



BARRAGE is a rules set designed to re-fight battles during the period of 1904 - 1935. Not only is the Great War (1914-1918) covered in detail, so is the Russo-Japanese War (1904-1905), Russian Civil War (1917 - 1921), and the Russo-Polish War (1919 - 1920). Typical unit sizes are infantry companies, cavalry squadrons, machine gun platoons, and artillery batteries. A player would generally command either a regiment or a brigade of soldiers.

The World War One portion of the rules covers the following: African, Balkan, Egypt & Palestine, Eastern, Italian, Mesopotamian, and Western fronts. The Tables of Organization & Equipment have detailed information for 16 different nations. The rules are designed to re-fight the open warfare of the early part of the WWI along with the more static trench battles later in the war. Can you lead your troops in a successful offensive?

The Russian Civil War and Russo-Polish War sections have ratings and sequence decks for the Red Guard, Red Army, Denikin's Whites, Finns, Grand Army of the Don, Kolchak's Whites, Poles, Anarchists, Interventionists, and the Czech Legion. A special feature are the "Battles and Offensives" Tables. These list the names of the battles, dates, participants, winners, and a brief description of the fighting when possible. This is provided to give players plenty of scenario ideas for their games. There are over 100 battles listed for the Russian Civil War alone! Personality and Unit tables are included for the Russian Civil War and Russo-Polish War, because this information can be difficult to acquire.

BARRAGE also has seventeen front/war specific stratagem tables to add more flavor and flair to your battles! Events like Big Push!, Advance Unnoticed, Mass Assault, Air Support, Armored Train, Flying Circus, Purged, Wireless, Cheka Officer, "Ice March", and many others allow you to customize your scenarios or to randomly add a unique event.

The BARRAGE rules cover such topics as flame-throwers, armored vehicles, armored trains, gas, pre-battle bombardment, creeping barrages, continuous barrages, smoke, trench assaults, cavalry, machine gun barrages, and much more. Are you ready to seize the day and launch your trench assault before the enemy can recover from the Pre-Battle Bombardment? Can you drive your cavalry across the Russian Steppes and vanquish your foes? Will the Russians hold out against another determined Japanese assault? The answer is just a battle away.

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POINT OF ATTACK: BARRAGE

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POINT OF ATTACK BARRAGE

[1904-1935]

World War I Combat

Company Level Play

By Eric Burgess