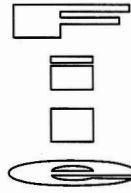




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The Newsletter of the Tunbridge Well Wargames Society. April 2007

Editorial

Third Sunday Meeting, Is it worth it?

The 3rd Sunday in February meeting was attended by only 6 members, and only 2 games were played. OK, so this was the weekend before the Open day and lots of you would have had wives and partners filing for divorce had you attended the meeting. However it is clear that this meeting is less well attended generally than the first Sunday Meeting. Why is this? Do members not want a second meeting? How can we make the meeting more popular? Given that the club made a significant operating loss last year should the committee consider the future of this meeting? Personally I would miss the meeting but having to drive 60 miles each way to watch a couple of games is not something I can continue to do. Let's have your views on this.

Thanks go to Robert Seggie and Gabriel Copus who provide the bulk of this issue. I still need more stuff. Some short articles would be good.

Ed.

Painting Death Guard By Gabriel Copus

I have been experimenting with various ways of painting these followers of the Lord of Decay, and so far this is the way that I have found to work best.

With this colour scheme, many of my normal Chaos Marines and even normal Marines have been turned to the smelly side as well, so you don't even need to use just the official Nurgle Marines figures to assemble a decent sized army, though I suppose some purists would prefer to use only the proper Nurgle minis.

For Terminators I like to leave their arms off for painting, as they get in the way of the paintbrush otherwise.

The first thing I concentrate on with any figure is the base-they are

definitely worth spending some time on. For the Terminators you have a choice of base sizes - either the 2.5 cm diameter round ones or the bigger 4 cm diameter round ones.

I personally prefer the 4cm ones, and to make this happen I first glue the figure onto his small base, then that one onto a bigger base. This leaves a "step", which I fill in with Das Pronto (useful stuff) modelling clay, then I add rubble effect using chopped up bits of plastic sprue, then I paint watered down PVA glue over that and sprinkle a mix of budgie grit and pet sand on. You can even add some other bits on, for instance corrugated cardboard makes great corrugated iron bits. There's no limit really.

Next I spray the models with black, going over them afterwards with Chaos Black to fill in any bits missed by the spraying. Then I paint the bases. These are first dry brushed with Graveyard Earth, then Codex Grey and finally a light dry brush of Fortress Grey.

On to the Marines. Firstly the armour is done with Bubonic Brown, and then they are given a Dark Green Ink wash. Next I paint the guns and decorative bits on the armour with Chainmail, and then give that and the armour a wash of Brown Ink. The armour is then given a blotchy highlight, backed up with a bit of Bubonic Brown and the metallic areas a highlight of Chainmail. Tubes are then done with Scorched Brown and then a highlight of Vermin Brown. Any bareheaded gents in the unit have their heads painted with Bronzed Flesh, then a careful bit of firstly Green Ink then Flesh Wash, finally highlighting with Bleached Bone. Any warts (lovely!) are done with Blood Red with a tiny bit of an Orange highlight. I did the eyes on the whole unit with Blood Red-on both the bareheaded blokes and the eyepieces on the ones with their helmets on.

Final touches involved painting the skulls on the trophy racks, first Skull White, then with Flesh Wash, a Bleached Bone highlight and finally a Skull White highlight. The tassels were done using Shadow Grey followed by a Space Wolves Grey highlight.

The very last thing I do is to add some slimy effect on the bases, I use Green and Brown inks and dabs of Bubonic Brown just experiment with this and see what happens.

(As far as I can tell the colours mentioned above are all from the Games Workshop paint range. Ed)

Situation Vacant

Just come on the market is the position of Treasurer of TWWS from 2008.

This prestigious position gives you the opportunity to

- Have your honesty challenged by club members who think you run your car off the proceeds of our subscriptions.
- Thrill to the delight of having someone come up to you and demand in a loud voice "You owe me £*** for the *** I bought the club" .
- Have the added excitement of seeing their pitying incredulity when you have the temerity to suggest "do you have a receipt?"
- See eyes glaze over as you deliver your AGM report.
- Marvel at members' ability to wait until you have become involved in your game before thrusting money at you to renew their subs.

With benefits like this do not delay but volunteer immediately to avoid disappointment.

Seriously, I have been Treasurer for over 30 years and in recent years have become involved in running the accounts for two other charities, hence my reason for wanting to step down.

The job is not onerous - just simple use of a spreadsheet - and if anyone is interested in taking over I would be happy to outline what is involved.

Malcolm Dove

The Great Bluff

By Robert Seggie

As the Potomac River flows slowly southeast towards Antietam, there rises a Great Bluff which causes the river to divert its direction in a more southerly direction. The River along this section so channelled has made a deep cutting and is impassable other than by boat or bridge.

General Beauregard, trying to keep pressure on the union Forces threatening General Lee's flank, knew that if he could seize the Bluff above the River he would hold the only bridge in the area for fifty miles. This would require only a handful of men; would prevent any Yankee out flanking manoeuvre and provide a threat of a turning movement for the South.

To this end, he despatched General Hill with the Texan Volunteers to secure the feature. Unfortunately before the Bluff could be taken and held strong Yankee forces swung into action stopping the Texans less than 500yards (American Yards) short of their desired target.

Following his success at the battle of Gerry's Place, General Burns had pushed on West. After becoming detached from the Reb rear guard due to a lack of cavalry, Burns had interrogated his maps and spotted the vital turning point under the great Bluff. He summoned reinforcement and made straight for the bridge below the Great Bluff. None too soon. As his troops crested the Bluff, he could see rebels mustering in the fields below. Calling on his infantry to come up quick in column of march he discovered that there was very little room to deploy.



Union forces.

Confederate forces.

Consequently the Cavalry took the central position of the Heights, the New York Boys (Italians and Zouaves) fanned out to the North, whilst the main force tried to deploy in the space between the bluff and the river.

The Southern General; Hill knew he could not secure this position alone. Though he had skirmished with the Yanks, he knew they were awaiting reinforcement and supplies before pouring down that Bluff and driving him back to Richmond. The reason he knew this was that, over the last few weeks, his men had fought some hard and bloody battles. He had few casualties but he had fewer bullets. In fact, other than the Rebel Yell his troops had advanced so fast that his meagre supplies had run out after their initial assault. He had sent urgent despatches to his senior officer General Taylor. Taylor had promised him full support and was on his way, the question was would the yanks wait?

The answer soon came. No.



General Burns managed to get his right wing off to a staggered start. The commander of the Italian Brigade decided to put his columns of march into battle order before closing with the Rebels. The cavalry in the centre also thought that they were entitled to a break before coming to grips with the enemy and therefore only the first Squadron advanced. (This proved however to be a saving grace in the event). Due to the confined space on the left, the infantry became congested and the guns struggled to get through.

Chaos was the order of the day. To make matters worse these Rebs were cool. They were holding fire, waiting for the forward units to close to point blank range.



Back with the Rebels, General Hill was mighty relieved when a rider came in with the news that General Taylor was here and any moment the artillery would be opening fire, not a moment too soon, the yanks were almost on top of the position.

The bad news was that General Taylor also had no ammunition. Powder yes! Bullets No. The Artillery were restricted to canister range as they were only able to fire bits of junk they had collected along the way, the men had a few rounds between them. As the Yank charge closed, a great volley of smoke and dust greeted them but few were felled. As the charge hit home it was only the experience and dogged determination of the Rebels that held them in check.

The taste of cold steel was too much for the New York boys. The Italian support was lagging behind, the cavalry were halted, and the left flank was nowhere to be seen. It was too much! The forward units began to recoil.

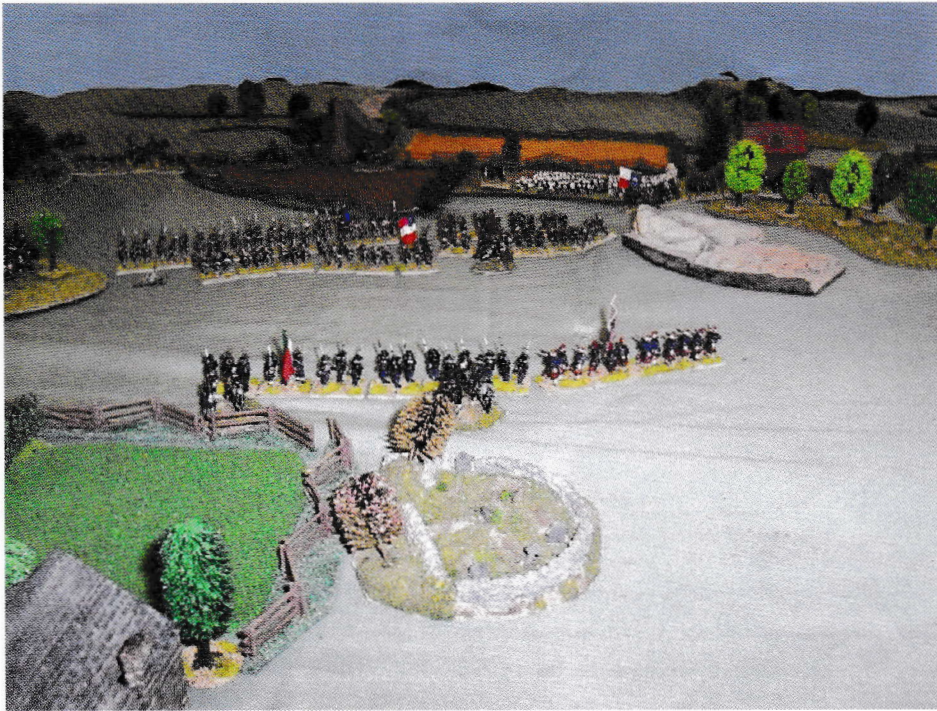
Now My Lads! Taylor raised his hat and waved the whole line forward. As the yanks fell back, he reckoned a Reb Charge could carry the whole position.



Meanwhile, Burns marshalled his guns up on the Bluff. Seeing Confederate cavalry emerging from the enemy's right, the guns shot off the head of the column; bringing movement on the Reb right to a halt. Emory on the Union right pushed forward to try and help the centre, advancing in tight columns of march, hoping that numbers would overwhelm the few approaching Confederate horse. The Union 1st Cavalry Squadron had pushed through the woods at the bottom of the bluff to offer flank support to the sagging forward units and the Italians were themselves trying to flank the rebel left. Things could turn either way. Therefore Burns held back the 2nd cavalry hidden in the woods as the Rebels, with a great yell and a rush, poured over the stockade of the field opposite and fell upon the Union front line.

A few wavering shots did little to dampen their ardour and the whole Union front cracked and gave way!

Back they fell, on came the Rebs! The Zouaves were no match for this onslaught. But then, the Italian brigade drew up, formed ranks, and volleyed into the advancing enemy mass.



This did not halt them but they did falter and were checked. Then Burns released his cavalry from the woods catching the confederate infantry in the flank and it was their turn to reel back.



The whole field was a mass of swirling fighting. On the Union left Emory was shooting off the Confederate flank pushing forward with three brigades of infantry.

The Rebel centre was holding tenaciously to the small farm and low ridge. The union cavalry in the centre were looking for a weak point in the enemy centre. Hills' Texans were in full retreat from Stonemans' Cavalry but Anderson was coming up with his brigade virtually intact.



However, the Great bluff was over! The shouts, the fifes, the drums, and the dash were no match for the material the Union had. Without hard ordnance, the Confederates could not take the position. Inch by inch they gave ground until the Union Commander felt he had pushed them back far enough to ensure the crossing over the Potomac was secured. After that both side withdrew under the cover of darkness.

Burns never knew his opponents weakness. The Rebs fought so bravely he thought he was losing and feared being routed. Hill and Taylor had tried to bring off the greatest Bluff in history attacking a full army corps with little more than spears and courage.

Ancients Campaign.

Anyone interested in an Ancient Campaign using the system in the Warmaster Armies Book Speak to Clive McLeod. It will be very simple and run for as long as players want it to.

Quiz Result

Answers to the quiz from the last R and F.

1. Marlborough's first major victory. Palatial indeed.

Blenheim

2. Frankish victor over Moorish invaders. He hammered them.

Charles Martel (Hammer)

3. One of the nine. A drunken elf?

Legolas

4. French defeat in 1870. A type of chair?

Sedan

5. A beautiful fighter plane. Dragons do it.

Spitfire

6. Tank man's terror. Two fat ladies?

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7. Where Boney got booted. Wellington of course.

Waterloo

8. Angry? For Valour. She's not amused.

Victoria Cross

9. Famous Elizabethan privateer. Jemima's husband?

Francis Drake

10. Fisher's dreamboat, fear nothing. First of many.

Dreadnought

Events

Anyone interested in the Warhammer World Historical Event on 5 & 6 May? This is a fun event. I have been to three. The periods are mainly Ancients to Warhammer Ancient Battles, but there is an ECW, Western Gunfight campaign as well. For fans of Warmaster Ancient this is also happening. I have armies to borrow if anyone wants to go and does not have the toys.

Editor.