



NEWSLETTER #2-November 2005

Worthington Games



PRE-ORDER TODAY FOR 20% SAVINGS!!!!



FORGED IN FIRE: 1862 PENINSULA CAMPAIGN

Worthington Games is very excited about its upcoming game on the 1862 Peninsula Campaign. Forged in Fire will be a point to point true block game covering the entire campaign from McClellan's initial advance up the Peninsula to the Seven Days Battles. There will be several scenarios as well as a main campaign game. The 48" x 22" map will cover from Ft. Monroe to Richmond and will have boxes to cover Norfolk, the Valley, and Washington DC. The C.S.S. Virginia will be portrayed and will play a role in the Union movement capabilities up the James. Command control and McClellan's confidence will be key to keeping the Union army from bogging down. Units will represent the infantry divisions, artillery, cavalry, leaders, siege artillery, supply depots. Rules will cover weather, Lincoln/McClellan Confidence factor, release of McDowell,

early arrival of Jackson, and numerous other options.

Can you as McClellan advance rapidly up the Virginia Peninsula towards Richmond, keeping the confidence of the President and government while destroying the will of the Confederacy to fight?

Or as Johnston or Lee can you hold back the Union juggernaut from the gates of Richmond long enough to gather troops from throughout the Confederacy to trap McClellan's extended forces and end the war on the banks of the James?

The game box will feature the Don Troiani painting "Southern Cross".

Forged in Fire will be the first in a series of games on campaigns from the American Civil War using the same system.

COWBOYS: WAY OF THE GUN

Work is still progressing on Cowboy's as research into scenario's go on. We are still accepting scenario idea's from gamers and have had several surprises on request for Ned Kelly, an Australian outlaw who fashioned a suit of armor for robberies!

This game will feature miniature cowboy figures, geomorphic maps, and scenarios will be fast and fun!

We are still taking pre-orders for this exciting title at the 20% off discount rate.



UPCOMING CONVENTION APPEARANCES!

Worthington Games will be attending the 2006 Winter Nationals in beautiful Charlottesville Va.

Clash for a Continent will be part of the play schedule for the first ever REVCON being held there. GMT's Mark Miklos will be there with their excellent American Revolution Series as will several other games covering the American Revolution. Be sure to stop by and say hello!



Be sure to go to WWW.PREZCON.COM for more information.

Worthington Games is also planning on attending the 2006 World Board Gaming Championships.

STRATEGY CORNER

This issues strategy corner will cover attacker strategy in Clash for a Continent. While the American Civil War became one of the first true modern wars with defense having longer range weapons, the American Revolution was still an up close affair. Units would close to within short range of each other and fire away until one side or the other began to give way (close combat in the game represents this, not just bayonet charges!).

With that in mind, the attacker has to be willing to close in and take losses to push through the defender. In most of the scenarios there is sufficient time to close within 2 hexes of the defenders and fire, but, due to terrain you may have to close to 1 hex for the attack. As the attacker it is important to know and not be afraid to take losses.

A neat move is to keep your leaders with your advancing units, either to rally, or a great move is if you have light infantry, to place a leader with a regular or elite unit, and double move with the leader while advancing with the light infantry from 2 hexes away. This will cost you 3 CAP but will get 2 infantry units into the enemy quickly while taking minimal losses.

I have seen many games won when it looked like they were lost by attackers being patient and pressing their attacks while not throwing away units needlessly. Rotate units in and out of the line when possible, rallying them after retreating.

These are just a couple of quick ideas for attacking in CLASH FOR A CONTINENT.

BONUS SCENARIO

Included below is this month's bonus scenario designed by Allan Foote. Allan is part of the Mohawk Valley History Project and designed "Liberty March" a game on the Battle of Oriskany. Allan will hopefully be involved in future projects with Worthington Games. In the next update we hope to have full



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details on our future collaborations with Allan as well as details on purchasing several books written by Alan.

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Please feel free to email us with any feedback or questions. –Matt (cujofilm@cox.net)

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A NEW SCENARIO Designed by Allan D. Foote

BURNING OF THE VALLEY 17 OCTOBER 1780

BRITISH UNITS:

- (3) 4 MP Regular Infantry- 5B, 6B,7C
- (1) 3 MP Light Infantry- 8D
- (1) 2 MP Artillery-6B
- (6) 2 MP Indian Warriors- 8B, 8C, 8E, 9C, 9D, 9E
- (2) Leaders- Johnson 5B & Brant 8D
- Command Action Points: 3

AMERICAN UNITS:

- (1) 4 MP Elite Infantry- 5D
- (2) 4 MP Regular Infantry- 4C,6D
- (2) 3 MP Regular Infantry- 6E, 6J
- (4) 2 MP Militia Infantry- 4H, 5I, 6I, 6K
- (2) Leaders- Murphy 5D & Woolsey 6J
- (3) VP Locations- 5D,5I,6J
- Command Action Points: 2

VICTORY CONDITIONS:

British: 7 VPs in 25 turns or less
 American: 6 VPs or avoid British victory for 25 turns

SPECIAL RULES: **1.** The American Elite Infantry unit remains Elite only as long as it remains stacked with the Murphy Leader unit. Otherwise immediately exchange it for a Regular Infantry unit of the same MP value. **2.** The American Woolsey Leader unit provides none of the normal movement, combat or rally benefits to any unit it is stacked with. **3.** VP Locations may not move.

OPTIONAL SET UP: None

TERRAIN PLACEMENT:

Forest- 8A, 9A, 9B, 7M, 8L, 9M
 Hill- 1A, 1B, 1C, 1J, 1K, 1L, 1M
 Waterway- 5A, 4B, 3C, 2C, 1D, 2I, 4J, 4K,
 Water Crossing- 3J
 Swamp- 1I, 4L
 Fort- 5D, 6J
 Town/Buildings- 5B, 5I

HISTORICAL SUMMARY

In October of 1780, the Schoharie Valley in upstate New York was under attack by a large force of British, Loyalists and Indians under the command of Sir John Johnson and the Mohawk leader Joseph Brant. A Major Woolsey was in charge of the heavily outnumbered American garrison at the Middle Fort near the settlement of Middleburgh. After the Crown's host descended upon the fort, a white flag bearer was seen to leave the British ranks and advance toward the fort accompanied by an officer and fifer. The rather timid Major Woolsey gave orders to have the flag admitted yet no other rebel officer present was in favor of capitulation. As the pennant approached, American rifleman Tim Murphy would not stand for any act of cowardice. He calmly raised his rifle and fired upon the white flag. The enemy trio beat a hasty retreat, their flag in tow, discretion being the better part of valor. Upon hearing the rifle shot, Major Woolsey entered the room with pistol in hand and roared out- *Who dared disobey my orders? ...I fired,* coolly replied Murphy, *...Sooner than see the flag enter this fort, will I send a bullet through your heart.*



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The British truce group advanced again, and once more Tim fired off a warning shot. Sir John urged the flag party forward yet a third time and Murphy responded with another blast from his trusty rifle. The time for parley was over and the battle was ferociously renewed. Failing to gain the surrender of the Middle Fort's rebel defenders, Johnson and Brant's army continued on their destructive march. After firing several artillery balls into the Lower Fort, the raiders bypassed the structure and encamped on the night of October 17 where Fly Creek empties in the Schoharie Kill. The next day, the main Crown force was on the move again to further ravage the countryside. For two days, the British and their Indian allies wreaked havoc in the Schoharie Valley as they relentlessly burned the homes, barns and crops of the rebel American settlers. The Lower Old Stone Fort still stands today, a monument to the heroism of the Schoharie Valley patriots.

- A. Foote