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.

Egypt (36 RPs; Khartoum) Sultanate (39 RPs; Zanzibar) British West (99 RPs; Kohat) British East (126 RPs; Natal) British South (68 RPs; Peshawar) France (111 RPs; off-map to NE) Refermany (66 RPs; off-map to SE) Afridi Raids against British (low prob) or Dervishes (v. low) prob). Baritish Raids against British (low prob) and Zulus (v. low). Peaceful (Malakand) Piratha (Piratha) Raids against British (v. low prob). Peaceful (Malakand) Peaceful (Ulundi) Peaceful (Usund) Pobability) Balanced budget; raids to be punished; exploit mining (Defensive. Corrupt Defensive. (high probability) Defensive. (high probability) Balanced budget; incorporation of Zululand (medium prob.) Defensive. (pich probabawar is main British (and probability) Defensive. (pich probabawar is main British (low prob) and Culus (v. low). Peaceful Destroy Egypt (high prob) and Sultanate (low). Peaceful Destroy Egypt (high prob) and Culus (v. low) Peaceful Destroy Egypt (medium) Pich probabality Defensive. (pich probabality) Destroy Egypt Destroy Egypt Destroy Egypt Destroy Carearia pro	State (incl. RPs &	Policy
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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