

# NEW DOVER PATROL

## Plenary Wargame

### Background Briefing

The Union of Silvania is in crisis. Not only have there been severe economic problems, but an old religious tension in the south of the country has led to increasing levels of armed violence.

In the last two months armed separatist groups, foremost among them the fanatical militant Kippist<sup>1</sup> religious group known as Unlimited Knowledge In Peace have become more and more active – to the point that open insurrection has started. The religious extremists, armed by foreign interests have risen up and taken control of NEW DOVER, expelling the military garrison there and taking control of all the key infrastructure of the city – although some of that infrastructure has been damaged in the fighting. There are reports of reprisals by Kippist gangs on the minority Buddhist population of the city.

The Silvanian Armed forces have been seriously demoralised by these reverses and are struggling to maintain order in the territories they control, and are currently unable (or unwilling) to attempt to restore Government control in the city.

They are currently being rearmed by Freedomian defence industries, but this will take time.

President Green of Silvania has personally appealed to the Freedomian government for assistance. Freedomia is working closely with United Nations agencies, who are mandated to provide humanitarian assistance in New Dover – particularly where key infrastructure has been damaged in the fighting.

Freedomia has modern military forces capable of littoral operations, and the Freedomian Parliament has authorised direct military action in support of the Silvanian Government to assist them in retaking New Dover.

Meanwhile, the Kippist militants have been digging in and preparing to hold their 'religious homeland' in southern Silvania – and they see New Dover as being the lynch-pin of that aspiration.



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<sup>1</sup> Kippism is a pantheistic religion with strong hierarchical structure to be found mainly in south-eastern Silvania. It has very clear views on the importance of work and the place of women in society and an undying hatred all all things foreign. Its arcane rituals involve the sacrament of the hop, and smoking sacred herbs.

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## PLAYER SUMMARY OF THE WARGAME RULES

### Unit Actions / Flash Cards

A unit can EITHER Move up to 2 hexes OR Fight. If it moves it **must** stop as soon as it arrives adjacent to an enemy unit.

Units might also move as a result of combat.

### Combat Resources

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

#### Activation Points :

Move a unit OR launch an Attack	1
Conduct a Repair Infrastructure action	1
Each Naval or Air fire mission	1
Landing a unit from the sea	3
Landing a unit by air into an airfield	2
Rebuild one strength point (RED ONLY)	3
Information Operations to improve your Political Track position +1	3
Information Operations to degrade your enemy's Political Track position -1	4

### Combat

Odds – based. The players do not see the Combat Results table. BUT high odds are good.

#### Support

Drone Fires, Fixed Wing Strike and Naval Fires can be brought bear on any target hex on the map. They EITHER add their combat value to an attacking force OR if there is no attack going on they can cause 1 strength loss to a unit in the target hex. Naval Fires do not consume Ammo.

Artillery fires can **only** add their combat value to an attack.

### Sea / Air Transport Capability

Each Transport Flotilla can land one Battlegroup / Battalion on the coast OR two Battlegroups / Battalions at an intact port.

Units conducting an opposed landing are assumed to start on the map edge or a sea hex, and can attack immediately without moving.

Each air transport wing can land one Battlegroup / battalion at an airfield only.

### The Political Support Track

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. Each level of collateral damage causes -1 on the Political Support track.

Repairing Infrastructure requires REPAIR action by a UN Agency, Engineers or Foreign Advisors