

ISSN 0159-0383.

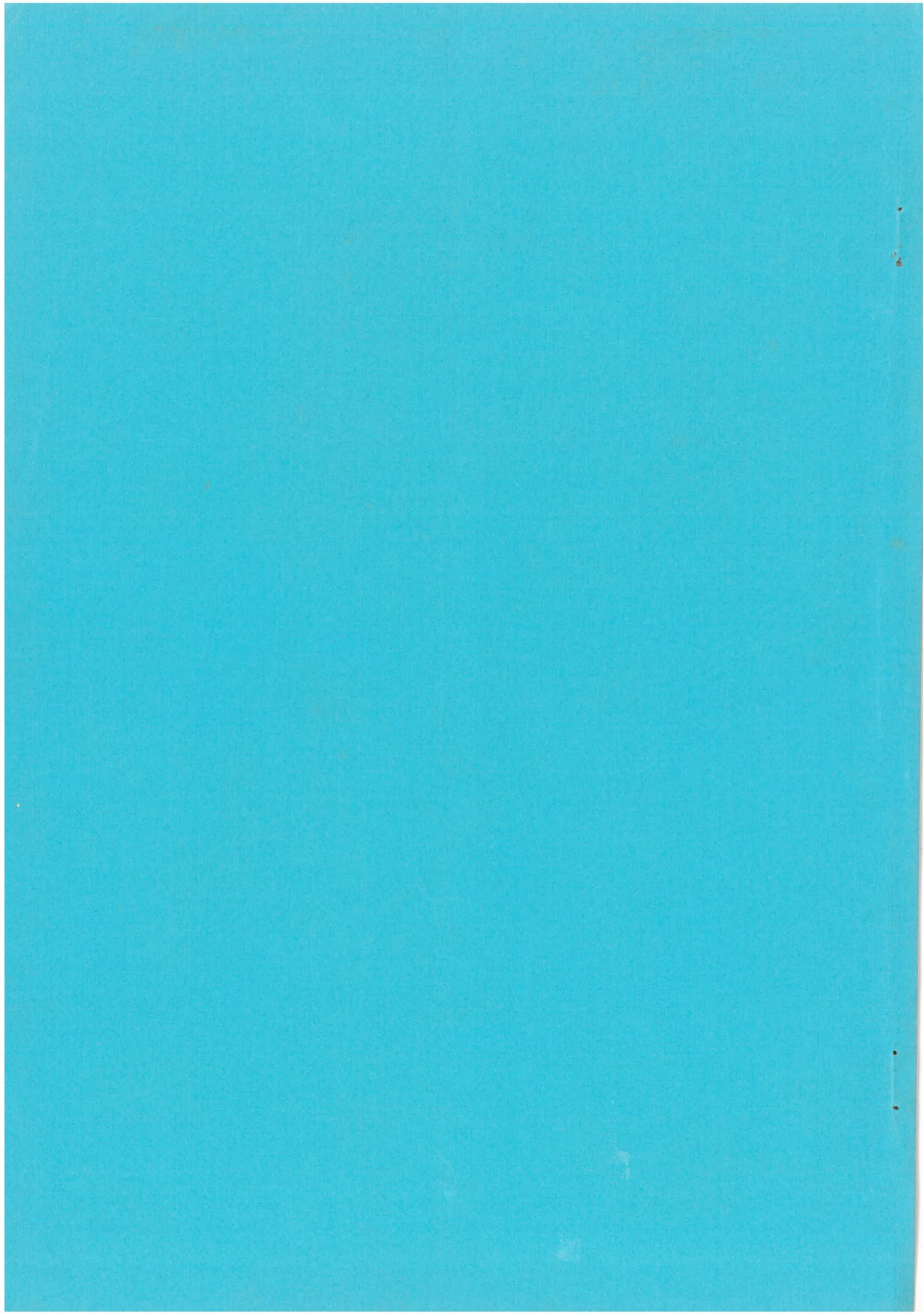


Registered for posting as  
a publication: Category B.

QUEENSLAND WARGAMER.

JUNE 1981.

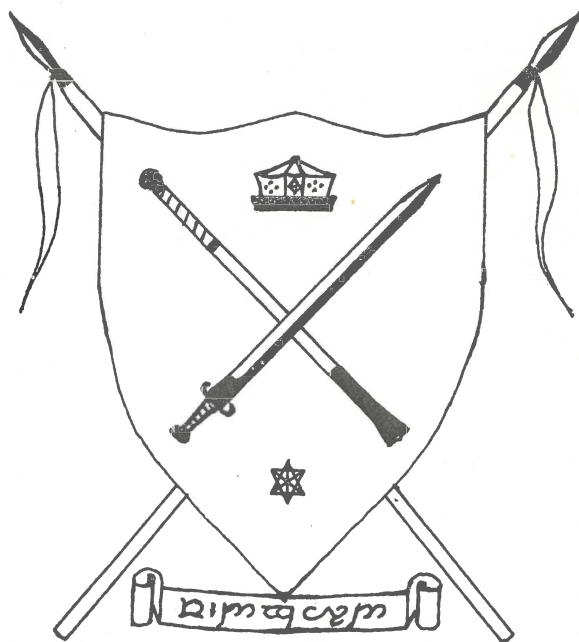


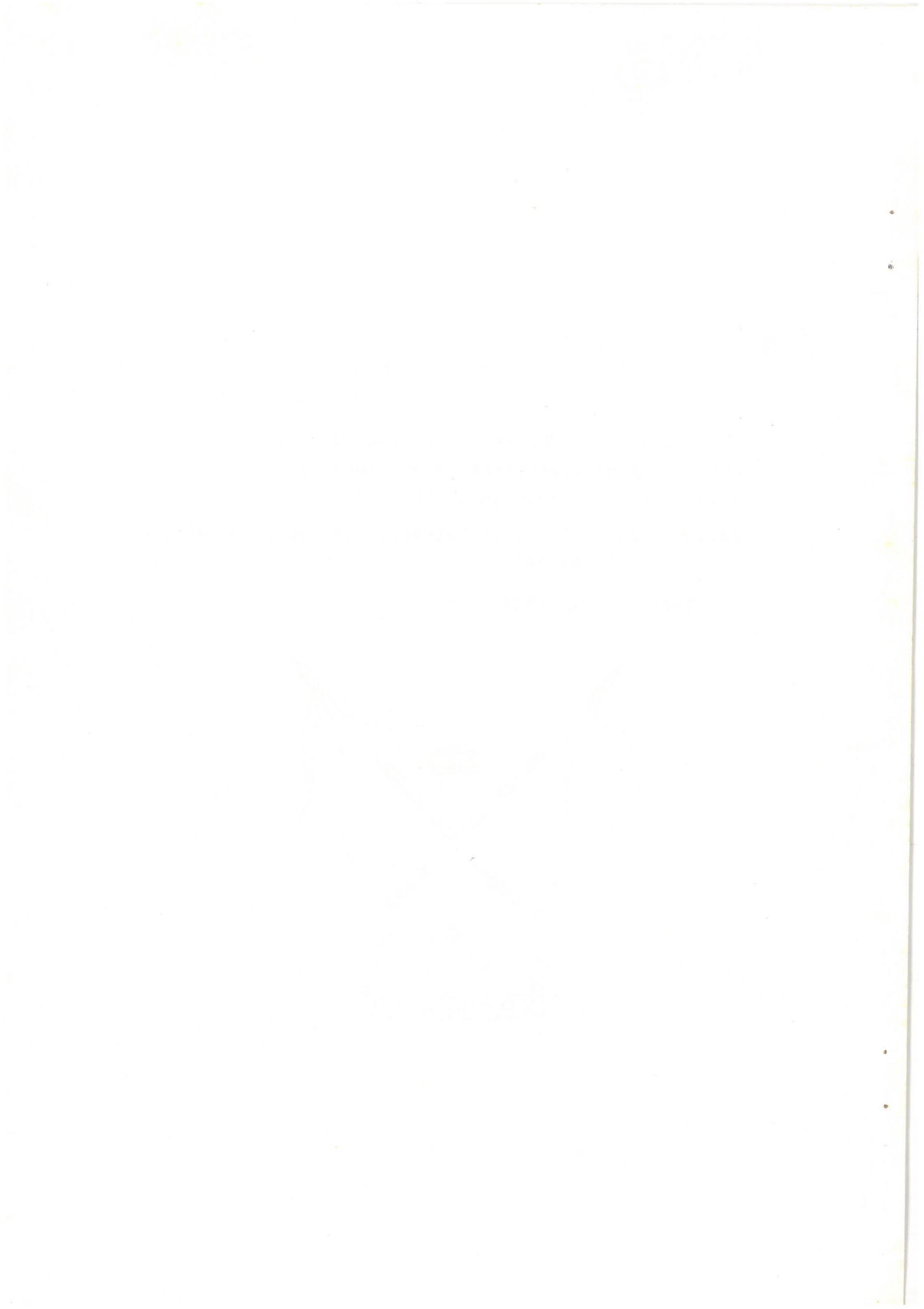


QUEENSLAND WARGAMER is the Journal of the  
University of Queensland 'Games Society',  
published five times annually.

Editor; Kevin Flynn, 18 Rossmore Ave Coorparoo 4151.  
Tel 397 8417.

Copyright © 1981 UQGS.







Editorial; by Kevin Flynn.

In the last issue of the Journal you will have noticed articles written mainly by myself, this resulted from the rapid change of editorship and an attempt on my part to catch up to our publishing schedule. Hopefully this issue will be on time and full of new authors and articles.

On more important financial aspects, it has come to the attention of the Executive that the cost of producing this magazine is very similar to the income of the club. This distressing news could be alleviated in the following ways:

1. Increase membership fees.
2. Introduce full and associate memberships where full membership will give you a copy of the magazine.
3. Advertising, this is the best alternative and an effort is being made right now to implement it through various shops in Brisbane and interstate. In the mean time however the members of club may be interested in partaking (remembering that the magazine does get around somewhat). What I have in mind is 1/8th page blocks that will sell at 50 cents each. These blocks will originally be larger but we have the use of a photo-reducer to shrink them. In this way the prospective client can set out his advertisement as he sees fit and we will reduce it to fit the required space. There is an obvious limit to this operation and further research will be undertaken. Should you have any inquiries then feel free to ask me.

In an effort to reduce costs the President has had the magazine registered as a category B publication for posting. As long as we mail 20 issues off we will be saving money. Using this we could also try to establish a mail order listing for those not in Brisbane.

Next I would like to say something about wargaming in Queensland and how you can be affected by it. Most people will surely know about the shops 'Challenge Games' and 'Brisbane Hobby Centre' and will buy games there regularly, recently however a new shop has opened up in the Queens Arcade. Why I mention this in the editorial is because I believe that this shop is extremely important to all wargamers. Economics is the key word to any wargamer and with the price of games we have to be careful what we buy. It should also be pointed out that we should be careful where we buy. As an example I will use the FRP rules book 'Runequest', this game is listed at a price of \$18.00 or more on the Military Simulations orderform, the Queens Arcade shop sells the game at \$13.95. I believe this results from the new shop ordering directly from the United States. It would seem the other retail game shops order through MilSims or require a considerable markup of their prices. Runequest is not the only game where the price varies and unfortunately not all prices do vary by as much, but it should be obvious to anyone that such a considerable variance in price is very disturbing.

I have spoken to a few of the people working at the new shop and they inform me that they will be expanding not only their range of games (which is very limited at this stage) but their shop space as well. I recommend that you try them out if only to maintain a third retail outlet and to promote competition which will hopefully stimulate lower prices, something we can all appreciate I'm sure.

Lastly, I again appeal for contributions from anyone who has the time. Surely you can spare something for a good cause.

\*\*\*ooo000ooo\*\*\*

The Presidents Report, 80/81.

As the AGM rapidly approaches it is customary for the President to put pen to paper and reflect on his past term and where the Society is heading.

I feel the last nine months have been a very important transition period for the Society. The Society was formed in second semester 1978 and we have grown from a small and shaky group to a very secure Society. We achieved the milestone of 40 financial members this year which places us in a very secure position especially as far as the Student Union is concerned. I implore next years executive to use the Clubs and Societies facilities to the fullest. I believe every student member has paid the Union \$70 this year and through Clubs & Societies we see some of that money spent on what we wish and enjoy.

The Society has a good collection of diorama equipment and the nucleus of a library which is for all members use. If you dont know of this collection please feel free to ask any member of the executive for details, after all, you own it.

Finally thanks to all the Committee for their help over the past year. Geoff, the secretary, Graham, the treasurer, and both editors; David who has held the position for almost three years, and Kevin who has recently accepted the position and is already planning bigger and better things. Last but not least, thanks to all the members who have made themselves available when needed, especially those who helped with O-Week this year. Every little bit of help has made my job easier.

Unfortunately due to Vet Science study commitments I cannot attend the AGM. I strongly urge all members to attend the AGM as your vote at this meeting will decide the group of people who will become the Societies driving force for the year to come.

May the best man win.

Denis Clancy.  
Das Fuhrer.

An Arthurian Army: by David Bugler.

The period between about 400AD and 550AD is generally called the "Dark Age" of British history. More or less in the middle of this period we have King Arthur, whose reputed victory at Mount Badon was said to have halted the English conquest for fifty years. This battle is generally dated to circa 495.

The problems of describing this corner of history from a military point of view are complicated by the more or less total lack of contemporary written material. I have therefore divided my article into two sections: Part One covers the historical background of the fifth century, and Part Two will attempt to draw up a WRG-style army list from the information thus acquired. Readers are referred to the list of useful books at the end of Part One, with the warning that Morris - on whom I largely depend - is considered a controversial historian by some of his colleagues.

To begin at the beginning - Imperial control of the five provinces making up the diocese of Britannia was lost in 410. There is good evidence that the Romano-British administration continued to operate well after this date, hoping for a return to the Imperial fold. Around 425 we find Vortigern ruling the diocese, and described as "tyrannus" - a term meaning that his authority, though accepted throughout Britain, was not derived from Rome itself. In accordance with standard Imperial practice, he invited barbarian federate troops to Britain to assist in defending against Pictish raids and Saxon piracy. The leaders of these federates are traditionally known as Hengist and Horsa.

Initially the English federates were given lands in Kent, to the north of London, and south-east of Hadrian's Wall; they were maintained by a levy on the British population. This was soon considered insufficient payment, and in 442 or thereabouts the English revolted against Vortigern. The revolt was eventually quelled, and Hengist's demands largely met, but at the cost of antagonising a large British party who wished to re-enter the Empire and do away with locally-organised federate forces.

This Imperialist faction may have been led by the somewhat shadowy Ambrosius Aurelianus, who apparently staged a successful coup against Vortigern in the 450s. By this time the English forces had begun a large-scale expansion, fed by wholesale immigration from their homelands in northwest Germany and Denmark. This period is characterised by English attempts to push north and west from their initial base areas, using armed force where necessary to acquire the land needed for permanent settlement in large numbers.

By about 475 the leadership of the British forces had passed to Artorius - Arthur in modern terms - described variously as "dux" and "tyrannus". He is definitely not "rex" or legal head of state, but as "tyrannus" seems to have held unconstitutional power throughout the non-English areas of the former Roman diocese. The title "dux" has a particular meaning in the late Empire: it designates the commander of a large armed force capable of independent action against enemies of the Empire.

These two titles, taken together, imply that Arthur - not King but Field-Marshal - had supreme military authority in the war against the English. We know virtually nothing about the



political structures of the period, but it is reasonable to suggest that he was the defacto leader of the Romanophile junta, a council of British nobles and local kings. I emphasise this point because one major argument against the historical reality of a King Arthur is this: his name is associated with many different areas of Britain - Wessex, Wales, Scotland - and he cannot have been king of all of them, so the chances are he wasnt king of any of them. The title of King is, however, a later mediaeval invention; a "dux et tyrannus" in the 480s would be expected to range widely in performance of his duties.

In terms of economic strategy, the English barbarians were after land which they could farm in peace, a Dark Age version of "lebensraum". The British economy was urbanised and well developed, with a Roman-style civil service and transport and industrial infrastructure. The rich farmlands of the south and east were necessary to feed the townsmen and sustain the sophisticated economic system. It was these farmlands that the English took for themselves.

The famous "departure of the legions" in the first decade of the fifth century was not as drastic as might appear. In the Roman army of the late Empire, the legions as such were only one component of a complex military system. Without going into detail, we may distinguish between field armies - mobile counter force corps - and garrison armies, living in fixed barracks and charged with the defense of a particular frontier segment. In Britain there were two garrison armies, covering Hadrians Wall and the Saxon Shore (eastern Channel and Thames estuary) against Picts and Saxons respectively. The actual details are more complex, but this rough description will suffice.

Apart from these garrison armies, there was a small field army somewhere in the diocese. Our only text for this period is the "Notitia Dignitatum"; it is mainly interested in the geographical distribution of units, naming each garrison unit with its base. The field army, however, is only mentioned in the lump sum as a command of three infantry and six cavalry units. For various reasons it is my opinion that the field army was deployed as a screen around London.

Other Imperial legions (only a thousand strong, not the 6,000 men of a Severan legion) had certainly been withdrawn in the fourth century. If there was a departure of the legions after 400, it was the field force that left. The Garrison units remained, each in its own fort, surrounded by the houses of the military families, merchants shops, cottage industries and veterans allotments.

The date of the "Notitia" is itself in doubt, but most likely refers to a period around 410-420, in Britain at least. It could possibly be a little later. Anyway, there is evidence to suggest that the field army did in fact return to Britain, perhaps in the early 430s, after its involvement in the Gothic campaigns in Gaul.

By implication, therefore, Vortigern in 425 had control of something over 20000 trained regular troops; this figure does not include the 6,000 men of the field army, or the unknown numbers of local militia and English federate troops. Going on the "Notitia" tables, in the north there were over 12,000 infantry and 4,000 cavalry; on the Saxon Shore, more than 3,000 infantry



and 1,000 cavalry - and I hasten to add that these figures are conservative estimates, not wild exaggerations! By 425 most of the men in these auxiliary units would have been Britons, as the units had been in the same forts for generations; so the diocese contained a considerable amount of local military talent, devoted to an Imperial allegiance.

However, the economy that supported a standing army of 20,000 troops - let alone the infrastructure of forts, roads and weaponry - was eroded and finally shattered by the continuing British expansion. Across the Channel, Gaul and the Empire had their own problems and were unable to help. In the face of such a collapse - which took at least fifty years - it seems unlikely that the Roman army could have remained for long unchanged.

The remaining literary evidence mentions both "Teleu" horse and "Pedyt" foot, but imply that Arthur's main force was composed of heavy cavalry. There need not in fact be any conflict between these two statements.

The postulated coup of Ambrosius, marking a change in British war aims, may also be the moment when a new strategic principle was adopted by the British. The Roman garrisons were used to fighting raiders - armed bands of Picts or Saxons bursting into Imperial territory, plundering and burning, then retreating out of range. The English were a different matter; they controlled considerable areas of the countryside, they were vulnerable in small groups, and when roused they could quickly field an army against a major threat. But they had no cavalry.

In response to this (and here I follow Morris closely) the British leaders decided - with centuries of professional military experience behind them - to adopt hit and run tactics. The western and north-western uplands provided secure base areas from which to mount rapid harassing strikes by heavy cavalry. Such forces were too fast and too well protected to suffer much in minor skirmishes, and could penetrate deep into English territory with relative impunity.

But making life on the frontier dangerous was not enough. It has always been a military truth that to control ground, you have to put men on it. Bearing in mind that Ambrosius and Arthur were fighting to retain a homeland, they needed infantry to hold the line and prevent English armies reaching the western base areas. For this task the remnants of the Roman garrison forces would be necessary. Though no longer recognisable as Roman auxiliary infantry, it must have been the Pedyt foot's regular status that enabled them to hold off for so long the English farmers-soldiers.

It is this latter point which exercises so many commentators. Certainly Britain - much less Rome - was no longer able to provide pay or uniforms for the whole army. But throughout the Dark Age, all sources stress the Romanising nature of British society; from Vortigern to Arthur, the emphasis was on retaining the Roman standards which had served Britain so well. Even if Arthur was the last Roman leader in Britain, he was still attempting to retain the old ways and institutions; hence the title "dux". I can see no good reason for assuming out of hand that his army must have descended altogether into a barbarian, irregular status.

Having thus outlined what I believe to be the likely histo-

rical background, Part Two of my article will attempt to provide a more concrete illustration of the sorts of forces which opposed English expansion in the later fifth century.

I would be happy to discuss in more detail some of the points I have made, if the editors are prepared to make space available in this magazine. ((Ed: space is no problem)) This applies especially to the problems of the "Notitia Dignitatum", which is a particular interest of mine.

Here is a list of a few useful items for those readers who are interested in reading further on the Arthurian period.

Ashe, G.: The Quest for Arthur's Britain. (London, 1971)

Chadwick, H.M. et al.: Studies in Early British History.

(Cambridge, 1954)

Heath, Ian: Armies of the Dark Ages. (WRG, 1976)

Morris, John: The Age of Arthur (London, 1973)

Richmond, I.A.: Roman Britain. (2nd Ed., Harmondworth, 1963)

and a couple of journal articles:

Burne, A.A. "The Battle of Badon - a military commentary" in History vol.30 (1945), pp.133-144.

Martin, K.M. "The Adventus Saxonum" in Latomus vol.33 (1974), pp.608-639.

### A Short Story.

Light drifted through tall trees upon a small group of adventurers, asleep in the carpet of leaves. Through the silence of the forest a mighty roar swept, waking the three men. They listened quietly then jumped to their feet, gathered some bags and began a quick trot down a faint path that wandered through the trees. The three men wore no armour or clothing that would distinguish them from normal mortals, and their faces showed tiredness and strain. They whispered to each other as they moved.

"Curse your soul Mandle, your greed is to be our end yet."

"My greed has made us rich my friend Boris," replied the Wizard.

"What good is riches to dead men," hissed Kand, the last member of the group.

"We are not dead yet," replied the Wizard.

"Oh, and pray tell, what wonderous deed are you going to perform to stop our enemy?" asked Boris cynically.

"Why Boris, how can you doubt our friend, isnt it obvious that he will kill the dragon with his magick," sneered Kand.

"Make fun of me if you will but the treasure we have now will be the dragons own death."

"Really, and who will kill the dragon, not you, your magic is drained; not Kand, he can do little till we have time to rest; and not I, I am not going to face the power of a Red Dragon by myself."

"Give it time, the dragon will make a mistake and that will be its end."

They all stopped jogging and rested beside a large tree, their bodies and the ground around them spotted with light that penetrated the deep foliage, then, for an instant the light was gone and the sound of air rushing over scales came to them. All three cringed closer to the trunk of the tree. The darkness came again but did not leave this time, the flaps of the huge wings echoing in their minds. There was a whoosing sound and leaves and branches of the trees burst into flames, casting a yellow horror upon the faces of the trapped men.

Kand jumped up and sprinted across the ground to hide behind a nearby tree, then to another where he dissappeared from the sight of Boris and Mandle. A crash of falling branches and flames heralded the dragons descent. It dropped in front of Boris and Mandle, its huge wings slowly closing to its body. The dragon was deep rust in colour, rather than red, and its eyes were blood red. From head to tail it must have been over 150ft long, its tail lashed back and forth between two tree trunks smashing pieces of bark and wood.

Boris got to his feet and drew his sword to face the beast, Mandle lifted himself up with the aid of his staff and waited at the ready. The dragon shot a small burst of fire in a laugh that shook the forest.

"So, I have caught the little mouses who stole my treasure, now how shall I squash them?"

"Do not jest with me dragon, for it may be my luck to reveal your foul heart to the light of day," spoke Boris.

"Such bold little mouses, how they can speak so loudly."

At that instant Kand appeared from behind the tree, he ran forth with his cross held forward, a mighty holy word leaving his lips. As he closed on the dragon flame burst forth from the tip



of the cross and washed over the side of the dragon, burning deeply. The dragon roared in pain, twisting his head to face the cleric then bringing his tail lashing around to strike him squarely across the chest. The cleric buckled under the blow and was flung across the ground to fall limp and unmoving.

While the dragon was turned to attack Boris had not wasted time, his sword lifted and fell swiftly, striking the neck of the dragon and penetrating deeping, sending blood oozing over the sword. Again the dragon turned to face the attack and in so doing clasp the sword with its neck, ripping it from the Heroes hands. Fire poured forth from the dragons mouth, washing over the leaves and trees and Boris. A scream of pain raised over the noise of the fire and Boris fell to the ground.

The dragon turned its eyes to the stunned wizard, the sword dropping to the ground as the neck loosened.

"Now little Magician, give me my treasure and perhaps I will let you free."

"Do you expect me to believe the words of a red dragon, I shall only give you your treasure when you are dead."

"And who will kill me now? You?" the dragon roared, laughing at the human before him, opening his mouth widely to let small bursts of flame shoot into the air. Mandle moved with a flash now, his staff rose into the air where it turned into a golden spear, the arm swung and the spear flashed for the open mouth and dissappeared into the dragons skull. The head held still for a moment then the whole body slumped to the ground.

Mandle moved slowly over to Boris's body and knelt beside it. Examination proved the obvious deathly condition of the body so he stood and moved to where Kand lay. Here hope shined, for Kand was still breathing. Mandle used the last of his magic to throw a cure spell on him, then sat down and slept, things could wait till Kand improved whereupon Boris could be raised.

Kevin Flynn

## An Article on the Prospects of Magick.

by Kevin Flynn.

The essence of all fantasy novels and all FRPs is magick (so too is its combat system but I'm only going to talk about magick.). You may note to start off with that I am spelling magick with a 'k' as do the authors of Chivalry & Sorcery, I find the distinction appealing and informative; 'magic' is a descriptive word used in everyday language, 'magick' is a stronger word referring you instantly to what I am talking about.

Exactly what is magick is a good question but in this article I refer only to its relevance to games and fantasy novels. In Jack Vance's "The Dying Earth" magick is the knowledge of the forgotten past, quite often it is a preserved technological device such as a flying car, a dagger that has a light source in the handle; but it is also the direct change or influence of the fabric of the universe. Pandelume, Vance's most powerful magician, says the following to his new apprentice; "He learned the secret of renewed youth, many spells of the ancients, and a strange abstract law that Pandelume termed 'Mathematics'. Within this instrument, said Pandelume, resides the Universe. Passive in itself and not of sorcery, it elucidates every problem, each phase of existence, all the secrets of time and space. Your spells and runes are built upon its power and codified according to a great underlying mosaic of magick. The design of this mosaic we cannot surmise; our knowledge is didactic, empirical, arbitrary, Phandaal glimpsed the pattern and was able to formulate many of the spells which bear his name. I have endeavored through the ages to break the clouded glass, but so far my research has failed. He who discovers the pattern will know all of sorcery and be a man powerful beyond comprehension."

Magick in Vance's books is usable by all who can obtain knowledge in it, its effects can be direct and deadly. Spells such as the 'Excellant Prismatic Spray' will kill any creature instantly. All of Vance's magick is justified by Arthur Clarke's statement 'that any sufficiently advanced technology is indistinguishable from magick', he does not go all the way to pure fantasy.

At almost the other extreme is Tolkien, in LotR magick is a mystical power known only by the few and the powerful. Its effects upon the common man are minimal. Gandalf used magick of a destructive nature only rarely but we are still given glimpses of just how powerful it can be by the Ring itself. Tolkien is subtle, I imagine he did not wish to delve into mysticism in an effort to make his book more acceptable, magick is a power few understand or are willing to accept.

In Piers Anthony's Land of Xanth series, magick is unique to the individual and absolutely everything has it. Anthony's stories and style tend toward humour generally but in the book 'Source of Magic' the characters find that magick is a transient thing, depending entirely upon a Demon known as X/ANth, when the demon is freed from the land then all magick goes with him. In the end of the book however the demon returns to raise the question of whether the heroes magick (and you will have to read the book to follow what I am talking about) is superior even to the demons.

Possibly the most interesting (and humourous) approach to magick is found in Gordan R Dickson's "The Dragon and the George",

here the Magician Carolinus constantly speaks to the omnipresent 'Auditing Dept' to keep track of the balance of power and payment. Gordan gives us a book with two sides, good and evil, set in a world where magick exists quite powerfully but at a cost. Every use of magick by one side also allows the other side a use, the balance must be kept and payment made. At the last battle of the book the magician does nothing but stand in the middle, the power of his magick equalling exactly the power of the evil ones. Dicksons ideas are tidy and would quickly dismiss a D&D wizard who uses his powers willy nilly.

The Sword of Shanara, by Terry Brooks, follows in a similar vein, here the magician Allanon strides the Earth for a short time to help defeat the enemy only to dissappear at the end to pay his debt for longevity: "There must have been times when you guessed that I was older than any normal man could be, surely. The Druids discovered the secret of longevity following the First War of the Races. But there is a price - a price that Brona refused to pay. There are many demands and disciplines required, Shea. It is no great gift. And for our waking time, we pile up a debt that must be paid by a kind of sleep that restores us from our aging. There are many steps to true longevity, and some are not - pleasant. Not one of is easy. Brona searched for a way that would not carry the same price, the same sacrifices; in the end, he found only illusion." Sword of Shanara is an epic in the style of LotR, the magick is more pronounced but none of it is too overwhelming, used mainly to protect or supply answers. In the end the most powerful magick turns out to be 'truth' but that is not concerned with this article.

Next we come to Stephen Donaldsons "Thomas Covenant" series. My own opinion of Donaldson varies considerably with what part of his books I am reading. Undoubtedly his fantasy and magick is superb. Donaldson gives us clear distinctions between various lores of magick in his woodlore and stone lore. Above these he has the Council and Kevins Lore. Sperate from all these is Lord Fouls own lore and the Demondim Lore. Again, as with all epic fantasy novels, magick tends to be covert rather than overt, only Covenant and Foul use magick aggressively. Magick can be helpful or harmful at the same time (especially wild magick).

The last set of books I will talk about is Fritz Leibers "Fafrd and the Grey Mouser" series, a wonderful collection of adventures with probably the best fanatsy characters ever developed. Fafrd and Grey Mouser rarely get to use magick in their adventures but it is often used against them. They have wizardly patrons in the form of Ninguable and Shelba, but these wizards hardly ever intervene personally, preferring instead to use Fafrd and Grey Mouser as agents for their tasks. Pointing out the fact that even the greatest wizard is still vulnerable to physical death.

The above discussions of some of the more prominent books is to show you some of the important aspects that exist within all fantasy literature, the source from which we should draw our magical systems. All FRPs today have their own style of magick (possibly due to copyright laws) and we all have our own favourite imaginings about what magick can and cant do. Each player will tend toward the magickal system he feels is believable and most comfortable in. If you dont like the present system then you



could try developing your own.

At the time of writing this article there were four major FRPs around, they are Dungeons & Dragons, Chivalry & Sorcery, DragonQuest and RuneQuest. Of these four only C&S really delves into the true possibilities of magick and its variations of form and style. D&D is blunt, simple, and in my opinion, a cheap form of magick, pandering to those who delight in overpowering, blasting or burning their opponents. DQ I am not too familiar with but they do offer a selection of magick users and each type generally has his own types of spells. The method of use of the magick appears simple enough (although getting the magick to work can be hard) and they do use a backfire system. It all appears quite promising. C&S, although extensive and showing great possibilities, does tend to boil down to a player spending vast amounts of time just learning his skill; now this may be all right in a novel but for a FRP it is intolerable. The players are there for adventure, pure and simple, only a few enjoy the realism of such a system. C&S is brilliant and I admire it tremendously but I do believe it could be altered favourably. Lastly is RQ, possibly the easiest of all the magickal systems. Magick in RQ is non-violent to a large degree, being mostly to enhance and support ones own skills. A nice system but it lacks any flare or colour. In RQ magick tends to be common.

So what is the best magickal system? Should it be massive and intricate like C&S, blast and burn like D&D or something else? My own preference is to develop my own set of rules, ones that contain what I believe is how magick should work. Not everyone can sit down and write their own rules (and quite possibly neither can I) but the effort is worth it if only to enlighten oneself to the infinite possibilities. I believe the C&S system to be superior in its variety (and its trully amazing Basic Magick system) but RQ also appeals due to its non-aggressive nature. Yet magick is immensely powerful so power should be available to be used, but at what cost? All novels tell us that power must go hand in hand with some form of payment, this is a basic principle that should not be forgotten.

## NEXT WAR.

Review by Noel Bugeia.

Not much has been written locally about the behemoth and as I seem to have the only copy in the society, it would probably be best if I put down what is good and bad about the game.

Firstly the background; Next War is a prediction of what would happen if Russia decided to invade Western Europe. Produced in 1977 the game is reasonably well up to date on current military strengths and doctrines. A recent 'chrome plating' came out in an edition of Moves to update the game. This proved less than satisfying and is better ignored.

The designers assume several things:

1. Nuclear devices of a strategic nature will not be used.
2. The Soviets surprise NATO almost completely (there is a campaign scenario 'Tension' in which both sides build up like mad before the invasion. It is my opinion that the Soviets are doomed to lose this one.)
3. The USA has a 1 year delay in becoming an effective war machine.
4. The other Warsaw Pact nations almost always support the invasion. (Poland for example might not now.)
5. Soviet electronic warfare is better than NATO's.
6. Any self respecting airplane which goes below 1000ft will wish it hadn't.
7. No strategic high level bombing is undertaken by either side.

I will deal with each of these points separately.

If the Soviets start to win in Germany then it is highly unlikely that the other NATO countries will stop short of Strategic War. They (most especially France) know that they will be next. The Soviets on the other hand really wouldn't want to start anything if they were winning, after all they would have everything to lose.

I doubt very much if any major power could attack another these days without at least a weeks warning. There is a theory that NATO only has to keep track on Russian conscription to see if a war is coming. The Russians serve 2 years compulsory service after which they are released. The day that the army retains these conscripts is the day NATO should get worried.

There is every reason to believe that the USA would be much faster in getting to a war footing in this day and age. I would give it 6 months rather than 1 year.

At present it is doubtful if any Warsaw Pact nation would support an invasion of West Germany. There is just too much to lose.

The reason they give as to why Soviet Electronic Warfare (EW) is better than NATO's as given in the rules, is that the Warsaw Pact's is simpler and less can go wrong with it. Well, human sight is simpler than radar but give me a good over the horizon radar set any day for early warning of an incoming attack. NATO tends to have at least two backups for each system, if one fails they just plug in the reserves.

The flak rules are murder. Any plane, be it F111, F15, MIG23 or Harrier, gets wiped out if it goes near the ground. This turns

the air war into just a bit of fun (for NATO, as they win it), as it can have no real effect on the ground war. Strange, I thought the air forces were supposed to give ground forces support.

Everybody seems to ignore the Strategic bombing of ground forces. It would seem to be good strategy to bomb to slag those nice long lines of Soviet tanks. Perhaps I'm missing something and it may not be possible to do this, but nobody gives any reasons why not.

The air-to-air combat tables are weighted heavily in NATOs favour, possibly because of NATOs supposedly better aircraft. Now don't get me wrong - I think that the Next War designers decided to give everyone a scare and made the Warsaw Pact tougher than they really are (on the ground). The air war going to NATOs better aircraft just doesn't seem right. While Russias large 16B12 armoured divisions seem very tough on paper, they really can't do all that much to a determined defender. The defender can always retreat if he loses and what is a few step loses to a brigade anyway.

The cities are where NATO really excels, a few brigades, plus artillery and EW support in a city is almost impregnable. It will cost the Warsaw Pact 5 or 6 step loses to take (more if ground support is available) and will tie up 4 or 5 divisions for 3 or 4 turns. This tends to really slow down the Warsaw Pact.

In a recent game of Next War my opponent (who was new to the game) left several very large gaps in the Warsaw Pact line, as a result several brigades rushed through and destroyed airfields plus half the Soviet airforce, and were one movement point from destroying the other half. This can be really nasty. A recent rules change now allows the planes sitting at the airfield to defend that airfield, this makes the above act harder but not impossible.

The Russians get far fewer chances for this type of exploitation as their numerous airbourne and airmobile forces are wasted since they cannot get air superiority.

It is my opinion that NATO will win Next War. The Rhine will effectively stop all Russian advance. (Small comfort for West Germany) Any unit that crosses is immediately out of supply and soon out of flak and hence under the mercy of helicopters and Flls of the USAF.

If the nuclear option is used, this will disadvantage the Warsaw Pact so greatly that they might as well go home. The Russians have the perfect military unit with which to go munching on the battlefield. This is 1x16B12, 1x(4B4-1), 1xEW, 1xEngineer unit. In a nuclear environment on the first turn, 6 of these will be almost wiped out, and 2 more per turn. As NATO doesn't concentrate as much (and tends to hide in cities which are nuclear proof) he is that much safer. Four 4Dls are a lot easier than one 16B12.

As for offence, NATO doesn't get much chance for this as the Russian divisions are pretty well able to stop any attack. Again the defender may retreat if beaten, but this is no big deal.

In conclusion, while the Warsaw Pact has a significant material advantage (about 3:1) this is not nearly enough to win more than a marginal victory. When the bulk of the US army arrives in about 6 months (or even sooner) the Russians will have to give up ground war in Germany.



FOR THE GREATER GLORY OF GOD.

An account of a wargame wherein the Persians were converted by the sword of Christ.

by John Sandercock.

After failing to achieve any more than a disappointing stalemate against Alexanders Macedonians, the Teutonic Order turned its attention eastwards, to convert the heathen Sassanid Persians to the true faith.

The Persian King of Kings defiantly rejected Hochmeister Winrichs generous offer to save the souls of his subjects, and ungraciously declined to visit Rome. The Orders cavalry subsequently met the unregenerate Persian army drawn up in full battle array near the village of Zenoste.

In this account of the battle of Zenoste, the reader is referred to the diagrams exquisitely drawn after the battle by Brother Johnathan, military secretary to the Hochmeister.

The Teutonic left flank was protected by a deep gully, which led up towards a patch of forest. To the right of this forest was the little village of Zenoste, and from the village a broad flat plain swept to the horizon. All the local inhabitants had, of course, fled in terror at the approach of the mighty Order.

The Hochmeister arrayed his forces in three Battles; the left was under his deputy Holmberger and the right under the trusted subordinate Karlstein, while he kept the centre directly under his own command.

One unit of stalwart Prussian infantry was assigned the job of taking and holding forest, while the remaining Prussians operated from Zenoste itself. Between these trusty bands, and a little to their rear, two unit of sturdy Sergeants cavalry waited, with a group of Knights posted behind them in reserve.

To the right of Zenoste and level with its Prussian defenders were the valiant fellows of the Lithuanian cavalry in two units; behind them Winrich placed the Galloglas infantry, his remaining knights and a unit of Sergeants. Two more units of Sergeants held the right flank under Karlstein, and another two remained patiently in reserve behind the centre.

The proud Persians, disdainful of their enemys might, drew up in a single line. On their right they placed light cavalry and light infantry in front of the forest, and next to them five units of sweating clibanarii. In the centre, confidently expecting a crushing victory, they drew up five elephants behind a screen of light archers. Next to them cowered a mob of despicable levies. Their left flank was held by two more clibanarii units and a force of light cavalry.

The battle opened with the Prussians moving up to occupy their positions in the village and forest. Holmbergers cavalry waited patiently for his infantry to flush the heathens out of the forest; along the rest of the line, proud Teutonic cavalry had no hesitation in moving forward to confront the enemy in the strength of the true faith.

On the right flank, the Lithuanian horse of one unit moved forwards to engage the bowmen protecting the elephants, while their compatriot unit advanced gleefully to fire upon the clibanarii. The Galloglas marched forwards with a steady pace as knights wheeled left across their front. The leftmost Sergeant

unit in reserve recieved new orders to join noble Holmberger, whilst the remaining Sergeants wheeled to their right to deal with the enemys cavalry and cretan levies.

On the Persian right their light forces advanced, leaving the reluctant clibanarii to support them as best they might. Else-where the heathens moved slowly forwards, keeping pace with their elephants, unwilling to hasten the meeting with such a redoubtable foe.

The Orders left met with immediate success. Sturdy Prussians met the Persian bowmen, and chased them from the forest like chickens before a fox - the heathens having no stomach to stand and fight. Their light cavalry, seeing then bowmen brushed like flies from the face of the Prussian unit, plumped for discretion and halted their advance.

At the same time the brave Lithuanian horsemen stood fearlessly before the enemys clibanarii, concealing the advance of Winrichs bold Knights. The other Lithuanian unit, a band of heroes, lost many brave fellows in a hail of arrows - crushed by the weight of Persian fire, but valiantly succeeding in delaying the advance of the dreaed elephants. On the right, brave Karlstein led his Sergeants into the attack against some clibanarii, throwing his victims back in disorder.

In the centre, the earth itself began to tremble, the Lithuaniana opened ranks to reveal a mass of charging knights to the amazed clibanarii. The latter, stricken with terror, fled in disgrace before the knights approach with their cowardly General leading the pack. This dramatic collapse of the Persian centre, and the Prussians noble efforts in clearing the forest, persauded the cautious Holmberger that the time was ripe for a general advance against the enemys right.

The leftmost Lithuanian unit took advantage of the opening centre and moved onto the elephants flank, supporting those knights who had rallied after their initial setback. Their brave countrymen still galled by a withering bowfire, reeled away from the huddled mass of Persian archers. On their right, a unit of Sergeants advanced and chased away the boldest horse-archers, and thus removed the worst of the murderous bowfire.

To the right of this action, a Sergeant unit was forced to give ground from some clibanarii, who for the moment were making a concentrated effort to win the melee. The craven levies, seeing this, finally mustered their courage and attacked Karlstien, sadly beset as he was by the frantic efforts of the enraged heathends.

However, he coolly broke off combat and withdrew, outpacing his broken winded pursuers - who were then charged by two nearby units of Sergeants, delighted to be presented with prey in such disorder. The clibanarii and hang dog levies were duly chased away.

Meanwhile, the Sergeants on the far right were assailed by superior numbers of clibanarii, and began to give ground. Their friends nearby gathered to charge in and save the valiant few, but the Persian horse archers chose this moment to sacrifice themselves in a vainglorious charge to hinder the rescuers.

In the centre, the elephants charged against the knights and Lithuanians to their front, and forced the Lithuanians to flee. Closer to the knights, however, were the clibanarii they had ear-

lier chased; working up a killing frenzy, they ignored the elephants and leaped onto the rear of the fleeing clibanarii. A dual slaughter was the result. The knights finally broke the clibanarii, but from their rear the knights were destroyed by the charging elephants, who annihilated all they caught. However, the apparently invincible elephants had abandoned their screening force, and now began to receive archer casualties for the first time. They were further distressed by the approaching galloglas; and the Hochmeisters Prussians were grimly advancing towards close archery range.

Winrichs remaining unit of knights closed in on the now rallying clibanarii, braving scattered casualties from archer fire to reach a position whence they could be sure of catching the enemies next charge.

On the left, Holmberger finally let loose his cavalry charge, while at the same time his blood-keen Prussians charged the enemy archers once again. God was surely on Holmbergers side, for the archers were caught in flight, and the fury of his cavalry threw the clibanarii back in shameful disorder.

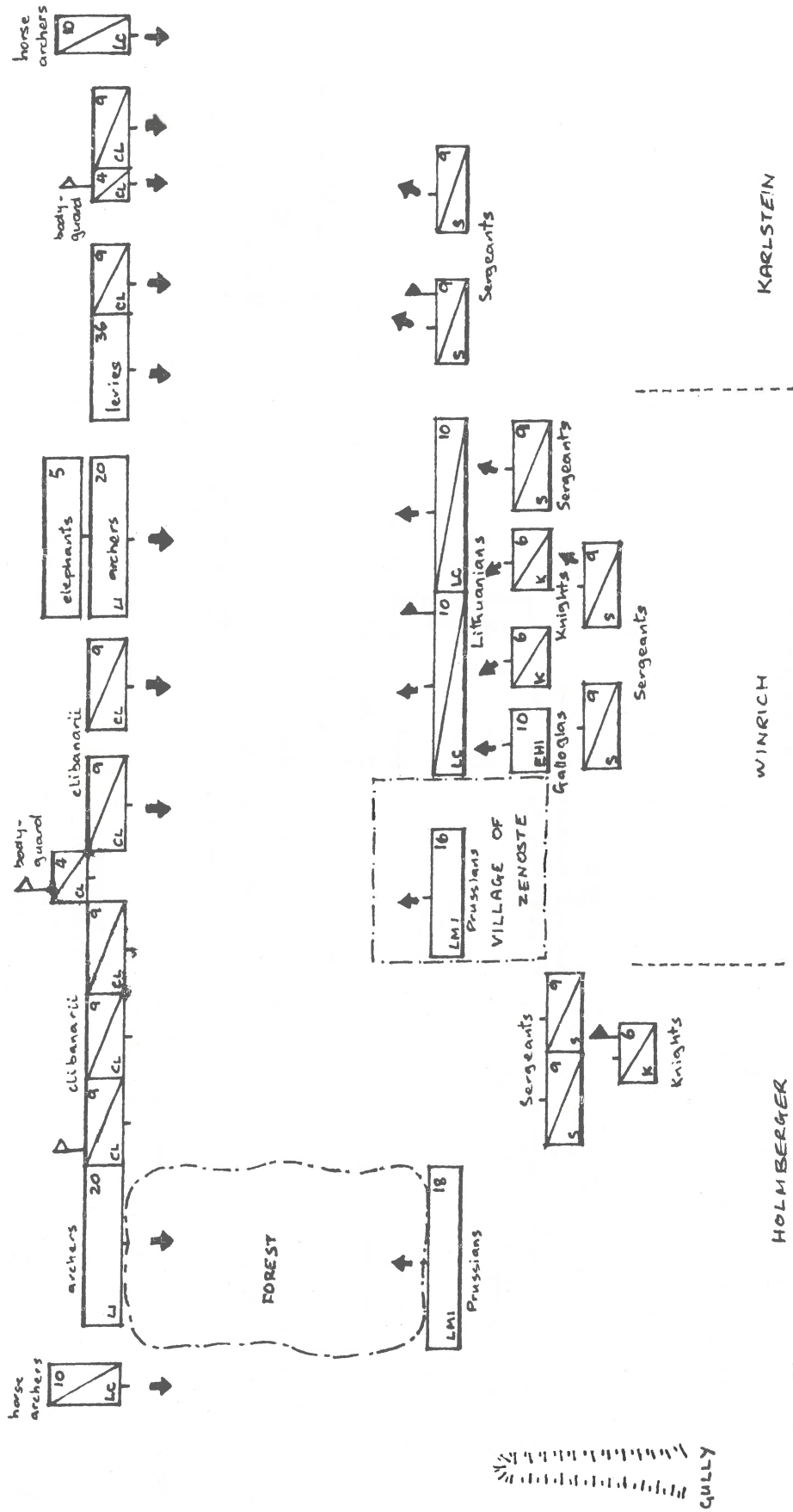
The clibanarii watched in horror as the vengeful Prussians struck again into the rear of the terrified archers; knowing they would soon feel the Teutons fury in melee, they turned in wild flight. Seeing this final blow to his hopes, the Persian King of Kings knew he could not fight on. At once he laid down his arms, and surrendered to the mercy of the Hochmeister Winrich.



# THE BATTLE OF ZENOSTE

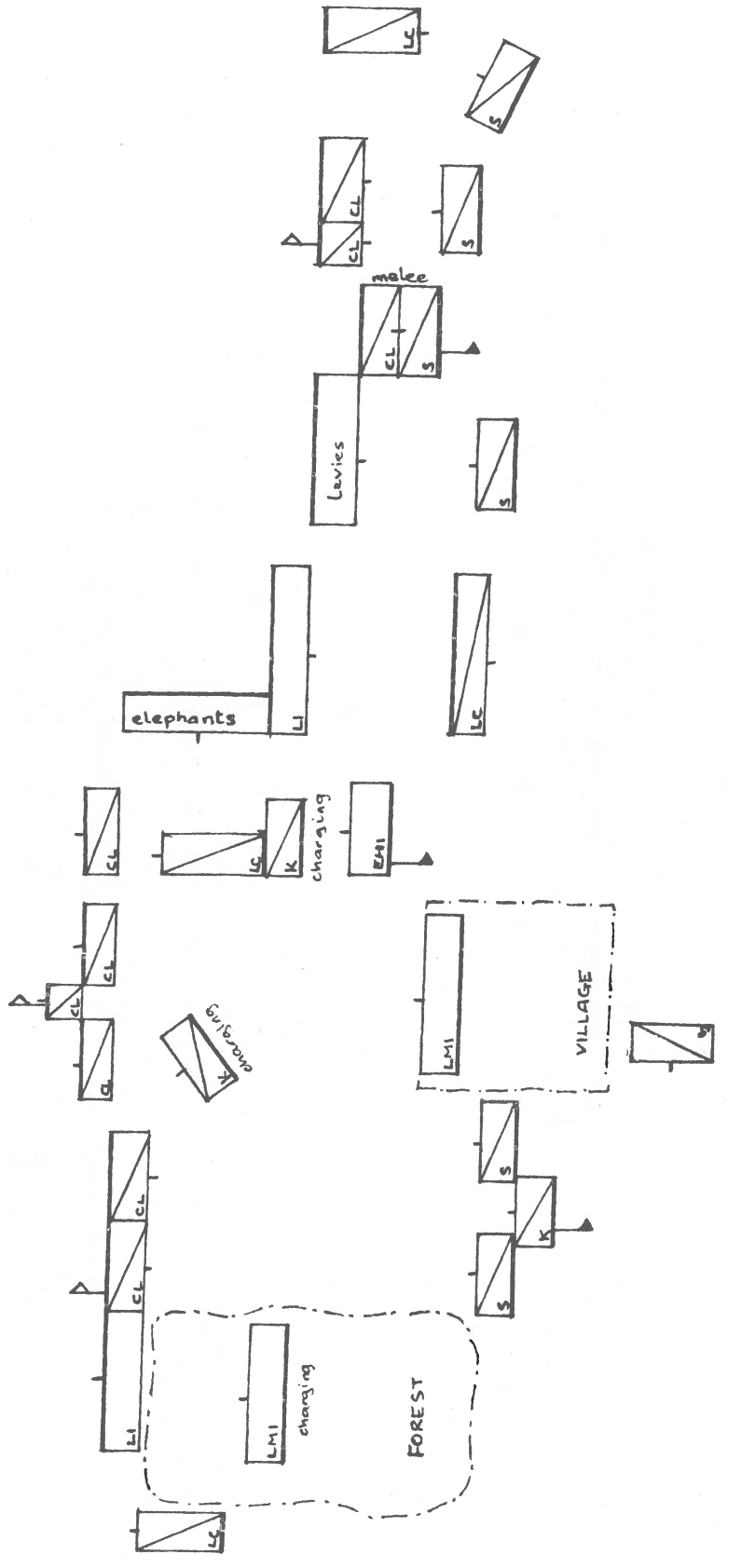
at the start of the first period.

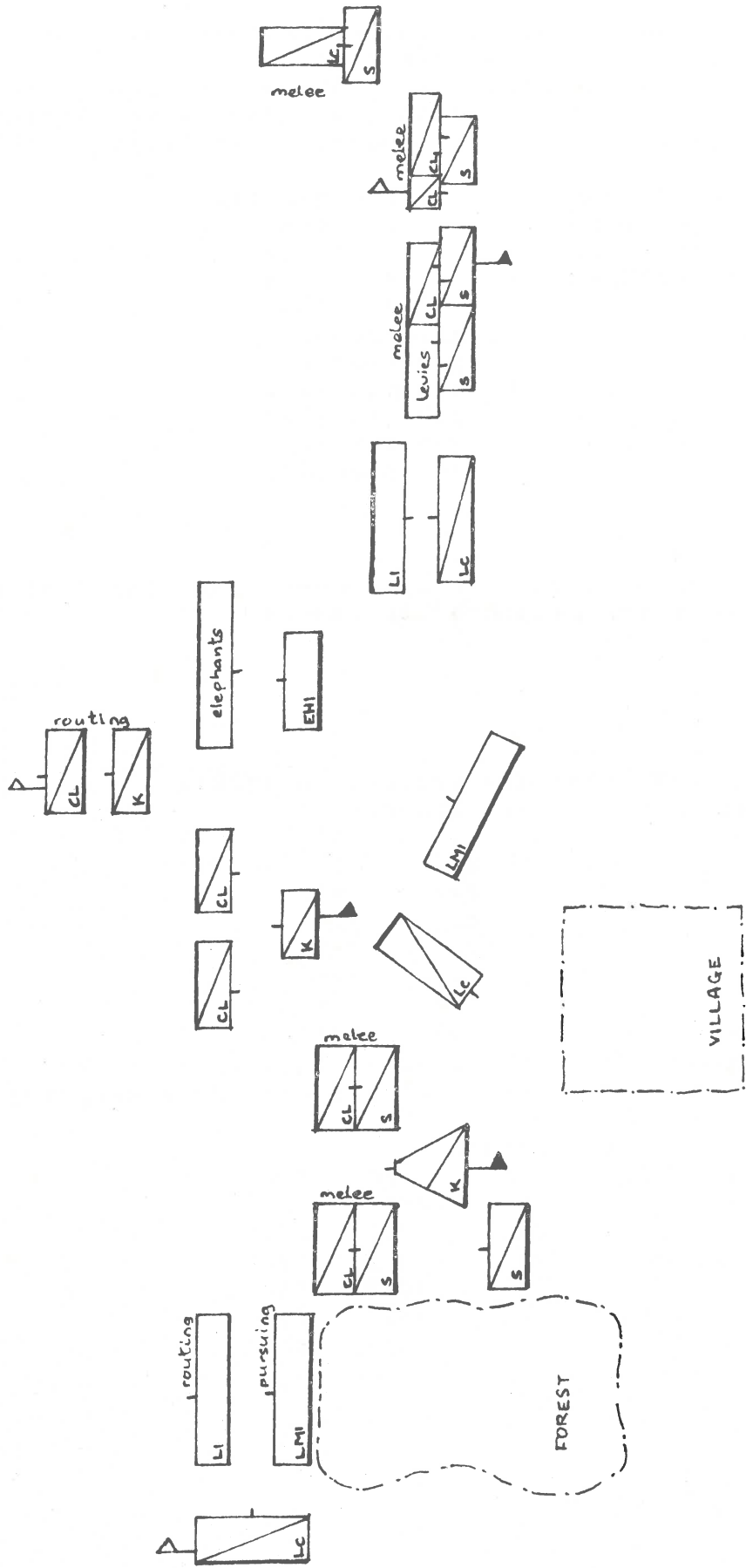
Fr. Ioannes Pinxit A.M.D.G.



THE BATTLE OF ZENOSTE  
at the end of the third period.

Fr. Kannes Pinxit a.m.d.g.





THE BATTLE OF ZENOSTE  
at the end of the sixth period.

Fr. Joannes pinxit a.m.d.g.





Dungeons & Dragons Random Monster Generation.  
by Kevin Flynn.

The following system is fairly easy to use but may require some adjustment as illogical combinations may occur, however, dont just throw-out everything that doesnt seem right, think about it for a while.

- |                             |                 |
|-----------------------------|-----------------|
| 1/. 1-2 Highly Intelligent. | 2/. 1-4 Mammal. |
| 3-4 Average Intelligence.   | 5-7 Reptile.    |
| 5-6 Low Intelligence.       | 8 Other.        |
| 7-10 Animal Intelligence.   | 9 Undead.       |
|                             | 10 Special.     |

- |                       |                |
|-----------------------|----------------|
| 3/. Armour Class.     | 4/. Alignment. |
| AC/Mammal. AC/Others. | 1-2 Lawful.    |
| 1 3 2                 | 3-5 Neutral.   |
| 2-3 4 3               | 6-7 Chaotic.   |
| 4-7 5 4               | 8-9 Hungry.    |
| 8-11 6 5              | 10 Special.    |
| 12-15 7 6             |                |
| 16-18 8 7             |                |
| 19-20 9 8             |                |

5/. Hit Dice... this will rely on a predetermined level of the monster, selected by the GM.

- |     |           |
|-----|-----------|
| 1   | Level +2  |
| 2-3 | Level +1  |
| 4-7 | Level     |
| 8-9 | Level -1. |
| 10  | Level -2. |

Results of less than one are treated as 1/2HD.

- |                         |            |
|-------------------------|------------|
| 6/. Hit Dice Modifiers. | 7/. Speed. |
| 1 +4                    | 1 3"       |
| 2-3 +3                  | 2-3 6"     |
| 4-7 +2                  | 4-7 9"     |
| 6-7 +1                  | 8-11 12"   |
| 8-9 -1                  | 12-15 15"  |
| 10 -2                   | 16-18 18"  |
|                         | 19 21"     |
|                         | 20 24"     |

8/. Undead; are turned by clerics as if they were of level HD/2. Undead of 17+ level are turned as Vampires.

9/. Damage Done.

|    | Level of Monster. |      |      |       |       |      |
|----|-------------------|------|------|-------|-------|------|
|    | 1-4               | 5-8  | 9-12 | 13-16 | 17-20 | 21+  |
| 1. | d3                | d6   | d8   | d10   | 2d8   | 2d10 |
| 2. | d4                | d8   | d10  | 2d6   | 2d12  | 2d12 |
| 3. | d6                | d8   | 2d6  | 2d8   | 2d12  | 3d10 |
| 4. | d6                | d10  | 2d12 | 2d8   | 3d10  | 4d10 |
| 5. | d8                | 2d6  | 2d8  | 2d12  | 3d10  | 5d10 |
| 6. | d8                | 2d12 | 2d8  | 2d12  | 5d10  | d100 |

10/. Special Characteristics.

Number of Special Characteristics.

| HD    | 1   | 2   | 3   | 4    |
|-------|-----|-----|-----|------|
| 0-2   | 75% | 90% | 95% | 100% |
| 3-5   | 50% | 75% | 90% | 95%  |
| 6-8   | 40% | 65% | 80% | 90%  |
| 9-12  | 30% | 55% | 70% | 85%  |
| 13-16 | 20% | 45% | 60% | 80%  |
| 17-20 | 10% | 35% | 50% | 75%  |
| 21+   | 05% | 25% | 45% | 75%  |

The above table works on a percental roll going across the page, thus a roll of 74 or less on the first line means there is no special feature.

See Special Characteristics Table later.

11/. Special Physical Characteristics.

Roll percental dice, a roll of 71-85 means 1 feature, a roll of 86-95 means 2 features and 96-00 3 features.

1. No head.
2. 3 eyes.
3. 4 eyes.
4. Stalk eyes.
5. Unusually long fangs (poison or damage bonus?)
6. Unusually long claws (digs, damage bonus?)
7. Antennae.
8. 3 segment body..
9. No eyes.
10. 2 heads.

12/. Physical Characteristics. (Undead will have none)

SIZE.

| HD    | Small | Medium | Large | Giant. |
|-------|-------|--------|-------|--------|
| 1-4   | 1-8   | 9-16   | 17-19 | 20     |
| 5-8   | 1-4   | 5-14   | 15-18 | 19-20  |
| 9-12  | 1-2   | 3-10   | 11-16 | 17-20  |
| 13-16 | 1     | 2-9    | 10-16 | 17-20  |
| 17-20 | 1     | 2-8    | 9-16  | 17-20  |
| 21+   | 1     | 2-7    | 8-15  | 16-20  |

Small is 1-4ft, Medium is 5-9ft, Large is 10-14ft and Giant is 15+ft.

13/. Limbs.

|      | No. of legs. |     | No. of arms. |
|------|--------------|-----|--------------|
| 1    | 1            | 1   | 1            |
| 2-5  | 2            | 2-6 | 2            |
| 6    | 3            | 7-8 | 2tentacles.  |
| 7-10 | 4            | 9-0 | 3            |

14/. Exterior Cover.

|      | Mammals.  | Reptiles. | Specials |
|------|-----------|-----------|----------|
| 1-5  | Hair      | Scales    | Cretin.  |
| 6-8  | Skin      | Skin.     | Skin.    |
| 9-10 | Feathers. | Hair.     | Hair.    |

15/. Colouring.

|       | Mammals. | Reptiles.  | Specials. |
|-------|----------|------------|-----------|
| 1-6   | gray     | green      | orange    |
| 7-10  | white    | gray       | grey      |
| 11-12 | black    | grey-green | red       |
| 13    | brown    | blue       | green     |
| 14    | green    | red        | blue      |
| 15    | blue     | black      | purple    |
| 16    | red      | yellow     | brown     |
| 17-18 | striped* | striped*   | yellow    |
| 19-20 | spotted* | spotted*   | black     |

\*Roll two colours or more if striped or spotted is repeated.

16/. Special Characteristics for Mammals.

- 1-3 Hostile to dwarves.
- 4-6 Hostile to elves.
- 7-9 Hostile to hobbits.
- 10-12 Hostile to Magic Users.
- 13-15 Hostile to Clerics
- 16-18 Hostile to Paladins.
- 19-21 Regenerates 1-3/1-4/1-6/1-8/1-10/1-12 pts per turn.
- 22-24 Does double damage.
- 25-27 Only silver or magic weapons will effect.
- 28-30 Silver/magic weapons do double damage.
- 31-33 Has poison whip.
- 34-36 Flier, speed 24.
- 37-39 Bite is poisonous.
- 40-42 Bite causes disease infection.
- 43-45 Gaze causes stun, paralysis, stoning or death.
- 46-48 Web.
- 49-51 Monster has horns.
- 52-54 Claws do 1-4 extra, each
- 55-57 Cannot be harmed by missiles.
- 58-60 Silent movement.
- 61-63 Proboscis does blood drain 1-4 pts per turn.
- 64-66 Has Charm spell.
- 67-69 Has fire breath.
- 70-72 Has anti-magic shell.
- 73-75 Reflects all magic.
- 76-78 +1 to all hit chances.
- 79-81 Flees when outnumbered.
- 82-84 Explodes 30 seconds after death.
- 85-87 Sprays acid doing 1-4/1-6/1-8/1-10/1-12/1-20.
- 88-90 Sprays dark gas cloud, obscures vision.
- 91-93 Can turn invisible.
- 94-97 Can shoot darts as a Manticore.
- 98-00 Is horrifying, -5 to morale.

17/. Special Characteristics for Reptiles.

- 1-3 Touch causes paralysis, stoning, death.
- 4-6 Poison bite.
- 7-9 Poison sting in tail.
- 10-12 Cold breath.
- 13-15 Breathes lightning.
- 16-18 Breathes fire.
- 19-21 Increase AC by 1. (better)
- 22-24 Increase AC by 2.



- 25-27 Add 1 hit dice.
- 28-30 Add 2 hit dice.
- 31-33 Movement -3.
- 34-36 Flier, speed 18.
- 37-39 Flings tail spikes as Manticore.
- 40-42 Regenerates as mammal power.
- 43-45 Commands snakes at will.
- 46-48 Does double damage.
- 49-51 Legless, speed +3.
- 52-54 Hit causes disease.
- 55-57 Magic, silver weapons do double damage.
- 58-60 Fangs do 1-4pts extra damage.
- 61-63 Gaze causes confusion.
- 64-66 Doubly effected by slow spells.
- 67-69 Claws do 1-4pts extra.
- 70-72 Tongues can be used as a whip.
- 73-75 Tail can do 1-20 damage.
- 76-78 Spits acid.
- 79-81 Drops tail when attacked.
- 82-84 Can dig through dirt 6"speed, rock 3"speed.
- 85-87 -1 to attacks when in a dungeon.
- 88-90 Fire has no effect.
- 91-93 Magic has no effect.
- 94-96 Screams, causing damage and surprise.
- 97-00 Is horrifying, -5 morale.
- 18/. Special Characteristics for undead.
- 1-3 Missiles are ineffective against it.
- 4-6 Only magic weapons effective.
- 7-9 Only magic and silver weapons effective.
- 10-12 Magic and silver weapons are only half effective.
- 13-15 Destroyed by fire.
- 16-18 Destroyed by sunlight.
- 19-21 Destroyed by running water.
- 22-24 Destroyed by holy water.
- 25-27 Destroyed by cold.
- 28-30 Turned by cross.
- 31-33 Turned by mirror.
- 34-36 Turned by garlic.
- 37-39 Turned by wolves bane.
- 40-42 Any victim will become as the monster.
- 43-45 Undead is lawful/good.
- 46-48 Undead can turn/dispell clerics.
- 49-51 Charm person ability.
- 52-54 Touch causes paralysis, disease, drains levels.
- 55-57 Commands rats.
- 58-60 Commands wolves.
- 61-63 Flier, speed 18.
- 64-66 Gaze causes confusion, paralysis, stoning.
- 67-69 Destroyed only by fire.
- 70-72 Invisible.
- 73-75 Smells of gunpowder.
- 76-78 Surrounded by 10ft of darkness at will.
- 79-81 Immune to magic.
- 82-84 Can change to gaseous form.
- 85-87 Horrifying, -5 to morale.
- 88-91 Touch can change alignment after 1-6 days.

- 92-94 Can throw 1st level magic.
- 95-97 Screams causing damage and surprise.
- 98-00 Smells of passionfruit.
- 19/. Special Characteristic misc.
  - 1 Touch causes death after 1-20 days.
  - 2 Touch cause paralysis.
  - 3 Corrodes iron.
  - 4 Corrodes silver.
  - 5 Corrodes gold.
  - 6 Does double damage.
  - 7 Immune to magic weapons.
  - 8 Onlt magic and silver is effective.
  - 9 Immune to missile fire.
  - 10 Killed by fire only.
  - 11 Killed by sea water only.
  - 12 Poison with all attacks.
  - 13 Magic weapons only effect it.
  - 14 Flys, speed 18.
  - 15 Regenerates each turn.
  - 16 Increase Ac 2 better.
  - 17 Can do no physical damage.
  - 18 Limited teleporting ability.
  - 19 Causes permanent loss of characteristic point.
  - 20 Immune to magic.

