

BGFW Strategy

When playing Battleground Fantasy Warfare, your army will usually assume one of two basic roles: advance or stand and shoot. While this should be given consideration during army building, it is ultimately determined by comparing the composition of your army to that of your opponent's. For the most part, the person with the greater ranged firepower wants to be the stand and shoot player. This usually means the other player has to advance.

Determining range firepower is a function of both how much damage you can inflict with your range units and from how far. If you have a lot of damage potential but it's all in the form of units with a range of 14", it may be necessary to use the hold standing order with a location objective to move your line forward enough to get in firing range. This is especially true if your opponent already has some units in firing range.

If both players have their armies advance as fast as possible into melee combat and at least one of them has a range unit, it usually means one of them is making a mistake by not choosing to stand and shoot. This isn't always the case however. If you have a small enough range advantage it might not be worth sacrificing the charge and movement benefits of having your line on close in order to get a couple extra shots in. One alternative is to use the maximum move option to have your line advance slowly and gain some of the benefits of both strategies.

Stand and Shoot

The primary reason to adopt this approach is to get maximum value out of your range units and to do enough damage to the enemy to compensate for their more expensive/powerful line before your lines become engaged. When building an army intended to use this strategy, you will have fewer points than usual to put into the units that will comprise your line because of the need to have an expensive range component. It is usually better to have a shorter line rather than a weaker line in this case.

The main drawback to a short line is the danger of being outflanked. This can be avoided in a stand and shoot strategy by forming your line into a semicircle, using the edge of the battlefield to prevent enemy units from circling into your rear. This deployment method is typically referred to as "turtling". The ends of your line will probably be engaged last since they will be deployed furthest from the enemy. This makes your flanks the best place to put your weakest units since they will have to hold together for the shortest duration. When the enemy gets within striking range of your line, you should consider using your command actions to "sound the charge" if it will make your matchups more favorable.

Advance

The primary advantage of this strategy is having a strong line that gets the benefits of starting the game in motion. Spending the preponderance of your points on hand-to-hand units should allow you to get the benefits of having a line that is both long and strong. In addition, having your units on close will both give them a charge bonus when they engage and allow them to follow up successful engagements without spending command actions.

Having an advancing line can also give you more control over which units actually end up engaged with each other and when. When assigning standing orders, you should typically order your

strong units to engage ASAP, but command your weaker units to hang back from actually engaging. Your units with bad matchups should serve primarily to protect the flanks of your other units, rather than rushing into unfavorable combat.

You Stand, I'll Shoot

Both advance and stand and shoot need to be played with the one of the basic principles of BGFW strategy in mind: You want to hit the enemy harder than they are able to hit you. In simple battleground terms: you want to maximize the amount of points that you have fighting while minimizing the points your enemy has fighting. War is not about fair fights; it's about creating advantages and exploiting them.

For example, if I have 500 points of range units and my opponent has 250 points of range units, then I want to stand and shoot to increase the number of turns that I have twice as many points fighting as my opponent.

Following this principle correctly usually leads to the game's most important maneuver, pinching. Simply put: pinching wins battles. Not only does the cost of multiple units usually exceed the cost of a single unit, but a unit's value skyrockets when it receives the bonuses associated with pinching. Rarely does any unit emerge victorious from being pinched.

The main ways to get a pinch are by outmaneuvering, outnumbering, or breaking a hole. The most common of these is probably breaking a hole in the enemy line. This is most often done by having large amounts of firepower focused on a weak point in the opponent's line. The obvious way to do this is to engage a cheap unit with an expensive unit backed up by range fire.

Focus, Focus, Focus

Concentration of firepower is the main way to maximize your points against your opponent and achieve pinches. With range units it's usually as simple as giving all of your range units the same objective to shoot at. There are two main ways I normally achieve this with my line.

The basic way is to focus your points on powerful units in the center of your line. Advance the center of your line slightly faster than the rest of your line in hopes of ripping a hole in the middle of your opponent's line before your weaker flanks start to crumble. Once you open a hole in the middle you can start pinching in whatever direction seems to need the most help.

As your opponent gets used to you using this tactic and preparing for it, it may be time to choose a more flexible if somewhat less powerful variation. As your opponent's deployment starts to become apparent, sometimes you should choose a strong side and a weak side. Load up on powerful melee and range units on one flank and try to get that flank into combat as soon as possible while playing keep away with your other flank as long as possible without letting any of your units get pinched. *(Occasionally it's okay to allow your opponent to pinch one of your units if it allows you to pinch one of their important units, but when in doubt this should be avoided.)*

Whatever approach you end up using, you should be constantly considering my two golden rules: hit them harder than they can hit you and focus your firepower.