
FUTURE WAR COMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, The Future

Surgical Strike, 2087 A.D.

Introduction

Future War Commander introduces a new approach to the game: Future War Commander *Skirmish!* This battle report will illustrate the game being played at the skirmish level using 28mm scale figures, where one figure represents one man. The attacking battlegroup is played using the excellent 28mm scale figures from Pig Iron Productions. The defending battlegroup is played using another excellent range of figures, but slightly smaller at 25mm scale, Denizen Miniatures.

The Scenario

The scenario is a *Surgical Strike* from the book. The objective for the attacker is to knock-out two installations, which are two bunkers in a very well defended complex. The objective for the defender is to protect both installations. One difference to the scenario when playing at the skirmish level is to double the range at which the defender may open fire: this is 30cm in the book, but in this battle, the defender may open fire at the attacker at 60cm. Another modification to the scenario in the book is to allow the defender to deploy all his troops in the complex, but only 33% can be placed on guard duty. The remainder must be placed in the two bunkers and can only be brought into play once the attacker has been located.

'Iron Storm' Assault Detachment

The attacking battlegroup is composed of the following formations:

Command Squad

CO, Lieutenant Jones
Medic, Corporal Thompson
6 x Troopers
1 x Sniper

1st Squad

HQ, Sergeant Cauchon
8 x Troopers
Smart Missile, Gunner & Assistant

2nd Squad (Kolony Militia)

HQ, Sergeant Huber
11 x Troopers

Support Squad

HQ, Sergeant Gavlik
Chain Gun, Gunner & Assistant
Heavy Laser, Gunner & Assistant
Droid (Reserve Assistant)

The tactical doctrine of the battlegroup is *Rigid* and the *Breakpoint* is 21.

Planetary Defence Detachment

The defending battlegroup is composed of the following formations:

Command Bunker

4 x Troopers (1 with Assault Rifle, 2 with Assault Carbines, 1 with SMAW)
Twin Gatlings (Roof), Sentry Gun (Door, external)

Accommodation Bunker

3 x Troopers (1 with Assault Rifle, 2 with Assault Carbines)

1 x Trooper (SMAW)

Quad Auto-Cannon (Roof), Sentry Gun (Door, external)

Perimeter Defences

Blast Wall (3 sides), Metal Stakes, Barbed Wire Fence

AT Laser Cannon (out-of-action), Quad A/C, Twin Gatling

Guard Duty

4 x Troopers (1 with Assault Rifle, 3 with Assault Carbines)

Bunker Complex

The bunker complex has had several upgrades. The command bunker has a command value of 10 and the accommodation bunker has a command value of 9. This means the defender does not need command units to be able to issue orders - the bunkers act as command units. This does mean the defending battlegroup loses some flexibility, but the objective of the scenario is to defend the installations.

The tactical doctrine is *Flexible* and the *Breakpoint* is 5.

The Battlefield

The table measures 4ft by 6ft, with the bunker complex at one end of the table as can be seen in the following picture:



Deployment

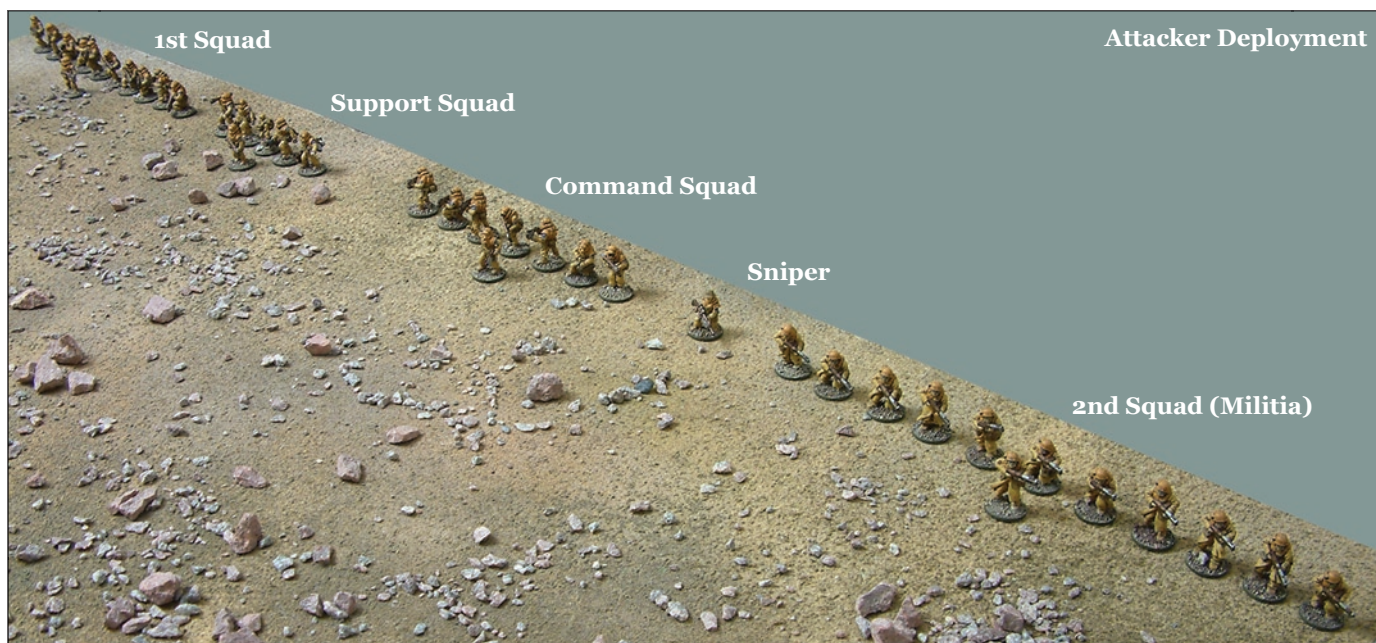
The defender deploys first, with 33% (4 figures) of his battlegroup being placed around the complex. Two are on the roof of the large bunker, the other two are in the centre behind the wall. The remainder are placed inside the bunkers out-of-sight. The attacker deploys at the opposite end of the table using mobile deployment.

Due to the element of surprise, the defending player may not carry out any actions until the attacking player opens fire or moves to within 60cm of a defending unit. This will allow the attacker to set-up any support weapons prior to launching the assault.

The attacker takes the first turn and the game is limited to 10 turns. Let battle commence!



Defender deployment in the bunker complex



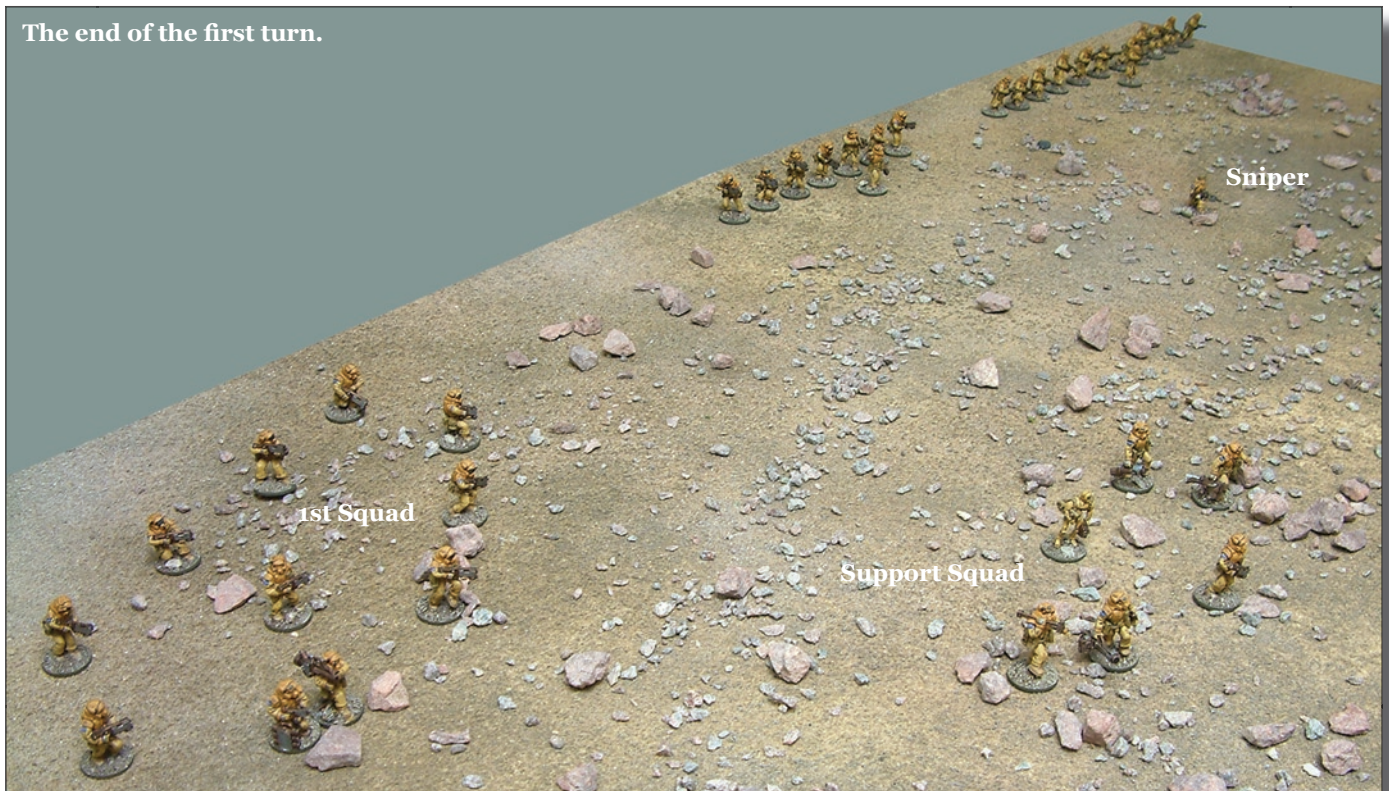
Turn 1

Sergeant Cauchon successfully issues an order to 1st Squad on the right flank and the troops advance in open order towards the bunker complex. Sergeant Gavlik knows he must get his support weapons into position quickly, so manages to issue two orders to his squad in the centre and the troops move forward. Both the Command Squad and 2nd Squad do not arrive on the battlefield this turn. The sniper advances cautiously to the left of centre.

The guards chat amongst themselves - unaware of the troops advancing through the rough ground.



The end of the first turn.



The Kolony Militia advance



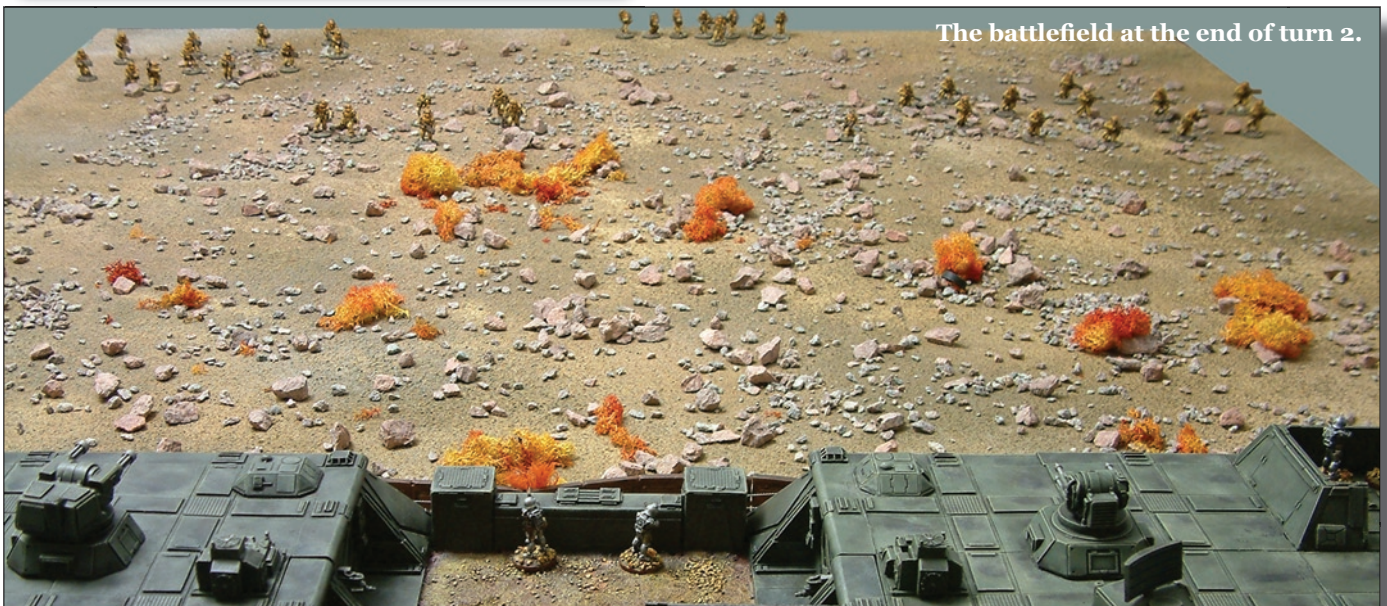
Turn 2

The second turn begins with a breakdown in command-and-control on the right flank as both the 1st Squad and the Support Squad fail to advance. Over on the left flank, the Militia arrive on the field and advance at a brisk pace. The remaining squad under the CO fail to show - the other guys start to wonder where they have gotten to.

Yet again the guards in the complex fail to spot the advancing troops. They are probably playing cards over their comms link!

The attacking troops really need to get as close to the blast wall surrounding the bunker as they can before the guards locate them, otherwise they will come under a lot of fire from the gun turrets. Having the support squad in place will certainly help their situation as they can try and suppress the gun turrets.

The battlefield at the end of turn 2.



Turn 3

Sergeant Gavlik deploys the support weapons (Heavy Laser and Chain Gun) with good fields-of-fire to the bunker complex. 1st Squad advance steadily, whilst 2nd Squad and the Command Squad both make rapid advances across the rough ground.

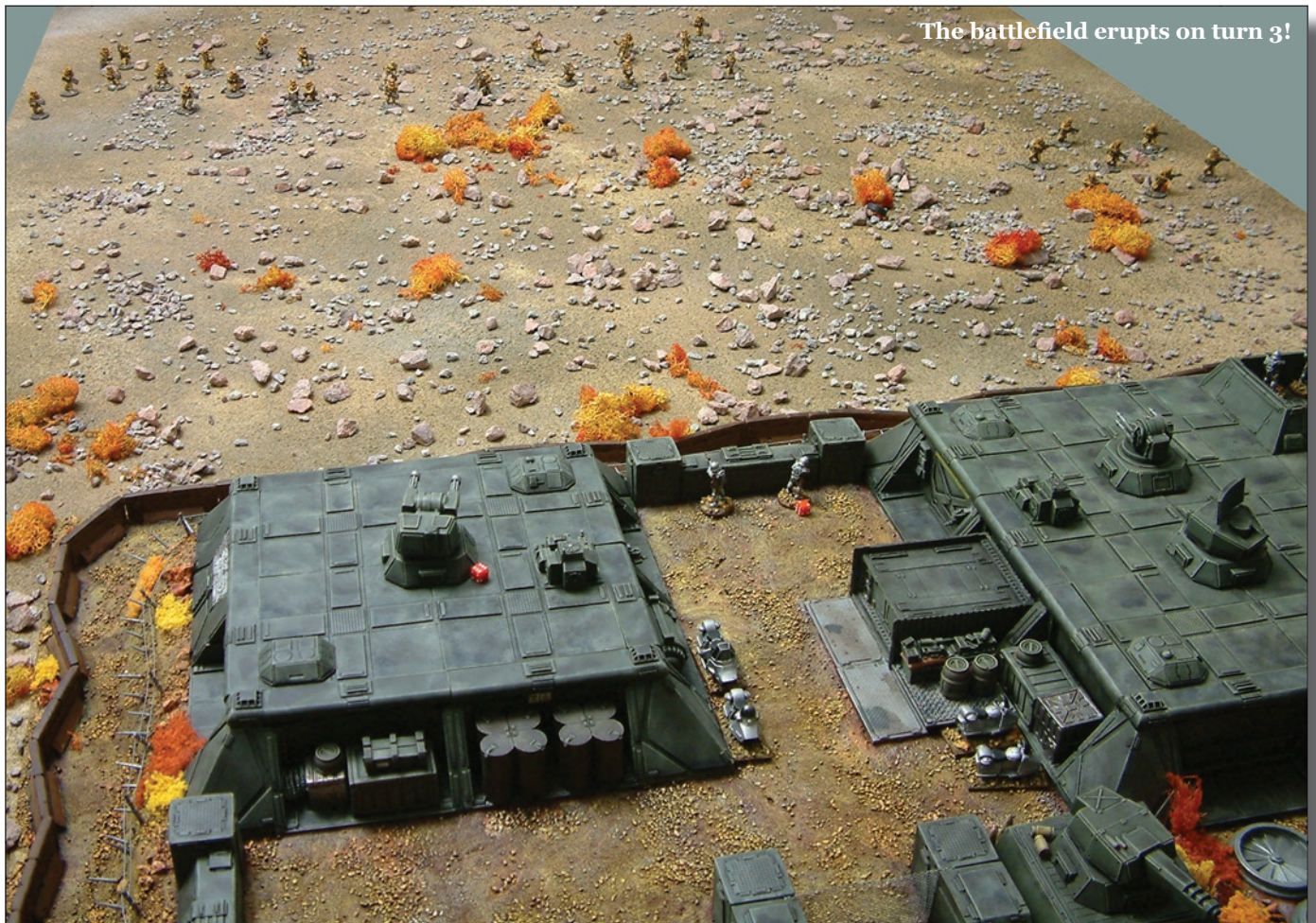
The guards behind the wall finally observe movement to their front through the haze of the early morning light. This leads to a burst of activity as messages are transmitted to the command bunker and relayed to all the troops inside the complex. Suddenly the gun turret on the roof of the accommodation bunker spins into action and spits four streams of hot lead into the advancing Kolony Militia on the right flank. Two men go down seriously wounded. The two troopers on the roof add their assault-rifle fire and another militiaman goes down.

Over at the command bunker, the twin-gatling turret locks onto the Militia. The buzzing of the multi-barrelled guns ripples through the dawn and one man is torn to pieces. It's not a good start for the Kolony troopers: four men down in as many seconds. Whilst one trooper behind the wall is busy with his comms unit, the other joins the fray and takes down yet another militiaman.

However, Gavlik is ready for anything and orders the support weapons into action even before they are properly set-up: the heavy laser sends a high-intensity beam of green light at the command bunker turret, but this is deflected by the absorbent coating that is protecting the turret from just this sort of attack. The chain-gunner opens-up on the two men behind the wall, suppressing one. Then the whoosh of a smart missile from 1st squad passes close-by and a ball of flame erupts from the same turret, putting the gatlings out-of-action for several moments - enough time for the attackers to push forward. There is no going back now all the fun has started!



Kolony Militiamen take casualties



The battlefield erupts on turn 3!

Turn 4

The crack of a high-velocity shot rings out across the battlefield as a lull gripped both sides after the initial frenzy of activity. The sniper bullet strikes the top of the parapet on the accommodation bunker, surprising the trooper nearby, but with no lasting effect. The support troops unload more ammo from the assistant droid unit and ensure their weapon mounts are steady. This was probably a contributing factor to their inaccurate fire against the command bunker only moments ago.

Sergeant Cauchon urges the men of 1st Squad forward over on the left flank. Incoming rounds take down the trooper on point. The Militiamen push on, not deterred by their casualties. They may be militia, but they sure are determined! Intense fire from the complex brings them to a halt for the moment. Huber calls a halt to encourage his men.

Taking full advantage of the situation, Lieutenant Jones urges his troopers forward at full speed. Well, as fast as their bulky combat suits will allow them. Surprised by the lack of attention from the enemy gunners, they reach the blast wall right under the noses of the enemy. Confusion breaks out momentarily as the men see the defences before them: they jump the blast wall and head towards the enemy! Jones' signals through his comms unit for them to take stock of the situation, otherwise they will end up like the militiamen. They take a breather and curse the seemingly impregnable belt of defences that confront them: razor sharp metal stakes protrude from the steep incline up to the base of the bunker, then razor wire draped between metal posts. Hopefully they will make it through before the enemy bring their troops out of the accommodation bunker...



Meanwhile, the troopers emerge from their sleeping quarters, grab their weapons and head for the exit. After several hours R&R, they are in no rush to get into action. Over at the command bunker, the troopers are in more of a hurry. Two exit the bunker and join the firing line behind the wall, whilst the other two remain in the bunker and take-up firing positions. Combined fire from the troopers at the wall take one man down in the ditch and send another into a brief panic.

The action is fast entering the critical phase of the battle - the attackers need to get into the bunkers, lay their demo charges and exit pretty sharpish, whilst the defenders need to prevent a breach of the perimeter defences. With several troops past the blast wall, this is looking to be a tough nut to crack. The body count is 7/21 for the 'Iron Storm' detachment and zero for the P.D.D.





Inside the blast wall!

Turn 5

A volley of frag grenades over the central wall takes down three of the defending troops and leaving another in a mild state of concussion. Over on the left, more grenades and one trooper on top of the bunker is down. Another sniper round hits milliseconds after a grenade explodes, but there is no target left! The Kolony Militia reach the blast wall, apart from two of their number who are caught in the open. One is taken down by the gun turret on the nearest bunker - not much left apart from a pair of boots and a gas-mask...

The support weapons thunder into action, taking out the command gun

turret for a few moments. The 1st Squad stay-put while another smart missile flies overhead - too close overhead for a couple of the guys, who swear at the gunner over the comm link. A novel way of insulting your comrades if ever there was one!

The other Kolony trooper is finally taken down after desperately trying to run for cover. The defensive firepower was just too much for a lone target like this guy. Frag grenades fly from the roof of the accommodation bunker and blow one guy into next week, the other is OK. The body count is 10/21 for the attackers and 4/5 for the P.D.D. The battle is turning in favour of the Assault Detachment.



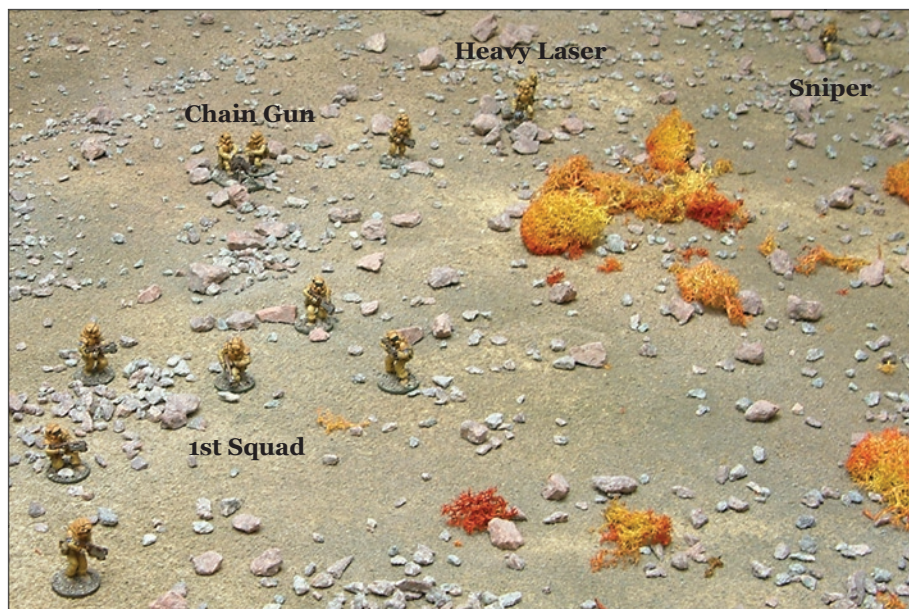
Turn 6

Frag grenades over the wall suppress the last man standing, whilst a volley from several troopers suppress the SMAW gunner in the accommodation bunker. The sniper sneezes just as he squeezes the trigger and pings a shot into outer-space. Don't you just hate it when that happens?!! The Support Squad ready their weapons and do little else. The 1st Squad on the left move forward only to be stopped in their tracks by a hail of fire from the twin chain guns on the command bunker. The Kolony Militia encourage the guy stuck out in the open to get to the cover of the blast wall, but he loses his nerve and buries his face in the sand.



Lt. Jones mutters "Let's move!" into his comm unit and the troopers under his command negotiate the stakes, jump the wire fence and reach the main wall. The medic follows, hot on their heels.

Concentrated fire from the front of the accommodation bunker drops the trooper still behind the blast wall. The militiaman in the open is ripped to pieces by the combined fire from the trooper on the roof and the quad auto-cannon.



At the command bunker, the twin gatlings take out the heavy laser assistant and suppress the gunner. The troops inside the bunker open fire at 1st Squad. One man falls to the ground.

Return fire from the chain-gun has no effect against the heavily armoured walls of the command bunker, but a smart missile suppresses the gun turret on the roof. However, disaster strikes the 1st Squad as Sergeant Cauchon falls in agony and dies seconds later from a fatal wound to the throat. The troops grit their teeth and swear they will avenge the death of their commander.

Turn 7

The Kolony Militiamen lob frag grenades at the roof of the accommodation bunker, but the angular armour bounces three of them way off-target. However, one lands on the edge of the roof platform and suppresses the trooper inside. In the centre, Lt. Jones leaps over the wall together with the rest of his men. One trooper almost lands on the head of the guy on the other side! Sentry guns on either flank open-up, suppressing two troopers as they land in the compound. A brief fire-fight ensues and ends with the trooper fleeing into the accommodation bunker. The compound is secured of the enemy for the Assault Detachment. They now have to fight their way into both bunkers to carry out the job they came here to do.

Sergeant Huber, with the three remaining militiamen, clear the blast wall once they knew their comrade was finished. Jones decides that the command bunker will be the best to take-out first, so that's where they head next. Reaching the door of the command bunker, they ready their frag grenades, nod to one another, and are through the door and into

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the bunker within seconds. Dodging fire from two troopers inside, they lob their grenades across the room and both troopers are down. That was the easy bit, now to lay the charges and get the hell out of there!

Corporal Thompson is first out, closely followed by Jones and the other trooper. No sooner are they out than there is a muffled explosion as the charge detonates and the bunker starts spewing thick black smoke. Job No.1 done! Not good news for the medic, however, as in the confusion they forgot to knock-out the sentry guns and the one across above the door on the opposite bunker emits a sharp beam of white light that burns through the protective material on Thompson's leg. He's down for a few moments, attending to himself.



The command bunker is destroyed on turn 7.

The body count is 15/21 for the Assault Detachment and 6/5 for the P.D.D. The latter need to rally in order to stay in the fight. They succeed! The battle continues with a vengeance. The remaining sentry gun opens-up on the trooper by the wall, but he dodges out of the way and is unharmed. The auto-cannon on the roof targets the medic in the compound, suppressing him. A smart missile takes the turret down momentarily in response. Two troopers at the far end of the accommodation bunker suppress two militiamen, including Sergeant Huber. Further fire downs the Sergeant and the remaining Kolony troopers flee at the sight of their commander losing his life...

Turn 8

The sniper fills out his resignation card on his comms unit as he couldn't hit the broadside of a battle cruiser! Yet again he fails to hit home against the trooper on the roof of the accommodation bunker. The 1st Squad hold their ground. Sergeant Gavlik senses it's almost time to pack-up and go home, so starts wandering back towards the pick-up point.

Lt. Jones leads two troopers into the bunker. As the door to the bunker lifts, a rocket from a SMAW explodes between the two troopers in the entrance - one trooper goes down, but Jones is OK and pushes through. They engage a trooper the other side of the doorway - the one who fled into the bunker a while back. He retreats down the corridor with Jones hot on his heels! A frag grenade from Jones finishes off the trooper. Jones' companion throws a frag grenade over the lockers and suppresses a trooper on the far side. The SMAW gunner pulls through unhurt.

At this point, the nerve of the defending troops breaks and the four inside the accommodation bunker signal their surrender, which is accepted by Jones. They call the lone trooper down from the roof, who reluctantly joins them. The battle is finally over.

End Note

One bunker was destroyed during the battle, the other afterwards. This results in a major victory for the attackers. The final body count is 20/21 for the Assault Detachment and 7/5 for the P.D.D. Both sides fought hard, but the overwhelming superiority of the attackers won through, with special credit to Jones himself for pushing through to the blast wall when the defenders were pre-occupied with the flanking squads.



Credits

Figures by Pig Iron Productions and Denizen Miniatures. Bunker and accessories by Old Crow Models, Antenocities Workshop, Evil Mushroom Games and Snapdragon Studio. A special thanks to Marijan for taking on the role of the defenders. Look out for a future article on how I made the bunker complex.

Pete, 11 August 2008

For further information about the game, please visit the web site at:

www.futurewar-commander.com