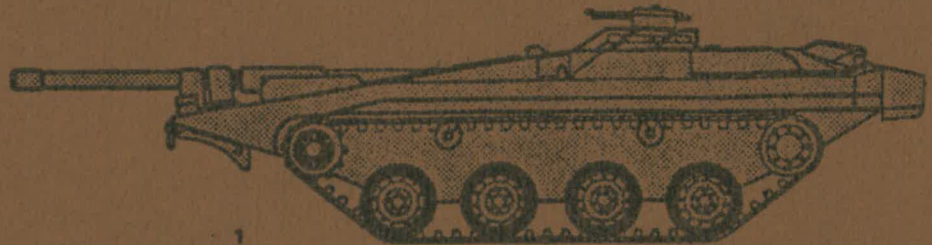


QUEENSLAND WARGAMER - December 1981 & January 1982



1

Swedish S Tank



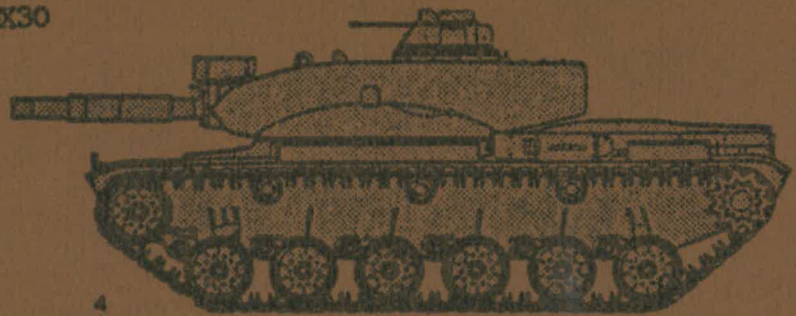
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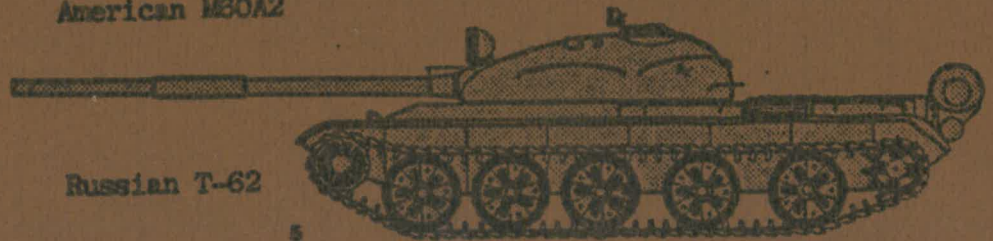
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French AMX30



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American M30A2



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Russian T-62

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## EDITORIAL.

Well, this is the last issue for the year, and it would appear that the club members can't really support 5 issues annually. I was struggling to get material for the fourth issue. Not even insults could move some people to contribute.

For those interested in the Canberra Wargames Convention, it is to be held on the weekend of the 30th January/1st February, not as previously advertized on the preceeding weekend. I have received new application forms and those interested can contact me via normal channels.

As the distribution of this magazine is far greater than the attendance at club meetings, I shall now suggest a few ideas for possible club activities.

1. An Ancients Championship for the club. This will be restricted to club members. A small entrance fee for 'clerical' work may be charged for work performed by the club. The Championship would consist of a series of elimination games held on a weekend, and the final winner would be the club champion for the rest of the year. The possibility exists for such championships in other areas of figurines (especially Napoleonics), when they become popular. Anybody out there interested in 15mm Napoleonics ?

2. National Ancients Competition, as per the Society of Ancients Competition in England. There is no reason why we here in Australia cannot begin our own system, and on a cheaper basis. Membership would be around \$3.00 per year, and this would include subscription to this magazine. Members would be expected to fight a minimum number of battles and contribute reports in brief or in detail to the controller. These may then be printed in the magazine. As you can see, this not only gives the club an income bonus, and players a chance to compete, but also supplies material for the magazine. This idea was discussed at the November meeting, and it was agreed to go ahead with the plans. A seperate article is enclosed later in this issue. The system will commence as of the 1st of January 1982 (Hopefully).

For those ancients players who haven't attended meetings, and hence may not know, there is a correction sheet out for the 6th edition rules, and boy, are some of them nice (as far as I'm concerned anyway). Copies can be gained through the club. The correction sheet also mentions an upcoming 'Big Battles' rules book to be used with 15mm or lesser scales (About time too).

There will be no meeting of the club in December or January. The first meeting for the new year will be on February 13th. The main purpose of this meeting will be to discuss the clubs activities during Orientation week of the University. A second meeting will be held on the 20th of February to help iniate new members gained during 'O' week. All the above meetings will be in the Conference Room of Union College, Upland Rd., St. Lucia. Hopefully there will be an issue of the magazine out before these meetings, with a report on how things went at the Canberra Convention. This will probably be mailed out in the first week of February, or slightly later.

Having been overwhelmed by the number of people interested in playing in Midgard, I will be starting the game in December. A letter will be forwarded to all those playing. Anybody interested may still join, but they will have to fight their way into power and position.

Merry Christmas and Happy New Year, and many thanks to those that have helped this year. May you all prosper.

Kevin Flynn.

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### SUNCON 81

A Convention presented by the University of Queensland Science Fiction Club.

**When:** December 12th and 13th starts 8 am.

**Where:** Priestly Building University of Queensland.

**What:** Saturday: Heats in 15mm Ancients, Dungeons, Blitzkrieg, Across Suez, and possibly some Science Fiction games.

Saturday Night: Bar-B-Que & Dance \$4-00

Sunday: Semi-finals and finals in the various games.  
Also judging of a Model Competition entry fee: \$2-00.

**Why:** To have fun, and to find some champions.

**How much:** A low fee will apply for the heats.

## Rules Alternatives.

C. Rhode

This article presents an alternative set of weapon and tactical factors for use with WRG 6th edition rules. In general similar results will be produced with both sets, but there are some important changes in weapons and armour, which will affect results in a number of cases.

As I assume familiarity with the 6th edition rules I will concentrate on those points where the two systems differ.

The most significant change is the introduction of a new armour type: "Partial Armour (P)". This covers troops armoured in spolas, quilted linen, hardened leather, or limited metal armour. The wide use of such armour in the ancient period clearly shows that it offered significant protection. Equally clearly, the adoption of metal armour when it could be afforded, either by individuals or armies, shows the superiority of heavy armour. A typical example of such a change would be a medium infantry phalanx in partial armour, such as that used by Alexander the Great being upgraded to heavy infantry by the Seleucids. My intention then is to produce factors which reflect this tactical difference; unarmoured troops being more vulnerable than partially armoured troops, who are more vulnerable than heavily armoured troops.

As the introduction of this new armour type would have necessitated at least four new columns using the existing layout, I decided to separate armour and formation to achieve a more compact set of tables. Cavalry have been catered for by a modification of the factor to be applied to the appropriate infantry type. Hopefully this system will allow for any troop types which may be turned up by ardent researchers, or which may be invented for particular games. For instance, at least one Somar commander assures me that his light cavalry actually wore metal armour, despite their being in open order.

A new weapon has been added: the Knightly Lance. Towards the end of the period covered by the 6th edition rules, the stirrup reached Europe. Just when and how is still disputed, as are its practical consequences. A general opinion is that stirrups and saddle allowed the full impetus of a charging lancer to be transferred to his target, increasing striking power and penetration, however, shock cavalry armed with a lance had existed for centuries and the stirrup appeared to produce no dramatic changes in cavalry tactics. Indeed the stirrup was adopted fairly slowly throughout Europe, although tradition may have played a part here. It is my opinion that this increased striking power was of little advantage against lightly armoured or unarmoured opponents, but gave an advantage against heavier armour. For this reason the knightly lance has increased weapon factors against extra heavy and super heavy armour only.

The weapon factors for elephants and chariots have been raised slightly but they have been penalized on the other hand by a tactical factor which takes account of casualties received by the unit. This is designed particularly to take account of the attrition losses for small units. All elephant crews count as missile troops.

Because I feel it will give more realistic results, I have separated missile weapons from hand to hand weapons. Javelins and

heavy throwing weapons, but not both at the same time, used by troops entering combat will count as missile weapons for assessing tactical factors and as hand to hand casualties for assessing recoil and rout. This is to highlight the fact that these weapons are missiles. This is more complicated than the WRG method, but I hope not unnecessarily so. The casualties are counted as melee casualties because otherwise swordsmen would never break a pike phalanx. A justification for doing so is that these casualties occur very close to the melee casualties and mainly on the front ranks so that the receivers do not have time to recover before contact.

To adjust points cost of troops where different armour classes are used I would suggest the following scale, based roughly on vulnerability to spear or sword.

SH=11, EH=8, H=6, P=5, N=4

As to who gets to use partial armour, I will leave that for a future article, but note that Macedonian or Greek medium infantry would almost certainly have it, while Indians would not. Most knights would have a knightly lance.

Following are some necessary definitions and rule modifications to make tables compatible with 6th Edition rules, and some examples of combat.

Modifications to WRG 6th edition rules:

Armour classes:

- SH - Super Heavy: Medieval knights in full armour, predominately steel plate.
- EH - Extra Heavy: Men in 3/4 ammunition armour of steel plate with tossets, or in less substantial but more complete mainly metal armour including legs and unshielded arm.
- H - Heavy: Men in metal or horn armour protecting mainly chest and belly.
- P - Partial: Men in leather or equivalent armour or very limited metal.
- N - None: Men without armour.
- CAT - Cataphract: Mounts with metal or equivalent armour all round.
- 1/2 CAT- Half Cataphract: Mounts with metal armour for head, neck and chest only, or with non-metal armour all round.
- U - Unarmoured: Mounts without armour.

Formations

- C - Close    Approx 3' frontage per man.  
L - Loose    Approx 4' frontage per man.  
O - Open     Approx 6' frontage per man.

Examples: WRG type

SHC = EH / CAT / C  
 EHK = EH / 1/2CAT / L  
 LC = N / U / O  
 SHI = SH / C  
 MP = P / C or N / C

Count HCL as HC and LCR as LC.

Use of shield.

Super Heavy Cavalry (EH/CAT/C) will now count as having Extra Heavy armour and will therefore count shielded or shieldless as do Extra Heavy Knights (EH/1/2CAT/L)

Shooting Combined with Movement or Hand to Hand.

Javelins or heavy throwing weapons may be used in conjunction with melee by those figures who will participate in the hand to hand fighting. So long as the figures complete a turn to face in time, they may be used by front or rear ranks at ranges beyond 20 paces, or from a rear rank at shorter ranges. Count every figure in the front rank and every second figure in the second rank.

Examples of Casualty Calculation.

1. Ten light slingers (N/O/SI) shoot at a unit of light cavalry (N/U/O/B) galloping past. The slingers are in two ranks, and thus count seven figures. Weapon factor is  $3+2-2=3$ . Tactical factors are +1 shieldless, -2 target moving fast, +1 random factor. Total of weapon and tactical factors is  $3+1-2+1=3$ . Seven figures at 3 causes 9 casualties.

2. Twenty four Late Roman medium infantry legionaires (P/C/HTW,J,D,SH) in two ranks armed with heavy throwing weapon, javelin and darts countercharge forty eight Seleucid heavy infantry phalangites (H/C/P,Sh) armed with pike. The Romans start by shooting with darts and javelins. Since pike do not lower their weapons until 20 paces away, they count shielded, and both darts and javelins count as long range, so twelve figures fire with each. The weapon factor of darts is 1; the tactical factors are -2 for target ending in contact, random factor is +1, total factors is 0. Twelve figures at 0 cause 7 casualties. The javelins are then used and have the same weapon, tactical and random factors, causing a further 7 casualties. At close range the pikemen lower their pike and thus count unshielded to heavy throwing weapons. The weapon factor is 3, tactical factors are +1 shieldless, -2 for target ending in contact. Random factor is the same as before at +1. Total of factors is 3. Eighteen figures fire at 3 causing 23 casualties. Total missile casualties received by the phalangites is  $7+7+23 = 37$ .

The Romans now charge into contact. Their weapon factor for their sword is 3. Tactical factors are +1 for charging, +1 shieldless, -1 for charging pikes. Random factor is -1. Total of factors is 3. Eighteen figures at 3 cause 23 casualties. Total hand to hand casualties including those caused by heavy throwing weapons is  $23 + 23 = 46$ .

The pikemen have a weapon factor of 4 against partial armour. Their tactical factors are +1 charging, -1 shooting casualties. Random

factor is -2. Total of factors is  $4+1-1-2 = 2$ . Thirty six figures at 2 cause 36 casualties.

The phalangites have received more hand to hand casualties than they inflicted, and one casualty per figure including shooting casualties, so they are pushed back.

3. Five Teutonic knights armed with knightly lance (SH/1/2CAT/L/KL/Sh) supported by twenty archers charge twenty light heavy infantry armed with heavy throwing weapons in two ranks.

The archers shoot at long range so only count 10 figures. Their weapon factors at long range are +1 at heavy armour, -1 at loose infantry. Their tactical factors are -2 for target ending in contact. Their random factor is 0. Total of factors is  $+1-1-2+0 = -2$ . Ten figures at -2 cause 4 casualties.

The infantry throw their heavy throwing weapons. Eight figures will fight hand to hand from the front rank, so count twelve figures firing. They have no weapon factor against super heavy armour, but because the knights are mounted, their weapon factor is 0. Their tactical factors are -2 for target ending in contact, -2 for heavy throwing weapons against cavalry charging self. Their random factor is +1. Total of factors is  $0-2-2+1 = -3$ . Twelve figures at -3 cause 4 casualties.

The knights charge into contact. Their weapon factor is 5. Their tactical factors are +1 charging, -1 shooting casualties. Their random factor is -1. Total of factors is  $5+1-1-1 = 4$ . Five figures at 4 cause 8 casualties.

The infantry fight back with a weapon factor of  $1 + 0 = 1$ . No tactical factors apply. Their random factor is 0. Twelve figures at 1 cause 10 casualties. Add the four casualties caused by their heavy throwing weapons to give a total of 14 hand to hand casualties inflicted. The knights are pushed back.



WEAPON FACTORS

CIRCUMSTANCES AND PRIMARY WEAPON	BODY ARMOUR					HORSE ARMOUR			FORMAT'N		E1
	SH	EH	H	P	N	CAT	1/2CAT	U	L'SE	OPEN	
Shoot											
Jav, Darts, Bow, El or Char crew	-2	-1	1	3	4	+1	+2	+3			1
Sling, Long bow	1	2	2	3	3	+0	+1	+2			1
Cross bow, Staff sling	0	1	1	1	2	+1	+1	+2	-1	-2	1
Artillery, Firearms, Incend. liq.	3	4	4	4	4	-1	-1	-1			3
Heavy throwing weapons		3	3	4	4	+0	+0	+0			3
Cavalry											
Knightly lance	4	5	5	6	7	-1	-1	+0			0
Lance	3	4	5	6	7	-1	-1	+0			0
Other cavalry weapons or circum	1	2	3	4	5	+0	+0	+1			0
Infantry											
Pike	1	2	3	4	5	+1	+2	+3	+0	-1	3
Long thrusting spear	1	2	3	4	5	+0	+1	+2			3
Short spear, Hand sword	1	2	3	4	5	-1	+0	+0			1
Two handed concussive weapons	4	5	6	6	6	+0	+0	+0			4
Eleph											
Elephants (5 figs), Char horse except as below	6	5	4	4	3	+0	+0	+0	-1	-2	1
Chariot											
Horse of scythed chariot having charged 80, pursuing, interpen.	7	7	6	6	3	+5	+3	+0	+0	-2	1

SHOOTING TACTICAL FACTORS

Target shieldless	+1
Shooters disordered or shaken	-1
Target moved fast or ended in contact or target in cover Javelin or Heavy throwing weapon against Cav, Cam, Char charging self or by Cav, Cam, Char in charge	-2

MELEE TACTICAL FACTORS

Impetuous charging, Mounted versus disordered foot or pursuing	+2
Charging, following up, or pursuing Steady pikes or long spear receiving impetuous mounted Advancing down from a hill Opponents shieldless, or flanked SH, El, Close cavalry, or Chariots Scythed chariots having charged 80 paces, pursuing, or interpenetrating close order troops	+1
Not pikes faced by pike or long spear at 1st contact or by elephant pikes If faced by two handed cut and thrust weapons on foot or mounted Each half casualty per figure or two per model from shooting Each four casualties per Elephant or Chariot model If disordered - each separately numbered cause	-1
If opponents halted facing on higher ground Fighting to cross a defended obstacle Shaken	-2

CASUALTIES

Total of factors	Number of figures shooting or fighting													
	10	20	30	40	50	1	2	3	4	5	6	7	8	9
-4	2	4	6	8	10	0	0	1	1	1	1	1	2	2
-3	3	6	9	12	15	0	1	1	1	2	2	2	2	3
-2	4	8	12	16	20	0	1	1	2	2	2	3	3	4
-1	5	10	15	20	25	1	1	2	2	3	3	4	4	5
0	6	12	18	24	30	1	1	2	2	3	4	4	5	5
1	8	16	24	32	40	1	2	2	3	4	5	6	6	7
2	10	20	30	40	50	1	2	3	4	5	6	7	8	9
3	13	26	39	52	65	1	3	4	5	7	8	9	10	12
4	16	32	48	64	80	2	3	5	6	8	10	11	13	14
5	20	40	60	80	100	2	4	6	8	10	12	14	16	18
6	24	48	72	96	120	2	5	7	10	12	14	17	19	22
7	28	56	84	112	140	3	6	8	11	14	17	20	22	25
8	32	64	96	128	160	3	6	10	13	16	19	22	26	29
9	36	72	108	144	180	4	7	11	14	18	22	25	29	32
10	40	80	120	160	200	4	8	12	16	20	24	28	32	36
11	44	88	132	176	220	4	9	13	18	22	26	31	35	40
12	48	96	144	192	240	5	10	14	19	24	29	34	38	43
13	52	104	156	208	260	5	10	16	21	26	31	36	42	47

## NORMANS VS. ALEXANDRIAN MACEDONIANS.

by Kevin Flynn

A 1500 point game between GEOFF TURK and KEVIN FLYNN:

### Geoff Turk - Normans;

- 3 units of 9 Norman HC/L&SH , Irreg B.
- 2 units of 9 Norman EHC/L&Sh, Irreg B.
- 1 unit of 8 Breton HC/JLS&Sh, Irreg C.
- 2 units of 9 Scouts LC/JLS&SH, Irreg B.
- 1 unit of 20 LI/B, Irreg C.
- 1 unit of 20 HI/2HCW&Sh, Irreg C.
- 1 unit of 24 HI/JLS&Sh, Irreg C.
- 1 unit of 24 Dismounted Knights HI/JLS&Sh, Irreg B.
- General with Army Standard.
- Sub-General with Personal Standard.

### Kevin Flynn - Macedonians;

- 1 unit of 5 Companions HC/L, Reg A.
- 3 units of 6 Companions HC/L, Reg A.
- 3 units of 6 Thessalians HC/JLS, Reg B.
- 1 unit of 9 Prodromoi LC/L, Reg B.
- 2 units of 6 Thracians LC/JLS, Irreg B.
- 1 unit of 36 Hypaspists MI/P&Sh, Reg B.
- 2 units of 36 Phalangites MI/P&Sh, Reg C.
- 1 unit of 12 Agrainians LI/J&Sh, Reg C.
- 2 units of 12 Cretans LI/B, Reg C.
- 1 unit of 22 Greek Peltasts LMI/LTS, JLS&Sh, Reg C.
- General.
- Sub-General.

The Norman player set up with an evenly split force, two EHC wedges with LC at 'a', two HC wedges with LC at 'b', and two cavalry units of two-handed-swordsmen at 'c'. The village was occupied by HI and the forest by the archers. The dismounted knights rested at the bottom of the hill.

The Macedonian player gave himself a strong right flank with 4 units of Companions and the Prodromoi at 'g'. A LI screen protected the three Phalanxes, and 2 units of Thessalians and a LC unit backed them up. On the left at 'd' he had a Thessalian unit and a LC unit. The forest was occupied by the Peltasts.

The second map takes us to around the 4th period; the Macedonian had advanced his strong right flank, and hoping the LI may have been on 'hold' orders had charged into the forest with LC and a Companion unit. He was mistaken and the infantry got away. However, this did stop all archer support for the following battle on the flank, as the archers never regained their position. The Companions who charged safely rallied back, but the LC were charged by the Swordsmen and were caught in the rear. They were routed and the Swordsmen pursued them, only to be hit by the rallied Companions. A fierce fight resulted. Two Companion wedges hit the Norman line. One pushed it back, but the other only equaled its opponent and a standoff resulted. In the next four periods the wedge to wedge fight was lost by the Companions, who tried to break-off. However they were caught and routed. The other fight lasted for four rounds before the Companions won-out and routed the Normans. By the 7th period the right flank was securely in the

hands of the Macedonians.

In the centre the Phalanx moved to the middle and held position to await developments. The right phalanx peeled off towards the cavalry melee, but arrived too late to help, and eventually returned toward the centre. The Norman infantry hesitantly emerged from the village to advance, while the Dismounted Knights climbed the hill intending to 'hold'. This position was maintained for most of the battle, leaving them out of combat.

The Macedonian LI however moved rapidly forward in a supporting role. The LI/JLS ('e' in diagram two) moved around the Hypaspists to eventually enter the forest where they had a missile fight with the archers till the end of the game. The Macedonian archers took to the hill, where they helped-out in the destruction of the last Norman wedge on the right flank (see 'c' and 'd' on map three).

On the left the Normans swung wide around the forest and fronted-up before the Thessalians and Thracians. The Macedonians retired and reformed into a line of wedges to confront this attack. The Peltasts followed the enemy around the flank, and eventually stuck their noses out of the south side to try to tempt the EHC into an attack. Or to support the Thessalians should the EHC have attacked the latter. The Norman player, with time running out, launched his LC at four of the wedges. Alas that unit was promptly wiped out. With his other LC unit he attacked a Macedonian LC wedge destroying it on the first round. The EHC wedges attacked the Peltasts, who received the charge outside the forest. The impetuous Normans and a good random-roll defeated the Peltasts, and pushed them back into the woods. The Peltasts then broke off and fled into the woods.

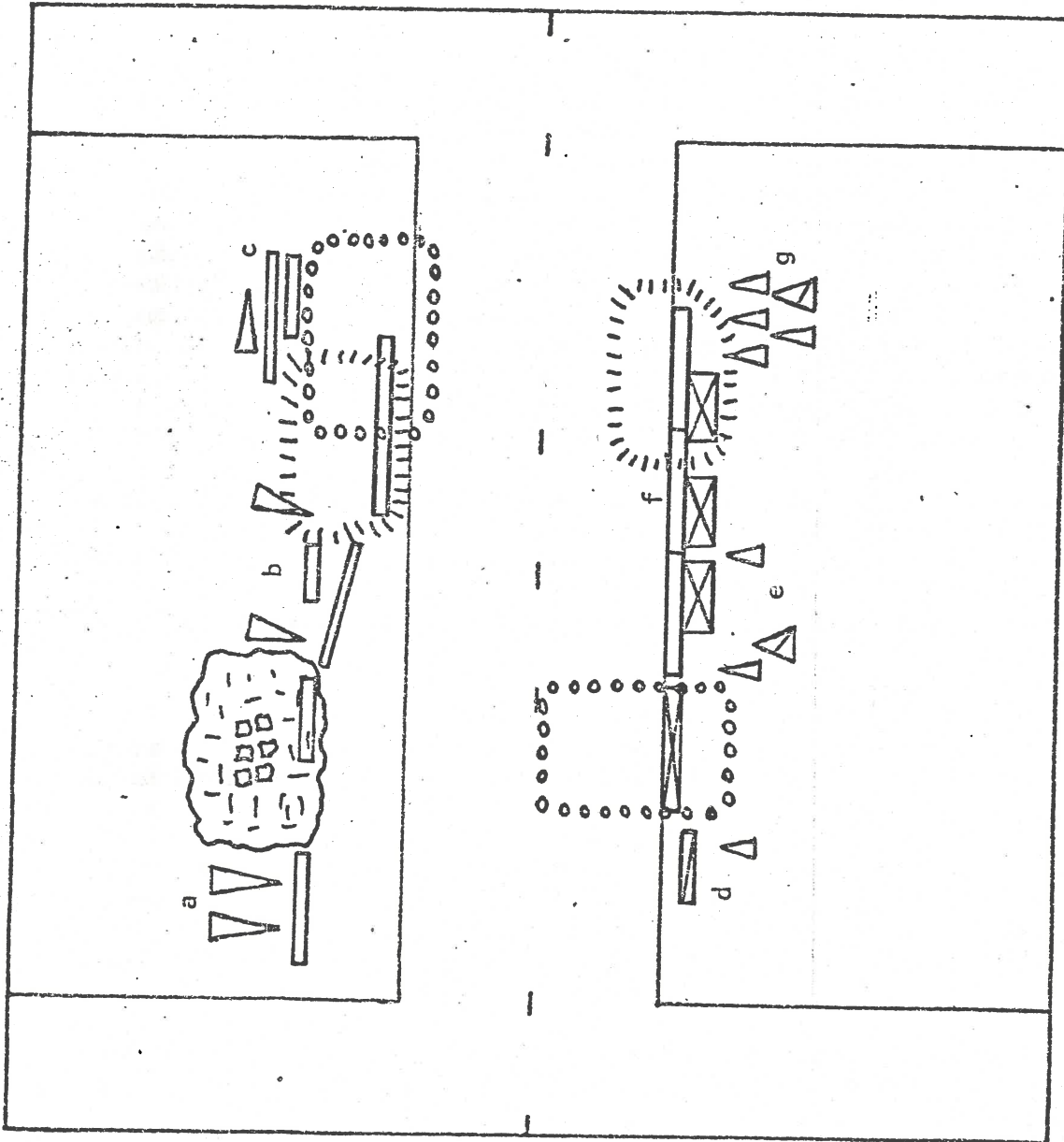
Thus ended the twelfth period and the game. The Macedonians won by around 180 pts and probably would have done even better with time, due to their superior numbers. The Macedonians won the battle entirely on the number of units of cavalry he had. By using units of 6 he gained superiority on both flanks, and although unshielded, managed to throw the Normans back.

The infantry had no real effect on the overall result, but this tends to be usual where phalanxes are involved, their main duty being to pin as much of the enemy as possible. Thus they reinforce the numerical strength of the cavalry.

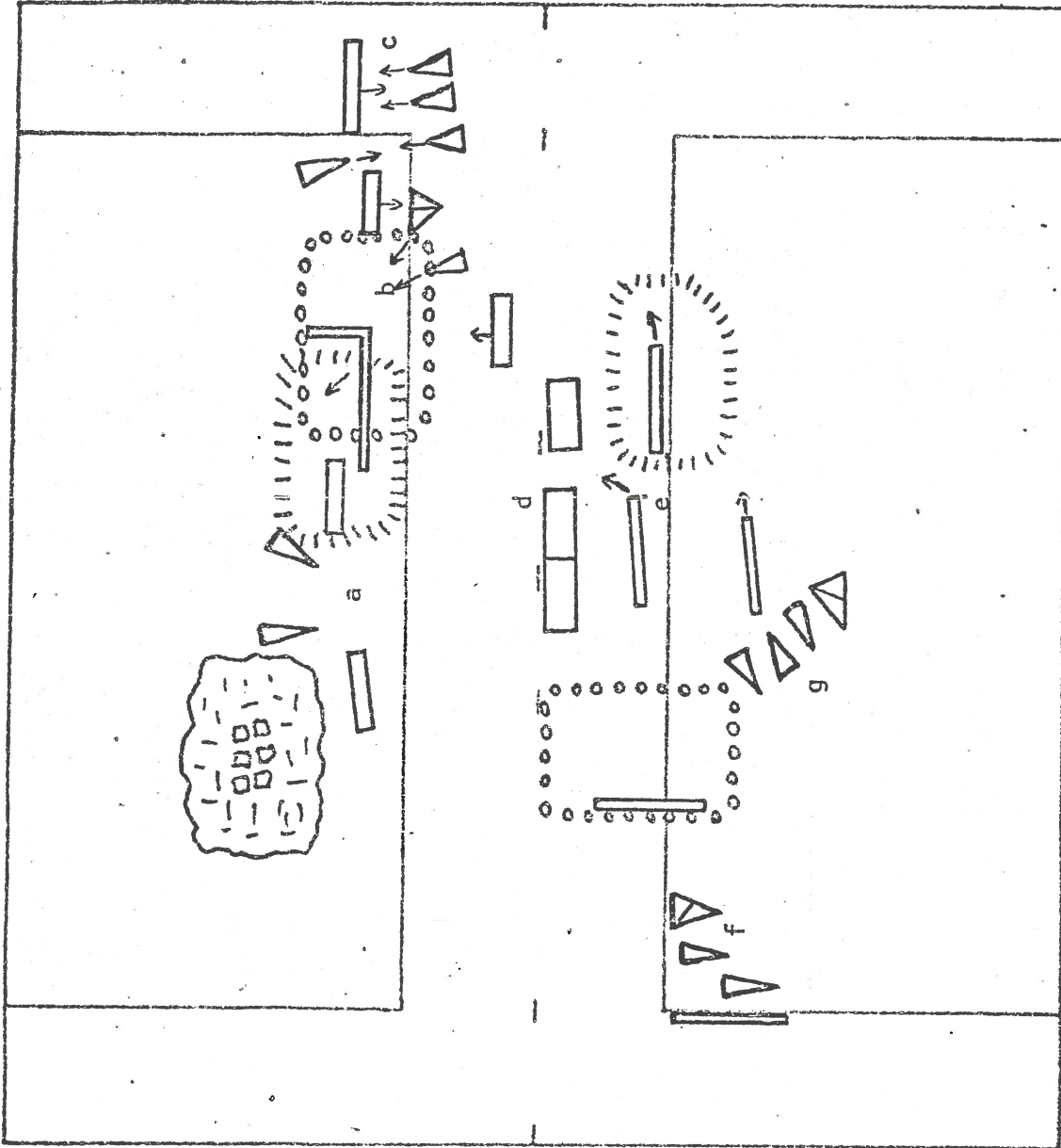
The Norman on the other hand wasted time by swinging wide around the flank, and by not using his infantry in a more aggressive role. With the two cavalry wedges to support him he could have gained the advantage on the Phalanxes, and turned the battle. As it was the two wedges were wasted along with the infantry.

For those interested in its fate, the last Norman wedge on the right was destroyed by archery and melee. The routed Companions and the routed Normans rallied on the last turn of the game.

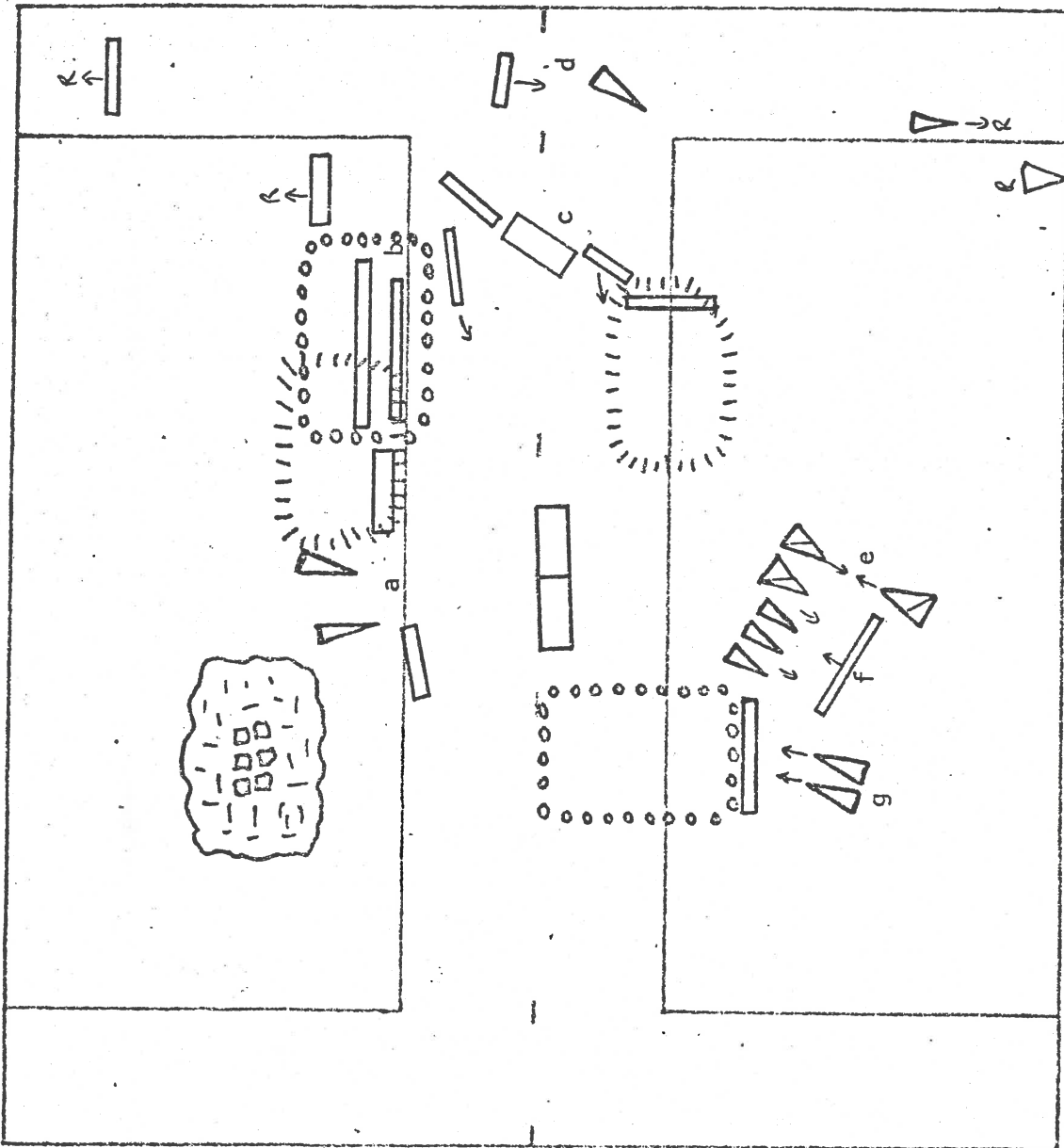
Map 1 - Initial Set Up.



Map 2 - End of 4-5th Period.



Map 3 - The 11-12th Period.



## The Australasian Ancients Competition.

Beginning the 1st of January 1982, the AAC will accept applications for membership. The AAC will be sponsored by, and affiliated with the University of Queensland Games Society, and members of the AAC will also be associate members of the UQGS.

The AAC will be controlled by a Committee selected from its members and members of the UQGS. Initial Committee members will be listed below with their postal addresses. They should be contacted regarding all activities of the AAC.

The AAC aims to promote Figurine Gaming, ancients in particular at this stage, and with time, all other periods of figurine wargaming. The Queensland Wargamer, the journal of the UQGS, will also serve as the official journal of the AAC as well. All members will receive five issues of the QW every year. By use of the journal and membership, we hope all players will profit and expand their knowledge of the periods involved.

All members of the AAC will be bound by the following Competition rules.

1. All battles must utilise the WRG 6th Edition or later rules for Ancients, and any amendments that may appear from time to time. WRG Armies Listings and accepted listings published in the Queensland Wargammer are the only ones accepted at this stage.

2. All competition battles must be between members of the AAC and must be witnessed by two other non-participating members.

3. All competition games will be for 1500 points in total.

4. All games should attempt to go to the 12th period, however, at the agreement of both players, the game may be ceased at any time, or, one player may concede the game and forfeit a further 150 points in losses at any time after the 6th period.

5. An individual member may only play another individual member twice in any one calendar year.

6. A member is required to play at least 5 games per calendar year. Should he not, then his score will suffer accordingly. A member may play as many games as he wishes, but he must play at least 5.

7. All beginners will start with a rating of 3, and after their first game this will automatically be increased to a rating of 4. No player will rate better than 4 until he has played at least 4 games, and will not have any modifier until then.

8. The maximum rating will normally be 10, however the highest scoring single member will be classed as 11. The remaining members will be rated as per their position upon the Competition Table. The top 2% will rate 10, the next 4% will rate 9, the next 9% will rate 8, the next 15% will rate 7, the next 20% will rate 6, the next 25% will rate 5, and the last 25% will rate 4.



9. The competition Table will contain the following columns at least:

1. Games played in total as a member.
2. Games won in total as a member.
3. Games lost in total as a member.
4. Games drawn in total as a member.
5. Points for a member, actual.
6. Points for a member, modified.
7. Points against the member, actual.
8. Members percentage score.
9. members rating.

Games played, won, lost and drawn is limited only by the number of games the member plays. It has no effect upon the members rating as such.

Points for the member, actual and modified, will be the number of enemy points he has caused to be lost as per page 46 of the WRG rules. The modified score will be based on a comparison of the ratings of the players at the time of the battle, for each individual game. E.g. A 6 rating player versus a 4 rating player. The resultant points for the 4 rating will be modified by multiplying by  $6/4$ . The 6 rating player will not have his points modified. Modifications upward in a lost game can only be up to the opponents points value for that game.

Points against a member will be the number of points he actually lost in the battle as per page 46 of the WRG rules. Points against a player are never modified. Points 'for' and 'against' will be totaled for the last 6 games that the member has played. Earlier games will be dropped from the score as new games come in.

The percentage score of a player is used to determine his position and rating upon the Competition Table. The 'modified for' points are compared to the 'against' points and expressed as a percentage. This gives the position of the player on the table.

10. Official Challenges may be made by a person with a lower rating against another member NOT more than 3 ratings higher than himself. This 'Official Challenge' should be forwarded to the committee, who will forward it to the player concerned. The challenged player must accept the battle unless:

- a. He already has accepted another 'Official Challenge' this year.
- b. He has played, and reported to the Committee, his minimum 5 games.
- c. He has a choice of more than one 'Official Challenge'.
- d. The game is unplayable for some reason.

Should a member have played his 5 games, but not reported all of them, then he must accept the challenge. Other reports received after the challenge will be held pending the result. If a player receives more than one challenge then he can select which he wishes to play. If a game is unplayable, then the reason should be submitted to the Committee for determination.

The challenger is expected to accommodate his opponent to a reasonable degree. He is the one wanting the game after all. Official Challenges must be resolved within two months or the challenged player will forfeit the game. This will be rated as a 500 points/200 points result, with any modifiers applying.

When a member has several challenges to select from, then he should be guided by the fact that he should not select someone that he has already played this year, or is likely to play later this year. Challenges are for special games, not your local group gaming effort.

11. Membership fees will be \$3.00 per year or part there of, due on the 1st of January every year or whenever the member originally joins.

12. All games must be reported within one calendar month of being played, or they will not be accepted. Both players and both witnesses must sign the report as being correct or it will not be accepted. Players and witnesses must identify themselves clearly and give membership numbers.

#### 1st Year Rules

Due to the nature of the ratings system, and modifiers that will apply, it is unrealistic to expect the table to give a true reading until several members have played several games. Therefore nobody will rate higher than a 4 until they have played 4 games, and 10 players have played that many games. At such a time the first competition table with ratings will be made up.

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Members are also requested to provide detailed battle reports of any interesting games they play for publication in the Journal, along with any other articles on wargaming they may wish to publish. Contributions to the Queensland Wargammer will not receive any payment, and become the property of the UQGS unless otherwise arranged.

The organizer of the AAC is Kevin Flynn, and interested parties may contact him at: 18 Rossmore Av., Coorparoo, Qld 4151.

The preceding rules have been provisionally accepted by the Club, and are open to suggestions from potential AAC members.

MEMBERSHIP APPLICATION - AAC

I wish to apply for membership to the Australasian Ancients Competition

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

\_\_\_\_\_ Postcode: \_\_\_\_\_

AGE: \_\_\_\_\_. \*SCALE: 15mm/25mm

\*I am a student at the University of Queensland: Yes/No

\* = delete whichever does not apply.

I have read and understood the rules of the competition and agree to abide by them as they stand, or as they may be ammended at some future date.

Signed: \_\_\_\_\_

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Signed: \_\_\_\_\_

## The Adventurers

Slowly, like a red dragon gorged on a hill, the sun rose into the sky, sending feeble rays of light to fight the dark and cold.

The cleric glanced up from the fire he was tending to gaze at the new sunrise, and uttered thanks to his god for this miracle. He rose from his knees to stride to the crumpled bed-rolls, and shake each one firmly, to arouse the ones who slept so soundly. Then he moved to the perimeter of the camp to the two who kept watch.

The adventurers chewed fitfully on the meat that roasted over the fire, and glanced at the sun, as if to doubt its slow journey into the heavens.

Steaming drinks were slowly sipped as scabbards were recoiled, swords resharpened, armour polished, magic charms muttered, and prayers whispered.

Equipment look to and packed, the eight marched on. They formed a large party, four wearing armour and swords, obviously heroes, the other four wore no armour, but of these, two carried crosses and the other two large staves.

They worked deliberately towards a cliff-face, which held for them the door they sought. It was a large iron one, rusting with immense age, but the hinges yielded easily, due to their recent use.

Before they entered, the wizards joined hands and began chanting a powerful melody. With a flash of blinding light, they evoked an ancient and powerful blessing on the party. Then, with an ominous squeak, the door opened.

The dim, dark corridors led on past the rooms where they had recently been, and kept going on deeper into the heart of the cliff.

But they were not going to the heart of the cliff, and halted at a door they had not seen before. Through this they went into previously unseen territory, probably containing many enemies - and their treasure.

---

The stirges were happy. Some fool explorer had ventured in on his own, and they had their fill of blood. They perched sleepily on their nests and listened to their contented stomachs, not the faint footsteps outside.

When the door flew open several stirges were so shocked, they fell from their perches. The few near the door fell instantly to sharp slashing steel that bit hard as they stared in wonderment into the wielders' faces.

Six were killed in that sudden and unexpected attack, but this was the stirges lair, and none were allowed to enter and leave. The stirges at the back of the room, those who had time to recover their senses, leapt to the attack, - confident in their ability to handle

these, the second intrusion in as many days.

They hovered, and then dove to the attack - but these were no solitary explorers, but a veteran adventuring party, full of self-confidence in taking out these stirges.

As the stirges dove from the ceiling, the heroes, in turn, lifted up their shields to meet them. As the stirges halted their impetuous dash into the solid shields, the swords sung sweet and clean, striking home on the stirges deep and hard.

Under this attack, the stirges faltered and fled to the ceiling, save for those who fell to the ground bleeding and lifeless; the blood of their recent victim mingling with their own to create a gigantic pool of viscous red liquid.

Encouraging themselves with the thought that none had yet bested them, the stirges again swooped to the attack. But no reckless plunge was it this time, but a deliberate plan. Most dove again at the heroes, but this time kept at a distance from those whistling cold messages of death that taunted them. One, indeed swooped too close, and his cry of pain and mutilated body warned the rest.

Meanwhile the other stirges fell with the fury of enraged beasts on the unarmoured men. Their fury was so great, they did not notice the swift gestures, and the faint disturbance in the air separating them from their prey - but the sudden shock of meeting something solid in their path where there should be nothing, drove all anger out of them, and replaced it with fear.

But the fear they had did not drive them fast enough to avoid the punishing crashes of the maces of the unarmoured ones they had thought to feed on.

The battered stirges fled, if they could, as fast as possible in the opposite direction to the hard, crushing blows of the maces. They flew straight into the first group of stirges still diving at the heroes. The sight of these bedraggled and bloody friends in obvious panic startled their kin.

At this the swords took full advantage, and closed range to swing a cold death to those in their path, devastating the ranks of their foes - already chaotic due to the unexpected appearance of panicked friends.

Sword swept in as stirges flew into each other in an attempt to flee. Pure, utter fear showed in their eyes, and dulled their wits, making fear the opponent to what fear sought - safety.

Blood of stirges mixed with the blood of stirge victims. Wings flailed uselessly, until a sadistically merciful sword hewed them off - never to flail again.

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Blood soaked his mace as he bent to deliver a crushing blow to the quivering form below him.

He straightened from his task - he was merciful enough to grant

even creatures such as these a quick death. The others signalled him that all was ready to move on, the stirges giving them a good treasure of ten G.D.

They were not upset over his mercy, and therefore lack of help in searching. They knew the importance of this task, but not for mercy reasons.

They moved out as the heroes signalled it was safe.

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John Sandercock.

## Books for Wargamers in the Ancient Period

by David Bugler

This article is intended to describe some of the more useful books for wargamers in the Ancient period. Regular readers of "Queensland Wargamer" will by now have realised that we at UQGS use the Wargames Research Group rules almost exclusively. The Ancient period therefore covers from 3000 BC to 1485 AD - First Kingdom Egypt to the end of the Middle Ages in Europe.

WRG produce army lists to cover the period - I haven't yet seen the new edition of these, but they are expected to include several mediaeval armies. These army lists, themselves the products of considerable research, remove from figurine players some of the burden of historical research.

However, many wargamers want to know more about their armies than can be gleaned from the rules and army lists. This applies particularly to painting the figures, and also to arguments about list details - mainly armament specifications, and troop proportions. The WRG list is, of course, not the Bible; but any army which departs from the list should be supported by adequate documentation and historical data.

Most wargamers therefore feel a need for reference books of some description. Budget limitations mean that a choice must be made among the wide range of titles available - few wargamers can afford a really comprehensive reference library. I have therefore compiled a short list of the books which I and others have found most generally useful.

To begin with, Wargames Research Group have themselves published a series of authoritative books, covering particular periods, aimed specifically at the wargamer. Each combines detailed illustration and description of virtually all major and minor combatants of the period, with more general surveys of army organisation and major battles. The titles are:

- Armies and Enemies of Ancient Egypt and Assyria (3200-612 BC)
- Armies of the Greek and Persian Wars (500-350 BC)
- Armies of the Macedonian and Punic Wars (350-150 BC)
- Armies and Enemies of Imperial Rome (150 BC-600 AD)
- Armies of the Dark Ages (600-1066 AD)
- Armies of Feudal Europe (1066-1300 AD)
- Armies and Enemies of the Crusades (1096 - 1291 AD)
- Armies and Enemies of Ancient China (1027 BC - 1286 AD)

These books are well produced, but can only cover the periods indicated by their titles. For a wargamer whose interests are wide-ranging this can become expensive, as the WRG books cost between \$15 and \$25 each. However, they do cover just about everything inside their fields. I hope they will eventually extend the range with an "Armies and Enemies of Renaissance Europe (1300-1485)".

For those whose interests lie exclusively within the Classical period - broadly defined as the Mediterranean world between 500 BC and 500 AD - the best book undoubtedly is "Warfare in the Classical World" by John Warry. This is a Salamander Book, which means a large format and copious illustrations. The English price is about 7 pounds 50,

which converts to around \$25 in Australian bookshops, though ordering from England by Airmail would be cheaper than this.

Warry's book covers the period from Homer to Byzantium (actually to about 800 AD). The details of weaponry, tactics and organisation are massive, and there are several full-page colour illustrations of representative troop types. A bonus is the presentation of meticulously drawn plans for major battles, and of course there are lots of line drawings as well. I would consider it the best book available for its period.

Another general coverage title is "Warriors and Weapons of Early Times" by Niels Saxtorph. This is published by Blandford in their Colour Encyclopaedia series; half of the book is taken up with colour plates of various figures, and the rest is devoted to a descriptive text of each figure. Saxtorph's book starts with Ancient Egypt and goes right through to the end of the seventeenth century, including India and China along the way. It concentrates mainly on the dress and equipment of typical figures of each period, and unfortunately tends to rely on older research and museum collections. It is however a good general guide, and at 3 pounds 50 (about \$12 in Australia) worth having as a broad-scope reference.

For more specialist titles, the question of sources becomes complicated. Wargamers as a market for books have not been around long enough for their particular needs to have had much impact on the market. The military history of modern (horse-and-musket) periods has received much more attention than that of the ancient world; and of works available in English, most concentrate on the Classical areas of Greece, Rome and the Hellenistic Near East.

Any wargamer who wants to research an ancient army would probably do best by starting in a State or University library. Apart from books, a lot of the relevant information will be buried in journal articles, and most of us will need help in winking it out. Bibliographic notes in wargaming magazines may often be the best source of immediately relevant material, but good articles of the right type are unfortunately rare. If in doubt, always ask your friendly librarian!

A final selection - and a suggestion: try the school textbook section of a large bookshop. You might be pleasantly surprised. It was there that I discovered three books written by Peter Connolly, published by Macmillan:

- The Roman Army (Covering the late Republic and early Empire)
- The Greek Armies (Greece, from Homer to Alexander the Great)
- Hannibal and the Empire of Rome (Etruscans, Carthaginians and Celts)

At about \$10 each, they are not exactly cheap. However, each one is choc-a-bloc with coloured illustrations in meticulous detail and a brilliantly researched text. If your favourite army is covered by one of these books, you really should buy it.

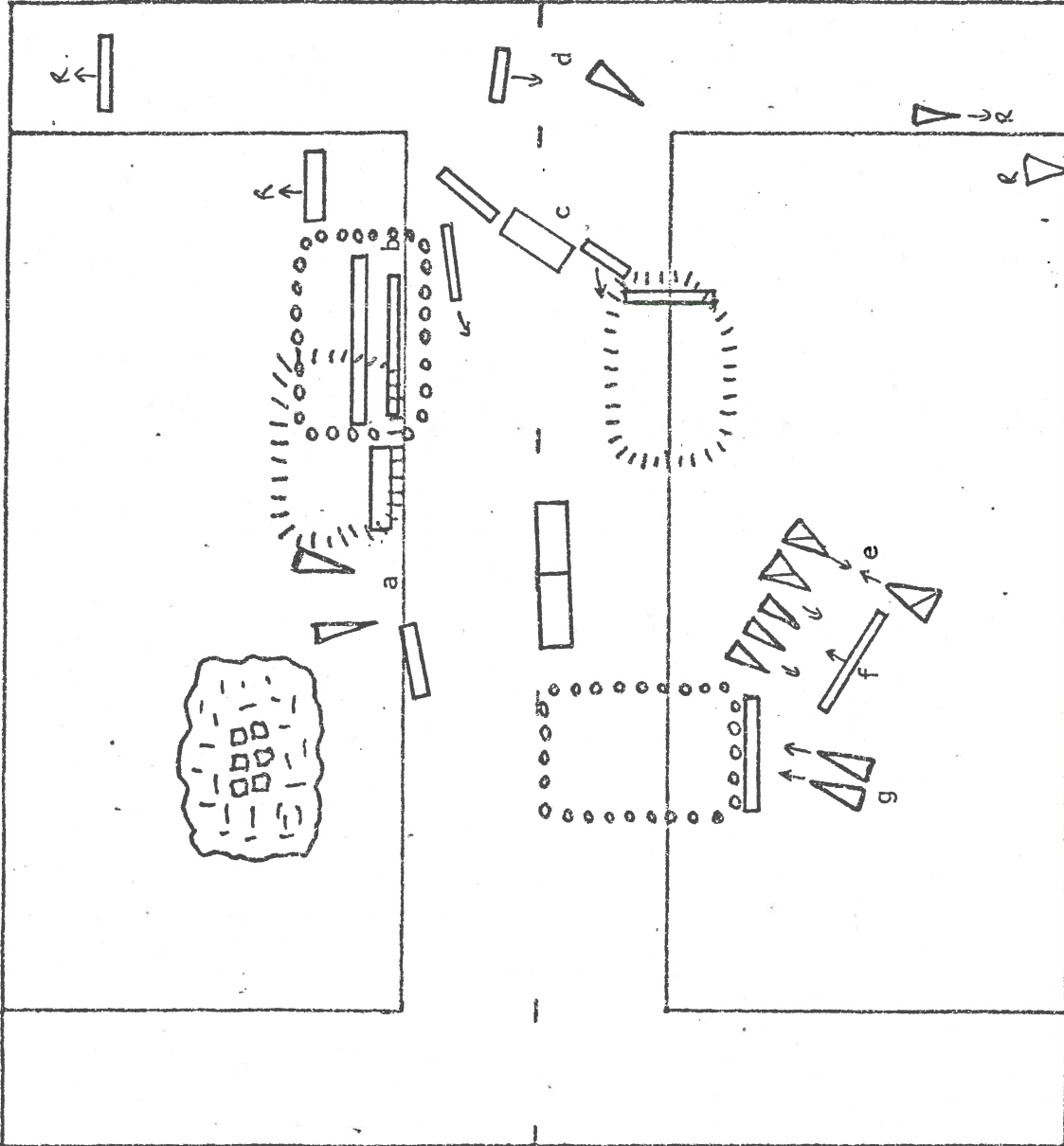
Or you might prefer to wait. The word is that Connolly will be publishing a book similar in scope to "Warfare in the Classical World" later this year. It should be every bit the equal of his more specific works, but no doubt will be pretty expensive. Still, if you want the best, you must be prepared to pay for it!



At UQGS we are fortunate to have a few members who are interested in historical research, and access to a library with far more useful material than might at first appear. One of the strengths of a club is that such resources - both personal and material - become in a sense public property, and I urge interested readers to start digging!

Subject:

Map 3 - The 11-12th Period.

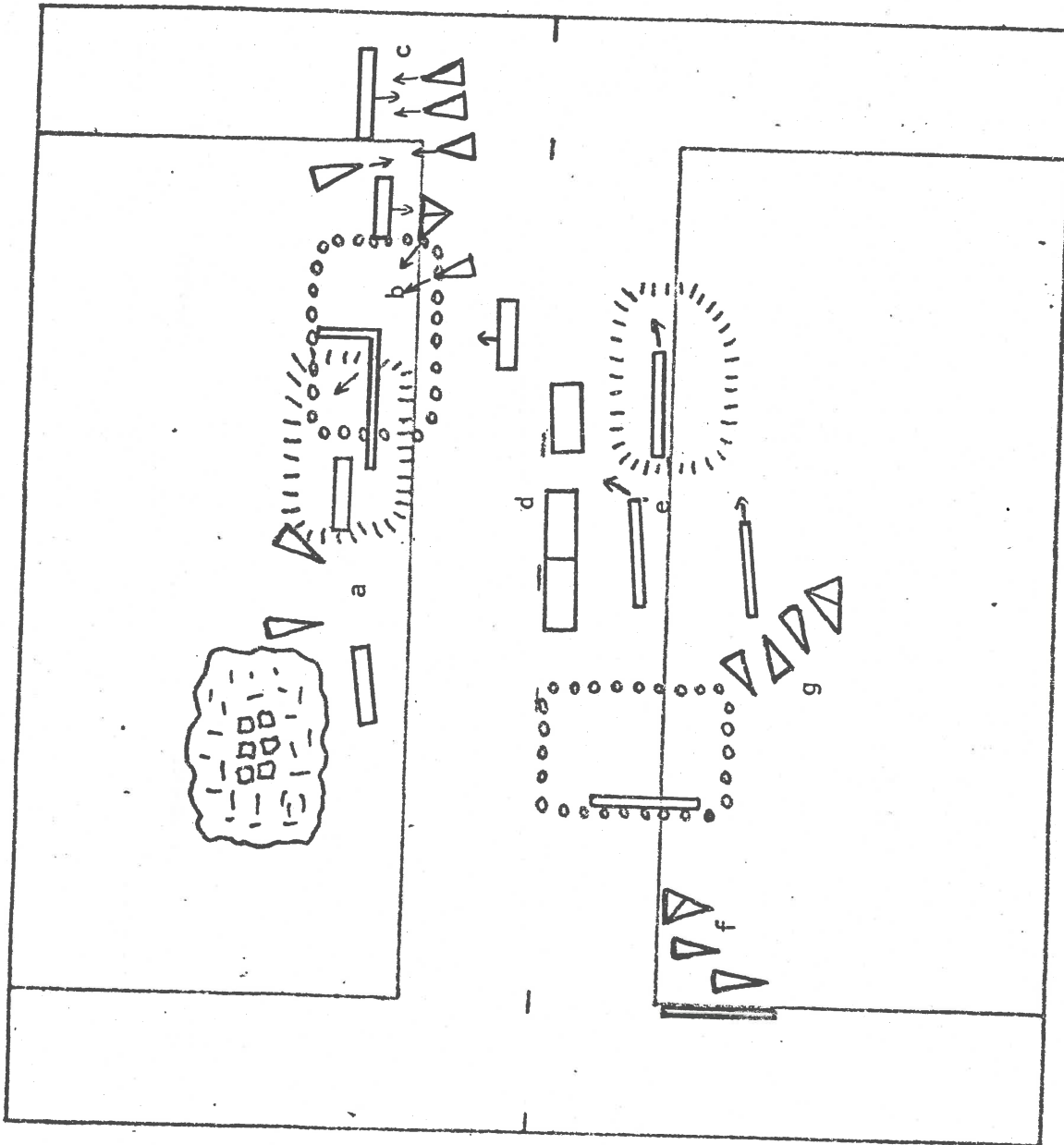


# MINUTE PAPER

Subject:

DPE 8822

Map 2 - End of 4-5th Period.



MINUTE PAPER

DPE 8822

Subject:

Map 1 - Initial Set Up.

