

Pennine Megagames
presents

A Very British
Civil War: the
Handbook

by Paul Howarth

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Endcliffe Hall, 81 Endcliffe Vale Rd

Sheffield, S10 3EU

Don't forget to check the Pennine Megagames Youtube page to find videos on how to play the game.

Welcome

to a very different 1938. Edward VIII has refused to abdicate and made Wallis Simpson his consort. The Anglican Church is divided and the uncertainty has seen the rise of militant socialism. It is time for people to forge a new future for Britain.

The opening phase of the war around the Pennines seems to have gone well for King Edward, with severe reverses for those opposing his wishes, although royalist troops were less apparent in operations than BUF forces, which has seen a rise in influence for Oswald Moseley, the prime minister.

Elsewhere the fighting is confused and many areas lack the resources for waging sustained warfare. As a result the northern ports and industry are considered a key battleground, able to import overseas aid and produce the weapons necessary to conclude business. Accordingly, it is highly likely that troops will be committed from less vital areas to ensure success.

Game Notes A Very British Civil War is an alternate universe created by messers Jones, Mortimore and Douglas and published by Solway Crafts and Miniatures. It has been in existence for a decade and has a loyal following, with a large number of resources to support wargaming it. See [The Home of VBCW](#) for more information or collar Mort for a chat on the day. Paul Cunningham, one of our umpires, has written a sourcebook and you'll get the chance to look at some examples, which I'm sure Mort will be happy to hand over in exchange for cold, hard, cash.

With that in mind, please bear in mind that this is A civil war, rather than THE civil war and it is certainly non-canonical. Certain liberties have been taken with factions and personalities to make the game more manageable. The game is a 'local one, for local people' and players should not assume that events elsewhere are proceeding as per the handbooks.

The wargame began life as a skirmish one for miniatures, but in a megagame we are operating at a higher level and a political game has been developed as winning hearts and minds is even more important than military might. Players may be in conflict with supposed allies as much as their enemies. Having said that, the military game has been designed to allow a reasonable amount of manoeuvre and tactical options, once units are engaged in combat.

Miniatures for the game have been kindly donated by Martin Goddard at Peter Pig miniatures. They are 15mm and come from the Spanish Civil and First World War ranges.

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Glossary

The game has a number of key terms, many of which are explained below:

Action	<i>During the hustings phase, when political campaigners allocate resources.</i>
Battle Board	<i>Where military players take their units from to fight combats.</i>
Command Capability	<i>The number of units a military commander can deploy effectively.</i>
Diplomacy	<i>The second phase of the turn for political campaigners.</i>
Hustings	<i>The first phase of the turn for political campaigners to take their actions.</i>
International Support	<i>Adjudicated by political control and demonstrated by additional resources</i>
Phase	<i>One half of a turn.</i>
Political Capital	<i>How players influence local politics - represented by counters.</i>
Senior Umpire	<i>They will be wearing GREEN ARMBANDS and adjudicate the bigger picture</i>
Political Tracker	<i>One of 4 charts on tables around the room, indicating political support in towns.</i>
Public Opinion	<i>Popular support outside the towns, adjudicated by political control</i>
Town	<i>A large urban area, marked by a black or white circle on the map.</i>
Turn	<i>Represents 1 week of activity. Lasts for 30 minutes.</i>
Table Umpire	<i>A non-playing role, adjudicating action at the maps and trackers.</i> <i>They will be wearing WHITE ARMBANDS</i>
Upkeep	<i>The cost of maintaining units, calculated at the end of turns 3, 6 and 9.</i>

Outline of the Day

09.00	Doors open, set-up
09.30	Registration
10.00	Briefing
10.10	Planning Phase & Military place units on the map, within 2 hexes of their home base (specified in briefing)
10.30	Political players to their local table EXTENDED TURN 1 (Includes Demos)
11.10	TURN 2
11.35	TURN 3
12.00	TEA BREAK
12.15	TURN 4
13.40	TURN 5
14.05	TURN 6
14.30	TEA BREAK
14.45	TURN 7
15.10	TURN 8
15.35	TURN 9
16.00	TEA BREAK
16.10	TURN 10
16.30	TURN 11?
17.00	Depart, after a de-brief

Please note, timings are approximate and game turns will be run by a Powerpoint, beginning with the ringing of a bell and finishing with a BBC broadcast. The game may, or may not, have a turn 11.

Game Scale

Turns will represent one week, with up to three months represented in game. Each turn is split into three phases. Infantry and cavalry units represent 100-200 men. Armoured forces represent up to a dozen tanks.

Game Turn - 25 minutes

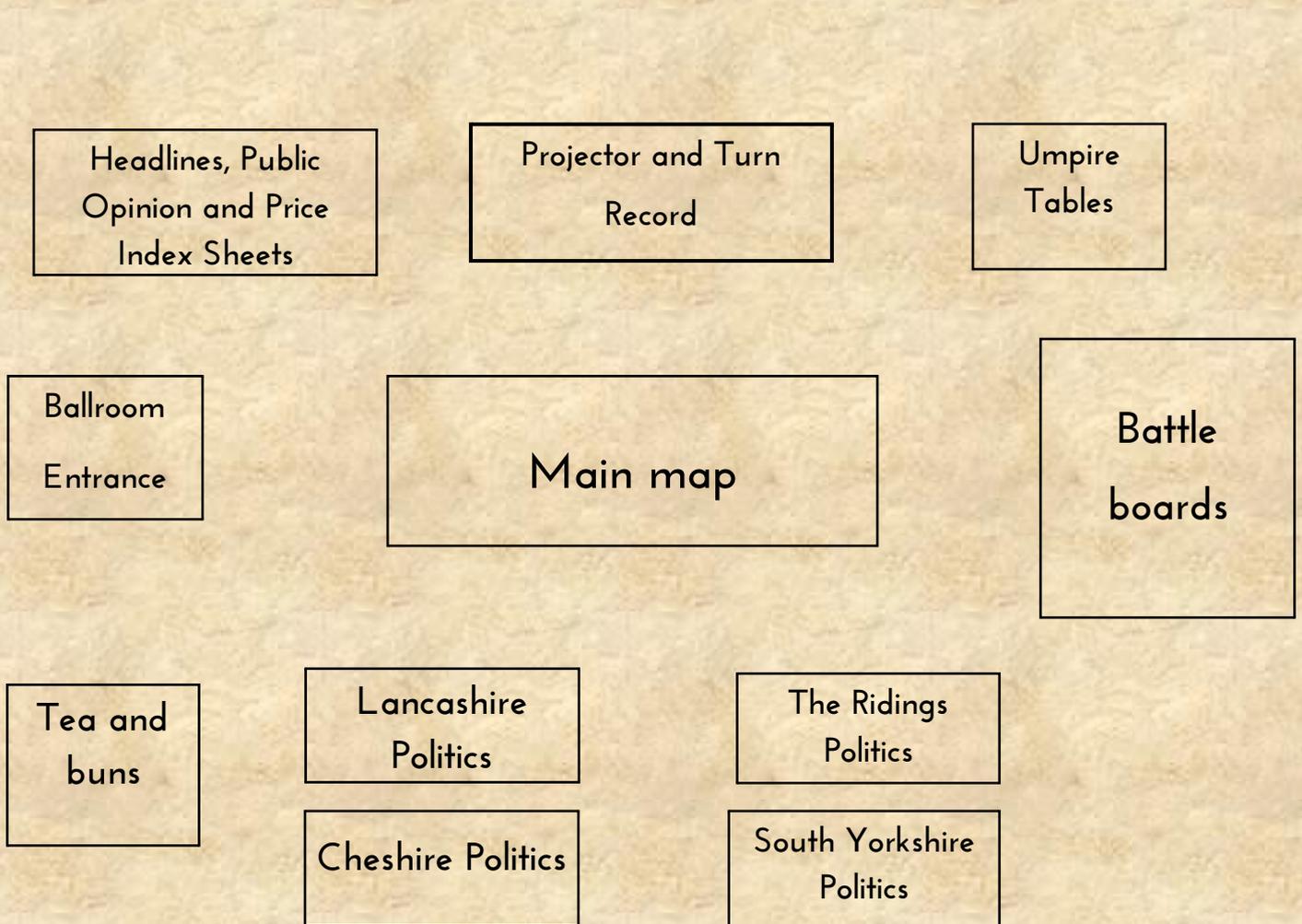
Military	Political
Map Phase 1 - Move, fight, block or rest (the last only with a card) Buy/Book transport counters Buy resource cards	Hustings Political cards and counters resolution
Map Phase 2 - Move or fight Buy/Book transport counters Buy resource cards	Diplomacy Buy new political cards
Return to tables. Resources allocated for next turn in turns 3, 6 and 9. BBC bulletin	

Tea Breaks

At the start of the day teams will assemble in regional rooms. This will give players the chance to meet their neighbours. Following the briefing there will be the first faction meeting, before returning to regional rooms for the last time. This will allow for any final negotiations and agreements before the game starts.

As the game progresses it will be important for players and umpires to take some time out. This will allow teams to review progress and revise plans, whilst giving the umpires time to consult one another and carry out some administration tasks. Therefore, at the end of turns 3, 6 and 9, there will be a 10-15 minute 'tea break' and factions will meet together. Finances will be calculated and reinforcements allocated.

Ballroom Layout



Roles

Senior Leader

These positions are looking at the big picture. You may be a senior clergyman, politician or similar and the reason for you being in your current position varies. You may be a firebrand of a public speaker, a war hero, possess excellent connections or be independently wealthy. During the game this will allow you to carry out certain actions at key points.

Your reward in the game will be serving the cause well and in the process, your personal career. This might involve a cabinet appointment, an honour of some sort, or some other promotion. The main exception to this rule is the People's Republic of South Yorkshire, which turned towards communism in the spring. Although currently led by a committee, there is nothing to stop the republic going down a different path this time...

You will have access to resources from outside Britain, but will be in competition with others in different regions and therefore need to be seen acting positively. Political control will be watching. Do not rely on other regions for support. Your subordinates will be advocating both military and political solutions to the problems you will face and it will be your job to decide which will be most effective at different points.

Political Campaigner

You are a committed political activist or officer, determined to influence the people through action at a local level. Your first task is to go to a political table at the start of each turn for the HUSTINGS phase. This is where you will spend POLITICAL CAPITAL and play cards to add more influence, resolve local crises and confound your foes. You need to be able to think on your feet and read the other players who are fulfilling your role for other factions. You may well find yourself working outside your original region, as you promote your cause.

Your other task is to use the second phase of each turn to gather intelligence for your political leaders, negotiate on their behalf when asked and also ensure that you have an effective hand of political cards, which will require resources. You may need to negotiate with other campaigners to pool your resources too. You and the military commanders will be in competition for money - you need it to pay for intelligence and bribes, they need it to pay for ammunition, transport and other resources. There is unlikely to be enough to satisfy you both.

Military Commander

You may be an experienced veteran of Spain, or a career soldier with knees browned on the North-West Frontier. You are responsible for assessing the military situation on the main map, advising your senior leader and then implementing their orders. Your command capability is given in a single number and represents the number of units you can command effectively in a battle. You must familiarise yourself with rules for movement on the map and how to conduct battles, to better judge success. You need to track expenditure of resources, so that you can predict future requirements. You and the political campaigners may be in conflict for money to finance your respective enterprises.

Politics in VBCW

Political activity between teams runs much the same way as many other megagames. Four main factions have been picked to allow for two main axes: Fascism ---- Communism and Edward VII ---- Church Authority. It should be noted that this is a megagame set only a short time before the historical Molotov-Von Ribbentrop Pact though and politics sometimes makes for unlikely bedfellows. There are no specific rules restricting your conversations and actions as political factions, but you should bear in mind the consequences if your supporters see open activity which may be against their core beliefs. Political control will judge the outcome of such situations.

Politics mechanically will be played in two ways:

PUBLIC OPINION - players may only influence this indirectly - there is no set 'mechanism'. A small team of senior umpires who are well-versed in the politics of the era are circulating throughout the game (**GREEN ARMBANDS**). They will consider relative positions across all four political tables, activity on the map table and then use these to inform:

- newspaper headline boards, which will reflect the news according to a range of newspapers (The Mail, The Times, The Morning Star and The Church Times)
- a public opinion table, ranking factions across the whole of the north and an overseas support table (The Commonwealth, Anglican Communion, Socialist Brotherhood and Fascist countries).

These last two will have an impact on available resources, including political capital. Although most factions are anticipating reinforcements from elsewhere, their arrival will be subject to the decision of the umpire team.

In addition, each turn will conclude with a short radio bulletin from the BBC, based on a lone journalist who will wander the hall.

LOCAL SUPPORT - this is how players directly influence opinion through a range of activities at town level. Each regional team will have an amount of **POLITICAL CAPITAL** to spend. This is shown through counters, which feature the political activity on one side and its value (from 1-3) on the other. Political campaigners are responsible for playing these at one of four regional political trackers during the **HUSTINGS**. The trackers are located on tables to the side of the main map tables.

Political support within each major town or city is measured as being **LOW**, **MEDIUM** or **HIGH**. Players are able to either spend capital on building up support for themselves, or spend it trying to stop others gaining support by promoting rival activities. The political capital counters are available every turn. It is possible to move other factions down, but often difficult by the use of counters on their own. The higher your support though, the more donations you will receive (calculated in £s) at the end of turns 3, 6 and 9.

There are a number of political cards in play that may make it easier to influence others. Your team will have a very limited supply at the start of the game. More may be purchased from the green armband political umpire/Spiv. They consist of Political Activity, Intelligence and Scandal cards. The cards are generally either played (face up) in a town at the start of the turn, or face down by a town, to be turned over before counters are revealed. Certain Political Intelligence cards neutralise a scandal. These represent you knowing who to lean on to make a story go away.

Some cards are more powerful than others, but it is possible to counter these. There is usually no recourse against weaker cards.



Sample Cards

If a faction is the only one with high support in a town, the populace will DECLARE for that faction. This brings benefits but does not mean that other factions can't continue to raise their profile - at this stage. If another faction EXCEEDS the declared faction on the tracker, then the declared token is replaced. Full economic rules come later, but the short version is:

'Occupying towns/having them declare is very good for you and bad for others. Achieve both and it's even better.'

Hustings Sequence - make sure you view [the video!](#)

1. Bring counters to the table and check order of play with umpire (WHITE ARMBAND).
2. Shuffle counters to reflect the uncertainty of politics and sort into 5 piles (as even as possible)
3. Play/Place face down cards by towns you wish to affect. Add any economic disruption/civil unrest markers at this stage.
4. Take it in turns to place counters during 5 rounds, allocating them wherever you want.
5. Work through each town in alphabetical order.
6. Turn any cards over as you go. Resolve according to their wording. Add any other markers.
7. Turn the counters over and total up each faction's score. Don't forget positive/negative modifiers.
8. Check to see whether any faction tokens move up or down on the tracker.

Notes

1. Only ONE player acts and places for each faction in each regions each turn, although several may be present to advise. This may involve lending cards and political capital counters.
2. If a representative player is not at the table at the start of placement, the faction miss their go.
3. Players may lend political capital to one another, as part of a gentlemen's agreement. Umpires are NOT responsible for ensuring these are returned to their original owners.
4. Playing cards and resolving counter scores is per town. Once a town is resolved, no cards can affect it until the next turn. A maximum of TWO cards may be played PER FACTION per turn.
5. Players may purchase new cards from the umpire. This is done AFTER the HUSTINGS are complete, during the SECOND PHASE of the turn, DIPLOMACY.'

Economics - Money

- The in-game currency is POUNDS (£) - it will be represented by coloured notes in £1, £5 and £10 denominations.
- Each team will start with a supply of cash, ammunition counters and political and tactics cards. Additional income comes from two main sources:
 - Contributions to the Cause - these represent money from landowners, party subscriptions, congregation collections, union dues, etc. Each flat cap by a town shows the potential number of people who are politically active. You cannot collect these too often or you risk exhausting people's goodwill. These will be calculated in the TEA BREAKS by political control.
 - Foreign Donations. TURNS 3 and 6. How much you receive will depend on your international support (based on whether you're seen to be trying to achieve your aims).
 - In addition to town income, the political control umpires (GREEN ARMBANDS) will adjudicate how much additional income you receive from the countryside,
 - Certain political cards allow for an extra collection.

Economics - Resources

By this stage of the conflict there is less money around and greater bartering. As a result in certain towns (marked on the map), it will be possible to collect resources on turns 3, 6 and 9. These resources are as follows and represented by counters which are given to whichever faction has troops in the town. They are shared out if multiple factions are occupying.

BROWN - Textiles - Improve militia units' morale and efficiency with the provision of bespoke uniforms.

GREEN - Food - Remove public disorder or increase donations by providing black puddings and pies.

BLACK - Oil - Offset unit upkeep costs for motorised units and treat as non-motorised.

GREY - Steel - Allows the construction of Improvised AFV units to improve units.

Spending Money & Using Resources

- Transport costs for units (booking a train, hiring barges) Purchase these from Map Umpires
- Re-Supply & Reinforcements. See above.
- AMMUNITION counters and TACTICAL RESOURCE cards (either through a friendly depot/port, or a third party) Purchase from Ports (Hull and Liverpool) and the white armband military umpire. Obviously you may negotiate with other teams for these.
- POLITICAL CARDS (to be used at the trackers) Purchase from the Political umpire.
- Any other use you can agree with control (or just straight bribes to other teams)

Please bear in mind that prices may well increase if fighting intensifies and resources become scarcer.

Political Contributions from Towns

The town has DECLARED for you AND you OCCUPY it	£ x current tracker score All other factions get NO funds
The town has declared for you but you don't occupy it	£ x current score x 1/2 Other factions get £2 if MEDIUM support, £1 if LOW support
You occupy a town but it has NOT declared for you	£ x your current score x 1/2 Other factions get £2 if MEDIUM support, £1 if LOW support
NOTE: It possible for one faction to be the DECLARED faction and another to OCCUPY a town. In this case they both get Flat caps x current score x 1/2 in £	
A town is UNDECLARED and no one OCCUPIES it	All factions get £3 if MEDIUM support, £1 if LOW support

When Things Go Bad

A town is subject to Economic Disruption due to the effect of a played card, or when a battle takes place in the town.	For EACH economic disruption point in a town, place one green token on a £, to reduce donations. Economic disruption counters are removed individually by an appropriate card or spending £1d6 at the end of the turn and rolling 3+ on 1d6. ONE Food counter removes ONE ED Point
Civil Unrest is caused by the effect of a card OR when a town has all of its flat caps covered by economic disruption markers.	Towns subject to Civil Unrest generate NO income. It can be removed at the end of the turn by: - Playing a police action card. Roll 1d6. Civil unrest removed 3+. - Playing any other suitable card or providing TWO food counters. - Using troops. Roll 1d6. 5,6. Civil Unrest removed. Roll 2-4 it remains, roll 1, it remains and lose one step on the political marker. BUF and ANY foreign units involved, deduct 1 from the roll.
Strikes are caused by effects of cards	Effects are as per the card. They are removed by spending £2d6 (on replacement workers and police overtime) and rolling 4+ on 1d6 OR playing an appropriate card at the end of the turn.

Map Movement

ALL MOVEMENT IS PER PHASE (2 per turn) -

Troops MOVE, FIGHT, BLOCK or REST (the last only with a card)

Sequence - PLAY CARDS - MOVE TROOPS - ORDER TRAINS/BARGES

All roads, canals and railways can be blocked by any unit and halt movement that phase. Blocking units have a YELLOW counter placed on them at the start of the turn and cannot move that phase (to represent digging in and getting to know the pubs). +1 IN COMBAT

There are no payments for petrol. Instead, units will have an UPKEEP cost, calculated at the end of turns 3, 6 and 9, taken from the region they are CURRENTLY in. This cover fuel, pay, rations, billets. Tanks: £10
Motorised: £5 Non-Motorised (including cavalry): £3

Motorised troops and Cavalry	Move 8 hexes per phase
Road Movement - Non-Motorised troops	Move 4 hexes per phase
Off-road movement - Non-Motorised and Cavalry ONLY	Move 2 hexes

Non-motorised units carry 1 ammo counter per unit, motorised troops can carry 2.

Transport companies move 4 ammo counters or an infantry unit and cost £1 to move.

TRAINS - As the railways are still in private ownership, it is necessary to charter a train to move units. This must be done by purchasing a ticket AT LEAST the phase before from the transport umpire (the man in the top hat). The counter will state which turn and phase the train is booked for. If the train is unable to move, it is lost.

Each train ticket can move: 1 motorised/armour/cavalry or 3 infantry units, or 6 ammo counters up to 3 unopposed junctions per phase. Each counter STARTS the game costing £2

The People's Republic has its own armoured train which ran between Sheffield and Hull until recently. This may carry 2 infantry units and also has a combat value to support attacks. It moves as a normal train.

BARGES are booked in a similar manner to trains, however you may deploy the barges any time after the phase you hire them. Each barge counter can move 2 infantry units or 6 ammo counters 4 hexes per phase.

Barges may be accompanied by troops. Unaccompanied barges may be captured by any faster enemy force arriving in their hex. Each counter STARTS the game costing £1 per phase.

The Military Game - make sure you view [the video!](#)

1. Military commanders have a rating, signifying their ability to coordinate multiple units. The rating (1-5) signifies how wide your battle can be (see below). It may increase after successful battles.
2. MILITARY TACTICS cards represent your skill as a commander. You start with a couple and will gain more as you experience combat. They are given to you by the Military UMPIRE (WHITE ARMBAND). Troops on the board without a commander figure present cannot use Tactics cards, nor can non-military players.
3. MILITARY RESOURCE cards represent anti-tank guns, artillery and air support and reinforcements/repair. These are ordered on convoys and may also be bought from the SPIV.
4. The majority of troop types are infantry or armour, regardless of names given to them. Counters are colour-coded on the rear, for map movement. Motorised troops will have a symbol on the rear to avoid confusion. Their strength is expressed in 'steps'. Both for attack (A) and defence (D).
5. Movement is done on the main map, until units STARTING the turn in adjacent hexes choose to enter combat. Troops need to block and/or fight to prevent opposing units moving through a hex. Opposing units can share hexes without combat, although please consider the consequences.
6. All units will be expected to use 1 AMMUNITION COUNTER PER COMBAT. Tanks tend to use machine guns more often than guns in combat, so there is no differentiation. If a combat is fought with ANY units without a counter they are LOW ON AMMO and the combat roll is at -4. Units in reserve do not count towards this.
7. Certain units have special abilities - see below:

Guards Infantry: HOLD FAST	On their own, or inspiring allies in the same COMBAT, they may turn an enemy SUCCESS result into a DRAW, although EVERY friendly unit in the combat loses one step.
Infantry Support Company: SUPPORT +4	Units add +4 when in support, rather than +2
Armoured Car: RECCE	Place in the front line as your first counter. Recce and force your enemy to lay the next 3 units . Dice off if both sides deploy them.
Tanks: TANK SHOCK	Allows for a breakthrough roll, IF the tanks are in the front line and you have troops in the reserve box.
Militia/Local Defence Volunteers: CALL TO ARMS	May ignore the loss of 1 strength point if victorious when defending home town.

Battle Summary

1. Bring counters to the BATTLE BOARD to confirm numbers and commanders.
2. Attacker plays the first unit; then alternate placement, unless recce or appropriate card played. The battle is as wide as a commander's rating/terrain permits. (Two commanders add their score)
3. Attacker starts laying Military cards; then alternate placement.
4. Attacker chooses which combat to start with and resolves. Check for counter-attack if necessary..
5. Winner chooses the next combat. Attacker chooses after a draw.
6. After all combats are resolved, tally number of wins and check for breakthrough if necessary.

Combat Results

Difference of 0-2: DRAW	Both frontline units lose 1 step each.
Difference of 3-5: SUCCESS	Winner - frontline unit loses 1 step. Loser - frontline unit loses 2 steps. All support units lose 1 step.
Difference of 6-9: VICTORY!	Winner - frontline unit loses 1 step. Loser - All units lose 2 steps.
Difference of 10+: ANNIHILATION	Winner - no losses Loser - frontline unit loses 3 steps. All support units lose 2 steps.
Roll double 1: BLUNDER: Enemy chooses any of your units in combat and removes two steps OR your commander may be removed if in the frontline. Roll double 6 AMBUSH: Choose any enemy unit in this combat and remove 2 steps	

Battle Results

At the end of battle, review the combat results. WIN = anything other than a draw.	
Equal number of wins: DRAW	Combat may continue in next phase, with reinforcements if they are within two hexes (free move).
One side has one more win than the other: PUSH BACK	Loser MUST retreat 1 hex (unless a card says otherwise) and attacker (if winner) may occupy their position. Successful Defender may counter attack if they have a reserve unit.

<p>One side has 2+ more wins than the other: TOTAL VICTORY!</p>	<p>Loser MUST retreat 2 hexes (or may retreat 3). Victorious attackers may attempt breakthrough if they have tanks in frontline and reserves Victorious defenders may attempt 2 counter attacks IF they have enough reserve units. Roll 1d6 and winning commander adds 1 to their rating on a 5 or 6</p>
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When the Fighting's Done - what does the victor do?

POST COMBAT - Counter Attack	POST BATTLE - Breakthrough
<p>For each combat won, the defender may choose one to follow up with a counter-attack. They must commit a fresh unit from the reserves box.</p>	<p>Attacker may choose to breakthrough, if they win a TOTAL VICTORY and also have tanks in the frontline and a reserve.</p>
<p>Roll 1d6. 1 - counter-attacking unit loses a step. 2-4 - ineffective. 5,6 - all enemy units in combat lose a step. Subtract 1 from the die roll if the attacker has ANY reserves.</p>	<p>Roll 1d6. +1 for every attacking unit in reserve. 1 - a tank unit loses a step. 2-4 - ineffective. 5,6 - the defender MUST retreat 3 hexes and the attackers MAY move 2. Subtract 1 from the die roll if the defender has ANY reserves.</p>

Reinforcements and Re-supply

Each faction will have its forces spread across the map, so there will have to be discussions between commanders in the planning phase to focus on priorities. During the game additional forces will become available to you, whether from elsewhere in the UK or overseas. These will be adjudicated by a military umpire (green armband), based on the situation, as well as any formal requests you make through him.

The white armband military armband umpire sells ammunition and military resource cards. Certain military cards allow for the raising of lower-grade militia-type troops. Follow the instructions on the card, placing troops in a declared town of your choosing. You may also use **TEXTILES** and **STEEL** resources to improve units. See the Page 9.

Frequently Asked Questions

What happens if two political scandal cards are played on one town and I play political intelligence to nullify it? You nullify *ONE* of the scandals (your choice). You should choose your companions more wisely, the dirty beasts that they are.

Why can only political players play red cards? Because they have enough experience to know where the bodies are and which palms to grease.

Why only military players allowed to play green tactics cards? Because they've had the relevant training or at least read a couple of chapters of 'Deeds That Won The Empire'.

How come there are white and black towns on the map? What's the difference? White towns are ones where you will spend political capital and hopefully receive income. Black towns on the map are usually transport nodes, counting for rail journeys, but gain you no income.

Can my troops dig trenches, pour concrete, lay barbed wire and start looking for butterflies? Yes - that's what blocking does. Bear in mind, senior leaders know that the country can't stand a lengthy civil war and telling people 'It'll be over by Christmas' when it's just turned April will not go down well. You are expected to take action.

Can I lay minefields? No, what are you, some kind of foreigner?

Can I mix troops and ammo on barges and trains? Of course

Can I capture ammo counters? If you find some undefended or force a unit to retreat which can't carry all the ammo in its hex.

What about capturing military resource cards? In the interests of simplicity NO. They represent motorised artillery, off board air support, etc. and can get out of trouble.

I can't afford to move my motorised troops. You may choose to abandon infantry transport. Simply cross out the truck sticker on the unit's rear and move as non-motorised from now on.

I want to retreat slowly, delaying an enemy advance. How do I do that? Play a blocking counter and/or fight. You CANNOT prevent the enemy moving through a hex without fighting.

How do I kill other faction leaders? All leaders are assumed to have a small bodyguard and move around a number of unspecified locations in their home location. Making martyrs of your opponents at this stage of the game is not desirable. If you wish to attempt this though, you should speak to a senior umpire.

Shouldn't there be more roads/rail lines? Yes, these are main ones that allow more rapid progress.

I want to stop ALL civilian transport through a hex, using troops. Can I do this? Of course, if you have enough troops. You have considered the consequences, haven't you?

A Very British Civil War - The Midlands Strike Back

The opening phase of the war around the Pennines seems to have gone well for King Edward, with severe reverses for those opposing his wishes, although royalist troops were less apparent in operations than BUF forces, which has seen a rise in influence for Oswald Moseley, the prime minister.

Elsewhere the fighting is confused and many areas lack the resources for waging sustained warfare. As a result the northern ports and industry are considered a key battleground, able to import overseas aid and produce the weapons necessary to conclude business. Accordingly, it is highly likely that troops will be committed from less vital areas to ensure success.

Royalists



Edward VIII is a somewhat unhappy monarch, regardless of the current situation. Whilst Wallis' Welsh wedding has conferred some legitimacy on the relationship, she is not queen. In addition, the fact that the ceasefire was hijacked by those who would negotiate with armed communists and proposed a settlement was not appreciated. The Anglican bishops had not been supportive of the King and their role was not appreciated. Similarly, the Duke of Westminster, who had worked so hard to arrange the wedding and ceasefire, was viewed with some suspicion, with some even heard to whisper the word 'treason'. It seems that Edward is willing to accept nothing less than unconditional surrender from those who oppose his will and examples to be made of their leaders.

Main Groups/Characters: Duke of Westminster, assorted luminaries and families, regular British Army commanders

British Union of Fascists



Following the considerable success enjoyed by the flying columns of the BUF (a far cry from the days when his 'black footer bags' excited no end of mirth), Sir Roderick Spode has been rather preoccupied of late. After the previous incumbent died whilst falling down the stairs, Spode was a certainty for the seat of Harrogate, confirmed in a hastily arranged by-election, with a turnout of 94%. Appointed to the Cabinet by Moseley, with the title 'March Warden of the North', he is nevertheless considered to be a bit of a rotter. It

is no secret he harbours greater ambitions and with the ardent support of gentlewomen of a certain age, may yet rival the prime minister. Having divested himself of his business interests, Spode narrowly escaped with his life after a bomb attack on his car. Scarred by the experience, an even more calculating and ruthless Roderick has become apparent.

In his absences, some divisions have become apparent, as stormtroopers in the west feel their achievements have been ignored, whilst those on the east have been posturing and 'swanking about in their new get-ups' rather than finishing the People's Republic. Meanwhile, rumours that Moseley is determined to use fascist forces in the Midlands to take some of the lustre from Spode's success are unconfirmed.

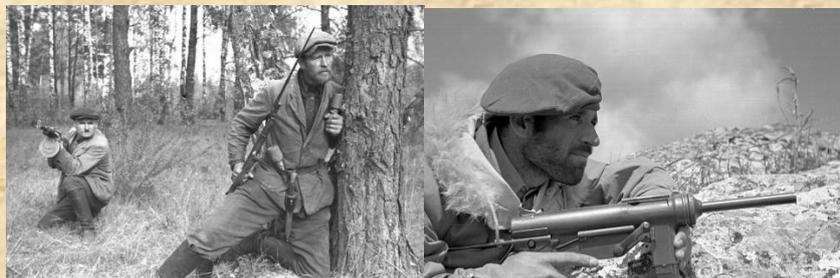
Main Groups/Characters: The Lancastrian Columns, The Yorkshire Stormtroopers, Moseley's Marauders

Anglican League

The Church of England lived up to its reputation and was noted for its attempts at diplomacy, with or without the benefit of tea and cakes. After some indecision it finally played a leading role in the negotiations around the ceasefire, but many are now questioning whether there is a need for a more pro-active approach and there have been demands from some in the Church that Albert, the King's brother, currently in Canada, would be a more suitable candidate for the throne. It will take more than digestives and Earl Grey to resolve this.

Main characters: Archbishop of York, Bishop of Chester, Bishop of Lincoln, TBC

Socialists



By the end of spring 1938, there was little in the way of organised socialist resistance across most of the Pennines. After the razing of Manchester by fascist forces, Royalist troops captured Liverpool, taking advantage of inexperienced commanders and ill-trained volunteers and running the city 'in the interests of common decency and law and order'. Mockingly known as 'the 12 tribes of Merseyside', the socialist forces have commenced a desultory siege of the city, whilst extorting income from local towns.

To the east, the good burghers of Hull enjoyed the benefits of a flow of arms and munitions through the port, allowing them to maintain their independence. Their decision to impound supplies for the People's Republic was not without consequences though. As fighting petered out, concern from shipping companies that their cargos would also be seized without recompense saw a reduction in trade. With cries of 'Butter, not guns' at public meetings, the independent city has begun bartering with Anglican and Royalist forces for fresh food from East Yorkshire.

Main groups: The Independent Port of Hull, The Lost Tribes of Merseyside, The Midlands Marchers, TBC

Communists



The People's Republic of South Yorkshire had started proceedings brightly, pushing the fascists out of Worksop, but neglecting to pursue them over the Pennines, where they helped with the attack on Manchester. Although amply supplied with Soviet equipment and supported by advisors and volunteers, the fledgling republic struggled to formulate an effective plan of expansion and was riven by internal strife and purges. Eventually the Mayor of Sheffield was executed for lack of commitment to the cause and people's soviets were declared across South Yorkshire. At this point in time its forces are reasonably well-supplied and making use of the resources and industry within the region. It cannot afford to sit back in splendid isolation any longer.

Main Groups/Roles: The People's Republic, Foreign Advisors

Welsh Home Rule Alliance

Having played a key role in arranging the Welsh Wedding of Wallis and Edward, in addition to providing expertise in guerrilla operations, the Welsh proved themselves of worth. Since the ceasefire though, Edward has gone no further in offering Home Rule and opinions are now divided as to whether he can be trusted.