NEW DOVER PATROL

Plenary Wargame

Connections UK

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Game Outline

This is an open adversarial plenary wargame. BLUE, GREEN and RED play is simultaneous.

Players are typically grouped into teams of 3. Those teams are then organised into a hierarchy of teams representing a military command structure.

The aim is for the game to last up to 8 turns.
This means taking no more than around 15 minutes per game turn.

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MAIN GAME MAP DISPLAY

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Team Structure
Typically each team has three (or four) players

a. Commander – makes all the important decisions.

b. Staff Officer, Support – keep track of the map and updates the commander on the situation. Also collects and returns COMBAT RESOURCES to higher command.

c. Staff Officer, Operations – shows the ORDER FLASH CARDS to control, and ensures that the unit has enough COMBAT RESOURCES to do what it wants.

There will be other, more specialised roles but we'll explain that separately.

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Combat Resources

These are held at the top command level, and must be physically handed down to front line units to use. Each turn, higher command get additional resources to cascade down through the command structure.

- **Ammunition**. A unit must use at least one Ammunition Counter to attack (it doesn't need one to defend itself).

- **Activation Points** : This represents command focus, organisation, logistic capability and a range of other enablers not otherwise represented in the game.

- **Special Actions :** These are cards showing additional capabilities that a unit can employ to give it an edge in a particular combat. It might be the ability to deploy IED or high tech weapons or special forces. Generally Special Actions are one-use activities.

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Units

Each unit has the following characteristics

Combat Score – used in combat resolution. This is a simple odds-based system
It is modified by Ammunition (the more the better), and by Special Actions (the effect is noted on the card). The better your odds, the more chance of success.

RULE : Ammo is needed to attack. +1 to Combat Score for each Ammo counter consumed (up to a maximum of the unit's base combat score).

Strength – indicates losses. Each unit has a number of strength boxes. When they are all crossed off the unit is ineffective.

RULE: Typically each time the unit fights -1 strength. Each time it is defeated -1 another strength.

Reliability – indicates morale and training. Some units might refuse to fight when ordered to attack. A high Reliability Score means a good chance of doing what they have been asked effectively.

RULE : Roll 1D6 and score reliability or less to pass test. -1 from die roll for each strength loss.

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Unit Actions / Flash Cards

A unit can EITHER Move OR Fight. If it moves it has to stop as soon as it arrives adjacent to an enemy unit. The maximum distance a unit can move in a turn is 2 hexes.
Units might also move as a result of combat – generally to occupy the hex just vacated by a defeated enemy unit.

Order Flash Cards

MOVE – Write on flash card the target hex grid reference number. This includes sea or air transport landings.

ATTACK – This must be a unit you start the turn adjacent to. If there is a doubt write on the target unit's hex grid number.

REST – using Activation points to recover.

REPAIR INFRASTRUCTURE – Used by UN Agencies, Engineers or Foreign Advisors.

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The Political Support Track

This represents the support for BLUE and Red from their key stakeholders.

- If one side reaches Zero, then their political support has melted away and they have lost the war – in the case of BLUE they must withdraw.
- An infrastructure hex is either DESTROYED, DAMAGED or OK.
- **Each time** there is an attack or fires into an infrastructure hex the damage gets one step worse.
- The side that inflicted the collateral damage has -1 on the Political Support track.
- Repairing Infrastructure requires REPAIR action by a UN Agency, Engineers or Foreign Advisors.

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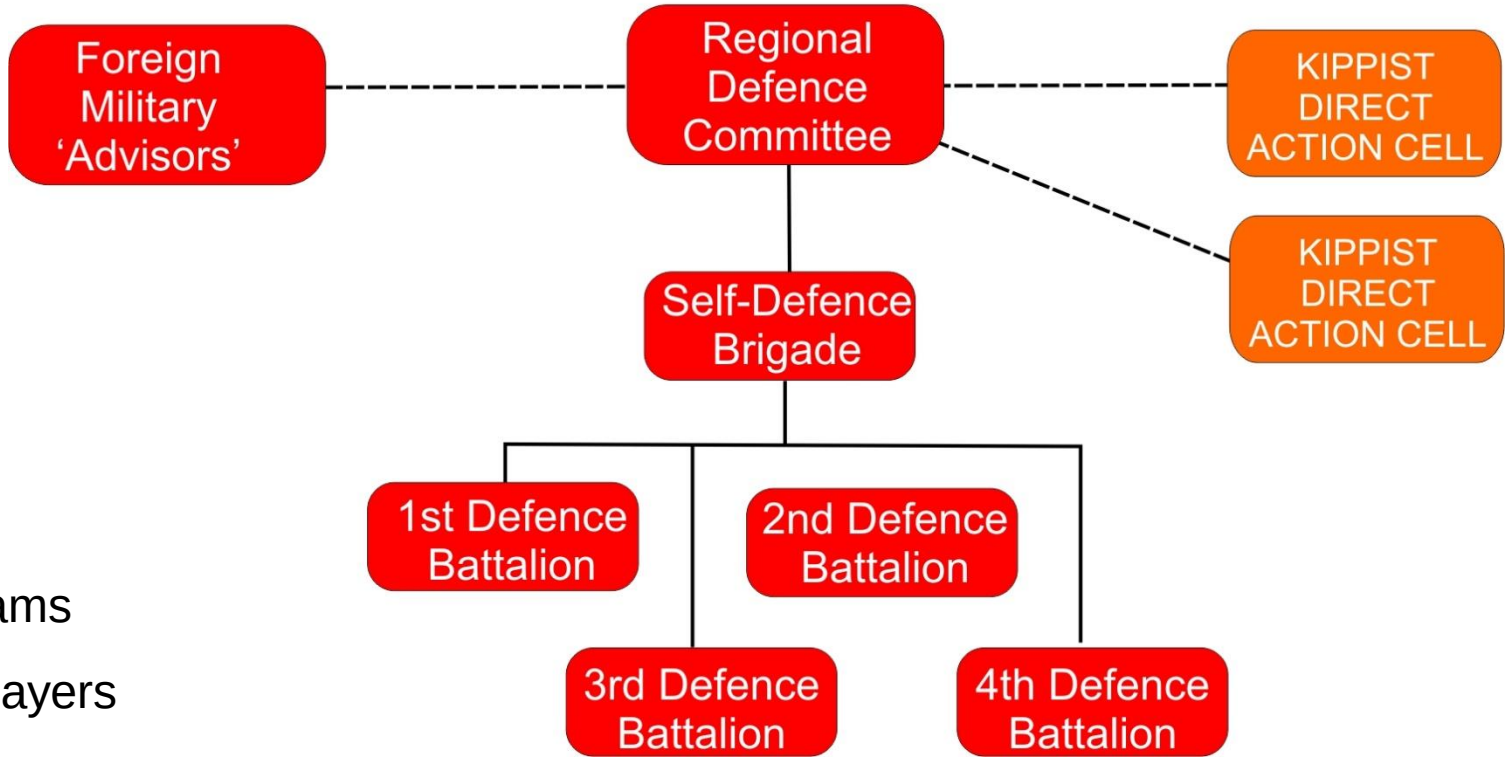
Unlimited Knowledge In Peace Movement

ACTIVE RESISTANCE UNITS



9 Teams

32 Players

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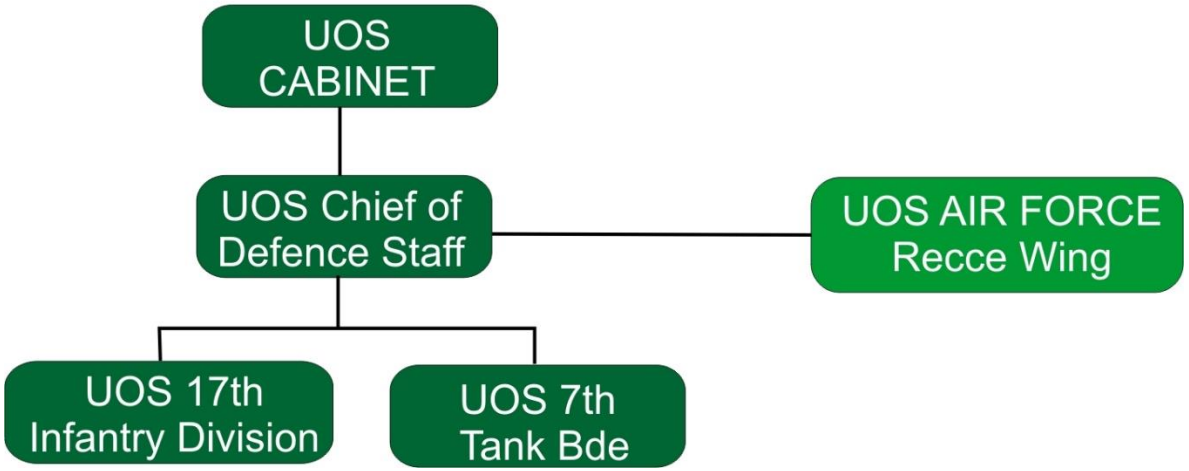
UNION OF SILVANIA (UOS)



4 Teams

18 Players

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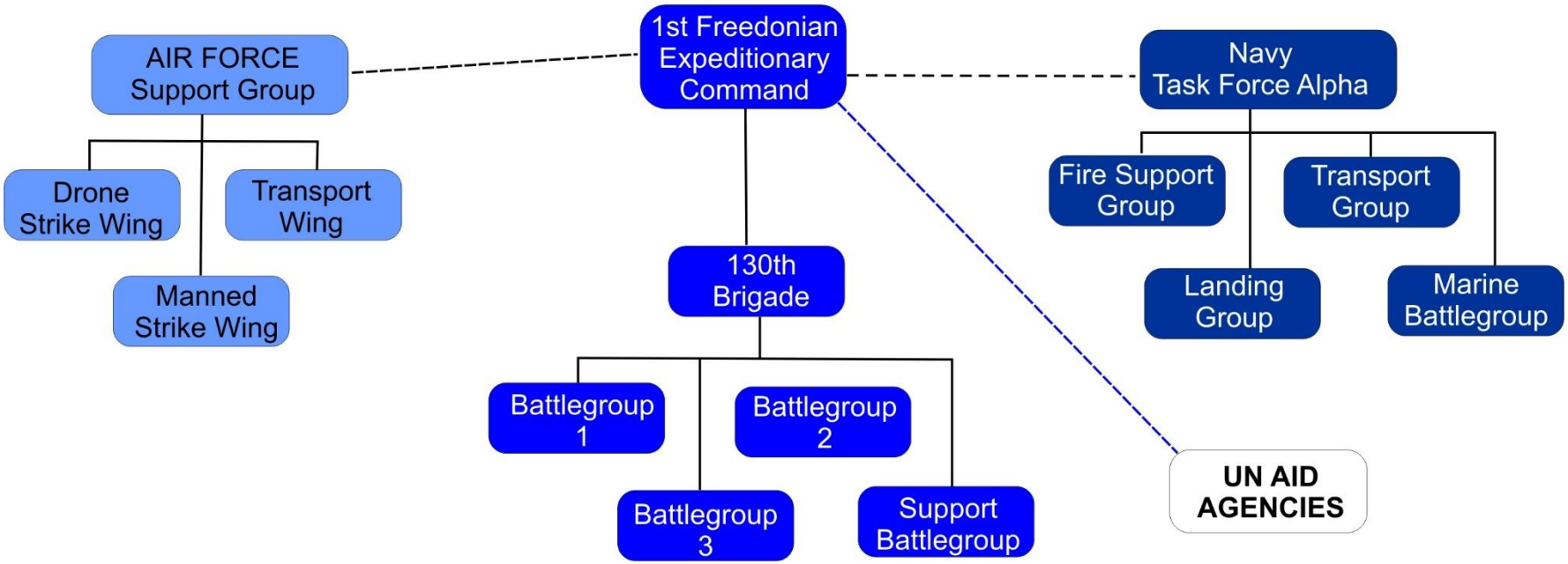
REPUBLIC OF FREEDONIA



10 Teams

40 Players

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WHAT NOW?

Players are allocated to Teams

HQ Teams Meet to plan initial move.

Turn 1 orders in 20 minutes from now.

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BLUE TEAMS

1	1st Freedonian Expeditionary Command	7 Players
2	130th Bde HQ	4 Players
3	BG 1	4 Players
4	BG 2	4 Players
5	BG 3	4 Players
6	Support Battlegroup	4 Players
7	Freedonian Naval Command	4 Players
8	Marine Battlegroup	4 Players
9	Freedonian Air Support Group	4 Players
10	UN AID AGENCIES	4 players

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RED TEAMS

1	Regional Defence Committee	8 Players
2	Self Defence Brigade HQ	4 Players
3	1 Defence Bn	4 Players
4	2 Defence Bn	4 Players
5	3 Defence Bn	4 Players
6	4 Defence Bn	4 Players
7	Foreign Military Advisors	4 Players
8	Kippist 8 September Faction	4 Players
9	Kippist 11 June Faction	4 Players

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GREEN TEAMS

1	National Cabinet	6 Players
2	Chief of Defence Staff HQ	4 Players
3	17th Division	4 Players
4	7th Tank Brigade	4 Players

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