FRONTIER WARFARE:
A SOLO CAMPAIGN
Appendix: Country Cards

This is a supplement to the articles in Miniature Wargames, and describes the background policy for each of the sixteen states in the author's example colonial campaign set in the 1880s. It is included purely for example, to show you the range of policy objectives that the countries in your 'world' could have.

State (incl. RPs & capital)	Policy
Egypt (36 RPs; Khartoum)	Defensive. Corrupt
Sultanate (39 RPs; Zanzibar)	Defensive. Corrupt
British West (99 RPs; Kohat)	Balanced budget; raids to be punished; exploit mining opportunities (high probability)
British East (126 RPs; Natal)	Balanced budget; incorporation of Zululand (medium prob.); support Egypt
British South (68 RPs; Peshawar)	Budget surplus; defensive; support of British East and West (at cost price). Peshawar is main British capital
France (111 RPs; off-map to NE)	Intermittent expansion (Tuareg first) (v.low prob., increasing by one prob level per month). Avoid loss of prestige through major defeat of own white troops. Avoid conflict with British. Throw once per month if in war – medium prob of stop to war, with +1 to dieroll per major defeat of white troops in previous month
Germany (66 RPs; off-map to SE)	Expansion (Zululand first) (v.low, increasing by one prob level per month). Prepared to risk conflict with European powers
Afridi (Kabul)	Raids against British (low prob) or Dervishes (v. low prob). *Warlike*
Dervishes (Dongola)	Destroy Egypt (high prob) and Sultanate (low). *Warlike*
Hadendowah (Berber)	Raids against British (low prob) and Zulus (v. low). *Peaceful*
Mahsuds (Jandola)	Raids against British (low prob) and Orakzai (v. low)
Orakzai (Malakand)	Raids against British (v. low prob). *Peaceful*
Piratha (Piratha)	Raids against Sultanate (medium prob), Hadendowah (low), or Egypt (medium)
Tuareg (Bechar)	Raids against Sultanate (medium prob) or Dervishes (v.low)
Wazirs (Razmak)	Raids against British (high prob). *Warlike*
Zulus (Ulundi)	*Peaceful*

The main rules explain the various terms – in essence, each objective is expressed as a probability to be thrown for at the start of each campaign month – eg Dervishes – policy is to destroy Egypt, with a high probability that this will be activated (high = 17-20 on a D20). Where there are two policies, each is thrown for; if both throws are successful, throw for which of the two actually occurs