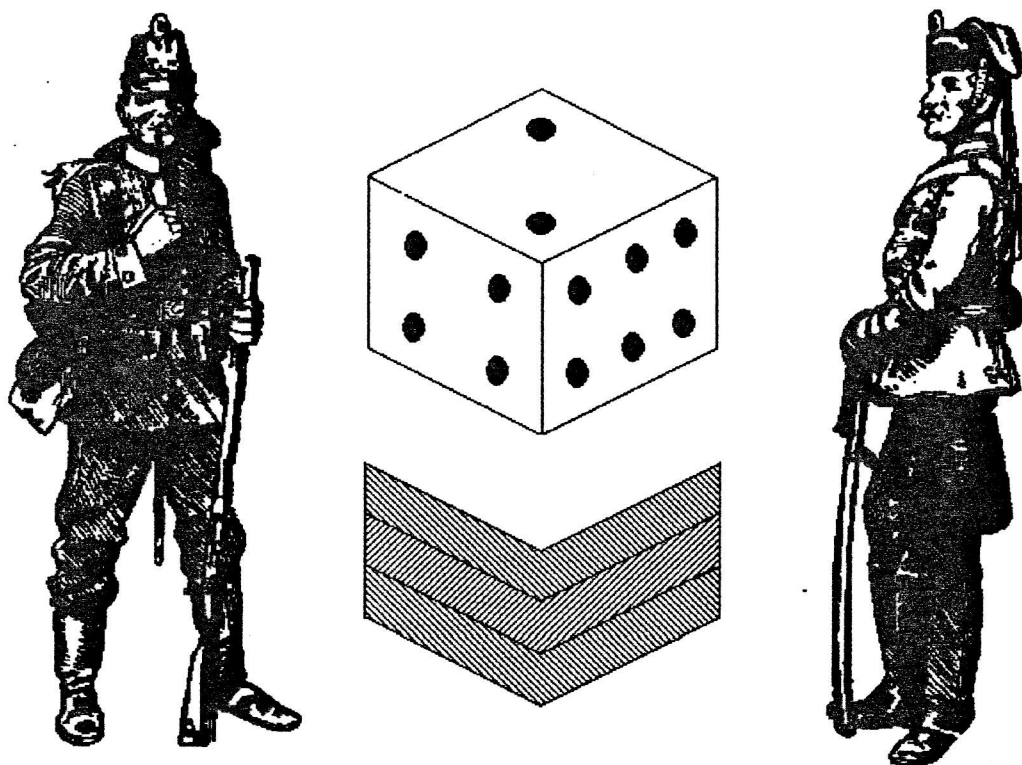


Rank and File



Journal of the Tunbridge Wells Wargames Society

Issue 94/3

August 1994

Membership

Please remember that you should by now have renewed your membership. Anyone who has not yet done so should contact Andrew Finch. Those of you who have not got Gold Card membership may obtain a half price membership from July to December. If you have paid any fees so far this year this will be credited to you on the basis of half an annual normal sub, plus any Thursday subs you have paid since 1st July. If you are interested contact 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

7 August 1994

4 September 1994 **Club Bring & Buy**

18 September **Arnhem Game**

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

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 the editor.

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.

Build your own wargames table (Part I)

by Andrew Finch

A few months ago, we held an experimental wargame at my house, but I had no table. Fellow member Alan Butler kindly brought along his portable wargames table, which we put on my dining table, shifted the furniture around, and set to. This worked very well.

The problem confronting me, as will confront many others, I am sure, is how to have a table, which can then be put away when not in use, but which is not of such a size that it cannot be stored anywhere. Ideally the pieces must be able to fit somewhere out of the way until needed. The small size of many modern houses and their sometimes curious construction means that storage space is at a premium.

I considered the options, and decided on the following basis.

The table must be able to be taken apart quickly, and must be stable when assembled. It has to fit on an existing dining table, and must not exceed 6 x 4 feet in dimensions. It must store so that it can be put beside or behind a cupboard or bookcase, or under the bed. The pieces must fit into a car without too much difficulty.

As a start I considered Alan Butler's table, which was 3 pieces of 4 x 2 plywood, held together with plastic clips (used on display stands and similar to those used to bind documents together). These clips were a bit of a problem when we used the table, because the terrain tiles did not sit flat on the table, but were slightly raised.

The solution I have adopted is as follows:

3 sheets of 4 x 2 foot plywood. The three sheets must be checked that they are all flat and have no distortion.

2 6 foot wooden battens (these are about 1 inch thick by 2 to 3 inches wide.

12 bolts, and 12 suitable wing nuts.

The three top sheets will be bolted to the battens using the bolts and wing nuts, the surface of the sheets being countersunk so the bolts are not proud. The battens will serve to hold the sheets together rigidly, and could also be so positioned that they are located so that they as far apart as the table top is wide, so that they are just either side of the dining table top. This would prevent lateral slide if someone leans on the table.

This is the plan of action. Next month's magazine will give you my reactions on actually putting this together, with the necessary practical tips to avoid the mistakes I am sure to make.

Wish me luck.

Multitudes of the Things

Using HoTT for Mass Battles by Alan Butler

INTRODUCTION

There has been considerable interest in WRGs' "Hordes of the Things" (HoTT) rules in the Society, and many members now possess several 15mm fantasy HoTT armies.¹ The rules work well for one-off battles, but it seems about time the Society had a framework for larger games involving several players a side and hundreds of figures. To this end, here is a flexible system of modifications which can be used for big HoTT battles, based on WRGs DBM rules. All distances are in inches. If you use them, let me know how you got on.

COMMANDS

One player is designated the Commander in Chief, and the others are subordinate generals. Each player has his own general's element and his own command of elements, but they do not have to be of equal size. Troops are allocated by the C in C. As usual, no command can have more than half its total points of 6/4/3 AP elements, and only that of the C in C can include gods, dragons or lurkers. Up to 3 subordinate generals can be players, more than 3 must be "allied", which can be players or not. Extra subordinate generals cost an extra 4 points each, allied generals cost an extra 2 points.

PIP DICING

The C in C throws all the dice for on-table commands, and then allocates PIP dice to players. Allied generals and flank marchers are diced for separately. PIP dice can continue to be thrown after a general's element has been lost, but his troops won't fight as effectively.

DEPLOYMENT

Commands are set up on the table alternately, starting with the attacker with the largest number of elements, then the defender with the largest number of elements and so on. The defender sets up 6 in from his table edge, the attacker 3 in, assuming a table 24 across. Neither side can set up within 3 of the table edge. If using a larger table, set up 15 apart. The defenders take the first bound.

FLANK MARCHES

One general and his command can be sent on a flank march on each flank. The flank is recorded during deployment. The general needs 6 PIPs to arrive, and the flank declared, and the opponents asked if they also have off table troops on that flank. If both sides have a flank force, the one with the smaller number of elements is driven back, arriving next bound on that table edge and makes a 'flee' move. The larger command arrives next bound. Unopposed flank marchers arrive anywhere in the opponents half of the specified flank by tactical or march moves, in the next bound. Any enemy element within 3 and in sight must make a 'flee' move away from that table edge, unless in close combat.

MARCH MOVES

These expend PIPs exactly as tactical moves, but can not start or end closer to an enemy than 4. An element or group can not make march and tactical moves in the same bound, but can make as many march moves as there are PIPs available.

UNRELIABLE ALLIES

An allied general whose first PIP dice is 1 or 2 is unreliable. His troops will not shoot or move closer to the enemy than 6, until he scores 6 for his PIP dice, or the enemy shoots or moves into contact with his troops. If an unreliable general scores 1 or 2 again with his PIP dice, he changes sides.

DEMORALISATION

This affects a command when 1/2 of the original AP have been lost, or the general is lost and his next PIP dice is not greater than 1/2 the AP currently lost. A demoralised command can make 1 tactical move, and the other PIPs are used to halt groups or elements. Other elements flee towards their base table edge.

VICTORY AND DEFEAT

A side which at the end of any bound has lost either its C in C or half its AP, and has also lost more AP than the other side, or that has lost its stronghold, must flee off the battlefield. Elements can be lost by demoralisation or changing sides.

¹ Do you possess an Undead army, or does it possess you??

AND NOW...

Murphy's Law of Combat Operations

Tested to (his own) destruction by Malcolm Dove

You are not Superman.

Keep it simple, stupid.

Automatic weapons - aren't.

Recoilless weapons - aren't.

Suppressive fire - won't.

Incoming fire has right of way.

If the enemy is in range - so are you.

Don't look conspicuous - it draws fire.

If it's stupid and it works, it ain't stupid.

When in doubt, empty your magazine.

The easy way is always mined.

Try to look unimportant - they may be low on ammo.

Professionals are predictable - it's the amateurs who are dangerous.

Teamwork is essential - it gives them somebody else to shoot at.

Never draw fire - it irritates everyone around.

Anything you do can get you shot - including doing nothing.

No combat ready unit ever passed inspection.

No inspection ready unit ever passed combat.

Never share a foxhole with anyone braver than you.

If your attack is going well, it's an ambush.

No battle plan ever survives contact with the enemy.

Your weapon was made by the lowest bidder.

The enemy diversion you are ignoring will turn out to be the main attack.

The only thing more accurate than incoming enemy fire is incoming friendly fire.

When you have secured an area don't forget to tell the enemy.

Make it tough enough for the enemy to get in and you won't be able to get out.

If you're short of everything but the enemy, you're in the combat zone.

The enemy invariably attacks on only two occasions - when you're ready; when you're not.

HEXCESS THRUST

by Andrew Finch

These house rules are an adaptation of Jon Tuffley's Full Thrust system to a hex based game. No infringement of copyright is intended and all rights of GZG and Jon Tuffley are acknowledged. They are reprinted courtesy of Rank and File, Journal of the Tunbridge Wells Wargames Society.

What we have reproduced here is an extract of some house rules which we have tested and found very easy to use. I would like to run through the basics by way of introduction.

The main new component is the use of Geo Hex hex mats to regularise movement and ranges. This is an unsolicited, free plug for our friend Jon Tuffley and Ground Zero Games, so not only can you buy the rules from him, but also buy the hex mats from him as well. Movement is done using the hex rows as a guide, and only 6 directions, rather than the 12 clock faces of the original. With the alterations in the rules to govern movement and speed, the turning circles of vessels are that bit greater. Game play is easier because you can better plan your move and know exactly where the unit will be after the manoeuvre.

The set up idea is one which developed in our Into the Laserzone rules, and they regulate a fair layout of forces before the game. Space games usually have no scenery, so we added the random effect of scenery. Our house rules allow for non-fatal (but very messy) collisions with asteroids and similar. One terrain effect not described in detail is the Dust Cloud. This blocks lines of sight, can be flown through, but a ship cannot manoeuvre, accelerate or decelerate in a Dust cloud, without slagging his engine. The assumption is made that the hydrogen scoops (or whatever) will suck up the dust and clog up the systems.

The Scenarios are a further idea from Laserzone and enable players to set up their own games as part of a campaign.

We adopted the idea of Control Rolls from Battlespace, which also served as the source for Excess Thrust, which enables better manoeuvrability at higher speeds. To give the effect of the Kravak high manoeuvre drive, give them a +2 on their control roll. We also make use of crew quality, which changes the purchase price of ships, and has an effect on Control Rolls. Finally, we have a large number of circumstances in which rolls need to be made, but these areas are not covered below (Scrambling Fighters, Damage Control etc.).

In the movement section we have allowed the table to be "scrolled". Remember, you heard it here first (though our mainstream wargamers at the club expressed some astonishment at the concept of "scrolling the table")! One reason we did this was to prevent players sitting with massed batteries on the edge of the table. This way, they can be forced off the table if they are not careful. It also allows ships to be brought back later in the game.

We found that using the mat, with the changes described in the movement section, enabled easier movement. Under manoeuvre, we have allowed ships to change heading anywhere during their move, as long as they move 1 hex forward first. In our games, changes of speed take place at the end of the move, and ships must actually move their full Velocity during the current move. This is slightly different from FT, which allows the change to take place at the start of the move. We adopted the option of changing facing but not heading, which gives some more flexibility in the game.

The weapons from FT were left as they were, though we have dropped the more gross devices which were prone to abuse by players who charged and fired Nova cannon every turn - the rules do not say you cannot, though the spirit of the rules implies you can't. We invented 2 new weapons, the Plasma Bolt (a reduced effect Nova cannon but quite unpleasant) and a Disrupter, which does no hull damage but destroys systems. The needle beam was dropped and replaced with Precision Fire, which is allowed to Lasers and Railguns, which double their range in hexes, get therefore fewer dice, but get better chances of critical damage.

Weapon ranges were taken in inches, divided by 2 and turned into hexes. Other distances were left unchanged, except for fighters, which also only move 6 hexes. We found this worked well in conjunction with the wider turning circles.

Critical damage was one major change we introduced, again only briefly described here - rather than waiting for the threshold to occur, our idea is that every hit on the target has a chance of knocking out a system. This chance was rated at 1 in 6 (some weapons have 2 or 3 in 6, and Disrupters always cause Crits. We then adopted a ship schematic diagram which determined where on a ship systems are located, with fixed rules determined by the size and type of weapons etc. Finally, the angle of fire (which can be found out easily using the hexes) determined which zone is hit. The actual system hit is determined randomly.

1. Conventions Play Area and Equipment

Abbreviations and definitions used in these rules are:

- MD Manoeuvre Drive; - provide manoeuvre ability.
- TP Thrust Point; - read from the Thrust Output Track.
- V Velocity, unit of;
- Ship Refers to any craft built using construction rules, as opposed to fighters or missiles.

Calculations resulting in fractions, are always rounded up.

The game is played on a hex mat or sheet on a table.

The players will also have to provide a large number of D6, and some scrap paper. Also various small numbered and other counters will be needed to denote the velocity of the ships in play as well as other effects.

2. Set-Up & Scenarios

PLAY AREA SET UP

First define the centre point of the play area, and the corresponding centre points of the two players' sides.

Dice for the terrain, using 1D6. Roll the D6 as below. If any result comes up a second time, then 1-3 stationary Dust clouds are available for placement.

- 1-: 1-3 groups of 1D6 Asteroids. Each group of asteroids is placed within a circular area of 7 hexes.
- 2: 1 large Planetoid.
- 3: 1-3 small planetoids.
- 4: Re-roll dice at -1.
- 5: Re-roll dice at +1.
- 6+: No further terrain.

Place all terrain items to one side of the table. Each terrain item chosen must be placed initially on the hex mat within 15 hexes of the centre point. Placement is carried out alternately by the players, each putting a group of items on the play area until all are placed.

After placement of all items, determine direction and velocity of the items. Direction is determined at random on 1D6. If this is Planetary Invasion scenario, then items may only move across the play area, not towards or away from the planet. All items of a particular type move in the same direction. Each group moves at a speed determined for it at 1D6-1 V.

Having placed terrain, move to scenario set-up, as appropriate. All scenarios use the Encounter set-up unless otherwise modified.

ENCOUNTER SCENARIO

Each side has equal points (for a one-off battle - in a campaign then the points values available may differ).

Each side rolls 1D6 to determine who deploys first, under following conditions:

- V may be any desired, unless otherwise stipulated below, and must be displayed when laid.
- Loser sets up one ship, within 15 of the centre point.
- Winner sets up 1 ship, exactly 30 hexes away from the first deployed ship.
- Remaining ships are set out alternately by each side, at least 30 hexes away from an opposing ship, but winner of roll **must** place one ship last.

Victory is determined by the loser being the first player/side to lose 50% of his original points value of ships, expressed in points of ships destroyed or captured. If one side captures enemy ships, their value after capture is added to the PV of the side and used to determine whether 50% has been achieved. The points value of captured ships is reduced pro rata the number of destroyed hull hit boxes. For example, side A had 1000 points, has lost 520 points at the end of a turn in which it captures a ship from side B worth 26 points. Side A has therefore not lost yet.

SYSTEM DEFENCE SCENARIO

The attacker has an advantage of 3:2 in points.

Victory is determined for the attacker if he can exit, from the Defender's edge, at least 50% of his force's original Hull Hit Box value, with a V on each ship not greater than 6. Captured ships' hull hit boxes are counted towards this, so if side A had 50 hit boxes and had lost 30 of them, then captured 6 hit boxes and exited all 26 hit boxes according to the scenario rule, they would win.

PLANETARY INVASION SCENARIO

The attacker has a 2:1 points advantage over the defender. He enters at a speed no greater than 150% the Planetary Rating of the planet.

The defender's end of the table is designated the Planetary Zone, with a rating of between 4 and 8. The set up is as for Encounter, however the Defender ships may be moving at up to 200% the Planetary Rating of the Planet.

The defender may keep ships off the table at either side. These may be brought on in the Planetary Zone (the band of 4 to 8 hexes on the Defender's base line) at a V = Planetary Rating.

Victory is determined for the attacker if he can exit in orbit, or land on the planet, cargo boxes equal to the defender's original points value, divided by 50. (20 friendly cargo boxes per 1000 enemy points).

CONVOY ACTION OVERLAY

The (defending) convoy player defines the PV of his escorts.

The attacker then defines the PV of his ships attacking the convoy, which may not exceed the 150% x the PV of the escorts).

The civilian ship points values are total of escort's PV plus attacker's PV.

The convoy player defines his destination area, which has a 2 hex radius from a defined point. This defined point must be within the Planetary Zone at the planet end of the table if the Convoy Action is part of a Planetary Invasion Scenario. In other scenarios, it might be a Jump Point. The area must be clearly designated on the table.

Victory for the convoy is to get at least 50% of the civilian ships' hull boxes to the destination area, ending their move in the area. Captured civilian ships do not count in this scenario type. To safely discharge their cargo, which is usually the objective, they must have a V agreed before play starts.

3. Off Table Ships Phase

The following actions regulate what happens to ships off the table and are carried out in the indicated order.

- **If a ship is not out of control**, make a control roll, deducting the ship's current V from the dice. If successful, the ship is brought back onto the table within its current Thrust Output in hexes from the exit point. It has its current V, and the heading must be towards the centre of, or across the table. The ship will move as part of the move interlace according to the rules. If it fails, the ship stays off the table.
- **If the ship is not out of control**, it may change its V, if damage does not prevent this.
- The ship may try to carry out Damage Control, according to Damage Control Rules, with prior declaration as usual. This may be attempted even if out of control.
- If the ship is out of control, a control roll may now be attempted.

4. Movement

MOVEMENT SEQUENCE

Movement is carried out alternating between sides.

STACKING

(This may be unrealistic because in this scale the ships could occupy the same hex, but the models won't)

Movement of ships through enemy hexes is permitted, though fighters may be pinned when first moved adjacent to enemy fighters (see Fighter rules).

Stacking of two objects, either friendly or hostile, is not permitted.

Notes:

- A Fighter and a missile counter may be stacked at the time of launch. They may not be stacked at any time afterwards.
- Multiple missiles may be stacked at the time of launch. They may not be stacked at any time afterwards.
- Two or more fighter counters **cannot** stack at launch, or at any time afterwards.

If movement of a ship would mean that it would **end** in the same hex as another ship, an asteroid or a Starbase, then each rolls 1D6, and adds the current Manoeuvre Drive rating to the result (Asteroids and Starbases have an MD rating of 0).

If the roll is against a **Starbase or a ship**, the higher scoring ship makes an emergency manoeuvre and displaces by 1 hex to avoid the collision (even if the drive rating is zero). The ship making the emergency manoeuvre must maintain its current heading and facing. The manoeuvre must be into an unoccupied hex. If there is no suitable unoccupied hex for the manoeuvre, which would cause the ship to enter another already occupied hex, then the repeat the roll for the next hex for the ships entering and already in the hex until a valid result is obtained. These manoeuvres are made regardless of whether ships have moved in the turn.

If the roll was against an **asteroid** and if the ship wins, it displaces as usual with no ill effects. If it "loses" then it still displaces but suffers damage as if hitting an asteroid (see Terrain Effects).

COURSE DETERMINATION

All ships move ahead into the hex in front of their facing, after spending Thrust for manoeuvre. All ships must be aligned with the hex sides.

THRUST & EXCESS THRUST

All movement is regulated by the Manoeuvre Drive which uses Thrust Points (TP) to change speed and heading. The total of TP used by the drive in a turn may not exceed the current Thrust Output of the ship, nor may total thrust burned in manoeuvre or changing V exceed the drive capacity of the ship.

Heading may only be changed by using up to ½ the Thrust Output of a ship, unless using Excess Thrust. Speed may be altered by using up to the Thrust Output of the ship to accelerate or decelerate.

Excess Thrust allows a drive to burn up to the entire Thrust Output in Manoeuvre, instead of just ½ as normally would be the case. Excess Thrust must be declared before any movement takes place, and immediately a Control Roll must be made. To successfully make a control roll, roll 2D6 and score 6 or more. If the ship fails its Control Roll then it goes out of control.

SHIPS OUT OF CONTROL

A ship that is out of control may only move forwards at its current velocity in its movement phase, with no change of direction or velocity, until it succeeds in regaining control at the end of a turn. To regain control, roll 2D6, scoring -2 if the ship used Excess Thrust this turn.

SHIP VELOCITY

A ship's velocity is marked beside the model with a numbered counter, which denotes the V it will move during movement.

Thrust to alter velocity is applied during each ship's movement. The V resulting from any change will be effective in the next movement phase. After the ship has finished moving, the counter is replaced with a counter showing the V in effect next movement phase. If a ship encounters a terrain object, the V used to determine effects is that valid at the start of the move.

Unless a ship has burned enough Thrust as its last action in the previous turn to bring the V to 0, all ships must move forward into the hex ahead of them as their first movement action in the turn if their V is greater than 0.

Velocity may not be reduced to a negative number and ships cannot move backwards.

FACING, HEADING & COURSE CHANGES

Ships may change heading by a maximum of 1 hex side in a hex. To alter heading by 1 hex side costs $\frac{1}{2}$ TP per V of current velocity (rounded up), so a heading change of 1 by a V 5 ship costs 3 TP).

Ships with V=0 may spend TP to change facing in a hex, at a cost of 1 TP per hex face changed, but such a ship must remain in the hex. These points count against the manoeuvre limits on a ship.

Ships may also *OPTIONALLY* elect to change facing at the start of its movement using Manoeuvre Points, as long as they do not change either heading or speed this turn. It costs 1 point per hex side to change **facing** while not changing direction. Facing may not be changed using Excess Thrust. If a ship subsequently changes heading or speed, it automatically adopts the facing of its heading **at the start of its movement**.

STARBASE MOVEMENT

Starbases have a V determined at the start of the game, between 1 and 6. This does not change during the game. They may also have the ability to rotate (*see below*). If Starbases are to move into Planetary Zones, then they must be Streamlined if they have a V of 5 or 6, and Partially Streamlined if they have a V of 3, or 4.

Starbases may have the ability to rotate 1 hex face per turn. Whether this is possible, and the direction, is defined at the start of the game. The rotation happens at the end of the Starbases' Movement in the End Phase.

LEAVING THE PLAY AREA.

If the ship leaves the play area, note its velocity and point of exit. Off Table ships are handled in the Off Table Ships Phase. Fighters may not leave the play area, but missiles, mines and terrain features doing so are lost.

A player may optionally claim the right to "scroll" the play area along **any one of the hex rows** by an agreed number of hexes, before he moves his ship, **to avoid having to leave the table**. If there is a geographical objective point, this may not be "scrolled" off the table, nor may the table be scrolled towards or away from a planetary edge. The number of hexes "scrolled" may not be greater than that required to place the player's ship 2 hexes away from the edge of the table after his movement, unless agreed by both players.

A player may not use this manoeuvre **unnecessarily** or to push another ship off the table, unless that ship is out of control or has a V of 0.

A ship with a V of 0 will be assumed to adopt a V equal to the number of hexes scrolled, and its return point is then marked as shown above.

If a terrain feature is "scrolled" off the table, then roll 1D6 for a new terrain feature in the newly revealed area, using the terrain set-up rules, and treating 4, 5 or 6 as new terrain. The new feature(s) will be on the edge of the play area moving across it.

5. Weapon Fire

FIRE ARCS & LINES OF SIGHT

Arcs of fire are determined using the hex mat. The forward arc is that covered by an arc ahead of the ship, bounded by two radiating hex rows to left and right out of the hex ahead of the ship. The side arcs are those bounded by the hex rows radiating from the two hexes on either side of the ship. The dead arc to the rear conforms to same scheme as the forward arc.

WEAPON RANGES.

Weapon ranges are converted from those given in the rules in inches, by dividing in 2, and then calling them hexes. This gives fairly short range bands but fits the game onto a table better.

EFFECTS OF SHORT RANGES

Lasers have an enhanced effect at "point blank" range of 1 to 3 hexes by giving them 1 extra effect dice. This gives them a bit more power, and makes fitting B's and C's an attractive option, especially if they can get in close behind a target.

6. End Phase

DETERMINE VICTORY

Has anyone won the game according to scenario criteria. If not, continue with the game.

MOVE TERRAIN EFFECTS & STARBASES

Move asteroids, planetoids and Starbases. If any collide with other objects, then this will have the effect shown in the Terrain Effects section.

Roll 1D6 per hex for effects on Dust and Debris Clouds, identifying the hex to test before rolling:

- 1, 2: The cloud disappears from the hex.
- 3, 4: The cloud remains in play.
- 5, 6: The cloud expands adding 1 hex to one of its faces, determined at random, as long as there is a free hex adjacent. If it would stack with another cloud hex of the same type, re-roll the dice. (Dust and debris clouds may be stacked.)

CONTROL RECOVERY

In the End Phase any **ON TABLE** ship that is out of control may make a Control Roll to recover. If it fails to recover, then it continues out of control next turn.

Message from the Editor

Next Month

We will have a continuation with free splinters of my home made collapsible wargames table saga (bloodstains are also available as an optional extra for Gold Card members only. Russell's after action report on the Sicily game is here, so that will get an airing as well. Dave Cook has also produced some Neolithic wargames rules, YES Really, which he demonstrated at Eastbourne. I hope to be able to bring these to you as well.

Yours truly went to the Redoubt again last to Eastbourne this time to give moral support to Hugh, Euan and Chris, who did a Club demo for TWWS, with a rather nice early World War 2 game set in France. The club should show their appreciation to those who are prepared to go and fly our flag.

Speaking of Eastbourne, we came across a trader (by the way they were ALL different this year) who has a beautiful line in WW2 metal vehicle kits, mainly early war, of those vehicles which you just wish you owned. I have the man's credentials, and will pass them to the Open Day organiser. If Tim had been there, I am sure he would have bought plenty. I have a list of products for the Club notice board. The firm is:

MMS Models, 26 Crescent Rise, Luton, Beds., LU2 0AU.

Players sought

We are looking for support for a Tsushima game at the hall in the Autumn (Note for Committee to find a date please). Could all those interested in participating in this game please let John Hurst have your names as soon as possible, so we can gauge the level of interest. The game will be played using his Perfidious Albion rules. Those fortunate enough to pull the short straw and play on the Russian side can be reassured that the victory conditions will permit them to win (by sinking enough enemy ships). The Jap ships sunk will count as double their true value.

A tip for players. In these rules, it is not wise to skulk round the edges of the board. You must get stuck in really close. O.K. your ship will be pulverised, but you can cause more hits, which might just get lucky and cause fires, which will blow up the biggest ship even with a pop gun if it gets to the magazine.

Other players also sought

A re-run of the Planetfall on Vailavenu is planned for later in the year (near Christmas time I think) and we will want players for the planetary battle and the Space bit. The rather hit and miss rules we used last time will have been refined and more user-friendly for the land battle. I propose that the battle should be fought as a one day campaign using Laserzone rules. There will be three land games with a time limit on each of 2 hours, starting with an encounter game, then progressing according to the results.

The space game will revolve around bringing in reinforcements for both sides, with some planetary bombardment as well. We will use our house rules developed from Full Thrust for this.

Thoughts on "For King and Country"²

by Colin Page

I would like to thank everyone for making me feel so welcome (even if my dice throwing is a standing joke - I can take a it!)

While reading the last Rank and File "Issue 94/2", I became interested in the rules test for "King and Country". This period of history holds a particular fascination for me as I am an active member of the "Sealed Knot" society - a group which enacts the Civil War battles for charity and fun. Over the years I have undertaken some research into this era.

1 CANNON

This weapon even at its smallest was heavy and cumbersome. They were operated mainly by mercenary gunners with no allegiance to any particular side. If they came under attack in the field there would either rout or surrender and turn the gun's on their ex-employers. This being so once set up they would not be that easy to move.

2 GENERALS

If fighting known actions or with known generals you would have a good idea of their type. For example, Prince Rupert could be called a little rash. He was a very good cavalry leader but once he started the cavalry going he had no control over them. If they won their charge they would normally carry on thinking the battle was won. This would leave their infantry's flank wide open to attack. This is totally different from Cromwell's Ironsides who if they won their action, would then turn on the enemy's infantry flank and in doing so support their own infantry

3 CAVALRY

There is one sentence at the end of the section on melee that struck an off note. This was: Cavalry always "pass through". Yes cavalry would, if they were against another cavalry unit, but against infantry it would have been another matter. When Pike and Musket fought together against the forerunner of the square and unless the horse could blow a gap in the lines with their pistols the Pike and Musket would stand firm and the horse would come to a halt, not pass through. If anything they would recoil from the musket fire in disarray. I agree that these rules look easy to use and I hope I haven't upset anyone.

Why not use DBA rules, I know that some of you will think that this era has too much fire power and at the end from 1648 onward this started to come true. Especially in the time of James II when the plug bayonet was introduced. The musket up until this time was not much more than a metal pipe on a piece of wood. Some of the mass produced fire arms were lucky to have touch holes. The bow of an earlier time was more effective on mass than the musket. If any of you think I am talking a lot of rubbish or that I am just a bit misled please tell me. I have not done this before and I could be completely on the wrong track. I would put ECW figures into these categories.

Class	Type	DBA	Comments
A	Halberdiers	Blades	These were used to break up push of pike.
B	Pike	Pike	
C	Muskets	Bows	In Elizabethan battles you can use a bow/musket mix
D	Scots clans	Warbands or auxilia	This is if you do a battle against the Scots.
E	Dragoon (foot)	Psiloi	They were used as both
F	Dragoon (horse)	Light Horse	
G	Arquebusiers	Cavalry	The biggest proportion of horse during the ECW
H	Cuirassiers	Knights	would have been buff coated cavalry though there would have been a few cuirassiers, e.g. Cromwell's Ironsides

² The author of the rules printed last month was Peter England.