

## New Releases :

- 13.35 Advancing
- 13.36 Charging
- 13.37 Standing firing
- 13.38 Kneeling firing
- 13.39 HMG's
- 13.40 Gun crew
- 13.42 NCO's

There have been some new packs to the SCW range.

The primary reason for this is that some of the old sculpts are looking a bit "tired". In addition the SCW range needs to follow newer PP ranges in having a greater variety for basic packs. Thus packs are now themed as "charging", "advancing", "firing" rather than "Nationalist or Republican". Gamers prefer a variety within a theme rather than three non-compatible poses.

This creates a lot more work for the sculptor, but makes the units look better. More packs are planned but the AWI also requires more packs too!

## Top sellers last month from the shopping cart :

- 1 T55 Tank
- 2 AWI Brit infantry advancing
- 3 ECW Lowland Muskets
- 4 ACW 2 horse limber f/cap
- 5 Helmet AK47
- 6 Ashigaru spears Advancing
- 7 Mounted samurai with spear
- 8 Samurai mounted with sword
- 9 ECW Scots Lancers
- 10 BTR 152

*Square Bashing* is moving forward at a reasonable pace. The loss of Les from the front line has been noticed. It has reduced the number of playtest games played. There is no Bournemouth aspect as the moment. SB is intended to be a two book project. Book one will be the rules, with book two being the 50 armies.

The order of activities within the turn is excellent. The number of units (approx 20 per side) is leading to a too long game length compared to the usual PP game length. Reducing the number of units might cause the loss of a particular unit to be too significant. Elimination of distant shooting is tempting, but would kill off an important part of the game. The number of turns could possibly be useful?

The real plusses of SB at the moment are the small table size and barrages. Praise must go to the "long legs" and stamina of the playtesters. The army size feels right as does the attrition levels. SB games get to a conclusion without overwhelming carnage. Speed may come with familiarity but this is not evident yet. The "right to left" mechanism has speeded play without effecting tactical flexibility. The scenario generation "days to war" exercise takes valuable game time but is valuable in itself (an RFCM characteristic!).

## What I feel we need

- Shorter/quicker game
- More tactical rewards in the 15 days
- Feasibility of a reservist army.
- Space for cavalry armies.

## What is good at the moment

- Right to left method      Shooting(6s)
- Movement      Assaults
- Army size (640 points)
- Assets
- Table size (4x3)

## AK competition 2011 - (a personal reflection)

I got up early on 3rd September and went to Abingdon. This was the venue for the first AK day since the sad demise of the old AK days some 3 years ago. The players were mostly from Dorset but maybe future years will be busier and more cosmopolitan. Despite this, the day was really good fun.

It consisted of a "one on one" game followed by a "doubles" games. This format gave enough time to go out for a pub lunch and a good chat. The day was organised by Bob Medcraft (well done Bob) as part of the BHGS competition event at FitzHarrys School Abingdon. The venue was easy to find and more accessible than Weymouth (PP HQ) for many. The AK victory point system was used. An extra 10 points were given to the winner and 5 points deducted from the defender. This was so that high scoring losers were not "out doing" low scoring winners. This seemed to work fine.

The asset system worked really well in giving tension to the games. The 6 foot width made the game more tactical, in that a unit committed to a part of the table could not influence other parts of the table some feet away. The wider aspect of the table also meant that reinforcement units could arrive at crucial points a long way from possible interruption. Dug in units were a real problem to dislodge. I did however dislodge some militia with a professional assault backed up by militia

support. Professionals do seem worth the cost when assaulting militia. The aftermaths to assaults were bloody for the militia. Players often forgot the bonus for getting attacking units across the half way line.

The AK day was good fun from my own personal point of view and was definitely better in terms of the new rules over the old rules. Thanks to all those who played.



Our remaining shows of 2011 are SELWG and Warfare  
Shopping cart will close for 2011 on December 18th

# You must find them now Captain! (7<sup>th</sup> Sept 2011)

This is a set of adjustments to the "PBI" rules that will allow you to game the common occurrence of a small group of fugitives attempting to evade detection. Examples of these "fugitives" are downed airmen, resistance fighters, sabotage parties and U boat shore parties. These fugitives are attempting to travel from A to B in order to evade capture and seek safety.

The **fugitives** are represented by five bases of SMG, pistol or rifle armed groups. Only 2 of these bases are real (1 is rifle armed and 1 is SMG armed), the other 3 being dummies (to keep the searchers guessing!).

The **searchers** are represented by seven bases of SMG and rifle armed groups. Two of the groups are officer (SMG) groups. The other 5 bases are rifle armed. The searchers can also have two softskin vehicles. Any base in such a vehicle may count as LMG armed.

Both the searchers and fugitives are of average quality for the purposes of fighting and firing.

## Scenario

The enemy have been alerted to the presence of enemy fugitives. It could be a betrayal of a resistance drop, U boat reconnaissance party or commando group.

The fugitive bases (2 of) must attempt to reach any other corner square of the table except the one that they started in.

## Victory points

Fugitive player. Each fugitive base that reaches a corner square gains 2D6 victory points. Each searcher base killed gains 2 points for the fugitives.

Searcher player. Each fugitive base killed gains D6+1 victory points. Each fugitive base captured gains 2D6+3 victory points.

## The table

The table should be the normal 8 by 8 PBI gridded type.

The scenery should be of the normal PBI type. This includes a road going from one edge to the opposite which passes through the table centre (roughly).

## Initial deployment

First the chasers are placed. The chasers deploy 3 bases (chosen from the 7 available) any where on road squares. The two softskins can be deployed anywhere on a road (if a base is dedicated to staying in the vehicle and staying on the road it may be LMG armed). The remaining 5 bases arrive at any road entrance if a 6 is rolled at the end of a turn. All chaser bases that are off table can be rolled for every turn.

Second the 5 fugitive bases are placed in any square that is in a table corner at the rate of 1-3 per corner.

The fugitive player has the first turn.

## Visibility

It is assumed that the scenario takes place at night.

## AP

Fugitive bases do not need to be motivated.

Searcher bases need motivating in the usual PBI fashion except that **every square counts as closed**.

## All bases have 3 choices for motivation each turn.

1. Move 1 square without attempting to be motivated. No extra AP can be used. (i.e. no shooting, assaulting etc.)
2. Be motivated in the normal manner. Fugitives cannot choose this option.
3. Roll D6-2 for AP without attempting to be motivated. Minimum AP of 1.

Re-roll allowed if on the road at the turn start.

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### Movement

All squares without road cost 2AP to leave. Road squares cost 1AP to leave.

### Shooting

Maximum shooting range is into the next square (in all 8 directions) only.

### Close assaults

Close assaults do not get “here they come” shooting.

Any fugitive base assaulted which is a dummy is removed permanently from the game.

Both players can close assault.

If a searcher would rather capture than kill a fugitive he can gamble a kill by rolling a further D6.

- 1,2= fugitive gets away and moves 1 square away in any direction chosen by the fugitive.
- 3,4,5,6 fugitives is captured (becomes a prisoner) and moves with a attendant searcher base at the same rate as the searcher moves at.

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### Prisoners

The searcher cannot move the prisoners off the table but may pass the prisoners to another base if they share a square at any point. If captors are killed the fugitives are set free to carry on as before.

### Game end

The game ends when the fugitive bases are all either captured, dead or at a destination corner.



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