

Our open day in March went off most successfully, with a good attendance and no hitches; thanks to all concerned in the organisation and running of this meeting - in particular to Frank Young and his helpers for running the very successful Wargames Competition, and congratulations to the pupils of the Thomas de la Rue School for their victory (they are going to come to our monthly meetings in the future); also to Ian Foster and Terry Shoebridge for transporting tables to the hall, and all those on the Bring and Buy Stall. We also thank the Norse Film and Pageant Society for their demonstrations of hand to hand combat which were a popular feature of this meeting.

We hope next year to be able to run things on a rather larger scale, as, all being well, we should have the use of West Kent College's Hall and Canteen at Brook Street, Tonbridge - giving us nearly 3 times the space we have at King Charles' Hall, plus vast free off-road car parks and ideal areas for Viking, Sabre Society or similar displays. Date will be in February, we think, to avoid clashes with other meetings, and we would like all members to give a bit of thought to this meeting and let the Committee have any idea about activities and organisation that they can come up with.

We are soon holding a big Special Meeting, at which a vast multi-player 'skirmish'-type game set in the Old West will take place; this is provisionally set for the last Sunday in June; confirmation and full details at the June Sunday meeting.

The Pike and Shot Society hold their annual General Meeting on June 12th (Saturday), at Caxton Hall in London, from 10am: trade stands, painting competitions, and wargames as well as the business meeting; on Sunday 13th June there will be a Pike and Shot Wargames meeting linked with this, at The Ordnance Arms, York Road, outside Waterloo Station, London, from 11am. George Gush will be going to both meetings, and it is hoped that as many as possible TWWS members who are, or want to be, Members of the P and SS, will come along, now that the AGM is being held relatively close to us. Details of meetings and of the Society from George.

CLUB MEETINGS

Regular Meeting : Sunday, June 6th, 2.15pm, at St Thomas' Hall, Vale Avenue, Southborough, Tunbridge Wells

Monday Meeting : Monday, June 21st, 7pm, at the Cross Keys, St John's Road, Tunbridge Wells (over-16s only)

AND the first Sunday and third Monday of every month, at the same places and times.

RECENT MEETINGS

February 76 : good attendance, with several new members joining; games included 3 Ancient, in one of which, run by Frank Young, the new 5th Edition WRG rules were being tried out. Several 15mm games indicated that this new scale is becoming popular- one was a Marlburian battle, and another set in the English Civil War -this one run by Ian Dick. There were two Napoleonic games, one of which, run by Jeff Goldsmith, featured beautiful 25mm armies, and took the special trophy kindly presented by Simon Donnelly, for the best-presented wargame at the meeting (the trophy was a beautiful figure of the Neuchatel Battalion). Other games included the usual WW2 action between Tim Freeman and Ian Foster - largely an infantry action this time, a Space game, a 1:300th microarmour game, and Kingmaker.

Competitions : Wargames Unit: R.Gillespie; artillery team.

Vehicles : Kelvin Bamfield : Panzer III

Single figure: Ian Dick : Old Guard Grenadier

(Ian incidentally has very kindly offered to join the team who provide trophies for the competitions -very welcome as at present this seems to be largely Frank Young !)

March, April : Sorry to say that notes on these have been unaccountably mislaid, so no reports possible; apologies.

May 76 : Huge attendance - 64 - including the Thomas De La Rue party for the first time; they took on - and alas defeated- three of our members (none very familiar with 5th edition) using an Assyrian army, with their Carthaginian army. Other Ancient games included a friendly between Michael Young and Michael Kirk (Romans v Carthaginians), and two Society of Ancients Championships 2 Frank Young (Huns) v Lance Flint (Successors) and Clive McCleod (Byzantines) v Terry Shoebridge (Macedonians). The commanders

in the latter engaged in heated discussion as to who had the most feeble and useless troop type in his army - Terry, with his shieldless medium cavalry, or Clive, with his D (old E) type staff-slingers ! Three 1;300th games including a big one using George Gush's new rules and sectional desert campaign; one of the four WW2 1/76 games was notable for Stephen Russell's excellent collection of AFV models. There were the now usual 2 Napoleonic; a Renaissance game on the stage involving John Hurst's very impressive new Polish army, using the Hinchcliffe figures; a now fairly rare ACW game, between Norman Corney and Neil Faulkner, using the latter's rules. I also saw Seastrike, and a Spaceship Boarding game using figures on a sort of plan of the innards of a spaceship.

Competition Results :

Wargames unit : Napoleonic Dutch Grenadiers -
Martin Usher

Vehicle : Kelvin Bamfield

Single Figure: 25mm Ancient - Kelvin Bamfield

(Kelvin is shortly leaving us as his family are moving to the West - Bournemouth not Dodge City - by the look of things some competition entrants will not be sorry to see him go !)

A Committee Meeting held this month had regretfully to decide that the present state of funds does not permit the purchase of a die for Club badges. If members want these, they would probably have to accept a small increase in the subscription as well as paying for badges themselves - any comments on this ?

Ashford Military Society Exhibition March 20th. This took place in the shopping area of Ashford and was very well attended. A small group went attended and we put on quite an impressive display of models.

Southern Militaire 3/4 April, Southampton. Sponsored by minifigs to rival the established Northern Militaire. Our group had arranged to do demonstration game but the organisers had omitted to reserve a table, so we had a lot of trouble for nothing ; there was rather a shortage of table space in fact, and the meeting was not as good as its huge Manchester counterpart, but there were quite a few trade stands, including a Matchbox stand showing their new 1/76 WW2 figures - nice, but unfortunately made in the same silly soft plastic as the Airfix ones, so the paint won't stay on. We won one of the painting competition, so had something to show for our visit.

Pantiles Festival - May 1st The Youngs, with aid from Terry Shoebridge and Clive McCleod put on an interesting hypothetical Punic War action, which when I saw it was attracting a great deal of interest at this outdoor show.

Salute 76 - Chelsea, 10th April Several members attended this meeting, always very well-run, and put on a demonstration game.

Present Arms (Southend, May 16th) Six members attended this established meeting, putting on a Renaissance battle.

Huntley's School Fete We were asked to put on a game here, but unfortunately there were no volunteers; it is a pity that the representation of the club so often tends to be confined to the same few members, and that so many aren't prepared to try anything like this.

NAPOLEONIC BATTLE REPORT - JEFF GOLDSMITH

This was a game between French and Austro-Hungarian armies, the forces involved being :

French

- 1 Battalion Old Guard
- 4 Battalions Line Infantry
- 1 Battalion Light Infantry
- 1 Squadron Cuirassiers
- 1 Squadron Mamelukes
- 1 Squadron Carabineers
- 1 Horse gun
- 1 field gun

Austro-Hungarians

- 1 Battalion Grenadiers
- 4 Battalions Line Infantry
- 1 Battalion Light Infantry
- 1 Squadron Dragoons
- 2 Squadrons Cuirassiers
- 1 Horse gun
- 1 Field Gun

Rules used were the Tunbridge Wells (Bayonet) Rules.

Initial dispositions can be seen on the plan (See illustration page)

The battle opened with advances all along the Austrian front. The

French also advanced , but left their rear two battalions off the board.

The Austrian right flank, with nothing to oppose them, formed Column of March and advanced rapidly towards the French.

The French cavalry moved up with support from the horse gun, next to the Church where, unknown to them, the Austrian light infantry had moved into the church and its neighbouring wood. Meanwhile the Austrian guns and the remaining French gun were firing at each other's infantry, the Austrians losing a few Grenadiers. Suddenly the Austrian light infantry took the French horse gun by surprise , firing point blank at the flank of the battery and wiping them out to a man.

The French cavalry then charged, and so did the Austrians, meeting them in a huge cavalry melee in which both sides lost heavily. The survivors retired behind their own infantry to reform.

The Austrian right flank force was still advancing toward the French, who brought on their reserve infantry battalions to counter this advance and were hurrying toward the oncoming mass of Austrian infantry. The infantry in the church was still blasting away at anything that came into range, and the fate of half the Imperial Guard was due to this fire.

For some reason (probably because they couldn't shift the infantry from the church) the entire French Right Flank turned round and retreated toward their base line. They were followed up by Austrian horse artillery, who cannistered them as they went past, and at this stage, with dusk falling the game ended.

The conclusion of the battle was the Austrians with 3/4 of the board in their control, and less casualties than the French, were declared the winners.

Losses were :	<u>French</u>	<u>Austrians</u>
	24 Cavalry	21 cavalry
	20 Infantry (half	6 infantry
	Guardsmen)	
	1 Horse gun	
	4 Gunners	

Brief Comments on Some Wargames Rules

Wargames Research Group Ancient Rules - 5th Edition

I would not claim to be very familiar with these yet, but have played several games with them. They look longer and more complex than the 4th edition, familiar to most Ancient players (indeed, Charles Grant tells me that for this reason the Dover Group will not be using them, but continuing with the previous edition); however, when read, they turn out not to be so much more complex - indeed, the whole mechanism is the same as before - but rather to have more explanation and definition - a good thing, but I think some points - like the obligation to pursue a routed enemy for example - are still far from clear. In detail, the biggest changes are some changes in shooting, particularly favouring the crossbow; some in melee factors - cutting down the phalanx rather a lot I think, and making most weapons lose their effectiveness after a move or two of melee. Elite troops become more valuable here, having their possible minus chance throw limited.

More drastic are changes in results of melee, fundamentally making it somewhat harder to break an enemy straight off. When this is joined to a new form of reaction test, under which units are much less likely to run than before, and in particular simply can't be broken by shooting at them, you have a slower and 'stickier' game in which your troops really have to get stuck in at close quarters in order to get rid of the enemy. This does greatly reduce the rather unhistorical advantage that high-firepower armies used to have under WRG rules, and redress the balance for close-fighting infantry armies.

Other changes involve rather stricter rules about what orders you can give, slightly reducing the chance of the "Skirmish with light camels, turn backs whenever it could tempt enemy into uncontrolled advance, countercharge elephants when there is an R in the month and always shoot at the target worth the most in terms of shooting factor divided by figure points value" type of order, though I think the part about signals is less than clear.

Much more elaborate rules about scouting give considerable potential for outflank your enemies off the table; elephants become more unreliable; but chariots become even more ferocious; uncontrolled advances become more likely for barbarians, but give you a plus 1 factor when you hit anyone, which I rather like.

Armies? Bad news for Indians, Persians etc (but the latter can use shields while shooting), good for Greeks, Romans, even Goths (MC with javels are a bit better!) and especially for my new Vikings, the two-handed axe now definitely being the Top Melee Weapon; my Assyrians benefit in that

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their chariots and short spears are better, but their archery won't be so much use - it can still kill people, but it won't frighten them. Rules cost £1-50.

Reed Napoleonic Rules I recently bought these - at 60p, quite reasonable for a card-covered printed booklet - but haven't actually played with them yet; I don't often play Napoleonics these days, in fact. Thus these are impressions based on reading only.

The rules are very well-produced and run to 22 pages, with two quick-reference playsheets a la WRG rules.

They tell you how to organise the various nations troops in some detail (figure scale is 1:25). Shooting and melee are both based on figures and factors, with the results being read off a casualty chart in men, as in WRG rules, the chart, however, being entirely different. A points value list is provided, so that you can choose varying armies of equivalent strength. The fairly rigid formations of Napoleonic warfare are well dealt with, being defined, having the times taken to change from one to another fully listed, and each affecting the melee factors of the unit.

National characteristics are not taken into account as they are in (eg) Bruce Quarries rules (Airfix Guide) but do affect formations - British infantry for example being on wider bases to allow for their 2-rank formation. The chain of command is well dealt with; all command figures represent 1 man, not 25, and you have to have brigadiers as well as higher officers for orders to be passed down. However, I don't understand the 'Optional Orders' section: There are a good many optional rules relating to such things as weather, fires, etc; a good idea, as you can leave these out to simplify the rules while learning them. In general, the rules look very clear and practical; more complex than my old 'Bayonet' set, but much less complicated than the set in Bruce Quarrie's book.

If any of our Napoleonic players would like to try them, I would be glad to lend them my copy.

Peltast and Pila Ancient Rules: These are published by Tabletop Warfare Ltd which is directed by the same people that own and work in Miniature Figurines, from whom the rules are available. They cost ~~60p~~ 65p, and again you get a card covered booklet, in this case 28 pages long, with some nice illustrations. The rules are by veteran Ancient Wargamer, President and founder of the Society of Ancients, Tony Bath. They follow the general pattern of his old set, long unobtainable, in that firing and melee are conducted by throwing dice for groups of figures to obtain hits, those hit getting saving throws which reflect their armour protection, rather like the simple Ancient rules produced by our club, though these are more elaborate and sophisticated. They also operate on an alternate rather than simultaneous move system, although the latter can also be used if preferred. I think they should give a quick and decisive game, with rather a big chance element, and, being easy to learn and play, should be well suited to beginners, those who aren't Ancient experts but like to have a game now and then, or those who dislike complex rules. My criticisms would be, first that unit sizes are fixed (Infantry 20, Cavalry 15), that base sizes mean you can't use troops based for WRG rules, and that the morale system is a bit complicated and uses percentage dice, otherwise not required; this detracts a bit from the appeal of simplicity which the rules have in general. Useful features are some army lists, hints on tactics (and Tony is a skill player) and rules for fighting in towns and fortresses.

George Gush

THE FACT AND FICTION OF MEDIEVAL WARFARE - Part 2 By PAUL HURST

The Crossbow When one hears of the Medieval crossbow, one immediately thinks of Crecy, and the tendency is to condemn it outright. One must remember, however, that the Genoese crossbowmen faced many difficulties in this battle. They arrived on the battlefield very tired and bedraggled, being pushed on by the French knights, who were spoiling for a fight. They had been through a rainstorm which had slackened their bowstrings, rendering their crossbows useless. (The English could remove their bowstrings to prevent them becoming damp.) Then, just as the Genoese were being pushed forward into position by the cavalry, the sun re-emerged after the previous bad weather, and shone right in their eyes !

The strings on their crossbows had become so badly slackened by the rain that all the bolts they occasionally discharged fell short. The English merely waited until they got to within 150 yards, and then poured out their usual efficient, murderous fire.

The crossbowmen were not even given a chance to return this fire, for the arrogant and elite French cavalry, resentful of all these foreign mercenaries who had the honour of opening the battle, responded vigorously to the cry of their leader, the Count d'Alencon, who shouted out "Slay me those rascals ! They do but hinder and trouble us without reason !"

The crossbowmen, trampled on by the French, and not near enough to the English to return their fire, shot at their new adversaries, and many small skirmishes broke out.

The crossbow's only real disadvantage was its slow rate of fire - especially the later models, which required a windlass to draw them. The crossbow was easy to use, its manipulation required little training, it was long ranged, accurate, and had good penetrating power. It was best used in siege warfare, where any soldier could quickly learn to use it, and when it was accuracy rather than speed that counted (every bolt had to reach its target, for there would be no ammunition to spare). (It also had the advantage that the man firing it could remain in cover, and even improve accuracy by resting it on a wall - Ed.). In the open battlefield, however, it could not produce such a withering fire as the longbow. It could be used as a 'skirmishing' weapon, however - that is, for sniping, to pick off individual targets and generally harass the enemy.

Armour

In the Medieval period many different types and styles of armour were worn, and it is impossible to make any general statement about its quality and strength.

In the early medieval period, mail was the main form of protection. It was supple enough to allow freedom of movement to the wearer, but it suffered from several drawbacks:

- i) Its weight. A complete hauberk or byrnie weighed a great deal and this weight rested almost entirely on the shoulders of the wearer.
- ii) There was a tendency for the links to split under a blow and become embedded in the flesh, causing a possibly mortal septic wound.
- iii) It allowed purchase for darts, arrows, javelins and lances.

Mail was often combined with scale armour - this consisted of small overlapping scales of metal fastened onto fabric or leather.

(The concluding part of this series will appear in a later issue)

ANCIENT BATTLE REPORT

By Lance Flint

This was a friendly conflict between a 5th Century Roman army under Martin Usher and a Carthaginian force commanded by myself.

We used the Wargames Research Group 4th Edition rules, with the armies as follows :-

Late Romans

1,400 Legionaries: C MI, long thrusting spear and darts.
800 Auxilia Palatina: as legionaries but LMI.
400 Lanciarii : C LI, with darts
200 Scutarii : C LC, javelins
200 Heavy Cavalry : C HC, javelins
200 Cataphracts : C EHC, kontos, no shield
200 Goths : D LI, bow.

Carthaginians

1,000 Libyans : C MI, long thrusting spear
400 Libyans : C LI, javelins
400 Citizens : C MI, long thrusting spear
400 Spanish : D LMI, heavy throwing spear
200 Baleares : C LI, sling
400 Gauls : D MI, javelins
400 Numidians : D LC, javelins
24 Elephants : D, 3 crew

(1 figure = 20 men; 1 elephant model
= 8)

See map on illustration sheet for details of deployment.

The game started for the Romans with a general advance, except for 200 LI and the LC who were to protect the right flank of the army against my rapidly advancing Numidians.

My right wing stood, while my Gauls led the centre to an immediate confrontation.

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On the 3rd move, the Gauls charged the two Roman legionary units on the central hill, who remained stationary as the Gothic light bowmen, doing an evade move, forced through them to the rear. I can tell you now that my idea was that the Gauls would be broken, but that I would catch the pursuing Romans in the flank with my Spaniards. Well, both his units threw +2 and mine threw -1, only just achieving the necessary hits with 60 to my 30. Now with my army split I seemed ripe for annihilation.

So, casting my eyes despondently away from the debacle in the centre to the far edge of the field where both my Numidian units had charged Martins LI and LC. Despite the fact that I charged downhill the Scutarii refused to be pushed back (we are using 4th Edition rules), with the supporting LI very grudgingly giving the required 30 paces. Meanwhile my right wing was apprehensively contemplating the advance of 600 Legionaries supported by 400 Palatini and 200 Lanciarii.

As both our centres were reforming, my Numidians simultaneously broke Martin's LI and LC, causing the Auxiliary Palatine unit in the nearby wood to 'retire 2 periods', with a unit of my Libyans supported by LI hot on their heels.

Fortunately the two Legionary units on the centre hill made no serious attempt to attack my citizens or Spaniards, but sat back and watched a duel between the Balearics and their Goth LI.

With my two Numidian units now directly in his rear, the Roman commander about turned his reserve cavalry on the centre hill and charged, with the result that his cavalry took no further part in the action and neither did mine, as they evaded off the table and refused to come back!

The strongest of the Roman Legio units on my right, after expending its darts, charged my Libyans, while his Auxilia charged my elephants. The result of these melees was to be crucial. My Libyans fortunately achieved a 'push-back', with the Auxiliaries being immediately put to rout with a +3 by the elephants, and a +4 in the 'free hack' as they turned to flee (a final fling for the elephants before the 5th Edition?) This was all too much for the Legionaries and attendant Lanciarii, who routed.

With 2 units off the board and 3 in rout, the Roman commander decided to ask for terms.

TUNBRIDGE WELLS PAGEANT George Erik wants to put on a wargame on the Pantiles on Saturday, July 3rd, in conjunction with Pageant activities (he wants one on the Sunday too, but that is the day of our meeting.) He will pay those involved, and suggests a Renaissance game. Anyone interested contact the Secretary.

REIGATE EXHIBITIONS The Reigate group are exhibiting at an exhibition of Militaria etc on ~~July~~ 12th, and invite members to visit; George Gush has some complementary tickets to the Private view on the Friday if anyone is interested. The exhibition is put on by the Arts Council, at the Old Town Hall, High Street, Reigate, 9am to 5pm, admission Free.

The month after - Sat 10 July they are demonstrating at the Round Table Country Fair, where the Sabre society are also Demonstrating. This is at Reigate Priory.

THE WILD WILD WEST

This event is now definitely fixed for the Fourth Sunday in June (June 27th). Setting up will be from 11am; lunch break 12.30 to 1.30ish; after which play commences, continuing probably to 6.30. At St Thomas' Hall, Vale Avenue, Southborough.

Anyone with any trees, bushes, fences, rocks or buildings suitable for 54mm scale, please bring em along. We also need a wagon and a western fort some 0 Gauge rails and rolling stock, and a few cows and sheep.

Rules, details and individual instructions at the June Sunday meeting. Latecomers who haven't put themselves down can still be accommodated. If you are down to play and find you can't come PLEASE let George Gush know.

CONTRIBUTIONS PLEASE - WE NOW BADLY NEED MORE CONTRIBUTIONS FOR THE NEWSLETTER : FOR EXAMPLE, REVIEWS OF KITS YOU HAVE MADE UP RECENTLY OR RULES YOU HAVE USED, OR NEW FIGURES; BATTLE REPORTS, FAVOURITE ARMIES USEFUL BOOKS, OR HISTORICAL ARTICLES ON BATTLES, ARMIES, WEAPONS AND SO ON. HOW ABOUT SOMETHING ON BOARD GAMES ? OR ON HOW YOU STARTED IN WARGAMING ? OR SUGGESTIONS FOR IMPROVING THE CLUB ? To the Secretary.

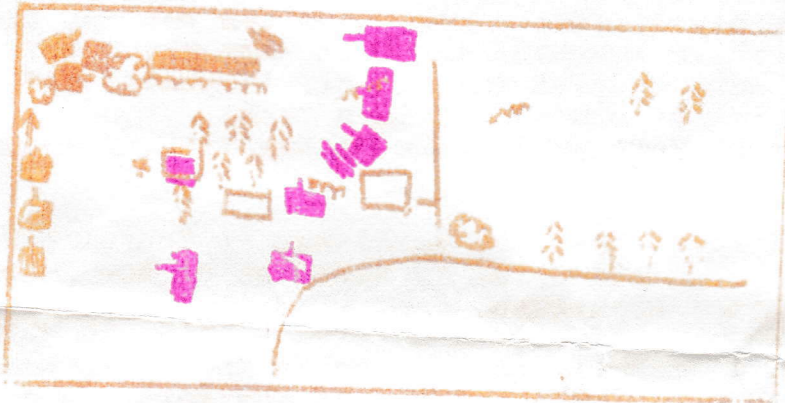
Start



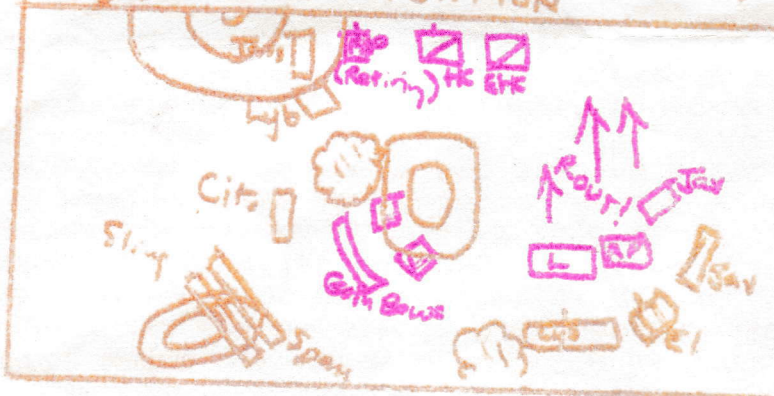
Napoleonic
Battle

Orange French
Purple Austrians

Finish



Start FINAL SITUATION



Ancient
Battle

Orange Carthaginians

Purple Romans

INITIAL DEPLOYMENT

