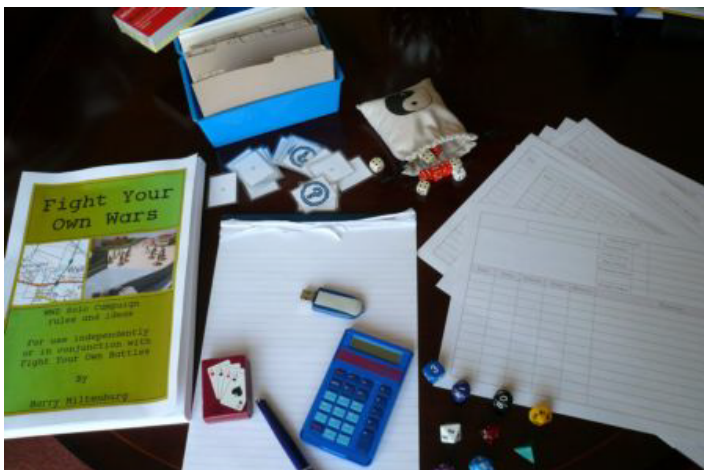


## Stationery and equipment required to play

The FYOW rules and ideas do not require a whole load of specialist equipment and therefore you will not find lists of stuff to buy on the web site that is essential to having a game. Naturally enough, the campaign rules do relate to the table top rules and so if you do not have a set of **Fight Your Own Battles** to go with **Fight Your Own Wars**, these can be purchased through the web site.

The following is a list of all the equipment you will need;

Rules	Fight Your Own Battles is the recommended table-top ruleset
Stationery	The FYOW stationery pack gives you the basics. Add on your own campaign log and ORBATS charts etc as required.
Game Flow Cards	Copy these from pages 54 - 57 of the FYOW rules pages.
Map	Campaign map divided into squares (or hexes if preferred) - any method of generating a map as used by the player is suitable. Coloured map pins can be useful if you plan to mount your maps on the wall or a board.
Dice	d3, d4, d6, d8, d10, d12, d20 and d%. I have an 8-sided "compass" die which shows N, NE, E, SE etc which is great for weather but a d8 is just as good. Some throws require 9 x d6 so a good supply of d6 is helpful (Games Workshop and others do multi-packs). You will only need 2 or 3 of each of the other types.
Calculator	Useful when working with fractions in the SUPPLY rules
Diary box	Anything that holds small cards will do and available in most stationers for a small sum. Even in the smallest campaigns you will use about 3 or 4 dozen cards so find some cheap ones or make your own. The box should have a set of date dividers. Again these can be purchased and modified or you can make your own.
Playing cards	An ordinary set of 52 cards + 2 jokers is fine
Number Cards	Used as Unit Priority Cards, these are numbered playing cards. You need one card for each unit in the campaign so for some larger projects I have found that 30 or 40 may be required. Some toy shops sell children's counting cards that can be used, or you make your own.



Ready to play. Note the diary box with date tabs (top left) and the coloured cards. A selection of dice (bottom right) are available from many of the on-line shops. Next to the bag of d6 are my home-made Unit Priority Cards with a "?" logo on the back - printed on the PC and then laminated. The notepad and pen are always useful and the USB stick holds all the campaign data as I keep most of my records on the PC. The only thing not visible here is the campaign map.