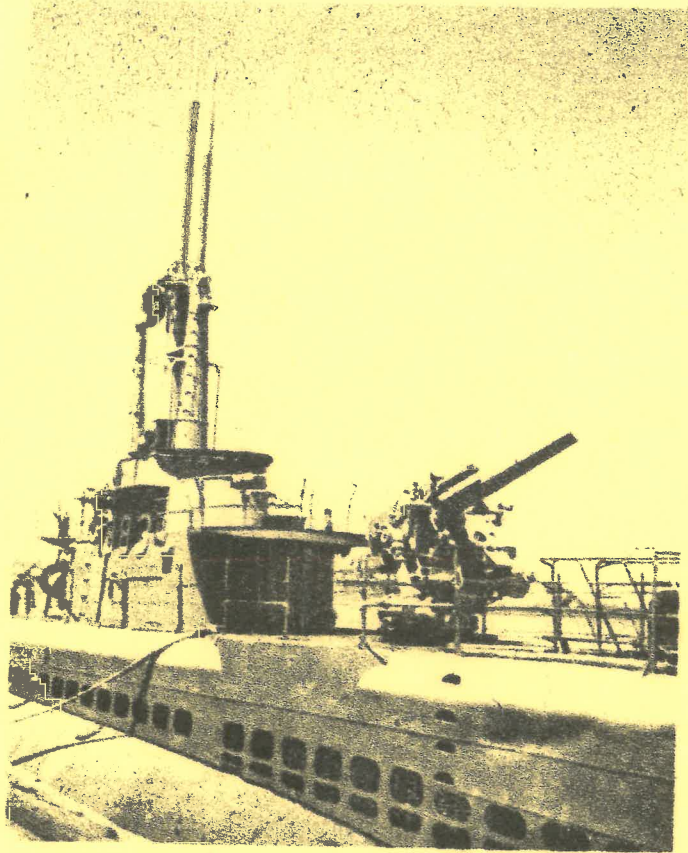


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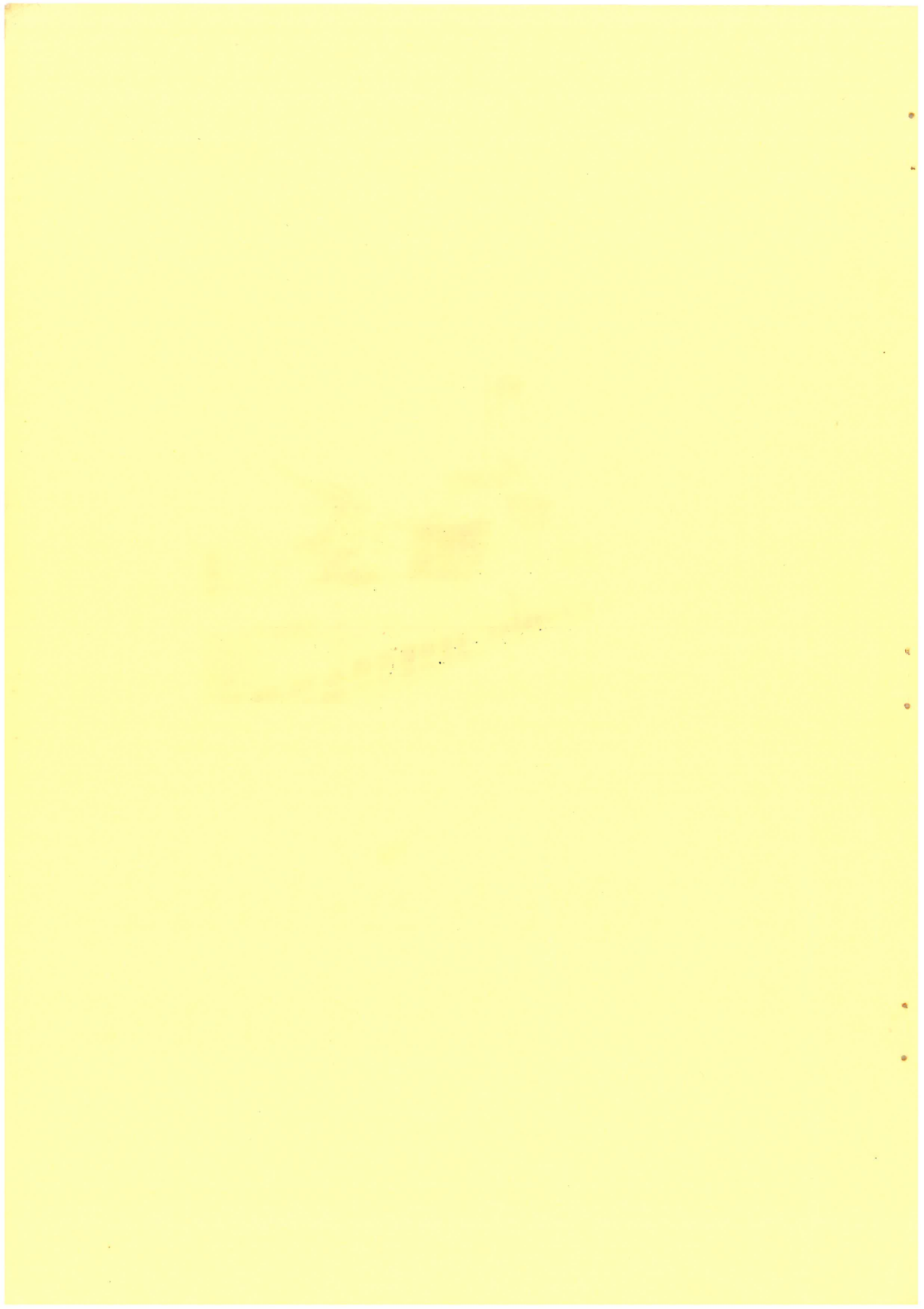
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U.S.S. "Pampinitto" - W.W.II submarine on permanent display at the San Francisco Maritime Museum.

Queensland Margamer

September 1984



QUEENSLAND WARGAMER No 19 OCTOBER 1984.

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St. Lucia 4067.

EDITORIAL

This is my first edition of the "Queensland Wargamer" and so I'm not really certain where to start with this editorial. First an introduction. My name is Jonathan (Jack) Ford and for the past 3 years I have been Treasurer of Q.U.G.S. During that time I have also been Acting-President, Acting-Secretary and Acting-Editor. In other words, at various times I have single-handedly been keeping Q.U.G.S. alive!

Thus I've not taken on the position of Editor of our faltering magazine without knowing what I've let myself in for. My sympathy and thanks go out to the previous editor Kevin Flynn who has been the driving force behind the production of most of the past 19 issues of the "Queensland Wargamer". Kevin is going on to bigger and brighter things, as he is producing a Play By Mail system. Good luck with it Kevin!

This year has been traumatic for Q.U.G.S. because this 6 year old society was dying. Not that it has ever lived, but just merely existed because one or two people were keen enough to keep it going. But things came to a head because neither myself nor Alan Bradley the President were prepared to endanger our courses through doing all the work needed to keep Q.U.G.S. running. An ultimatum was delivered to our apathetic general membership. Either get involved or the club folds! Happily three committed executive members were found and Q.U.G.S. is functioning again. The same problem occurred with this magazine which has taken nearly 12 months to produce as a result of the usual lack of contributions. Thanks to Aaron Yuile for waiting so long to get his cartoon strip published.

Anyway, this issue will prove to be the best yet, as it is an amazing 44 pages long and it contains a wide variety of articles. I end this editorial with a special thank you to Alan Bradley who for 2 years did what he could to help me keep Q.U.G.S. in existence.

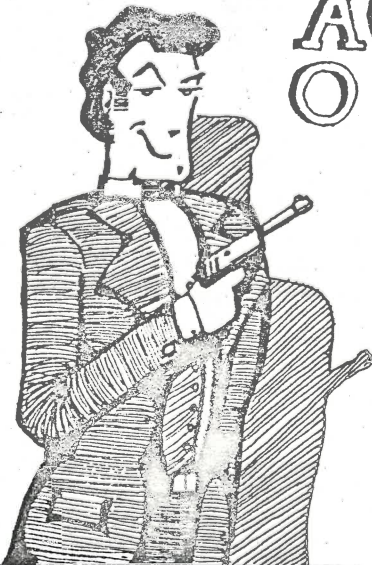
JACK FORD
EDITOR

Suave, sexy, and sophisticated
It's...

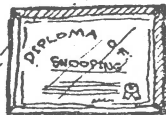
AGENT

For reasons of
national security,
the mentioned
secret and there-
fore centered

Created + drawn
by A. Yule.



ATY 83



Um... Agent [redacted]... Er... It has come to
the... um... organizations... notice... that
Dr. Xaggy is... Er... trying to take over the... Er...
World again... or destroy it... can't be sure which...
um... we want you to do the, er, usual... you know
... um... stop him!, well good luck... Er... um... he
might only be trying to steal something... Er... um...
I've a terrible memory for precise details...

You know me Boss,
cool, calm, and
sophisticated. I can
handle the job.



"This is Dr. Xaggy's
Rep. sheet..."

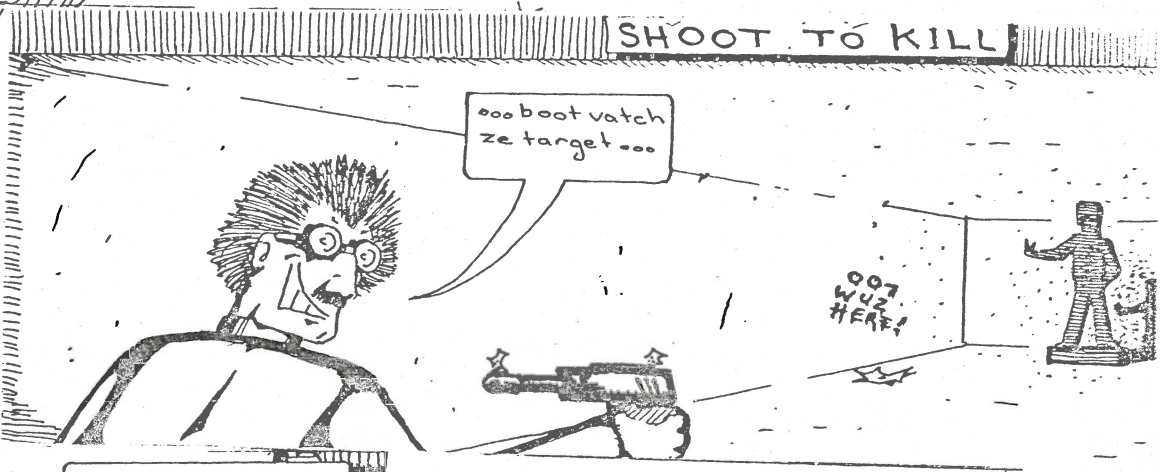
NAME: Dr. Xaggy
HOBBIES + INTERESTS:
AD + D, bombs,
crazy + dangerous
inventions, taking
over the world, etc.
TRAITS + NOTES: Mad,
totally and utterly
loony, totally go-
P.T.O./3



ter, down in the lab,
in Dr Klutz...



Dis isst our latest invention in escape devices, as you can see et looks like any ordinary gun ...

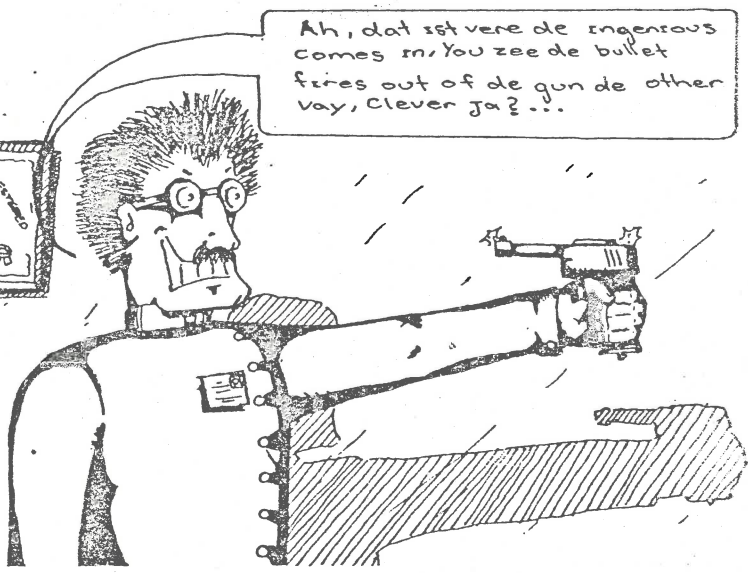


SHOOT TO KILL

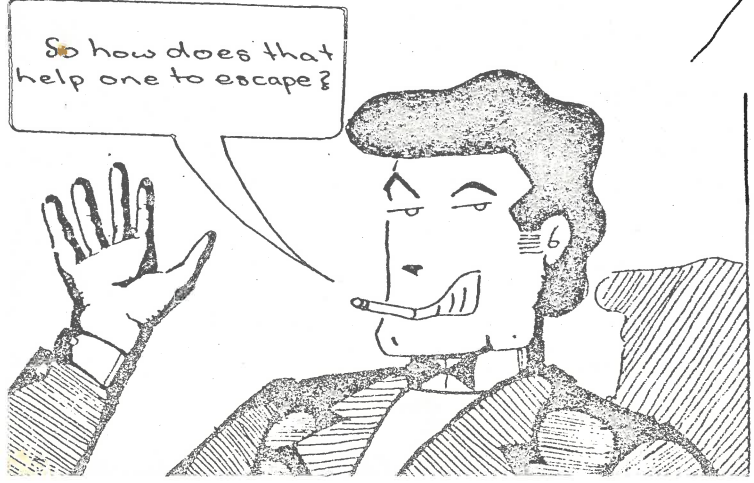
...boot vatch ze target ...



Shouldn't the gun point the other way, Dr. Klutz?



Ah, dat isst vere de ingenious comes in, You see de bullet flies out of de gun de other way, clever ja? ...

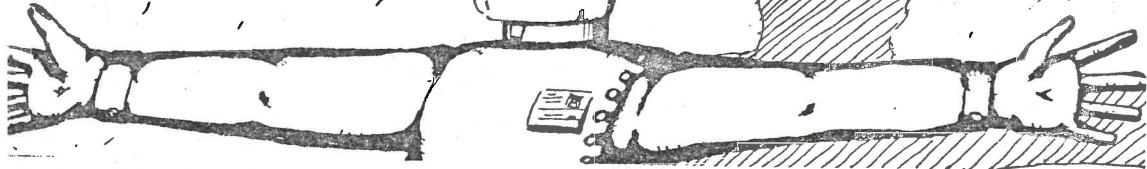


So how does that help one to escape?

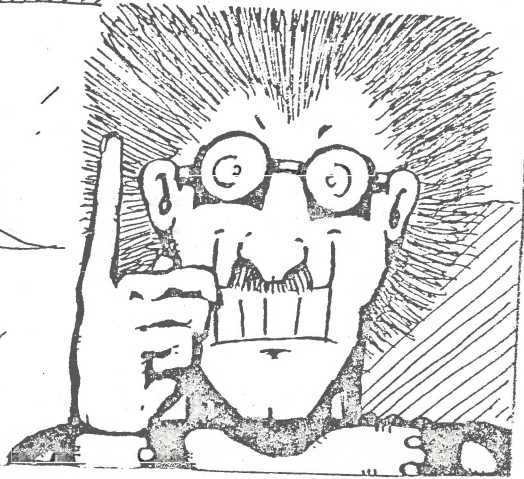
vell picture ze scene,
you haf just been
captured, und, as most
spies are sporting,
zey take you gun
und zey cover you
vit it...



Remember
One Day,
With Our
Work -
Dogs Might
Fly...

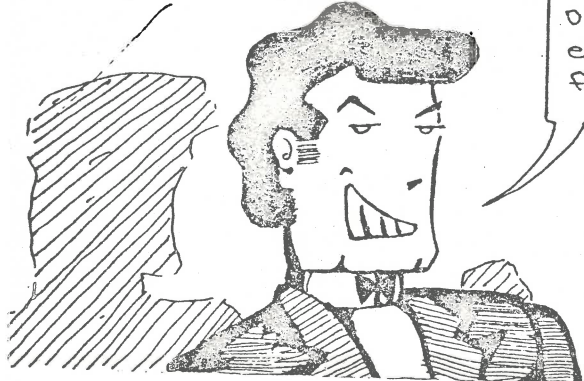


... you escape, zey
shoot you vit your
gun, und, BANG, zey
are dead, clever
ja ?



TAKE NOTE
OF THIS
BOG!

It all sounds great
Doctor, but what
else have you got
for me ?



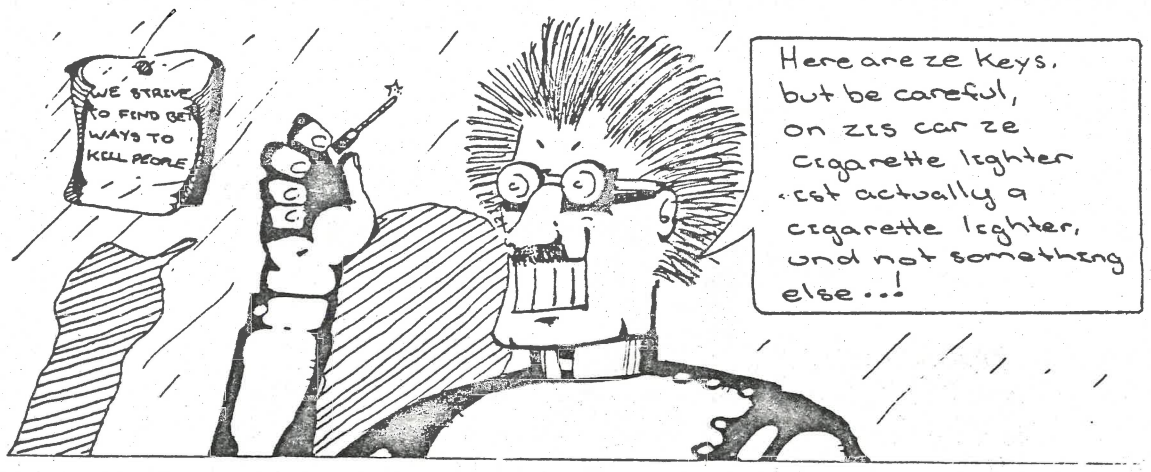
OD ?
WUZ HERE
+00.

Well Doctor, I've
got to go woosh,
and fend Dr. Xaggy
so I can stop hem,
so if you give me
the keys I'll go...

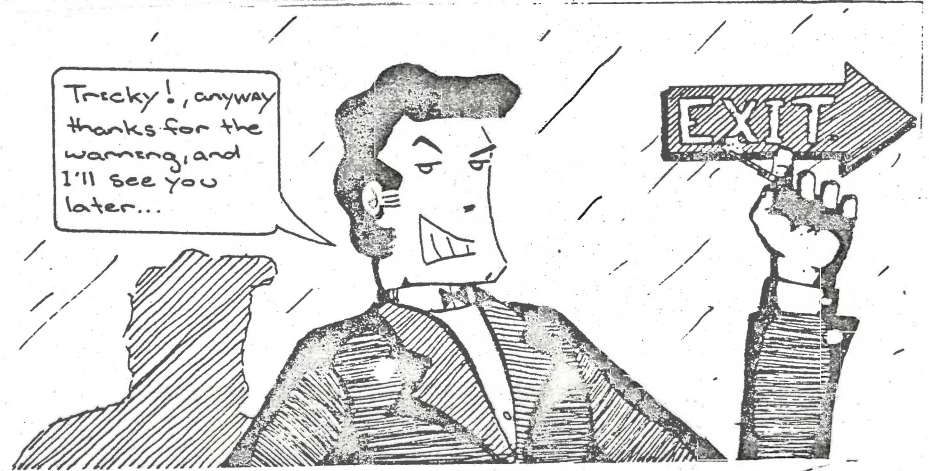


usual, bullet
proof Tuxedo,
briefcase of
assorted devices,
car with modi-
fications, etc,
etc...





Here are ze keys, but be careful, on zis car ze cigarette lighter. Not actually a cigarette lighter, und not something else...!



So ends epsrrode one.
Our hero is now equiped, and off to stop the frenelsh plot of Dr. Xagy (what ever it may be)...

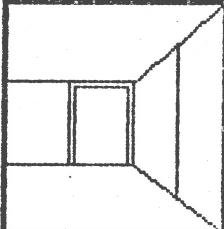
TO BE CONTINUED.

WIZARDRY REVIEW

There is a whole string of *Dungeon Adventure* games- text, mixed-text, and graphics- available for the APPLE II (e), but perhaps the best graphics game of this genre is **WIZARDRY**.

WIZARDRY is very closely based of the original FRP game, *D&D*™, with the four basic classes - *Fighter, Mage, Priest,* and *Thief*. There are also four 'elite' classes - *Lord, Samurai, Bishop,* and *Ninja*. These classes roughly correspond to *Paladins, Rangers, Druids,* and *Monks* in *D&D*™.

The first thing one must do to play the game is create a character. A character is created at the *training grounds*. Here the user nominates what race - *Human, Dwarf, Elf, Halfling,* or *Gnome* - and what alignment - *good, neutral or evil* - they wish their character to be. The computer then generates *base numbers* for each of the six basic characteristics - *Strength, Intelligence, Piety, Vitality, Agility,* and *Luck* - with Dwarfs being stronger etc. To adjust these values, the computer also generates *bonus* points, which the user adds on to the base values as he/she wishes. When all the bonus points have been distributed, the user assigns the character to one of the races that the character has high enough attributes for.


	F)ORWARD S)TATUS C)AMP L)EFT I)NSPECT AREA R)IGHT T)IME DELAY K)ICK OR A-W-D CLUSTER																																										
	SPELLS : LIGHT PROTECTION																																										
<table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th>#</th> <th>CHARACTER NAME</th> <th>CLASS</th> <th>AC</th> <th>HITS</th> <th>STATUS</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>MAWLER</td> <td>G-PRI</td> <td>2</td> <td>6</td> <td>8</td> </tr> <tr> <td>2</td> <td>AURELIUS</td> <td>N-FIG</td> <td>2</td> <td>8</td> <td>9</td> </tr> <tr> <td>3</td> <td>FEARLESS FRED</td> <td>G-PRI</td> <td>2</td> <td>8</td> <td>8</td> </tr> <tr> <td>4</td> <td>NATTICK</td> <td>N-THI</td> <td>4</td> <td>5</td> <td>5</td> </tr> <tr> <td>5</td> <td>BLASTUM</td> <td>G-BIS</td> <td>4</td> <td>5</td> <td>5</td> </tr> <tr> <td>6</td> <td>MEPHISTO</td> <td>N-MAG</td> <td>7</td> <td>3</td> <td>3</td> </tr> </tbody> </table>		#	CHARACTER NAME	CLASS	AC	HITS	STATUS	1	MAWLER	G-PRI	2	6	8	2	AURELIUS	N-FIG	2	8	9	3	FEARLESS FRED	G-PRI	2	8	8	4	NATTICK	N-THI	4	5	5	5	BLASTUM	G-BIS	4	5	5	6	MEPHISTO	N-MAG	7	3	3
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6	MEPHISTO	N-MAG	7	3	3																																						

The user can create and store up to twenty characters on a disk, and can take up to six characters down the dungeon. When the characters are assembled, they can make their way down to the dungeon. Whilst the characters are in the dungeon, the screen shows several windows. One of these windows

shows what the characters can see ahead of them in the dungeon. Another gives the status of the characters. A third shows what continuous spells have been cast by the party. The computer

communicates with the user via the fourth window. The fifth and final window shows the commands available.

Of the six characters, only the first three characters engage in hand-to-hand combat. All six characters may cast spells, use a magic item, attempt to dispell undead, or parry. They may also attempt to flee the combat, though this is not recommended against creatures faster than the party.

	1) 5 WIERD HUMANOIDS (5) 2) 5 BUSHWACKERS (5) 3) 5 SLIMES (2)																																										
	MAWLER'S OPTIONS F)IGHT S)PELL P)ARRY R)UN U)SE D)ISPELL																																										
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There are fifty spells, both mage and priest spells. These are mostly similar to the original *D&D*™ spells. Of these spells, twenty-one are Mage spells, and twenty-nine are Priest spells; all are divided into seven levels of power. The spell to be invoked is chosen by giving the spell name to the computer when it asks for which spell to be cast. All spells are given unusual names, and the character casting the spell must be able to say the spell-name out loud (the spell-name supposedly acting as a word of power). Though the spell-names are unusual, and the computer offers no menu, the user will get use to typing in absurd words and knowing what they 'mean' in short time.

Spells cannot be cast or items identified in the town, and this tends to lead to ridiculous quick in-and-out trips to the dungeon to cure wounds and identify items. A, probably, better idea here would have been to allow healing and information spells to be cast whilst the characters were in town.

However, wounds can be cured, and items identified in town, if one is prepared to pay the cost in time and money. There is an inn in the town, where the sorely-hurt adventurer can lay up, with several levels of accommodation, from the stables (free) to a royal suite (with a price-tag to match). A character thrown into the stables only stays a night at a time, so does not heal, whereas a character in a better room stays a week at a time, and heals at a speed somewhat proportional to the drain on his/her pocket. To go up a level, a character must spend at least a night, per level increase, in the inn, thus the purpose of the stables. However

the computer keeps track of the characters age, and characteristics are modified by this, so it is wise not to spend too many weeks loafing.

Strangely enough, no allowance is made for long- or short-lived races. All characters have the same life-span as a human, and suffer the modifications at the same age as a human would.

There is also a weapons shop, where weapons, armour and magical items are sold and bought. There is an unlimited number of mundane items for sale, but the computer keeps track of how many magic items of any kind are still available. Certain more 'common' magic items are available for sale initially, but other magic items only appear for sale when some character sells them to the store. As well as magic items, the store buys all non-cursed items, but the store-keeper, being a typically avaricious Dwarf, will only pay half the retail value of the item for anything he buys. There is no haggling, and the price of items bought or sold is final, thereby losing some of the flavour of some other dungeon-adventure trading stores.

The store also will identify any magic item the characters have for a fee (half the retail price of the item), and uncurse any cursed item on the character for the same fee. As magic items cannot be used until identified, this is an often used service of the store by low level characters.

There is also a Temple in the town, where deceased or paralysed characters may be revived again, for a fee corresponding to the level of the unfortunat character and his/her condition. Of course, the character must first be brought out of the dungeon. But as long as one party member is still alive, all the dead and paralysed party members can be carried along with the party (creating visions of dead Knights with their spurs used as trolley wheels to cart them along).

There are four different scenarios for ~~WIZARDRY~~, but the first scenario is necessary before any of the others can be used, as it is the only one able to generate characters from scratch (unless you have a friend who can 'lend' you some characters). The scenarios improve as they go along, with small bugs being removed, more useful options added, and the quests becoming more interesting and better thought out.

These scenarios equate to scenario modules produced for FRP games, revolving around a quest that the characters can perform. However, it is not necessary to complete, or even undertake the quest, instead playing the scenario as simple dungeon adventures. This is enjoyable in itself, as the game approximates a fair game of original *D&D*™ dungeon adventuring, without the hassles of rules arguments, or overbearing DMing.

All in all, I have found ~~WIZARDRY~~ to be the most enjoyable *dungeon adventure* or mixed *text & graphics* game I have played, with the later scenarios especially being interesting and challenging. The quests are not quickly completed, with the necessity to 'build-up' a party before coming to grips with the problem. Unfortunately it is really a solo game, with only the person at the keyboard able to fully appreciate it, but we can't have everything. ☹️.

THE AUSTRALIAN ANCIENTS COMMITTEE.

Whilst in Canberra for the National Titles it was suggested by the organisers that some form of organisation be developed to help resolve rules disputes and to possible act as the basis for a more formal organisation should this ever be required in the future. A meeting was held with two representatives from each state and the above committee was formed. The AAC will NOT be a body with any jurisdiction over anyone, at present it is only directly associated with the Canberra Convention. It will however attempt to form a body of rules corrections and interpretations that will be acceptable to a majority of Ancients players. They will definately be used for the Canberra Conventions.

The Queensland Delegates (at the moment, chosen through motivation) are John Sandercock and Kevin Flynn (yours truly). If you wish any information in regard to this matter (and I have little at the present) then write or phone either of the above (I am on 3562212.)

In coming issues of the QW I hope to disperse information in regard to the AAC and possible print any responses or repercussions that may result.

THE EVOLUTION OF THE ENGLISH CASTLE

=====

by Ian Jamie

In this article a very brief discussion of the development of the castle in Britain will be presented. Only the major characteristics of the types of castles that were seen in the period covering the 11th to 14th centuries.

The castle was a structure that had both a military, political, and civil functions. It was a centre of administration, the residence of the landholders, a symbol of power, and a refuge in troubled times, or the focus of repression of the peasants.

Physically, the castle may have been a simple rectangular box holding a few soldiers on garrison duty, or an immense structure with impregnable defenses and enough people to form their own community. With such a diversity of design, no single structure can be singled out as the definitive castle type.

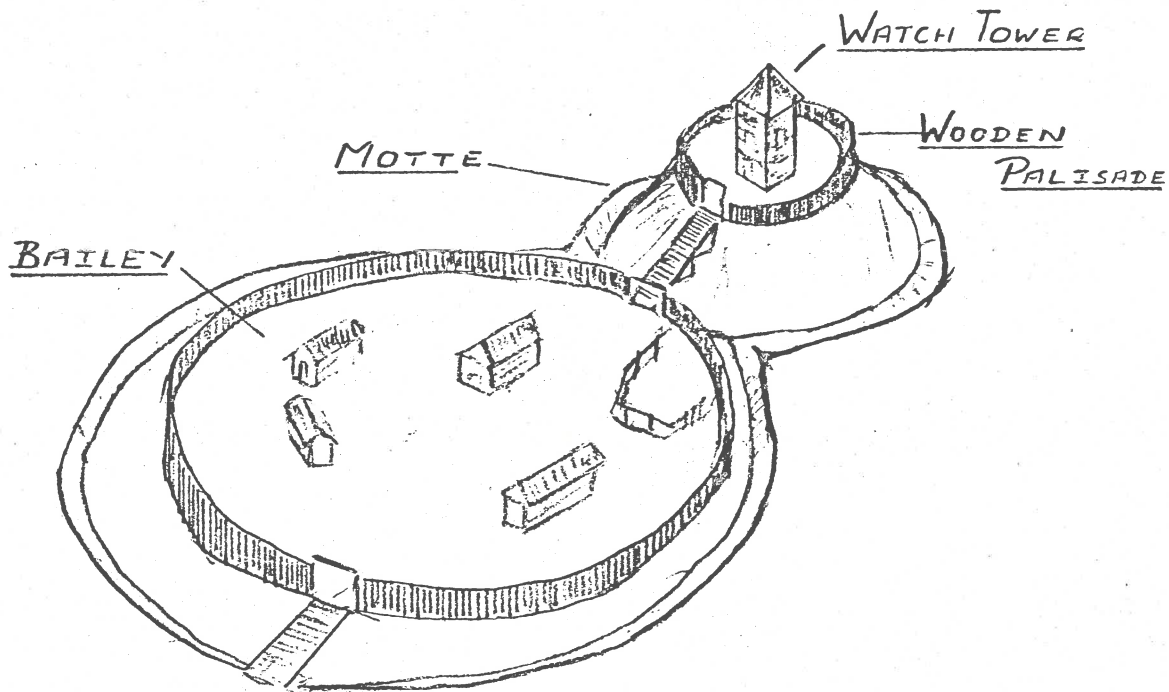
In England the castle was important for the relatively short period of approximately three hundred years, from 1066 to the 14th century. During this time the castle changed from simple earth and wood constructions to massive fortifications, only to fall into disfavour, to become neglected ruins in many cases. Only in some castles can the former glory be seen, for example at Windsor Castle, or the Tower of London. Both of these however have been extensively renovated, their original character being softened to suit the more luxurious tastes of latter periods.

The English castle dates from the second part of the eleventh century. One hundred years previously the MOTTE-and-BAILEY Castle made an appearance in Europe. By 1066 they were well established on the continent, but not in the British Isles. The Norman Conquest changed this; the first military project ordered by William the Conqueror was the construction of one of these defensive structures.

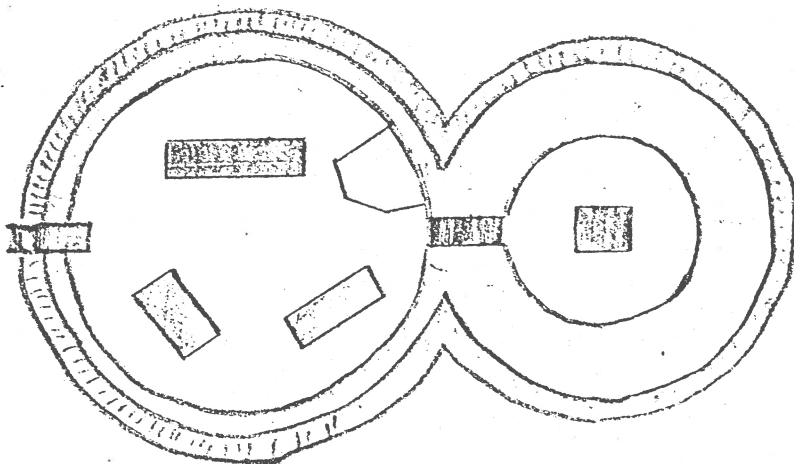
The Motte was a truncated cone or mound in profile, and could have been up to 20m high and 100m in diameter at the base. It was topped by a wooden structure surrounded by a wall a wooden pikes (the PALISADE). Depending on the length of time the Motte had been standing and the security of the defenses, the building might be anything from a simple watch tower to the residence of the local ruler. The Bailey was roughly circular in plan, and usually contained most of the residential and administrative buildings (i.e. stables, stock pens, etc), again surrounded by a palisade. The Bailey was placed adjacent the Motte so that the two formed an 8 shape in plan.

The Motte-and-Bailey castle began in the troubled period that followed the death of Charlemagne. The landed aristocracy dethroned his descendants and in A.D.987 gave the crown to one of their own, Hugh Capet. Centralised government crumbled and the co-operation that had existed between the land holders gave way to conflict.

The 10th century was a time of intense and often violent competition for land. Nobles competed against their monarch and other nobles, lower ranks amongst themselves, and so on, until Europe was in turmoil. It was in this climate that the Motte-and-Bailey castle developed. Being easy to erect, the Motte was used as a means of defending land captured from an opponent. After the Motte had survived a few attacks the owner could



MOTTE-AND-BAILEY



upgrade the dwellings to a state suitable for permanent residence, and so consolidating the ruler's claim to the land.

This was the background to the development of the Motte-and-Bailey castle in Europe. By the time of the Battle of Hastings, things had settled down somewhat, and the Motte was evolving into something new.

The main weakness of this type of castle was its susceptibility to fire. Hence, the first improvement was the replacement of the wooden tower with one constructed of stone, but still surrounded by a wooden palisade. The stone tower was called the KEEP or DONJON.

This type of castle was basically the same as the Motte-and-Bailey, but of a more permanent nature. The Keep was designed as the strongest feature of the castle, separate and self-sufficient, and often used as the residence of the Lord, although some preferred the comfort of a hall in the Bailey, retreating to the Keep only when attacked. Typically, the Tower-Keep was rectangular in plan, with walls vertical or splayed to form a PLINTH. PILASTER BUTTRESSES (rectangular pillars) were often used to strengthen the corners. These could be projected past the roof-line to form four angle turrets. Windows were few and small. The single entrance was via an external stairway usually leading to the first floor but sometimes to the second. The stairway may have been covered by a forebuilding.

The Keep was a passive defense system, its main strength lying in the thick walls. Typical wall thicknesses were between 3 and 8 metres. The walls could have an internal rebatement so that the higher walls were thinner, allowing more living space. The walls were generally constructed of RAG stone (or rubble) encased in outer faces of ASHLAR (square hewn stone) or finely dressed stone. They could be up to 40m tall, with 10-20m being more usual. One large English Keep was 35.4 x 32.1m by 27m high.

Internally, the arrangements varied depending on the available space. Vertically, the Keep was divided into a basement and usually three upper floors, although this was variable. Each floor was designed as one large apartment, which may have been divided wholly or partially by a crosswall in the larger keeps. This lateral wall, which was not always placed centrally, helped strengthen the structure. The basement was always used as the storage room, both for provisions and arms. The first floor (containing the exit) was given over to the garrison and administration. The next floor was the HALL for the Lord and family. The next floor, if present, was used by the Lord and family for private chambers which might be built into the walls. Sometimes two floors were combined to give a LOFTY HALL. The crosswall could be pierced by arches or arcades, giving more space, while retaining strength. Access between floors was provided by spiral staircases in one or more of the corners. These continued in the angle turrets, if present. The stairs spiraled to the right going up, so that attackers, on the lower steps, would be at a disadvantage with regard to their sword hands, while the defenders above would have the advantage.

An essential feature of the Keep was the well which was found inside the building, usually in the basement, although the wells walls were sometimes built up so that the top was on the first floor.

Naturally, it was not long before the walls of the Bailey were upgraded to stone. This type of castle was the KEEP-and-BAILEY. However, it was not uncommon to find Keeps without the surrounding Bailey, especially if they were to be used as a local stronghold, and not as a permanent residence.

The Keep-and-Bailey system had weaknesses. Firstly, it did not present a co-ordinated defense. The Bailey was defended, then the Keep if the Bailey fell, but until that happened the Keep played no part in the defense. Secondly, once under attack the design showed flaws. The rectangular plan meant that the corners of the building were inadequately defended, and they were susceptible mining. Also, it was almost impossible for the defenders to mount a counter-attack because the single doorway was always under surveillance.

These faults were rectified in two divergent ways. One was to change the plan of the keep to a circle, eliminating the weak corners. In the 12th century many of the older castles were dismantled, mainly due to royal decree, and replaced by new ones. By the early 13th century the round keep was the most common type.

The other course taken was to strengthen the bailey defenses. This way proved to hold the key for the future of the English castle.

The first improvement was replacement of the wooden palisades with walls of stone. Initially only the Motte wall was converted to stone forming a RING wall. Next the Bailey walls were fortified and linked to the Ring wall, forming a SHELL system. The buildings previously found in the open area of the Bailey, away from the walls, could now be built against the walls, leaving the central area free. However, these walls were no more than barriers, and were not defensible in themselves; they could slow down an attack, but the main defense was at the Keep.

In the 13th century Bailey defense had reached such a stage that the Keep was redundant. The main impetus for improvement had come from returning Crusaders, who were not slow to incorporate styles seen in their travels.

The most significant was the adoption of FLANKING TOWERS or MURALS. These allowed the base of the walls to be defended and also allowed the defenders to command the top of the wall if the attackers made a breakthrough. The base of these towers was often angled out to prevent the attackers finding a blind spot at the bottom. The addition of a large number of arrow slits strengthened the defenses.

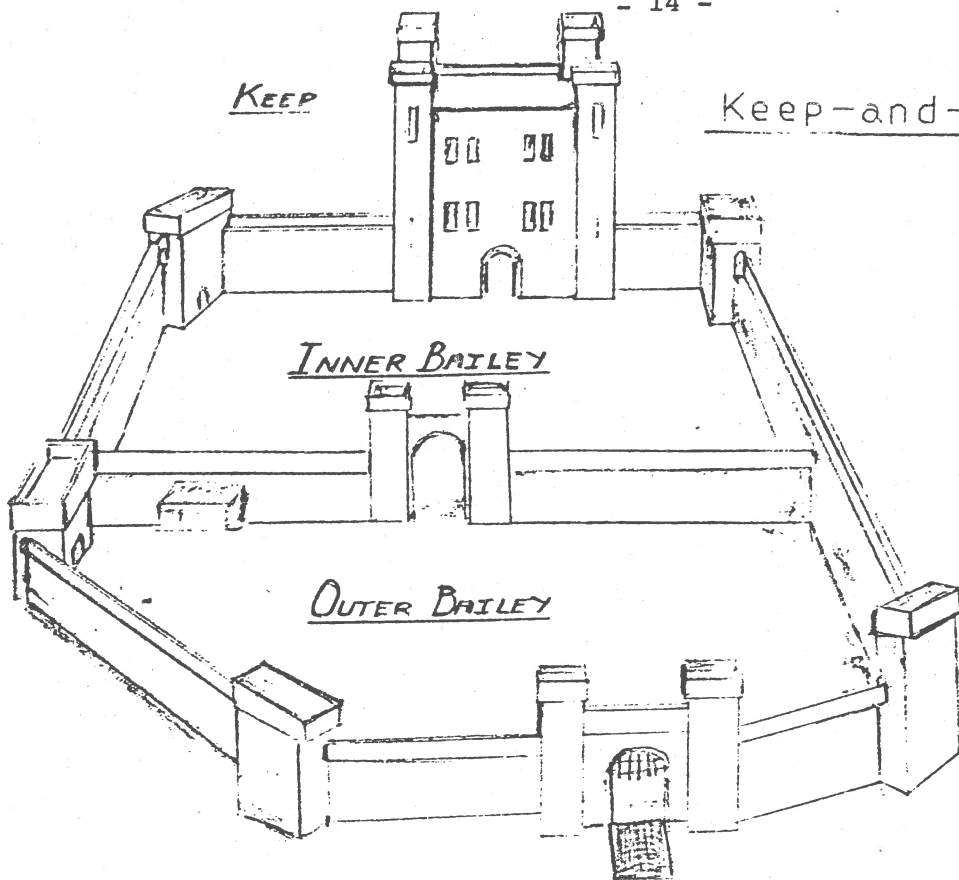
Internally, the Mural closely resembled the Keep. They were usually divided into two or three floors, for stores (basement) and guardrooms, and occasionally domestic apartments. Entry was into the basement from the Bailey, and into the first floor from the walls.

Other innovations included the use of HOARDING and subsequently MACHICOLATIONS. Hoarding was a temporary construction of wood overhanging the battlements, allowing the defenders to fire down or drop things, such as rocks or hot liquids, onto attackers at the base of the wall. Machicolations were the same thing but were permanent, being made of stone. In England the use of Machicolations was primarily restricted to the gatehouse, an area that became very important in the design of the castle.

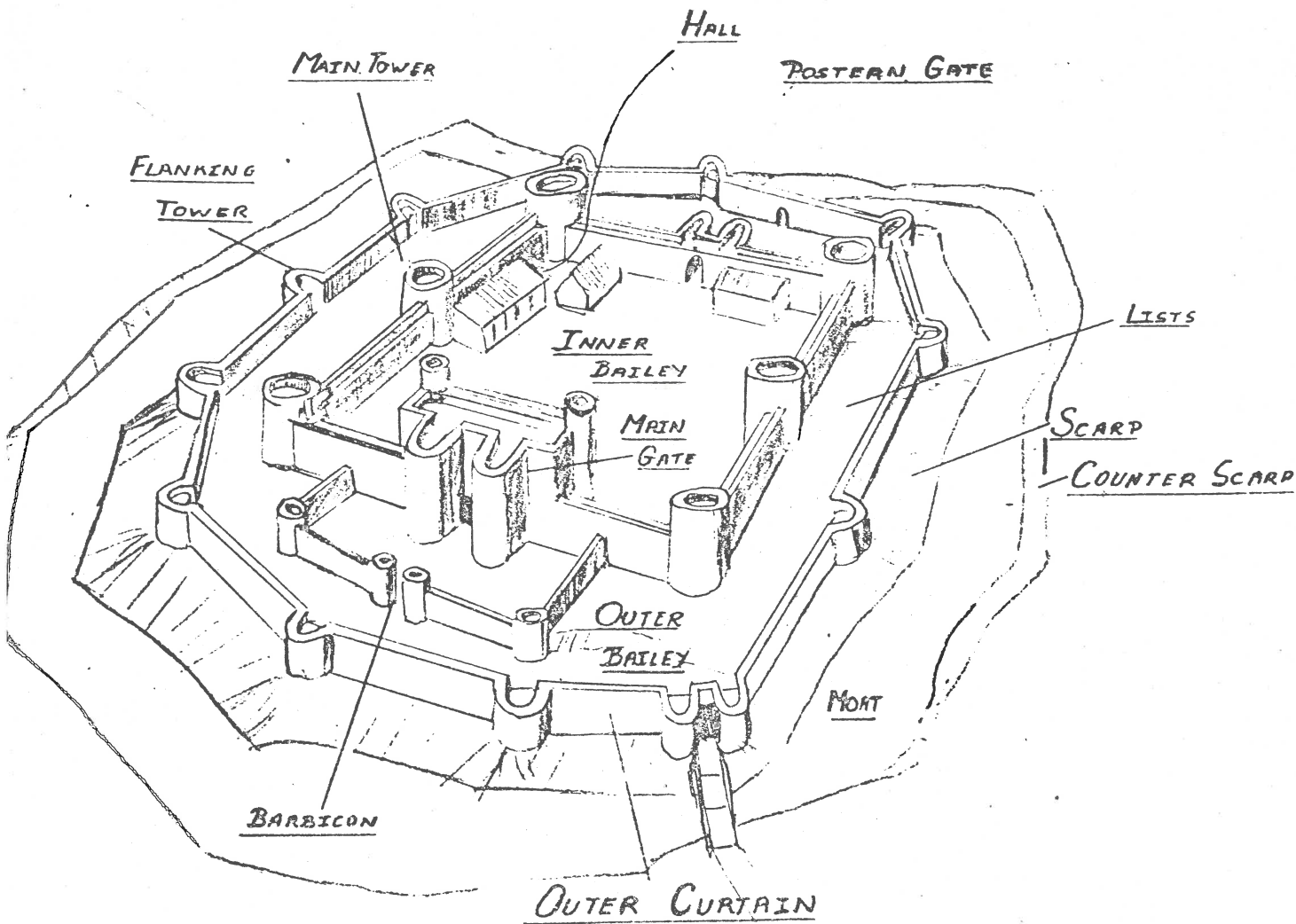
Now that the Bailey was strong enough to stop an attack at the walls, the entrance to the enclosure became a weakpoint. During the 13th and 14th centuries this was fortified until it became the strongest part of the defenses. The entrance became a narrow enclosed passage, usually blocked at either end by a sliding PORTCULLIS. The passage was flanked by towers,

KEEP

Keep-and-Bailey Castle



Concentric Castle



with a connecting bridge having slots in the floor to allow missile fire or other forms of attack.

The Gatehouse could be further augmented by the construction of BARBICONS, which in their simplest form were parallel walls extending from the gatehouse, but could become so elaborate as to become almost Baileys in themselves. The gatehouse was now almost a self contained castle, able to withstand heavy attack. This new strength causes a change in the tactics of castle warfare.

Because of their strength, many castles were built with two main gates, and two or three POSTERN (minor) gates. This allowed the defenders to move out and attack, without the besiegers being sure of where the attack would come from. Because of this the castle could now play a much more aggressive role. Added to the Flanking towers, the use of hoarding and machicolations, and the provision of large numbers of arrow loops, the multiplication of strong gatehouses placed the emphasis of castle tactics on offensive defense.

Castle design had now moved the defenses away from the central Keep to the walls of the Bailey. This was reflected by the disappearance of the Keep in new castles, the design being no more than a simple enclosure, usually quadrangular in plan, shaped to exploit the contours of the land. In the late 13th and 14th centuries, this design was enhanced by duplication of the walls.

A main enclosure (INNER BAILEY) was surrounded by a further wall of lesser strength, and lower height, which could provide its own fire, and not hinder fire from the main walls. The space between the walls (the LISTS) were usually narrow and divided by crosswalls into sections that concentrated any attackers coming through a breach. This type of castle was the CONCENTRIC castle.

The Concentric castle was the last new type of castle to make its appearance in the English countryside. After 1350 the changing political condition and changes in the character of warfare (more emphasis on battles in the field) made the castle a less than worthwhile investment.

In three centuries from the Norman Conquest the English castle had evolved from the quickly built and relatively safe Motte-and-Bailey design through various stages, culminating in the multiple defenses and immense strength of the Concentric castle. At no time could it be said that there was one style of castle. Old ones were still used or improved, while new ones could incorporate all the new innovations. The 13th and 14th centuries in particular saw the fortification and improvement of existing castles, an example being the addition of a new bailey at Windsor Castle resulting in two baileys on opposite sides of the Keep. Addition of walls to make Concentric castles and the rebuilding of domestic apartments to gain more space for living was very common. The new strength of the walls allowed thoughts of luxury to compete with military efficiency. This trend towards luxury helped to divorce the military and residential aspects of the castle. By Elizabethan times the "country house" was the typical accommodation of the landowners, and the castle, if it might still be called that, was no more than a land based naval emplacement designed to withstand cannon attack.

In this article I hoped to relate the general trends in the evolution of the castle in England. However, much has been left out that is of interest. The following references will be of use to anybody who wishes to study this area more deeply.

Balent, M., "The Palladium Book of Castles and Weapons", (Palladium Books, Detroit), 1982

Brown, R.A., "English Medieval Castles", (Batsford, London), 1954

Cruden, S., "St Andrews Castle", (Her Majesty's Stationary Office, Edinburgh), 1982

Hindley, G., "Castles of Europe", (Hamlyn, Feltham), 1968

Oman, C., "Castles", (The Great Western Railway, London), 1926

Tuulsee, A., "Castles of the Western World", (Thames & Hudson, Austria), 1958

* * * * *

Results of the Annual General Meeting of the Queensland University Games Society which was held on Saturday 15th September 1984 in the E.G. Whitlam Room of the University of Queensland Union.

Election of Office Bearers for 1985

PRESIDENT: Mark Marychurch
SECRETARY: Eric Topp
TREASURER: Andrew Robinson
EDITOR OF "THE QUEENSLAND WARGAMER": Jack Ford

* * * * *

A quote from Stephen Pile's "The Book of Heroic Failures" published by Futura Publications, London.

THE WORST ARMS EXPERT

Nazi troops overran the armoury at Brest in 1940 and captured a new French secret weapon, the 15 inch 'Richelieu' gun. The delighted Germans immediately put an arms expert to work investigating this new weapon which, they believed, could swing the war their way if put to use quickly. However, our expert was not one to be rushed. Nothing if not thorough, he finally handed over a thick dossier, detailing every aspect of the gun's usage and capabilities in April 1944. Furthermore, he pointed out that it would be impossible to use the gun in the remaining 18 months of the war since during his four year investigation he had used up all the available ammunition in conducting his tests.

THE LEAST SUCCESSFUL WEAPONS

The British contribution to this category was the No.74 (ST) hand grenade, known affectionately in the Second World War as the 'sticky bomb'. A special feature was an adhesive coating which enabled it to stick to the thrower, which was generally what happened.

Once stuck, the soldier then had a considerable five second delay in which to extricate himself. Even if he succeeded, only a practised shot putter could hope to lob the 4½ pound bomb far enough to ensure his own safety. It was the most unpopular weapon the British soldier has ever been asked to use and was soon discontinued.

For their part, the Japanese produced the Lunge Bomb, which comprised a long pole with a grenade and three spikes attached. To use it the infantryman approached the tank, rammed the spike through its side, and retired to a safe distance. However, since the safety pin had to be removed before this operation could begin, the ramming action almost invariably caused the bomb to detonate before the soldier had time to run away.

(Continued on page 32)

HERE ARE THE Q.U.G.S. MEETING DATES FOR THE REMAINDER OF THE YEAR.

Saturday 15th September - (First Saturday occurs during mid-semester break.)

Saturday 6th October

Saturday 3rd November

Remember all Q.U.G.S. meetings are held in the E.G. Whitlam Room of the Students Union Building, University of Queensland. The doors are opened at 11.00 a.m., and the meetings commence at 1.00 p.m. and usually last only half an hour. The room is usually closed at 5.00 p.m. to 6.00 p.m., so bring your games along and lets play.

THE GAMES CUPBOARD - part of your membership benefits.

All Q.U.G.S. members are entitled to borrow books, games or scenery from the Q.U.G.S. Games Cupboard, which is situated in Common Room 1 in the Relaxation Block at the University. That is the building where Counselling Services is situated! The key to the cupboard can be obtained from the Treasurer, Jack Ford. Jack can be found at the Students Union Office in the Students Union Building. Here is a current list of Q.U.G.S. equipment which is held in the Games Cupboard:-

"Sabretache" - the journal and proceedings of the Military History Society of Australia, (good for miniature players and military history buffs). 8 issues from Volume XXIII No.3. to the present Volume XXV No.2.

Books - Ian Livingstone - Dicing With Dragons - a role playing guide.

Osprey Men-at Arms Series - Armies of the Crusades.

Byzantine Armies 886-1118.

Armies of the Ottoman Turks
1300-1774.

Saxons, Vikings and Normans.

Samurai Armies 1550-1665.

Army of the Potomac.

The Army of Northern Virginia.

Ian Heath - Armies of the Middle Ages Volume I.

Charles Grant - Wargame Tactics - general.

David Langford - War in 2080 - futuristic.

William Seymour - Battles in Britain 1066-1746.

Timothy Hall - The Fall of Singapore 1942.

Philip Haythornthwaite - Weapons and Equipment of the
Napoleonic Wars.

David Woodward - Armies of the World 1854-1914.

Andrew Mollo - The Armed Forces of World War II.

Bill Gunston - Aircraft of World War II.

John Warry - Warfare in the Classical World.

Ned Willmott & John Pimlott - Strategy & Tactics of War.

Chris Ellis - Tanks of World War II.

Edward Wagner - European Weapons & Warfare 1618-1648.

Jackdaw Folio Papers Series - The Desert War.

Dunkirk.

1066.

Hadrian's Wall.

The Battle of Waterloo.

The Armada.
Wolfe at Quebec.

Minature Player's Accessories - Linka Set - modeller's building system.
6 boxes of small shade trees.
1 bag of fencing.
2 tape measures.
green felt (cut for terrain.)
1 paint brush.
4 tins of Wiltshires Tempera Powder colour (leaf green, light green, brown, black.)
8 foam mountains or hills.
1 tin of Berger's green chalk paint.
measuring rope.
1 Old English 2 storey brick house.
3 gaming table tops.

Boardgaming - Rules for SPI's Chariots, Spartan, Legion, Viking, Yeoman.
The Solomon's Campaign.
Combined Arms - World War II.
Outreach - space/fantasy boardgame.
Objective Moscow - monster game (modern)
The Wargamer Magazine - Peter the Great - 18th century Europe.
(with game) Drive on Damascus World War II - Western Desert.
Birth of a Nation - Revolutionary War.
Little Round Top - The Civil War (A.C.W.)
Laurence of Arabia - World War I.
Seige at Peking - Colonial.
Never Call Retreat - A.C.W.
Race to the Meuse - World War II Western Front.
Battle for the Falklands - Modern.
Lods - World War I.
Stars and Bars - A.C.W.
No Trumpets No Drums - Vietnam.
Sturm Nach Osten - World War II Eastern Front.
Stategy and Tactics Magazine - Operation Grenade - World War II.
(with game) Fighting Sail - 1775-1815.
Cedar Mountain - A.C.W.
The Desert Fox - World War II.
B.O.A.R. - Modern.
Sicily - the Race to Messina - World War II.

The Battle of Monmouth -
Revolutionary War.
Iwo Jima - World War II.
Nord Kapp - Modern Norway.
Soldiers of the Queen - 19th
Century Colonial.
The American Civil War - A.C.W.

Special Edition No. 2. - The Soviet Navy.
(without game)

The General Magazine - Vol.18. No.1. Fury in the West.
(with scenarios) Vol.18. No.2. Air Force Analysis.
Vol.18. No.3. Guns of August.
Vol.18. No.4. Gladiator.
Vol.18. No.5. Third Reich.
Vol.18. No.6. Flat Top.
Vol.19. No.1. Storm Over Arnhem.
Vol.19. No.2. Battle of the Bulge.
Vol.19. No.3. Gunslinger.
Vol.19. No.4. Civilization.
Vol.19. No.5.
Vol.19. No.6. Victory in the
Pacific.
Vol.20. No.1. Anvil of Victory.
Vol.20. No.2. Titan.
Vol.20. No.3. Frederick the
Great.

Breakout Magazine - Australia's own magazine - covers
all types of wargaming.
Vol.1. No.1. Historic First Issue.
Vol.1. No.2. Gaming with Micro-
computers.
Vol.1. No.3. Fall of France game
analysis.
Vol.2. No.1. Fantasy.
No.6. S.S.I. President Elect.
No.7. S.S. Tigers in Normandy.
No.8. World War II Eastern Front.
No.10. Role Playing.
No.13. Fighter Command.

Minature Player Magazines - "The Courier" U.S. magazine
Vol.IV. No.4. Skirmishing
Light Cavalry of the Nap-
oleonic Wars.
Vol.IV. No.5. Napoleonic
Unit Strengths.
Vol.IV. No.6. The Swiss
in Italy 1494-1544.
Vol.V. No.1. The Sudan.
Vol.V. No.2. Whalers on
Nile.
Vol.V. No.3. Die Katast-
rophe Von 1806.

"Slingshot" - ancients figures speciality - official
journal of the British Society of
Ancients.

No.81. January 1979.
No.82. March 1979.
No.84. July 1979.
No.85. September 1979.
No.86. November 1979.
No.87. January 1980.
No.88. March 1980.

No.89. May 1980.
Memorial Issue 1980.
No.90. July 1980.
No.91. September 1980.
No.92. November 1980.
No.93. January 1981.
No.94. March 1981.

Fantasy/Role Playing Magazines - White Dwarf - ordered directly from Britain.
Numbers 28-32.
Numbers 36-38.
Number 45.
Numbers 48-53.

Dragon - specifically for Dungeons and Dragons Players.
Number 58 - Spellminders Aid.
Number 59 - Traveller Adventure.
Number 83 - High-level AD & D Module.
Number 84 - AD & D Tournament Module.

Magazines from other Wargaming Clubs -
Dicing with the Dragonslayer - D&D magazine of the Auckland Dragonslayers.
The Handysap's Manual of Space and Magic - same club.
Signalman - Brisbane Wargame Society - one issue.
Wargamer's Newsletter - November 1979 - British publication - one issue.
The King's Own - newsletter of The Kings School Wargaming and Military Modelling Society - one issue.

The Devils Advocate/Rallying Point - the magazines of the Melbourne University Dungeons and Dragon Society and the South Australian Historical Wargames Society - 10 issues from 1982 to present.

Charge - the newsletter of the Canberra Wargames Society - 6 issues per year 17 issues from Feb./Mar. 1981 to Feb./Mar. 1984.

The Queensland Wargamer - our own local dazzler - all issues.

PLAYERS WANTED

For War in Europe and War in the Pacific multi-player games.
Michael Glenn 20 Badmen Street, Mnt. Gravatt. 349-2888 (Mon.- Fri.)

HISTORICAL SET-UP FOR DUTCH FORCES FOR SPI'S "WAR IN THE PACIFIC"

The Netherlands East Indies at 8th December 1941 Java/Sumatra/Borneo

4 points	Dornier 24 KT	Recon.
1 point	Fokker CV-DW	Recon.
1 point	Fokker CVII-W	Recon.
2 points	Fokker T-IVa	Recon/TB.
2 points	Fokker CX	Recon.
1 point	Fokker CXI-W	Recon.
1 point	Fokker CXIV-W	Recon.
1 point	Koolhoven FK51	Recon.
7 points	Brewster Buffalo	F.
5 points	PBY-5 Catalina	Recon/TB.
2 points	Curtis P36a Mohawk	F.
2 points	Curtis Wright CW-21B Demon	F.
4 points	Curtis P40e Kittyhawk	F.
12 points	Glenn Martin 139W	Medium B.
11 points	Ryan STM-S2	F.
2 points	Taylorcraft	T/R.
2 points	Delota DC-2	T.

Reinforcements - Planned to April 1942 Timor

1 point	Brewster Buffalo	F2A-3.
7 points	Curtis P40 N-20	Warhawk.
7 points	Lockheed C-40A	T.
2 points	Lockheed C-60A Lodestar	T.
4 points	North American B250 Mitchell	Medium B.
14 points	North American B25-T Mitchell	Medium B.
2 points	Vought US2U-3 Kingfisher	Recon.
1 point	Hawker Hurricane MK1	F.
3 points	Douglas Boston	Medium B.
20 points	Buffaloes B439	F.

Navy - 3cl, 1CH, 4DD counters, 12 submarine points, P+B vats

Army - Lt. Gen. 1+ ter Poorten

Borneo	Singkawang II Airfield	750 airfield defence troops BN
	Balikapan	garrison (engineers).
Molucca Archipelago	AA 1 pt.	Ambon 2600 troops + coastal artillery.
Sumatra	Palembang Airfield AA 800	airfield defence battalion.
Timor	500 Dutch Territorial garrison	
Java	Surabaya	motorised marine battalion.
	5 infantry regiments	Batavia (2) East Java Area (1)

North Central Area (1)
 South Java (1)
 plus light tank company

Total 25,000 men

Estimated Dutch Equipment in NEI May 1940

720 machine guns
 460 mortars
 16 anti-tank guns
 37 field guns
 48 heavy coastal guns
 19 anti-aircraft guns

TREASURER'S REPORT

1984 Q.U.G.S. General Meeting - 15th September 1984

<u>Receipts</u>		<u>Payments</u>	
Bank Balance 1/1/84	77.08	Reduction of Graphics	0.36
35 Membership Subscriptions	104.64	Doubleday Book Club Purchase	8.21
1st Semester Students' Union Grant	68.00	Australian Military History Soc. Membership	20.00
Payment for Purchase of Book on Member's Behalf	12.00	"Dragon" Subscription	55.00
2nd Semester Students' Union Grant	84.00	"The Wargamer" Subscript.	45.00
Refund of Newsletter Regist.	30.00	Category 'B' Newsletter Registration	30.00
		"The Courier" Subscript.	20.00
		Doubleday Book Club Purchase	14.95
		"The General" Subscript.	15.00
		"White Dwarf" Subscript.	42.04
		"Slingshot" Subscription	21.10
		The Last Grenadier - 2 Books	18.00
		"Multiverse" Subscription	8.50
		Cheque Charges	0.30
Total Receipts	\$ 375.72	Total Payments	\$ 298.46

Balance as at 10/9/84 = \$ 76.26

Books Purchased:- The Army of Charlamagne. The Australian Army.

THE ROGUES

-ERIC TOPP

An Expanded Service For Character Generation In Traveller

Enlistment

Any character who wishes to join the rogues must come from a world a population characteristic of 3+, a law level of 3+ and a tech level of 6+. Throw 6+ to enlist with DMS of +1 if SOC is 8- and +2 if END is 7+.

A character may, at age 18, attend college prior to joining the service. College is similar to that outlined in High Guard however there is a DM of +2 on the admission and success rolls (due to cheating) and honours may not be taken.

Acquiring Skills and Expertise

Each term is divided into 4 one-year assignments. Individuals determine their assignments each year and resolve all actions pertaining to them. Upon the conclusion of 4 assignments, the character has completed one 4-year term and may attempt to re-enlist.

The two branches in the rogues are the Street and the Office. Only college graduates may join the Office. Once a branch has been selected, transfer to the other branch is very difficult.

The first one-year assignment of a rogues first enlistment is spent learning the in's and out's of criminal activity. The character receives a level of streetwise skill as a result.

Each one-year assignment is handled separately. There is a 2-step procedure: the specific assignment is selected, and that assignment is resolved in terms of survival, arrest, bonuses, and skills.

1) Specific Assignment. The character consults the specific assignment table to determine the type of duty to be performed during the year.

SPECIFIC ASSIGNMENT TABLE

Dice Roll	Street	Office
2	Kidnapping	Extortion
3	Kidnapping	Extortion
4	Burglary	Extortion
5	Burglary	Fraud
6	Larceny	Fraud
7	Larceny	Tax Evasion
8	Larceny	Tax Evasion
9	Robbery	Trafficking
10	Robbery	Trafficking
11	Special Duty	Special Duty
12	Special Duty	Special Duty

SPECIAL DUTY TABLE

Die Roll	Street	Office
1	Militia	Militia
2	Militia	Offworld Smuggling

3	Offworld Smuggling	Offworld Smuggling
4	Offworld Smuggling	Travel
5	Night School	Travel
6	Transfer	Self Defense

2) Resolution: Every assignment, with the exception of a special duty assignment, may call for up to 4 results - survival, arrest, bonuses, and skills.

ASSIGNMENT RESOLUTION TABLES

	Kidnapping	Burglary	Larceny	Robbery	Jail (Street)
Survival	8+	5+	6+	8+	7+
Arrest	6+	3+	5+	5+	-
Bonus	6+	7+	5+	6+	-
Skills	7+	6+	7+	6+	6+

DM's: For survival if INT 9+, +2.

	Extortion	Fraud	Tax	Trafficking	Jail (Office)
Survival	6+	5+	4+	6+	5+
Arrest	6+	4+	3+	5+	-
Bonus	5+	6+	7+	6+	-
Skills	6+	7+	6+	7+	7+

(a) SUR: Throw the indicated number or higher on 2D to escape permanent injury (-1 to STR,DEX, and END).

(b) ARR: Throw the indicated number or higher on 2D to escape arrest with a DM of -1 if the character failed their survival roll. If the individual is arrested, they must roll 9+ to be found not guilty with a DM of +1 if they have bribery skill or INT of A+. Otherwise a jail sentence must be served with the length rolled on the appropriate table below.

	Kidnapping	Burglary	Larceny	Robbery
1	ID Years	1 ID Years	1 1 Year	1 ID Years
2	ID+3 Years	2 ID+2 Years	2 2 Years	2 ID+1 Year
3	2D Years	3 ID+3 Years	3 ID Years	3 ID+2 Years
4	2D Years	4 ID+3 Years	4 ID Years	4 ID+2 Years
5	3D Years	5 2D Years	5 ID+2 Years	5 ID+3 Years
6	4D Years	6 2D Years	6 ID+2 Years	6 ID+3 Years

Characters who are imprisoned serve a special assignment as outlined above until their sentence expires or they are paroled. Parole is only possible if the sentence is longer than 2 years. Parole attempts may be made each year after the first half of a sentence is served and succeed on a roll of 11+ (DM of +1 if character belongs to the Office branch).

(c) BON: Rogues receive a bonus by throwing the number indicated or higher. Roll for the bonus amount on the appropriate table to follow.

Kidnapping	Burglary	Larceny	Robbery
1 1000Cr	1 1500Cr	1 250Cr	1 500Cr
2 1000Cr	2 1500Cr	2 500Cr	2 750Cr
3 2000Cr	3 2500Cr	3 750Cr	3 1000Cr
4 2000Cr	4 2500Cr	4 750Cr	4 1000Cr
5 4000Cr	5 5000Cr	5 1000Cr	5 1500Cr
6 6000Cr	6 5000Cr	6 1500Cr	6 2000Cr

Extortion	Fraud	Tax Evasion	Trafficking
1 2000Cr	1 2000Cr	1 2500Cr	1 1500Cr
2 2000Cr	2 2000Cr	2 3000Cr	2 3000Cr
3 3000Cr	3 4000Cr	3 3500Cr	3 3000Cr
4 3000Cr	4 4000Cr	4 4000Cr	4 4000Cr
5 4000Cr	5 6000Cr	5 4500Cr	5 4000Cr
6 4000Cr	6 6000Cr	6 5000Cr	6 5000Cr

(d) SKI: If the individual throws the indicated number or greater then they are eligible for two skills. Any character may roll on the Rogue Life column. Only characters serving a regular assignment may roll on the relevant column. Only those individuals serving a jail sentence may roll on the Jail column.

Rogue Life	Kidnapping	Burglary	Larceny	Robbery
1 +1 STR	1 Vehicle	1 Security	1 Vehicle	1 Brawling
2 +1 DEX	2 Vehicle	2 Security	2 Vehicle	2 Brawling
3 +1 END	3 Disguise	3 Demolition	3 Security	3 Gun Cbt
4 +1 INT	4 Disguise	4 Demolition	4 Security	4 Gun Cbt
5 Streetwise	5 Gun Cbt	5 Poisons	5 Forgery	5 Bde Cbt
6 Carousing	6 Gun Cbt	6 Poisons	6 Forgery	6 Bde Cbt
7 Streetwise	7 Leader	7 JOT	7 JOT	7 Leader
8 Carousing	8 Leader	8 JOT	8 JOT	8 Leader

DMS: +2 if EDU 8+ (optional)

Extortion	Fraud	Tax Evasion	Trafficking	Jail
1 Carousing	1 Bribery	1 Forgery	1 Streetwise	1 Bde Cbt
2 Carousing	2 Bribery	2 Forgery	2 Streetwise	2 Bde Cbt
3 Bribery	3 Gambling	3 Admin.	3 Liaison	3 Streetwise
4 Bribery	4 Gambling	4 Admin.	4 Liaison	4 Streetwise
5 Interrogation	5 Ships Boat	5 +1 EDU	5 Broker	5 Admin.
6 Interrogation	6 Ships Boat	6 +1 EDU	6 Broker	6 Admin.
7 Medical	7 Computer	7 Computer	7 Medical	7 Mechanical
8 Medical	8 Computer	8 Computer	8 Medical	8 Electronic

Special Duty for Street Rogues

(1) Militia: The character has been drafted into the local militia for one year. One level of combat rifleman skill is received.

(2) Offworld Smuggling: The individual assists in smuggling controlled substances to and from worlds. One level of vacc suit skill is received automatically.

(3) Night School: The character spends a year improving their knowledge; they receive an increase of +1 EDU.

(4) Transfer: An opportunity to move up in the world occurs; the individual may transfer to the Office if desired.

Special Duty for Office Rogues

(1) Militia: The character serves as an officer in the local militia for one year and receives one level of combat rifleman skill. Roll 5+ in ID for one level of tactics skill to be received.

(2) Offworld Smuggling: The individual directs smuggling operations to and from worlds, and receives one level of vacc suit skill automatically. Roll 5+ on ID for one level of legal skill to be received.

(3) Travel: A year is spent travelling neighboring worlds and an increase of +1 EDU is received automatically. Roll 5+ on ID for one level of linguistics skill to be received.

(4) Self Defense: The character undertakes a course of self defense. One level of unarmed combat skill is received.

Skills

Blade Combat: Characters who acquire a blade combat skill immediately receive one level of expertise in either Dagger, Blade, or Cudgel.

Gun Combat: Characters who acquire a gun combat skill must immediately choose one category of small arms to apply it to. There are three distinct categories:

(1) Handgun: Handgun expertise may be applied to revolvers, automatic pistols, body pistols, and snub pistols interchangeably.

(2) Shotgun: Shotgun skill may be applied only to shotguns.

(3) SMG: SMG expertise may be applied only to SMG's.

Vehicle: Individuals who obtain vehicle skill must immediately choose one of the vehicle types listed below, noting planetary restrictions:

(1) Wheeled (HYD 9-, TL 5-A)

(2) Tracked (HYD 9-, TL 6-9)

(3) Grav (TL 8-F)

(4) Prop-driven Fixed Wing Aircraft (ATM 6-9, TL 5-9)

(5) Jet-driven Fixed Wing Aircraft (ATM 4-B, TL 6-9)

(6) Helicopter (ATM 6-9, TL 6-9)

(7) Lighter-than-Air Craft (ATM 6-A, TL 4-9)

(8) Hovercraft (ATM 4-A, TL 7-9)

(9) Small Watercraft (HYD 3+, TL 5-8)

(10) Large Watercraft (HYD 3+, TL 4-8)

(11) Submersible (HYD 3+, TL 5-F)

A LOOK AT CAR WARS BY A FANATIC (or "Outta m'way maintenance meat")

by MARK 'MAD MARK' MARYCHURCH

A short word about the game so obviously based on the MAD MAX and similar movies e.g DUEL, CANNONBALL RUN , etc, etc. The setting to those not knowing is the relatively near future of 50 years hence, in the oil exhausted world of that time where brawling / destruction in vehicles is THE national sport of most of the western world.

If the idea of speeding across the bitumen in a lean, mean machine armed to the teeth doesn't appeal to that lunatic in you, Well I can't say anything to sway you at all. But if it does, WELL!

The game uses various types of car and light commercial types in highly armed, for the most cases, versions. The weaponry include 'standard' items like MG's, oil sprayers, spike droppers as well as more exotic items like flamethrowers, lasers, unguided rockets and MANY others. A very challenging procedure is developing vehicles in the most potent form possible being constrained by equipment space available, weight and very importantly cost.

The vehicles are generally classed in no other way but their cost as it is the best balancing agent. Thus giving a type of points basis for scenarios of a design yourself type. The combat sequence is reminiscent of STAR FLEET BATTLES, as it uses impulse type movement. Also crew members of vehicles can only fire once a turn, another feature that can be seen in a similar way in SFB. But the area which much of the amusement occurs is the Handling chart. Here due to manoeuvre difficulty, road hazards and weapon fire, drivers can and DO lose control and have all manner of results ranging from

fishtailing to rolling on fire due to the circumstances involved.

The game itself can take many forms in play like the period it tries to portray. You can attempt various arena based scenarios like AMATEUR NIGHT and AADA Divisionals (The AADA is for American AutoDuel Association not the car(!) insurance firm). Or large scale assaults that occur on towns by bikie gangs, or open road combat. But for sure, the operative word is combat with cars, bikes, vans, vehicles of nearly any type possible

Associated with the basic game are various supplements and expansions (again like that VEERRYY popular SF game) which, of course, are optional but to get some of the greatest fun (and some of the features mentioned above) are desirable. Also available is the specifically CAR WARS oriented magazine called "AUTODUEL QUARTERLY" which generally has a large variety of useful articles and ideas for the CAR WARS junkie (ME?).

Also included as a standard feature is a future history of developments in areas which have a bearing on items which are seen in the game e.g the propulsion systems (more detail in a moment), the rise of Autoduelling in the USA itself, and other topics like the history of Autoduelling in Australia and a cloning service (?).

This section is very interesting in the highly logical, if somewhat lucky, course of development of highly important areas of concern e.g propulsion. As fossil fuels are 'now' used mainly for plastics and alike, the vehicles are propelled by high efficiency rechargeable batteries which had technological roots in laser research (lasers are also freely available but at a cost). This causes the NEWSWATCH dept. to be very interesting reading to those with a

science bent.

A feature of CAR WARS which I think improves the favour of the game is the extremely well defined world that all this exists in. Much of the background is based on the extent that the fuel crisis destroys the world but still many imaginative features remain e.g. COMBAT FOOTBALL (a game of gridiron gone rollerball, I think, as it hasn't been elaborated on as yet.) Thus giving a real world to travel in, not a just group of scenario placings.

Another 'cute' feature of the game as a whole is the smattering of humourous references to features that are easily recognisable like a song by the ageing John Cougar, the CONSTANTLY last place (Dallas) Cowboys Combat Football team, Terry Backer's World Series AutoDuelling, etc. This tends to reinforce the idea that this could all happen and very soon.

But the best features of the game mechanics is an extremely easy to learn combat system with an ease for inane (or insane) acts to be done. The campaign details lead to easy formation of campaigns of a chariot racing feel or role playing based. The role playing is not in the full D&D sense but in the development of prolonged character, yes (But with AUTODUEL CHAMPIONS available this is changing).

There are problems like lengthy vehicle design and strange hand weapon capabilities (like unable to commit suicide with ANY pistol or a shotgun!). But if these abnormalities are ignored, a highly amusing game can be found.

So I have to leave it there but try CAR WARS, you might get some good fun out of it.

"HEY YOU SCUMBAG, LEAVE M'HOTSHOT ALONE OR YOU'RE GONNA GETTA GRENADE IN YA GEARBOX"

CRIME AND PUNISHMENT

- ERIC TOPP

A Justice System For Worlds Of The Traveller Imperium

Possible criminal activities may be divided into 4 categories. Type I activities are those of a victimless nature e.g. vagrancy, possession of drugs, gambling, etc. Type II activities involve abuse of another's property e.g. theft, malicious damage, breaking and entering, etc. Type III activities involve abuse of another person e.g. assault, rape, murder, etc. Type IV activities are those which defy the state e.g. tax evasion, espionage, treason, etc.

Roll LL- (DMs of -1 if I, +1 if II, +3 if III, +2 if IV,) to determine whether an adventurer's weekly activity is illegal. On a reaction roll of 4- during a routine police encounter, characters will be arrested on false charges, roll 2D, on a roll of 2-5 the charge is for a type I crime, on 6-8 it is for a II; on 9-11 it is for a III, and on 12 it is for a IV.

If the local police department has an investigation section (roll TL- with DMs of +1 if LL of 5+, +2 if LL of 7+) then after a crime is committed (not a type I) detectives will collect ID -2 pieces of evidence per week (DMs of -1 if character has INT of 8+ and attempts cover-up, +1 if INT of 6-, -2 if INT of 10+); if there is no investigation section and witnesses have come forward then the character will be arrested immediately. Roll ID every week extra evidence is collected; if the roll is less than or equal to the total amount of evidence then the adventurer becomes the prime suspect (if a witness has not already come forward). After 2 weeks and every week after roll 2D with DMs of + total evidence (-2 if none and I or II); on 2-4 the investigation is abandoned, on 5-9 the investigation continues, and on 10-12 the investigation is terminated with an arrest. If the character tries to leave the system and they are the prime suspect, roll 2D with a DM of +1 if III or IV; on 2-3 the investigation is suspended and on 4+ the investigation is terminated with the arrest of the character.

An interrogation follows all arrests and yields ID-2 pieces of evidence (DMs of -1 per level of adventurer's END over A or INT over 9); if the adventurer is innocent then only half the amount is obtained (round fractions down).

Roll 2D with DMs of -4 if I, -3 if II, +3 if IV; the case will be tried by a judge on 2-4, by a jury on 5-9, and by a tribunal on 10+. A judge has a SOC of ID+4. Roll ID; prosecuting and defence attorneys have a legal skill of 1 on 1-3, 2 on 4-5, and 3 on 6 for type I and II crimes and a legal skill of 3 on 1-3, 4 on 4-5, and 5 on 6 for type III and IV crimes.

Roll 8+ for a defence attorney to be provided otherwise a lawyer can be shared (fees charged are 100Cr per hour x lawyer's legal skill). Trials last 1 hour for type I and II crimes and 2 hours for type III and IV crimes if the character pleads guilty. Trials last ID hours for type I crimes, 2D hours for type II crimes, ID x 6 hours for type III crimes, and 2D x 6 hours for type IV crimes if the adventurer pleads not guilty.

The character is acquitted on 7+ with DMs of difference in legal skill of defence attorney (of lawyer) and prosecuting attorney, - total evidence, -2 if witnesses testify, if case is tried by judge then difference in SOC of adventurer and judge (maximum of ±3), if case is tried by jury and adventurer is native then +1. The character is

automatically convicted if surviving police witnesses testify.

Witnesses, jurors, and judges may be bribed as normally but there is an additional DM of -2 to bribe prosecuting attorneys and tribunes. Bribing a judge or a majority of jurors or tribunes will not mean an acquittal if the evidence is too great; a successful bribe provides a DM of +3 on the acquittal roll.

If the character is convicted then roll 2D on the appropriate table below. There is a DM of -2 if the judge is bribed (sentencing tribunes may also be bribed as above). If the judge was not bribed and the adventurer pleaded guilty then there is a DM of -1 if the defence attorney or lawyer's legal skill is 4 and -2 if the defence attorney or lawyer's legal skill is 5.

Type I Crime

Dice Roll	Sentence
2 - 4	caution
5 - 6	fine (2D x 10Cr)
7 - 8	fine (2D x 100Cr) + jail (2D days)
9 - 10	jail (1D x 10 days)
11 - 12	jail (1D years)

Type II Crime

Dice Roll	Sentence
2 - 4	fine (2D x 100Cr)
5 - 6	fine (2DkCr) + jail (4D days)
7 - 8	jail (2D x 10 days)
9 - 10	jail (1D years)
11 - 12	jail (2D years)

Type III Crime

Dice Roll	Sentence
2 - 4	fine (2DkCr) + exile
5 - 6	jail (2D x 10 weeks) + exile
7 - 8	jail (2D years) + exile
9 - 10	jail (4D years)
11 - 12	execution

Type IV Crime

Dice Roll	Sentence
2 - 4	fine (4DkCr) + exile
5 - 6	jail (2D years) + exile
7 - 8	jail (4D years) + exile
9 - 10	jail (1D x 10 years)
11 - 12	execution

Treat each year of a sentence as a jail assignment in the Rogues for survival and skills (whether as part of the Street of the Office will depend on the offence). Parole is only possible if the sentence is longer than 2 years. Parole attempts may be made each year after the first half of a sentence is served. A parole case lasts the same amount of time as a trial where the character pleads guilty and succeeds on a roll of 10+ with DMs of -2 if II, -4 if III, -3 if IV, and the lawyer's legal skill.

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(Continued from page 16)

However, the prize for the most useless weapon of all time goes to the Russians. who, rather dourly, invented the dog mine. The plan here was to train the dogs to associate food with the underneath of tanks, in the hope that they would run hungrily beneath advancing Panzer divisions. Bombs were then strapped to their backs which endangered the dogs to a point where no insurance company would look at them.

Unfortunately, they associated food solely with Russian tanks and forced an entire Soviet division into retreat. The plan was abandoned on day two of the Russian involvement in World War Two.

THE LEAST SUCCESSFUL WARSHIP

In times of war self sacrifice is a paramount virtue. New heights were achieved in 1941 by H.M.S. *Trinidad* when it fired a torpedo at a passing German destroyer. While sailing in the Arctic, its crew completely overlooked the effect of the icy water on oil in the torpedo's steering mechanism. The crew watched as it travelled at 40 knots towards its target and slowly became aware that the torpedo was starting to follow a curved course. In less than a minute it was pursuing a semi-circular route straight into the *Trinidad's* path. Displaying the precision timing on which naval warfare depends, the torpedo scored a direct hit on the ship's engine room and put H.M.S. *Trinidad* out of action for the rest of the war.

THE GERMAN EFFICIENCY QUESTION

On 22 February 1940 a Luftwaffe bomber flying off the coast of Borkum, sighted two destroyers. In a sustained bout of Hunnish aggression, it strafed, bombed and cornered the vessels.

Rarely has one plane caused so much damage. The destroyers, the *Lebrecht Maass* and the *Max Schultz* both belonged to the German Navy.

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THE DUTCH NAVY IN THE SOUTH-WEST PACIFIC AREA MARCH 1942-AUG 1945.

- JONATHAN M. FORD.

When Hitler's armies overran The Netherlands in 1940, the major Dutch contribution to the allied cause was to come from the oil-rich Netherlands East Indies. The Royal Netherlands Navy maintained a small but highly efficient naval squadron. It consisted of the light cruisers *Tromp*, *De Ruyter* and *Java*, the destroyers *Van Ghent*, *Kortenaer*, *Piet Hein*, *Banckert*, *Van Nes*, *Evertsen*, *Witte De With*, 12 submarines, and aircraft (including Dornier 24-T flying boats) of the Netherlands East Indies Naval Air Service. The R.N.N. squadron was all but obliterated in the desperate defence of the Netherlands East Indies which ceased with the surrender of the Dutch Governor-General T. van Starckenborgh-Stachouwer on 9th March 1942.

During the last few days before the N.E.I. Surrender the Dutch attempted to send their remaining warships and merchantmen out of the path of the advancing Japanese. The two major escape routes were either via Lombok Strait and then through to Australia; or through Sunda Strait and then onto Ceylon. Freemantle saw the arrival of the R.N.N. submarines *K IX*, *K XI* and *K XII*, the troopship *General Verspyck*, steamers *Tawalie* (8178 tons), *Tjmanoek* (5628 tons) and the minesweeper *Abraham Crijnsen*. The minesweeper had camouflaged itself with foliage so as to resemble an island and escape detection from spotter aircraft. The Dutch naval commander Admiral Helfrich took command of these vessels, as well as the *Tromp* which had been sent to Australia for repairs after it took 10 shell hits from the cruiser *Arashio* during the Battle of Lombok Strait. Of the planes of the Naval Air Service, 4 R.N.N. Dorniers and 4 R.N.N. Catalina flying boats were destroyed in the Japanese raid on Broome (3/3/42). Another 5 R.N.N. Catalinas and 6 R.N.N. Dorniers were assembled with other surviving Dutch aircraft at Rathmines N.S.W. All but one of the Catalinas were purchased by the Royal Australian Air Force. The remaining Catalina was given to the Netherlands East Indies Intelligence Service, (N.E.F.I.S.).

The Royal Netherlands Navy established its headquarters at Melbourne where it was to establish an effective liaison system with the Australian Defence Department in St. Kilda Road. The R.N.N. Depots were established at St. Kilda Road and Middle Park in Melbourne. A R.N.N. base was established on the Swan River at Freemantle. The strength of the Royal Netherlands Naval forces in Australia as at the 10th June 1942 totalled 1353 men comprising:-

207 officers
4 midshipmen
18 warrant officers
241 N.C.O.'s
739 ratings

When on the 7th April 1942, Admiral Helfrich was appointed as the Commander-in-Chief of all Dutch and N.E.I. forces in the Far East, the R.N.N. command in Australia was reorganised. Helfrich moved to Washington and his replacement in the S.W.P.A. was Rear-Admiral F.W.Coster. Coster's warships were placed under the direction of the Naval commander of the S.W.P.A. - Admiral Leary. Leary's forces were nicknamed

"MacArthur's Navy", with the R.N.N. providing a welcome addition to his cruiser, minesweeping and underwater forces.

The *Tromp* was the first Dutch warship to be called into action when on the 16th May she was ordered out from Sydney to search for a Japanese submarine which had attacked the Russian steamer *Wellen*. This submarine was part of Admiral Ishizaki's 8th Submarine Squadron (I22, I24, I27, I29, I21), which was sent to eastern Australian waters, where they were to attack Australia's merchant shipping. After unsuccessful searching for *Wellen's* attacker, *Tromp* was ordered to escort convoy "ZK8" to Port Moresby. This important convoy was carrying the first substantial reinforcements to New Guinea and was very much a Dutch affair, as the 4th A.I.F. Brigade was carried in the Dutch merchantmen *Bantam* (3332 tons), *Bontekoe* (5033 tons), *Van Heemskerk* (2996 tons), and the *Van Heutsz* (4552 tons). The Australian destroyer *Arunta* and the *Tromp* left with the convoy on the 18th May and arrived at Port Moresby safely, after the expected enemy submarine attack never materialised. This was because Ishizaki's submarines were preparing to launch a midget submarine raid on the shipping in Sydney harbour. The submarines *K.IX* and *K.XII* together with the *Abraham Crijissen* were sent from Freemantle to Sydney because the U.S. submarine commander Rear Admiral Charles Lockwood considered both submarines to be obsolete by U.S. standards. Thus when the Japanese midget submarines attacked on the night of the 31st May 1942, the *K.IX* was berthed alongside the R.A.N. depotship *Kuttabul* in Sydney Harbour. When *Kuttabul* was sunk by *Midget Submarine A*, the *K.IX* also suffered the breakage of its storage battery jars.

In September 1942 Leary asked for reinforcements for his S.W.P.A. command and the Americans pressed the British to send the British Eastern Fleet to the Pacific. But the British were only able to send 3 R.N.N. ships - the anti-aircraft cruiser *Jacob van Heemskerk* and the destroyers *Van Galen* and *Tjerk Hiddes*. These warships had served with the Eastern Fleet during the Japanese raid on Ceylon in April, when the Dutch lost 3 merchantmen, the *Batavia*, *Van de Capellan* and *Banjewangi*. After participating in the British occupation of Madagascar the 3 R.N.N. warships sailed for Freemantle where they arrived on 25th October 1942. *Tromp* joined them soon after. This was to be the only chance the Dutch were to have in forming their own national surface squadron from the remaining R.N.N. warships. The R.N.N. warships were to be involved in the boring and uneventful task of convoy escort in the Indian Ocean from October 1942 until January 1944. But even so, they were to be involved in some important missions which were allotted to Rear Admiral Lockwood's West Australian command.

On the 24th November 1942, the *Jacob van Heemskerk* and the cruiser *H.M.A.S. Adelaide* left Freemantle on escort duty with Convoy OWI which included the Dutch vessel *Tarakan* (8183 tons). At 2.16 p.m. on the following day the *Adelaide* sighted the German vessel *Ramses* (7983 tons). *Jacob van Heemskerk* and *Adelaide* fired on the blockade runner and caused her to sink at the stern. A total of 78 German and 10 Norwegian survivors were rescued after this action.

An important part of the convoy traffic, which the R.N.N. warships were expected to protect, was the flow of oil tankers between Australia and the Middle East. The majority of the tankers were Dutch vessels belonging to the N.V. Nederlands-Indische Tankstoomboot Maatschappij, the Petroleum Maatschappij La Corona, and the Nederlandsch Nieuw of Royal Dutch Shell. These tankers included the *Gadila* (8068 tons), and the *Olivia* (6307 tons) which was sunk by the German merchant raider *Thor* on the 14th June 1942. Another loss occurred when the *Genota* (7987 tons) was captured by Japanese merchant raiders on the 9th May 1942. These raiders were to have a totally different encounter with a Dutch tanker on the 11th November 1942. On that day the *Ondina* (6431 tons) was being escorted by the corvette H.M.I.S. *Bengal* when they were attacked by the armed merchant raiders the *Hokoku Maru* and the *Aikoku Maru*. The *Ondina's* sole 4 inch gun managed to score 5 hits on the *Hokoku Maru's* bridge and midship structure, as well as blowing off her stern and sinking the raider. The gallant tanker had suffered 2 torpedoe hits to Number 2 and 3 holds and her captain was killed when the bridge took a direct hit. But after *Aikoku Maru* sailed off; the tanker was able to limp back to Freemantle. As a result of this action Coster transferred the tanker to his command, where she acted as the R.N.N. depotship in Western Australia. She moved to the submarine base at Exmouth Gulf and it was there she played a part in "Operation Jaywick" - the allied commando raid on Singapore. When the commandoes arrived in their vessel the *Krait*, on the 1st September 1943, they obtained oil and water supplies from the *Ondina*.

Coster's surface forces were directed by the Australians for use in two similar operations which were to have far different results. On the 4th May 1942, six Dutch soldiers together with eleven Australians escaped from Ambon to Darwin in the Dutch lugger *Griffoen*. They reported that 800 Australians and 200 Dutch prisoners-of-war were held under light guard at Tan Toey on Ambon Island. The Director of Plans of the Australian Navy Office proposed that *Tromp* and the destroyer H.M. A.S. *Arunta* be used to transport a commando force which would rescue the allied P.O.W.'s. Although Coster accepted this plan with some reservations, Admiral Leary believed that the mission would end in failure and refused to grant permission for the attack. Dutch and Australian guerrillas had been operating on Timor since February 1942. When H.M. A.S. *Armidale* was sunk while carrying Dutch reinforcements to Timor, the *Tjerk Hiddes* was sent from Freemantle to Darwin to help search for survivors. Then on the 9th December 1942, the R.N.N. destroyer ferried 49 sick and wounded guerrillas, 64 members of the Australian 2/2nd Independent Company, 192 Dutch troops and 87 Portuguese civilians from Timor to Darwin. Between the 10th and the 19th December the *Tjerk Hiddes* successfully evacuated 950 people in 3 trips and subsequently her captain, Lt. Cdr. W.J. Kruys was recommended for an American Legion of Merit award.

The most important task assigned to the Dutch surface warships was the escorting of the "Pamphlet" convoy, which carried the Australian 9th Division from the Middle East to Australia. The *Tromp* and *Jacob van Heemskerck* took over the escort for the convoy from a British naval squadron and then they lead it to Freemantle on the 18th February 1943. The 2 Dutch warships then formed part of the escort

for that part of the convoy which sailed to Melbourne. After completing this task, the *Jacob van Heemskerck* strengthened the escort for the remainder of the convoy which reached Sydney without incident on the 27th February 1943. The R.N.N. warships had been assigned to strengthen the convoy's escort so as to alleviate the fears that were felt for the vital convoy's safety by the Australian government.

On the 15th March 1943, the Chief of the U.S. Naval Staff, Admiral E.J. King created the U.S. 7th Fleet from what had perviously been "MacArthur's Navy". A position for a R.N.N. Liaison Officer was created at the 7th Fleet's headquarters in San Francisco, and this post was filled during the was by Commander A.A. Fresco. On the 18th May, 1943 Rear-Admiral Coster was succeeded by Rear-Admiral P. Koenraad as the Commanding Officer of the Royal Netherlands Forces in Australia. By the end of 1943, the Dutch surface warships were being dispersed to other operational theatres. First to leave was the *Jacob van Heemskerck* which sailed for Britain on the 14th December 1943. The *Tromp* joined the British Eastern Fleet on the 4th January 1944. The *Van Galen* and *Tjerk Hiddes* sailed to Ceylon on the 21st January 1944. Only *Tromp* and *Van Galen* were to visit Australia again. On the 15th May 1944, the R.N.N. destroyer, acting as part of the Eastern Fleet, refuelled at Exmouth Gulf in preparation for a carrier strike against Surabaya. On the 25th September 1944, *Tromp* arrived in Sydney for dockyard repairs. As in 1942, she again became the subject of a painting by the artist Douglas Watson. These paintings are currently held at the Australian War Memorial. *Tromp* left to rejoin the Eastern Fleet at Ceylon on 14th March 1945.

The other Dutch surface warship in Australia, the *Abraham Crijnsen* was to have a chequered career. After May 1942 the minesweeper was held at Melbourne until a suitable fate could be decided for her. Being equipped for both minelaying and minesweeping she was of interest to the R.A.N. which acquired the minesweeper on loan from the Dutch on the 28th September 1942. She was used for escort duties and was handed over for British operational command on 20th August 1943. In April 1945 she was again under Dutch command and she was sent to Darwin to act as depotship for the R.N.N. motor torpedo boats M.T.B. 26 & M.T.B. 33. She was the only R.N.N. warship to participate in a Japanese surrender, when on the 7th September 1945 she was part of the allied force sent to accept the surrender on Timor.

The Dutch submarine force maintained its presence in the South-West Pacific Area up until the end of the Pacific War. The *K IX* was ordered to be decommissioned on the 15th July 1942. She was transferred to the R.A.N. for use in anti-submarine training on the 27th September. Having spent more time in dry-dock under repair than at sea, the *K IX* was transferred back to the R.N.N. on the 31st March 1944. It was decided to convert her to an oil hulk, and she was ordered to Darwin to service the R.N.N. warships stationed there. But before reaching Darwin, the *K IX* broke her tow, and ran ashore where she was abandoned as a wreck.

The *K XII* was placed at the disposal of the Netherlands Indies Forces Intelligence Services (N.E.F.I.S.), which used her for 4 patrols until mid-June 1943. These patrols involved the landing of allied

agents on Java. During one such patrol in November 1942 the submarine was approaching Freemantle when she was mistakenly attacked by an American aircraft, but suffered no damage. The K XII was transferred to Vice-Admiral Lockwood's Task Force 71 (submarines) and took part in asdic exercises with allied aircraft and surface warships. On the 12th April 1944 the K XII was decommissioned and was sold to Luna Park in Sydney.

By August 1944, the British Eastern Fleet had far more submarines than could be fully employed in their operational area (normally the Malacca Straits). The British proposed therefore, that their submarines could be sent to operate from a base in Western Australia, and from there attack the South China and Java Sea areas. Thus the 8th Submarine Flotilla including the Dutch submarines *Zwaardvisch* (*Swordfish*) and *O.19* transferred to Freemantle at the end of their August/September patrols. The *Zwaardvisch* arrived at Freemantle on the 7th September 1944 and the *O.19* arrived on the 18th September. The *Zwaardvisch* operated in the Java Sea, South China Sea, and Malacca Strait and claimed its first victim on the 4th October when it sank a 500 ton Japanese coastal tanker. On the same patrol on the 6th October, the *Zwaardvisch* obtained its most notable success when it sank the German submarine *U-168* in the Java Sea. The survivors were taken on board the Dutch submarine but conditions became so cramped, that it was decided to transfer 22 Germans to a passing native fishing boat which took them to Penang Island. The German captain Helmut Aich, his 3 officers and an injured sailor were taken back to Freemantle. The Dutch submarines divided their patrols thus:- *Zwaardvisch* patrolled the South China Sea while the *O.19* operated in the Java and Flores Sea as well as their old hunting ground of the Malacca Strait. *Zwaardvisch* sank the Japanese motorship *Koefi Maru* (19 tons) on the 10th October 1944, and 5 days later she sank the *Kaiyo Maru No.2* (143 tons). On the 17th October she sank the Japanese minelayer *Itukushima* (1970 tons) and damaged her sistership the *Wakataka* with a torpedo. On the 8th February 1943 she damaged an unknown Japanese merchantman and this was to be the Dutch submarine's final "big kill" in the Pacific. In May 1945 she sailed from Freemantle to Dundee in Britain.

The *O.19* scored her first success on the 16th November 1944, when she sank the Japanese coastal vessel *Kaishin Maru No.2* (150 tons) by gunfire. The submarine then proceeded to lay a minefield in Bantam Bay (north of Java) where another Japanese merchantman was claimed. The *O.19* suffered from a severe depth charge attack after this incident, but she managed to limp back to Freemantle for repairs, On the 9th January 1945 the *O.19* sank the converted gunboat *Shinko Maru* (934 tons) by torpedoes. The Dutch submarine claimed the Japanese tanker the *Hosei Maru* (896 tons) on the 9th January 1945. On the 22nd April she was accredited with damaging by torpedoes the Japanese heavy cruiser *Ashigara* (12000 tons). But fate was against the *O.19* and on the 8th July 1945 she sank after striking a reef in the South China Sea. Her crew were saved by the U.S.N. submarine *Cod* which was patrolling the area at the time.

The *O.19*, K XII and the *Zwaarchvisch* all participated in N.E.F.I.S. patrols which included gathering information from captured fishermen. For example, on the 23rd June 1944 the prahoe *Doenia Baroe* was sunk near

Pasi Ipsh by the *K XII* and the 4 crew members were taken on board for questioning in Australia.

Four other R.N.N. submarines were to arrive in Australia before the cessation of hostilities. In April 1944 the *K XIV* arrived in Freemantle for use in N.E.F.I.S. patrols. She damaged the Japanese minelayer *Tsugaru* (4400 tons) on the 21st June, but the enemy warship was finished off by the U.S. submarine *Darter* on the 29th June. On the 25th June, the *K XIV* sank a Japanese landing craft by gunfire near Sanana in the Moluccas. The *K XI* arrived in Freemantle from Bombay in April 1945. As the British were supplying newer submarines to the Dutch, the *K XI* was decommissioned on the 11th April. In February 1945 the *K XV* was based at Ceylon under U.S. operational patrol. She was used in N.E.F.I.S. patrols leaving from Darwin and Exmouth Gulf, and she continued this work until the war's end. The *Tijerhaai* (*Tigershark*) arrived in Freemantle in August 1945 but undertook no patrols before the Japanese surrender.

The Naval Air Service of the Royal Netherlands Navy continued to operate in 1942, using its sole remaining Dornier Flyingboat. This aircraft was used to maintain contact with Lt. de Bruine's guerrillas in Dutch New Guinea. In October this aircraft, the sole reminder of the old two-tiered system of Dutch airpower, was disposed of when it was lent to the R.A.A.F.

The contribution of the Royal Netherlands Navy to the war in the South-West Pacific Area was limited by the small number of R.N.N. warships involved and the limited tasks they were assigned. It should be remembered that when the now famous U.S. 7th Fleet was formed in 1943, one-third of its cruiser force was Dutch, while it also included 2 Dutch destroyers and a R.N.N. minesweeper. The Dutch vessels had provided the bulk of Vice-Admiral Lockwood's surface forces in Western Australia (two-thirds of his cruisers and destroyers); and after the loss of H.M.A.S. *Voyager* during the Timor evacuation, the *Van Galen* and *Tjerk Hiddes* were the only destroyers remaining under his command. Indeed it was ironical that the Dutch navy should be called upon to defend the very shores where 300 years before, their ships had been driven into the reefs, therefore contributing the first pieces of knowledge about this continent.

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KEEPING THE NETHERLANDS FLAG FLYING IN THE SOUTH-WEST PACIFIC AREA
- THE WARSHIPS OF THE DUTCH NAVY

Tromp cruiser: 3350 tons complement: 309
6 x 5.9 inch; 50 calibre bofors guns; 4 x 3 inch
A.A. guns; 4 x 40 m.m. A.A., (2pdr.) (Bofors);
6 x 20 m.m. A.A. (oerlikon); 4 M.G.; 4 O.C.T.;
6 x 21 inch triple torpedo tubes.

Jacob van Heemskerck anti-aircraft cruiser: 3350 tons complement: 309
10 x 4 inch A.A. guns; 8 x 40 m.m. Bofors A.A.;
4 x 20 m.m. Oerlikon A.A.; 1 multiple pom-pom.

Tjerk Hiddes destroyer (ex-H.N.S. Nonpareil): 1690 tons
complement: 183
6 x 4.7 inch guns; 1 x 4 inch gun; 6 smaller;
5 x 21 inch torpedo tubes.

Van Galen destroyer (ex- H.M.S. Noble) 1690 tons
complement: 183
6 x 4.7 inch guns; 1 x 4 inch gun; 6 smaller;
5 x 21 inch torpedo tubes.

Abraham Crijnssen minesweeper/minelayer: 525 tons complement: 46
1 x 3 inch gun; 4 x 55 calibre; 4 x 40 calibre;
4 x 12.7 m.m. A.A.; 1 mg.

Motor Torpedo Boats 26 and 33
torpedo boats.

Zwaardvisch submarine (ex - H.M.S. Talent): 1430 tons
complement: 65
1 x 4 inch gun; 1 x 20 m.m. A.A.; 3 mg.;
11 x 21 inch torpedo tubes (8 bow, 3 stern).

Tujgerhaal submarine (ex - H.M.S. Tarn): 1430 tons
complement: 65
1 x 4 inch gun; 1 x 20 m.m. A.A.; 3 mg.;
11 x 21 inch torpedo tubes (8 bow, 3 stern).

O-19 minelaying submarine: 1536 tons complement: 55
1 x 3.5 inch gun; 2 x 40 m.m. A.A.; 1 x 12.7 m.m.
A.A.; 8 x 21 inch torpedo tubes (4 bow, 2 stern,
2 amidships) 40 mines.

K-IX submarine: 712 tons complement: 31
1 x 3.5 inch gun; 1 c 12.7 m.m. A.A.; 4 x 17.7 inch
torpedo tubes (2 bow, 2 stern).

K XI & K XII submarines: 815 tons complement: 31
1 x 3.5 inch gun; 1 x 12.7 m.m. A.A.; 2 x 21 inch
torpedo tubes; 4 x 17.7 inch torpedo tubes (4 bow,
2 stern).

K XIV & K XV submarines: 1000 tons complement: 38
1 x 3.5 inch gun; 2 x 40 m.m. A.A.; 8 x 21 inch
torpedo tubes, (4 bow, 2 stern and 2 at midships).

The Australian War Memorial's 5th Annual Military History Conference

This conference will be held at the War Memorial from the 12th to the 15th February 1985. This year over 200 delegates attended the conference which attracts students, academics, amateur historians, archivists, librarians and Memorial staff. the trend is towards seminars in the morning sessions and small group discussions during the afternoon sessions. Some of the items to be discussed include uses of the Memorial's collections, militaria and research methods. Conference enrollment forms are available from the Games Cupboard.

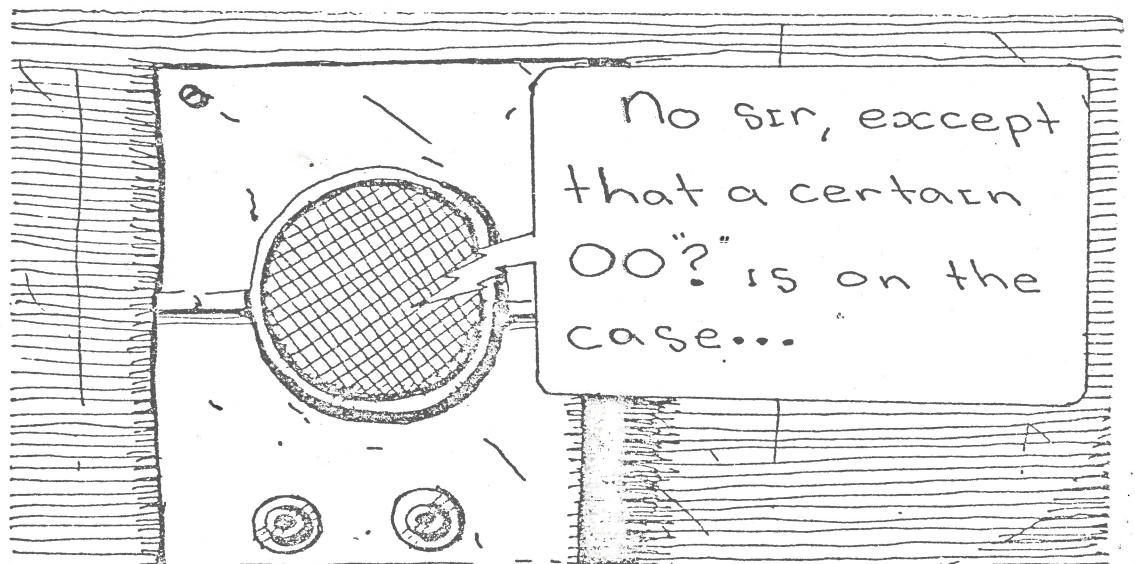
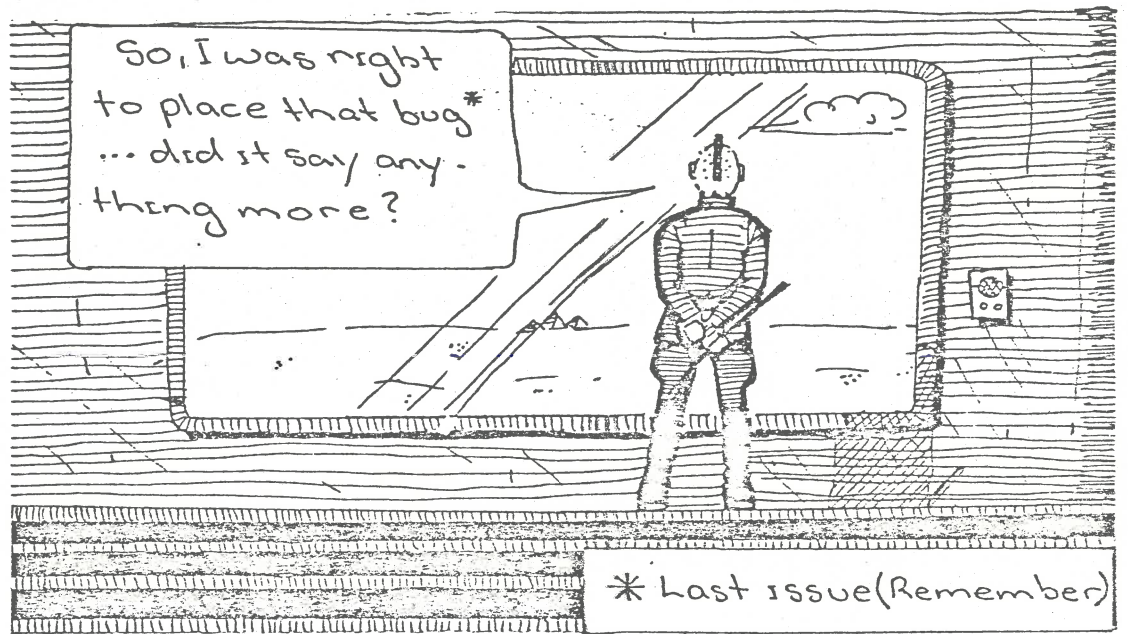
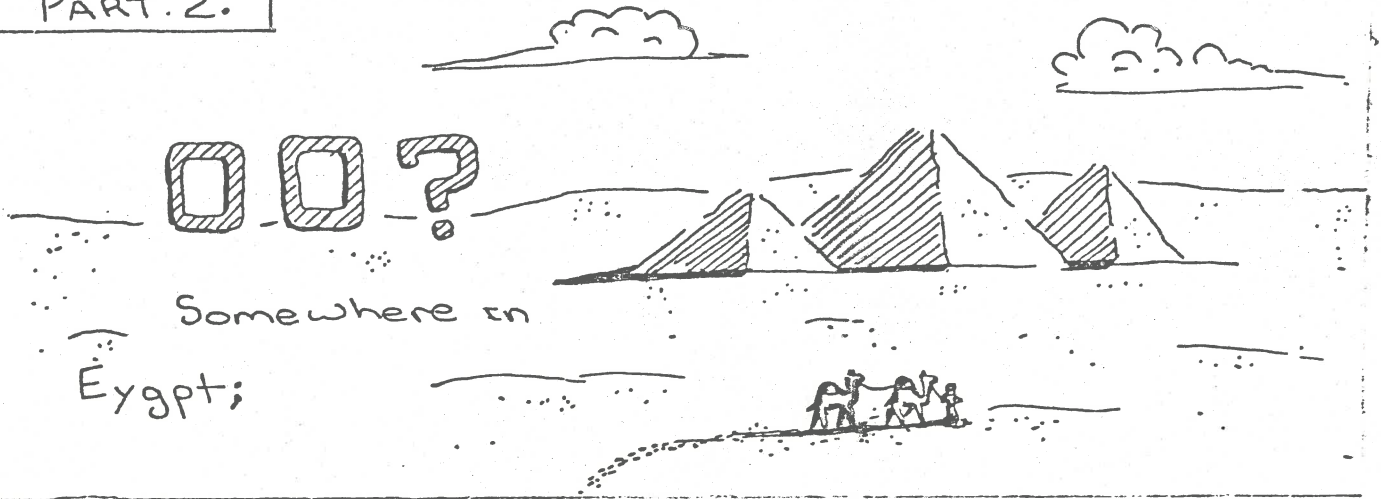
THIS SAD AND LONELY

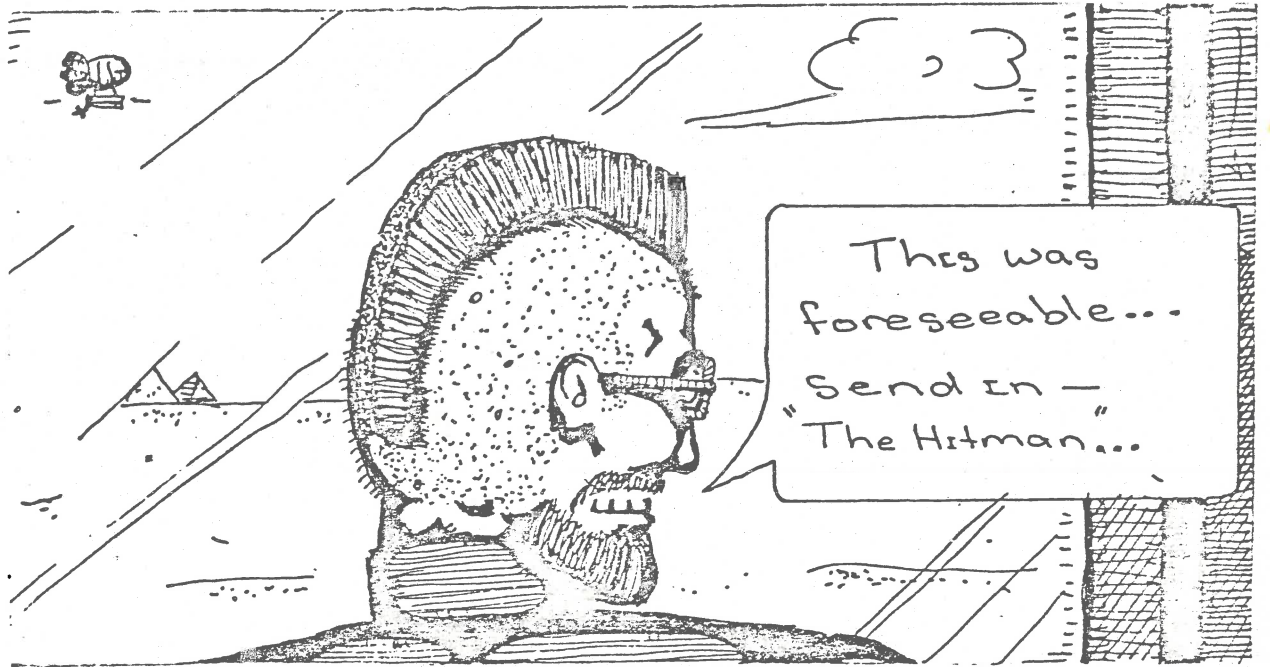
SPACE

IS AWAITING

YOUR CONTRIBUTION!

PART. 2:





This was foreseeable...
Send in -
"The Hitman"...



Meanwhile at a Bar in Carro...

The fat cat jumped over the dead log.

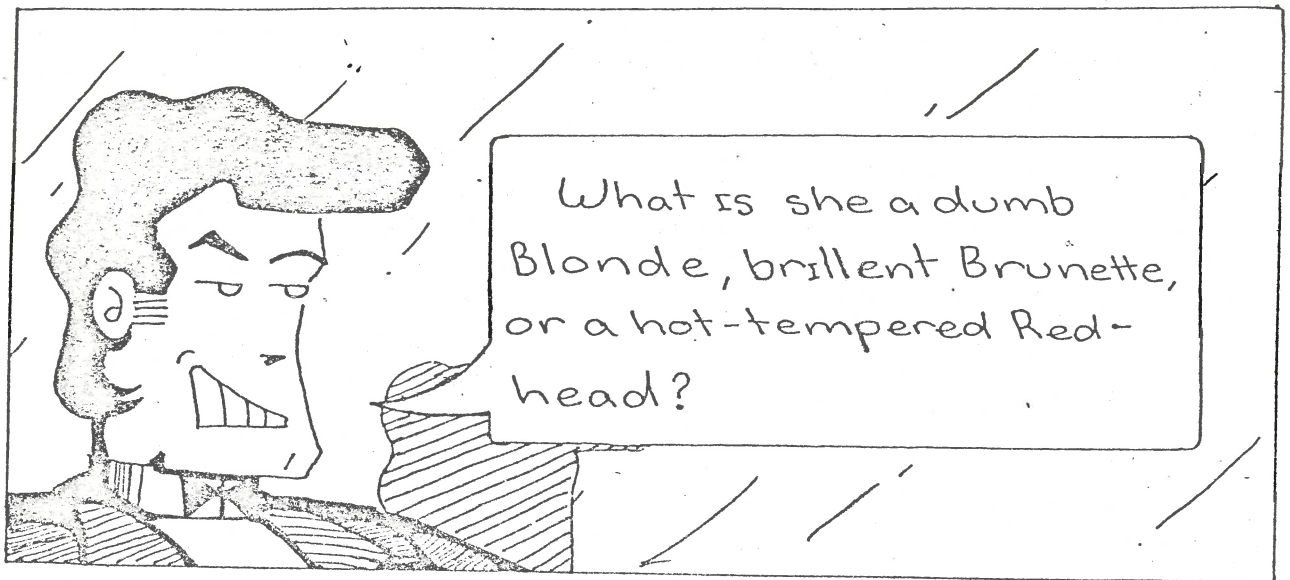
Sr' Senior, I shot the fat Cat in the head with an M-16.

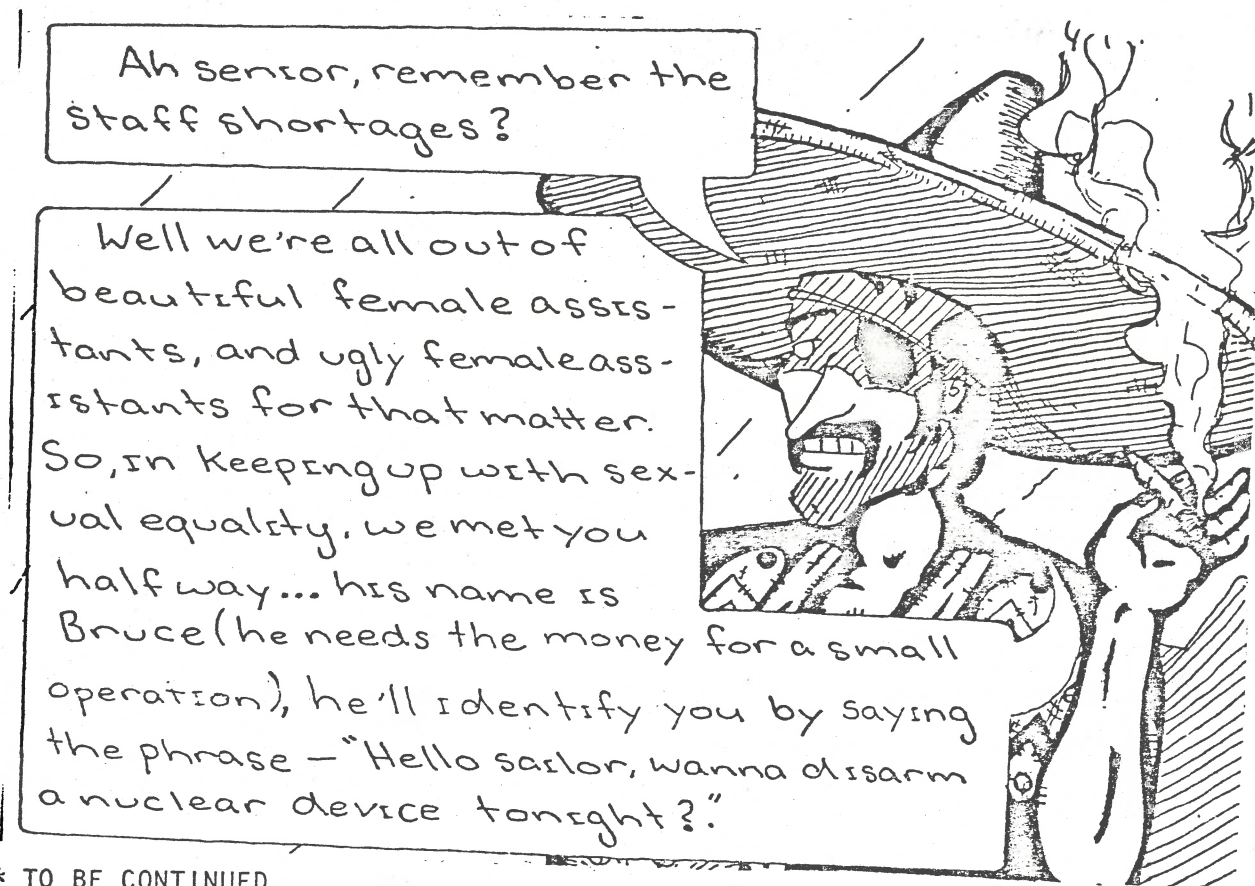


Agent C-60?

Sr' Senior, Agent 00?

Yes.





* TO BE CONTINUED.

Wargaming is starting to blossom in Australia, and somewhat in Queensland. With such we inevitably come to the question of holding our own regional competitions or convention. Tony White has suggested (and it wasnt me this time!) that the BWS and the QUGS get together and hold such an event for the players in Brisbane. Assistance would be requested from the QRP in their own field. The co-operation of all three clubs is needed to properly cover the various forms of gaming and to ensure that the 5% of people who have motivation is sufficiently large enough to organise the event.

Similar occasions in the past have had some acceptance but generally wear thin after a few hours. Everyone stands around watching, waiting for something to happen, get bored when it doesnt and then leave. Future spectacles must ensure that events occur in front of people so as to start the ball rolling. Individuals must be found who have extroverted natures and are willing to suffer a small degree of embarrassment in order to get people comfortable.

Displays, as well as competitions must be organised so as to attract those who have only marginal interests in the field. All of this will need people, the hardest thing to find when the question is asked. If you are interested in helping, or have any suggestions then give your name to Tony at his shop in town (and dont show any money or you'll be in trouble).

FROM HERE TO PHIL BARKER

With some surprise I learned in early August that the Lord of the Ancient, "Phil Barker" himself was to be present in Australia during Sept.- Oct. Armed with well versed advisors on rules arguments, we determined to cross over to the evil southlands and confront this figure of near Godhood.

First however we had to overcome the exorbitant(?) figure of \$20 to play in an ancients competition. The lure of Phil however overcame all our cautions and money left sunny Queensland for unknown red coffers. And nothing happened. We waited. Finally, a week before leaving we broke and rang them up. No they still existed, yes it was still on, no they weren't going to send out receipts or advices. Things didn't look too good, sounds sus' we thought. What if we travel nearly 900 km. to be told they had'nt heard of us?

Shaking off these black thoughts we left.

Presenting ourselves on the first morning we were welcomed quite eagerly (obviously they appreciated our attendance, giving it an international air.) Phil Barker was pointed out and we gazed in wonder. "Doesn't look formidable" my left hand advisor said, "Looks like any other pommy bastard!" my right hand advisor said. "What'll we ask him?" I said.

Time was short however and the first of six games began, Three days of intensive fighting followed, with significant ups and depressing downs. However, time did allow for some real problem solving, and a summary of some questions we thought were significant follows: (you may have the answers already - if so, good for you!)

Surprise sighting - from forest (and towns incidentally, which are treated the same.) A surprise sighting occurs when enemy troops emerge from cover that had previously concealed their presence. The key word is emerged, enemy troops must leave the cover to cause the surprise sighting. Forests are considered to have an impenetrable barrier around their edge which cannot be seen through unless troops moves adjacent to it. Troops approaching a wood would not see enemy inside it until they were (say) 1mm. away, within range to part the leaf canopy and look inside. 1mm. away, on the other side he would see the enemy. (This would not come as a surprise sighting as the enemy did not emerge, they were discovered.) Thus the rule about troops stopping thirty paces from troops to their front only applies if they can see them. In other cases they stop at the distance at which they are first sighted.

One unit discovering enemy in a woods does not stop another unit being surprised if that enemy were to emerge.

Scrub counts as visibility cover for four (as woods) but not as shooting cover.

Foot who are counter charged by mounted can stop half way in good order to receive them standing. The cavalry must make contact and therefore must go halfway. In other words - don't get your cavalry too close

to infantry. Infantry can declare charges on cavalry and force a counter charge (if attack orders), IF they pass the morale test. If the cavalry do counter charge then the infantry move half the distance separating them and stop, not disordered, not counting charge bonus.

Infantry wedges (and some people had this right already) do fight with a second rank, but only with those figures directly behind those in the front rank. Thus a 3,4,5, figure wedge would count 3 in front, 1 on either side of the second and third rank, and 1 from the two remaining in the second rank (counting half figures).

The outside figures of a wedge can see and therefore shoot or throw.

Phil also gave a talk about the 7th Edition Rules. The proposed "Big Battles Rules" have been officially converted to the 7th Ed. and will not be published.

The new rules will be released around September next year and include major changes;

- Figure scale will be 50 men.
- Base sizes will be changed, (oh no!!!!)
- Reaction Rolls are done away with.
- Generals become more important and varied.
- Fatigue classes will be introduced.
- Figures will be formed into elements for movement, thus a 90° turn with a line won't end with a column 1 wide, but an element wide.
- Terrain is extensively revamped.
- Personal combat is reduced.

In effect a total mechanics change, but maintaining the basic elements of the combat system.

Good news what?

KEVIN FLYNN

REMEMBER! YOUR 1985 MEMBERSHIP FEE IS DUE DURING
ORIENTATION WEEK 18TH - 22ND FEBRUARY.

FIRST MEETING FOR 1985 IS SCHEDULED FOR
SATURDAY 2ND FEBRUARY 1985.

