

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 today's 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.

Map Board Occupation/Terrain

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	
28		64	
29		65	
30		66	
31		67	
32		68	
33		69	
34		70	
35		71	
36		72	

Campaign Weather Record

MONTH				YEAR			
Season		Night		Day		Night	
Date	Adjust	Score	Weather	Wind & direction	Moon light	Rain Gauge	
1							
3							
6							
8							
11							
14							
16							
19							
22							
24							
27							
Last day							

BATTLEGROUP CARDSHEET

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Winter		December, January, February			
1	2	3	4	5	6
Night	Night	Day	Day	Night	Night
Spring		March, April, May			
1	2	3	4	5	6
Night	Day	Day	Day	Night	Night
Summer		June, July, August			
1	2	3	4	5	6
Night	Day	Day	Day	Day	Night
Autumn		September, October, November			
1	2	3	4	5	6
Night	Night	Day	Day	Day	Night

CAMPAIGN DAY

Orders

Defend	Engage	Move	Move to Contact
Recce	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
Fraction stockpile maximum - 5S
Contested = lose 1D6 per day for D6 days
Elongated = lose 1 pip per day for D6 days
Abnormal = lose 2 pips per day for D6 days
Rationed - no MPs when moving, 5 or less on 2D6 disables all vehicles

SUPPLY

Detection Throw - arriving force

4D6 or 6D6 if Recce at head/Recce unit
Night Session with moonlight -1D6 Night Session no moonlight -2D6
In heavy rain or fog deduct further 1D6
Enemy Present or Resting = 5+ to detect Enemy Deployed = 6 to detect

Detection Throw - occupying force

2D6 if at Rest, 3D6 if Present, 4D6 if Deployed, 5D6 if all a Recce unit
Night Session with moonlight -1D6 Night Session no moonlight -2D6
In heavy rain or fog deduct further 1D6
Deduct further 1D6 if enemy NOT occupying Box opposite yours and occupiers are NOT a Recce unit
Detect Partisans on 4+ Double, 5+ all other units

DETECTION THROWS

1 day of light rain counts as 1 on the rain/snow gauge
1 day of heavy rain counts as 2 on the rain/snow gauge.
1 day of snow counts as 1 on the rain/snow gauge.
Add 1 to the rain/snow gauge if the day is also subject to high winds

1 day of fine weather reduces the rain/snow gauge by 2
1 day of fine weather and light winds reduces the rain/snow gauge by 3 .
Note: After a day of snow, the first fine day and any wind effect is ignored

When the rain/snow gauge reaches 5, deduct 1 from all MB Movement D10 throws and deduct 1 pip from all daily supply throws.

When the rain/snow gauge reaches 7, deduct 2 from all MB Movement D10 throws and deduct 1 pip from all daily supply throws.

When the rain/snow gauge reaches 8 , deduct 4 from all MB Movement D10 throws and deduct 2 pips from all daily supply throws.

These deductions are cumulative with any other Supply throw deductions.

The maximum value for the Rain/Snow gauge is 8.

RAINSNOW GAUGE

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

Map Movement Test Table

	Move-ment Points	Max boards per day	Weather effects					
			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	-1	-3	-2	-3	-1	-3
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	n/a			
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