Stationery for Fight Your Own Wars

This stationery pack provides all of the templates that a player requires to administer a campaign in FYOW. Record Sheets for Battlegroups and other forces are included in the Battlegroup Record Pack.

Included here are;

Map Board Occupation/Terrain

Record the nature of the terrain on each Map Board and keep a note of forces in occupation if a campaign map and marker pins are not being used.

Weather Record

A vital record of todays weather, wind, moonlight conditions and the state of the Rain Gauge.

Replenishment Bank Record

When Replenishment is delivered (including Replenishment From Home if this is being used), this simple chart keeps a record for each side of "banked" points, those added and spent, and a running total.

Movement Record Sheet

All land force Battlegroups have a limited Movement Allowance per day and this sheet is used to record those moves made. Battlegroups in combat lose one Map Board allowance for each Session of battle and this can also be recorded here.

Battlegroup Cardsheet

Similar to the format seen in FYOB this cardsheet is annotated with Battlegroup names and numbers where applicable and to cross reference them to the Campaign Map. Small numbered cards are shuffled and dealt to the Battlegroups to determine the order of activation for each Session.

Quick Reference Guides (QRGs)

The QRG for the "Umpire" is included here for ease of copying.

1 37 2 38 3 39 4 40 5 41 6 42 7 43 8 44 9 45 10 46 11 47 12 48 13 49 14 50 15 51 16 52 17 53 18 54 19 55 20 56 21 57 22 58 23 59 24 60 25 61 26 62 27 63 30 66 31 67 32 68 33 69 34 70 35 71		<u></u>	-	
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28 64 29 65 30 66 31 67 32 68 33 69 34 70 35 71	26		62	
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30 66 31 67 32 68 33 69 34 70 35 71	28		64	
31 67 32 68 33 69 34 70 35 71	29		65	
32 68 33 69 34 70 35 71	30		66	
33 69 34 70 35 71	31		67	
34 70 35 71	32		68	
35 71	33		69	
	34		70	
36 72	35		71	
	36		72	

Map Board Occupation/Terrain

Campaign Weather Record

MO	MONTH			YE	AR		
Season		Night		Day		Night	
Date	Adjust	Score	Wea	Weather		Moon light	Rain Gauge
1							
3							
6							
8							
11							
14							
16							
19							
22							
24							
27							
Last day							

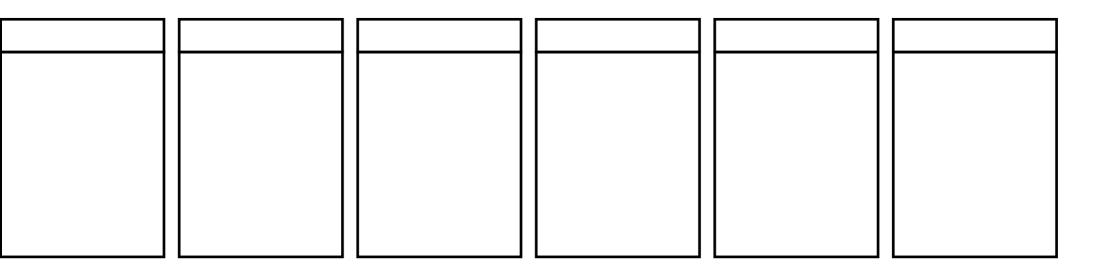
<u>Replenishment Bank Record</u>

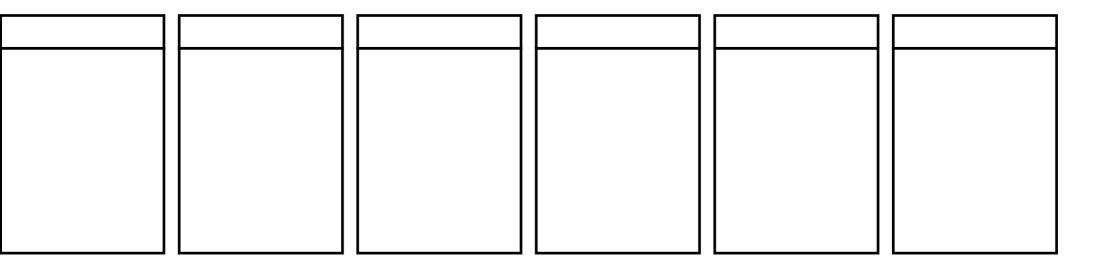
Date							-	
Date	b/f	added	spent	c/f	b/f	added	spent	c/f

FYOW MOVEMENT RECORD SHEET

Un	it Date															
1																
2																
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BATTLEGROUP CARDSHEET





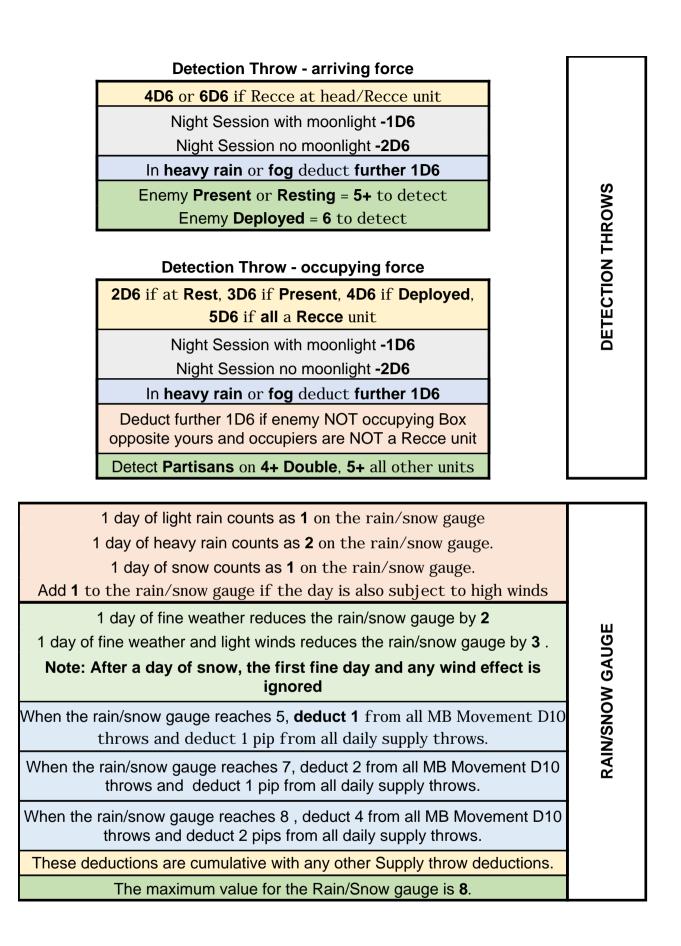
Winter		Decembe	r, January	, February	
1	2	3	4	5	6
Night	Night	Day	Day	Night	Night
Spring		Mar	ch, April,	May	
1	2	3	4	5	6
Night	Day	Day	Day	Night	Night
Summer		June	e, July, Au	gust	
1	2	3	4	5	6
Night	Day	Day	Day	Day	Night
Autumn	;	September	, October,	November	r
1	2	3	4	5	6
Night	Night	Day	Day	Day	Night



Orders											
Defend Engage Move Move to Contact											
Recce	e Support Rest Stand-by										
Battlegroup Attitude											
Present	Deployed	Fortified	Disarray	Concealed							
		Rationed?									

ORDERS AND ATTITUDE

Daily Supply throw for land forces - 3D6							
Daily Supply requirement for land forces = 10S							
Battlegroup Stockpile maximum - 20S	SUPPLY						
Fraction stockpile maximum - 5S							
Contested = lose 1D6 per day for D6 days							
Elongated = lose 1 pip per day for D6 days	0,						
Abnormal = lose 2 pips per day for D6 days							
Rationed - no MPs when moving, 5 or less on 2D6 disables all vehicles							



At the start of the week, when activated by their **Weekly Order Card**, each command reviews the Strategic Condition of the Battlegroups under his command.

	Below Avge	Avge	Above Avge
Battlegroups with Strategic Condition green count as	0	0	0
Battlegroups with Strategic Condition yellow count as	1	0	0
Battlegroups with Strategic Condition red count as	2	1	0
Battlegroups with Strategic Condition red and having withdrawn count as	3	2	1
Battlegroups destroyed and no longer included as part of the force count as	4	3	2

Replenishment from home chart.

d10/d6	6	5	4	3	2	1
9	10	8	8	6	6	5
8	8	8	6	6	5	5
7	8	6	6	5	5	4
6	6	6	5	5	4	4
5	6	5	5	4	4	2
4	5	5	4	4	2	2
3	5	4	4	2	2	0
2	4	4	2	2	0	0
1	4	2	2	0	0	0
0	2	2	0	0	0	0

	Move-m	_				er effect	s	
	ent Points	per day	Heavy rain	Snow	High winds	Fog	Night (moonlit)	Night (no moon)
Regular infantry	1	2	-1	-1	-1	-3	-1	-3
Special Forces	1	3	n/a	-1	n/a	-1	n/a	-1
Bicycle troops	2	4		-3	-2			
Cavalry	2	4		-1	-1			
Motorcycles	4	5		-2	-1			
Slow tanks	1	3		-1	n/a			
AFVs	2	4		-1	n/a			
Fast AFVs	3	4		-1	n/a			
4 wheeled armour	4	4		-1	n/a			
6+ Wheeled armour	3	4	-1	-1	n/a	-3	-1	-3
SP Artillery	2	4		-1	n/a			
Tracked carriers	3	4		-1	n/a			
1/2 tracks	3	4		-1	n/a			
AWD trucks	3	4		-1	n/a			
Other trucks	3	4		-2	n/a			
Jeeps/Kubel	4	5		-1	n/a			
Civilian cars	4	5		-3	-1			
Trains	4	6	n/a	-1	n/a	-2	n/a	n/a
Rowed craft	1	3	-1	n/a	-3	-3	-1	-3
Ferry	1	3	n/a	n/a	-3	-3	-1	-1
Schwimmwagen	1	3	n/a	n/a	-3	-3	-1	-3
Powered craft	2	6	n/a	n/a	-1	-3	-1	-1
Beach landing	2	n/a	-1	-1	-3	-2	-1	-2
Shore landing	2	n/a	-2	-2	-4	-4	-2	-4

Map Movement Test Table