

Book resources:

Corenlius Ryan, A bridge to far
 ISBN 0340199415
 Robert Kershaw, It never snows in September
 ISBN 0781802873

Internet resources:

<http://www.arnhemarchive.org>
<http://theairbornesoldier.com/>
<http://www.airbornemuseum.org/>
<http://get-me.to/september1944>
<http://www.sosabowski.com/>

Movies:

Theirs is the Glory, 1945
 A bridge too far, 1977

Wargames:

Hell's Highway (Victory Games)
 Storm over Arnhem (Avalon Hill)
 Monty's Gamble: Market-Garden (MMP)
 Airbridge to Victory (GMT)
 Highway to the Reich (SPI)
 Operation Market-Garden (GDW)
 Arnhem (Attacktix)



How to make a diorama

When making diorama terrain it is quite easy to get caught in details. My experience and answer to this is to batch build, think big and make a schedule. Build your models to a playable standard and when it is all done, add some flavor and details. Keep the standard low to begin with because different standards stands out in your diorama and makes it look bad. Keep one month in reserve at the end of the project to make finishing touches to the diorama and to make or remake some pieces.

Milestones

Make a schedule for the project and make milestones as checkpoints to see how you are progressing and if you are going to deliver. Here you can see the milestones for the Arnhem project.

Milestone 1

1 October

All Arnhem houses built and painted

Milestone 2

1 November

Initial scenario ready, diorama built, any additional figurines ordered.

Milestone 3

1 January

Play testing the scenario

Milestone 4

1 February

All models painted



Some of the Arnhem houses are tried out in a fictional scenario at the Swedish Friendly Fire 05 Gaming Convetion. Someone obviously have it in for Stuart tanks.



Want to know more?

Coming issues of Command & Strategy will feature more on this awesome project. You can also check out these web resources.

<http://defcon.me.uk/Arnhem> Project homepage
<http://gothcon.se> Next convention

WELLINGTON

Mark MaLaughlin's Point to point Peninsula War.

A Brief Review by Udo Grebe

GMT's Wellington brings us back to the later part of the Peninsular War in Spain. It covers the period from 1812-1814. At that time the French dominance over Spain was about to decline which is reflected in Wellington's game mechanics and victory conditions.

With Wellington Mark McLaughlin adapts his award winning Napoleonic Wars system. There are four powers in the game: Spain and Great Britain fights the French Armee du Nord and Armee du Sud (each power can be represented by one player). The game is card driven, meaning that you can either play the card as an event and follow the instructions on it or use the Command points printed on the cards to move units, build new troops, regroup units, flag areas, and more. In other words, without playing a card you can do nothing.

Battles are resolved by rolling one die per unit plus additional dice for leaders, battle cards, terrain, and other effects. Only die rolls of "5" and "6" do count as hits. A "6" destroys an enemy unit outright and a "5" just helps winning the battle. The winner of a battle is the side scoring the most hits. But if you score 3 or more hits than the enemy all of your "5" results are turned into "6" results, which can have disastrous effects. Like in most other point to point games you can intercept enemy moves with an adjacent force, or try to evade from battle. Together with the use of many response cards these elements give Wellington lots of interaction.

Victory is achieved by conquests or by the control of key positions. A game can last three turns but can be over after just one, or even through a sudden death during a game turn.



Spain 1808 AD.

I had the pleasure to play Wellington with four players, one of them designer, during WBC 2004. This was before it was published.

In that game I attacked Madrid with an Army Group of two Spanish Armies vs. one defending French Army. Though the attackers were numerically superior they had nearly no suitable battle cards. Mark on the other hand played many battle cards and attritions on us that we finally were reduced to 13 battle dice vs. 21 dice for the French defenders. I do not recall the all the die rolls, but the French just rolled two fives and the attackers made enough hits to take Madrid with a lucky overrun victory.



Sampla army units.

CONVENTION MEMORIES

John Sanders - wannabe game designer and police officer.

The coolest thing I have ever done on a gaming convention:

It was not much of a convention, but a few years back me and a buddy locked ourselves in in his little cabin and played The Gamers' DAK for five days straight. The tables with the maps on took up most of the house so we had to eat and sleep on the floor. It was a fantastic experience, diverting so much time to your hobby, despite that you where supposed to be a grown-up.

The worst thing that ever happened to me at a gaming convention:

Going to WBC and findiing out on day one that the magnetic thing on my credit card had been damaged. I had to borrow cash for everything and could not buy any games.

The vilest thing I have ever eaten at a gaming convention:

I never eat inside conventions. A good survival rule.

15 TONS OF OPIUM

The opium war of 1967 and other stories.

By Stefan Spett

The inhabitants in the remote jungle-covered mountains where Laos, Thailand, Burma and the Chinese province of Yunnan meet are neither Lao, Chinese, Burmese nor Thai. For centuries the better-known peoples of Asia have pushed lesser-known peoples into these mountains. Peoples which in turn have pushed other unknown peoples in front of them. This pushing seems to have stagnated around Nam Tha, the western province of Laos. Dozens of peoples with names like Hakka, Lahu and Shan live there among the hills. A few of the inhabitants are actually ethnic Chinese but to spice things up a bit they are Muslims.

Welcome to the Jungle

In late 1949 a new wave of displaced people left Yunnan and fled into the Wa and Shan regions in Burma. They were remnants of Chiang Kai-Shek's Kuomintang (KMT) thoroughly defeated by the communists and chased by a popular uprising in Yunnan.

When the red Chinese entered the Korean War in 1950 the CIA contacted the sorry KMT-remnants in Burma and started to parachute in all sorts of supplies to them. The KMT forces quickly swelled as stragglers were rounded up, tribesmen were recruited and troops were flown in from Taiwan.

In 1951-52 KMT-troops invaded Yunnan three times and got swiftly evicted just as many times. The KMT had proved unable to fight the communists with any success but they had found other employment. The remote areas of Burma were quickly becoming the main supplier to the international opium market and the KMT soon organized a thriving trading network in the Burmese mountains. Even some airfields were built. The Burmese government did have less than friendly relation with the KMT but were unable to chase them away by themselves.



In 1960 the Burmese leader Ne Win met with Mao and negotiated a better demarcated border, giving up some truly distant border villages to the Chinese. They also agreed on attacking the KMT base at Mong Pa Liao. The base was heavily fortified, had a good airfield and was defended by a large KMT force. Three red Chinese divisions and 5000 Burmese troops attacked the base in January 1961 and pushed the KMT into Laos after several weeks of fighting.

Some of the KMT went home to their villages and some flown out to Taiwan, but several thousand men did not want to leave the opium trade unattended and refused to leave. The Taiwanese government renounced them but using their excellent connections in Thailand, the KMT-remnants could establish new bases on the Thai-Burmese border. Eventually the KMT generals had some disagreements and the force (or band) split into three fractions. One

CONVENTION MEMORIES

Frank Kempf - gamer, swimming coach and history teacher.

The coolest thing I have ever done on a gaming convention:

A few years back when I was thrown into this live RPG-ish alien abduction thing without the slightest idea what to expect. It was just such an amazing experience. I dreamt about autopsies for weeks afterwards.

The worst thing that ever happened to me at a gaming convention:

The first time I went to a gaming convention I was young enough to forget to eat or sleep for about two days. When I literally fell over to sheer exhaustion I managed to hurt my wrist quite badly.

The vilest thing I have ever eaten at a gaming convention:

Some very cheap kind of microwave pizza that tasted the same no matter what it said on the wrapper.