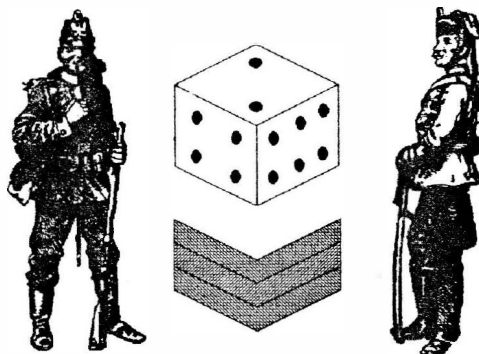


# Rank and File



**July 1995**

**Journal of the Tunbridge Wells Wargames Society**

**Issue 95/3**

## **The Society**

Tunbridge Wells Wargames Society meets every Thursday evening and each first Sunday in the month at St. Thomas Church Hall in Vale Road, Southborough, near Tunbridge Wells. Access is from the London Road (A26) turning down Doric Avenue by the Weavers Restaurant and Q8 Garage, then the first right.

The Sunday meeting normally has a lot of traditional wargaming with model soldiers going on. The Thursday meeting usually has smaller games such as DBA, Hordes of the Things, skirmish games etc., though there are also traditional wargames as well.

## **Membership**

Basic Annual membership costs £5.00 for those in Full employment, £2.50 for others.

This entitles you to attend the Sunday meetings at the Hall, any additional meetings at the Hall during 1995, and to receive up to six copies of the Rank and File. Attendance at a Thursday meeting costs £1.00 or £0.50.

Annual Gold Card membership costs £50.00 or £25.00 (for non-wage-earners). This entitles you to access to all Sunday meetings, Thursday meetings, and extra meetings in 1995, and to the magazine.

Persons attending a meeting and not holding a current membership card will be expected to pay £2.00 or £1.00 for Sunday or Thursday meetings. Visitors to the club for the first time will not be charged, but it is recommended that membership will be taken out at the next meeting to avoid having to pay the £2.00/£1.00 rate.

Membership can be taken out or renewed at any meeting by contacting Andrew Finch.

## **Sunday Catering**

We have now got used to the altered Sunday Catering regime. If anyone notices any shortages of supplies, please let Andrew Finch know.

## **Magazine delivery**

Each 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.

## **Dates for your diary**

2nd July

22/23rd July **Eastbourne MAA Open Day**

**3rd August Thursday meeting is cancelled.**

6th August

27th August **Broadsword, Loughton**

3rd September **Bring & Buy**

27th September **Committee Meeting**

1st October

5th November **Committee Election**

3rd December **AGM**

**Other events** planned by the committee are:

One day naval battle Jutland.

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.

### **Rules for Sale**

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

Contact John Hurst or Andrew Finch. £ 4.00. (special club price)

Also "**Into the Laserzone**" SF Ground Rules 4th Edition **NOW AVAILABLE !**

Contact Andrew Finch, Chris Avery, or Alan Butler. £ 4.00. (special club price)

### **Printing Service**

If you have any need for any small printing jobs, such as quick play sheets or rules extracts to make your game go more easily, or have a need for more game counters, then contact Andrew Finch for a quote.

Game damage and wreckage markers can also be produced if specifications are provided.

These can be produced in B&W or colour, as required.

## **NEWSFLASH**

### **Tonbridge Man wins European Wargames Championship**

Well know celebrity Clive McLeod returned from France recently carrying the entire French silver reserves in the form of not one, but two cups. If this is not greed, then see why he won this: Not only did he amass the highest aggregate score over the two day event, soundly thrashing the best that the Europe could throw at him, but the team, of which he was part, also came second in the team rating.

A hearty round of congratulations go to Clive, for showing that TWWS members have the mettle.

## **ANOTHER NEWSFLASH**

### **Hall closed for refurbishment**

On Thursday 2nd August there will be no Thursday meeting as the hall floor is being treated.

Alternative arrangements for limited numbers may be arranged at Andrew's house if desired.

## **WHAT, ANOTHER NEWSFLASH !**

### **Viking Pirate conquers Vailavenu**

Andreas Adolph Grimbergen, local pirate, asset stripper, and all round nice guy is resting after a hard fought slog at the recent campaign on the isle of Vailavenu.

Having observed the outbreak of war between the land of BOF (Boring Old Farts) and the state of EEE (Evil Elven Empire), which threatened to crush the neutral independent states peopled by various Ogres, lost Napoleonics, Hollywood Arabs, and Fumeless Dragons, he awaited overtures for the use of his well known shipping line Sneaksink, with its emblem of the golden flying toilet seat.

He also offered his local troops a chance to go sightseeing near BOF-Land, where he was thrilled to see a large number of catapults pointed at the inviting mouth of the river, which led to the Orcish castle. He then sailed along the coast to see what else was visible. Not much but massed battles on the neutral countryside. On the Elven coast he saw a large number of sailing ships blocking off the river there, so he sailed back home to count the cash, which had been steadily mounting.

The forces of BOF took some time to come to grips with the EEE, mainly due to the wanderings of some Hollywood Arabs, who did not seem to know whose side they wanted to be on.

A trusty intermediary arranged for a contract for shipping of troops from both the Indian and the Orcish legions of BOF to invade the rear of the EEE lands. This heinous trick brought in some useful revenue, which would later be

used to refit some ships after the EEE fleet decided to try to control the honourable pirate seas, and sank a couple of war galleys.

This of course could not go unchallenged, and the Viking army was shipped to EEE Land to support the noble Indians and Orcs in their fight against the evil EEE.

From time to time, a Dragon was seen flying around, but fumes seemed not to issue forth very frequently. It must be said that it was deterred by the little old lady gathering firewood beside the Orcish castle on more than one occasion (at least that is what we heard).

At one point, the great leader Andreas Adolph Grimbergen was magicked to the stronghold of one of the Elven princes, but with one bound he was free, and subsequently sacked the stronghold single-handedly. It was also around this point that the Hollywood Arabs showed their true colours and attacked the forces of Reason (as the new Alliance between BOF and the Vikings will be called in our history books).

As the sun set, the great reckoning took place, and Adolph Grimbergen was found to be the richest in terms of troops, ships and money (but not by much).

There was of course much wonderment and gnashing of teeth, but suffice it to say, Grimbergen feels the result was fair.

## **The Cast of Thousands:**

### **Boring Old Farts**

George, Malcolm, Clive, Terry

### **Evil Elven Empire**

Alan, Chris, Steve

### **Independents**

John the Giant

Mark "what is Waterloo" Bonaparte

Euan Valentino and the Hollywood Arabs

Michael the Fumeless Dragon

Andreas Adolph Grimbergen

A word of thanks to Michael for organising the game, and to all the participants who had a thoroughly good time playing the campaign.

For the wimps who did not manage to attend, we will certainly do it again.

## **Report from the N. Bonaparte Construction Company**

### **Écrit par notre correspondant français**

We came, we saw, we built - everywhere (well nearly). The inspired plan of our great emperor to protect the liberté, égalité and fraternité of the glorious and enlightened French people was to defend our capital (and capitol) with bricks and mortar (strongholds). Sadly after brilliantly negotiating peace with our enlightened Arab neighbours and remaining in a state of blissful peace while war raged all around us for some considerable time, our plan was rudely interrupted by our huge, primitive and uncultured neighbours, who protested (quite violently) against our enlightened construction on environmental grounds. It had something to do with us destroying their natural feeding grounds? Our glorious emperor tried in vain to negotiate with the demonstrators after he saw them take the first steps to revolutionary enlightenment by scourging our neighbours of their accursed aristocracy but as their language contained no more than a few monosyllabic words, he was unable to convince them further. Our brave artillery sacrificed themselves in the name of liberté against the overwhelming odds of our gigantic adversaries as they tried to pull down our fellow citizens' creative work. It was, however, left to the hordes of our brave citizens to swarm out from their hard built strongholds and drive off the marauders and leave the day to the forces of freedom and true justice. Vive l'Empereur, Vive la Gloire, Vive la France!

## **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.<sup>1</sup> 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.

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<sup>1</sup> Do you possess an Undead army, or does it possess you??

## **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.

## **Painting Competition Results**

At the June meeting, there was a limited entry in the competition, which was won by

Chris Avery with 15mm Orcs in the Fantasy Class

George Gush with the 1/76th Romanian Tanks of 1941 in the Combined Historic Class, where Stuart Hooker came second with 20mm troops of the Luftwaffe Division 1945.

## **...and Changes**

The committee was concerned at the low number of entries to the competition, and have decided to change the way we run the painting competition.

With effect from the August Meeting, there will be a monthly painting competition (so you do not have to remember when it is). This will be judged as usual, and there will be a token prize for the 1st place each month in each class. However, the first three places will get 3, 2 and 1 points in a league table in each class, which will be rewarded with one prize at the end of the year at the AGM, which will probably be a voucher for the Open Day as well as a trophy.

If there are no other entries in a class, then a bye will be awarded of 2 points.

The league table will be printed in Rank and File.

There will be three Classes, which are:

1. The Colourful Class - for Pre-1900 and Fantasy Wargames troops and figures.
2. The Drab is Beautiful Class - for Post 1900 and Science Fiction troops and figures.
3. Vehicles, Ships, Aircraft, Equipment for any era.

Entries in Classes 1 and 2 will be adjusted so that colourful troops are competing against colourful troops, and drab against drab.

It is possible that we will alter the classes next year a bit, and also there may be a bonus point for entering a wargames unit, rather than a single figure.

## **PHOTOS**

We have been asked by the Tunbridge Wells Leader if we can provide photos and articles about the club for their weekly magazine. They will receive a copy of the Newsletter, but if anyone has any photos of recent games, please let me know.

## **THE FUTURE**

There is a plan for an extension of the St. Thomas' Church in Pennington Road which would replace the existing Church Hall which we use both for Sundays and Thursdays. This is still at an early stage, but contact with the PCC suggests that we should be making enquiries at least about alternative accommodation.

The Committee already has the matter in hand and has made a number of enquiries. We will keep you advised of developments when there is something definite to report on this.

It must also be borne in mind that any change in venue may also mean a change in the days we meet (at least in the week) and the Committee will be considering this question as well.

## **Yet Another Newsflash**

### **Local D 12 turns Renegade!**

A golden haired local Southborough resident was described as comfortable last night after being attacked by a dishevelled D12 and having several numbers stolen. A assailant was described by the victim as small, red and with cracked corners.

A D12 was later surrounded by the Vale Avenue Armed Response Squad equipped with nutcrackers, after a desperate struggle in which several ones were rolled. The D12 later confessed to a life of crime and number abuse but pleaded that its life had been ruined by an article which had appeared in the RaF which sought to deny its existence. After this had appeared, it couldn't buy anything, get a job or even appear in public, as no one acknowledged its presence. It had therefore been reduced to a life of hanging about in seedy pockets and drawers hoping for a casual job rolling numbers, but had been drawn into the underworld life of numbers rackets and fake sixes.

"But nobody wants 11 or 12 nowadays" it sobbed bitterly as it was led away.

## **OVERKILL**

This is a skirmish game which has been through the Chinese Meal factory and playtested at several Thursday evening sessions. Full details are available from Alan Butler.

The following article is a scenario for the game. Unfortunately, the map did not transfer, so use your imagination to set it up.

### **HANGER 13: A Scenario for Overkill**

by Alan Butler

This scenario is based on a classic theme, and is based on an article which appeared in the magazine Ragnarok some time ago, but has a different ending.

The setting is somewhere in Nevada. Cairns Base is a US Air Force installation - officially listed as a logistics base. The security is low key, but reinforcements are on alert at nearby bases to deal with any threat.

It is rumoured that the Government is holding captive extraterrestrials on the base and are experimenting on them. One side consists of activists who have decided that direct action is the final option, and are trying to rescue at least one ETI which can be displayed to the world's media. To win the game, they must enter the locked room on the base and exfiltrate a live ETI. They can claim a winning draw if they get a dead ETI out, or get film of the ETI out. The defenders win if they kill or capture 50% of the attackers without compromising the secret of the locked room, or being filmed doing so.

#### ***THE ATTACKERS***

Scuttle: 4 Hero Points, Uzi 9mm SMG, 6cm Rocket launcher

McKinley: 2 Command Points, M16 Assault rifle

Lipton: 2 Command points, Uzi, 2 grenades

3 figures with M16

3 figures with Uzi and 2 grenades

2 Pickup trucks or vans

#### ***THE MEDIA TEAM***

Catherine Seymour: Reporter: 3 Command Points, Handgun, radio

Camera and sound crew: 2 figures unarmed. Medical kit and radio

The media team has a pick up helicopter waiting on call. It will arrive 2 turns after it has been called up and will arrive at a pre arranged landing site. The helicopter is unarmed and will only wait for one turn.

#### ***THE DEFENDERS***

At the Guardpost: Corporal, 1 Command point, M16. 1 Rifleman with M16

Perimeter patrol: 4 Riflemen, green, with M16



Hanger guard: Sergeant Emerson, 3 Command points, M16, handgun. 1 rifleman with M16

In Barracks: Lieutenant Briggs: 3 Command points, handgun. Corporal: 1 Command point, M16.

8 Riflemen with M16

The soldiers in the Barracks start the game asleep. The defending player can try to wake them on any turn after there has been any shooting or the barracks is entered. To wake a figure, make a normal recovery from suppression roll, counting each figure as initially out of command. As soon as the lieutenant or corporal are awake, they can allocate their Command points to waking the men.

### ***THE TERRAIN***

The perimeter fence is a 2 meter high wire fence. It can be crossed, taking all the turn. Doors are locked, and have damage 8. The lock can be shot off. The action takes place at night, and the compound is illuminated by arc lights on the perimeter. This gives normal visibility to figures in the lit area or who are looking in. Figures in the illuminated area cannot see anything outside.

If the attackers manage to enter the locked room in the hanger, you can find out what has been concealed by rolling a D6: Or you could write the results on cards, shuffle them and select one to be put on the table.

### **DICE SCORE    RESULT**

- |   |  |
|---|--|
| 1 | The rumours were correct. The room contains one live alien in cryogenic pod. Carry the pod outside or try to revive the alien. See Cryogenic pod rules below.  |
| 2 | The rumours were basically correct. There are D6+2 alien crew members on medical pallets. They are currently sedated, but can be woken by making a suppression recovery roll for each crew member. The aliens have body 5, move 10 and can use human Command Points.                     |
| 3 | The rumour was correct. The alien pilot is held prisoner and will co-operate. He has armour level 4, move 10, has a concealed plasma projector and has 4 Hero Points.  |
| 4 | The rumour was correct but mistaken in one vital respect. The alien pilot is alive, conscious and not at all pleased at being attacked by intruders during his mission. He fights for the military defenders. He has armour level 4, move 10, a plasma rifle and 4 Hero Points.          |
| 5 | As result 3, except that the military have orders to sterilise the whole area in case of a security breach. D6 turns after the room is entered, a military strike team arrives. They have orders to let no-one exit the area, including the alien if he is outside the room at the time. |
| 6 | Surprise! The room is empty. The rumours were a false construct to get all the government opponents in one place, with no witnesses. The alarm goes off when the room is entered, and military strike team arrive outside.   |

### ***CRYOGENIC POD***

This is heavy, and can be dragged by one figure at half speed, or two figures can carry it at full speed, but they can do nothing else. You can try to revive the alien inside, counting this as a casualty recovery test, allocating Command Points as usual. A failed roll indicates that the alien fails to revive and dies.

### ***MILITARY STRIKE TEAM***

This is 10 figures each with armour level 2, military assault rifles, headsets and two grenades each. Two troopers carry LMGs and one has a 6cm rocket launcher. The Squad leader has 2 Command Points, and the second in command has 1 Command Point. They are transported in a wheeled APC with armour 16/12 and mounts a 7.62 rotary MG in a turret with fire control 1 and night sight.



# **Mechanisms for wargames**

**By Alan Butler**

## **Introduction**

There has been some debate in these pages recently about the rules that we use to play our games. This is an article to introduce members to some modern mechanisms used in recent wargames rules that have a general application to most games that we play, and which help to speed the completion of a game and add to the interest and excitement. Some members will recognise some of the mechanisms from such games as DBA. I will try to describe the problem areas, and describe the new mechanisms in terms of Classic 25mm WRG Napoleonic battles, which they were not designed for and therefore provide exercise for the new mechanisms.

### **1. The reduced size table**

In the traditional manner, one of the players would lay out the terrain then the other would choose sides of the table to play from. Then they would start to deploy their troops out of the travelling boxes at about 6 inches in from the edge of the table. The game would then start, and the troops would cautiously edge their way forwards until contact or shooting range was reached, with each player reacting instantly to the movements of the other. Typically, just as the game was getting interesting, it would be time to pack up.

The modern mechanism is quite different, in the way in which the troops are deployed. Start by defining the centreline of the table, then measure off a central zone that is the width of the effective weapons ranges for the period in use. For example, for Classic 25mm WRG Napoleonic I would suggest close cannon range. Also define a flank zone half this depth on each side of the table. Players cannot deploy in the central or flank zones. Each player then dices for who will deploy first, and the low scorer sets out one detachment anywhere in his half of the table as far forwards as he likes, but not in the central or flank zones. A 'detachment' can be any command structure, but should include a commander who costs extra points. For the Napoleonic example, I suggest a Brigade. The other player does likewise and then the players alternate setting out detachments until everything is out. The game then starts and plays as usual, except that now the action is close from the start.

Clearly, an army that uses only few commanders without a flexible structure will be liable to being outflanked by an army that has extra commanders, since they will be able to optimise their deployment by seeing where the opponent's troops are. Players may deploy cheap units first, and may attempt to decoy the opponent into countering a feint attack. Guard units can be placed last to provide a powerful attack that cannot be quickly countered. Defence in depth now really works.

### **2. Have I won yet?**

The traditional game often dragged on in the end-game, as each side played for time or lost interest. Sometimes an objective would be mentioned as the purpose of the fight, but more than likely this would be forgotten.

The newer mechanisms define for any game what the conditions are for victory for one side, either in terms of enemy killed and or terrain objectives taken. This provides a sudden death victory for one side, and usually this remains in doubt until the last turn, so the interest is maintained for both players. Sometimes the side that is down on points can snatch victory by a sudden bold move for which the other player was unprepared.

Typically, each side is awarded victory points for opponent's troops killed or broken equal to their points value, and often a side will get the points for reducing an opponents detachment to half strength, which in turn provides a reason for the owner to pull back a detachment which has suffered heavy losses. Also, terrain objectives are given points values based on the total points values of the armies. For example, 250 points per 1000 points of starting army. Markers for the objectives are placed by each of the players in turn, before they choose the side of the table that will be their baseline. Control of an objective is usually being the last player to have troops next to it, so that an objective that is taken but left unguarded can change hands.

In the end phase of the turn, players count up the total of victory points which they currently score. If this has reached the predetermined level, typically half the starting points value of the opponents army, they win. Clearly, decisions have to be made about trading space, time and troops for objectives taken and damage inflicted.

### 3. Order counters

The problem that is encountered in most wargames where units interact is the "if you do that I'll do this instead!". Alternate movement between the two opposing armies does solve most of the arguments, but you are left with half the players round the table doing nothing for some of the game. Simultaneous movement to written orders was used in the past, but the actual process of writing was tedious. The more modern mechanism has been seen before, but has been refined. This is to use pre-printed order counters, typically card about 20mm square. They are printed with symbols on one side, indicating simple orders which limit the actions that can be taken in that turn.

They are used by the players placing an order marker by each unit, face down, at the start of the turn. When this is complete, they are all turned face up, and movement can be carried out simultaneously or sequentially. This does away with the charge declaration phase and formal alternate movement. For the example of 25mm Napoleonic, orders might include:

- Change formation, including limber/unlimber
- Charge!
- Move forwards and shoot, or skirmish
- Move forwards (or rearwards) without shooting.
- Stand and shoot
- Move double on road

### 4. Interlaced actions

Traditional games progress with one side carrying out all their actions, then the other side doing all its counter actions. Everything is visible and the response to a player's actions is clear cut and immediate. Rather more of the fog of war is introduced by using interlaced actions. This is where both sides take turns to 'activate' one unit in their command. This unit then carries out all its actions, moving and shooting, and damage to the target is resolved immediately. The other player then selects one of his units to activate, and so on until all unit have had a chance to do something.

If one side has more units than the other, the player with the fewer units can choose to "Pass" activating a unit, so long as he still has fewer units which have not been activated.

This system can be used with the order markers mentioned above so that the players have their actions constrained by the situation as it was perceived at the start of the turn. For instance, a Hussar regiment might have been given "Charge!" orders by player A, placed face down at the start of the turn. Perceiving the danger to his infantry battalion in line, the opposing player B has given them "Fall back" orders, as this will put them out of charge reach of the cavalry and safely behind a handy stone wall. However, as the turn progresses, player B has his attention drawn to another part of the battlefield where he sees a target for his artillery that will disappear if he does not fire now, and so chooses to activate his artillery first. Player A then activates his Hussars and rushes the unfortunate infantry.

## **Paris is worth a lot (of points)**

by Clive McLeod

Waterloo Station, 8am on the 19th May 1995. Four wargamers (and one camp follower) wait for their train to Paris. They are bound for the European Championships.

Yes, it's another of those dreadful articles about my exploits in another competition. Don't blame me, the Editor wants articles. *Too true!*

Once again I was playing renaissance and (yawn) again using the Huguenots. I think that this is the best all round army in the WRG lists with much B and C class EHC, salvo firing shot, and no points wasted on useless pikemen.

My first game was against Tim Wickens, an Englishman resident in France. He was using a Catholic Crusader army. Tim out-scouted me so I had to deploy first. I deployed expecting the usual horde of EHC those players using this army normally field. In fact Tim had chosen an odd composition with large numbers of crossbowmen. These were deployed facing my first line with cavalry deployed behind their flanks. I decided not to hurl my small cavalry units against this mass of missile power, and manoeuvred to turn his left flank. I routed a unit of heavy cavalry but lost one of my pursuing units in the process. I was a little unlucky not to rout an EHC unit. At the time we were told to stop I was losing by 80 points. This gave Tim a winning draw. Annoyingly some games were continuing an hour after we had

finished. This would have given me at least another two moves and I would have crushed Tim's flank completely in that time. Ah well, c'est la guerre.

In round 2 I was faced by M. Lermont with a North Indian army. I had glimpsed his army earlier and knew that it had a lot of elephants. Neither army was out-scouted.

I deployed with a line of EHC backed by musketeers to fire overhead at the elephants, with a reserve of EHC ready to move to either flank. My left was protected by a castle so I deployed both of my open order cavalry units on the right of my cavalry line. There was a wood to my right rear which I filled with arquebusiers and a unit of EHC to ambush my opponent if he tried to turn my right.

This appeared to be his plan. A line of E class rabble faced my cavalry line angled back to a wood on his right and supported by two chained guns. Behind them were two units of fanatic mailed lancers, one of A class and one of D. Three units of five elephants were deployed to the left of the infantry preceded by some E class light horse. Some more light horse supported by another mailed lancer unit formed his extreme left. All the elephant units were led by a general.

Both of us swung our left flanks forwards while I moved my muskets and reserve cavalry to meet his left. I routed the cavalry in front of the elephants with some mounted arquebusiers. The subsequent morale tests saw the lead elephant unit forced to advance. Straight down the barrels of 34 muskets, all with their first fire bonus. 77 casualties and a wounded CinC later, they routed.

Next turn my ambush was sprung by the remaining light horse who routed and at the same time both remaining elephant units and a HC unit went as well. With my EHC about to smash into his line of rabble and most of his shock troops gone, my opponent conceded. I had won by over 1000 points and gained the maximum of 35 points for the competition. I lost only 1 figure.

This brought me up to seventh at the end of the first day. I needed high scoring in both remaining games to win the tournament.

The first of these was against Christian Renaud, a young lad of 12 or 13. He was using Early Italian Wars Spanish. No one was out-scouted. I deployed with a mixed line of EHC and shot with both my mounted arquebusier units on the left. As usual I had a strong reserve of cavalry. Christian deployed 2 heavy guns on his left, on a hill, protected by a ditch. A line of crossbowmen also protected by ditches angled forward to another hill. On the hill were two units of A class EHC lancers, one of HC lancers, and one of Open Order EHC with handgun. On their right were two units of Open Order HC with javelin.

Obviously Christian's plan was to defend the ditch line while operating against my left with his cavalry. Unfortunately I did not co-operate by attacking his foot. I threw my whole army at his cavalry and destroyed them. Apart from some ineffectual long range shots by his guns and 1 volley from half a unit of crossbows, his defending force did nothing. With the rout of his cavalry Christian conceded. I had only lost one figure again.

This put me in third place. My last opponent was Georges Ferronierre. I had played him before in the World Championships, at Derby. Georges was using Early Venetians. I was out-scouted and had to deploy first.

The terrain was very important in this game, so refer to the map. As he had two units of Cretans (crossbowmen also trained as swordsmen) plus a sword and buckler unit, Georges could dominate the terrain. However despite setting up second his deployment was very poor.

By deploying in two separated bodies he gave me the opportunity to mass an overwhelming attack on his right. This also left him short of shock cavalry in the central sector. I threw a strong force at his right and annihilated it. I also sent a force to attack the troops in the centre, hoping to draw his unit of EHC into musket range. This worked and the EHC were shot to shreds and routed when charged. His Stradiots and crossbowmen were no match for my EHC and most of his troops were routing when he conceded. I won by over a thousand points and gained the 35 competition points.

I was still not sure if I had won the tournament, but the other games between the leading players looked very close. After a slightly nerve-wracking hour the result was announced. I had won. The prizes were a suitcase, a cup, a T-shirt and a book. In addition we had come second in the team competition with a further clutch of prizes. All in all a good weekend's work.

The competition was played in a very good spirit and I had four very pleasant games. I would thoroughly recommend this event. With the Channel Tunnel link open, getting to Paris is a doddle and travel and accommodation was fairly cheap. I certainly hope to return next year.

## Army Lists for Paris 1995

### General

2 units of 5 EHC "B" class, 2 pistols, axe

1 unit of 5 EHC "B" class, 2 pistols

5 units of 5 EHC "C" class, 2 pistols

2 units of 5 HCC "C" class Arquebus

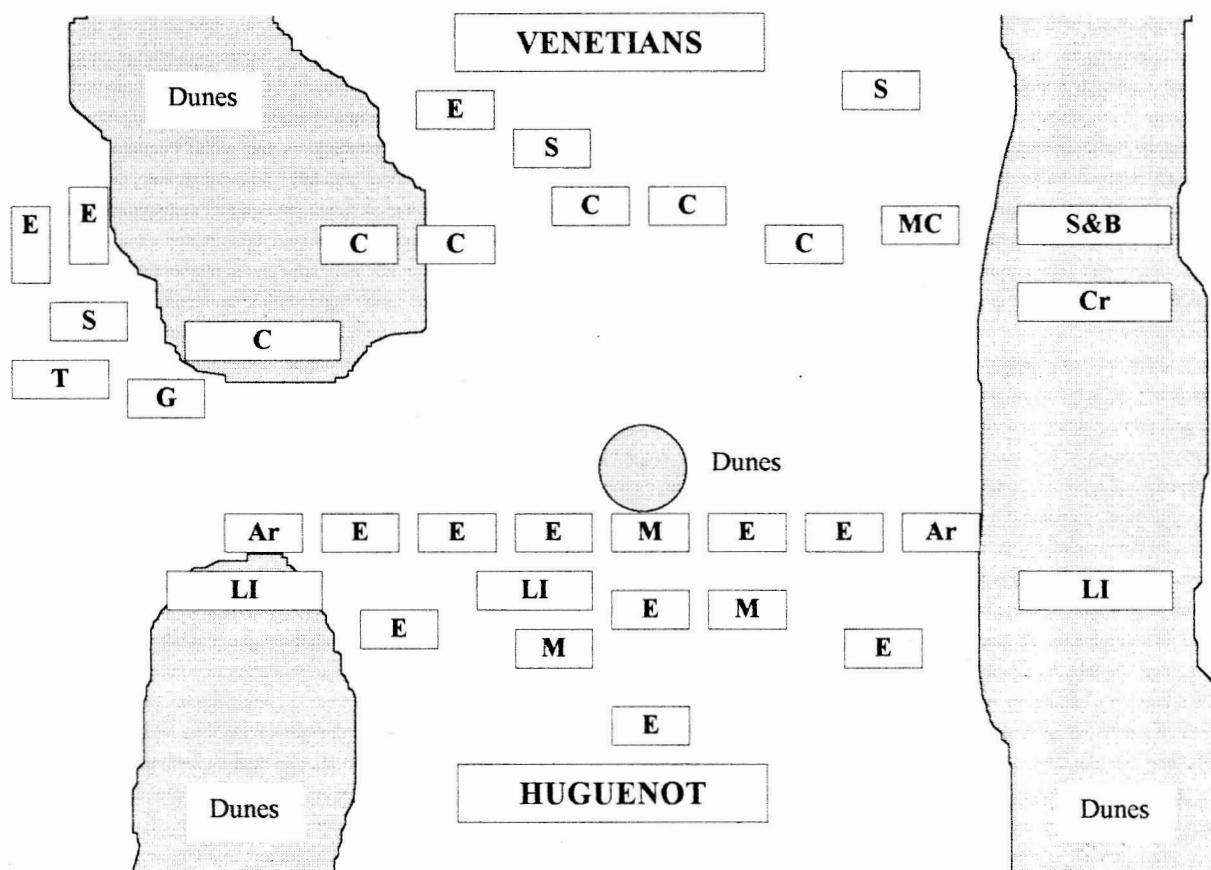
2 units of 7 LI "B" class Musket (salvo trained)

1 unit of 6 LI "B" class Musket (salvo trained)

2 units of 6 LI "C" class Arquebus

1 unit of 8 LI "C" class Arquebus

All arquebus armed troops in open order. All other troops in order.



### Key:

E = EHC

S = Stradiots

C = Crossbowmen

Cr = Cretans

G = Guns

T = Turks

M = Musketeers

S&B = Swordsmen

Ar = Mounted Arquebusiers

LI = Foot Arquebusiers