

QUEENSLAND

WARGAMER

October, 1980

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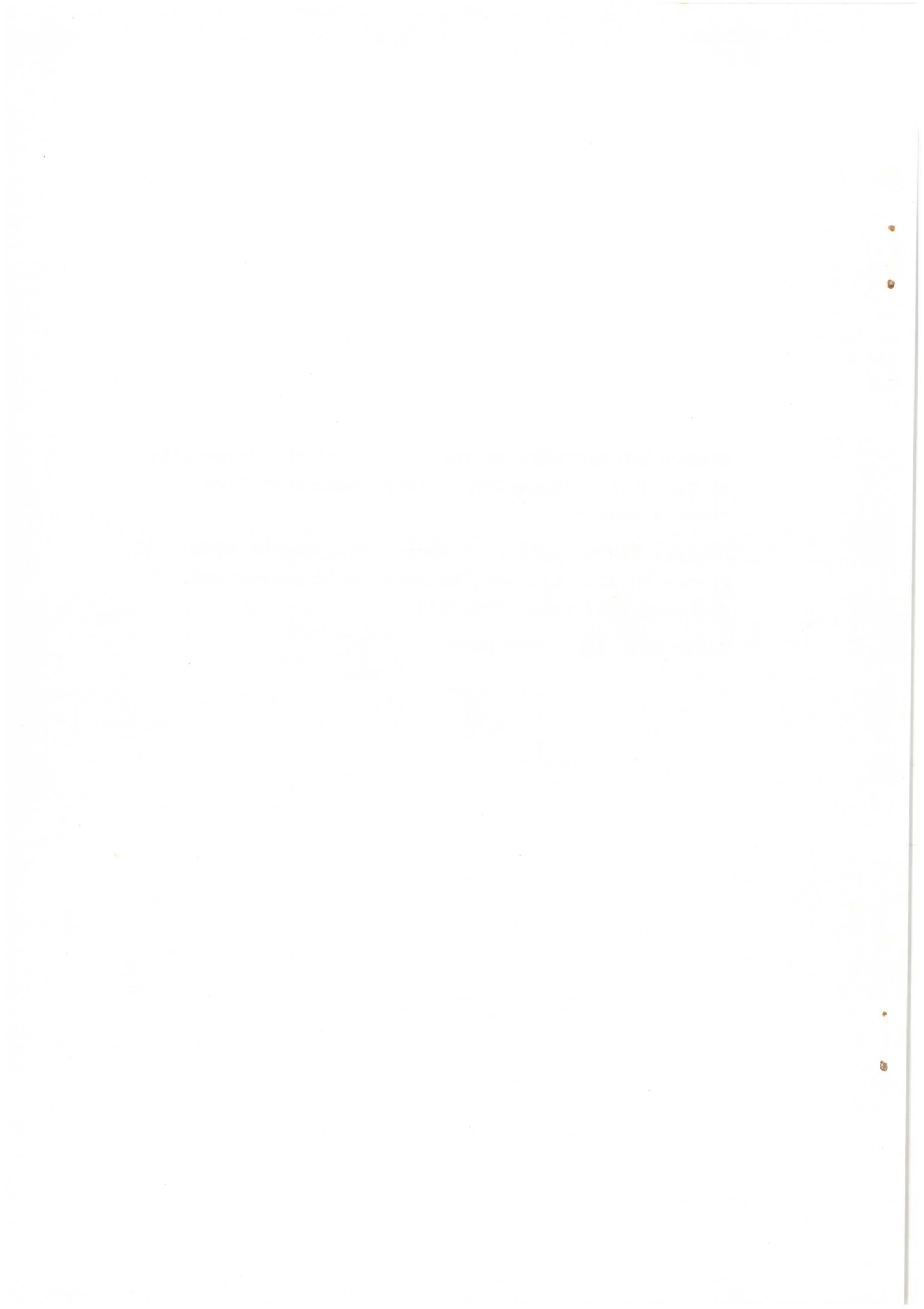
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QUEENSLAND WARGAMER is the journal of the University of Queensland Wargaming Society, published five times a year.

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EDITORIAL

Several UQWS members have spoken to me about what they consider the club journal should do. There has also been some acrimonious discussion about the powers and policies of the Editor. So I shall take this opportunity to say a few words on these questions.

Firstly the magazine (as it is often called). When I first suggested that UQWS produce a periodical publication, I envisaged that it would serve two functions. The primary one was to publish information that members would find useful in the performance of their hobby; that is, results of historical research and practical efforts. The second, and less important, function was to act as a club notice-board - providing news of coming events and a record of activities. This latter function seems to be largely unnecessary, as members generally advertise such things by word of mouth.

I am quite happy to print articles which cover theoretical aspects of the hobby - such as the current controversy over the nature of wargaming - because I think we need to have a record of members' opinions on such topics.

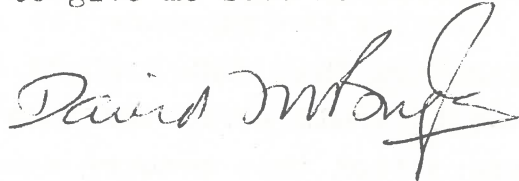
This brings me to the role of the Editor. As with any periodical, there is a danger that an editor's personal prejudices may produce a bias in the contents of the periodical. It is well known, for example, that I personally don't have much time for D&D. Whenever someone suggests we should feature a lot of D&D articles I pull a sour face at him. I am therefore suspected (understandably) of using my position as Editor to keep fantasy gaming out of QW.

The truth is that I have so far published every article on fantasy gaming offered to me - and that isn't very many! I have my own views on what wargaming is all about, and on what QW should be publishing. Hitherto this has not meant that I decide which articles should or should not be published; though obviously, if I am overwhelmed with contributions, some selective criteria must be applied. In fact I have had to solicit articles on a personal basis, and clearly I am going to ask for the sort of material I want to see in the journal.

The editor is by definition the person who decides what is and is not published, which naturally gives him ultimate control. Of course, any editor is responsible to his owners or club members; if UQWS as a whole wants a magazine devoted to fantasy gaming,

they are at liberty to replace me with an editor who will give them this.

But until that happens I am Editor, and I would like to see the end of carping and quibbling about my opinions and the contents of QW. If some members consider that QW isn't publishing material that interests them, they have only to give me some articles and we shall see what happens.



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I would like to insert here a paragraph which should have been included in last issue's article on Anglo-Saxon weapons and tactics.

An examination of the Bayeux Tapestry shows that soldiers using the two-handed axe are not always unshielded. Some of them keep their shields on a shoulder-strap, holding it in front of them most of the time but pushing it back when they want to swing their axes. Others are clearly shown wielding the two-handed axe in one hand - a feat of some dexterity - and holding the shield in front of them with the other hand. This has some interesting implications for wargamers' use of axemen.

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RULES AND BOARDGAMES LISTING

compiled by the Editor

Here is the first instalment of a list of games, rules and armies owned by UQWS members. The advantages of having such a list are obvious to all, so I would like all members who have not yet handed in a list to do so as soon as possible. The lists have been divided into periods covered for readers' convenience.

David Bugler. Rules

Mediaeval and Renaissance:

- Tercio 1500-1700 2nd ed. (Peter Harris - Tabletop Games 1976)
- Tercio Army Lists 2nd ed. (Peter Harris - Tabletop Games 1977)
- 1500-1660 Rules (Dave Millward - Skytrex 1974)
- 1420-1700 Rules 2nd ed. (George Gush - WRG 1979)
- 1490-1660 Army Lists rev.ed. (George Gush - WRG 1978)

Napoleonic:

- Flintlock and Ramrod 1700-1850 (Skirmish Wargames 1976)
- Action Under Sail (Tabletop Games n.d.)

Kevin Flynn. Rules

- 3000 BC - 1250 AD Rules 5th ed. (WRG 1975)
- 1420-1700 Rules 2nd ed. (WRG 1979)
- 1685-1845 Rules 2nd ed. (WRG 1977)
- Fire and Steel
- Greek Naval Warfare (London Wargames Section)
- Don't Give Up The Ship ((Napoleonic naval rules))

Boardgames

Ancients:

- The Conquerors
- Classical Warfare

Mediaeval and Renaissance:

- Feudal
- Samurai
- Mercenary

Napoleonics:

- Bataille de la Moscowa
- Bataille de Preussisch-Eylau
- Wellington's Victory
- 1776
- Wooden Ships and Iron Men

Moderns - WWI:

The Great War in the East
 Dreadnought
 Richtofen's War

Moderns - WWII:

Army Group South
 Atlantic Wall
 Blitzkrieg
 Drang Nach Osten (parts 1 and 2)
 Highway to the Reich
 Origins of World War II
 Panzer Leader
 Panzerblitz
 Seelowe
 Wacht Am Rhein
 War in the East
 War in the West
 Tobruk
 USN

General:

Strategy I

Moderns - WWIII:

NATO
 Nuclear Destruction
 World War III

Science Fiction:

Alien Space
 Formulhaut II
 Gamma World
 Imperium
 Starforce
 Starship Troopers

Fantasy:

Battle of the Five Armies
 Chivalry and Sorcery
 Divine Right
 Dungeons & Dragons (complete)
 Advanced D&D (complete)
 Empire of the Petal Throne
 Sorcerer
 Traveller and Mercenary
 War of the Wizards

SARMATIAN CAVALRY - UNSHIELDED OR NOT?

David Bugler

The Sarmatian army we are discussing is no.25 in the WRG Red List, directly after the Trajanic Roman and Dacian army lists, and before the Severan Roman list. The assumption is therefore that the Sarmatians referred to are those tribal cavalry contingents supporting the Dacians against Trajan's invasions of 101-103 AD.

However, this is not the only appearance of Sarmatians in ancient warfare. Sarmatia (or Sauromatia) is first mentioned by Greek writers as a confederation of Iranian tribes north of the Caspian around 600 BC. They gradually moved west, arriving on the northern edges of Dacia late in the second century BC, and at this time we find reports of two Sarmatian tribes - Roxolani and Iazyges - raiding across the Danube into Moesia and Pannonia respectively.

In the steppes of the Ukraine, Sarmatians had developed the use of mailed cavalry from Persian (ultimately, Assyrian) models, and Strabo (VII, 3.17-18) reported them to be using leather armour and wicker shields. By the second century BC their armour had changed to iron scales, and was now being applied to their horses as well. This form of heavy cavalry, with both rider and horse generally armoured, was termed "cataphract" by the Greek writers.

Having noted Strabo's reference to wicker shields, we now turn to Tacitus' description of a Sarmatian raid in 69 AD (Hist. I,79), where the Roxolani cataphracts were decisively beaten by Legio III Gallica. He says specifically that the riders were especially vulnerable in hand-to-hand fighting because of their failure to carry a shield. The Sarmatian practice was indeed to avoid hand-to-hand fighting where possible; their chief weapons were the kontos and Hunnic bow, though a heavy sword (described by Tacitus as two-handed) was carried as well. Their preferred tactic was to charge at speed with kontos levelled, break the enemy line, then harry the remainder with sword and bow.

Though Sarmatian raids continued after 69, our next useful source is the documentation of the Dacian Wars (101-2 and 105-6) under Trajan. There are two illustrated monuments: Trajan's Column in Rome, and the "Tropaeum Traiani" at Adamklissi in modern Romania. Unfortunately, neither of these monuments allows us to state with certainty that Sarmatian cataphracts were, or were not,

shielded. The Adamklissi monument shows no cataphracts in combat, though several Sarmatians appear in civilian clothes.

The only illustration of cataphracts on Trajan's Column shows a group of them fleeing in panic from Roman auxiliary cavalry. Here the six figures have no shields; but five have no other weapons at all (the only scabbard visible is empty) and one figure is firing behind him with a bow. Clearly they have abandoned all their equipment in the rout. At the base of the Column is a depiction of huge piles of captured weapons and gear; Sarmatian mail armour and conical helmets are pile in with the rest, but the shields seem to be decorated mainly in Dacian fashion.

In 169 Sarmatian raids across the Danube again provoked a Roman response, This time under Marcus Aurelius (Tacitus, Hist.III,5). The response was effective enough to crush resistance for the next century, and as part of the peace terms 8,000 cataphract troops were levied from the Iazyges for service with the Roman army. Of these 5,500 were sent to Britain, and the gravestone of one of their officers has been discovered.(Sulimirski, pl.46). Being an officer, he is carrying a standard rather than a shield, which is very interesting but still does not answer our basic question.

We now come to the Arch of Galerius, erected at Salonica (by Domitian) to celebrate Galerius' successful campaign against the Sarmatians in 298-300 AD. By now, of course, the Roxolani and Iazyges had had considerable experience of Roman military methods - some of them from the inside - and it is not surprising that, on the Arch of Galerius, Roxolani cataphracts are depicted with large round shields.

Now we have to consider our central problem. Illustrations on ancient monuments will not answer the question, except that by 300 the cataphracts had shields. Written evidence suggests that in the second century BC they had wicker shields, while in the first century AD they had none. The simple answer is probably that the change from leather to scale armour (whether of metal or horn) increased the fighting weight and protection so much that the Sarmatians abandoned shields, until experience in Roman service gave them the skills needed for using modern shields, after 169.

I am not sure, however, that the simple answer is quite correct. The Sarmatian tribes had always been well-organised and adaptable. They had taken up the Persian use of mailed cavalry early on, had adopted the Hunnic composite bow as soon as it was available, had

- in spite of a largely nomadic lifestyle - provided the technology and infrastructure to give more or less all adult males a large horse, long spear, heavy sword and suit of armour. I think it is quite plausible to suggest that as soon as they met Roman forces, whose heavy cavalry invariably carried shields, they should adopt this practice too. Early experience (the raids of 69 described by Tacitus) may easily have led them to using shields by the time of Trajan's campaign. There is no evidence to prove otherwise.

A subsidiary question is the date to which Red List no.25 refers. Its placing strongly implies the Dacian wars, but substantially similar armies could appear at any time from about 1 AD to 350; from the time of the Dacian wars onwards, there is an increasing probability of the cataphracts having shields, which becomes a certainty after 300. Any Sarmatian contingent in Roman service (definitely after 169, and possibly before) is quite likely to have shields as a result of adopting Roman drill methods.

List of modern works consulted

- Barker, P. The Armies and Enemies of Imperial Rome (Wargames Research Group 1975)
- Eadie, J.W. "The development of Roman mailed cavalry", *Journal of Roman Studies* vol.57 (1967) pp.161-173
- Rattenbury, R.M. "An ancient armoured force", *Classical Review* vol. 56 (1942) pp.113-116
- Rattenbury, R.M. "Tacitus, Hist.i.79", *Classical Review* vol.57 (1943) pp.67-69
- Richmond, I.A. "Adamklissi", *Papers of the British School at Rome* N.S.vol.22 (1967) pp.29-39
- Richmond, I.A. "The Sarmatae, Bremetennacum Veteranorum...", *Journal of Roman Studies* vol.35 (1945) pp.15-29
- Sulimirski, T. *The Sarmatians* (London 1970)
- Syme, R. "The Argonautica of Valerius Flaccus", *Classical Quarterly* vol.23 (1929) pp.129-137

RUSSIAN CAMPAIGN (Jedko Games): An Analysis

Kevin Flynn

Being an avid player of World War II games, and especially liking the eastern front (and large games to boot, such as War in the East, Drang Nach Osten, etc.), I find this golden oldie a beautiful example of the antique style of wargames.

The game consists of a little booklet of rules (which are far from complete, but anyone with experience can fill in the gaps), a couple of hundred counters with the basic combat strength/movement points on them, and two hard mapboards of a simplistic Russia. The beginning is the only disappointment; it takes a while to set up, due to having to use the correct numbered counters, but once you do get started it is a refreshingly simple and enjoyable game.

The first move consists of seeing how much the Germans can kill; the next few moves of how far the Germans can get before winter sets in. This game's weather chart is very easy to follow, and the weather effects are easily understood - the Germans stop (!) in winter unless they are on the doorstep of Moscow.

Movement is in impulses (phases really), with the Germans having a real advantage here. All German units are able to move in the second impulse - which is similar to a mechanised movement phase - whereas only Russian armour and guards units get a second impulse. Besides this, the Axis units get to move further during their second impulse.

Russian reinforcements come from production, based on the number of cities they hold, as well as standard reinforcements. The Germans get an annual rebuild, plus reinforcements. Victory consists simply of one side capturing all cities on the board.

Actual play is very simple, with a "compulsory combat if adjacent" rule. Play is also fairly quick, and the whole game can be played comfortably in an evening. Variations on weather and set-up make the game different every time you play; all in all, it is a fun game rather than a serious one. This is not to say it is childish; the game-system is simple, but the game itself is big enough to allow of considerable playing skill (which is usually lacking in small, simple games). For those with \$20 who don't like complex games, or for those just beginning to play, it is a marvellous game (far better than Victory in the Pacific!).

We reprint this article from the New York Times (3rd May 1980) without comment. (Ed.)

UTAH PARENTS EXORCISE 'DEVILISH' GAME. By Molly Ivins

Heber City, Utah, April 30 - This pretty farming town of 5,000 solidly Mormon citizens is nestled in a high mountain valley in the Wasatch Range east of Salt Lake City. It is just past lambing season, and the tiny lambs were tottering after their mothers in the green fields yesterday as an early spring rain fell. It seems an altogether unlikely place for the devil to be at work.

Nevertheless, many of the townspeople are convinced that Satan has been operating here in the guise of the fantasy game Dungeons and Dragons, and an after-school program using the game has been discontinued because of the resulting pressure.

"I can feel the devil right here in the media centre," one woman told Michael Tunnell, the school librarian, at a meeting for parents to discuss the issue.

Fomenting Communist Subversion

Teachers and school administrators are left feeling variously distressed, stunned or amused at the reaction to the program that they had hoped would stimulate imagination, creativity and teamwork among talented children. For the teachers' pains, they have been accused of working with the Antichrist and of fomenting Communist subversion.

"Sometimes we have a rather archaic point of view in my state," said Mr Tunnell, who is a Mormon and a political conservative. "We can't deal with sex education in the schools in any form, and when we teach Utah history, we are often accused by non-Mormons of teaching Church doctrine. But when we started this thing the last thing we ever dreamed was that it would become a controversy."

Dungeons and Dragons became a college fad in the late 1970's and has since moved into the younger set, where it is immensely popular. It is a complex and mentally challenging game that is played with rule-books and a floor-plan for a dungeon. Only the game leader, called a "dragon master", sees the dungeon plan.

Players take an imaginary journey through the dungeon to vanquish mythical monsters and recover treasure. Each player assumes a character - human, elf, dwarf and so on - with strengths and weaknesses partly determined by throws of specially shaped dice.

Complaints Began Right Away

Complaints about the program began almost as soon as the game was started in Heber City in January. It was part of an after-school program for gifted children; there were also special sports, science and Spanish programs. All the children who played had permission from their parents and the game was open to all those who became interested and the children at the school were enthusiastic about it.

A group of parents brought their complaints about the game to the school board and the matter was put on the agenda for the next meeting. At that meeting, attended by parents of the players and by representatives of the parent-Teacher Association, most came out strongly in favour of the game. But another meeting in late March, attended by 300 townspeople, brought out a great deal more opposition.

The parents who were most active in opposing the game issued a statement expressing their satisfaction that it had been cancelled and declined further comment as a group. However, Norman Springer, a nondenominational Christian minister, went further.

"Oh it is very definitely antireligious," he said. "I have studied witchcraft and demonology for some years and I've taught against witch craft. The books themselves have been taken from mythology and from witch craft and they are filled with demonology, filled with pictures and symbols that you could find in any basic witchcraft book, and use the same terminology."

He said, in particular, that the game's rule books included incubuses and succubuses, male and female demons having to do with lust, and the terminology of magic including a magic circle.

"These books are filled with things that are not fantasy but are actual in the real demon world," Mr Springer said, "and can be very dangerous for anyone involved in the game because it leaves them so open to Satanic spirits."

"Some John Birch-type people are worried about this being subversive, communistic, whatever, I don't know myself. I think it comes from that old subversive source Satan."

The game is manufactured by T.S.R. Hobbies Inc. of Lake Geneva, Wis. Brian Blume, vice president of the company, responded: "The game is a game of heroic fantasy and in order for the players to be able to perform heroic deeds they have to have things to over-

come. The things most fun to overcome are things that are evil, foul, rotten and nasty, so we also included some things that were evil, foul, rotten and nasty for that reason."

Douglas Merkley, Superintendent of the Wasatch District Schools, said, "The program polarised our community, so the program is finished as of this year and will not be used next year. It has taken hours of my time and I hope we are all to the point where we've spent enough time on it.

"It's a moot point now, it's over. From an administrative point of view, we need the support of all the people in the community. This has been a divisive thing and it will take a long time to mend the fences."

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(The next article is headed "Jewish unit re-elects Squadron", but we won't go into that just now.)

ANGLO-SAXON WARFARE. Part 2 - Organisation

David Bugler

The most important factor in understanding early English organisation is that the army was not the product of a coherent social system. From the end of the third century, bands of mercenaries were recruited from the continent by Romano-British commanders to guard the southeast coast against raids by other Germanic tribesmen. The most famous mercenary band is that of Hengist; it was purely and simply a band of warriors, at the most a couple of hundred strong.

By the middle of the sixth century, small tribal groups were moving to Britain with families, livestock and equipment to carve out enclaves among the weakening British tribes of the south and southeast. Though dignified by the name of "kingdom", each enclave was in fact a small group of farming families detached from the tribal structures still existing across the Channel. In time of war the menfolk would simply group together for defence.

It was not until the later seventh century that most of Britain became English, by which time the kingdoms generally had some proper internal hierarchy of their own and could produce an organised army for short offensive campaigns. These early English armies were still basically levies from the agricultural population, since the economy was unable to support a detached royal superstructure with its own full-time armed forces.

Each English kingdom at this stage went on campaign under a heretoga (war-leader) accompanied by his gesiths (sworn followers). Next in rank were freemen, either of noble blood (eorls) or commoners (ceorls). All were basically farmers on their own land. Below these were the laets (bondmen) and slaves, who by and large took no part in warfare. Gesiths were tenants of the king rather than members of a paid retinue, so in this period we find no trace of trained semi-regular men-at-arms.

In such a situation each man turned up at the muster with his own war-gear, and the weaponry of the army was determined by what each individual could afford. For various reasons - cost being a primary one - the early English had no cavalry force, though eorls could have a couple of riding-horses for rapid cross-country movement. As the range of weapons available was limited basically to swords and javelins, there could in fact be a fairly clear

division of warriors into two classes: the nobles and wealthy commoners, who could afford a sword, and the poorer commoners who could not. Everyone had a shield, but few of any class had a byrnie - a leather tunic or surcoat used only in war.

So the early English army consisted basically of two troop types: the heavy infantry with shield, sword and perhaps byrnie, and light infantry with javelins and shield. Probably only a few warriors had a helmet of any sort. For those who could not afford swords, alternative close-fighting weapons were the scramasax (battle-dagger), francisca (light axe) and sling, all of which appeared in small numbers.

This general division between weapon groups was not reflected in a formal structure of fighting units, but tactical necessity probably ensured that heavy infantry formed the solid shield-wall, while the light infantry - however armed - skirmished in front of it until compelled to retire (rather like the French use of light companies in the Napoleonic period). Any resemblance to defined units was territorial - "all the blokes from my village line up over here" - and probably lasted only until battle was joined.

After Alfred the Great's victories against the Danes in the later ninth century, we can see that a great change has come over England. Most important, the free middle class of farmers has declined dramatically; the new social order is semi-feudal, in that ownership of land is largely in the hands of the king and nobles. This produces a class of "idle rich" with control over most activities within the society.

Secondly, with England one nation and the Frankish example close to hand, the whole society can be organised and directed by one controlling group. Resources can therefore be concentrated, distributed and regulated for specific purposes - and in particular we can now talk about the concept of "national defence".

The general rise in living standards, coupled with central organisation, leads to the creation of a bureaucracy. The need to oversee distant landholdings gives rise to a class of reeves (bailiffs, more or less) who administer the king's and the nobles' estates and their tenants' activities - and are thus in a position to transmit instructions from higher authorities to the people below. On the other hand, the general population now have statutory obligations of defence and public works, and an administrative framework within which to operate.

Thus the standard practice for defence against a Viking raid was for the local reeve to assemble an armed band from the immediate area; this band would try to contain the threat while messages to earl and king assembled larger forces to repel the raiders.

At the same time, the growth in national resources allowed the king to accumulate revenue, which could be used to pay full-time trained soldiers. These soldiers, known as house-carles, formed a sort of Guards Regiment devoted to the king's protection; they were equipped in the most modern fashion and spent all their time on military duties. A few of the greater earls had their own house-carles too.

Lower in the new social order were the thegns - men rich enough to own a fair amount of land and equip themselves with a sword and byrnie. All thegns were obliged to turn out for war service when called upon.

The lowest ranks of society - peasants owning little land or working for other men - were basically defined as those who could not afford sword and byrnie. Because English society depended on agriculture, it was economically impossible for the whole male population to be called out at once. Alfred therefore arranged that only half of the fyrd (peasant mass) would be called out at any one time, while the rest stayed on the land.

By 1066 a further division of military service had been devised. There were now two fyrds, the select and the great. The great fyrd was simply a levée en masse, to be used in times of national emergency. Every man turned out with whatever he could use as a weapon. The select fyrd was a much smaller group, chosen from the best-equipped peasants. Each man in the select fyrd had at least a shield and bow or javelin, and some training in their use.

Furthermore, these fyrds could be called up by areas - usually earldoms - in much the same way as seventeenth-century English militia were led by the Lords-Lieutenant of the counties. The great fyrd could only be asked to serve in its own area, while the select fyrd could if required march with the king to another part of the country. We will look at some effects of this system in the third and final article of this series, covering some English battles.

