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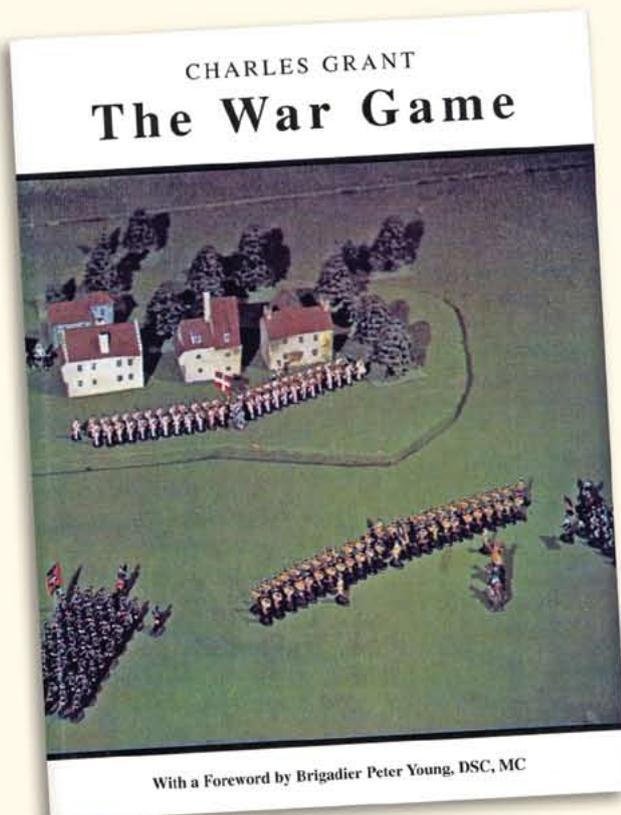
TABLE TOP TEASERS VOL 1

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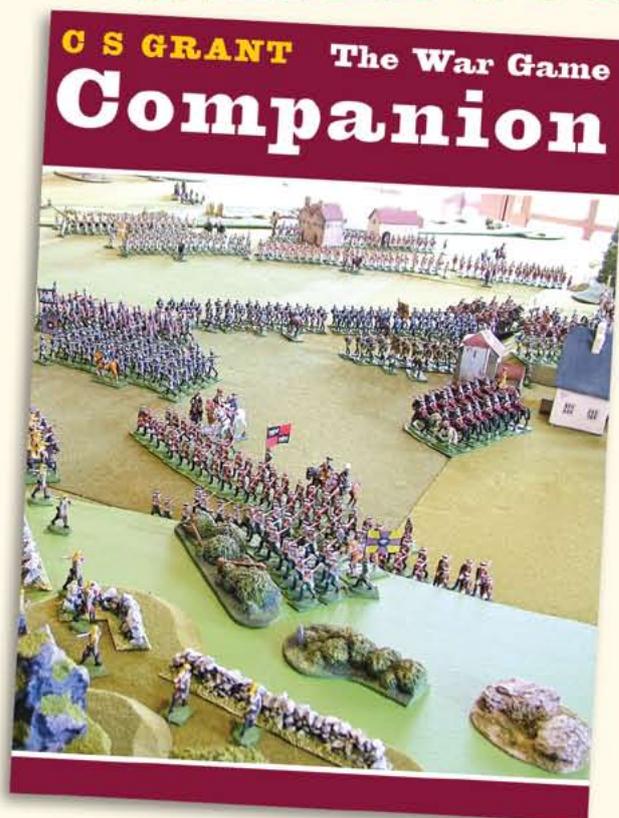
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Foreword

I must start with an enormous thank you to Henry Hyde. This is not just a thank you for putting these first 12 *Battlegames* Teasers together in a *Battlegames Special* but for being the catalyst behind the reappearance of Teasers. When Henry was setting up *Battlegames*, he contacted me to see if I would contribute.

The answer was clearly “yes”, but what to write? The obvious thing to send in was a scenario... and so, after an absence of 25 years, Table Top Teasers reappeared in a wargames magazine. My scenarios had appeared elsewhere, both in books and in *Practical Wargamer*, but not as Teasers. I have been delighted with the enthusiasm with which they have been greeted and the feedback from those who have tried them out.

With the prospect of a Special, I wanted to provide a bit more than just the previously published Teasers and so you will find some additional material here.

I thought that readers might be interested in how the Teasers all began. For that reason, I have included the very first Teaser, “Bridge Demolition”, and the account published in *Battle for Wargamers* in February and March 1978. It provides what I hope readers will find is a very enjoyable and challenging Teaser. Perhaps more to the point, however, is that in the introduction, it also explains the logic behind the Teasers. I have left the maps as they were originally produced and included reworked examples of some of the artwork.

There is also a piece entitled “Historical Battles or Scenarios?” Although I have written previously on similar subjects, this examines why wargamers refight historical battles and their use as scenarios. To conclude this part, I have also included a brand new Teaser based on an historical action. This makes 14 Teasers in all in this Special Edition.

Henry also invited a number of well-known wargamers to have a go at refighting the Teasers and sending in their own reports. This provides additional interest and entertainment, and it is gratifying to see how successfully the Teasers translate into periods other than the horse-and-musket era.

The Teaser machine moves on and I find our esteemed Editor pressing me on a regular basis for the next one. In addition, there are other publications in the pipeline which will provide more Teasers in the future, so I look forward to hearing how you have fared. Happy Gaming.

Charles Grant

Front cover: Prunkland's pioneers hurry to throw a pontoon bridge across the raging torrent of the Sturmwasser as reinforcements wait to cross. Spencer Smith Miniatures in the Editor's collection, with scratch-built scenery and pontoons. The Editor's refight of "Pontoon" with Steve Gill can be read online at http://www.battlegames.co.uk/oldschool/oldschool_games-01.html with links to an accompanying photo report.

Back cover: SS General Helmut Rust and his bodyguard section mounted on motorcycles cross the river Balka in Barry Hilton's inventive interpretation of the "Plunder and pillage" Teaser on page 27. The figures were painted and photographed by the talented Barry himself.

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How it all began

Reproduced from *Battle for Wargamers*, February/March 1978

by *Brigadier (Ret'd) C.S. Grant OBE*

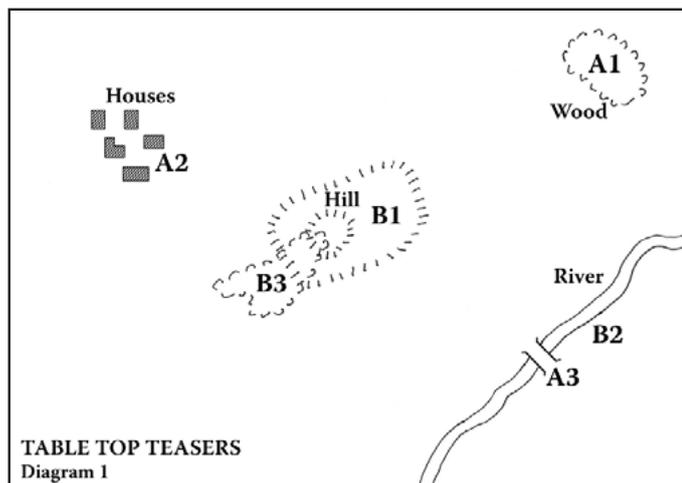
C. S. Grant with the first in an exciting new series of wargame scenarios and their solutions.

AN INTRODUCTION TO THE SERIES

The sources of inspiration for wargames are numerous. However, if one may be permitted to generalise, it is possible to divide wargames into four categories. The first is the simple conflict type of game which involves two sides, each with the object of defeating the other by inflicting more casualties on one's opponent than one receives oneself. Such a game can be conducted in a variety of ways. Terrain can be selected impartially or by each player selecting and placing a number of terrain elements alternately on the table. An example of this procedure would be as follows: "Each player has agreed to select three items of terrain. Player 'A' wins the throw to start and selects a small wood which he places in the top right corner. Player 'B' in his turn places a small hill in the centre, 'A' a village and so on. (The result is shown in diagram 1). The two players then throw the dice to see on which side of the table they will arrive. What may have appeared to be a favourable terrain from where one stood placing items on the table may often seem less advantageous when viewed from another angle, in particular the one from which one's army is to arrive." The terrain selected, there are a number of ways in which one can select the contending armies. The easiest method is, of course, to produce two identical sides, but this has obvious limitations. Other methods are aimed at producing differing sides without achieving an undesirable imbalance.

One's selection must, of course, be limited by the figures, units and numbers one has available. One simple way to produce two armies is to give units of a standard size a value in points, for example:

- Light infantry regiment (3 officers and 24 men) 2 points
- Line infantry regiment (5 officers and 48 men) 3 points
- Heavy cavalry regiment (4 officers and 24 men) 4 points
- Artillery battery (2 guns) 2 points



Each general may select an army of say, 15 points, the size of the army depending on the playing time and space available. This may produce two armies such as:

General 'A'

2 regiments of light infantry at 2 points each =	4 points
3 regiments of line infantry at 3 points each =	9 points
1 battery of artillery at 2 points each =	2 points
Total	15 points

General 'B'

1 heavy cavalry regiment at 4 points =	4 points
2 light cavalry regiments at 3 points each =	6 points
1 light infantry regiment at 2 points =	2 points
1 line infantry regiment at 3 points =	3 points
Total	15 points

Thus two armies are arrived at with a degree of balance (depending on the sanity of the generals' choice) but with scope for individuals to exercise their character, consider the opponent's character and make allowances for the terrain.

A more complex method of choosing the armies, but one of particular value in Ancient wargaming where there is a profusion of classes of soldiers, arms and weapons, is for each type of figure to be given an appropriate points value. One may then select units of differing sizes and types.

The outcome of these deliberations and preparations is invariably a first-rate wargame.

The second of our sources of wargaming is found in re-fighting famous battles. This is a most enjoyable and rewarding process where a particular battle is researched, the terrain is reproduced on the table and the armies scaled down accordingly. Dispositions relate to the opening of the battle and moves then commence. One can either follow the plans of the warring generals, or attempt in one's humble way, with the benefit of hindsight, to do better. Whether the battle is Thermopylae, Agincourt, Fontenoy, Austerlitz or Gettysburg, there is tremendous

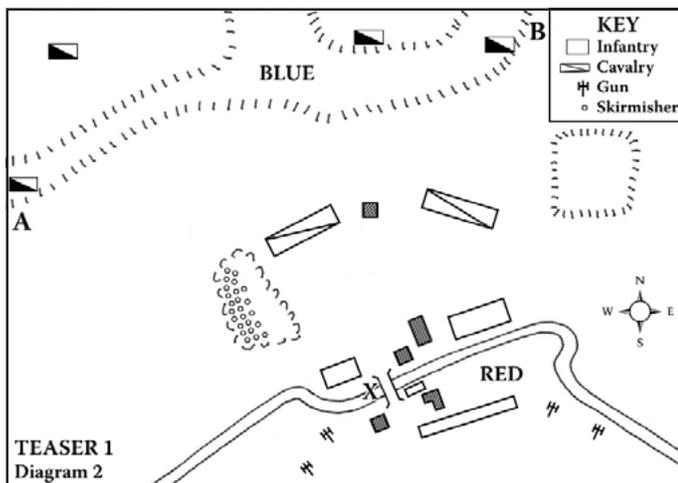
enjoyment and satisfaction to be gained from re-fighting actual battles, not to mention the occasional surprise.

The third category of wargame is the action which is derived from running wargame campaigns. Such actions may range from small scout actions and skirmishes to full-scale battles. Whatever their nature, they have one thing in common – they are part of a long-term plan and pose other factors and considerations than the short-term destruction of the enemy. The engagements may be for long-term strategic benefits, protection of lines of communication, delaying actions, preludes to larger battles, deceptions or a hundred other situations. They may require minimal losses to be sustained, towns or bridges to be kept intact or involve other factors which will influence one's actions and plans. All these and many other considerations add a new, exciting and realistic element to wargaming.

The process of campaigning, while immensely rewarding may, however, be a long one, requiring frequent contact with one's opponent and a degree of paperwork. To provide some of the elements of the campaign situations, without the continuity and length of time required, there is a fourth type of wargame. This may, at the risk of labelling, be called 'situation' wargaming. It is with this type of wargame that this and other articles of this nature will be concerned. 'Situation' wargames are those which present both sides in a particular scenario with given forces and aims. In this way, many of those additional elements present in campaign encounters may be reproduced to add more versatility and realism to the encounter/confrontation wargame.

When I first considered writing on wargame situations, the consideration of a title was by no means the least of my problems. For example, "Tactical Problems for Wargamers" is pretentious to say the least, and suggests that there is a specific problem which has a specific answer, whereas this may not be the case. Furthermore, I am reminded of the maxim that "tactics is the opinion of the senior officer present," and would therefore not presume to attempt 'answers' to such problems. Moreover, some of the scenarios are not problems but merely 'stage settings' for a battle, and so the term "problem" is therefore misleading. After much consideration, it is hoped that "Table Top Teasers" as a title embodies some of the enjoyment as well as head-scratching which they are intended to provide.

Finally, these situations are designed for others to try, and it is hoped that someone will put pen to paper and produce an account of their experiences with a "Teaser" for this magazine.



TEASER ONE: THE BRIDGE DEMOLITION

PERIOD

"Horse and Musket" though no doubt it could be adapted to modern wargaming and, with a little more "difficulty" to ancient periods.

TERRAIN

As shown in the map. The river is impassable except by means of the bridge (diagram 2).

FORCES

Red Army

- 2 regiments of heavy cavalry
- 3 regiments of line infantry
- 1 regiment of light infantry
- 2 batteries of artillery
- 1 troop of engineers

Blue Army

- 1 regiment of light cavalry
- 2 regiments of heavy cavalry
- 6 regiments of line infantry
- 2 regiments of light infantry
- 2 batteries of artillery

GENERAL SITUATION

Blue forces have broken through thirty miles to the north. Red is re-organising to counter attack in two days, but has been caught off balance. In order to give himself time to prepare he has to delay Blue. In this particular sector the bridge at X must be destroyed before it falls into Blue's hands. Last night a rear guard with engineer support from the Red forces arrived at the bridge and are to prepare and demolish it today. Blue has been advancing through the night pushing at best speed to take the bridge.

OPENING NARRATIVE

At first light all Red forces are as shown on the map. Blue forces on the table consist of one regiment of light cavalry in four squadron groups for scouting purposes. The first move of work on the bridge will be move one.

BLUE FORCE'S AIM

To take the bridge intact.

RED FORCE'S AIM

To destroy the bridge before Blue takes it.

SPECIAL FACTORS

Blue's forces have marched through the night on two main roads arriving on the table at A and B. However, their order of arrival and the route each unit arrives from is somewhat enveloped in the fog of war and the confusion of the night march. To this end, cards should be prepared and placed in envelopes as follows:

- Card 1 – two infantry regiments
- Card 2 – two infantry regiments
- Card 3 – two infantry regiments
- Card 4 – one battery of artillery
- Card 5 – one battery of artillery
- Card 6 – one regiment of light infantry
- Card 7 – one regiment of heavy cavalry
- Card 8 – one regiment of heavy cavalry

At the start of move one, Blue throws one die for each card in turn. 'Odds' the force on the card in the envelope arrives at A, 'evens' the force arrives at B. He then throws a further die to show which playing period the troops concerned arrive on, for example for a throw of 5, the envelope is opened and troops concerned move onto the table at move 5 from either A or B as designated.

The envelopes with the marked cards are plain, so neither Red nor Blue knows what they contain. Blue marks the result of the die throws on each envelope, i.e. period 3, position B. The game may now unfold.

SPECIAL RULES

The time taken to prepare the bridge for demolition is obviously critical. The game will have no purpose if it is too easy for either Red or Blue to achieve their aim. The factor will depend on the rules used, but as a guide it is suggested that the time taken to prepare the bridge should be twice as many periods of time as a line infantry regiment of Blue would take to reach it unopposed.

There should be uninterrupted move periods for the engineers working on the bridge. If they have to abandon work because of enemy activity or casualties in a specific period, then that period will not count towards the preparation of the demolition.

For those whose appetite for excitement is still undiminished one can add a further factor. Once the demolition is complete, Red throws one dice for the effect on the bridge. A scale may be devised along the following lines:

- 6 – bridge is destroyed at once
- 5 – bridge is destroyed at once
- 4 – bridge is destroyed at the end of next move
- 3 – bridge is destroyed in two moves time
- 2 – rewiring is required - two clear moves of work
- 1 – faulty work - three clear moves of work required for rewiring

CONCLUSION

While Red's aim is clearly to destroy the bridge before the enemy seize it, the better general will attempt to bring as many of his troops to safety on the south side as possible before the bridge blows up.



This is an account of Teaser number one played between Charles Grant who commanded the Blue forces of the aggressor, and this humble writer who took Red's side. The former led the army of the Vereinigte Freie Städte and assumed the august personage of Fritz Von Tarlenheim, Marshal General of the V.F.S. To those of you who are familiar (either through this magazine or the book *The War Game* by Charles Grant) with the wars of the V.F.S., it will come as no surprise to learn that Red was therefore represented by the forces of the Grand Duchy of Lorraine, commanded on this occasion by General Chambray.

Before the account unfolds, it is necessary to outline the mechanics of the game. The teaser was carried out in accordance with the instructions given. It was decided that the bridge would require 15 periods of work to prepare for demolition, this being twice the time line infantry would take to reach the bridge from A or B unhindered. The game was played on a seven foot by nine foot table.

The initial dice throwing for the arrival of Blue forces resulted in the following:

Period	Odd (West)	Even (North)
Period 3	2 infantry regiments	
Period 4	1 artillery battery	1 heavy cavalry regiment
Period 5	1 artillery battery 1 light infantry regiment	
Period 6	1 heavy cavalry regiment 2 infantry regiments	2 infantry regiments

The rather late arrival of Blue's forces and the preponderance of forces coming from the West would play an important part in the shape of the game.

The forces referred to in the maps and the account are:

VEREINIGTE FREIE STÄDTE (BLUE)

1. Von Ratsmer Uhlan
2. Holenzollern Kürassiere
3. Rijkswacht te Paard
4. Jäger
5. Fynske Regiment
6. Raczinsky Regiment
7. Leibgarde Grenadiere
8. Löwenstein-Oels Grenadiers
9. Schotse-Grenadier Van Lauder
10. Ostergotland Infantry
11. One battery of guns
12. One battery of guns

GRAND DUCHY OF LORRAINE (RED)

- A. Allemand Cavalry
- B. Gendarmerie du Roi
- C. Fusiliers de Lorraine
- D. Royal la Marine
- E. Royal Vaisseaux
- F. Champagne Regiment
- G. Engineer Troop
- H. One battery of guns
- I. One battery of guns

Finally we are most fortunate in having the quite unbiased war diary of General Chambray who commanded the forces of the Grand Duchy at the bridge, and from whose writings the following account is extracted. It has, however, been necessary to omit some of the less relevant material from his records.

WAR DIARY OF GENERAL CHAMBRAY, 25th AUGUST, THE YEAR OF OUR LORD 1747

"I was woken rudely from my bed at first light this morning by an excited young Lieutenant from the guard who informed me that enemy light cavalry patrols had been seen on the high ground north of our position. This was to be expected. I could already hear the sounds of our engineers working on the bridge preparing for demolition and knew that all was in hand. I therefore took a hearty breakfast of...

"An hour later I left my room in 'Elector's Head' which I had made my Headquarters and went forth to survey defences. In accordance with my orders troops had deployed at first light from night positions. This entailed putting a battery of guns and my third infantry regiment on the north