

DON'T PANIC, DON'T PANIC! WARGAMING DAD'S ARMY

BY RICH JONES

A Dad's Army scenario for the 'We could be Heroes' rules from Task Force Productions. Although written with WCBH in mind it could very easily be converted to any set of skirmish rules if you transfer the 'skills' over to an appropriate format for your own rules. As you can imagine this is not the most serious of scenarios you'll ever be offered and the main aim is to have fun!

INTRODUCTION

It is action time for the Walmington-On-Sea Local Defence Volunteer Force – or Dad's Army as they are fondly known. A crashed Luftwaffe plane caused concern at regional HQ and when a LDV patrol investigated they were greeted by the fact that the plane was a recce plane, and inside it they found a briefcase containing plans of Hitler's imminent invasion across the Channel, plus vital maps showing written information about England's defences.

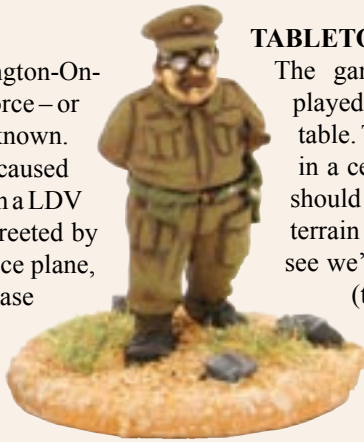
However the dastardly Jerry managed to overpower the valiant LDV patrol and the remaining crew escaped. Worse still it appears that they used the patrol's own radio to send a message home!

As soon as the message was received in occupied France a group of Fallschirmjager were dispatched to recover the plans and the information, and if possible (although not a priority), the crew.

Meanwhile the local LDV was mobilised and a section of the regular army detached to go and capture the errant crew who, it appears, had occupied an old farm building near the coast.

A Nazi agent who it is believed is working in the area is to contact the Fallschirmjager or the crew to tell them the location of the pickup U-Boat, which is of course their means to escape. The identity of this agent is not known to either side although the LDV are suspicious of a variety of 'civilians'.

Can the German forces rescue the plans, contact the agent and get away? Or will the mighty Dad's Army save the day? ... mmm!



TABLETOP

The game is designed to be played in 28mm on a 4' x 4' table. The farm house is placed in a central location and there should be a fair amount of terrain on the table. As you can see we've thrown in some hills (these don't need to be very big) and mixed in hedges and stone walls.

As for the building just use what you can - clearly a farmhouse is best!

One side of the gaming table should be designated as heading to the coast line, where the U-Boat will be waiting. The opposite table edge leads towards the Church Hall in Walmington-On-Sea and a fresh pot of tea.

DEPLOYMENT

The German aircrew are to be placed in or within 6" of the building. The core LDV force arrives from any side bar the coastline and start up to 8" from the baseline. The later reinforcements and civilians will appear on a random table edge.

The German paratroops will arrive from a random table edge on the start of a random turn number. On the first turn they are available on a 6 (no CP may be used for any 'arrivals' roll), on the second turn a 5, 6 on the third a 4, 5, 6 etc.

As already stated LDV can be set up within 8"

of any table edge bar the coastline edge. The regular army appear on turn 2 from the Walmington-On-Sea end. The 3 LDV on bikes appear from a random table edge on a random turn number, as per the German troops.

The game lasts at least 10 turns and then continues on a D6 roll of a 5/6 every turn after, roll at end of turn.

Special Rules and Skills

THE AGENT AND CIVILIANS

The general public are a nosy lot and the activity on the moor has brought all manner of civvies out to have a gander! One of these will be the Nazi agent, known only to the German player - they will have to nominate which figure before the game starts and note this down.

In any turn civilians can be activated (once each) by either side following normal rules. This means that either player can activate one of the civilians (or a number if they are in base to base contact). They can be used in quite subtle ways.

Firstly the German player may want to move the agent towards his forces, consequently if the English player thinks he knows which figure it is they will no doubt want to keep them at a distance!

The LDV are however very wary of the menace of the Nazi Agents that they know roam the streets of Walmington-On-Sea, yet they can never seem to 'unearth' them.

To challenge a civilian an LDV figure must make contact and then spend 1CP and on a roll of 4+ the German player must let on if it is



the spy or not. Of course if it is they still have to be captured!

The Agent plays as a sidekick and once they are 'uncovered' they are under the sole control of the German player!

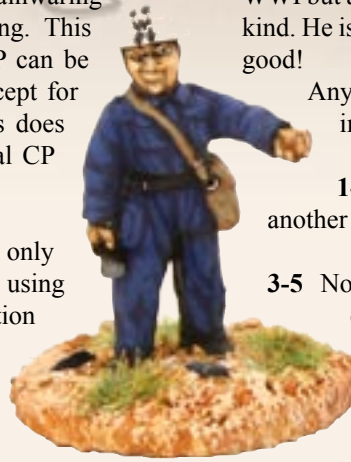
German Controlled English Figures

Well they may be English but they are more troublesome to the LDV than any Germans could be, so it only seems fair to let the German player be able to activate and control them.

AIR WARDEN HODGES

While he is within 4" of Captain Mainwaring it is deemed that Mainwaring and Hodges are arguing. This means NO GROUP CP can be used by the British except for wound degrading! This does not affect the individual CP which can still be used.

Also Mainwaring can only leave the argument by using an enhanced move action (or in one of our games Hodges was rugby tackled by an LDV member to carry him away from Mainwaring).



PRIVATE GODFREY

Now he may have been a good medic in WWI but age and memory loss has not been kind. He is now likely to do more harm than good!

Any wounded figure Godfrey comes into contact with rolls a D6.

1-2 The wound gets worse – add another wound and the character is used.

3-5 No affect what so ever but the character is used.

6 Blimey he got it right, one wound off and the character is not used.

Either side may add or subtract CP into the roll - BEFORE the



roll of the dice!

The English player may spend 2 CPs at anytime to make Godfrey ask for 'Permission to be excused Sir?' and move up to 8" into or toward any cover to spend a penny.

Dad's Army Characters

The following characters have the special 'skills' noted. Unless noted otherwise all troops are 'inferior'.

CAPTAIN MAINWARING

Classed as a sidekick, however not exactly the fittest in the world, Mainwaring can not make two move actions one after another in the same activation. If within command radius of Pikey a CP can be used to negate the misfire rule – so long as the player calls out "What are you doing ... you stupid boy".

SERGEANT WILSON

Classed as a Hero, he is the 'dark horse' of the platoon and is actually a highly decorated former officer.

He has 2 individual CP to use on himself per turn.

LANCE- CORPORAL JONES

Classed as a Hero, he has 2 individual CP to use but only in assaults as we all know – "They don't like it up 'em Sir, they don't like it up 'em".

Any German within 6" of Jonesy when he activates must make a saving roll of 4+ (hero and sk 3+) or they become confused and therefore used as Jonesy shouts out "Handy Hock, handy Hock".

PRIVATE GODFREY

Doddery old fart is the phrase that springs to mind, can not make more than one move action during any activation. Moved by the German player as detailed in that section.

PRIVATE FRASER

Any group or individual within 4 inches of Fraser needs to spend a CP to be able to make an assault move, this is needed to overcome the effects of "we're doomed, doomed I tell thee ...doomed".

PRIVATE PIKE

Having pulled some strings with his 'Uncle Arthur, Pike has the Platoons SMG!!!! Now his mum said to be careful of his eyes when shooting a gun and not to let it hit him in the face and the powder might bring on his breathing difficulty. So when he does fire it, it is only after relaying, "My Mum said ..." and duly closing his eyes.

This results in a -1 to shooting and if he throws a 1 he has a mishap and has to re-roll the shots - this time however against the nearest friendly figure, as the force of the recoil spins him round.

PRIVATE WALKER

Always handy when you want that odd bit of equipment; lives up to the fact he says he can "get you anything" – spend 2 CP and Walker will produce the goods, from a hand-grenade to a nice piece of steak!

German Characters

So having outlined the 'loons' to you here we have the cream of the German Army. The airborne hard boys, men in blue overalls!

Anyway, these are supposed to be the elites and like us you are probably going to have them being as silly as Private Pike or Frasier.

GUNTHER

Hero status – Has never failed a mission yet, has 2 individual CPs to use on himself.

HORSCHERMAN

He has been Gunther's right hand man since they dropped into Crete together, bit of hero worship going on – 1 personal CP to be used

AIRCREW CAPTAIN

Sidekick – will do anything to safe guard the plans – if all else fails he will try and destroy them by eating them. Spend an activation eating, throw a d6 and that is how many pages he gets through; the document is 25 pages long. So obsessive is he with secrecy that he will not let anyone else munch them!

NAZI AGENT

At the beginning of the game the German player will decide which figure of the civilians is the agent. They must contact Gunther or the

aircrew captain to pass the info on. If they are rumbled by the LDV they then become a Sidekick in all respects.

CIVILIANS

An inquisitive lot, they will mill about in groups or individually to see what is going on. Any civilian can be activated as an inferior once per turn by either side, first come first serve!

The 'Real' Forces

GERMAN:

Aircrew: Captain (sidekick) plus 3 others armed with various hand weapons – no grenades available. On a roll of a 4,5 or 6 one of the crew has managed to get an MG out the wreckage. On a roll of a 1 on the fire die it is out of ammo for ever.

FALLSCHIRMJAGER:

Gunther - Hero, SMG 1 x Grenade
Horscherman – Sidekick, SMG 1 x Grenade
1 x MG 34 crew (2 figs)
7 x Rifles
1 x SMG

All Fallschirmjager are classed as superior – all airmen are classed as inferior.

BRITISH:

LDV have all the characters noted above and the following inferior troops:

3 x Riflemen
1 x LMG
3 x Riflemen on bikes
No one has grenades – although don't forget Walker!

REGULAR ARMY:

Colonel Pritchard – Sidekick with pistol
1 x Vickers squad
1 x SMG
6 x Rifles

VICTORY CONDITIONS

The British Player wins by capturing the plans. The Germans win by getting the plans to the U-Boat - i.e. off the sea end of the table after finding out the meeting time from the agent.

Any other result ends the Episode with a ... "to be continued" and is therefore a draw!

The miniatures used in this article are, as you have no doubt guessed, from the excellent range supplied by Foundry.

