A Very Brummie Civil War

Introduction

This mini-campaign follows the fighting around and into Birmingham in the "A Very British Civil War"* period of 1938, where the UK has split into multi sided civil war over the abdication of Edward VII, economic equality and political upheaval, and is intended for use with BKC-II by Pete Jones.

Each player commands a local faction, possibly supporting one of the major national or regional power blocs, and attempts to take and hold the vital rail links and industrial areas of Birmingham & the Midlands. The area is defended by the forces of the Sutton Coldfield Union of Fascists (Edwardian/BUF troops supported by the KGL), the CRAPA (an Italian Expeditionary Force) and the Birmingham Union Militia (Radical Commu-Socialist-Anarchists), who will form the opposition to the player driven factions.

Each player faction will have a pool of troops, represented by 2000pts of BKC forces selected initially from their appropriate list. Depending on scenario up to 1200pts of these may be engaged in a given scenario with the rest acting as reserves and replacements. Limited replacements may be available during the campaign depending on the results of battles fought.

Up to six battles might be fought by any given faction, four approach battles, one to seize the objective from the non-player factions, and one final multiplayer battle to decide eventual overall control.

*This campaign pack bears no challenge to the official publications or histories released by Solway Crafts.
*The campaign structure is based on the excellent "Race to…" series for Spearhead & Modern Spearhead, as originally written by Martin Rapier and adapted by others.

Victory

Victory will be claimed by the faction who wins the final multiplayer battle at campaign conclusion. In the unlikely event no player faction makes it to the centre, the non-player faction with its enemy furthest from the centre will be considered as the winner.

Force structure and BKC amendments

Each player will select 2000pts of troops from an appropriate BKC list (e.g. Nik Harwoods AVBCW lists as found on the BKC website, or a player generated list, or existing suitable list such as early war BEF) as their factions total force. They do not have to pay for a CO, but instead receive a CV8 CO stand for free.

On table losses are generally not replaceable, but troops lost to morale failure (either via Fall Back moves, being driven off table or failing a battlegroup break point roll) are recovered at the end of the battle.

Command units may not be bought with an improved CV, but if a Command unit rolls a Command Bonus in a game it may be fielded at +1 CV for the following game at no extra cost. If the CO rolls a Command Bonus he receives a permanent +1 to his CV for the campaign.

In scenario types where prepared defences are allowed these points are spent "free" each game and do not have to come from the factions initial allotment of 2000pts but do come out of their on table points.

Battlefield air superiority will be rolled once at the start of each game with no modifiers for army list, but modified on the player side by the random points roll modifier from the strategic movement table below.

Assets may be purchased as appropriate to the scenario being played up to three per off table artillery or air unit.

All AFVs and MMG stands without AT factors may fire with 1/10 AT to represent the use of armour piercing ammo for their MGs and the rather ad hoc and experimental design of the AFVs of the time.

Strategic Movement & Scenario Generation

Player faction forces start in their base area on the accompanying map, and progress along the track to New Street each battle. Depending on the result of the battle they may remain stationary or advance one or more steps at a time.

Each approach battle before reaching the city centre/New Street space will be fought with a 1000pt army selected from the players initial force list, modified as below.

Each space on the track is marked, and represents the ability to move a certain sized force into the battle affecting the random points modifier as below. A Major Win on the previous battle also gives a +1 modifier.

I – Open areas close to home area. +1 on random points roll.
II – Mildly urbanised areas with good transport links to home area. No modifier.
III – Heavily urbanised areas with many choke points. -1 modifier to random points roll.
New Street/City Centre – The final push. Important railway, canal & road nexus. +2 modifier to random points roll.

Scenario selection is rolled on the following table, except for the first battle, attack into New Street and the final multiplayer game. Unless stated otherwise the player faction is the attacking side.

1   Counterattack. Player faction is on the defence.

2   Encounter
3   Deliberate Attack
4-5 Assault
6+ Exploitation

Modifiers –
+1 Win, +2 Major Win for player faction last battle
-1 Loss or Major Loss

Terrain set up for a scenario should be rural with fields and woods with smaller roads, canals and rail lines with a few smaller buildings representing villages and farms in area I battles. Area II battles should be largely urban boundary areas with substantial amounts of both open field terrain and built up areas with more roads, rail and canals, whilst Area III battles are being fought over the industrialised and built up areas of Birmingham proper and should have largely urbanised terrain with some parks, open rail yards or factory complexes to provide open areas.

City centre/New Street battles should be almost all urban terrain, with some exceptions for open areas such as the rail yards or park area around the cathedral, Botanical Gardens and similar areas, or areas flattened by previous shelling and fighting. Birmingham is surprisingly hilly under the current urban clutter, so rolling hills under other terrain is always an option!

Strategic advancement following a Win is one space, two for a Major Win. Draw or Loss remain stationary. A player may elect to remain stationary instead of advancing on a win, & must roll on the following table for the following turns "battle".

1-3 - Avanti! At 'em chaps! Bostin'! Non-player counter attacks – play counter attack scenario.
4-5 - Cup of tea time. Everyone catches their breath, recover 75pts of lost troops.
6+ - …And a nice scone. Recover 150pts of lost troops.

Special Cases

Initial battle.
The initial scenario will be a Breakthrough Attack representing the opening assaults on the various non-player factions' defences around the city such as the Sutton Park Lines, Knowle Hill Complex or West Bromwich Fortified Area.

New Street Assault.
The first player faction to reach New Street must clear the vital city centre area of the defending non-player factions troops. This will always be a Deliberate Attack, and the objective should be a building of note such as the Cathedral, New Street Station or BSA plant.

Final Multiplayer game.
All remaining troops will be used for this scenario, subject to the random points modifier rolled by each player. If the random moodier gives more available points they may purchase assets or extra troops for this battle only (representing either

hurriedly raised reinforcements or partisans rising in support!). If the random modifier is less they can only use troops up to their remaining amount less the modifier.

The initial player to reach the city centre will be the defender, and start with their battlegroup on the first third of the table. They receive a +1 modifier to the random points roll per turn in advance of the final arriving player that they reached the city centre. Any bonus points may be spent on field defences or assets as for Hasty Defence.

The next arriving player will receive a bonus equal to how many turns in advance of the final player they arrive. They will have choice of side to arrive on and deploy up to one third down the side of the table towards the defender. The final faction will arrive with no bonus to the random points modifier, & deploys opposite the previous player. Both attackers may use static deployment but may not flank march.

Alternatively the defender may deploy for all round defence in the centre of the table whilst the two attackers come on from opposite sides, but this may result in a very squashed defender very quickly!

Each player will take a turn as normal BKC rules, but Op Fire will only refresh at the beginning of their *own* turn. Turn order will be randomised by each attacker rolling 1d6 at the start of each turn and the highest scorer resolving their moves first.

The overall campaign winner is the last battlegroup left unbroken!
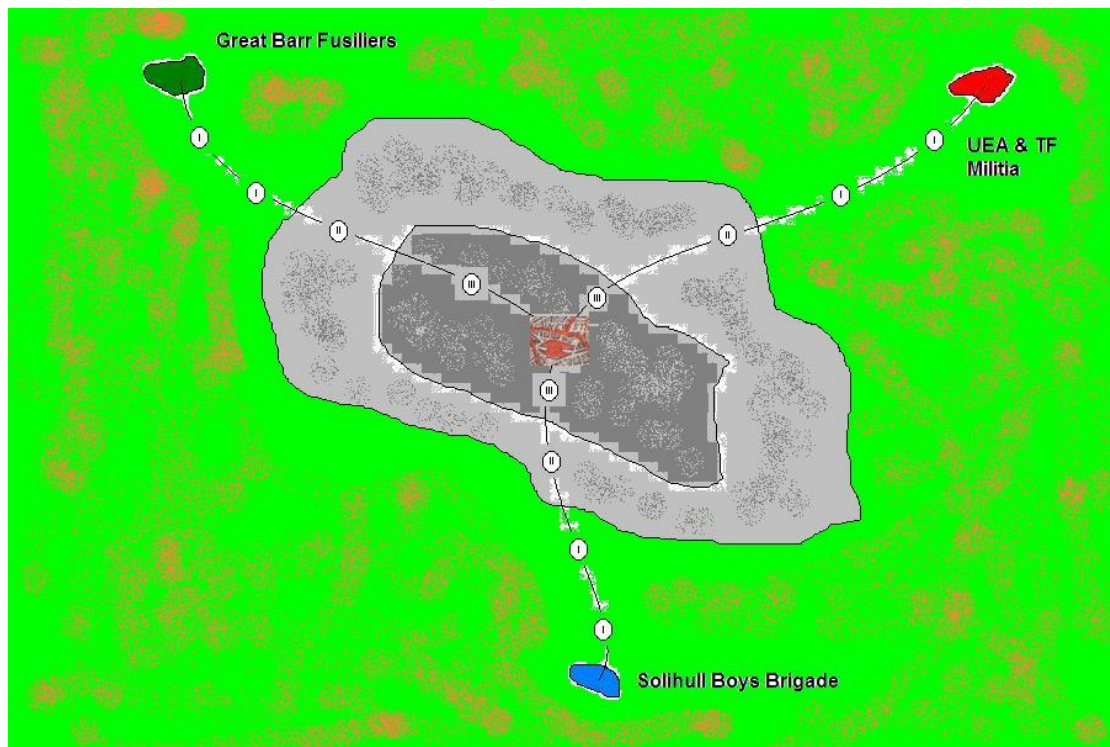
Defending Battlegroups

Defending battlegroups will be drawn from one of the antagonists facing each player faction, or the person running the defence may substitute a one off force from his own faction which does not come out of his initial points. This represents a flying column or other force acting as a spoiler against the opposition!

The initial battle will be against the opponent in the area – CRAPA for the SoBBs, the SCUF-KGL for the UEA and the BUM for the Great Barr Fusiliers. After this the defender can substitute any of the forces available, representing the fluid and confused nature of the fighting where front lines are a somewhat arbitrary concept.

The points for the battlegroup will be as for the appropriate scenario modified as normal by the random modifier. but the CO stand maybe paid for as an ordinary HQ due to the small number of points available. Assets and defences may be purchased as normal from this total according to the scenario type.