

CRISIS POINT

A WEEKEND CAMPAIGN BASED ON HACKETT'S *THE THIRD WORLD WAR*



Crisis Point is the newsletter for a big, Third World War miniatures game to be played using 1/300th scale models over a weekend in April 2012.

The idea is to explore modern mechanised warfare in both width and depth. You will need to worry about your flanks

and rear areas as well as the enemy immediately facing you.

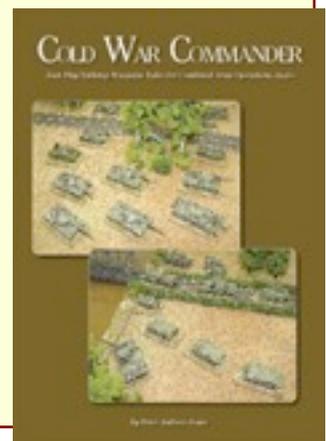
In this game your supporting artillery will be on-table and will need protecting from enemy penetrations, special forces raids and air-strikes as well as the usual counter-battery fire.

Cold War Commander

This big game is to be played using Pete Jones's *Cold War Commander* rules. We've chosen them because they play quickly and are easy to pick up.

They emphasize the difficulties of command and control rather than the minutiae of technical differences between weapons systems.

Although knowledge of the Cold War Commander rules would be useful; it's not essential. Novice players are very welcome.



WHAT, WHERE AND WHEN?

The campaign will be played out over the weekend of 21st-22nd April 2012 at Dungworth Green Hall, Dungworth, near Sheffield.

The plan is to start with set up, briefings, and team planning sessions from 10am on the Saturday, get in a couple of rounds of play before breaking for Lunch.



After pigging out on Dave's excellent pies at the nearby Royal Hotel, we'll then play on until about 5pm. Sunday will be similar, probably ending a little earlier to leave time to tidy away and head off home.

A Saturday evening pub session to review the events of the first day can't be ruled out either.

THE SCENARIO: 14TH AUGUST 1985 - THE CENTRE HOLDS?



Top: Soviet armour approaches a tributary of the Maas.

Bottom: East German T-72s pass a ruined farmhouse near Kleve.

In Hackett's books the Warsaw Pact invasion of West Germany reaches its high water mark on the 14th and 15th of August 1985. Having reached the Dutch border, Soviet forces begin to swing southwards aiming to cut the supply lines of NATO's Central Army Group.

In Hackett's narrative the Soviets attack between the Maas and Rhein rivers towards the Dutch town of Venlo, pushing back II British Corps and forming a southward-pointing bulge known as the Krefeld Salient.

Our game covers the fighting in the central corridor between Maas and Rhein but also the two flanking sectors. The first of these is along the A73 motorway west of the Maas and the second

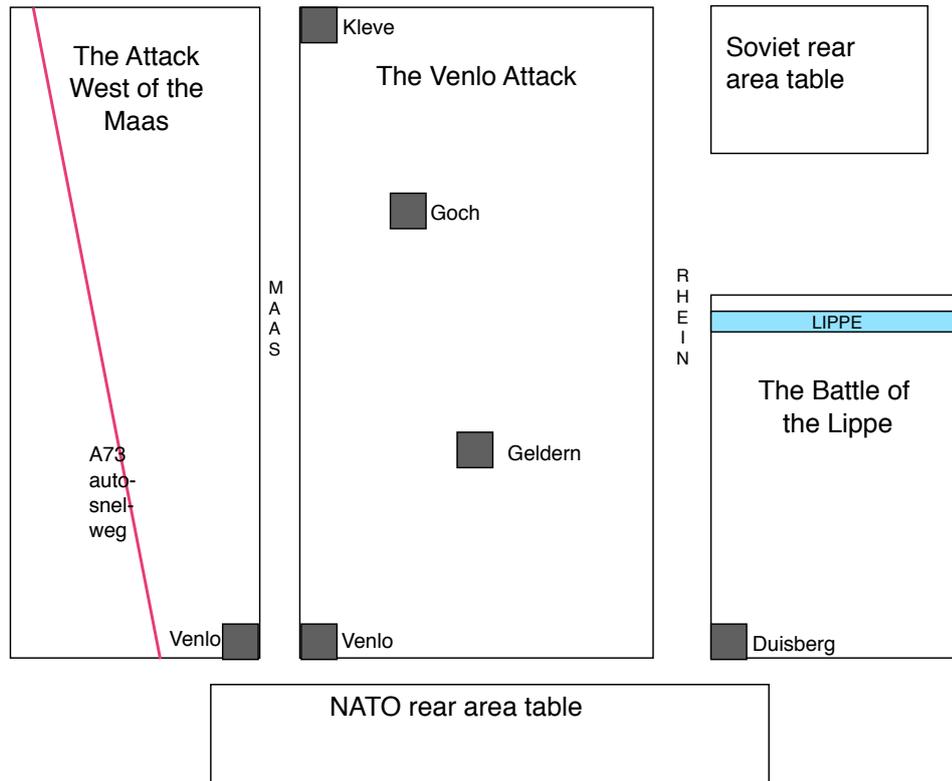
is towards Duisberg, expanding from narrow bridgeheads across the Lippe river.

This part of Hackett's story gives us a phase of the war that's well described and lets us use American, Dutch, British, Belgian and West German forces against a number of interesting Warsaw Pact formations.

Our game will use three columns of tables with the major rivers providing convenient walkways between them.

Members of the Society of Twentieth Century Wargamers (SOTCW) fought out Soviet attempts to cross the Lippe at Hammerhead (Newark) in 2010 having previously (Carronnade 2009, Falkirk) gamed the British counter-attack against the Krefeld Salient. The Crisis Point campaign sits between these previous games in the story of the Third World War.

SCHEMATIC LAYOUT OF THE GAME



THE VENUE - DUNGWORTH GREEN HALL

Up until a few months ago, Bradfield Dungworth Primary was the only school in Sheffield that didn't have a school hall. Games lessons meant either processing down the hill to the park or up the hill to the old, prefabricated village hall.

The new hall is the result of ten years of lobbying and fund-raising by staff, governors, villagers and parents. Uniquely for Sheffield, this is both school hall and village hall. It's run by a committee and is available for locals to book for events like ours.

Dungworth Green Hall takes its name from its address (on Dungworth Green) but also from its green credentials - it has a wind generator and is insulated with local sheeps' wool!



HOW CAN I GET INVOLVED?



Places in the campaign are limited. Ideally we want between 15 and 20 participants. There's a charge of £10 for the weekend (sorry, no one-day discounts). This is to cover the cost of hiring the hall. Any surplus will be donated to the local branch of the Royal British Legion.

If you'd like to play, the first thing to do is to get in touch. The contact details are on the back page.

You need to let us know:

- Have you played *Cold War Commander* before? It's helpful but not necessary.
- Do you have a preference for which team you're in? Warsaw Pact? NATO? The Umpire Team?
- Can you contribute any 1/300 scale units? Again this is helpful but not necessary.

The two **Command Teams** will be responsible for organising and recruiting the forces for their side, deciding on strategy and tactics, and pushing around toys and rolling dice on the day.

The **Umpire Team** are responsible for the details of the scenario and for:

- ensuring that the sides are appropriate for the scenario
- ensuring that we have the required terrain items
- policing hidden deployment and movement
- generally embodying the fog of war
- providing rules interpretations and rulings on the day, and
- generally keeping things moving.

In addition players in all roles can get involved in building terrain for the game. The big things we need are terrain mats or cloths and suitably Germanic and/or Dutch terrain items.



SPECIAL UNITS

You know how you've always wanted to build a 1/300th scale Romanian Penal Battalion? Or a Belgian recon unit in Scorpion light tanks? Or how about a US Army psychological warfare team in Humvees? If you can build it we can use it. Now's your chance!

Accommodation

There are several bed and breakfast places within walking distance of the venue. The closest is Padley Farm which is about a minute's stroll away.

Mr Alan & Mrs Linda Bestall
 Padley Farm B & B
 Dungworth Green
 Dungworth
 Sheffield
 S6 6HE

0114 285 1427
 07890 937090
www.padleyfarm.co.uk

Next closest is the Royal Hotel (whither we shall probably repair for lunch each day).

Royal Hotel
 Main Road
 Dungworth
 Sheffield
 S6 6HF
www.royalhotel-dungworth.co.uk

Finally, just a couple of hundred yards away is Rickett Field Farm.

Mrs C Shepherd
 Rickett Field Farm
 Dungworth
 Sheffield
 S6 6HA

0114 285 1218
bookings@rickettfieldfarm.co.uk

Our Sponsors

THE BAGGAGE TRAIN



Steve Oates of The Baggage Train has kindly offered to provide the massive bridge model spanning the Maas at our scaled down Venlo. It's actually an authentic 1/300th scale model of the famous "Bridge Too Far" at Arnhem. For more details see Steve's site The-BaggageTrain.com

RUSSELL PHILLIPS BOOKS



Everyone who participates in the game will get a free copy of Russell Phillips' ebook *Weapons and Equipment of the U.S. Army*. Thanks for your support, Russell!

BRADFIELD-DUNGWORTH SCHOOL PFA

Many thanks to the local primary school Parents and Friends Association. By making this a PFA event we are able to use the existing public liability insurance. I'm sure all participants will welcome parents and children (and indeed other interested locals) who may come along to see the game in progress and learn more about historical miniatures gaming.

CONTACT DETAILS

If you'd like to know more about the game or to sign up as a player (places are limited so get in as soon as you can) please contact:

Richard Crawley, The Old School House, Storrs Green, Storrs, Sheffield, S6 6GY
 Tel. 0114 232 2533, email: crawleystorrs@gmail.com

The cost of the game is £10 for the whole weekend and includes a free ebook courtesy of Russell Phillips Books.

More details of the planning of the event can be found at the dedicated Yahoogroup:
<http://games.groups.yahoo.com/group/ColdWarCommander/>

or at the SOTCW Events Blog:
<http://sotcw.blogspot.com/>