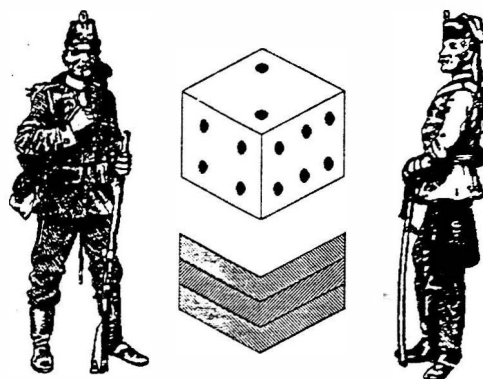


# Rank and File



May 1996

Journal of the Tunbridge Wells Wargames Society

Issue 96/2

## 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

At Sunday meetings tea and coffee making supplies will be available, and the kettle will be filled and heated up, however it is up to individuals to make their own tea or coffee, as at Thursday meetings.

## 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. 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.

## Club Membership List

You will find this displayed by the noticeboard for you to study, get phone numbers from, etc. Many of you will recall that Russell Hanson asked at the last committee meeting for more details about periods played etc. to be in this list. A few members responded to the questionnaire at the end of last year. I am therefore asking that you fill in or change any of your details when (if) you look at the list.

## Dates for your diary 1996

5th May

1st September

26th May One Day Jutland

6th October

2nd June Also Broadsword at Walthamstow Town Hall.

3rd November also Military Book Fair at Spa Hotel from 10.00 a.m.

23rd June Military Book Fair at Bonnington Hotel, Southampton Row, London

1st December

7th July

If you have any questions or suggestions, please contact the Editor.

4th August

## Data Protection Act 1984

Names and addresses of Club members are recorded in a database for the purpose of managing the society subscriptions, distributing Rank and File, and ensuring that members of the society can contact one another when necessary. Names and addresses are not given out to any other organisations. The Society is not required to register with the Data Protection Registrar, as an Unincorporated Member's Club (Exemption 5). Persons who object to their names being held on computer should advise the Secretary, in writing and their names will then be removed from the database.

## Club Discounts

You will have noticed (or not as the case may be) that the discounts page has been discontinued.

## Military Aviation and Naval Bookfairs 1996

The local fair is held at the Spa Hotel Tunbridge Wells from 10.00 on Sunday 3rd November 1996. In addition, if you can get to London, the Bonnington Hotel, Southampton Row, Bloomsbury is the venue on 23rd June. These are good places to find bargains, though the Tunbridge Wells event had many more vendors and good bargains. The London show seems to attract more serious enthusiasts.

## 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

"Perfidious Albion" Naval Pre-Dreadnought

"Into the Laserzone" SF Ground Rules 4th Edition

"Angels One Five" WW2 Dogfight Rules

"Shooting Stars" SF Dogfight Rules

"Within the Laserzone" Campaign Rules for Laserzone.

"John's Fighting Ships" compendium for Perfidious Albion

"Stringbags" WW1 Dogfights

"Battlefleets in Action" Naval Rules 1880 to 1945: *available 1996*

"Rolling Thunder" Modern Dogfights: *available 1996*.

Contact Andrew Finch or Alan Butler. £ 5.00.

### 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.

### WANTED

25mm Star Wars Figures, also any MPC / AMT kits (A Wing, X Wing, B Wing, Tie Fighters etc, made or unmade, or damaged).

Contact Stuart Hooker

## Painting Competition Results and League Table 1996

### February 1996

#### Class 1

1st: George Gush, Cumberland  
Hussars  
2nd: A Butler, Dragoons  
3rd: T. Shoebridge, Aramaean  
Babylonian Archers

#### Class 2

1st: A. Butler, Russians  
J. Tutt, Confederate  
Infantry  
2nd: G. Gush, Gurkhas

#### Class 3

Bye: A. Butler, NMI Urban  
Suppression Unit

#### Class 4

1st: A. Butler, Charles of  
Lorraine  
2nd: G. Gush, British HQ  
Early WW2

#### Class 5

1st: G. Gush, Russian Supply  
Column  
2nd: A. Finch, Tribal Class  
Destroyers  
3rd: S. Hooker, A7D Crusader

### March 1996

#### Class 1

1st: A. Butler, Italian Knights  
2nd: G. Gush, Elephant  
I Foster, Samurai

#### Class 2

1st: A. Butler, Russian WW2  
Mortar Group  
2nd: G. Gush, Italian WW2  
Mountain Infantry  
3rd: S. Hooker, German WW2  
Paratroops

#### Class 3

1st: D. Ward, Imperial Pike  
Dwarves  
2nd: G. Gush, Lurkers  
3rd: A. Butler, SF Tanks

#### Class 4

1st: D. Ward, Dwarven General  
2nd: G. Gush, German WW2  
Command Group  
3rd: A. Butler, Terminator  
Captain

#### Class 5

1st: A. Finch, Combatants at the  
River Plate  
2nd: D. Ward, Dragon Breath  
Artillery  
3rd: S. Hooker, Sd Kfz 251/9 D

### April 1996

#### Class 1

Bye: G. Gush, Vikings

#### Class 2

No entries

#### Class 3

1st: A Butler, "Suits" with  
"Babe"  
2nd: H. Munro, Squat Howitzer

#### Class 4

Bye: G Gush, Hungarian  
Napoleonic Cavalry

#### Class 5

1st: G. Gush, Opel WW2  
Workshop vehicle  
2nd: J. Hurst, Scratchbuilt Italian  
Pre-Dreadnoughts

### The 1995 Results were

1st Prize	23½ points	George Gush
2nd Prize	22 points	Alan Butler
3rd Prize	14½ points	Stuart Hooker

## The League:

Points are scored in each Class with 3 for 1st place, 2 for 2nd and 1 for third. Each persons individual points are then added into the league table (irrespective of the class in which items were entered). The top three scorers after the judging of the November Painting Competition win trophies and vouchers for the Open Day, which will be presented at the AGM in December.

The scores for 1996 after the April Meeting are:

George Gush	35
Alan Butler	34
Stuart Hooker	11
Daren Ward	8
Andrew Finch	7
John Tutt	3
Russell Hanson	2
Ian Foster	2
Hugh Munro	2
John Hurst	2
Terry Shoebridge	1

## Volley And Bayonet

### Simple Grand Tactical Rules for the Horse and Musket Era

by Frank Chadwick and Greg Novak

Published by GDW, available from "Stratagem" price £7.95

### A review by Alan Butler

These new rules cover the entire period of the "Horse and Musket Era" from the adoption of the socket bayonet (about 1700) up to the magazine rifle and machine gun (about 1890). The same game system allows players to fight battles throughout that period, with a few modifications to provide period flavour and specific weapons. There are also scenarios for 9 historical battles.

This is a soft back book with 96 pages, with a rather garish cover. There are 17 pages of actual rules in unusually large print size, and the rest of the book introduces three historical periods with special rules and 3 scenarios per period. There are some black and white pictures of variable quality.

The Scenarios give you a map of the whole of the battle field, and the orders of battle of the two sides and any special rules that apply. The sizes of these battles range from 28,500 men for the Prussians at Lobositz to 73,000 at St Privat. The battles are:

Lobositz	1756	Marengo	1800	Alama	1854
Minden	1759	Austerlitz	1805	Manassas	1861
Brandywine	1777	Salamanca	1812	St Privat	1870

The basic rules assume one inch on the gaming table is equivalent to 100 yards and a turn represents one hour, so large battles can be completed in a couple of hours. You don't have to rebase any of your figure to use these rules. Each formation of brigade or regiment size has a standard base, usually 3 x 3 inches, and the fighting power is expressed in Strength Points, so you can use any scale of figures without converting ranges or movement. Just tack your current stands onto VAB bases and you're ready to go. In order to keep track of casualties, you get a sheet of coloured markers

like ones in Command Decision or you can keep a roster sheet for the units. In our test games, we simply put as many stands of troops onto the VAB base as it had Strength Points and removed them as casualties were suffered.

Most of the rules are very simple, and movement of the troops is fast, as you would expect from Frank Chadwick: an infantry brigade can move 16 inches, for example. Shooting and melee are mixed together and the player whose turn it is can resolve the fights in any order, although there is the worry of enemy counter-attacks. To attack an enemy brigade you roll D6s and a score of 6 is a hit, which reduces the strength level of the target brigade. A brigade which is stationary or in melee get more dice to roll. It sounds very simple but it works. Brigades fight until they drop, but Divisions which lose half their strength points have to roll for morale and exhaustion, and if they fail they become disordered, which usually means they are spent as a fighting force. Cavalry can do "breakthrough" moves and extra attacks if they rout an infantry brigade.

We have tried one of the scenarios, "Marengo" twice and enjoyed them immensely. The Austrians, with a large rather unwieldy army, led by your Editor, have to force their way over a river and capture two towns. The French, smaller but more flexible have to defend a depth of about 5 miles and are dispersed when the game starts. In the first game the French tried a forwards defence of the river line and the position collapsed under Austrian pressure late in the afternoon. In the second game the French used a more flexible defence based on a town and a diagonal line across the battlefield, much like their historical counterparts. This resulted in something of a draw, although we allowed Desaix's units to turn up early via a dice roll, so the French had more advantage than they had historically. (well, we aren't all Napoleon!)

There are some small flaws in the rules, for instance some of the rules are not as clear as they might be, although the worked examples help a lot, and there are a few typos. I would have liked the special period rules grouped together rather than spread through the book. Also there isn't a good play sheet with the rules, so if your games have several players who don't or won't buy a copy you will need to photocopy some of the pages or write your own playsheet. I did this for the Napoleonic section and all of the rules can be fitted onto one side of A4.

My only other criticism is that like all American rules there is no points system for the different troop types and generals used, so that it is difficult to put together an equal non-historical battle. However, it should not be too difficult to devise a system based on the Brigade Strength Points, and this may be the subject of a future article if the Editor is kind.

In summary, I enjoyed using these rules, and I will definitely use them again. They give a good game and are simple to pick up and flexible. Some people might dislike the apparent lack of low-level formation and technical detail, but I feel that this is more than compensated for by the larger size of the battle. The rules are very reasonable priced too. Buy them now!

