Two Nations One War

A campaign scenario for Ogre/GEV/Shockwave

Introduction

A theoretical wargame, used by Combine Commanders to sharpen the wits of officer candidates. The scenario was completed with the help of sophisticated combat simulators, and the results were dissected and studied. The victorious commander had to be a master of both tactics and strategy – planning the shape and layout of the battle was as important as the conduct of combat.

Setup

Use the GEV and Shockwave maps, both maps with north facing up. Place the Shockwave map to the west of the GEV map. All towns are intact and all bridges are up. Both rivers have a fordable hex* – 1304 and 3920. Treat these hexes as forest, not river. See map below.

The White Nation, the island in the northwest corner, uses Paneuropean units and tactics. Use white counters to depict the White Nation on the map. Strong militarily, the White Nation is deficient in materials and resources and has begun a war of conquest to subjugate the peoples of the free world.

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* Thanks to David Morse for this idea – see his scenario Great Patriotic War.

The Black Nation, the island in the southeast corner, uses Combine units and tactics. Use black counters to depict the Black Nation on the map. The Black Nation must defend itself against the aggressive plans of the White Nation. The Black Nation starts the game with more resources at it's disposal.

The White Nation starts the game with **one Fencer Cybertank, eighteen armor units, eighteen squads of infantry, and CP Alpha (D1, M0).** These forces setup anywhere on the northwest island.

The Black Nation starts the game with **one Ogre Mark III-B, fourteen armor units, eighteen squads of infantry, and CP Beta (D1, M0).** The Black forces setup anywhere on the southeast island.

Use the fuzzy-wuzzy rule for unit selection – no more that 25% of the armor units may be of the same type. Only GEV-PCs are exempt from this rule. Cruise missiles and lasers are not allowed.

Both sides should setup behind a screen. Stacking limits must be observed.

White moves first.

Special Rules
Towns play a key role in this scenario. They are representative of wealth and materials, and both sides will want to control as many town hexes as possible, as soon as possible.

Towns cannot be destroyed in this simulation. They provide defensive bonuses as usual. Roads in towns can be targeted as per GEV 8.05.

Towns are considered under a player's control when at least one squad of infantry occupies the hex. Therefore every town hex in rear areas will tend to have 1 squad of infantry in each hex.

Reinforcements
At the beginning of each turn, each player will earn 1 armor unit for every 5 town hexes under his control. Thus the Black Nation, provided he sets up with at least 1 infantry squad per town hex, earns 2 armor units of reinforcements at the beginning of his first turn (there are 10 town hexes on the island).

Reinforcements can be redeemed before the start of the movement phase, or saved until later in the game. It's permissible to save up 10 armor units, for example, and then redeem and place them all at the beginning of a turn.

Reinforcements can be placed in any town hex that the player controls. Stacking limits must be observed. They can move and fire normally as soon as they are placed. The unit costs for this game (set up and reinforcements) are as follows:

One infantry squad	1/3 armor unit
Light tank, LGEV	½ armor unit
GEV-PC	1 armor unit
Heavy tank, missile tank, GEV, LHWTZR	1 armor unit
Mobile howitzer or howitzer	2 armor units
Super heavy tank	2 ¼ armor units

A player also has an option to "save up" his reinforcements, and to purchase another cybertank. Once 12 reinforcements are saved, the player may purchase another Fencer (White Nation) or Ogre Mark III-B (Black Nation). The reinforcements do not have to be all saved at once – a player could save 1 armor unit for 12 turns, for example, and then acquire an Ogre on the 13th turn.

Partial armor units can also be saved and redeemed on subsequent turns (after a player buys a Super Heavy tank, for example).

Victory Conditions
The winner will either:
   a) eliminate all enemy units, or gain such a superiority that his opponent surrenders. Or;
   b) Destroy their opponent's CP. The Command posts in this scenario are like kings in chess. If they are destroyed the game is instantly over for that player.

Strategy
Early on, speed is of the essence, as both players try to capture as many towns as possible. The White Nation is assured of the capture of the 12 town hexes immediately south of their island, as well as the 4-hex town just east of the ford. White should be able to ramp up to 3 reinforcements quite easily.

The Black nation starts the game with 10 town hexes, and they are assured of the 5-hex town in the northeast corner. Thereafter they will have to fight for more towns.

Getting a foothold on the string of towns along the north-south road is key, since you can dump reinforcements into a town and then make your move on the towns further along the road. The towns along the road are in easy howitzer range of each other, which is a good way to lower your enemy's reinforcements.

Good use of your reinforcements is vital. With patience, you can redeem and place a sizeable force at just the right time and place to deliver a knockout blow against your opponent. The most noticeable example of this is redeeming an Ogre, and placing it right into the thick of the battle.

Over time, the player who can obtain the greatest number of reinforcements should win. The Ogres are a bargain at 12 armor units, and saving for a second or third Ogre is a sound strategy.

Be prepared for a long game when playing this scenario.

Advanced Scenario

Substituting a Doppelsoldner for the Fencer and an Ogre Mark VI for the III-B is an obvious and sound choice, since these two cybertanks are balanced against each other.

Cruise missiles and lasers could also be introduced, but they might unbalance the game. If cruise missiles were used, I'd recommend increasing their cost.

Two Nations One War Lexicon

"Drop a load"   - redeem an Ogre/Fencer, placing it into the thick of battle.

"Run for the border"   - send an Ogre/Fencer to take out the enemy CP.

"Swarm slap"   - redeem 20+ LGEVs and overrun anything within 7 hexes, especially Ogres/Fencers.

Comments, feedback, or questions welcome. Email me at **tkoehler1@woh.rr.com**.