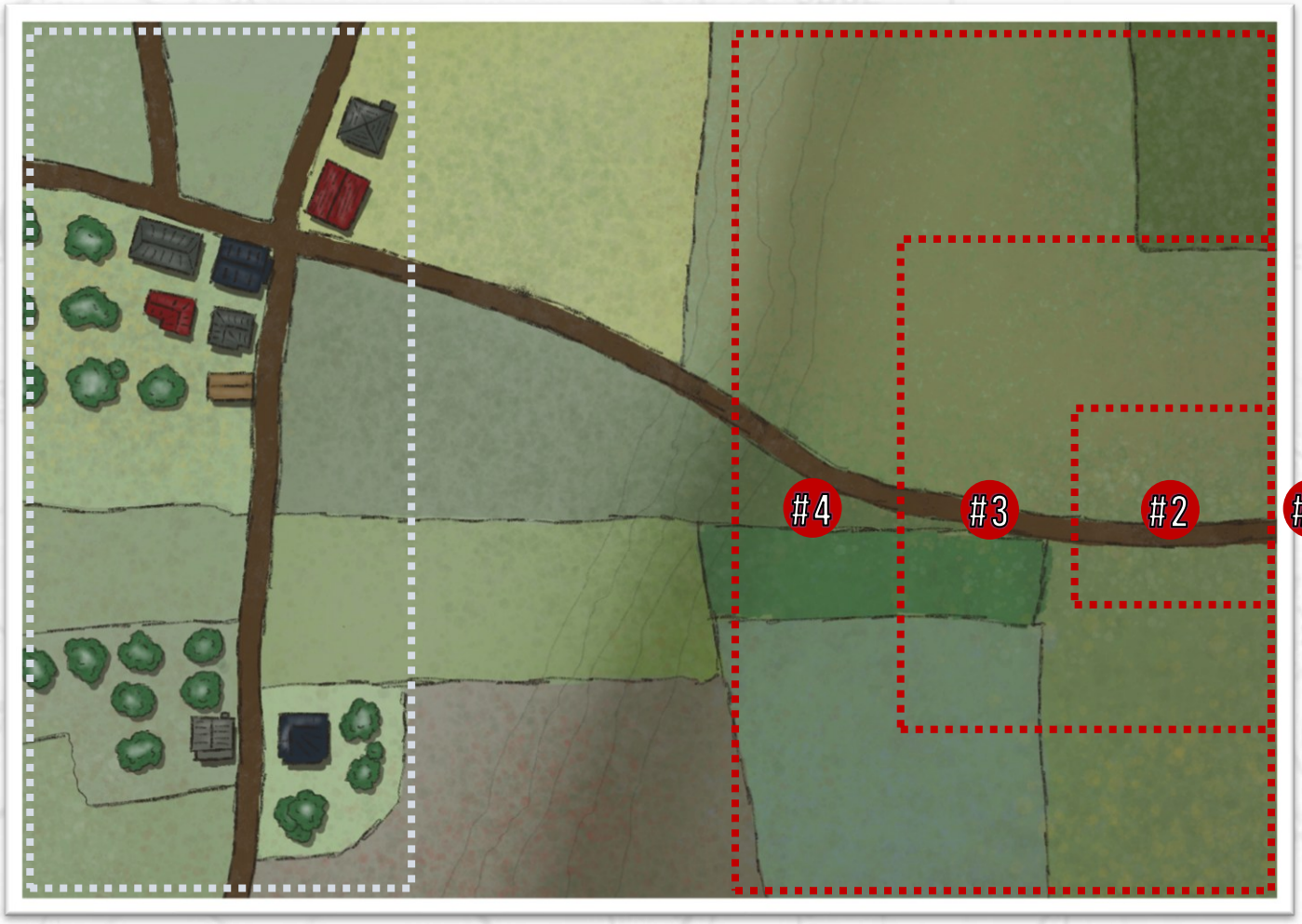
The scenario map represents four possible German deployment areas. The Canadian player selects the German deployment area.

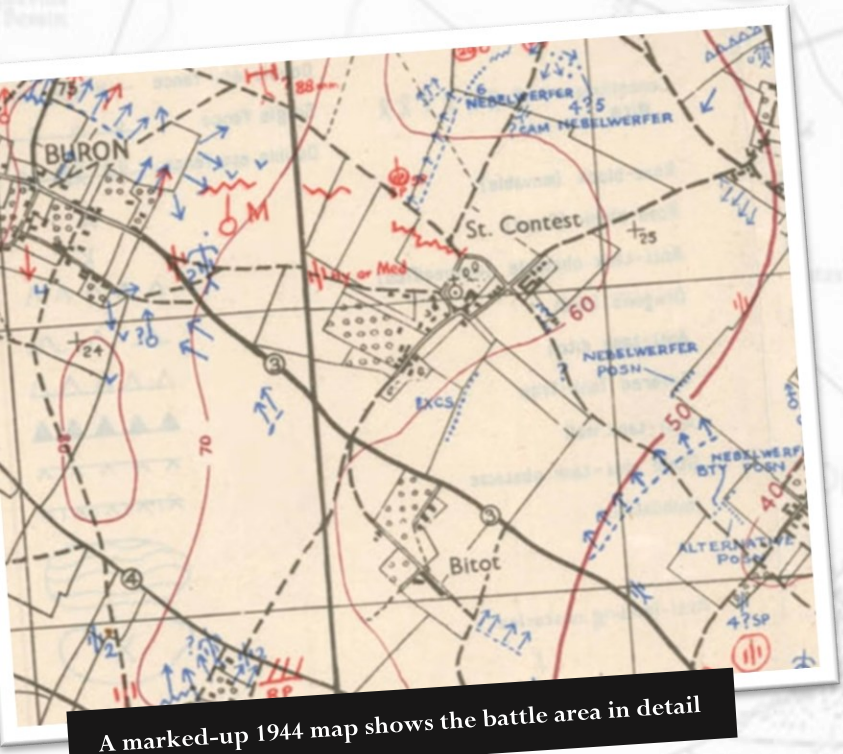
AREA #1. The farthest distance results in all German forces entering from the table edge.

AREA #2. The Germans deploy 12" into the table but with one Panzer IV already knocked out.

AREA #3. 24" into the table with two knock outs.

AREA #4 The Germans deploy 36" into the table, but with three Panzer IVs already knocked out!





A marked-up 1944 map shows the battle area in detail

TABLETOP SET UP

At 15mm scale, the scenario should be played on a 6'x4' tabletop. The ground around Saint-Contest is relatively open, with gently rolling hills, well-kept farm fields, and apple orchards. This is not the infamous "bocage country" later encountered by the allies, and that lack of heavy terrain or concealment makes this a difficult approach for the Germans.

The Germans enter from the right table edge, with a deployment area determined by how long the Canadians choose hold their fire! There are four possible deployment zones (see previous page). The Canadian tanks may deploy 24" deep along left table edge.

OBJECTIVES

To win the game, the Germans must knock out all three Shermans or exit at least three vehicles off the Canadian table edge within 90 minutes or less. Yes, this is a running game clock! The pressure is on! Any other outcome is a Canadian victory.



The (Almost) Battle of Subic Bay

"I HAD INTENDED TO DEFEND THE ENTRANCE OF SUBIC BAY, BUT THE WORKS WERE UNFINISHED AND THE MINES HAD NOT BEEN LAID." ADMIRAL PATRICIO MONTOJO

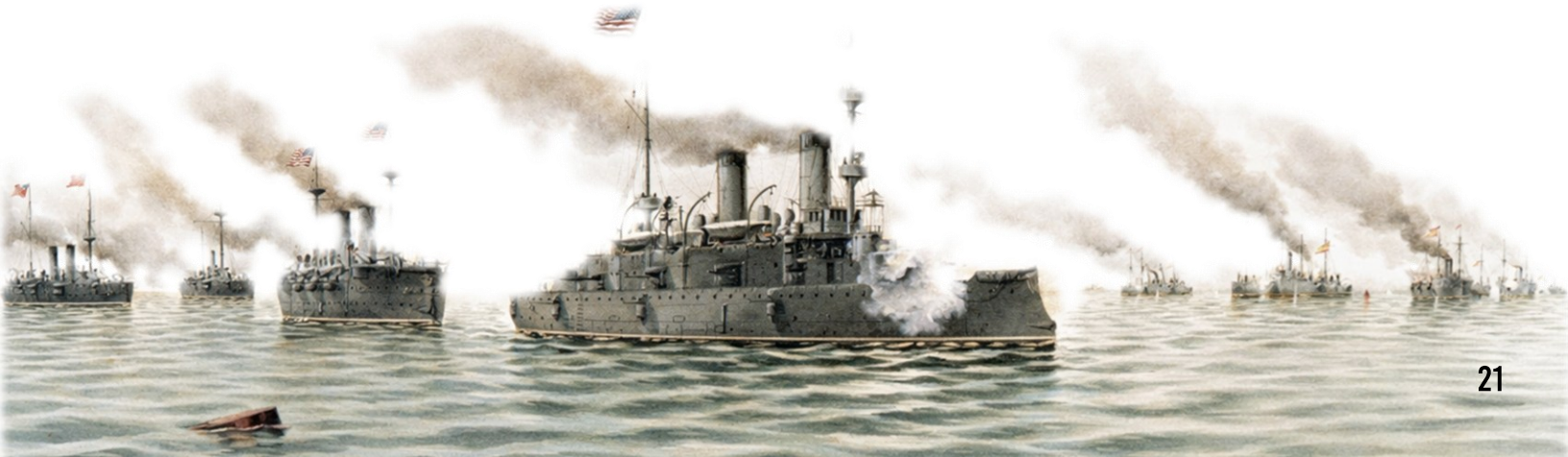
by Little Wars TV

If the great naval theorist Alfred Thayer Mahan could have scripted a perfect, decisive action it may have looked something like the 1898 Battle of Manila Bay. In a matter of hours, an American squadron under Commodore Dewey annihilated the Spanish fleet anchored in shallow waters off the coast of Manila. Every Spanish ship was lost.

But there's a reason why the Spanish admiral chose to wait in shallow waters—he expected to lose the battle and lose badly. Rear Admiral Patricio Montojo prudently hoped that his men could swim to shore when their ships were inevitably sunk by American fire. It's a battle the experienced Spanish commander did not want to fight. Instead of rehashing the disaster at Manila Bay, let's instead explore the battle the Spanish hoped might occur instead. Because if Patricio Montojo had his way, historians would be talking about the Battle of Subic Bay, some 68 miles north of Manila.

There are a few key questions to probe as we revisit the fevered spring of 1898: Why did Montojo prefer to fight at Subic Bay? What could have the Spanish defenses looked like? Would Dewey have even dared enter a more heavily defended bay? Regarding this final question, Dewey made his feelings quite plain in his 1913 autobiography: "I had made up my mind to take the chances…if we had been blown up, it would have been in the line of duty." Dewey was going to attack the Spanish anywhere, anytime.

We'll reconstruct the defenses Admiral Patricio Montojo intended and establish realistic parameters for a fascinating "what if" naval battle. On Little Wars TV we played this scenario using Brian Dewitt's "Remember the Maine!" supplement for his fast-play rules **When Dreadnoughts Ruled the Seas**. But you'll find this scenario is easily adapted to any naval wargaming rules suited for the turn of the century. Best of all, Little Wars TV has free paper ship models available for this battle!



WHY DEFEND SUBIC BAY?

Even before the outbreak of the Spanish-American War, it was widely known that Subic Bay posed the best natural defensive position in the Philippines. Northwest of the Spanish capital of Manila, Subic Bay offered a deep-water harbor with a narrower, more defensible entry. When he sailed from Hong Kong to hunt for the Spanish fleet, Commodore Dewey was certain where he would find his quarry. "I had expected to find the Spanish fleet at Subig [sic] Bay," he wrote.

Dewey's opponent, veteran naval commander Rear Admiral Patricio Montojo, had also identified Subic Bay as his preferred defensive anchorage. He ordered the entrance mined and fortified shore batteries installed. The Spanish admiral was quite surprised in late April when he arrived and found the batteries incomplete, ammunition in short supply, and none of the sea mines set. The rubber gasket seals on the mines were missing, rendering them inoperable in any case.

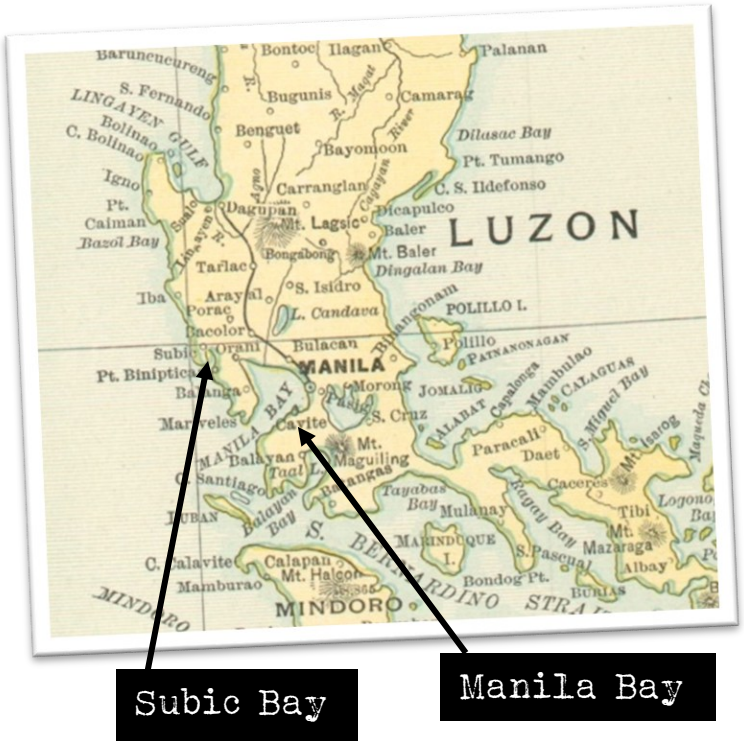
Deeply dismayed, Montojo reluctantly redeployed to the Spanish port of Cavite inside Manila Bay, which offered at least some modest defensive positions. We know the result—complete disaster for the Spanish squadron.

RECONSTRUCTING THE DEFENSES

The intent of this "what if" scenario is to answer a simple but intriguing question:

If the Spanish properly fortified their position at Subic Bay, could Montojo turn back Dewey's American squadron?

To explore this question properly, we'll have to make a few educated assumptions. First and foremost—that the Spanish government would not utterly ignore their defenses for over a decade before the war. At least *some* positions could have been built long before 1898. And when war was on the horizon, Madrid should have listened to Montojo's warnings and prioritized shipments of tools, replacement parts, ammunition, and critical supplies for emergency repairs his naval squadron desperately needed. One of his cruisers did not even have functional boilers! In this scenario we will assume a more forward-thinking Spanish defense of the Philippines.



KEEPING IT REAL

To keep our scenario plausible, it's important not to over-correct and start deploying Spanish battleships to the theater! There are sound reasons why the Spanish did not reinforce the Philippines and some harsh economic realities that prevented Madrid from heavily fortifying the naval bases of Subic or Manila Bay. Spain in the late Nineteenth Century was an empire in steep decline. There's a balance to be struck, and here's how we'll approach that balance for a "what if" scenario:

1. Montojo's squadron receives no reinforcements, but overdue repairs are made to the cruiser Velasco. She is available but starts the scenario with one hull box crossed off.

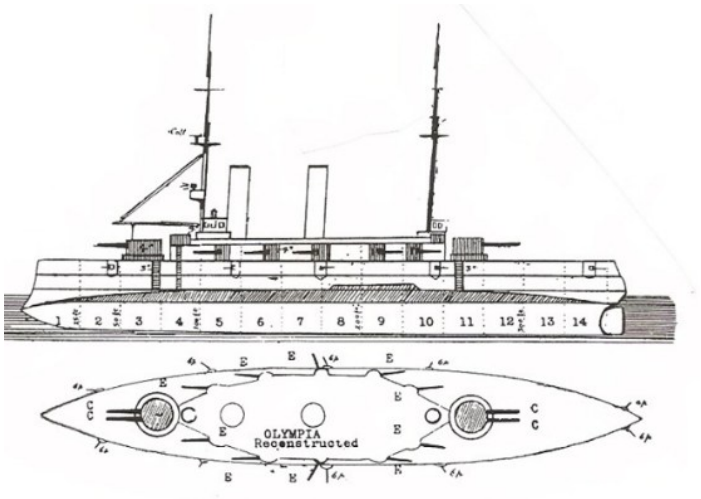
2. Three Spanish gun positions, modestly armed with 5.9-inch Hontoria guns, are constructed in time for the battle, with a focus on Grande Island.

3. At least some sea mines are properly laid (now with functional rubber sealed gaskets!), giving the Spanish just enough sea mines to give Dewey some pause….

AMERICAN ORDER of BATTLE

C Olympia
C Baltimore
C Raleigh
C Boston
GB Concord
GB Petrel

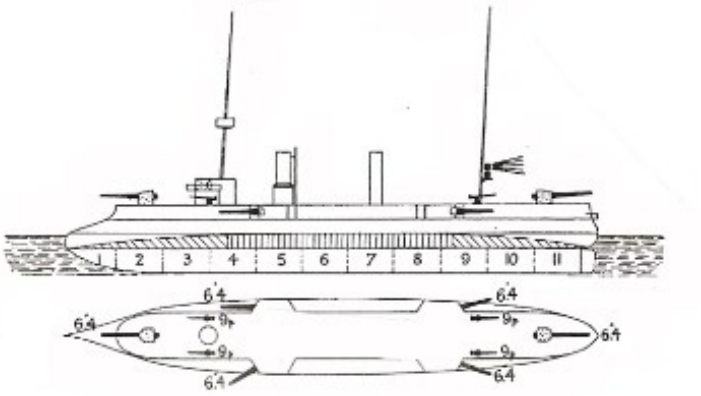
VICTORY CONDITIONS
+3 VP for sinking Reina Christina or Castilla
+2 VP for sinking each other Spanish ship
+1 VP for eliminating each shore position



SPANISH ORDER of BATTLE

C Isla de Cuba
C Isla de Luzon
UPC Reina Maria Christina
UPC Castilla
UPC Don Antonio de Ulloa
UPC Don Juan de Austria
UPC Velasco

VICTORY CONDITIONS
+1 VP for each American ship with a shaded hull box but not sunk
+3 VP for sinking Raleigh or Boston
+4 VP for sinking Baltimore
+5 VP for sinking Olympia



SPANISH GUN POSITIONS

The Spanish have three shore batteries they can deploy at the start of the game. One must be on the eastern shore of the bay, one on the western side, and one on Grande Island. These guns may fire over friendly Spanish ships unless they are within 5" of the enemy target ship. One gun is marked destroyed each time the Americans score a Critical Hit on their damage roll with at least a Class F armor penetration. Anything less has no effect on shore batteries.

The Americans receive victory points for fully silencing a shore battery position. All guns of a shore battery must be knocked out to qualify.

Grande Island Batteries

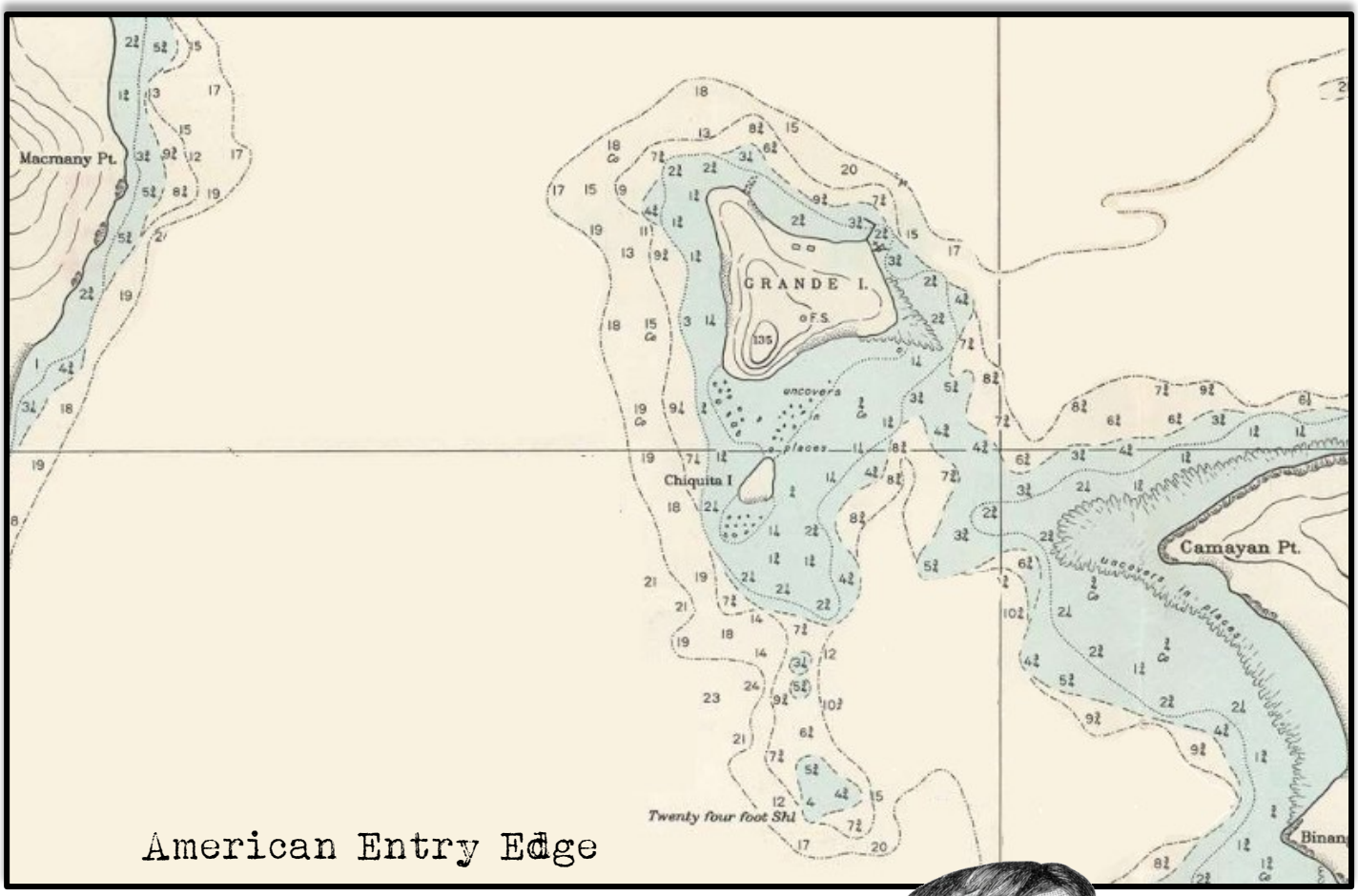
Guns: | E | E | E |

Western Shore Batteries

Guns: | E | E |

Eastern Shore Batteries

Guns: | E | E |

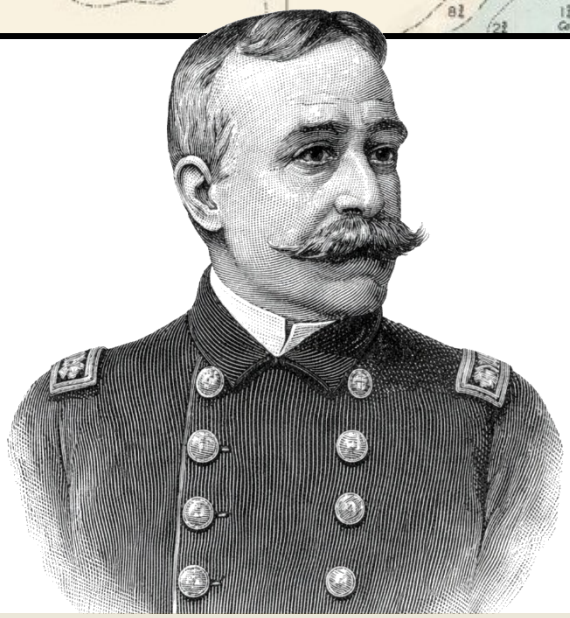


SET UP NOTES

The game should be played on a table at least 6'x4'. Areas marked in blue are shallows. All movement is limited to under 10 knots in the shallows except by gun boats. The Spanish squadron deploys first, within 18" of Grande Island. The Americans enter Turn 1 from anywhere along the southern table edge. The American player wins ties on Initiative rolls.

SEA MINES

Sea mines at this time were a feared and effective weapon. Contact mines and wired mines, detonated from the shore, were both in use by modern navies. Dewey was worried about encountering mines. The Spanish player may place [d3] sea mine belts—strips 6" wide by 2" deep anywhere on the map. These locations should be marked on a paper map before the game begins. If an American ship enters a mined area, place a template on the tabletop. Any American ships passing through this template suffer one torpedo attack at 10+ to hit each turn they move in the mined area. Spanish ships may freely pass through mined areas (they presumably know the safe passage channels).



"I HAD EXPECTED TO FIND THE SPANISH FLEET AT SUBIG BAY, WHERE THE ENTRANCE IS NARROW AND COULD HAVE BEEN STRONGLY DEFENDED...HAD THEY COMPLETED THEIR DEFENSES AND MADE A STAND THERE, THE RESULT MIGHT HAVE BEEN VERY DIFFERENT."
-COMMODORE DEWEY (1913)



KOTELNIKOVO

YOUTUBE VETERAN ALEX SOTHERAN, FROM THE CHANNEL **STORM OF STEEL**, DUSTS OFF AN OLD CHAIN OF COMMAND SUPPLEMENT FOR A UNIQUE COUNTER-ATTACK.

ALEX SHARES ADVICE FROM HIS REPLAY SO YOU CAN TRY THIS ONE AT HOME. THEN, THE FINE FELLOWS FROM **TOOFATLARDIES** CHIP IN, OFFERING THE COMPLETE SCENARIO FOR FREE!

PLAYING CHAIN OF COMMAND 2

I've had the *Operation Winterstorm* supplement for some time but never had a chance to try it. Unlike other **Chain of Command** supplements this is more of a series of scenarios linked only by the umbrella of the operation, rather than the excellent Pint-Sized Campaigns, which are interlinked games. This is not a negative aspect, however, and it allows players to dip in and choose their scenario at will or work their way through them chronologically. The fight at the rail station at Kotelnikovo is only the second scenario of twenty-two, so players have a huge choice in what they want to dive into in the supplement. I thought this would provide an interesting video battle report, as you have a combination of semi-urban terrain, a rushed German defence and Soviet dismounted cavalry.



Operation Winterstorm was one of the first supplements for **Chain of Command,** written for the first edition of the rules. However, the changes in V2 require very little in the way of tweaking to be able to play any of the scenarios. Use the force organisations and support lists as laid out in *Winterstorm* but add in the national characteristics for the Germans and Soviets in the new rules under their army lists and you are good to go!

Another interesting aspect of this scenario is the 4'x4' table, as opposed to the usual 6'x4' for **Chain of Command**. The patrol phase is much reduced and jumping off points can be pushed up quite close together. Contact is made very quickly and the opportunity for wide flanking attacks can be limited. The Soviets will be right in the teeth of the battle when they deploy!



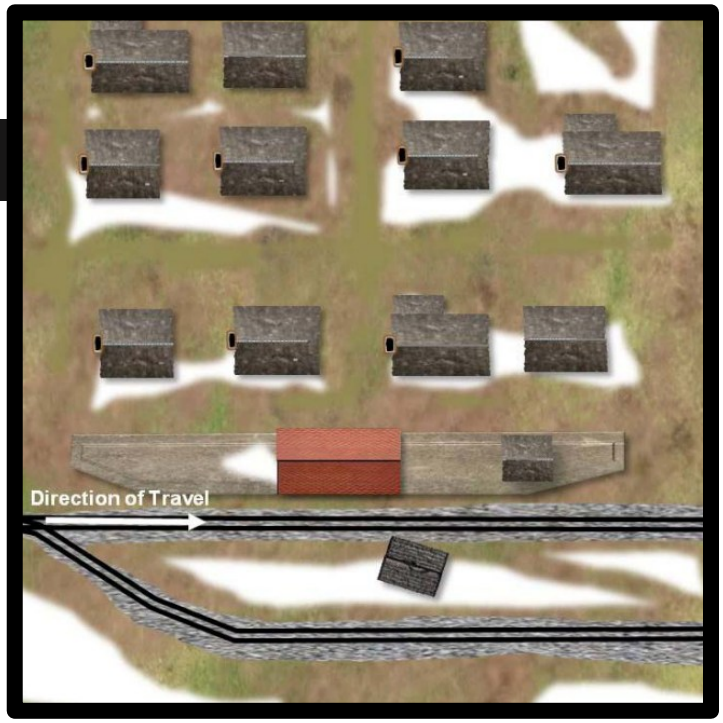
Added to this is the Soviet force of two platoons, when only one is usual in **Chain of Command**. This can restrict the Soviets a little, as they are still only using five command dice to control both platoons, but this is representative of Soviet command and control at the time. You have to use your Junior and Senior leaders to their full effect to give you the flexibility you need to push in hard on the objective. It may be tempting to add in a sixth 'red dice' for the Soviets just to give them a bit more to play with, but personally, I'd leave it at five, just to make the attack a bit more challenging.

Speaking of which, in my refight, the Soviets may have dallied a little too long after deploying…but I'll not spoil the ending of the game, as you'll have to go and watch it here on YouTube!

Watch!

MIND THE GAP!

KOTELNIKOVO STATION, 27 NOV. 1942



The following scenario is Scenario Number Two from the Chain of Command ***Operation Winter Storm*** *supplement. The full 94-page PDF, with twenty two scenarios, is available from the TooFatLardies web store.*

Background. As 6. Panzer Division approached Kotelnikovo, it became clear that the front had collapsed in this area and that the Soviets were pressing forward through the gaps. The Germans must attempt to stabilise the situation.

It is mid-PM and night will fall at the end of Turn 5…if you get that far! The weather is clear and will remain so. In the absence of a train, you could replace the tracks with a road and the train with a truck convoy – ideally of at least four trucks. The station then becomes a rest area with cooking, maintenance and refueling facilities.

This game is ideal for two Soviet players with each taking command of one platoon. We need to restrict their command and control abilities, so in this case the players take it in turns to throw the Command Dice and decide which they will use, which they will discard and any they will pass to their colleague. If a player rolls enough 6's to keep the next phase, then he also keeps control of the dice until the next German phase.

Ground. This game is played on a 4'x4' table. The town has not been subject to heavy fighting and so this is no Stalingrad landscape. The location of the subsidiary buildings should be matched as far as possible using whatever models you have available. Do not worry if you use more or less, simply try to create the same areas of buildings. The main feature is, of course, the railway station. This is a provincial town so nothing too grand! You may wish to add to the station with shacks and other such railway-type scenery. The rest of the rail yard is towards the bottom of the map.



GERMAN BRIEFING

Mission. At the last stop, you were told Kotelnikovo was clear of enemy troops but that the garrison consisted of nothing more than a few train guards. There are also two evacuation trains waiting for you to arrive so that they can leave – these will be the last trains out of town. As you arrive, you are subject to a short but ineffective artillery barrage and the train screeches to a halt in the station. Your mission is to secure the station and railway line to allow the evacuation trains to depart and more divisional trains to arrive and unload in safety.

Forces. Your own platoon of Regular Panzergrenadiers, Force Rating +1 comprising:

Panzergrenadier Platoon	
Headquarters	
Senior Leader with Machine Pistol	
Squads 1 – 3	
Junior Leader with Machine Pistol	
LMG Team	**LMG Team**
One MG34 with two crew Two riflemen	One MG34 with two crew Three riflemen

Support. The following support options are available. Select one option, not both.

Option 1. You have a fourth, regular Panzergrenadier Section, organised as above, in support.

Option 2. You may select from the appropriate lists to a total of [d6] support points. You may only select infantry support options i.e. men on foot, MGs, mortars and such – no vehicles or anything requiring a towing vehicle.

Deployment. There is no Patrol Phase in this game – you simply deploy three Jump Off Points anywhere on the train, which you place in the station at the start of the game, but you place your Jump Off Points in tandem with the Soviet player with you placing the first, the Soviets the second, you third and so on. You may deploy from your Jump Off Points during the game as normal except for any HMG (should you be playing support Option 2), which can be deployed set up and ready to fire (i.e. able to fire on deployment) on the train or as per normal away from the train but it counts as not being set up and must follow the normal rules for set up before it can fire.

Command Dice. You have five command dice plus a bonus pool of four dice. At any stage prior to throwing your command dice you can add a maximum of one dice to the 'pot' increasing your command dice to six for that phase only. This represents the experienced and well-trained leadership of this division.

Force Morale. Force Morale is determined as per the main rules but the Soviet player will activate first in the opening phase of the game.

Special Rules. The 1942 German list special rules apply. In addition, the Germans deploying to positions in the train may be automatically placed on overwatch so long as they do not fire in the same Phase during which they deploy.

The support lists for Winter Storm appear in the full PDF from TFL. If you're just using this article, you get Option #1 only!



Painted by Alex Sotheran

SOVIET BRIEFING

Mission. The Fascists are on the run everywhere and your Cavalry Corps (4th) has pushed forward through the massive gaps in the enemy front. You are in the vanguard and you have approached Kotelnikovo. This is a key location on the railway and seizing the station and cutting the line would be a significant victory. You have dismounted outside the town and are probing toward the station. A new train has just arrived and been subject to a bombardment by your supporting artillery. Your mission is to secure the station and railway line to deny it to the Germans.

Forces. Two regular dismounted cavalry platoons. Note that there is no overall commander and leaders can only influence their own troops. Any supports must be allocated to one of the two platoons and must stay with them for the duration of the game. Force Rating is +1.

Dismounted Cavalry Platoon One
Headquarters
Senior Leader with Pistol
Squads 1 – 2
Junior Leader with SMG
LMG with two crew, five riflemen
Dismounted Cavalry Platoon Two
Headquarters
Senior Leader with Pistol
Squads 1 – 2
Junior Leader with SMG
LMG with two crew, five riflemen

Support. The following support options are available. Select one option, not both.

Option 1. You have a Maxim MMG with five crew and a two-man sniper team in support.

Option 2. You may select from the appropriate lists to a total of [d6] support points. You may only select infantry support options i.e. men on foot, MGs, mortars and such – no vehicles or anything requiring a towing vehicle. *Note from Alex: As with the Germans, Option 2 is available in the TooFatLardies Winter Storm supplement*

Deployment. There is no Patrol Phase in this game – you simply deploy four Jump Off Points anywhere that is at least 18" from the railway line and in or behind cover. The German player will place a Jump Off Point first and then you will place your first point, the German then places again and so on until you have both placed all Jump Off Points. During the game, you may deploy from these Jump Off Points as normal**.** You may also deploy one dummy Jump Off Point – you must decide which is the dummy at the start of the game and it cannot then change. No troops can ever deploy from the dummy Jump Off Point, but it will keep the Germans guessing!

Command Dice. You have five command dice.

Force Morale. Force Morale is determined as per the main rules, but the Soviet player has the first phase.

Special Rules. The Soviet 1942 Cavalry Special Rules apply.





Painted by Alex Sotheran



TRENTON TIDINGS

WASHINGTON'S NO GOOD, VERY BAD CHRISTMAS | BY JIM PURKY

According to legend, on Christmas night in 1776, a loyalist Tory caught wind of Washington's crossing and rushed to Trenton carrying a written warning. Colonel Rall, playing cards with his fellow officers, tucked the note into his boot without reading it. Hours later, the rag-tag rebel army stormed into Trenton. After Rall was mortally wounded, the crumpled note was allegedly discovered unread in his pocket.

It's one of the great anecdotes of the Revolution. The problem is—historians aren't sure if it happened. What we do know is that Rall should have been far better prepared on December 26, 1776. Hessian patrols had encountered unusual activity in the lead up to the surprise attack and outposts exchanged fire with the advancing Americans. Captured Hessian officers after the battle admitted to ignoring rumors from civilians. A physical note may never have been delivered, but enough warning signs were there for Rall's garrison to be on higher alert. And in this "what if" scenario, Jim Purky asks how the Battle of Trenton would have looked if Rall and his soldiers were ready and waiting.

The scenario is designed for the free *Fife & Drum* rules but could be adapted as needed to suit other games. The order of battle uses a figure ratio to actual men of 1:20; thus, each figure represents 20 soldiers.

There are two American players commanding the divisions of Major Generals Greene and Sullivan. Each division has three brigades. If desired, a third American player could lead the artillery and Stephen's unassigned Brigade. The Hessian garrison is commanded by one player, though a second could split part of the lone brigade as needed.



Painted by Jim Purky

WASHINGTON'S BRIEFING

SITUATION. You are General George Washington. The cause of American independence is at stake after a series of defeats at the hands of the British. You are in dire need of a victory as the enlistments of your soldiers are running out within a few more days. You have decided to cross the Delaware River into New Jersey and attack the isolated Hessian garrison at Trenton.

MISSION. Attack and capture the Hessian garrison. Surround the town and prevent any enemy troops from escaping via the Assunpink Creek bridge.

FORCES. You have six brigades of infantry organized into two divisions, plus one independent brigade. You also have four medium 6-lb cannon.

WASHGINTON

GREENE'S DIVISION
Mercer's Brigade (30 figures)
Lord Stirling's Brigade (30 figures)
Fermoy's Brigade (30 figures)

SULLIVAN'S DIVISION
Glover's Brigade (30 figures)
St. Clair's Brigade (30 figures)
Sargent's Brigade (30 figures)

[unassigned]
Stephen's Brigade (30 figures)
x2 6-lb cannon
x2 6-lb cannon



RALL'S BRIEFING

SITUATION. You are Colonel Johann Rall. There are rumors that Washington plans to cross the Delaware and attack your post at Trenton. Surely this would be madness, but your command is isolated from other British and Hessian garrisons scattered across New Jersey. Help is unlikely should Trenton be attacked.

MISSION. Defend Trenton.

FORCES. Alerted to the enemy approach, your three regiments are already deployed in town.

RALL

Grenadier Regt. Rall (30 figures)
Fusilier Regt. von Lossberg (24 figures)
Fusilier Regt. von Knyphausen (30 figures)
Jäger Company (12 figures)
x2 6-lb cannon



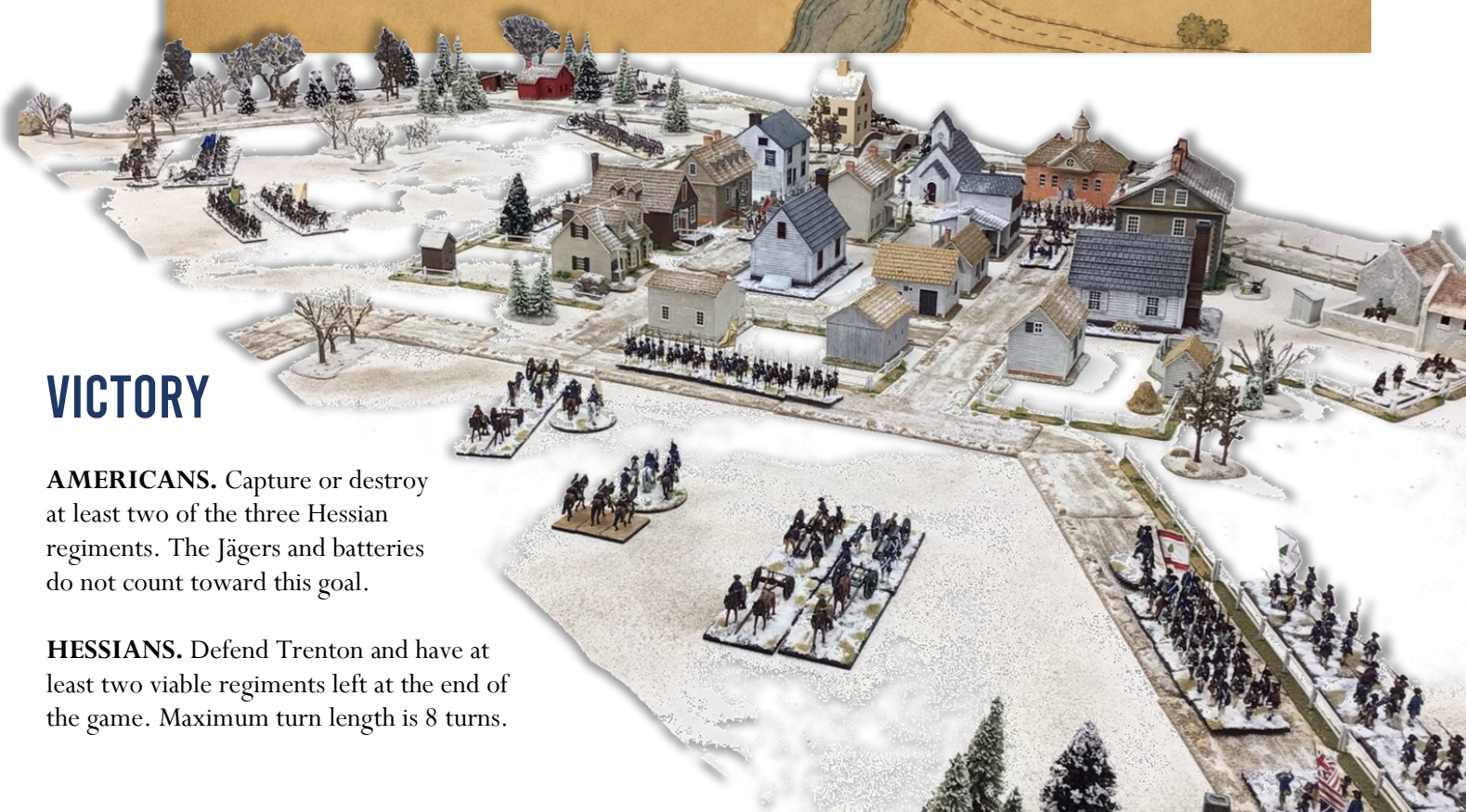
SCENARIO SET UP

A 6'x10' table is recommended if playing in 28mm scale. The scenario assumes the Hessians have been alerted to the attack and already deployed in town to meet the threat. The two American divisions deploy to attack from two directions—Sullivan to the north and Greene on the high ground east of town. These divisions form a "L shaped" battle line.

The Hessians deploy two regiments in Trenton and the Knyphausen Fusiliers in the open fields south of town. The Jägers and guns may deploy within 6" of any friendly regiment. The Hessian player will know the historical outcome and be tempted to seek the safety of the bridge. They are prohibited from making any movement nearer to the bridge for the opening four turns. Rall held a low opinion of the American army based on his experience fighting Washington in New York earlier that same year. He believed they would run away if vigorously attacked.

MAP





VICTORY

AMERICANS. Capture or destroy at least two of the three Hessian regiments. The Jägers and batteries do not count toward this goal.

HESSIANS. Defend Trenton and have at least two viable regiments left at the end of the game. Maximum turn length is 8 turns.



BY LITTLE WARS TV

The Last Housecarl

THE FATE OF THE LOST FIGHTING MAN BANNER

OCTOBER 14, 1066

Dusk on Senlac Ridge. King Harold Godwinson and his two brothers are dead. As darkness falls across the field, the survivors of the royal household struggle to escape the slaughter. Among them, a small band of Housecarls carry the king's personal Fighting Man banner. Honor demands it cannot fall into enemy hands, but relentless Norman horsemen pursue in the fading light. Can the king's loyal household warriors escort the banner safely from the battlefield, or will Duke William claim a symbolic prize?

A LEGENDARY BANNER

King Harold Godwinson fielded a bejeweled household banner known as "the Fighting Man." It was said to be the image of a Saxon warrior embroidered on cloth often depicted as red, but historians do not know the color. We also don't know what happened to the banner after the Battle of Hastings. It may have been recovered by the Normans, or…in this scenario, maybe not!

THE BATTLEFIELD

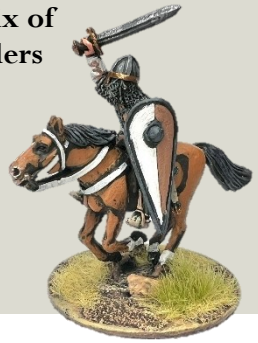
This is a one-page skirmish scenario suitable for *Ravenfeast*, *Pillage*, *SAGA*, or any skirmish-level Dark Age rule system. No tabletop map is provided, because players are free to use the terrain they have available to set up a plausible battlefield. The table should be about 3'x 3' in size with a meandering dirt track crossing diagonally from corner to corner. The track is in a valley, with hills rising to either side. At least half the table should be wooded, with scattered clearings defined by hedgerows. Bodies, overturned carts, abandoned equipment and battlefield debris will help set the scene of a chaotic retreat! This is an area north of the battlefield where Saxon survivors and bands of pursuing Normans are intermingled in the aftermath of Hastings.

DEPLOYMENT

The Saxon player deploys within 6" of a corner, on one end of the dirt track. At least one surviving model must carry the king's banner off the opposite corner. Any model may carry the banner, and if it falls, another model may move to pick it up. William's forces must prevent Saxon victory. The Normans enter from the center-point of both adjacent table edges to the Saxon entry. The pursuers split into two equally sized parties.

HAROLD'S HOUSEHOLD
1 Veteran Thegn (Leader)
5 Housecarls
4+[d6] Fyrd armed with a mix of weapons to represent stragglers

NORMAN PURSUIT
1 Mounted Knight (Leader)
4 Mounted Sergeants
5 Armored Spearmen
[d6] Crossbowmen



DUSK

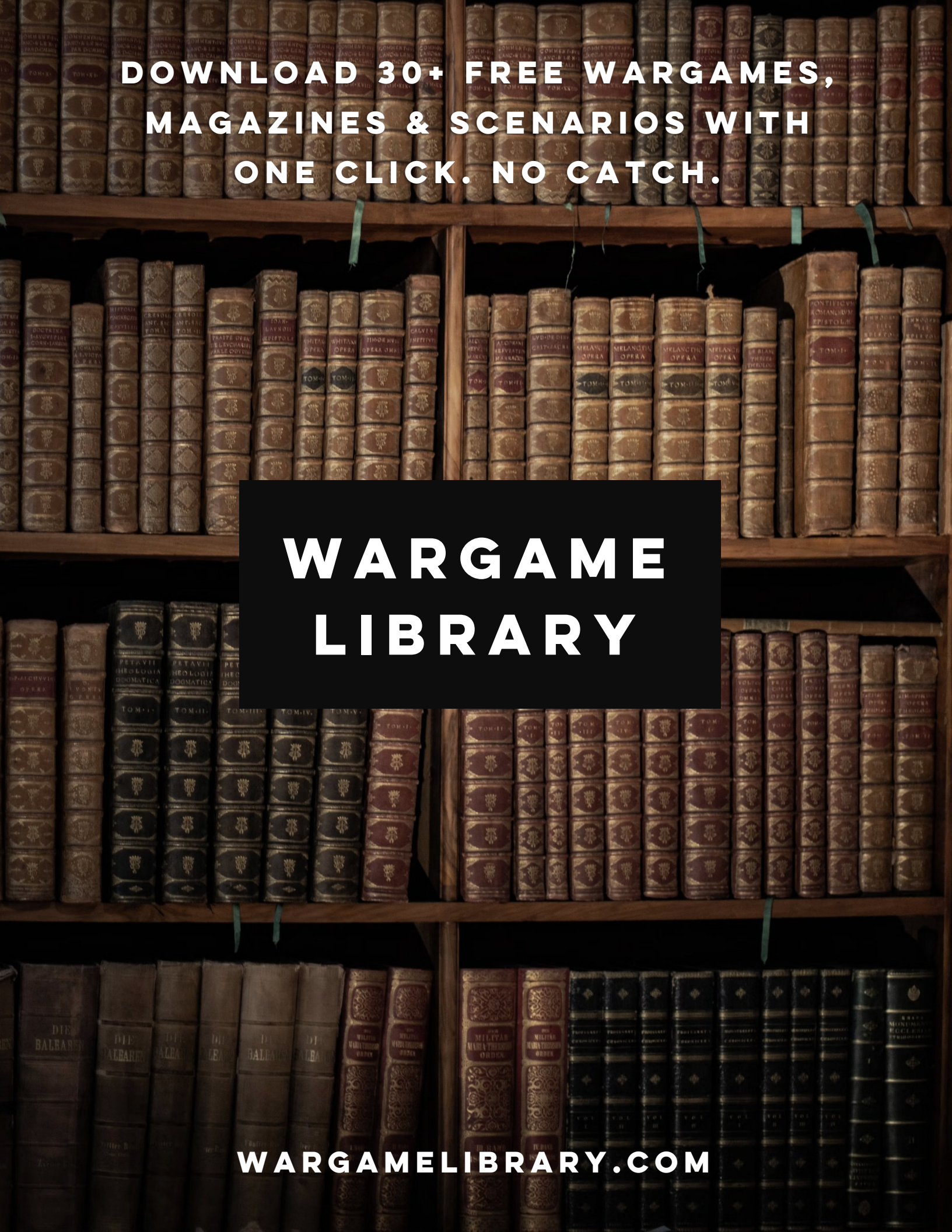
Visibility is fading. Beginning Turn 3, all missile fire rolls at a -1 penalty. Starting Turn 5, movement through the woods is reduced by –[d6]" for cavalry (roll per model).

LOOT & RELICS

Place one "loot" marker in the middle of each 12"x12" section of the tabletop. The first model to reach a loot marker earns one free re-roll for his warband, to be used any time during the battle.

THE LAST HOUSECARL

A Saxon Thengn or Housecarl carrying the king's banner can re-roll one failed morale test per turn (not Fyrd).


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