

Storytelling and wargaming

The Appendices – to be reed in conjunction with issue 33

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APPENDIX A: THE DARK AGES

The scenario involves a village situated in the middle of a plain, surrounded by hills and woods. Both armies (Saxons and Romano-British) start with a few units on the table, with more reinforcements on the way. Each side wants to control the village by the end of the day. Both armies are provided with a mix of infantry, archers, and cavalry units; and we gave each unit the name of its commander for easy reference.

As mentioned in the article, the game is played using matrix-style arguments and without a fixed rule set for combat resolution. However, to provide at least some guidance about the tactical possibilities (and to prevent players from making arguments that would make troops zip around the table at lightning speed), a few rules-of-thumb were used:

1. In a single argument, troops can make one movement action, combined with another action such as fight, shoot, or even another movement. Foot units move 20cm, cavalry move 30cm. A 2nd movement action is at half speed.
2. The range of archers is 50cm, and they can kill an enemy figure with 33% probability.
3. Melee is resolved by both figures being in contact rolling a die (D6 for infantry, D8 for cavalry, D4 for an archer); the highest roll with a difference of at least 2 kills the enemy figure.
4. As part of a formulated argument, bonuses and penalties on the basic rules can be specified. E.g. it can be argued that a unit gets a +1 on the dice in specific combat situations. Such bonuses should be taken into account when determining the probability of the argument to succeed.

These basic rules are deliberately kept very simple. Anything extra should be mentioned in the proposed arguments.

At the start of the game, each player draws three random objectives (not all three for the same side). The objectives are listed below, and are given as a guide to design your own scenario.

Saxon Force

The Saxon army consists of three cavalry units, six infantry units and two units of archers. Commanders for each unit are as follows, and are referenced in the objectives:

Generals

Halfdan Ragnarsson; Harald Hardrada; Egill Skallagrímsson.

Cavalry commander (three units)

Gardar Svavarsson.

Each commanding two units of infantry

Ubbe Ragnarsson; Ingólfur Arnarson; Godfrid Haraldsson.

Commander of the archer units

Thorfinn Karlsefni.

Saxon Objectives

- You are Halfdan Ragnarsson, overall commander of the army. Your mission is to defeat any enemy encountered in the plain of Bamanhyda, in order to seize control of the wider area.
- You are Harald Hardrada, trusted advisor and kin-warrior to the overall commander, Halfdan Ragnarsson. Your favourite mode of attack is the 'hook-and-swing': concentrate the major blow on one of the flanks (left or right, preferably using cavalry), and drive the enemy into the other flank, where archers and infantry will kill them off. Try to execute this tactic in the battle.
- You are Egill Skallagrímsson, trusted advisor and kin-warrior to the overall commander, Halfdan Ragnarsson. Your favourite mode of attack is to advance slowly along a broad front, pick out enemy units that are easy to rout or kill, and take control of the battlefield in this manner. Try to execute this tactic in the battle.
- You are Gardar Svavarsson, commander of the Saxon cavalry. You like to charge enemy infantry and destroy or rout as many of them as possible. You have the most respect for enemy cavalry, and you would like to stay out of a fight with them if at all possible.
- You are Ubbe Ragnarsson, commander of an infantry warband. The campaign has been long, without any real rewards. You want to raid and plunder the farms of Bamanhyda, to provide some fun for your boys.
- You are Ingólfur Arnarson, commander of an infantry warband. You are new to this whole business of war and want to avoid combat with your units as much as possible.
- You are Godfrid Haraldsson, commander of an infantry warband. It's not without reason that they call you 'Bloody Godfrid.' You want to kill as many enemies as possible. Take no quarter! Kill all the wounded as well!
- You are Thorfinn Karlsefni, and are in command of the archers. Employ your well-trained archers in such a way that they can inflict as many casualties as possible, without the risk of getting into close combat, which should be avoided at all costs.

Romano-British Force

As with the Saxons, the Romano-British have three cavalry units, six infantry units and two units of archers. Units were allocated to commanders, similar to the Saxon force:

Generals

Dubnovellaunus; Gauorignus; Lestinus.

Cavalry commander
Mandubracius.

Infantry commanders, each leading two units
Nectovellius; Segovax; Tasciovanus.

Commander of the archers contingent
Vellocatius.

Romano-British objectives

- You are Dubnovellaunus, overall commander of the army. Your mission is to defeat any enemy in the plain of Bamanhyda, in order to seize control of the wider area.
- You are Gauorignus, trusted advisor to the overall commander, Dubnovellaunus. Your favourite mode of attack is the pincer: attack with fast-moving troops on both flanks, try to encircle the enemy and hit them hard in the middle. Try to execute this tactic on the plains of Bamanhyda.
- You are Lestinus, trusted advisor the overall commander, Dubnovellaunus. Your favourite mode of attack is to advance slowly along a broad front, pick out easy enemy units, and in this manner take control of the battlefield. Try to execute this tactic in the upcoming battle.
- You are Mandubracius, commander of the cavalry. Try to outflank the enemy and hit his weaker units in the rear of the enemy line. Your horses are too valuable to be used in straight-out frontal charge attacks.
- You are Nectovellius, commander of a contingent of infantry. You want to charge enemy infantry units and destroy or rout as many of them as possible. Your place is at the front of the battle, and you do not want to be relegated to a secondary role!
- You are Segovax, commander of a contingent of infantry. The campaign has been long so far, without any real rewards. You want to raid and plunder the farms of Bamanhyda, to provide some fun for your boys.
- You are Tasciovanus, commander of a contingent of infantry. Your troops are mostly older veterans, and perhaps a bit shaky in combat. Preferably, you only want to engage the enemy in the second half of the battle, so that you can pick out easy targets without being labelled a coward.
- You are Vellocatius, commander of the archery. It's about time your troops got the recognition instead of those infantry boys who get all the trophies and prettiest women. Take the lead in the fight, discharge the first volleys on the enemy, and afterwards engage in close combat wherever possible.

APPENDIX B: THE GREAT NORTHERN WAR

This game takes place during the Great Northern War (18th century), and features a Russian assault on a Swedish-held coastline. The Russian troops are put on land using barges, and the Swedes are initially deployed near several farms along the coast (based on scenario 32 “Amphibious Assault”

from *Scenarios For All Ages*, C.S. Grant). The Russian objective is to capture a hill-line and a bridge further inland.

At the start of the game, each player draws four objectives in total, two for each side. Again, the various objectives are listed below, but it should be easy to come up with your own mix. Both Russian and Swedish objectives refer to specific units and features on the table. Objectives are written from the point of view of individual unit commanders, or advisors to the CinC who want to see a specific tactic implemented. These advisors are not represented by figures on the table, but rather belong to the staff of the CinC. A few generals are represented by figures on the table. These are not referred to in the objectives, and are only necessary for the underlying *Black Powder* command structure.

Russian troops

The Russian side totals twelve infantry units, four cavalry, two artillery batteries, three generals and the CinC. The Russian OOB, within the framework of *Black Powder*, is as follows:

CinC

Tsar Peter I. His three close advisors (von Hallart, von Rönne, Bruce) are not represented by figures on the table.

Brigade led by Count Boris Sheremetyev

- Grenadier Battaljon Preobrazhenski Guards
- Ingermanlandski Regiment
- Astrakhanski Regiment
- Archangelski Regiment
- Kropotov's Horse Grenadiers
- 1 medium gun

Brigade led by Prince Boris Golitzyn

- Tchernigovski Regiment
- Tverski Regiment
- Novgorodski Regiment
- Schlüsselburgski Regiment
- Yaroslavski Dragoons
- 1 medium gun

Brigade led by Prince Alexander Danilovich Menshikov

- Smolenski Regiment
- Smolenski Regiment
- Lutski Regiment
- Permski Regiment
- Moskovski Dragoons
- Pskovski Dragoons

Russian Objectives

- You are Tsar Peter I. Your mission is to win this battle: capture the hill line and the bridge to the north, by all possible means.
- You are Ludvig Nikolaus von Hallart, advisor to Tsar Peter I. The attack on the coastline is utter foolishness, and doomed to fail: troops will drown, be beaten back into the sea etc. You tried to tell the Tsar, but to no avail. Now the operation is underway, and the only hope is to smoke out the enemy by a slow but steady advance using a lot of musketry fire, and only engage in close combat when really necessary. Use your influence on the Tsar and his brigade commanders to achieve this goal.

- You are Karl Evald von Rönne, advisor to Tsar Peter I. The defences in the area we are attacking are not easy to take. The best course of action would be to focus the attack on the left flank, then encircle (and bypass) the houses, and race towards the bridge. Leave the enemies in the buildings by themselves; they will surrender once we have captured the bridge. Use your influence on the Tsar and his brigade commanders to achieve this goal.
- You are Jacob Daniel Bruce, advisor to Tsar Peter I. The enemy is most probably hiding in the buildings along the coast, which form an excellent base for musketry fire. Therefore, it is key to the operation to capture the buildings. You believe that a charge on all three buildings is the way forward. Once the buildings are under control, the Swedish army will undoubtedly surrender. Use your influence on the Tsar and his brigade commanders to achieve this goal.
- You are commander of the Ingermanlandski regiment, an elite regiment that deserves a place in the front rank of the assault. Make sure that your unit leads at least the attack on one of the three farms, and that it occupies that farm for the remainder of the game.
- You are commander of the Novgorodski Regiment. You are a young, ambitious officer, and you want to show that you are able to lead a unit successfully. Therefore, you would really like to be at the front of the battle. Try to engage enemy units as soon as possible, and make sure you have the upper hand in breaking (routing) at least one. However, try to avoid routing yourself, since that would be devastating for your future army career.
- You are commander of the Yaroslavski regiment. Your unit has a reputation for raucous behaviour, and there is a rumour among the men that one of the buildings visible on the shore must surely have a cellar full of rum. Try to manoeuvre your regiment in such a way that it can occupy a building, and remain there at least for one full turn to plunder the cellar (announce this as an order, no vote necessary, no general needed). After the drinking feast, the unit has all its combat abilities halved.
- You are commander of the Yaroslavski Dragoons, an elite regiment, and therefore eager to show the necessary initiative and courage during battle. The bridge across the river seems to be an appropriate target for the eager regiment. Try to be first (or one of the first) to occupy the bridge, and hold it till the end of the battle.
- You are commander of the Moskovski Dragoons. Your men have seen a lot of action already during the campaign, and are exhausted. There is no reason to make matters even worse, especially because you, as commander, are expected to put in some of your personal wealth to pay the troops and compensate for the losses in equipment. Try to avoid direct combat as much as possible. A place in the second line or even third line of the attack would do no harm. However, try not to be labelled a coward.
- You are commander of the artillery contingent

of the operation. The guns are difficult to employ during an operation of this nature (the powder can get wet!), so the utmost care is needed to deploy them. Make sure the guns are NOT deployed too close to the waterline (at least 15" away). Once inland, they can be used much more effectively.

Swedish Troops

The Swedish force consists of six Infantry units, one cavalry unit, one artillery piece, three generals and the CinC.

CinC

King Carl XIII. His 3 advisors (Gyllenkrok, Sparre, Stackelberg) mentioned in the objectives are not represented by figures on the table.

Brigade led by General Adam Ludwig

- Lewenhaupt Grenadier Lifeguards
- Dal Regiment
- Närke-Värmlands Regiment
- Åbo och Björneborg Läns Horse

Brigade led by Major-General Carl Gustav Roos

- Jönköpings Regiment
- Östgota Regiment
- Västmanlands Regiment
- 1 medium gun

Swedish Objectives

- You are Karl XII, CinC of the Swedish army. Your aim is to repel the Russian invaders and to drive them back into the sea.
- You are Axel Gyllenkrok, advisor to Karl XII. It is obvious that our only chance to repel the Russian invaders is to drive them back into the sea as soon as possible. Therefore, your best advice to the King is to attack the Russians as soon as possible, act aggressively, and try to destroy them before their entire army has set foot on land. Use your influence on the King and his brigade commanders to achieve this goal.
- You are Axel Sparre, advisor to Karl XII. The three buildings along the coastline offer excellent protection against an invasion. Put strong infantry units in those buildings, keep them there, and the matter will resolve itself. Use your influence on the King and his brigade commanders to achieve this goal.
- You are Berndt Otto Stackelberg, advisor to Karl XII. It is clear that the Russians can only be defeated by defending a small area in order to eliminate their advantage in numbers. Therefore, it seems to you that a bolstered defence of the bridge and the two easternmost buildings is the best line of action. The westernmost building has to be given up to shorten the line. Use your influence on the King and his brigade commanders to achieve this goal.
- You are commander of the Närke-Värmlands regiment. These are dire times. There is no way we can hold out against these Russian beasts – you witnessed their savagery at Poltava. Therefore, avoiding close combat at all costs is the message, and as long as you can

keep yourselves out of the line of fire, the better!

- You are commander of the Dal regiment. The fate of the Swedish people and the King depend on this battle! Hold out against all costs with your unit. If positioned in a building, do not give it up! When defending an area of terrain, do not give ground! When beaten back, re-engage the enemy! Gå På!
- You are commander of the Jönköpings regiment. You are a young and ambitious officer, and you want to show you are ready for promotion. However, you are not stupid, and a heroic death will serve no one, especially not yourself. Therefore, effective musketry fire is the tactic of choice. Try to engage as many units as possible with fire. Do not hesitate to push friendly units out of the way to accomplish this goal. Surely, King Karl will recognise your abilities after the battle.
- You are commander of the Östgota regiment. Your sister is married to a Russian nobleman, whose brother is an advisor to the Tsar, and present with the Russian army. You managed to negotiate your way out of this mess. If you give yourself up as POW, you will survive, and can probably get a nice posting as Colonel of a ceremonial regiment in St. Petersburg. Special rule:

you can surrender your regiment to the enemy, if within 8" of an enemy infantry unit, and the nearest Swedes are at least 16" away. No vote is required, the unit leaves the field immediately. The Russian unit you surrender to will march back to the beach during 'End of Turn' and wait there for re-embarkation.

- You are commander of the Åbo och Björneborg Läns horse regiment, the only cavalry unit in the force. Your father commanded this regiment as well, and it would be unthinkable not to lead this regiment to further glory. Try to engage enemy units as soon as possible, and try to rout at least one after a successful charge and close combat. Once this is accomplished, the honour of the regiment is safe, and you can manoeuvre it in a less dangerous area of the battlefield.
- You are commander of the artillery contingent of the army. Guns are expensive, and you know it! The gun battery needs to be placed in a well defended position, without the risk of being overrun. Even if the upper echelon has put the gun in a less than favourable position, limber it up and redeploy as soon as you can. A position behind the river (last line of defence) or in the forest on the right flank seems appropriate.