

STRATEGY & GUILLE

A Campaign System for Valour & Fortitude

by Jervis Johnson

The following rules can be used to fight campaigns using the V&F rules system. It is a streamlined version of a set of rules that first appeared in Wargames Illustrated 423. I have designed the campaign system to make the job of the player running it as easy as possible. I know from experience just how much work running a campaign can be; in particular, running out individual reports to the players can take a huge amount of time. I therefore designed S&G so that all I needed to do each turn was send the players an updated version of the map and a 'situation report' about any battles that were going to be fought, the deadlines for orders and so on. The important thing to note is that these two things (the map and the report) were the same for all the players, so I only needed to generate them once per turn unless you are using the optional 'Fog of War' rule. The second thing that is worth mentioning is something that doesn't appear in the rules at all, and that is the importance that the game umpire is willing to *improvise*. One of the most exciting things about an umpired game is that, like D&D, the players can try and do anything they want - the game rules just provide a foundation for these things.

But enough preamble. Over the next few pages you will find a set of general rules for running a campaign, followed by a set of specific rules that provides the map, special rules and information about picking forces you will need to run a campaign based on Napoleon's Spring campaign in Germany in 1813. I've split the rules into two parts like this to make it easy for you to use the general rules for a campaign of your own devising. If there's one thing I've learnt over the years, it's that no two campaigns are ever alike, and so I've tried to make sure you can easily modify the S&G rules to suit the campaign that *you* want to run. Have fun, and if you are the campaign umpire, don't forget to be ready and willing to improvise once the campaign is underway!

STRATEGY & GUILLE RULES

Strategy & Guile is a campaign system designed for use with the Valour & Fortitude rules. It can be played by 3 or more people. One player is the umpire for the campaign and the other players command the contingents that are fighting in the campaign.

1.0 CAMPAIGN SCENARIO

Before starting the campaign, you must pick a scenario to use. The campaign scenario provides the campaign map for the campaign, explains how many players can take part in the campaign, how to pick the armies, how to deploy the armies on the campaign map, and any special rules that apply. Campaign scenarios can be downloaded from www.perry-miniatures.com or can be created by one of the players.

1.0.1 Campaign Umpire

Once the scenario has been chosen, one player must be chosen as the umpire. They are in charge of maintaining the campaign map and processing the order issued by the other players on each turn.

1.1 CAMPAIGN VICTORY CONDITIONS

The campaign scenario that has been chosen will include information on how long the campaign will last and how the winner(s) are determined at the end of the campaign.

1.2 CAMPAIGN SIDES

Strategy & Guile is fought between two sides. After the umpire has been chosen, the remaining players are each allocated to a side. The scenario you have chosen to use will explain how many players are on each side. Players can either decide amongst themselves which side they will join, and if they cannot decide the umpire will allocate players to each side as they see fit.

1.2.1 Supreme Commander

One player from each side must be chosen as the Supreme Commander for their side. The Supreme Commander is in overall command of their side, and has the final say in any decisions that their side must make.

1.2.2 Messages

Players on the same side can exchange messages freely (e.g., there are no restrictions on communication between players on the same side).

1.2.3 Messengers (OPTIONAL)

If the umpire wishes, they can use the following messengers rule. When using this option, players must send communications to other players via the umpire. The umpire will pass the message on in the report phase. If the umpire thinks that the route the messenger carrying the communication must take is dangerous (e.g., because enemy brigades are along the route they will have to travel, or the messenger has to travel a great distance), they can roll a dice to see if the messenger gets through. On a 1-2 the message never arrives, and on a 3 or more it arrives safely.

1.3 DIVISIONS

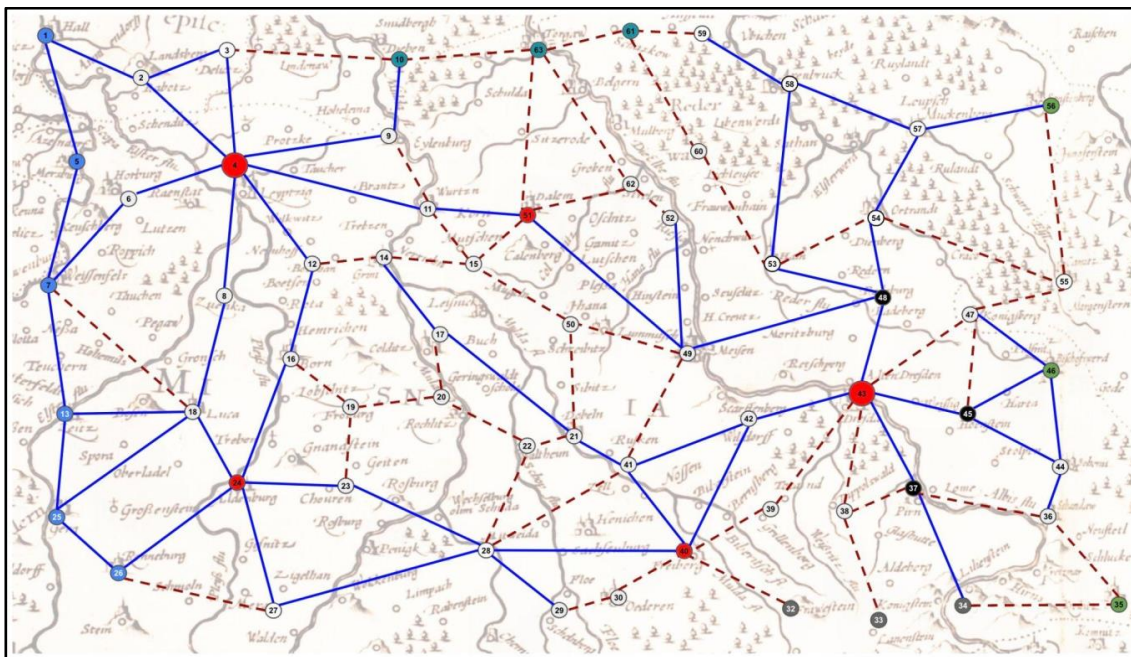
Each player commands one or more divisions that are each made up of 3-6 brigades. The instructions for the scenario beginning used will explain how the players pick the units and brigades in their divisions.

1.3.1 Division Roster

The players must record the units and brigades in each division they command on a division roster. A blank roster can be downloaded from perry-miniatures.com. The roster is also used to record how many S&G points the division has available to use, and how much attrition and disorder each brigade in the division has suffered (8.5).

2.0 CAMPAIGN MAP

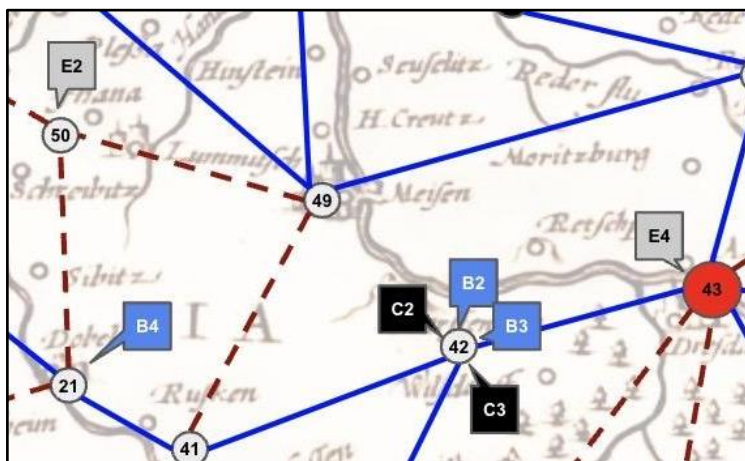
The scenario (1.0) being used for the campaign will provide the players with a campaign map. The campaign map shows the area over which the campaign will be fought. It is divided into numbered locations that are connected by main roads (solid lines) and secondary roads (dashed lines). Contingent markers (2.1) are used to record the locations occupied by the brigades from each division. The umpire is in charge of keeping the campaign map up to date and supplying new copies of the map to the players each report phase (7.0).



Example of a campaign map. In this campaign, locations in red are victory locations used to determine the winner of the campaign, and locations in other colours show where the armies are set up at the start of the campaign.

2.1 CONTINGENT MARKERS

The locations that the brigades from a division occupy on the map is shown by using *contingent markers*. Each contingent marker has a unique reference number, which is used to record which brigades are in it on a player's division roster (2.1.1). Up to 3 brigades can be assigned to each contingent. Opposing players will know there is a contingent at a location but will not know how many brigades are in it. Any number of contingents can occupy the same location.



Example of contingent markers. The left-hand image is from a digital map. The right-hand image is of flag pins which can be used as contingent markers with a printed version of the map.

3.0 CAMPAIGN TURNS

The campaign is played in turns (the scenario being played will say how long a turn represents). At the start of each turn, the players must write orders for their division and submit them to the umpire. Once all the orders have been received the umpire will carry out the moves and let the players know what has happened.

3.1 TURN SEQUENCE

A campaign turn is split into 5 phases. Each phase must be completed in the following sequence before the next phase is started:

1. Situation Phase
2. Orders Phase
3. Execution Phase
4. Report Phase
5. Battles Phase

4.0 SITUATION PHASE

At the start of each turn the umpire must let the players know the deadline is for orders to be received, and the results of any battles fought in the previous turn.

5.0 ORDERS PHASE

In this phase the players must write up their orders for the turn and send them to the umpire before the deadline is reached. Any orders sent after the deadline will not be carried out.

5.1 NUMBER OF ORDERS

Each player can issue up to 2 orders to each division they command each turn. The supreme commander has 1 extra order, that they can either use themselves or transfer to another player on their side.

5.2 ISSUING ORDER

Each order allows the player commanding a division to issue 1 order chosen from the order table (5.4) to the 1 of the contingents in the division. A contingent cannot be issued more than 1 order per turn. Orders cannot be issued to contingents involved in a battle (7.3).

5.3 ORDER SUBMISSION

Players must write their orders down and give them to the umpire before the deadline for sending orders has been reached. *E.G., "I order contingent A1 to march to location 2, and contingent A2 to scout location 4."*

5.4 ORDER TABLE

March	Move the contingent once.
Forced March	Move the contingent twice, but each brigade in the contingent suffers 1 point of attrition (8.0).
Reassignment	Swap brigades from the contingent to another contingent from their division that started the turn at the same location. Both contingents must remain at the location for the entire turn, and neither can end up with more than 3 brigades. Alternatively, the player can create a new contingent marker in the location, and then transfer up to 3 brigades to it. A contingent that has no brigades left in it is removed from play.
Recuperate	Reduce the number of attrition points on 1 brigade in the contingent by 1.
Scout	Reveal the number of brigades that are in 1 enemy contingent that started the turn in a location that is up to 3 locations away from the contingent.

6.0 EXECUTION PHASE

In the execution phase, the umpire executes the orders they have received, updating the campaign map as necessary, and recording any information that will need to be forwarded to the players at the end of the phase. The umpire must carry out reassignment, recuperate and scout orders first, followed by 1 first move of any forced march orders, and finally the 2nd move of any forced march orders and the moves of any march orders.

6.1 MOVES

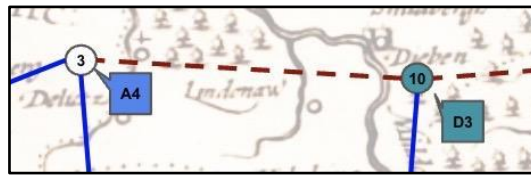
March orders allow a contingent to make 1 move and a forced march allows it to make 2 moves. A move is made from one location along a road to an adjacent location. Up to 2 contingents can move along a main road, and up to 1 contingent can move along a secondary road.

6.1.1 Traffic Jams

If more contingents try to move along a road than are allowed to do so at the same time, the resulting traffic jam means that none of the contingents can make their move and they must stay at their starting location.

6.1.2 Collisions

If contingents move along the same road from opposite directions at the same time, a collision occurs. When this happens, the umpire must roll a dice for each direction, rerolling ties. The contingents from the direction that rolled lower cannot make their move and must stay at their starting location.



Contingent A4 tries to move to location 10, while contingent D3 tries to move to location 3. A collision occurs. The umpire rolls a dice for location 3, getting a 4, and for location 10, getting a 1. The roll for location 10 was lower, so contingent D3 remains stationary and contingent A4 can make its move.

6.1.3 Forced March First Moves

Make the first move of any forced marches, checking for traffic jams and collisions as you do so. Then make all remaining moves, checking for traffic jams and collisions as you do so. Do not count the contingent that used a road for the first move of a forced march when checking to see if any traffic jams or collisions occur for the remaining moves along the same road. *For example, 2 contingents make the first move of a forced march along a main road. Up to 2 contingents can move along the same road when any remaining moves are made.*

7.0 REPORT PHASE

After executing the players orders, the umpire issues a report providing them with an updated map, details of any battles that have occurred, and any other information they need to know to update their roster sheets.

7.1 UPDATED MAP

The umpire must update the campaign map to show the location of contingents after any ordered moves have been carried out (5.1), and then supply an updated copy of the map to the players. See Appendix 1 for suggestions on how the campaign map can be maintained.

7.2 UPDATED ROSTER SHEETS

The umpire must update the players roster sheets to show the effect of any orders that were carried out during the turn, such as recuperation, ambushes etc. See Appendix 1 for suggestions on how the rosters can be maintained.

7.3 BATTLES

Battles are fought when brigades from both sides occupy the same location after moves have been carried out (6.1). In the report phase the umpire must let the players know when a battle is to be fought; the number of brigades each side has at the location; and the scenario that will be used (8.0). The battle will take place in the battle phase of the following turn.

7.4 OTHER INFORMATION

The umpire must let the players know of the results of any other actions that took place in the execution phase that they need to be aware of, such as reports from scouts, battles, etc.

7.5 FOG OF WAR (OPTIONAL)

If the umpire wishes, they can use the following fog of war rule for a campaign. When using this option, two maps are generated each turn, one for each side. A side's campaign map shows the location of their side's own contingents, but only includes enemy contingents that are up to 2 locations away from a friendly contingent after all moves have been completed. If the umpire wishes too, they can generate a separate map for each player rather than each side, with a players map only showing the location of their own contingents and enemy contingents that are up to 2 locations away from them. Just keep in mind that these methods will increase the amount of work the umpire needs to do each turn by quite a considerable amount!

8.0 ATTRITION

Brigades suffer 1 point of attrition when they force march and each time they fail a fortitude test during battle. Players must keep track of the attrition their brigades have suffered on the division roster.

8.1 Attrition Effects

When a brigade that has suffered attrition takes part in a battle, 1 unit must be removed from the brigade for each attrition point. The player commanding the brigade can choose which units to remove. Units removed in this way take no part in the battle.

8.2 Recuperation

A contingent can be ordered to recuperate. The player issuing the order must pick 1 brigade in the contingent when they issue the order. The number of attrition points suffered by the brigade they pick is reduced by 1 by the umpire in the execution phase.

9.0 BATTLES PHASE

Battles are fought when contingents from both sides occupy the same location after moves have been carried out. **IMPORTANT:** Battles take place during the battle phase of the **following** turn. Orders cannot be issued to contingents that are involved in a battle.

9.1 SCENARIOS

When the umpire reports a battle (7.3) they must let the players know the number of brigades in any enemy forces that are at the location of the battle, and the scenario that is going to be used. The umpire can either use the set piece battle scenario (available from perry-miniatures.com) or write their own scenario. If a set piece battle scenario is to be used, we recommend using the assault variant if one side moved to the location of the battle and the opposing contingent was already there. If both sides moved to the location of the battle at the same turn, roll a dice: on a 1-5 use the standard set piece battle scenario, and on a 6 use the meeting engagement scenario.

9.2 REINFORCEMENTS

Players can order their contingents to march or force march to the site of a battle where they will appear as reinforcements. One reinforcement brigade can arrive per turn along each road leading to the location, starting from their side's 2nd turn if the road is a main road and turn 3 if it is a secondary road. The umpire must determine along which table edge reinforcements arrive, based on the direction they are moving from on the campaign map.

9.3 RESOLVING THE BATTLES

The battles from the previous turn are resolved in the battles phase using the V&F rules. The battles are fought using the scenario provided by the umpire, using the brigades at the location where the battle is taking place, plus any reinforcement brigades that are due to arrive.

9.3.1 Battle Results

The loser of the battle must retreat (9.4). In the case of a draw, all brigades remain in place and a new battle will be fought next turn. The umpire will let the players know of the results of any battles in the Situation Phase (4.0) of the following turn.

9.3.2 Retreat Before Battle (Running Away)

After the umpire has provided the players with the scenario for a battle, either side can tell the umpire that they wish to retreat before the battle starts. If they do so, they count as losing the battle, all the contingents from their side must retreat (9.4), and the battle is not fought. If both sides decide to retreat before battle, then both sides count as losing the battle and both sides must retreat.

9.4 RETREATS

A retreat is a 'free' forced march that is carried out without using an order. It is carried out on the same turn as that on which the battle took place. The players commanding the retreating contingents must tell the umpire where they will retreat to. A retreat must obey the normal rules for making a forced march but cannot be made to a location occupied by an enemy contingent. Brigades from a contingent that cannot make a retreat are destroyed.

Designer's Note: Contingents that retreat will suffer 1 attrition point for making the forced march.

APPENDIX 1: RUNNING A CAMPAIGN

There are two recommended ways to run the campaign: online or analogue.

Online Campaigns

If all players have access to the internet, running an online campaign is the easiest method to use. To do so, the umpire will need to make digital versions of the map and the army rosters. We'd recommend using software such as PowerPoint or Google Slides to create the map, and software such as Excel or Google Sheets to make the rosters. At the start of the campaign, and in each reports phase, the umpire can supply the players with the latest version of the map and their rosters, based on the orders that were received that turn. If you are using Google slides and sheets, you can simply provide the players with a link to them instead of sending out attached versions of the latest files.

Analogue Campaigns

Analogue campaigns replace the digital map and rosters with paper copies. If you are running an analogue campaign, it is best to provide each player with their own map and roster at the start of the campaign, and then in the reports phase provide them with a written report containing the information they need to update their own map and roster. When using this method, it is a good idea for the umpire to periodically check that the map and rosters the players have corresponds to the 'master' copies that they (the umpire) hold; it is not uncommon for a player to misunderstand a written report, and end up with a map or roster that is different to the one held by the campaign umpire!

APPENDIX 2: Division Roster

DIVISION:			
Brigade	Units	Pts	Attrition
1st Brigade	?	0	0
2nd Brigade	?	0	0
3rd Brigade	?	0	0
4th Brigade	?	0	0
5th Brigade	?	0	0
6th Brigade	?	0	0
	TOTAL Points	0	
Detachment	Brigades in Detachment		Location
A1			?
A2			?
A3			?
A4			?
A5			?
A6			?

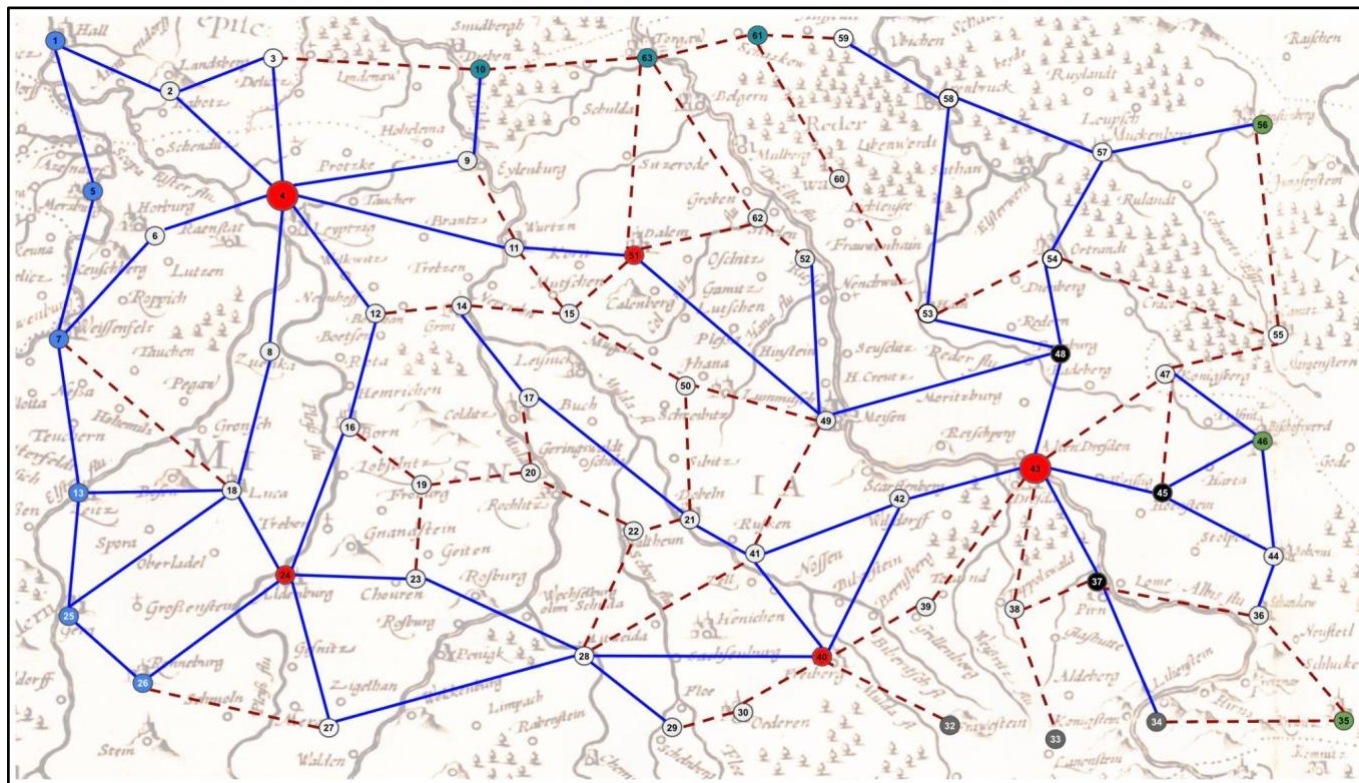
THE WAR OF LIBERATION

A Strategy & Guile Campaign for 2-6 Players and 1 Umpire

The War of Liberation is a scenario for use with the Strategy & Guile campaign supplement for Valour & Fortitude rules. It is based on Napoleon's Spring campaign in Germany in 1813 and can be played by 3 to 7 people. One player is the umpire and the other players command the forces that are taking part. Each turn represents 1 day.

S1.0 THE CAMPAIGN MAP

The map for the campaign is can be found below. Every location on the map has a number to identify it. In addition, some of the locations on the map are colour-coded. These are where the players muster their divisions, and that they must control to win the campaign. A key for the colour-coded locations is shown below:



S1.1 Campaign Map Key

Victory Locations	Map Locations	Location Colour Coding
Major Victory Location (3 vp)	4, 43	Red with White Lettering
Minor Victory Location (1 vp)	24, 28, 51	Red with Black Lettering
Mustering Grounds	Map Locations	Location Colour Coding
La Grande Armee 1st Division	1, 5 & 7	Blue with Black Lettering
La Grande Armee 2nd Division	13, 25 & 26	Blue with White Lettering
La Grande Armee 3rd Division	53, 54 & 58	Black with White Lettering
Coalition 1st Division	32, 33 & 34	Off-white with Black Lettering
Coalition 2nd Division	35, 46 & 56	Green with Black Lettering
Coalition 3rd Division	10, 61, 63	Prussian Blue with Black Lettering

S2.0 CAMPAIGN SIDES

The campaign is fought between two sides: La Grande Armee and the Sixth Coalition. Each side has 3 divisions. If there are less than 6 players taking part in the campaign, some of the players will need to command more than one division each.

S2.1 CHOOSING THE ARMIES

The umpire must decide how many points the sides have to spend on the units in their divisions. La Grande Armee can have between 2,000 to 4,000 points. The Sixth Coalition has 10% less points to spend on units than La Grande Armee. For example, if the umpire decided that La Grande Armee had 2,000 points to spend on units, the Sixth Coalition would have 1,800 points.

The Supreme Commander for each side divides the points amongst the divisions on their side, and then assigns each division a mustering ground. A division cannot be allocated more than half or less than a quarter of the points that are available. The player commanding each division then uses the points allocated to the division to create the brigades in the division. Players from La Grande Armee must use the Napoleonic French and/or Napoleonic French Allies army sheets. Coalition players must use the Napoleonic Austrian, Prussian or Russian army sheets. Divisions can include units from different army sheets, and La Grande Armee brigades can include French and Allied units, but units in Coalition brigades must be chosen from the same sheet.

Once the players have chosen their units and allocated them to brigades, they must allocate their brigades to contingents, and record on their division roster which of the locations in the division's mustering ground each contingent will be set up on at the start of the campaign.

S2.2 SETTING UP THE MAP

After the players have finished filling in the division rosters for the divisions they command, they must give them to the umpire. Once the umpire has all of the division rosters, they must set up the contingent markers for all of the detachments on the campaign map, and then return the division rosters to the players along with a copy of the campaign map. The campaign is then ready to start.

S3.0 CAMPAIGN VICTORY

The campaign will carry on until an armistice is agreed between the two sides. When the armistice is agreed, the side that has the most victory points wins the campaign.

S3.1 THE ARMISTICE

The umpire will keep track of the number of battles that have been fought during the campaign, not counting battles where either side retreated before the battle. At the conclusion of the 4th battle, and at the conclusion of each battle after that, the umpire must roll a dice, adding the number of battles that have been fought to the roll. On a roll of 10 or more an armistice has been agreed. When an armistice is agreed, the game ends and the winner is determined.

S3.2 VICTORY POINTS

Victory points are scored at the end of the game for winning battles and controlling certain locations on the map. The side with the most victory points is the winner. In the case of a tie, the campaign is a draw.

S3.2.1 Battles

A side scores 1 victory point for winning a battle. The umpire must keep track of the victory points each side has scored for winning battles.

S3.2.2 Victory Point Locations

Leipzig (location 4) and Dresden (location 43) are worth 3 victory points each at the end of the game. The other victory locations (24, 28, 51) are worth 1 victory point each at the end of the game. Victory point locations are controlled by the last side to have a contingent in the location. At the start of the campaign the French control Dresden and the Sixth Coalition control all of the other objectives.