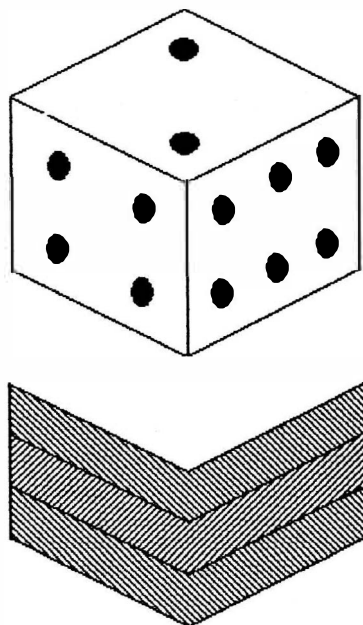


Rank and File



Journal of the Tunbridge Wells Wargames Society

Issue 94/2

June 1994

Membership

Please remember that you should by now have renewed your membership. Anyone who has not yet done so should contact either Malcolm Dove or Andrew Finch.

A list of members will usually be delivered with the magazine. Phone numbers and addresses change, and I think it is easiest to give a copy to members with each magazine. This way you can also keep up with new members. You must be a member to enjoy the benefits of the discounts offered by companies on the list.

Magazine delivery

Some of you will have received the last magazine by post. The committee agreed to my making suitable arrangements to get the magazine to all our members. The system will work as follows: The new magazine will be available at the Sunday meeting after publication, and also to the Thursday meetings for about two weeks. After that, anyone who has not yet received a magazine will receive it by post. After all, if you are a member and have been unable for various reasons to get to a meeting, you are still entitled to the mag.

Dates for your diary

5 June 1994 Painting Competition

19 June 1994 Sicily Game
(for arrangements speak to Russell Hanson)

3 July 1994

7 August 1994

4 September 1994 Club Bring & Buy

2 October 1994

6 November 1994 Committee Elections

4 December 1994 AGM, Painting Competition

Other events planned by the committee are:

A Hordes of the Things 1 day tournament

An Arnhem game, to celebrate the 50th Anniversary of the battle.

A DBA tournament in November.

One day naval battles of Tsushima and Jutland (the latter when I finally start painting).

If you have any questions or suggestions, please contact me.

What's Going On ?

Well, very little, apart from the wide range of activities planned for later in the year. I am in urgent need of articles from you, the members of our Club, rather than have to dish up my re-cycled brain cells. Every one of you must have some ideas for an article, so get those pens scribbling. If you have access to a PC, I would be grateful for text on a disk (3½ or 5¼) so I do not need to re-type the lot.

This issue is devoted to two items. The first is a report on the Club DBA tournament recently held, the second is to re-print a set of rules I received early last year (my fault). I have unfortunately forgotten who gave them to me, so if you are the writer, please let me know so I can give you the credit you deserve.

I would also like to start a series of articles on House Rules, which you have used for your games at home or at the club. Alternatively, if you have short sets of rules, I would be pleased to put these in the magazine for general examination.

We have an idea for a series of articles as well on...

Curious Airfix Figures

The basis of this was a chat one Thursday evening when George and myself were waiting for the rest to arrive. Who can remember some of the strange poses offered in the Airfix soft plastic troop ranges, which most of us used to start our wargames with.

There was the famous Russian SMG Corps de Ballet, up on their points. Do not overlook the Japanese Rifle waver. What about the famous climbing Marines (who looked better dead). Of course there are also the troops from Fort Zinderneuf, marching with rifles above their heads !

Our idea is for you to drop me a line, not just with the funny figures (in any range), but also the conversions you have done to make a useful figure from the dross served.

Advertisements

Advertisements will normally run indefinitely, or until removal is requested. If you have an advert you would like putting in the "Rank and File" regularly, please drop me a line.

Painting Service DBA Armies

Any DBA Army painted: £ 10.00. Additional elements £ 1.00 each

Other commissions considered

Contact Ian Foster

Rules for Sale

Naval Pre-Dreadnought rules for sale: "**Perfidious Albion**"

Contact John Hurst or Andrew Finch. £ 4.00.

Also "**Into the Laserzone**" SF Ground Rules

Contact Andrew Finch, Chris Avery, or Alan Butler. £ 4.00.

Club DBA Tournament 29 5 1994

by Andrew Finch

Following the success of the last tournament we held in the Autumn of 1993, I agreed to organise another. This followed a similar pattern to the previous event. As there had been such a small showing at the May Sunday meeting, clashing as it did with a bank holiday, some telephoning was required to round up the usual suspects. Despite it being another Holiday weekend, we had a sizeable showing of 13 players, which was just what was manageable. Having an odd number causes some problems as everyone has to have a bye to ensure a fair result, but we managed to get through the requisite number of games, and got a good result, of which more anon.

After the last tournament, we wanted to do an analysis of the results, but unfortunately other pressures have prevented that. This time round we used the same record sheets again, and I have been able to analyse them and present the results for your study.

What I would like to say is that DBA has been one of the games which has helped the Club in many ways. It has brought people into games with other members with whom they do not share the same mainstream gaming interest. The games are fast and furious (or should be). The game has a result. There is nothing worse than playing a game for hours on end and then having a draw.

The game is played in one of the colourful periods, and I think replicates in simple fashion the problems that commanders in those bygone ages had. Command is too easy on the normal wargames table; perhaps the DBA command point system is a way forward for other scales of gaming as well. We shall see.

It has also produced offshoots in the form of Hordes of the Things (the F*NT**Y) version, and DBM which allows for a larger scale battle, which I must admit tempts me very much. I would like to see some of the famous battles of the ancient and medieval era played using DBM rules. I might even get an army or two ! (Shock horror gasp... the Editor actually playing in a non SF environment).

The Battles

Seleucid vs Indian
Late Carthaginian vs Gallic
Nubian vs Egyptian
Galatian vs Pontic
Arab Conquest vs Late Sassanid
Armenian vs Early Imperial Roman
Medieval Scandinavian vs Early Russian
Medieval French vs 100 Years War English
Sarmatian vs Late Roman (Eastern)
Condottiere vs Free Company
Antigonid vs Eumenid

The Players

Colin Page
Alan Butler
Michael Newton
Euan Munro
John Hurst
Frank Bradbury
Malcolm Dove
Terry Shoebridge
Clive McLeod
Chris Avery
George Gush
Andrew Finch
Simon Elwen

The Terrain

We set up the terrain on 11 tables using the popular 2 foot square terrain tiles. These had various terrain features such as hills and broken ground, but I seem to think that there were hardly any woods on the day, curious... There was one tile expressly requested by yours truly, which had caused a great cry of dismay last time. This is Clive's all broken ground tile, which has a large horseshoe of rough ground with a clear edge all round and a clear centre with a tongue of clear ground to one of the edges. This is a real pain.

We also had one of my coastal tiles, which also caused problems because which ever way the tile is placed, one of the players has a narrower set up frontage. Other tile features were a gully on one corner, which I think may rank as almost as bad as Clive's tile judging by after the battle reports. There were three river tiles, one straight, two curved, one of these with an island in the curve.

The Results

The results were scored by taking the game victory conditions, 1 per element, 2 for killing the General, 2 for first player to take camp, 1 for winning, which counts as the first player to destroy 4 elements, or the general and more than the enemy. Some players had an extra bye due to the numbers of players and time factors. These did not influence the overall result.

Clive	60	D0	L4	W8	
Malcolm	59	D0	L3	W9	
Michael	58	D1	L3	W8	
George	47	D1	L4	W7	
Euan	41	D0	L6	W6	
Terry	39	D3	L5	W4	
Colin	38	D1	L4	W6	XB1
Alan	37	D1	L5	W5	XB1
Chris	36	D4	L4	W4	
Andrew	32	D0	L8	W4	
Frank	31	D2	L7	W3	
John	31	D3	L6	W3	
Simon	28	D2	L9	W1	

The Analysis

First Move

The first test was done to see if there was any edge given by setting up first. The split here was even with equal numbers winning and losing after setting up first.

"The League"... how they played:

Seleucid 4	Indian 4
Late Carthaginian 7	Gallic 1
Nubian 6	Egyptian 2
Galatian 3	Pontic 5
Arab Conquest 0	Late Sassanid 3 2; Drawn
Armenian 2	Early Imperial Roman 4; 2 Drawn
Medieval Scandinavian 4	Early Russian 2 ;1 Drawn
Medieval French 1	100 Years War English 6
Sarmatian 2	Late Roman (Eastern) 2; 2 Drawn
Condottiere 3	Free Company 2; 1 Drawn
Antigonid 3	Eumenid 1; 1 Drawn

There are some expected results here, from experience, but also some interesting ones: Michael beating George's Carthaginians with the Gallic army; Malcolm and Alan winning with New Kingdom Egyptians against Frank and Terry with Nubians; and Euan with the Medieval French beating Colin.

The Next Time

For the next game, I propose that we revise the scoring system, so that a win or loss is determined by the rules of DBA. The winner will get a fixed number of points for the win, and a draw will earn (probably) half this number. A draw only occurs if time runs out before the deciding blow falls. The cunning twist will be that each player will be able to play a Joker, which will double his points for a win. If he plays a Joker AND LOSES, then apart from massive loss of face and opprobrium heaped on him in this mighty organ, he will LOSE the number of points normally gained for a win from his cumulative tournament score. If a Joker is played and a draw occurs, then he gets the normal points for a draw. A further devious plot which has been suggested is that after each round, the game tiles are moved round (clockwise), so that even if you have to end up with the same army (due to the luck of the draw) it will not be on the same terrain as before. The moving tiles may also mean that previously unused tiles will appear, and other popular tiles may disappear. This will be determined randomly, and tiles which "vanish" will have a chance of reappearing. I have yet to decide on the mechanics of this.

Product Review

I thought that I would just write a line on the subject of some SF rules I have played with recently. Thursday evening victims will have heard me enthusing over them. There are two sets, each dealing with the typical Space Battle type of game, but from slightly different points of view. One set is called **Battletech** from FASA, and is based on the universe in which those monstrous walkers roam around.

Despite this, the space rules are very interesting. Initiative determines who will move first and who will fire first. The initiative winner always moves one of his ships last, and fires first. Where there are unequal numbers there is a mechanism for moving different numbers of ships. Both moving and Firing, in separate phases, are done alternately.

You have realistic vector movement in that low thrust ships have to slow down before they can make any turns, and need to expend certain amounts of thrust to make the turn (by one hex side). You can also expend thrust to change facing, so you can have a ship going one way, but facing a different direction. Arcs of fire are set along certain hex patterns, depending on where the weapons are fitted on the ship. To hit rolls are standard for all weapons, with some modifications for circumstance. Hits knock armour off the hull on the facing hit, until they penetrate. They then are allocated a track through a quite clever routine which modifies two die rolls, based on where the fire came from relative to the target. The hits then do damage on a set critical damage system, again the same for all ships. The system also allows for ships to carry fighters, and construction rules both for fighter only dogfights, but also for fighters carried on large ships to carry out attacks.

The rules are very well set out, with colourful counters and card stock hex maps, also with a profusion of ship types ready prepared. There are extensive build rules to satisfy any budding Captain Kirk. They also, unfortunately, suffer from some typesetting problems in some ship tables, but there is an errata sheet enclosed to cover that. My only criticism of these rules is that they tend to offer monstrous ships bristling with weapons. I have however designed some ships for a Thursday evening game using the rules, and even quite lightly armed vessels come out with a believable set of equipment. This game offers possibilities for large scale battles of many ships per side.

The other set of rules, which I also enjoy playing, are **Brilliant Lances** from GDW. This is based on the Traveller New Era system. The rules are specifically set out for wargaming, and again colourful counters are provided. This set of rules looks quite daunting, and is regrettably not very well set out, but the perseverance is rewarded, as I discovered.

Movement is supposed to be plotted, but I have worked out a house rule based on Battlespace (above). You can only fire on targets which you have detected and gained a lock on, again looking daunting but very simple once you have played a couple of times. All firing is simultaneous, and carried out against locked targets only. The weapons selection is quite good, and allows for three basic weapon types, with different effects, plus missiles which are really only star wars (™ Ronnie Reagan) type weapons (but very dangerous).

The construction rules are quite complex, but start from a slightly different premise from other rules in that the hull volume is fixed, but its mass may not be. This confused me at first, but it is well thought out. You can fit every possible type of gizmo in the ship, most of which have a relevance in the game, some would do in certain scenarios. There are ready designed ships in the set as well, so you can start fighting immediately.

This is a game for the more seminal wargamer, who would like to design something different. The sort of encounter played out is more like an episode of Star Trek, without the awful power allocation system of the rules specific to the Trekkie environment. Movement is again vector based, and only certain types of move are permitted. During movement you expend thrust to change direction and accelerate or decelerate. During the sensor phase, you then align the ship according to the manoeuvre you carried out, and can then adjust it if you have not spent all the energy in the turn. One sophistication is that fast moving ships can spend thrust over several turns to get the change of heading they want, though in game terms it is better to go fairly slowly to allow maneuver. Ardent fans can of TNE can even design their own custom built weapons. One of the appendices allows for all the factors needed to build any of the weapons used. These calculations do require some mathematical knowledge, but not a PhD !

I would give both games an unreserved yes, the first for a larger battle, and the second for a typical "Enterprise" vs "Klingon" type battle. If anyone wants to give them a try, I would be very pleased to lay on a game of either.

Rules Test

On the following pages are a set of rules for your study. There are some gaps, from my reading during typing. What determines the Class of Unit ? What points are used to put together forces. These details would be a useful addition to make the rules complete. It is also necessary to determine the definitions of a Command, as referred to in Reaction movement. Does it mean a General group near the enemy (I think it probably does) ? I have made some assumptions in interpreting the rules shown. It seems that casualties are taken from a track of 10 boxes (usually) which I think is the fatigue/morale track. Damage from fire is taken from these as well. Similarly on the original there is an annotation of "W" and "R" above the boxes on the artillery track. These I have interpreted as the Withdraw and Rout conditions for artillery.

In some ways these rules are very similar to DBA rules we use, though they do have the slight disadvantage of needing written orders. It should perhaps also have been stipulated whether this means for each turn, or general orders for the whole of the battle.

When the author identifies himself, we will get clarification I hope.

For King or Country !

These rules have been written to try to develop a fast playing game that brings the feel of the period, rather than slow authentic simulation.

Formations

Because these rules were written for my 1/300th scale figures the following formations are used:

Musket	Pike	Musket	Cavalry
	Pike		

Unit Records

Every unit has a record track made out with the following data:

Generals

Show their name, followed by three boxes marked Rash, Normal, or Hesitant. These are marked to show his rating when it is determined later. It should also be noted whether he is C in C or not. A General has three fatigue/morale boxes.

Infantry/Cavalry

Each unit has a record showing its name and Class, plus 10 fatigue/morale boxes.

Cannon

Each unit has 6 fatigue/morale boxes. When they have taken 4 hits they will withdraw, and when 6 are taken they will rout off the table.

Before the Battle!

Before the battle commences the players must determine what the type of weather is at the scene.

Roll 1D6:

1. Hard Rain (5-6 to stop the rain at the start of each Movement Phase);
2. Light Rain (3-6 to stop the rain at the start of each Movement Phase);
3. Light Snow (4-6 to stop snowing at the start of each Movement Phase);
4. Foggy (5-6 for Fog to lift at the start of each Movement Phase);
- 5, 6 No adverse weather.

The next step is to determine each type of General:

Roll 1D6:

- 1-2. Hesitant;
- 3-4. Normal, level headed;
- 5-6. Rash.

Orders

These should be written for each wing and the centre.

Battle Turns

These are divided into four phases:

- 1) Movement;
- 2) Exchange of Fire;
- 3) Melees;
- 4) Morale.

Movement:

Infantry	2"	(1" if Hard Rain)
Artillery (Manhandled)	½"	(0" if Hard Rain)
Artillery (Limbered)	2"	(1" if Hard Rain)
Cavalry (normal move)	3"	(2" if Hard Rain)
Cavalry (Charge or Countercharge)	5"	(3" if Hard Rain)

Reaction Movement:

Roll 1D6 at the beginning of the Movement Phase the first time a Command comes within 6" of an enemy, modified as follows:

- +3 if led by a Rash general;
- +1 if fewer enemy units facing the unit's Command;
- 3 if led by a Hesitant general;
- 1 if more enemy units facing the unit's Command;
- 1 if Hard Rain or Foggy.

Results of the modified roll are found below:

8 or greater	Order an attack against the nearest enemy Command
6 - 7	Order an advance against nearest enemy Command
2 - 5	Continue with Orders or support nearest friendly Command
0 - 1	Order a stand and will not advance (test again in two turns)
Less than -1	Order a retire for two moves straight back, but facing the enemy
Less than -4	Order a full withdrawal from the battle

Firing

Ranges	Short	Normal	Foggy
Firearms	-	3"	1"
Cannon	4"	12"	2"

Units must fire at the nearest and most threatening target.

Throw 1D6 for each element of Musketeers or Cannon.

Damage results are as follows:

- 1, 2 no damage;
- 3, 4, 5 1 box;
- 6 2 boxes.

Dice are modified as follows:

- +1 if cannon at short range;
- +1 if A Class firing;
- 1 if C Class firing;
- 1 if target in cover;
- 1 if firers worn;
- 1 if Hard Rain.

Melee

Both sides throw 1D6, modified as follows:

- +1 Pike vs mounted opponents;
- +1 Charging Horse;
- +1 A Class Unit;
- 1 C Class unit;
- 2 if fighting enemy who are in cover;
- 2 Unit is Cannon;
- +1 Heavy Cavalry vs Light Cavalry;
- +1 Any Cavalry in the first round of melee (shooting);
- +1 Any Infantry being charged;
- +1 For each additional unit attacking enemy;
- 1 if fighting in Hard Rain.

Take the lower figure from the higher = wounds inflicted on lower scorer's boxes.

The winner of the melee rolls 1D6: on a roll of 1 to 5 he loses 1 box from each of the units he used in the melee; if he rolls 6 then he loses 2 wounds from one unit which was involved in the melee, of his choice.

The loser is forced back 1" and the winner follows up, unless the unit passes a Morale test.

Cavalry always "pass through" and reform 1" away.

Morale

Morale must be tested whenever:

- 1) Unit receives casualties during the turn;
- 2) Unit lost melee during the turn;
- 3) Unit was forced to rout or retire last turn;
- 4) Unit wishes to charge;
- 5) Unit wishes to Counter-Charge (Cavalry only);
- 6) Unit trying to stand against a charge;
- 7) Unit of own command is in Rout;
- 8) Unit won melee in the turn.

First, find the starting factor:

Class A:	10
Class B	8
Class C	6

Then apply the following modifications:

-1	per morale or fatigue box lost;	+4	if unit won melee;
-2	if rear is insecure;	+1	if secure rear;
-1	for each insecure flank;	+1	for each secure flank;
-1	for Hard Rain or Snow;	+2	if routed enemy unit last turn;
-1	if led by a Hesitant General;	+1	if still fresh.
-2	if routed last turn;		
-1	if lost up to 3 boxes from fire during turn;	±	Random factor based on 1D6:
-3	if lost over 3 boxes from fire during turn;	1)	-2;
-4	if lost melee;	2)	-1;
-2	if charging horse lost melee;	3)	0;
-1	if unit is worn;	4)	0;
		5)	+1;
		6)	+2.

To pass the test you must roll below the present number of Morale/Fatigue boxes on 1D10.

The results of the Morale test depend on the type of test being taken.

Test	Pass	Fail
Casualties from Fire	Unit carries on as required	Unit retires 1"; If this happens for 2 consecutive turns the unit will rout.
Lost Melee	Fall back 1"	Break in Rout
In Rout, or Retired last turn	Halt and Rally for 1 turn	Rout off the board
Wishing to Charge	Charge	Refuses to charge
Wishing to Counter-Charge	Counter-Charge	Caught at the halt
Stand against a Charge	Stand	Break in Rout
Unit of Command in Rout	Carry on as ordered	Retires 1" back; do this for 2 consecutive turns & the unit will rout.
Won Melee during turn	May stand or follow up	Must follow up