FRONTIER WARFARE:
A SOLO CAMPAIGN
Appendix: Campaign rules

This is a supplement to the articles in Miniature Wargames, and describes the campaign rules in the author's example colonial campaign set in the 1880s. **This is very much a guidance document and does not pretend to be legally watertight – use your own common-sense interpretation if unclear!**

Game sequence
Each campaign month:
- Throw <u>once</u>, for whole world, for a possible mineral discovery (see below)

Then go through the following steps, a state at a time, in the order set out in the Country Cards (ie colonial powers first, native tribes second):

- Allocate PPs as desired, eg to influence an opposing dieroll or support own dieroll
- Throw for state's policy objectives (see Country Cards) – Jihad, raids, and wars
- Calculate Resource Points (RPs) – monthly income plus any savings
- Calculate expenditure in RPs on troops, forts, supplies, Prestige Points (PPs), etc; allocate those resources on map
- In hot season (June-August), throw for sickness amongst regular troops (see below)

Note: Tribal states do not use RPs to calculate income & expenditure, although they can use (eg) looted RPs to convert into PPs

Scale
1 hex = 10 miles. One move = 1 day. One month = 28 days. One figure = 25 men. Use D20 throughout.
'Probabilities' – throw D20 - 'v.low' is 20; low 19-20; medium 18-20; high 17-20

Income and expenditure (non-tribal states only)
(NB Each European state plus its captures is independent).

- Revenue – as per Country Card. Unexplored countries have no known amount of RPs until capital secured by invader: throw D20 and multiply by 2.5)
- Cost – inf 1 RP; cav, gunner, sapper 2 RPs; MG/gun 5; gunboat 20; steamship 30; fort 15 (small) or 30 (large); 10 supply figure/weeks 1 RP. Native levies cost 50%, but raw etc.
Capital automatically includes a large fort (no RPs required). All European-occupied settlements must have a minimum of one sub-unit (eg inf coy) as garrison

Budget may go into deficit – but any such expenditure counts double
Corrupt countries – throw D20 and divide by 2 = loss of RPs that month
To disband a unit, it must be in home state

Recruitment
At start of month, natives revert to full strength IF in home state. Europeans can only recruit to a unit if it is in the home state. All French and Germans units arrive by sea (steamship) or by land (NE or SE corner tip of map, respectively)

Prestige Points (PPs) – use 1 PP to influence a dieroll by 1

- Raid – successful raid gains 2 PPs; unsuccessful raid loses 2 PPs
- Battle – decisive gives +3 PPs; substantial +2; and marginal +1 (add 2 PPs if non-marginal defeat of mainly white troops by a native power). Loss of capital = minus 3 PPs, and peace
- Use your discretion to determine level of success, eg losses, destruction of supplies, loss of fort, etc
- 10 RPs can buy 1 PP (but PPs cannot buy RPs) – bribery!

Supply (applies to regular troops only)

- Cities, towns, forts – unlimited supply for 1 month (fort can supply maximum 1 figure per perimeter-inch)
- Out-of-supply troops – minus 1 hex on map movement; fire at half-effect
- Each wagon carries 100 figure/week supplies (eg 25 figures for 4 weeks, ie one month); camel carries 20; porter carries 10 (NB porters do not count as figures for supply). Whilst in own country, no supplies needed. Railway wagon carries 16 figures or 200 supplies

Climate

- In hot season (June-August), throw D20 at start of <u>week</u> per regular unit – 1-10 = figure dead (native troops -2 on dieroll). Rivers fall by 1 level (eg grade 3 becomes grade 2 – see below)
- In winter (November-January), solely-mountain hexsides are impassable due to snow
- In February, thaw raises rivers by 1 level
- In desert, troops without supply lose 10% of figures per day, unless camels

Mineral discovery

Throw once per month (medium probability), and for location; if in European state, assume already known and ignore. Worth 25 RPs, once mining starts

Jihad (Arabic states only)

Throw once per month per warlike state. 20 = Jihad. Once Jihad exists, it can spread to adjacent Arabic states – throw of 18-20 (+1 if allied, -1 if hostile). Jihad aimed at nearest European-backed state. During Jihad, any tribal levies desert to home tribe on throw of 1-10 (one throw per unit). Jihad lasts until crushed or surrender

Raids (see Country Cards for raid/war probabilities)

Raid is minimum of 3 days (3 moves) into opposing country, by maximum of 3 'units' (unless Piratha raid, which is by whole force), followed by exit. If nomadic raider (eg Tuareg), random die roll determines entry hex into opponent's territory. If non-nomadic, raid is from nearest settlement to border. Defender cannot react until the border is crossed

War (NB only 'Warlike' nations, or those with specific expansion policies, throw for war)

+2 if already in Jihad. State has no throw if already at war. Native conquerors incorporate 50% of native loser's troops and gain any RPs in loser's treasury (eg to buy PPs); Europeans gain loser's RPs if any. Loss of capital = end of war. Loss of settlement = loss of its unit, but can throw for revolt in subsequent month

Alliances

Throw 11 or more to initiate (deduct 1 from dieroll per fight against partner in previous month)

Tribal revolts

To see if an occupied tribe or settlement revolts, throw once per month per tribe. 20 = revolt. Tribesmen mobilise at each settlement, as per Order-of-Battle chart. Revolts lasts until crushed, or tribe surrenders (in which case, don't count as crushed in subsequent throws for revolt)

Plus/minus factors for revolt (cumulative):

+4	Jihad
+2	Per neighbouring tribe already in revolt; per non-marginal opposing European defeat in last month; if 'warlike' tribe; European use of tribe's territory in previous month, against another tribe; if hot season (Europeans weaker, low rivers)
-2	Per occasion tribe has had its revolt crushed in current year (ie chief settlement occupied/razed); if harvest season (September)
+/- 1	Per PP of influence used

Movement

Clear hex	- natives & mounted 3 hexes per move; regulars 2 hexes
Mountain, jungle, desert, river hexes	- lose 1 hex
Road hex	- for regulars only, plus 1 hex
Railway hex	- 10 hexes per move
Rivers	- Grade 1 fordable by all; grade 2 fordable only by mounted; grade 3 unfordable; grade 4 unbridgeable. Takes 1 day for sapper coy to build bridge across grade 2; 3 days for grade 3
Naval	- 5 hexes per move, only in grades 3 & 4 or sea (deduct 2 in straits, or river grade 3). Upstream -1 hex, downstream +1 hex

Forces cannot exit an enemy Zone of Control, unless faster than enemy.
Complete all moves before fighting any battle (ie allows second-mover to reinforce)

Civilians

Capital has 20 armed civilians (single-shot breechloaders), town has 10, mining settlement has 5

Weapons

Colonial units usually have single-shot breechloaders; tribesmen usually have muskets

Battlefield losses and terrain

Battle lasts for maximum of 12 turns per day. One third of losses are permanent for that month; two-thirds return to unit after battle. Loser immediately retires 1 hex if marginal defeat, 2 if substantial, and 3 if decisive

Battlefield is 8' x 5'. Rivers, forts and settlements as per campaign map, plus following items per hex-type:

- Mountain - large hill; 8 hills; 4 pieces rough; 30% chance of 3-bldg walled village
- Jungle - 8 pieces bush/trees; 4 hills; 30% chance of 4-hut village
- Desert - 8 pieces rough; 4 hills
- Clear - 6 pieces rough; 4 hills; 30% chance of village

Campaign tools

- Campaign map
- Country Cards, showing each state's policy and resources (see Reinforcements on MW website)
- Strategic Record sheet, recording monthly events and income & expenditure (see first article)
- Order of Battle and Movement Chart, recording troop locations, cost, and daily moves for a week (see first article)