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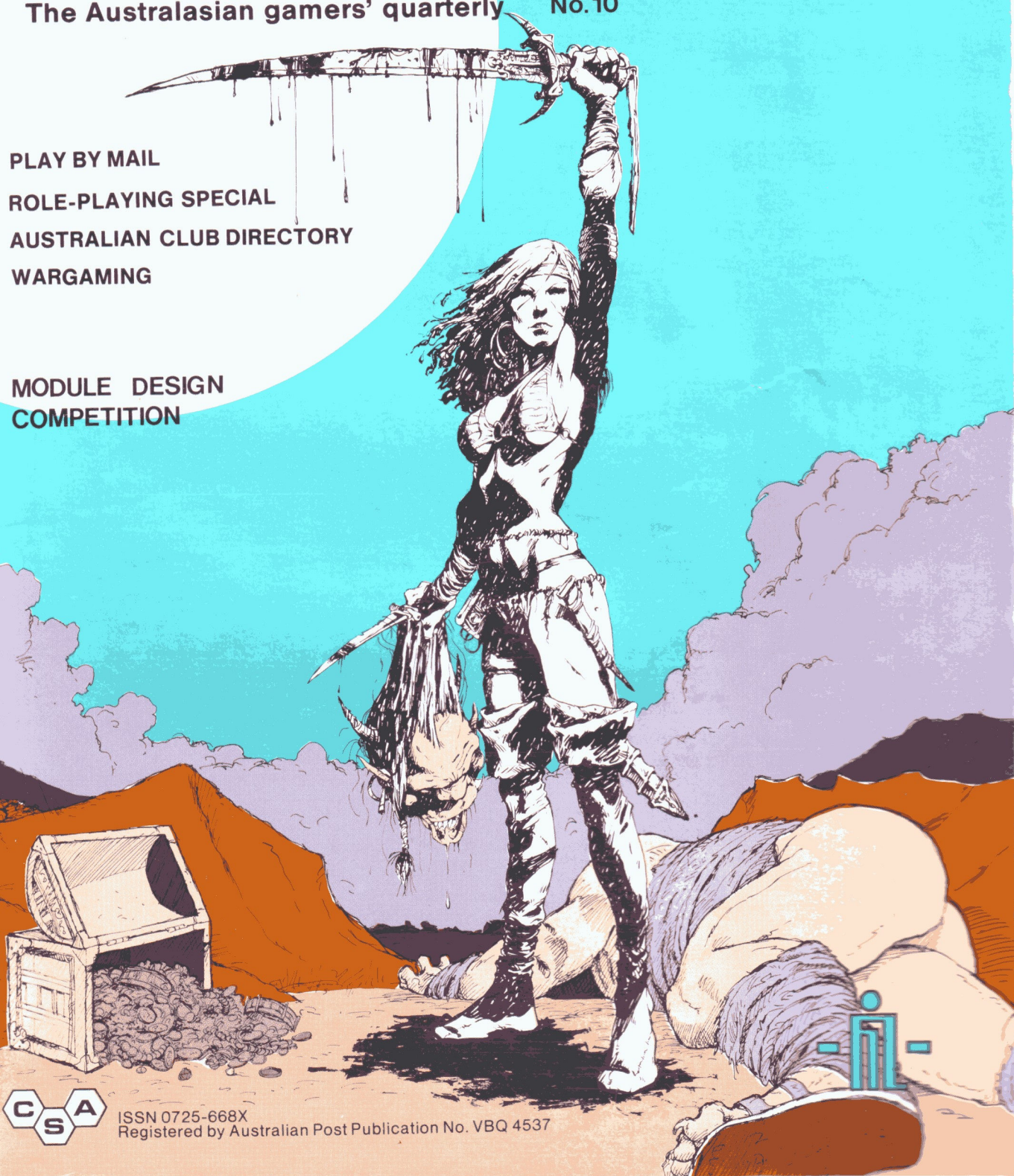
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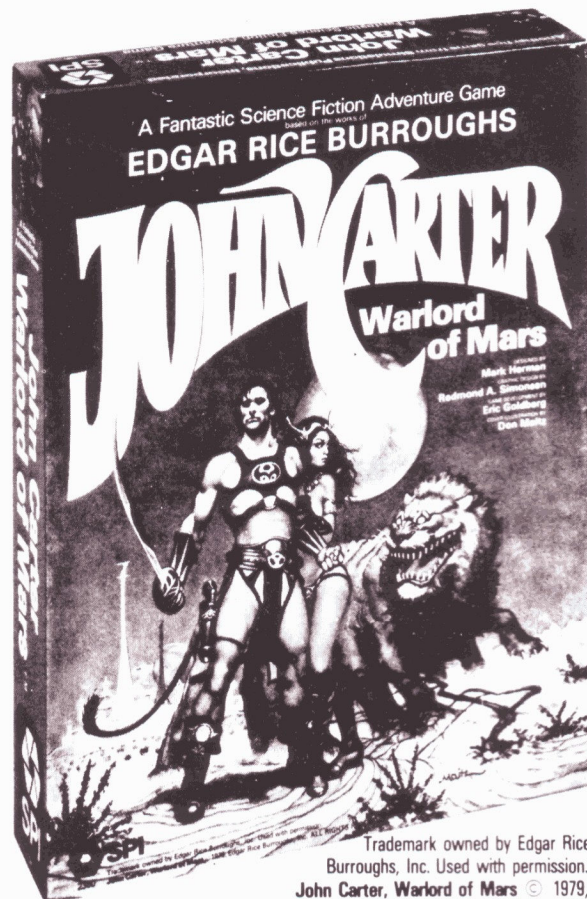
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From the Games of MIDDLE EARTH

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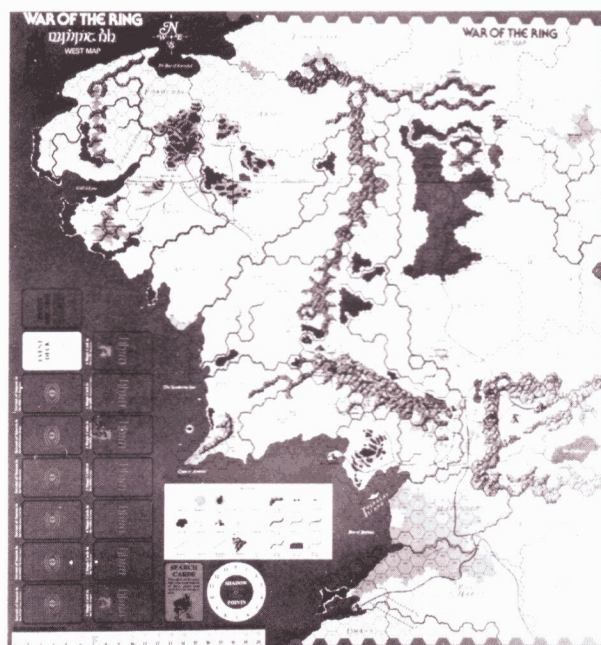
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Vol 3 No 2 JUNE-AUGUST 1983

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## FEATURES

A LATE IMPERIAL ROMAN ARMY FOR WARGAMERS — by David Bugler	14
DOCTOR DAMOCLES' DARWINIAN DENIZENS — by 'Damocles'	20
ROLE PLAYING TOURNAMENT TACTICS — by Rhys Howitt	23
SO YOU WANT TO PLAY BY MAIL? — by A D Young	28
MASS COMBAT IN SF ROLE PLAYING GAMES (Part 2) — by Phillip McGregor	33

## DEPARTMENTS

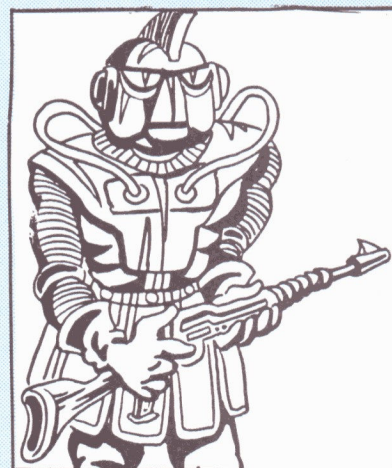
EDITORIAL	5
WHAT'S NEW — by Grant Garraway	5
LETTERS	7
KIWI TALK — by Steve Ladanyi	13
NEWS: Phantastacon Report	13
FAMOUS BATTLES: Chalons 451, Holowczyn 1708, Eastern Solomons 1942	15
BATTLE DIARY: ROMANI 1916 — by Paul Trunoff	17
SNAPSHOT: Holowczyn, Car Wars, Sunday Drivers, One Page Bulge, Aftermath, Daredevils, Ares magazine, Nexus magazine, Endless Quest books, Australian Military Uniforms	35
LINES OF COMMUNICATION including AUSTRALIAN CLUB DIRECTORY — compiled by Adrian Pett	45



Page 14 A Late Imperial Roman Army.



Dr Damocles' Darwinian Denizens  
Page 20



Mass Combat in SF Role-Playing  
Page 33

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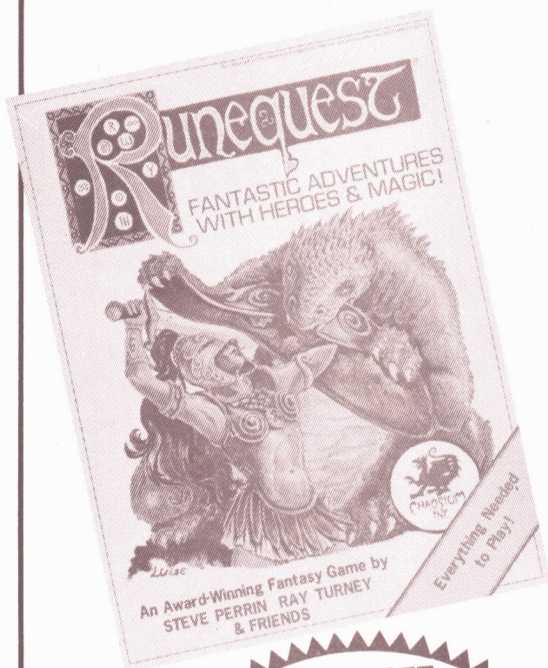
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## EDITORIAL

Nigel Brand



Herewith our brightest issue yet. True to our promise there is a strong role-playing theme in this issue. Next issue will have a broad miniatures theme, but we will continue to give role-playing more space than in the past. To be able to continue to do this, we need more articles! So all you literate role-players — remember Breakout! We pay 15 cents a column centimetre of edited eight point type, which works out at roughly 0.7 cents a word.

The big news this issue is our joint **D&D Competition** with the **Jedko Game Co.** For more details turn to page 11. We hope many readers take this opportunity to express themselves; some great prizes are offered! If you have any modules which meet the requirements of the competition please send them in to us!

Oops! I goofed last issue when I said **Phil McGregor's** articles were finishing in that edition. I clean forgot we hadn't published part 2 of his *Mass Combat in RPGs*. Phil's articles have proved controversial, but I must clarify one point. What one reviewer described as a somewhat breathless style with lots of CAPITALS, was the result of a sub-editing misunderstanding and thus my fault. Readers will notice a great difference in the appearance of his article in this issue.

Now some bad news. The cover price of Breakout will increase from \$1.95 to \$2.50 from the next issue. Advertising rates will also rise. These steps are not taken lightly, but our cover price and advertising rates have remained constant since we went to A4 format 15 months ago. We hope to hold the new charges for at least 12 months.

As some compensation we will make more extensive use of color, use better quality paper and brighten the general layout of the magazine considerably. These improvements reflect the increased time we can allocate

to production and layout as a result of a total conversion to computer typesetting.

Some more bad news. Allan Edwards, from the Jedko Games Co., tells me **Strategy & Tactics #291 (Rapid Deployment Force)** will not be generally available in Australia. Due to a production error only a small number of copies were saleable and only a tiny fraction of the normal requirement was delivered to Jedko. Sold out in the US, the edition will undoubtedly become a collectors' item, particularly as it is the first published by TSR. Not an auspicious start! I am particularly disappointed because I was hoping to review TSR's RDF and the new SSI game RDF 1985 together.

Although I don't want to make a habit of this, I'd like to mention a useful product recently brought to my attention. I mention it mainly because a couple of people have asked me where they could obtain good blank counters. **Historical Concepts**, a Californian firm which also produces *Cradle of Civilisation*, has sent us some Blank Counter sheets. Each package contains 800 1/2" high quality backprinted die-cut counters in blue, red, green and white. The price is a little steep, at US\$7.95 plus postage of \$4 airmail, but they're very nice counters. If you're interested write to Mr Charles Gaenslen, Historical Concepts, PO Box 1502, Burlingame, CA 94010, USA.

I was bemused at a recent flurry of press interest in *Dungeons & Dragons*. A member of the Festival of Light warned that D&D was dangerous because it led to an interest in Black Magic and the Dark Arts. A journalist on the Melbourne Age took up the challenge and demolished the Fol's arguments, but the incident is a disturbing reminder of the banning of D&D in some areas of the United States. Some people there see the genre as subversive. Their ancestors probably burned 'witches'.

This sort of reaction to a stimulating intellectual game is startling. While I am not personally a D&Der, I have many friends who are. Role-playing attracts a wide variety of people, some of whom do not choose conventional lifestyles, but then so do most intellectual activities, notably chess. Some of my best (gaming) friends have spouses, two children and mortgages, but others are happily unconventional. None levitate, or are given to Mephistophellian outbursts. I hope the Fol's comments in this regard continue to be ridiculed and seen as the totally misinformed outbursts of people intolerant of any viewpoint save their own.

## What's New

with

Grant Garraway

**Commodore Computer** has reported that its **Vic-20** microcomputer is the first home microcomputer to pass through the 1 million units sold barrier. The Vic-20 is currently being added to the range of products sold by mainstream retailers such as department stores and electrical retailers.

**Dick Smith Electronics** has announced a 33% reduction in the price of its **System 80 microcomputer**. The drop from \$750 to \$499 is due to lower production costs according to the company.

**Warner Communications**, the US manufacturer of the Atari range of home computers and video games has announced significantly reduced profits and has begun laying off many employees. Atari has released an add on keyboard to convert its video games to home computers, and an upgraded version of the **Atari 800**, called the **1200XL**. Sales of the Atari 800 are believed to be disappointing the local Atari agents.

**Simulations Canada** has announced the release of two new games. *The Wilderness* is the second in the *Lee at the Crossroads* series on the **American Civil War**. *With Fire and Sword* is a strategic game on the **Thirty Years War**. SimCan is also continuing work on its first computer

games, due for release in the US in about October. The first release will be two to four games with likely subjects including the **Battle of the Atlantic**, the **Fall of France 1940**, **North African Desert Campaign** and a modern naval combat game.

Meanwhile the current doyen of computer games, **SSI**, has announced several new releases. *Knights of the Desert* (for Atari, Apple and TRS-80) recreates the WWII North African Campaign. *Cosmic Balance II — The Strategic Game* is a sequel to *The Cosmic Balance* (on Apple and Atari). Further releases include *RDF 1985*, which uses the *Germany 1985* system; *North Atlantic '86* and *Computer Ambush*, 2nd edition. Of these *Computer Ambush* looks the most interesting. These last three titles are for the Apple only.

**GDW's** latest **Europa** series game *Western Desert*, is now available in Australia. Early reports indicate it is a very playable game that allows the many good features of the Europa system to shine through without the distraction of thousands of counters as in DNO. *Western Desert* covers the period from December 1940 to January 1943 and will retail here for about \$30.

The bad news is that GDW's information sheet for Origins '83 is out and does not mention the release of *Fire in the East* or *Scorched Earth* (respectively *DNO 2* and *Unentschieden 2*). It appears that fans of this classic pair will have to wait a little longer. After all it's only 10 years since the first edition of DNO became available.

Game companies continue to disappear! This time it is the turn of **Metagaming**. The *Game Designers Guild* in the US reports the demise of the company which was best known for its microgames. Existing stocks will be distributed

with no news yet on any possible sale of titles or reprints. I'd be surprised if someone doesn't pick up at least the *Fantasy Trip* series.

**Mayfair Games** continues its drive for new topics, having recently picked up licence rights to do games based on **Marvel comics**, **Anne McCaffrey's Dragonriders** series and even **Elery Queen!** Whatever happened to simple wargamers like myself?

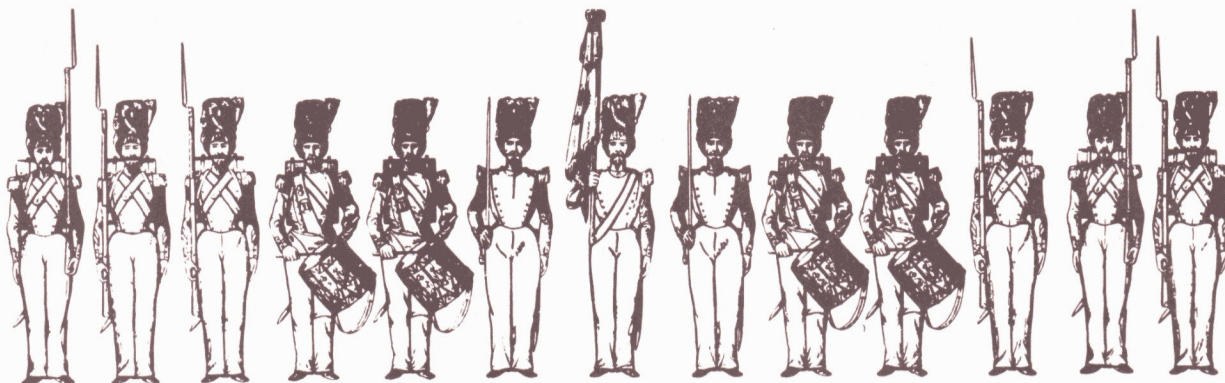
Fans of **Tolkien's Lord of the Rings** will be pleased to know that **Iron Crown Enterprises** range of RPG items based on Tolkien's books is now available in Australia. A *Middle Earth Guidebook*, a map and three modules are in the initial release. Copies will be hard to find as this material is certain to be VERY popular.

*Space Gamer* recently completed a chart of game companies, ranging from Superstars (including TSR) to Need Help. Among those in the Holding Position category and tagged 'they'll still be around and making money' was **Metagaming**. As reported above Metagaming have gone bust. Steve Jackson commented he'd run a score sheet on how well his predictions went — he got his first one wrong in a couple of weeks!

Despite this I'm prepared to predict that **FASA** will be the fastest growing company (non-computer) in the game industry in 1983. Its new *Star Trek* RPG and its continuing range of *Traveller* supplements will ensure a strong growth pattern.

Lastly **Jack Greene**, one of the principals of **Quarterdeck Games**, reports that *Grant Moves South* will be out next month. He is also thinking about a company level desert game with one Aussie scenario.





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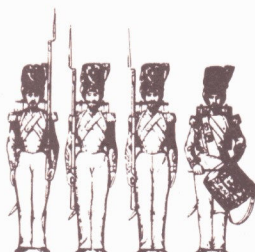
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## The Tin Soldier



## WILKINS vs SELFE Round 3

In *Breakout Eight*, Ray Selfe criticises an article of mine which appeared in volume 2 number 1, which gave an argument for a figure ratio of 1:1 for Wargaming in the Second World War. In particular, he hammers a game write-up which I included in that article... it is historically inaccurate, this unit was never at that point at such and such a time and my organisation is inaccurate... and he dismisses a figure ratio of 1:1 as insignificant skirmish gaming.

I rather wish he had read my article a little more thoroughly before missing the point so completely. While referring him (and any other interested reader) back to the original article, let me recap briefly its main points here.

1. The basic tactical unit of the Second World War was the *division*, but games involving such large tactical units can only be played at Corps HQ level... they become an intellectual mathematical and logistical exercise which bears no relationship with the individual soldier and his rifle, crouching in a trench with seven kinds of hell hounds around his ears. They are pre-eminently the province of the board game.

2. There are two cardinal principles of tactics... fire and movement. The interrelation of these principles cannot be seen or practised as a map exercise, or at a divisional level; on the other hand, they are most efficiently practised by the men who have to do the shooting and the moving, the men of the rifle companies, tank squadrons and gun batteries.

3. For wargaming at this level, a reduced figure ratio is not necessary, and indeed a 1:1 ratio conveys certain advantages which reduced ratios do not. Grenades and flamethrowers come into their own, permitting technically advanced gaming such as bunker busting, and house clearing. More subjectively, one can grasp what it felt like to be a rifleman in the middle of a modern battle, an impression which is all too easily lost in a reduced scale where we talk of 'units' and 'battalions' but not of 'men'.

The wargames write-up which I included in the article was intended purely to illustrate these points, and to entertain. It was not meant as a historical treatise: the forces involved were merely the figures which the players had to hand for an ad hoc game, and the unit designations came straight off the top of my head when I wrote it up, months before I even dreamed of writing for *Breakout*. Intellectual effort spent criticising this is wasted.

Some of Ray's other points deserve special consideration. For one, he holds that in practice, a rifle company can only discharge 3600 rounds a minute, and not, as I postulated, a theoretical 12600. I accept this point, but it is irrelevant. Even a mere 3600 rounds is a vast amount of firepower, and some troops subjected to it will still be terrorised into some degree of paralysis, which is what my original article tried to say. The actual number of rounds is of no consequence... the soiled underwear of the target is.



Secondly Ray holds that on a ratio of 1:1, tactical air support cannot be used because it is too destructive, it will destroy the table in one move, and he quotes figures... four bombs from one Typhoon will leave four craters 100mm across with much larger blast circles. This is not correct. Any amateur ballistician will confirm that four bombs dropped simultaneously from one aircraft will all land within a few feet of each other, producing a single oval or lozenge shaped beaten zone, the extent of which depends immeasurably on the interrelationship between bomb-size, soil type, hardness of ground, altitude of attacking aircraft, and one or two other factors. The destructive effect is enormous at the point at which the bombs detonate, and any object standing proud, like a house, will suffer anywhere within the beaten zone. But a tank is designed to withstand all but a near miss from high explosive devices, and those dispersed and ground hugging infantrymen who are not right under the bombs will have most of the shrapnel pass over their heads. And if you want to find out just how ineffective air attack can be, ask the men of XXX Corps who tried to fight their way up the road through Nijmegen to Arnhem.

But there are two other points here which are both of greater importance. One is that air attack is chiefly (but by no means exclusively) a factor in divisional or Corps-sized operations, controlled by Air Force officers attached to divisional HQ and used for striking *beyond* the actual firing line, at gun lines, supply lines and troop concentrations. As such, it is more appropriately placed in our divisional or Corps sized battles, and in boardgames of this scale. The second is that, regardless of casualties, the odd unit in the firing line which is hit by air attack will be, for some time, too shocked and frightened to function effectively... we are right back to fire preventing movement.

The last point in Ray's letter with which I wish to take issue is his comment that no 'significant' battles can be fought in 1:1 scale. I wonder what, precisely, are the criteria for 'significance'. And more importantly... how many wargamers *care* whether their fun and recreation has any nebulous 'significance'? Do bowls players rate themselves in terms of Francis Drake and the Armada? Of course they don't. To argue that wargamers must conform to a certain level of significance in their choice of game design is presumptuous, pretentious, and bureaucratic, and fails utterly to consider the chief object of our hobby.

I didn't criticise Ray's original article, the one which inspired my own. I still refuse to do so. Although personally I am dissatisfied with any attempt to impose a constant reduced ratio on World War II gaming, I recognise one or two arguments in its favor, not the least of which is the reduced cost of establishing a unit. But if we are going to debate any article, let us for God's sake stick to the point.

Len Wilkins  
Ridgehaven, SA.

## ANTI MORGAN

Congratulations on a professionally produced magazine and also for being the only magazine I know of that recognises the fact that boardgames and miniatures are two different but complementary facets of the hobby.

However, my main reason for writing is to take David Morgan to task over his series of articles on Salamanca. While I am only familiar with WRG and Quarrie's rules, David Morgan's arguments are based on such flawed premises that I think Empire and NHD will be exonerated from any accusation Morgan makes, because I hope to show that his flawed thinking prevents anyone from taking him seriously.

Firstly, let me quote one of Mr Morgan's paragraphs (p.35 *Breakout Six*).

'For pure nonsense however, Quarrie is magnificent. First, speed is apparently based on national differences; one nation's cavalry moves at a different speed to another's. There is no historical or common-sense justification for such nonsense.'

The only nonsense is Mr Morgan's paragraph. Basically two things will affect a horse's speed apart from gait, the terrain it is travelling over and its present condition:

1. Weight carried or pulled/pushed by the horse; and
2. The quality of the horse.

Taking these one at a time we'll look at the weight carried by a horse, using as examples a Prussian and a French dragoon. The Frenchman, apart from his horse furniture, (which pretty well weighed the same, regardless of army, for each individual type of cavalry) carried a sword, carbine, pistols, cartridge box, helmet and bayonet. The Prussian only carried sabre, cartridge box, pistols and shako. It can be seen that the Frenchman carried about ten pounds more weight. If this were a race today, that 10 lb handicap would be a serious one. As it is the principle remains the same. On horses of the same calibre, the Frenchman would have to travel appreciably slower over any distance of more than a couple of miles to ensure his horse arrived as fresh as his Prussian rival's.

One factor I have not mentioned is the horse's sex (not the frequency of its indulgence, but its gender). All the continental armies used geldings where possible, as mares were needed for broodstock to replace the rapidly dwindling supply of horses and stallions are usually too temperamental for the average trooper to control effectively in battle. However the British cavalry *did* use mares. Generally they are not as strong, nor do they have the stamina of a similar quality gelding, and as the British dragoon's equipment was similar to the Frenchman's then we would expect him to be slower again.

Before we look at Quarrie to see how he has things set up, we must look at horse quality. This is important as after her string of victories, France acquired the horses she needed from her conquered foes, leaving the lesser quality mounts for their use. Therefore it can be seen that on average the French mount would be superior in strength and stamina to all but Rus-



sian mounts (the British, riding mares, are also outclassed as we have seen).

So we have a 'heavy' Frenchman on a better horse, a 'heavy' Britisher on a mare and a 'light' Prussian on a poorer horse. Therefore we could expect to have the French and Prussian riders slightly faster than the Britisher and Quarrie's rules agree with this with speeds of 280mm, 280mm and 270mm respectively. Added to the fact that training and doctrine will both combine to decide on the rate of advance of a unit (and a horse's speed can be varied considerably within the same gait) and you can see that there are absolutely valid reasons for cavalry of different nations to travel at different speeds!

Finally I wonder how thoroughly Mr Morgan has studied Quarrie's rules? Because even though speeds do vary slightly, (e.g. 20mm between the 'fastest' and 'slowest' cuirassiers) the most obvious differences occur between cavalry type. I think that this is the main lesson to be learnt from Quarrie, something Mr Morgan has seemed to miss.

My parting shot is this. As a professional infantryman for over four years now, (and three years in the Army Reserve before that), I can state categorically that Mr Morgan's following paragraph is also wrong. Whether an infantry or cavalry (i.e. M113 APC) unit, today formation and size affect movement rates on both the parade ground and in the field. A line is always slower today, as it was in Napoleon's times, [because] has to be kept straight (even during an assault the fire and movement should bring the force to the enemy perimeter as a straight line) and so the rate of movement is set by two variables:

1. The speed of the slowest individual man, horse, or vehicle and
2. Time allowed for dressing of the ranks (either on the move or halted).

If Mr Morgan is not convinced by my personal experiences, or believes that a horse is exempt from those parameters, let him watch either the Household Cavalry next time they are on television or observe a mounted Army Reserve Cavalry or Police parade at first hand. The rates of movement between column and line are noticeable on a parade ground. You can imagine the magnification of that difference on an uneven and possibly muddy battlefield.

It was David Morgan's high-handed style of prose that prompted me to write. He obviously has either not read well or else only uses those facts that agree with his pet theories. They are badly flawed and judging from his knowledge of horses, he had better get off the high horse he is riding in his articles before it throws him, as most of the rest of his article is similarly flawed, only the fact that I have already written far more than I intended has prevented me from continuing.

I hope you can see why I've written in. These types of articles are a good idea, in spite of Mr Morgan's faults. Keep up the good work, Breakout.

D. Gavan  
Kelso  
Townsville, QLD

David Morgan replies:— Mr Gavan primarily takes issue with my criticisms of Quarrie's cavalry speeds. He correctly notes the variables that affect cavalry speed — gait, terrain, condition, weight carried, and horse quality. He puts forward the last two as reasons why Quarrie varies the speed of different nations' cavalry.

**Weight carried:** To compare cavalry movement to a horse race, where horses are driven to their speed limits over an extended distance, is

just wrong. Cavalry movement is controlled, and therefore relatively slow, because the aim is to move a mass of men to the same point at the same time. This is a quite opposite situation to a horse race.

The weight of jockeys varies by about 10 lbs. An additional 10lbs (although more like 20-30 lbs) is significant precisely because it forms a larger percentage of total weight carried, jockeys being about 90 lbs, in a speed stress situation over distance. The range in weight to all cavalry horsemen, on the other hand, will be between 150-240 lbs. An additional 10 lbs is not significant given this variability and the type of movement expected of cavalry even under the 'impetus' model of cavalry charge, where only the last 50 yards is travelled at top speed.

**Horse sex:** the British did use mares — agreed — in England. They discovered the horses, used to hay, did not take well to foraging and lost condition or died very quickly. Survivors were shipped back to England and the British gathered horses from various other sources. This again illustrates my point that on campaign, i.e. the battlefield reality, cavalry tended to take anything on four legs. Mr Gavan has not appreciated my concern for the reality as distinct from the regulations and theory.

**Horse quality:** 'France acquired the horses she needed from her conquered foes leaving the lesser quality mounts.' Yes indeed — and then she gave them back again — at least to the Saxons. Apart from the joke I couldn't resist, Mr Gavan's belief that all the French cavalry or even most of it suddenly switched to a horse 'superior in strength and stamina to all' after 'her string of victories' is wrong. Victory over the Prussians enabled France to dominate the horse market of Germany — but then she had to. She had more cavalry than anyone bar the Russians. Her strategic situation therefore doesn't imply any raising of French horse quality at all. In fact quality of horse as measured by the minimum size acceptable to the commissary for peacetime delivery fell every year from 1805 on, i.e. even the official standards for horse size fell. On campaign with a cavalry man going through 2-5+ horses in 12-15 weeks there is no such thing as minimum quality. You take what you can get because — of course — your commissary isn't keeping up. The corollary is that once some percentage of a unit rides ratty horses, that percentage will control the maximum speed the unit can reach. But maximum speed wasn't important ...

**Column versus line:** what I said I stand by. 'There is no difference in straight line movement between columns and lines.' This follows quite clearly from tactical doctrine — the important thing is cohesion and control. Discipline not speed. Thus the advance at the controlled trot even in the 'impetus' charge model. It is not the continuous uncontrolled charge or horse race or mad riot after the fox that Mr Gavan and his fellow British officers impliedly believes it to be.

As for rates of movement — I am obviously thinking all the time about battlefield conditions. The tactical unit for battlefield cavalry is the squadron or half squadron of 80-140 men. The regimental column, the normal battlefield column, therefore has a frontage of 40-70 yards. Since all alignment was done by squadron there is no major time difference between regimental column and line as far as alignment is concerned. The advantage of the column is facing and formation change. It is easier to maneuver but its speed is the same given the need to maintain control and cohesion. Empire agrees with this historical reality — there is no speed/distance difference between cavalry moving in line or in column.

Mr Gavan does not mention the main points I made about Quarrie's cavalry. First, they only catch infantry by charging from 80-100 yards. Quarrie's cavalry never catch an experienced player's infantry. Second, his cavalry are winded charging 300 odd yards! His conception of a horse's stamina is pitiful. Third, Quarrie's cavalry melee casualties are absurd: all Quarrie's casualty figures are demonstrably absurd. Where there exists precise historical casualty figures for a cavalry unit in a particular historical situation, a Quarrie unit in the same situation will suffer 5-10 times these casualties. — DCHM

## ... AND PRO MORGAN

I would like to say how much I enjoy David Morgan's articles on Napoleonic Warfare in Breakout, and indeed the magazine as a whole. I'm familiar with both Bruce Quarrie's and WRG's rules and look forward to obtaining Empire 3. I agree with your comments about the Quarrie and WRG rules, I don't think they're at all practical or relevant to large scale battles, typical of Napoleonic warfare. To do this I have had to rely on boardgames which lack the true color of miniature gaming, but do tend to have good organisational backing, particularly those of the now defunct OSG.

Mark Haughey  
Rivett, ACT

## RELMORIAN MOURNED

Recently I was greatly saddened in learning that the PBM game *Relmorian* in which I was a player, would no longer continue into 1983. This was a great shame, as it was without a doubt my most enjoyable gaming experience in eight years in the hobby. The reasons for it finishing stemmed from the fact that the GMs were all involved in other studies or employment and could no longer cope with the workload involved with the game (particularly with many more people wishing to enter the game than they could handle).

I was only in the game during the last five turns, but even in that short time improvements in moderation and the general background (rumors etc) were quite noticeable. With a new map and extensive trading system planned for this year, the future looked bright.

Many of my friends, who watched my progress in the game, were just as eager as me to get hold of the replies for each turn, to see if my nefarious schemes had come to fruition, or if one of my neighbours had tried to put a knife in my back. It was great stuff! But sadly, is no longer.

I'd like to thank all the blokes at CSG for many hours (days!) of enjoyment with *Relmorian* and also would like to congratulate them on a fine and gutsy effort in getting it off the ground in the first place.

Finally I'd like to make a plea to somebody or some organisation out there to continue on with the game (maybe even Jedko or CSA!); it is just too good a thing to be no longer; I'm sure the guys at CSG would help you get it back on the road again, and all the old (plus quite a few new) players would be in it if it restarted.

Glen Collins  
Moorabbin, Vic.

Breakout shares your sentiments. If any readers are interested in taking on the running of it they should contact CSG direct at PO Box 1964, Canberra City, ACT 2601. I regret CSA does not have the resources (or the inclination) to take on such a task. We find it hard enough to get Breakout out! — Ed



## AUSSIE/KIWI PENFRIENDS WANTED

Many thanks for the interesting information I found in your Autumn 1981 issue of *Breakout*. I have 24 pen-friends in the UK and overseas and want to find some in Australia/New Zealand.

I'm a 1/72-1/76 AFV, A/C and soldier modeller and WW2 wargamer. We exchange information about the Polish 1939 war and the 1920 Polish-Soviet war; the Soviet Army, Navy & Air Force 1917-80 and other subjects, and Polish history 960-1918. I send mostly maps,

drawings, sketches, photographs (from museums, too) profiles, books, booklets, lists and other various data, which my friends find valuable. They send me back books, lists and information too.

I'd like to get in touch with modellers and wargamers in your country. Maybe I will be able to help collect information about military history in and weapons and warfare of Eastern Europe.

**Krzysztof (Christopher) Plewako**  
78-100 Kolobrzeg, Drzymaly 7/15,  
POLAND.

## SEND IN THOSE CLASSIFIEDS!

I think the magazine is great. Not only have I found it extremely interesting and very informative. But what I have seen it is starting to become an axis to which Australian wargamers can work off.

I find the advertising very useful when I travel or when I want to buy things and I think many would agree.

To all wargamers who are not already in a club I suggest strongly you write to *Breakout's* classifieds, opponents wanted column. It's free and who knows when an opponent may arrive on your door step, dice in hand (wishful thinking for an isolated wargamer!)

Keep up the good work *Breakout*.

**Mark Turnbull**  
Moruya,  
NSW.

## ADELAIDE UNI CLUB THRIVES

It was with interest that I read Rhys Howitt's comments in issue 9 of *Breakout* on university clubs. In particular he stated that,

'The University of Adelaide club has not been heard of for some time.'

I would like to expand on Rhys' comments, mainly concentrating on the problems of the Adelaide University Speculative Gaming Association (formerly the Adelaide University Wargame Club).

The biggest problem the club faces and this is probably true of the other university clubs, is the almost yearly change in committee, and hence change in policies and degree of enthusiasm. With respect to AUSGA, the club has not been heard of for some time possibly due to the policies, or the laziness, of the previous committee which did not bother to respond to any correspondence it received from other clubs. It also did not bother to respond to a motion within the Wargames Federation of South Australia to expel it from the Federation and it did not bother to respond to any enquiries it received from potential members. In fact not one committee meeting was held during the previous committee's entire term in office.

However this attitude has changed drastically since the April AGM and election of a new committee. As the first step, to establish a new look for the club and to incorporate all of its activities under one banner, the name has changed. Already the membership is more than twice last year's and the venue has changed to larger and more accessible rooms. A club newsletter is being released, plans are under way for a club magazine, and the committee is assessing the club's ability to hold a convention sometime in 1983. But this change in attitude brings up the question of what will happen to the club in 1984 when again there will be a change in the committee.

Another problem for the club is the question of money. As the club caters for university students it does not charge large fees (\$1.50 for students, \$2.50 for non students per year) but depends on grants it receives from a university organisation which handles club requests. As the club receives very little, this in turn means the club owns very little. This problem is partly offset by individual members bringing their own equipment to meetings.

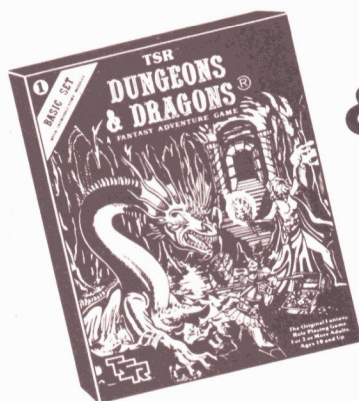
Despite the numerous difficulties AUSGA is looking forward to a good year.

**Steven Rowe**  
Treasurer, AUSGA  
Dernancourt, SA.

continued on page 49

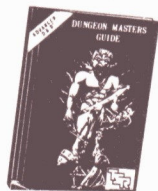
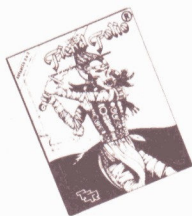
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The winning module and the winning illustration will be published in the Christmas edition of Breakout Magazine. The author of the winning module will also receive \$200 worth of products from The Jedko Games Co. The artist who draws the winning illustration will receive \$100 worth of products from Jedko.

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Entries must fit one of the above categories. Each entry must be made on the official entry form, or a copy of that form, below. You must fill in your name and address, the title of the work, and the category you are entering on the form. The information must be repeated on the first page of the manuscript. All entries become jointly the property of Conflict Simulations of Australia and The Jedko Games Company, and cannot be returned.

Every module consists of at least two elements: the text (manuscript), and any maps or schematic diagrams that are needed to play the adventure. A contest entry should include any diagrams or illustrations that are essential to the understanding of the text.

Manuscripts must be typewritten or printed on good quality A4 white paper. Computer printouts are acceptable if the characters are clean and dark. Type must be double spaced and include generous margins.

A manuscript must contain at least 5000 words and no more than 10,000 words. A manuscript may be accompanied by as many maps, diagrams and illustrations as you feel are necessary. Inaccurate or incomplete maps will disqualify an entry. Maps

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This form, or a copy, must be completely filled out and signed and must accompany any contest entry.

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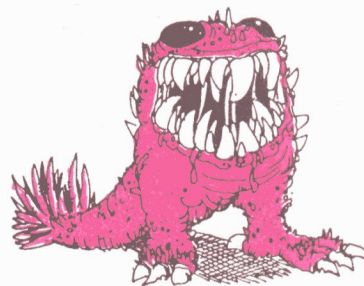
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# September 1-4 Arcanacon



## D&D Tournament

'SILVERWRAITH QUEST', an unusual adventure co-ordinated by Rhys Howitt and Fraser McHarg. There will be three two-hour sessions over four days (three days for interstate people) and teams will be of six.

## Traveller Tournament

'DRIFTER', by John Haward and Andrew Worsley. 'Alien' eat your heart out! High-G adventure in an unfriendly corner of space. Teams are of six.

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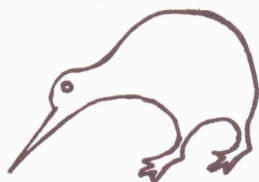
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## KIWI TALK

with Steve Ladanyi

The 1983 National Wargaming Convention was hosted in Palmerston North over Easter, April 1-4. Approximately 120 wargamers gathered at the largest venue ever for a national convention — the Pascal St Sport Stadium. The Manawatu Miniature Strategists Club hosted this year's convention which followed a traditional format of competition and friendly wargames.

Most competitions were organised as a combination of round-robins and knockouts. The results were:

**Ancient 25mm:** Mike Campbell (Varangian and Rus) 1; Gregg Scott (Early Asiatic Successor) 2.

**Ancient 15mm:** Mike Butler (Japanese) 1; John Palmer (Bactrium Greek) 2.

**Renaissance 15mm:** Michael Anastasiadis (Italian Wars French) 1; David Madigan 2.

**Horse and Musket 25mm:** Mark Strachan (1812 Russian) 1; Barry Rogers (French North American Indian Wars) 2.

**World War II 1/76:** Steve Ladanyi (German) 1; Shaun Wilson (German) 2.

**World War II 1/300:** Les Hall (German) 1; David Craig (Russian) 2.

**Modern 1/300:** Andrew Taylor (Czech) 1; Chris Bristow (Israeli) 2.

**Best Presented Army:** Mark Strachan's 1812 Russians.

**Best Presented Armour:** Les Hall's 1/300 WW2 Germans.

**Best Dressed General:** Alister Mundell.

**Most Successful Club:** Auckland Wargaming Club.

The *Tabletop Army* lists were used for both World War II competitions and it is fair to say they caused as much controversy as any benefits gained. The absence of Japanese and French army lists and the relative impotency of the American list resulted in several potential competitors not attending.

## ROLEPLAYING

Although I didn't visit the Roleplaying venue I understand that approximately 30 participants attended the 1983 National Roleplaying Convention also held in Palmerston North at Easter. James Flowers was named this year's **Paladin**; Bill Ryder **Demi-Hero** and third place was shared by Mike Young and Paul Ridgway.

## 1984 CONVENTION

The 1984 National Convention will be held in Nelson and hosted by the Garde du Corps; Auckland was earmarked for the 1985 Convention. New Plymouth is to host the 1983 North Island Convention at Queen's Birthday weekend (June 4-6) and both Wellington ('Call to Arms') and Auckland ('Warboard') are to host regional conventions during the August school holidays.

## PHANTASTACON 83 Prizewinners

### AD&D TEAMS

First Team: Cretins Inc, 29805vp (Melb)

Desmond Aver  
Peter Brown  
David Cole  
Frank Ernens  
Simon Moody  
Ian Padgham  
Garry Page  
Michael Walklate

Second Team: Pieces of Eight & ROTLW, 24978vp (Canberra/Melb)

Peter Dwyer  
Jonathan Evans  
Deborah Franks  
Chris Heitcheher  
Shane Lynch  
Ian McInerney  
Stan Reid  
Eddie Zwart

Third Team: Barfolomu Beaver, 23925vp (Canberra/Melb)

Hazel Brough  
Nick Calder  
Kevin Dinn  
Heather Hammond  
Pete Newbigin  
Graham Marchant  
Russell Penney  
Keith Wood

Fourth Team: Optimates, 21191vp (Melb)

Stephen Adams  
Paul Bellofiore  
John Dellios  
Kelly Grant  
Peter Ryan  
Ewald Van Laarke  
Robert Vermeer  
Janice Wells

Last (41st): Black Knights & Eccacentre, — 13100vp

### INDIVIDUAL AD&D WINNERS

1st Prize: Michael Walklate  
2nd Prize: Ian Padgam  
3rd Prize: David Cole

### TRAVELLER TEAMS

First Team: Scout Ship *Crimson Bat* (Melb)

Nicholas Cowell  
Michael Hill  
Craig Richardson

Second Team: Scout Ship *Rabid Mullet* (Melb)

Keith Coverdale  
David Jamison  
Trevor Lithgow  
Ian Plumb

Third Team: Scout Ship *The Furry Animal* (Melb)

Toby Morison  
Alex Pieroni  
Dean Skully  
Michael Smart

### WIDE GAMES

Ork Hunt Top Team (Moe/Melb)

C H McLachlan  
Geoff Morley  
Mark Schmutter  
Michael Vonken

Fantasy Footrally Top Team: Wizards Council (Melb)

Mark Boyd  
Iestyn Fowler  
Ben James  
Lesley James  
Alan Richards

### MASQUERADE

1st Male: Garry Fay (Melb)  
2nd Male: Geoff Rye (Melb)



1st Female: Elizabeth Crockett (Melb)  
2nd Female: Hazel Brough (Canberra)

Encouragement Award: Michelle James

### MISCELLANEOUS AWARDS

**Purple Dragon for the DM with the most kills:** Robert Mun (60 kills)

**Wet Sponge for the DM with the least kills:** Andrew South (1 kill)

**Penny Award for the most creative incompetent act:** The Druid that threw Maltida the mouse into the magical trap that transforms victims into scorpions, and who was then killed by the 'mouse'.

**Gold Brick for the DM whose campaign is the most difficult and vicious:** Andrew South (Top nomination, sending a Nycadaemon after a 1st level cleric with 10 hit points and AC:10 while she was sleeping in her Lawful Good Temple).

**Brotherly Love Award** to Tony Calder.

**Fluffy Duck Award** to Mandy Fay.

### COSMIC ENCOUNTER GRUDGE MATCH FOR THE COSMIC ASHES

Phantastacon vs Canberra Beavers — won by Phantastacon

Tally stands at: Melbourne 1 to Canberra 0

Melbourne Team: Andrew Chapman  
Joseph Italiano  
Andrew South

Pre-Cosmic Ashes Grudge Match Totals:  
Melbourne 2 to Canberra 1

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## A Late Imperial Roman Army

### For Wargamers

by David Bugler

Most readers will have heard of Hadrian's Wall, and will know (in a general way) that it separated Roman Britain from barbarian Scotland at the narrowest part of the island. The Wall was built by the Emperor Hadrian (don't be so surprised — there used to be some doubt about this!) in the 120s AD and was then manned continuously until the beginning of the 5th century.

However it would be wrong to envisage the Wall as being in the same class as the defended frontier between East and West Germany today. Its function was more that of a 'control Zone', keeping a check on traffic passing between the Roman province and the barbarian northlands. The troops based on the Wall would usually operate in the open ground north of it, rather than sit in fixed fortifications waiting for the enemy to attack.

The intention of this article is to provide wargamers with an example of a frontier army of the Later Empire — the second half of the 4th century AD. In this period there was a major distinction between field armies (with many legions) which formed a mobile theatre reserve for handling major

threats, and frontier armies, which operated from fixed bases to control a limited border zone and contained mainly auxiliary units. The latter were not necessarily of a lower military calibre; they had a different role to perform and thus a different structure from the field armies.

I do not have room here for elaborate maps and lengthy tables, so I will confine myself to a few words about the North British Military District — that area below Hadrian's Wall which contained most of the troops in Roman Britain. It can be regarded as comprising three sectors: Yorkshire (18 units), Hadrian's Wall (18 units) and Cumbria (6 units). District HQ was at York, with a subordinate command post near the western end of the Wall at Stanwix (use your atlas). Each sector formed a separate administrative entity; but the forces of the whole District could be operated as one army when required.

This is not the place for a lecture on Imperial Roman unit compositions, but the Table below requires some explanation. The *equites*, *alae* and *cunei* are cavalry units, all others being infantry. A *cohors* of *ala* can be *quingenaria*, (small) or *milliaria*

(large); sneakily an infantry cohort can also have an organic cavalry element, in which case it is termed *equitata*. The figures in brackets in the 'Wall' column denote those *cohortes* which are *equitatae*; these are additional to the ordinary cohorts. The size of the organic cavalry element is shown in the 'Cavalry' column.

Unit Type	Infantry	Cavalry	Yorkshire	Wall	Cumbria
Legio	1200		1		
Equites		300	3		
Numerus	300		10		
Cohors quin.	480	120		4(+6)	4
Cohors mill.	800	240		1(+2)	
Ala quin.		480		3	1
Ala mill.		960		1	
Cuneus		1200			1

The 'infantry' and 'cavalry' columns show official establishments for each unit type; there is no way of deciding how close to this the historical formations were, but a level of 75% would not be too far out. Sub-unit structure of the western legions in this period is not certain; opinion varies between 200 and 300 as the size of the cohort; whichever it was, one of the cohorts was formed of archers. Phil Barker suggests 500 for the *cuneus*; but the unit concerned is an ex-tribal formation of Sarmation heavy cavalry and other sources consider the higher figure more likely (with internal subdivisions as for the *legio*).


A wargamer trying to model part of this army will next ask the obvious questions: what troop types are involved? The answer, unfortunately, is not simple. Late Imperial auxiliary units were far from standardised in either uniforms or equipment. All troops will usually be Reg C; the simple *ala milliaria* and one infantry unit could be upgraded to Reg B if desired.

The *cuneus* and one of the *equites* are heavy cavalry with shield and long spear; all other cavalry are LC with shield and javelin. Of the infantry, most are light; the legionaries (including archers) are medium, as are one *numerus*, one *cohors quingenaria*, and (possibly) one *cohors milliaria equitata*. As for weapons, one of the *alae quingenariae* can be armed with the bow; so is one legionary sub-unit. Up to three *numeri* and two *cohortes quingenariae* may be given javelins; two others of each may be given bow. The rest are only sword-armed as a rule — but see what the *Wargames Research Group* army list has to say before you make up your mind. I hope that is clear enough to readers!

The value of a list like this, taken directly from a historical document, is that it gives the wargamer a chance to model a real army. The 'army lists' published by WRG and others are great in their way, but are so generalised that they tend to produce unhistorical armies on the table-top. In my experience keen wargamers aspire to a maximum of historical authenticity; and I hope this article provides a step in the right direction.

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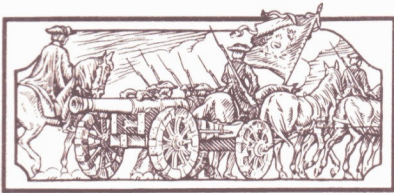
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LIST 8657

GEELONG





### HOLOWCZYN July 4, 1708

Holowczyn was a major battle in The Great Northern War between Sweden, then the major power in Northern Europe, and Russia and various allies. The war had begun in 1700 when Russia, Saxony, Poland and Denmark formed an alliance against an expansionist Sweden. Her 18 year old king, Charles XII, and German and Baltic possessions, seemed easy meat.

But Charles proved a skilful strategist. In turn he defeated the Danes, Russians, Saxons and Poles. By 1707 the war had become a struggle between Russia and Sweden for Baltic hegemony. In August Charles invaded Russia at the head of 43,000 skilled, battle trained veterans. All Europe expected a quick victory.

Unwilling to risk a major engagement, Peter the Great's armies withdrew, laying waste to the countryside. In January Charles reached Vilna, but had to winter

first at Smorgonie and then at Radoszkowice, the march not being resumed until June 1708. Again Charles outmaneuvered the Russians who fell back until they reached the Vabitz, a small river about 500km west of Moscow, where they entrenched themselves near the small village of Holowczyn.

While he waited for reinforcements Charles carefully surveyed the Russian positions. He found an undefended swamp the Russians evidently regarded as impassable separated the two major Russian forces. He decided on a surprise crossing opposite the marsh, and then to work through it to firm ground and hook right to attack the right flank of the southern Russian position, thus turning the entrenchments.

Russian security was poor. The Swedes weren't seen until dawn broke; the Russian army was asleep and as it woke quickly collapsed into confusion. When desperately sought reinforcements

failed to arrive, the local commander ordered a withdrawal. Russian cavalry attempted to intervene but was stopped by Swedish cavalry. But the Russian infantry managed to escape into woods.

The average Russian soldier proved tough and dogged, their commanders, inept. The Russians lost up to 5000 men, but the Swedes also suffered and their casualties couldn't be replaced.

Moreover the Russians had not been decisively defeated. Although the way to Smolensk and Moscow lay open, scorched earth and General Winter soon showed Charles it would be a long war. Perhaps it was as well he didn't live to see its end; the Peace signed in 1721 ensured the Baltic and its southern shores would be Russian, not Swedish. The 'Swedish Meteor' had burned out.

**Swedish Game Productions** made a neat little game of Holowczyn before its recent demise. Turn to Snapshot for a review.

### CHALONS, 451 AD.

Over the centuries the might of Imperial Rome was eroded by a series of barbarian invasions. These migrations reached their climax at the start of the 5th century AD with the arrival of the Huns.

The Huns were excellent horsemen who favored the bow. In battle their tactic was to harry their opponent, avoiding his blows and using their great mobility to exploit any opening which appeared. Their primitive lifestyle centred on constant war and pillaging.

For nearly 40 years they ravaged the Eastern Empire and eventually subjugated many of the Germanic tribes, becoming not truly nomadic but rather 'a parasitic community of marauders'. From 445 AD their leader was the infamous **Attila the Hun**, who ambitiously planned to rule all Europe. By a campaign of bloodshed and destruction Attila cowed the Eastern Empire. In 451 he turned to the West.

Only two possible forces could oppose him: the old Empire and its current enemies, the Visigoths under Theodoric. Although not a great tactician Attila was a competent strategist and, playing on the enmity between Theodoric and the Empire sought to mask his true intentions from both. After the horde crossed the Rhine it rampaged through northern Gaul. Not until it concentrated at Orleans did it become apparent the Visigoths were his target.

However Attila had not counted on the Roman commander, Aetius. By dint of quick diplomacy and even quicker marching he was able to join Theodoric and march on Orleans. Aetius arrived just as the Huns and their German allies were breaking into the city. Caught totally unprepared they fled, with Aetius following close on their heels. He finally brought the elusive horsemen to battle at Chalons on June 20, 451 AD. In an epic battle the Romans and Visigoths slaughtered the Huns by the thousand. Attila was saved from total disaster only by nightfall.

The next day Attila had his funeral pyre prepared and awaited the final onslaught. It never came! Whether the Romans were totally exhausted or whether Aetius felt it unwise to leave the Visigoths without a serious enemy other than Rome is unclear. In any event Attila and many of his followers escaped.

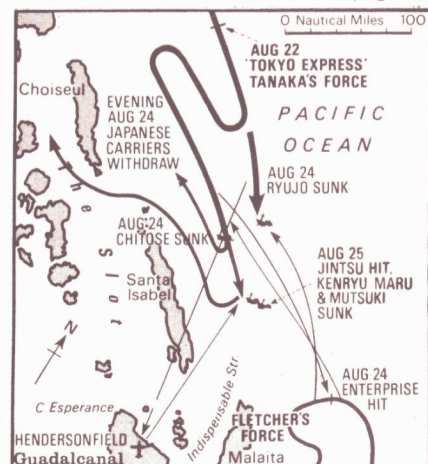
Attila remained a threat to the west until his death but he was never able to produce such a vast force again. Some estimate its size at 500,000 and at one stage it covered most of northwestern Europe. The Huns' power, which rested on the strength and terror of Attila's name, disappeared with his death.

We are unaware of any tactical games on Chalons, however **SSG's Attila the Hun** and **Alaric the Goth** give a good feel for the strategy involved.

### EASTERN SOLOMONS, August 23-25, 1942.

Defeated at Midway the Japanese sought to regain the strategic initiative in New Guinea and the Solomons. By August a powerful column had almost reached Port Moresby and two amphibious forces were set to land at Milne Bay to seize a fighter airfield at Gili-Gili. Simultaneously they tried to reinforce Guadalcanal with 1500 troops. To cover these diverse operations the Japanese Combined Fleet sortied for the first time since Midway, in an attempt to destroy the American carrier force.

*continued on page 49*





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# ROMANI 1916

by Paul Trunoff

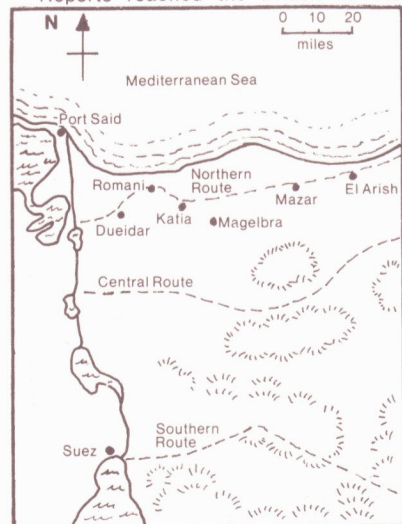


With loud cries of 'ALLAH! ALLAH!', the Turkish infantry charged out of the darkness. All along the Australian line flashes of rifle fire lit up the desert night. It was almost a year to the day when the Turks had annihilated the men of the Australian Light Horse at Gallipoli, but now the situation was reversed. It was the Turks who were charging into a deadly killing ground.

The withdrawal of all Allied troops from Gallipoli was completed by early January 1916. One of the main reasons they had been pulled out was the Turkish threat to Egypt. It was estimated that after the Allies pulled out of Gallipoli the Turks would be capable of expanding their force in Palestine to 250,000. To counter this threat Kitchener had gathered a force of 12 infantry and two cavalry divisions, including the ANZACs.

Initially the defence of Egypt was to be based on a line to be prepared on the east bank of the Suez Canal. This meant any attacking force would have to march across the inhospitable wastes of the Sinai. Of the three possible routes across the desert the northern trail, which followed the Mediterranean coast, was considered the most likely.

Reports reached the British in late



Egypt and Northern Sinai 1916

January of an imminent Turkish advance. The ANZACs, along with the other British divisions, were rushed into the partly prepared defensive positions. However as the weeks slipped by no attack eventuated. The ANZACs were therefore able to use this time to complete their reorganisation and use their reinforcements to raise two new Australian divisions.

In late February news of the German attack at Verdun arrived. The Allies were desperate for more troops on the Western Front. With the approach of summer the probability of a full scale Turkish assault in Egypt was greatly reduced. It was therefore no surprise when Kitchener called for most of the infantry to be transferred to Europe. The British commander, Major-General Archibald Murray, had no choice but to agree; however he requested he be left the cavalry.

The withdrawal of the Australian infantry divisions left Murray with insufficient troops to man the canal line. He therefore decided to establish a forward line about 30 miles from the canal, to intercept any Turkish force while it was still in the desert. His superiority in mounted troops combined with the difficulty the Turks would have supplying their forces across 70 miles of desert, would give him the advantage. As part of this forward policy Murray ordered a British Mounted (Yeomanry) Brigade to defend the line Romani, Katia and Mageibra.

A fortnight later the Turks caught the British by surprise and destroyed several posts as well as launching an abortive raid on the canal. Although this was only a large scale raid and not a full attack, Murray was shocked at the ease with which the Turks had pushed in his screening force. In response he ordered the ANZAC Mounted Division commanded by Brigadier Henry G Chauvel to take charge of the forward area. However by the time the ANZACs arrived the Turks had withdrawn.

After studying the situation Chauvel recommended a strong garrison be established at Romani, directly astride the northern seaboard route. The central and southern routes across the Sinai were already protected by the troops of the Camel Corps. From this strong base the mounted troops would be able to control the surrounding area by patrolling. This solution escaped the dangerous dispersal of force that had allowed the Turks to push in the previous screening force so easily.

By May 1916, Murray had pushed a rail link through to Romani and the 52nd (Scottish) Division had been brought up to hold Romani. The southern flank was covered by the Australian Light Horse and a brigade of New Zealand Mounted Rifles.

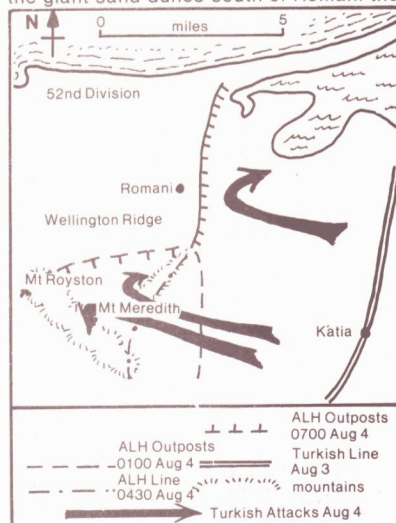
The situation remained static until the middle of July, when Brigadier Chaytor of the NZMR reported he had discovered four large bodies of Turks advancing towards the British position. He estimated this

force to total at least 8000 men. But what would it do? The Turks could attack the Romani position, in effect repeating their successful raid of April or could be planning to establish a base at Katia cassis as a prelude to an attempt to capture the Suez Canal. Murray hoped they would attack, as he was confident he could destroy them on the ground around Romani. However if they were following the second course he would have to attack the Turks before they had time to build up their strength.

Murray ordered the Light Horse to make contact with the advancing Turks and to watch and constantly harass them. To this end Chauvel would send out either the 1st or 2nd ALH Brigade each day. They would advance across the desert until they contacted the Turks and press in their sentries. They would continue to advance until resistance stiffened and then retire. Occasionally the Turks would counter-attack and there would be a short, sharp battle in the desert. Although effective in containing the Turkish advance, after a fortnight the intense summer heat and constant work was beginning to take its toll on the Australians.

By early August London was urging Murray to go on to the offensive and as it appeared the Turks were not going to attack, he prepared to change to his alternate plan. However before he could do anything, news came that the Turks were advancing towards Romani. This was precisely what Murray had wanted and on the night of August 2 he ordered Chauvel to prepare the trap they had planned.

The plan as devised by Chauvel was to tempt the Turks to bypass the main position by swinging south through the desert. This move would be blocked by the ALH with the object of pushing them further south. When the Turkish infantry had been lured into overextending themselves into the giant sand dunes south of Romani the



Battle of Romani Aug 4, 1916



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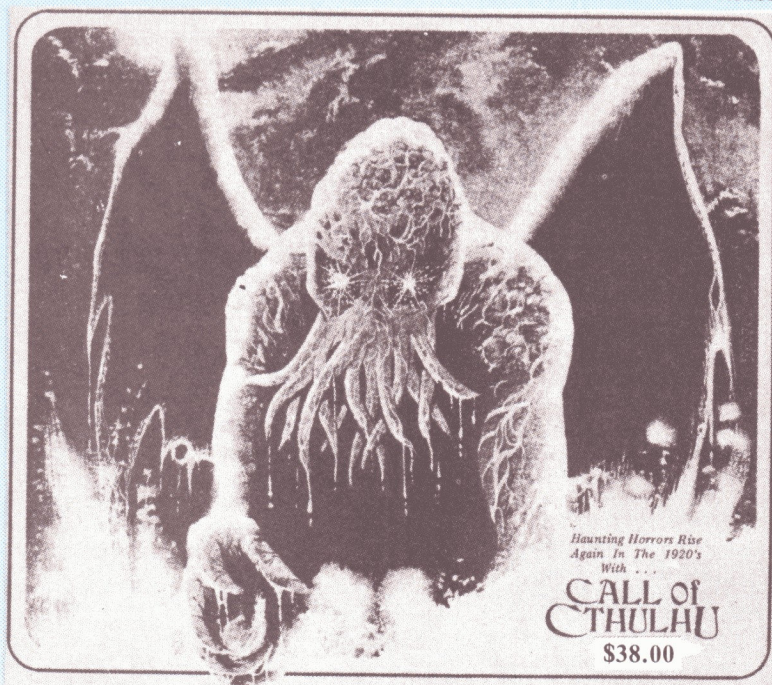
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British would counter-attack with their reserve mounted troops.

## The Turks Attack

On August 3 Chauvel ordered the 1st ALH to take up their positions in a series of small posts stretching for three miles south of the main position held by the 52nd Division. This first line was on the low ground in front of the main line of dunes that stretched away to the southwest. The 2nd ALH was already in the desert maintaining contact with the Turks and the 3rd ALH with the NZMR were in reserve ready to deliver the planned counter-attack.

The Turkish advance continued throughout the day and by nightfall they were approaching the British positions. At 0100hrs August 4 the men of the 1st ALH detected movement in their immediate front. Moments later, to the accompaniment of wild cries of 'Allah! Allah!', the Turks attacked. The initial assault was repelled but the Turks continued, growing in numbers all the time. The Australians were soon forced to pull back to their main position on a long high sandhill called Wellington ridge. By the time the 1st ALH was established in its new position the Turks were beginning to push further south. At 0430hrs Chauvel was forced to commit the 2nd ALH on the right of the 1st to prevent the Turks turning the British flank.

In the north the Turks had attacked the entrenched 52nd Division, but, after being easily repulsed, remained content to simply cover this position while the bulk of their force moved south. The Turkish force numbered 12000 to 14000 men against the combined British force of about 10000. However some 7000 of the British troops were from the 52nd Division who faced less than half the Turkish force, while the much smaller ANZAC force faced the rest.

As dawn approached the Australian position became steadily more precarious. The Turks continued to drive southwest and captured a high sandhill called Mount Meredith. In response the Australians shuffled units from the left flank to the right, stretching the 52nd Division's right flank. The situation was so desperate that

part of the reserve force was drawn into the battle to try to hold the flank. By 0700hrs the ALH had been driven off Wellington ridge and was defending the railhead and the main camp area behind the 52nd Division. Only the accurate fire of the Territorial artillery attached to the ALH held the Turks back.

The battle was now at a critical stage. Although the Australians had been stretched almost to breaking point, the Turks were dangerously extended and their troops exhausted by the heavy fighting. The moment had arrived for Chauvel to call on the mounted reserve. However the initial movement of the reserve was delayed because Chauvel's superior, Major-General Lawrence, was initially worried that the Turks were only feinting at Romani and might launch an attack on the canal. Not until the early afternoon of August 4 were the NZMR and the 5th Yeomanry Brigade able to get into the battle. The 3rd ALH did not receive orders soon enough to get into the battle that day.

The British and New Zealanders attacked at Mt Royston, the most southerly point of the Turkish line. By 1800 hrs they had pushed close enough to be within charge range of the 2000 Turks holding the position. The sand and stubborn Turkish defence slowed their advance considerably, but the Turks were totally exhausted and were beginning to surrender in large numbers.

Further north the Australians had held off the Turks throughout the day. With the advantage clearly swinging to the Allies the Australians attacked and captured many Turks, but were unable to retake Wellington ridge, due partially to poor coordination with an attack by the 52nd Division and extreme fatigue after two weeks' of constant action. As night fell both sides were so tired that troops rested in their positions.

Convinced victory was within his grasp, Murray ordered a general advance by both infantry and mounted troops as soon as

possible. At 0400hrs August 5 Chauvel ordered the ALH to attack again. By 0630hrs, with the help of some nearby infantry units, they had cleared Wellington ridge. Chauvel was now placed in charge of all mounted troops and ordered to pursue the retiring enemy. But the New Zealanders, Yeomanry and 3rd ALH were unable to begin until 1000hrs because they had to water their mounts.

They caught up with the Turks at Katia at 1600hrs and captured a party of 425 and seven machineguns, but when they attempted to attack the main Turkish camp they were driven off by artillery fire. The advancing infantry were unable to reach Katia in time to take part.

## ... and retire

Although defeated, the Turks retired in good order. The summer heat and scarcity of water meant that the mounted troops couldn't operate more than a half day's march from water. Though able to maintain contact, the Allies were unable to sustain an assault on the Turks. This, combined with the Allies' lack of heavy weapons, allowed the Turks to save their guns and some equipment. However by mid August the Turks had withdrawn to their original start point at El Arish and any threat to the Suez Canal had been removed.

The battle at Romani was a resounding success for the British. Although they failed to completely destroy the invading Turkish force, they inflicted more than 5000 casualties and took 4000 prisoners. British losses for the battle and the subsequent pursuit actions were 1130, all but a few hundred of these being among the Australians and New Zealanders.

The whole battle went very much according to plan, the only hitch occurring with the delay in launching the counter-attack. This was almost certainly due to Lawrence being too far back from the front and thus not able to react quickly enough. However in the end the Turks' exhaustion had prevented them from taking advantage of the few hours grace they were given on the morning of August 4. As for Chauvel and the ALH, they were destined to go on to greater triumphs in Palestine in 1917.

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# Doctor Damocles'

## DARWINIAN DENIZENS

By 'Damocles'

Some theorizing about the evolution of dungeon monsters.

Many years have passed now since it was first recognized that the diversity of species on Earth and the history of life on Earth were well explained by supposing a mechanism of random variation and survival of the fittest. Only a few fundamentalists of several religious persuasions deny this mechanism — the more liberal minded churchmen see the evolutionary process as part of God's continuing act of creation.

An analogous situation exists in the Dungeon World — surely only a bigoted minority could really believe that the Dungeon Master created the whole thing in only six days! In this article I will examine the evolutionary pressures in the Dungeon World — looking at some monsters that are (or ought to be) nearing extinction, at how other monsters fill a variety of ecological niches, and at some areas where there may well be room for new species.

Perhaps the most important difference between Earth and the Dungeon World is that we are in a position to see a clear purpose for the existence of each creature in the latter, and we can judge the evolutionary fitness of each type of monster according to the degree to which it fulfils its purpose. The following purposes can be distinguished:

- to test the strength of the party;
- to test the tactical skill of the players;
- to act as a deterrent, either to punish the foolhardy party, or to temporarily prevent them from taking a particular direction;
- to pass information to the party;
- to pose novel and unusual problems for the players;
- to entertain the Dungeon Master;
- to entertain the players.

I think it would be pushing a good

analogy too far to suggest similar purposes for life on Earth.

### Monster Specials

Various monsters have come up with a wide variety of special attack and defence devices to help them better to fulfil their several purposes. A few of these are worth looking at in detail:

The monster which takes only half damage from a particular type of weapon or spell has some value in testing party tactics, especially if the party is aware of this ability beforehand. Its close relative, the monster which takes only half damage from *any* form of attack is undoubtedly in an evolutionary *cul-de-sac*. It is, or can readily be made, identical in every way to a monster without this special characteristic and with double the hit points, except insofar as it gives the DM more work to do.

A similar thing might be said about a monster recently encountered which radiated an aura which slowed creatures within attacking range. If the same creature had instead sped itself up so as to have double its number of attacks per melee round, it would have achieved the same effect without giving the DM a headache — surely a better survival strategy!

The monster which is immune to non-magical weapons, only vulnerable to +2 or better magical weapons, or has some similar special defence, is another interesting case. It occupies a very narrow ecological niche. If it is encountered before a party has acquired any magical weapons, it is invincible — in that case the only possible purpose in its life would be as a deterrent. If, on the other hand, it is not encountered until the party is quite experienced, and everyone in the front fighting line has a magical weapon which he habitually uses, its special defence becomes irrelevant. The only really suitable environment for such a special ability is somewhere in the middle levels, where the parties coming



through will have acquired a few magical weapons, but not enough to go around.

Protective coloration is perhaps the best known evolutionary survival strategy. The undisputed masters of shape-changing are the shape-changers. However the shape-changing ability is not very much use without a highly developed intelligence. Doppelgangers are usually bright enough to have an assured future, but Mimics were in danger of extinction until recently, when a few of the less moronic members of the species realised that it was possible to mimic doors and other pieces of furniture instead of always chests. Otherwise, there are basically two types of protective coloration — trying to become invisible, or trying to look like something else. In the Dungeon World, where magic is widespread, the former strategy is adopted by several creatures, and not of much interest beyond that. But in looking like something else there is an interesting range of possibilities that should be looked at more closely.

The predator which looks like something inoffensive, or relatively less dangerous, is widespread in the Dungeon World, and many diverse species have opted for this strategy. The variety is endless, ranging from ghouls and lycanthropes through fire lizards and phase spiders to trappers and lurkers above. The prey species which seeks to discourage its enemies by looking very formidable also occurs, but seems to be much less common in the Dungeon World than on Earth — there may be room for new species in this area. The gas spore, which looks like



a beholder, springs to mind, and dopelgangers have been known to take on the form of demons to try to dissuade a party they know to be too big for them. Apart from that, there are only vague rumors. We have heard of one hit die creatures with purely decorative claws and tentacles waving in all directions, and only a good set of teeth to defend themselves if their bluff is called. And there was some mention of a mutated pyrohydra in the lower reaches of the dungeon which had replaced its usually dull scales with a coat of many colors — red, blue, green, black and white. The disguise would not stand up to close inspection, of course, but what dungeon party is going to look closely at such a creature?

## MONSTER PURPOSES

### Testing Party Strength:

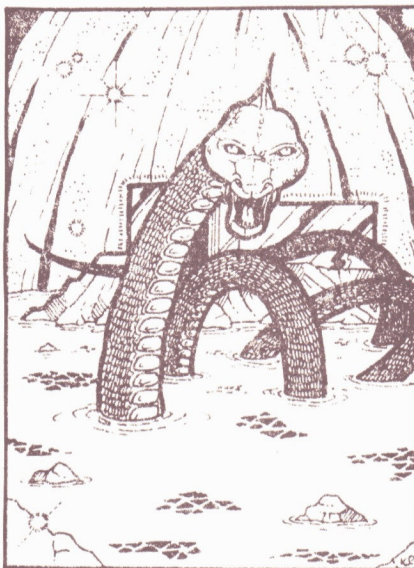
This is a very limited purpose, and one that should not be confused with testing player tactics. Monsters which attack with surprise are primarily for this purpose. A confused fight to the death usually follows, with little opportunity for the party to regroup and apply sensible battle tactics. The outcome is governed simply by the relative attack and defence abilities of the two sides, and their respective luck in dice rolling.

### Testing Player Tactics:

By contrast, this is one of the most important purposes for the existence of monsters generally. A wide variety of monsters has evolved to test tactics in a wide variety of different battle situations. But while this variety is needed, it should be stressed that not all battle situations are valid tests of tactics. Monsters which are especially likely to surprise the party are a case in point. If the party does not have the resources to reasonably allow them to avoid being surprised, then a single die roll might decide the difference between no surprise, and four free attacks on the party. In many instances this will decide the whole tide of battle. If the party has been neglecting to use resources that might have avoided surprise, then it should be punished. But again in this case, the degree of punishment will vary enormously with the result of a single die roll. I see this area of surprise as one where the Advanced D&D rules need some modification.

A much better test of tactics is the set piece battle. This is the situation where the characters are able to get a look at a monster, or otherwise obtain a fair bit of information about it before it becomes aware of their presence. They have the opportunity to devise a detailed battle plan, to delay the fight until they pick up some special gear or extra information, or to withdraw and mark the battle down for some future occasion. For an interesting set piece battle the monster should be just a bit bigger than the party can comfortably

take on. They must be made to think carefully about the exact battle line-up and what softening up measures they can use to help. Unfamiliar monsters in a set piece battle make for some particularly interesting tactical decisions: how much extra information can be gleaned about the monster, and how is it to be obtained? How much delay is justified in trying to get this information? Can an emergency fall-back routine be devised in case the monster comes up with a special ability that might turn the tide of battle against the party?



This brings up the next tactical monster — the one with an unexpected special ability that the party is not aware of until it is committed to the battle. Any party that fights spiders should be aware that they might be very poisonous, and able to turn ethereal at will. And nobody who fights ogres should be too surprised at the odd cold blast and disappearing trick. But what contingencies should be foreseen and allowed for? No party can approach dungeon exploration effectively if they are expecting every monster they meet to envelop them in fiery breath. How much effort should be put into avoiding possible but unlikely trouble? From the Dungeon Designer's point of view, it is important that these monsters are encountered where they are not too big for the party, so that the party has time to see what is happening, and shift to the contingency plan if they have one prepared. The monster that suddenly reveals an unexpected special ability in mid-battle which wipes out the party in a single round might be the darling of a sadistic DM for the time being; but that will not save it from the extinction it so richly deserves.

### The Deterrent Monster:

The large dragon which inhabits the deeper levels of the dungeon is waiting

there to fulfil his destiny in a glorious set piece battle. His cousin on the third dungeon level has another purpose to his life as well. As any nuclear strategist will tell you, a deterrent is only effective if your opponent knows you have it, and knows it is big. Placement is also important. The party must have a fair opportunity to find out it is there, and to avoid combat. They must have some other avenue of action open to them, so they do not need to confront it immediately. The deterrent monster should always be placed in a byway — a dead end room, or similar out of the way place. Remember that this monster is not going to be defeated by a third level party, so there is no point in having any third level dungeon beyond it. Its purpose is to destroy low level parties who have adopted the habit of trying to kill every monster they meet, or of trying to 'clean out' one dungeon level before proceeding to the next, or who have simply become greedy and careless.

### Providing Information:

In the absence of monsters of this sort to provide a bit of variety, a dungeon can take on a close resemblance to a large abattoir (if it moves, kill it!) The D&D system is a bit biased towards rewarding arbitrary violence anyway and the DM often makes it worse by populating the dungeon with berserk monsters who always fight to the death on encounter. To redress the balance, it is vital to have some monsters whom it pays the party *not* to kill. Many ways of doing this are available, but the common theme is that the party is rewarded — perhaps with information, or the monster's help in another battle, or even with treasure. Where speech is possible, it is not hard to work this, and so humanoids and non-evil dragons are monsters who are commonly assigned this role. But other possibilities should be kept in mind. Some semi-intelligent ogre types dislike gold, but have a fixation on copper. If the party maintains good relations with them they will always be delighted to exchange copper pieces for gold (one for one). If the party was to kill one, it would gain the gold he was carrying but kill the goose that lays the golden eggs. A hungry wolf which is fed rather than slaughtered might be inclined to follow the party around for a while and warn it when he smells danger threatening. He might even dig up his favorite bone — part of a skeleton on which a magic ring or a treasure map can still be found. The possibilities are many and varied and generally little used.

### Presenting Unusual Problems:

The main requirement for a monster of this type is a rapid mutation rate. The trouble is that any party that solves the problem presented by a particular monster tends to pass that solution into dungeon folklore. The monster is frequently defenceless against this solution, even to the point of being threatened with extinction.



Sometimes the lore is not entirely accurate nor sufficient. It is commonly heard that 'the way to take out phase spiders is to all stand in a circle'. The phases spiders had a field day when they came across a party who thought this meant backs to the middle. And one or two other parties who correctly realised it meant left shoulders (or better, alternate shoulders) to the middle, learned to their cost that this could only achieve an improvement in their odds; it did not guarantee them a trouble-free victory.

But in general the lore expands inexorably, and some wonderful monsters are falling before rote-learned and stereotyped battle plans. Consider the faded glory of the troll. Imagine the party who killed one in the old days, only to find it regenerating from death and even dismemberment. All sorts of panic and consternation resulted till someone thought of burning the remains. Modern day trolls have survived by mutating to a variety of vulnerabilities. One is prevented from regenerating by being frozen, another by holy water and so on. But the lore is catching up. The modern party which has killed a troll will try burning this round, holy water the next, a lightning blast the third and so on. To survive, the troll of the future will need to mutate again. One can imagine the lore of the future: 'If you meet a pink troll with green spots, you must hit him

behind the left ear with a +1 hammer to prevent him from regenerating.'

Not all unusual problems presented by monsters are tactical problems, of course. The Denebian Slime Devil did very well for a time (the only way to get rid of them was to give each one a different never-ending task to perform). But a book of such tasks could be written and now that they have been around for a while, probably has been. We recently encountered their near relatives, the Altairian Mould Devils (who required a rhyming couplet incorporating a pun), and so far the lore has not caught up with them. Apparently the first sphinxes used to ask riddles. Recently sphinxes have been fairly straight tactical monsters — perhaps there is a place for some of them to return to their original style.

#### *Entertaining the DMs:*

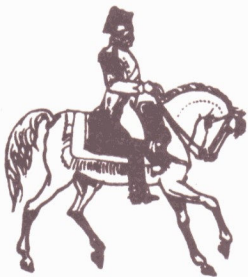
Perhaps the type of monsters that serve best here vary with the DM's personality. As all D&D players know, the DM is usually a sadist, who takes a quite improper delight in his monsters mauling and killing dungeon adventurers. It would be a mistake, though, to think that those which will entertain him most effectively are the biggest and nastiest ones who inflict the most damage on dungeon parties. It is necessary to weight up the long term loss against the short term gain. Having too many adventurers killed off by big and nasty monsters is likely to shorten the

DM's tenure of his privileged position. Players do not like having their characters killed off. If it can be shown that they have made a silly mistake, they must accept it. But they will not, and indeed should not be happy about their characters dying just because the DM planted a monster that was too big and nasty where it couldn't really be avoided.

What alternatives are there? Well, every DM loves a good 'con'. The toothless monster that has the dungeon party avoiding it because it looks too formidable is always good value. It's even better if it can extort some of their treasure for 'safe passage' or useless information. The familiar monster who can find some unfamiliar tactics provides new problems for the players and enjoyment for the DM. And something really worthwhile is the monster who can manipulate a situation to sow the seeds of intra-party strife.

#### *Entertaining the players:*

Although it sometimes seems to be almost heresy to say it, this is the main point in playing D&D in the first place. Any of the monsters which do a good job in any of the other areas will probably meet this purpose as well. The monsters that usually pass into folklore are tactical monsters who are defeated after a hard and fair fight, involving a clever ruse or two on both sides. This is probably a good indication of outstanding entertainment value.



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# TOURNAMENT TACTICS — DESIGN, ORGANISATION AND PLAY

by Rhys Howitt

D&Ders intending to play in *Arcanacon* should take careful note of Rhys' comments here; they may provide many clues to the *Arcanacon* Dungeon. On the other hand this may be a piece of deliberate misinformation. Who knows? I don't! So sit back and enjoy! — Ed.

Tournament role-playing is now established in Australia and several organisations are pushing their products around the country. The quality of both tournaments and tournament play is improving, but many people are not sure exactly what is expected of them. My own ideas, developed from comparatively substantial experience playing, designing, organising and cleaning up after quite a few, are offered for consideration.

I am informed tournament role-playing began at the **Canberra Games Convention** with a dungeon that was still being written up as the groups played through it. Then there was the enormous **Phantastacon '81 Purple Dragon** event and the infamous Nunawading dungeon. MUDDA then began its monthly-during-term tourneys and Queensland Role-Players started holding tournaments. Some of the lesser-known groups have held smaller events, or are rumoured to be building up to one, but large tournaments (say, in excess of 60 players) are still fairly rare.

People play RPG tournaments for reasons different from those for normal campaign activity; just as well, because too many tournament venues are squashed and noisy. It is a fact that the average tournament dungeon is of better quality than the standard campaign dungeon, but this alone is not especially an incentive to pay for an afternoon's entertainment. The big advantage of competition RPGing is that you can take up the opportunity to enjoy a little novelty: whereas for the rest of the year you are stuck with your 3rd level half-elven ranger, you might end up with an 11th level half-kobold illusionist fighting elephant-wraiths and matched sets of golems. (And perhaps it is the over-exhilarating effects of using 5th level spells which cause the adrenal-rich sprint through the dungeon bottom in the dying minutes of the tournament!) When the tournament is ordinary, people are much more likely to go away annoyed.

## TOURNAMENT DESIGN

It seems to me there are five important principles to remember:

1. characters should be *interesting*;
2. there should be a definite objective, or *ordered* sequence of objectives;
3. people can and should be allowed to wander, but they should not stay strayed for too long;
4. go easy with the subtlety;
5. use monsters thoughtfully.

Most people play in tournaments for the sake of their own enjoyment rather than to win prizes or for the advancement of their egos. Thus the common view that 'foolish' players deserve to be punished very hard is wrong and unfair and guaranteed to keep those people away in future. The chief aim of the designer must be to maximise the enjoyment of every player, regardless of how many times the group fireballs itself.

## Start with Characters

The characters are the best place to start, as this is where the players first meet the tournament. Don't have new character classes (I speak in D&D terms — for better or worse, it is still the tournament standard) because there is insufficient time for players to nut their possibilities through. New races are enjoyed and take very little extra comprehension — winged races, cat-people and some with transparent flesh like Newhon ghouls, are examples. Do give a comprehensive background, as it helps convert the statistics into role-playing. People like even irrelevant references to events in the campaign the scenario came from.

Teams of six are considerably better than teams of eight, if there is any outside noise at all. (Sometimes this must be disregarded due to the usual shortage of DMs.)

The players must always know what they are doing, or they will become frustrated. I would recommend one good shove in the right direction at the start, then a set of cryptic clues to keep them going (which can take the form of an ancient scroll, an elderly sage, or a friendly barman). In general, it is best to have an obvious path

to the quest object(s); the other school of thought, which randomises parts of the objective around the dungeon, is unsuitable because the thorough searching pattern required is too hard in a limited-time tourney.

## Vagrants

Given the oft-proven ability of adventurers to get themselves lost, the designer must decide what to do with vagrants. It is considered side-rooms early in a session are always time-wasters, and I agree with this philosophy. This is one way to sort out the rocs from the sparrows and it has the advantage of being relatively painless. Less efficient groups will have fun beating the hell out of the owlbears while their more illustrious rivals race more directly for the demilich's lair. There is a random factor at work, too, for some groups stumble onto the right way quickly, but others find it later and are disadvantaged. Having a few parallel 'correct' ways is a good method, although it won't solve the problem: in the first big tournament I designed (*The Necropolis of Pard*, MUDDA tournament 2, 1982) there were five or six ways down to the second level but some groups took into the second session to actually find and go down one. In short, you should encourage people to waste time, but make sure they get back on the right track before too long.





### Subtlety

Next thing: subtlety. Avoid it. What may be vague but logical to you on your desk will be impenetrable when at the bottom of an unusually noisy dungeon and racing the clock. Traps should never kill anybody who takes reasonable precautions ('I've checked the latch, the hinges, the floor for pits and the wall for darts,' CRASH! 'Rats, forgot to check the roof...') and cryptic clues must be almost transparently obvious if a reasonable number of groups (say, half) will work them out. It would be absurd to challenge the creativity and intelligence of most role-players except in a hard-fought tournament, where neither trait is evidenced to capacity. (There are exceptions, certainly: the group which got out of a horrible trap and then put a minotaur through its own shredder in Phantastacon '81 was certainly clever and creative. But I maintain campaign resourcefulness is very different to tournament resourcefulness.)

The use of monsters also calls for some consideration and I recommend easing the players into them gently. A giant, vampiric bulette in the first session will only depress the party, but in the final session they will shout with enthusiasm. In a three-session tournament there is a good argument for making the first session fairly easy to build up confidence, the second more challenging and the last rather tough. Characters should die in the second session, must die in the third.

Don't be limited by TSR products in your choice of monsters. There's nothing like a Jack O' Bear, a Hlyss lord, or skeletal dragons for putting the wind up one's chainmail! Do give full statistics of the monster in the dungeon book, because people like pirating them for their own campaign. (Not that I've met many Purple Dragons recently!)

There is a sixth rule too, which is not to be bound by the other rules if you don't want to be. The potential for fantasy is almost unlimited, and some scenarios will come up for which these guidelines are inappropriate or irrelevant. I have a deadly tournament myself which I haven't used because of its viciousness, but advertised as a killer and without an entry fee it might attract a different group and be successful. As with so many things, the DM is to use his discretion.

### RUNNING A TOURNAMENT

Having made most of the mistakes myself, I can hopefully point out some of them for potential tournament organisers. These notes are intended primarily for club tournaments as the national conventions more-or-less know what they are doing.

Venue is the most important factor in the success of these events. The Canberra Games Convention 1983 used small rooms fairly successfully, because of the small number of groups and the relative experience of their DMs. Most other

groups use large open areas, partly because it is the only way they can fit everybody in, and partly so that the designer can arbitrate disputes and clarify points of confusion. Noise is the big disadvantage of large areas and this can make playing rather difficult. Carpet, curtains and movable room dividers help to some extent.

Two hours is about as long as most DMs can last without cracking under the pressure. My estimates for the optimum periods for tournaments are as follows: three one-hour sessions for a club tournament, three two-hour sessions for a convention dungeon. Give sufficient breaks for people to grab something to eat and for the DMs to brief the other DMs (if necessary) and have a glass of beer.

Rotation of DMs is a controversial activity. Given the wide variation in competence, speed and experience of DMs, it is probably best to do so, despite the inconvenience. Canberra gets away with not doing so, but they have a group of fairly consistent and good DMs in the Beavers. Phantastacon basically randomises and MUDDA works in triads (one experienced DM, one inexperienced and one we don't know about, adjusted for particular circumstances). Make sure the DMs have all played through the dungeon before the tournament!

No matter what you do with your DMs, advertising is necessary if you want a lot of people to attend your tournament. Ideally, the details should be out a month before the event, photocopied posters being ample for club tournaments. Game shops are by far the best place to advertise these things — most are extremely helpful to clubs and will place your notices in obvious places. Most clubs will allow you to advertise your activities at theirs.

The form and amount of prizes is also an important consideration, although to some extent these depend on the circumstances of the club. Cash prizes are legally dubious, but on the other hand nobody wants to win their third consecutive copy of *Tunnels and Trolls*! Vouchers are the best solution — they support the retailers, who have a hard time of it sometimes, and they stop the mercenary/cash attitude. ('Damn, I only made \$15 this week!')

Many tournaments are run directly or indirectly to increase club funds; nobody minds this if entry fees are reasonable and prizes decent. With an attendance of 80 and fees of \$1 (members) and \$2 it is possible to make a good profit, especially if you sell the dungeon afterwards for two to three dollars.

### PLAYING IN TOURNAMENTS

Whatever motivates you to play in tournaments, you presumably have some aspirations to winning. Unfortunately, too many groups play just as if they were in a campaign dungeon, when in fact a rather different philosophy is required. To some

extent experience in tournaments is the best way to learn how to play them, but a little logical tournament strategy can add about 20% to points received, which is often enough.

The best approach is to *keep moving*, especially in the early stages. Keep to the corridors until you have the complex mapped out, looking for secret doors in the obvious places (near dead-end corridors, behind bookshelves, behind tapestries) and don't go through doors unless they are secret or at the end of the dungeon. The majority of most tournament dungeons are rooms filled with nothing but copper pieces and Bugblatter Beasts. (I jest, but there are many groups who still like to march methodically and slowly through all rooms off all corridors on every level.)

If you find a stairway down, take it, looking for traps as you go down — every dungeon has a set of collapsing stairs. Some dungeons, especially those in mountains and haunted houses, go up instead of down and you may have to make allowances. Generally, if the designer has any desire to have clever groups win the competition, the extremities of the dungeon will have something worthwhile. In 80% of cases, the Mace of St Cuthbert will be in the last room in the lowest level, guarded by something big and unsociable. And in a well-designed dungeon, points will be given for simply finding the stairs and going down them! Where there are multiple objectives, small items will be in trapped chests in rooms behind secret doors on the lower levels; in the last Canberra Games Convention the treaty was locked away, the ambassador in the deepest cellar.

There should be clues of some sort to help your intelligent guesses — scour the party and character backgrounds for information put there consciously or unconsciously by the designer. Avoid the red herrings the designer has put there to thwart you.

One other pitfall many groups (including mine in Phantastacon '82) fall into is dividing the party. It is actually faster for the group to stay together to explore the ancient city than to split into surveillance squads. Game time rarely matters in these occasions, and the danger of only half the party meeting a contingent of Killer Penguins is too great. (You may eventually defeat them, but will waste lots of time and hitpoints in so doing.) If the designer was sufficiently foolish to give you a familiar use it to scout by all means, but remember the loss of hitpoints and/or levels if things go wrong. Do use an invisible, silenced thief up front to see what's coming, but don't blame me if he has to beat up the Killer Penguins by himself!

If you meet monsters, think carefully. If you can outrun them, do so. If not, hit them with everything you've got. Much has been made of the differences between



'Thinkers' and 'Hackers', but they are not mutually exclusive. A stupid group will die quickly, but a group which cannot chop through mindflayers swiftly, efficiently and ruthlessly is in trouble. It is a sin to end a session with spells to spare, as it means that you took too long beating some orc over the head with broadswords. Time is vital and you must use every second carefully. Every round, every character must do something to reduce the enemy's chance of survival. (On the other hand, don't use too many spells too early, in case you have to take on a spectre with nothing better than a Shocking Grasp!) Although monsters normally give you points, they waste time you could use to get down to the fifth level. And they often kill characters, which is usually a massive minus to the tally.

Cure spells and potions should be used up as quickly as possible. I have often seen (and been in) groups where somebody decides, in the last stages of a combat, to keep fighting at three hit points rather than pull out to gulp a potion down. If it works, good and well, but too often the dying Slaad (or the ogre mage that heard the fight and rushed in) gets something off and you have lost a fighter and 500 tourney-points. Everybody should have as many hitpoints as possible at all times.

I find it frustrating, when DMing tournaments, to have six (or worse, eight) people

all yelling at me against a background din. Inevitably, you miss important actions and cautions from the other end of the table. I recommend instituting a **Caller**.

Recent converts to the hobby will not know what I mean, as the office of Caller goes back to Original D&D where the senior member of the party was the main communication with the DM. It perished because it was antithetical to role-playing and a little too fascist. But in a tournament, the party can speak in low voices and feed ideas through the Caller, who can tell the DM quickly and concisely the location and actions of the party. With a good Caller, the party can go up to 50% faster between combats.

## On death and cheating

Death comes to us all eventually, but to adventurers a little faster than most. Losing one or two members of the party is not too debilitating, but more than this can be. You have trouble finding traps or casting cures, combats take longer, and the party becomes much slower. Check with the DM on the results of dying, but if over half the party is lost it is often best to suicide by sending one party member at a time into interesting rooms to check out the monsters. You lose the points for dying, but the party can usually start again with more knowledge of the dungeon. The saving in time may make up for the deaths,

and the rest of the party will certainly enjoy it more. Of course, if you are right near the bottom of the dungeon, it is best to soldier on to the end.

There is another way to help yourself to win, but I do not recommend it. Cheating is endemic in some areas, presumably because it is successful. The DM is perfectly entitled to see all the dice rolled in front of him, one at a time, but this is obviously slow and disadvantages a party that wants to get moving. It is then easy to cheat if the DM is courteous enough to allow the group to roll their own hits and damage. That this is abusing trust and giving an unfair advantage seems not to worry some people. Any I find suffer an immediate and massive heart attack, just as they would in my campaign, but this rather spoils it for the party. Playing in a group where you know one person is cheating (or telling people in other groups what will happen to them) is in my view just as unfortunate as coddling dice yourself.

Fortunately, most role-players are amateurs in the traditional sense. Most are sufficiently mannered to thank the DM and congratulate the designer (or, in the worst case, leave him alone). These factors contribute to the good will that can be generated by tournament role-playing, which in turn is why most of us keep going. You see ahead of you an ornately-carved throne with skull-like armrests. What do you do?

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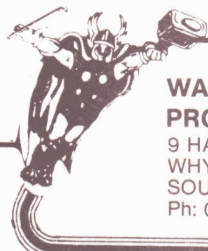
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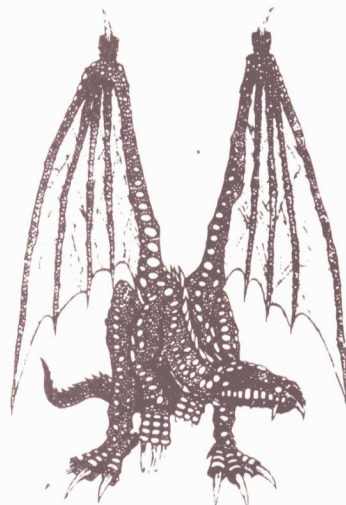
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MAC4	Elephant With Mahout
MAC5	Celtic Chariot With Driver
MAC6	Celtic Cavalry
MAC7	Celtic Heavy Cavalry
MAC8	Early Roman Auxilia Cavalry
MAC9	Early Roman Guard Cavalry
MAC10	Late Roman Lt. Cavalry
MAC11	Late Roman Heavy Cavalry
MAC12	Late Roman General
MAC13	Late Roman/Byzantine Heavy Cavalry
MAC14	Sarmatian Cavalry
MAC15	Parthian Horse Archer
MAC16	Parthian Cataphract
MAC17	Han Chinese Lt. Cavalry
MAC18	Han Chinese Heavy Cavalry
MAC19	Han Chinese Heavy Cavalry/Crossbow



MAC20 Han Chinese Lt. Lancer  
MAC21 Han Chinese General  
MAC22 Han Dynasty Lt.  
Chariot With Driver  
MAC23 Han Dynasty War  
Chariot With Driver  
MAC24 Hun Cavalry  
MAC25 Hun Standard Bearer  
MAC26 Hun Noble

#### 15mm MEDIEVAL INFANTRY

MM1 Mongol Archer  
MM2 Mongol Spearman

#### 15mm MEDIEVAL CAVALRY (RIDERS)

MMC1 Mongol Heavy Lancer  
MMC2 Mongol Mounted Archer  
MMC3 Mongol Light Archer  
MMC4 Mounted General

#### 15mm DARK AGE INFANTRY

MD2 Byzantine Thematic Skutatos  
MD3 Byzantine Thematic Heavy Archer  
MD4 Byzantine Thematic Officer  
MD7 Byzantine Thematic Psilos/Bow  
MD8 Byzantine Thematic Psilos/Javelin  
MD9 Byzantine Thematic Psilos/Staff  
MD10 Byzantine Thematic Varangian Guardsman  
MD11 Byzantine Thematic Tuldum Slinger  
MD12 Slav Spearman  
MD13 Russ Spearman  
MD14 Russ Axeman  
MD15 Russ Heavy Axeman  
MD16 Arab Spearman  
MD17 Arab Archer  
MD18 Berber Javelinman  
MD19 Viking Huscarl With Axe  
MD20 Viking Bondi With Spear  
MD21 Viking Archer  
MD22 Viking Berserker  
MD23 Viking Bondi With Axe  
MD24 Viking Huscarl With Spear  
MD25 Viking General  
MD26 Ottonian Medium Infantry  
MD27 Ottonian Spearman  
MD28 Crossbowman  
MD29 Archer  
MD30 Swabian Swordsman  
MD31 Tang Chinese Heavy Infantry

MD32 Tang Chinese Medium Infantry  
MD33 Tang Chinese Archer Infantry  
MD34 Nepalese Archer

#### 15mm DARK AGE CAVALRY (RIDERS)

MDC1 Byzantine Tagmatic Lancer  
MDC2 Byzantine Tagmatic Archer  
MDC3 Klibanophoros  
MDC4 Trapezitos  
MDC5 Officer  
MDC6 Byzantine General  
MDC7 Arab Lt/Med. Cavalry  
MDC8 Arab Heavy Cavalry  
MDC9 Arab Camelry  
MDC10 Arab General  
MDC11 Avar Lt. Cavalry  
MDC12 Pecheneg Lt. Cavalry  
MDC13 Alan Lt. Cavalry  
MDC14 Avar Heavy Cavalry  
MDC15 Berber Camelry  
MDC16 Viking Mounted Infantry  
MDC17 Viking General  
MDC18 Ottonian Heavy Cavalry  
MDC19 Medium Cavalryman (Retainer)  
MDC20 Lombard Heavy Cavalryman  
MDC21 Italian/Norman Heavy Cavalry  
MDC22 Byzantine Thematic Lancer  
MDC23 Byzantine Thematic Archer/Akritos  
MDC24 Mameluke Heavy Cavalry  
MDC25 Tang Chinese Heavy Cavalry  
MDC26 Tang Chinese Light Cavalry  
MDC27 Tang General  
MDC28 Feudal Western Knight  
MDC29 Turkish Elephant With Driver

#### HORSES FOR 15mm RANGES

MH1 Eastern Unarmoured Horse  
MH2 Byzantine Armoured Horse  
MH3 Sassanid Half Armoured Horse  
MH4 Sassanid Fully Armoured Horse  
MH5 Asiatic Pony

MH6 Asiatic Armoured Horse  
MH7 Western Unarmoured Horse  
MH8 Western Armoured Horse  
HM9 Camel  
MH10 Pack Camel  
MH11 Pack Horse  
MH12 Celtic Pony  
MH13 Roman Horse (Classical)  
MH14 Carthaginian Horse  
MH15 Numidian Horse  
MH16 Spanish Horse  
MH17 Roman Horse (Ancient)  
MH18 Han Chinese Horse  
MH19 Late Roman Heavy Cavalry Horse  
MH20 Late Roman Half Armoured Horse

#### 15mm CLASSICAL INFANTRY

MC1 Roman Princeps  
MC2 Roman Hastatus  
MC3 Roman Triarius  
MC4 Roman Velite  
MC5 Roman Officer  
MC6 Roman Standard Bearer  
MC7 Cretan Archer  
MC8 Carthaginian Citizen Med. Infantry  
MC9 Carthaginian Citizen Heavy Inf.  
MC10 Libyan Spearman  
MC11 Numidian Light Javelinman  
MC12 Balearic Slinger  
MC13 Spanish Close Fighting Infantry  
MC14 Lt. Macedonian Infantry Officer with Standard  
MC15 Late Macedonian Peltast  
MC16a Late Macedonian Phalangite (1st Rank)  
MC16b Late Macedonian Phalangite (2nd Rank)  
MC16c Late Macedonian Phalangite (3rd Rank)  
MC17 Thracian Peltast  
MC18a Early Macedonian Phalangite (1st Rank)  
MC18b Early Macedonian Phalangite (2nd Rank)  
MC18c Early Macedonian Phalangite (3rd Rank)  
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MC20 Persian Archer  
MC21 Libyan Javelinman  
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MC23 Seleucid Phalangite (2nd Rank)  
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## SO YOU WANT TO PLAY BY MAIL?

by A D Young

To those gamers who are unfamiliar with PBM, the wide variety and sheer number of games available may come as some surprise. In fact, it may be true to say this form of gaming offers the widest possible choice of any. This is so since not only are many board games capable of being played by mail but there are many other adventure games which are specifically designed for PBM and could not be played in any other way.

The purpose of this article is to draw attention to this variety and in particular, to outline the main divisions into which the commercially moderated games fall. Unlike face-to-face gaming there are a number of gaming companies which not only provide a unique game and moderate it, but which also ensure each game is begun and maintained with the required number of players. For these services they charge a fee, which varies from game to game, but is generally a few dollars per turn.

Commercial PBM companies operate by advertising their wares and accepting players who are then 'set up' in the game. Since many of these games are role playing to a certain extent the set up usually involved generating some attributes for the character(s) and their initial paraphernalia, placing them into the scenario, producing documentation concerning this and sending all of the relevant information to the player who is then ready to begin. A separate fee is often charged for this which may vary from a few to \$16, perhaps including the rules. A very few companies also have a small deposit which is refundable at game's end, to encourage players not to drop out.

There are five general characteristics of commercially moderated PBM games which a prospective player should be aware of before play is begun. These are game type, player interaction, method of moderation, length of play and turnaround limit. As indicated above, *PBM requires a continuous financial commitment* (if perhaps a small one). In addition a game may last several years. Thus before deciding to play any particular game all the above mentioned factors should be considered.

### GAME TYPE

Most PBM games are role playing to a certain extent but in some this is of secondary importance while in others it is central to the game. Although any period or genre may be represented in a PBM game those currently available seem to fall into one or another of three groups.

These groups are the *general or non-space scenario role playing games* (GRP), those involving *planetary warfare* (PW) and the *space scenario games* (SS). It may seem odd to categorise PBM in terms of whether the games have a space scenario or not but the fact is that more than half of all commercial PBM games do, although the fraction has decreased markedly over the last few years with the advent of more powerful microcomputers. The non space scenario games may be further divided into those which are essentially realistic but perhaps far out and those which lean more strongly towards fantasy. The space scenario games may also be further divided into those which are more long term, developmental or role playing and those which involve a hard core quantitative gaming approach.

### General Role Playing (GRP)

This group is really a general grab bag of the large minority of games which involve neither planetary warfare in a non role playing manner nor have anything in particular to do with space travel. It just so happens they are all RP games, which is hardly surprising since PBM is particularly well suited to this type of game.

*Realistic Role Playing (RRP)* where the scenario may be placed anywhere in time and space but contains events, characters etc which are more or less consistent with the laws of nature as we know them. They may be fantastic in the sense of allowing the players free rein of imagination to role play in situations they could otherwise only fantasise about, but those situations are essentially realistic.

*Fantasy Role Playing (FRP)* which again may be anywhere in time and space but also includes elements such as myth or magic and/or some other alteration of the known laws of nature. These games are typically of the dungeon adventure type or the more broad fantasy campaign set in a fantastic world.

### Planetary Warfare (PW)

This is a small but distinct group which may range over all periods of history from ancient through nuclear to futuristic. The scale may be anywhere from platoon action to grand strategic with the full rein of diplomacy but is restricted to one planetary surface, somewhere in space and time.

### Space Scenario (SS)

These games range from tactical free-for-alls to open-ended grand strategic encounters with such detail that you could literally devote your life to playing them. All of these games have futuristic space travel as their main theme.

*Role playing Space Scenarios (RPSS):* These exhibit more of a role playing flavor with numerous players, a continuous game, no time limits on turns and no victory conditions other than satisfaction of building a powerful position. They may involve combat, and most do, but it can also be avoided in favor of more pacific role playing if that is what is desired. Nor is there any great pressure to perform with precision or tactical/strategic insight.

*Rigorously Competitive Space Scenario (RCSS):* These are hard core quantitative games with a small (up to 150) number of players, set victory conditions, rigid turnaround limits and a fixed turn end. They require a rigorous competitive attitude, precision in performance, attention to detail and logistic/tactical/strategic/diplomatic skill. They usually involve numeric calculation and order coding with little concession to those who do not appreciate such things.

The SS is the largest group, probably because a game scenario which involves



vast numbers of characters on a galaxy-wide frame is not easily played other than by mail. PBM is very well suited to games where many hundred of interacting players may be necessary before the game system will work. Players of *Traveller*, *Space Opera* etc may be astounded to learn that there are far richer scenarios with thousands of fully developed environs and hundreds of real, self directed players available just for the asking, if they played by mail. Another factor contributing to the popularity of SS PBM games is undoubtedly that, until recently, the SS game mechanics tended to be more easily implemented than RP of the dungeon or campaign type.

Nevertheless there have been some RP games available for many years. These were hand moderated and thus rather limited in scope with very low profit margins which discourage any extensive effort in this field. The advent of greatly expanded computing power has resulted in a boom in such games. Not only can large data bases be held in storage and accessed easily and rapidly but powerful word processing software has meant a computer assisted human moderation has become economically feasible and some very extensive game systems have been developed.

PW type games are relatively few in number. The reason is probably that such games are extremely well catered for by board play. Again however, I would point out that many a WWII or contemporary warfare player would be amazed at the possibilities that simultaneous hidden movement multiplayer games offer in the way of realistic tactics and strategy. There are no games of total information in PW PBM, you work with what you can see or find out from diplomacy. While few in number these games are very popular. FBI's *Battle Plan* is approaching its 1000th completed game, for instance.

### Player Interaction

PBM games cater for a number of interactions between players which may range from zero (solo play) to potentially thousands. Player interaction is the name of the game when it comes to PBM. In fact, the whole concept of opponents is altered. There is no other gaming mode where an interaction with allies, neutrals or enemies is possible on such a lavish scale. The number of players that you may have regular dealings with is of course relatively small, but the potential may be very large.

For those who wish to place their mark on events of great note, involving many independently motivated individuals, PBM offers a realistic means of doing so. Here there is no vague handwaving by the GM to indicate powerful forces moving off stage. Those powerful forces really exist in PBM games and will bowl you over if you fail to take account of them.

### Moderation Method

All PBM games require moderation. Indeed that is the chief function of the gaming company and the reason that you pay them money. A PBM game must be moderated fairly and impartially with no illegal interference from the moderator or I want my money back, thank you very much.

For the most part these principles are scrupulously adhered to because there is usually no reason why they should not be and because bad reputations travel fast in PBM. On occasion however, some hand moderated games have been 'adjusted' by the moderator and hand moderation always lends itself to this suspicion, especially if a player is having a run of bad luck. The ostensible reason for this 'adjustment' has usually been that some players have become too powerful, a view hardly gauged to encourage the others to spend their time and effort in doing likewise.



PBM games may be moderated in three ways: via computer program, human effort or some hybrid combination of the two. To my way of thinking computer moderation is by far the best, provided that the program has been well play tested before it is let loose on the customers. My reasons are that impartiality is virtually guaranteed and the turn sheet is a clear, concise and above all legible account of the results. It is true that mistakes are made in typing in a turn but these are rare and most companies will attempt to correct them when they are pointed out.

Human moderation is claimed to be more flexible, allowing a wider range of imaginative response. As a consequence the player has a far greater scope and is unrestricted by the confines of the program. While this may be true in the GRP type games the practice often leaves a great deal to be desired due to a whole range of human characteristics. Chief among these are that humans make mistakes, are sometimes biased and tend to forget elements of the very complexity in which they are supposedly superior to computers.

Recent trends are towards some form of computer assisted human moderation which aims to obtain the best of both worlds. The idea is for the human moderator to use the huge data storage capacity and rapid data extraction capability of a computer. By selecting the combination of items required using this technology, flexibility and imagination can be retained along with speed and accuracy of operation. From the little I have seen of these attempts they seem to be succeeding. This appears to be the way of the future for some PBM GRP gaming but several purely computer moderated GRP games have also appeared in recent years and I for one think that a good deal more could be done in this direction.

PW type games are about 50-50 purely human or computer moderated with the latter being used for the more extensive and complicated games. Some SS games are human moderated but by far the greater number are handled by computer and this is true exclusively of the RCSS types. The considerable complexity and strongly numeric nature of even the RPSS type virtually ensures this even if these factors are not apparent to the player.

### Length of play

PBM games are either of fixed length or continuous. Fixed length games vary from about 8 turns to 15, 20 or more depending upon the victory criteria. The RCSS games and the PW are all fixed length. Many PBM games are continuous and this applies not only to the GRP type but also to the RPSS as well. A continuous or open ended game simply means that there are no victory conditions as such. Rather the player is expected to develop a position in the wool and weave of the game. This usually boils down to either growing powerful or being knocked out.

### Turnaround limit

The turn sheet, card or whatever may have to be returned by a fixed date or there may be no such requirement. Game companies moderating games with turn deadlines will usually run a variety of deadline times ranging from blitz (1 week) for local consumption to 4-5 weeks for overseas players. When no deadlines are in force the company will have some fixed period, say four months, after which if they have



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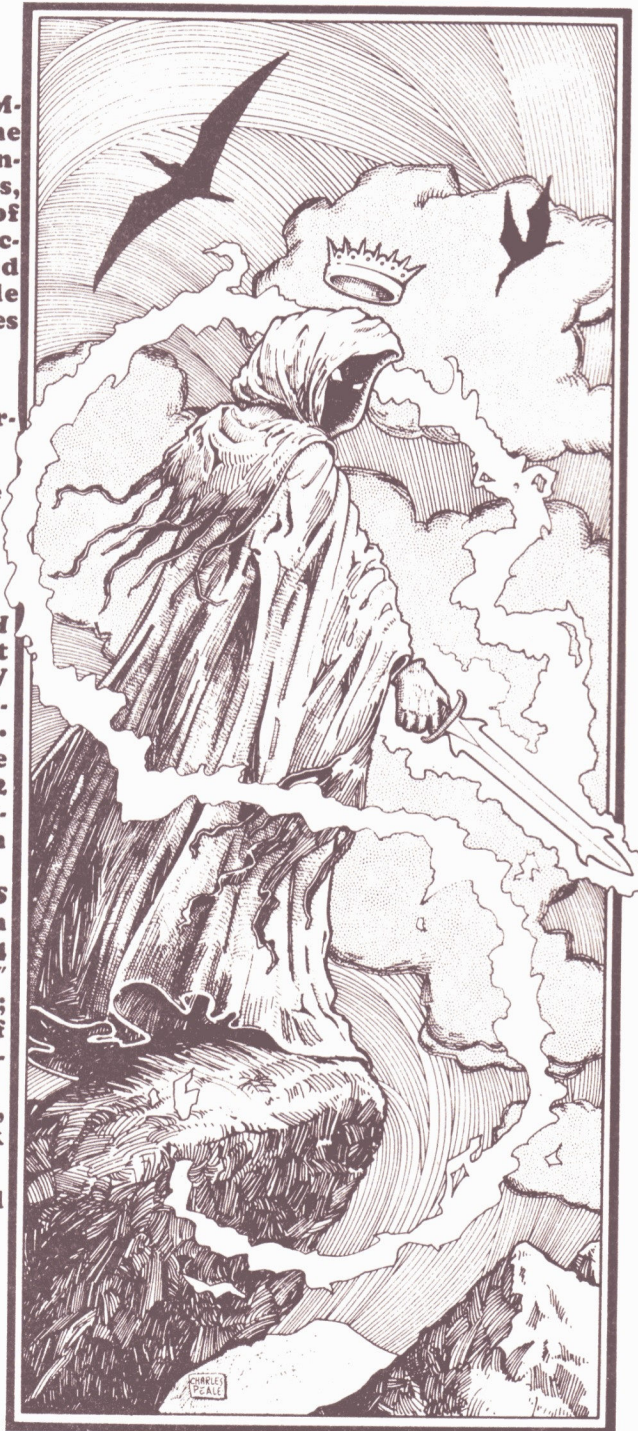
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not heard from the player he is presumed to have dropped.

For whatever reason (pressure of work, changed address, lack of interest or bombed out) one of the facts of life for a PBM company is that a certain percentage of players will abandon their positions. This can have serious consequences, especially in a game with limited player numbers. Thus to avoid compromising the game and to ensure its financial viability some companies offer 'standby' positions.

This involves taking over some position which has been abandoned in the middle of the game, rather than starting from scratch. This procedure has a number of

advantages for the player, particularly if he is a beginner. In the first place there is usually some financial inducement such as no set up fee (it has already been paid) and possibly one or more free turns. Secondly the player has a chance to get the feel of the game without spending overly much. Thus experience may be gained at little cost. This is particularly useful in a game which has a rating system for non-standby players.

So far in this article I have discussed some of the practicalities of commercial PBM gaming from the player's viewpoint. The whole business of sending a bank draft off into the never-never is one which probably acts as a deterrent to getting

players started in PBM. This is especially so when they have little idea what they may be getting for their dollars. The simplest procedure that I have found for sending money overseas is to approach your local bank. Tell them you wish to 'make an overseas remittance' in the form of a draft. Tell them the amount in the foreign currency and the address of the game company and let them do the rest.

I hope the information above will encourage many players who have been curious about PBM to give it a go. The benefits, particularly to those who are short of opponents, are enormous. Truly has it been said 'that the game begins with PBM'.

## Games available in PBM

The following list of PBM games is not exhaustive by any means but does contain most of those currently available including all of the most popular and/or long running. They have been culled from my own experience of play, magazine advertisements, reviews and personal correspondence. I have played, or am still playing, those games with a \* before them and have read the rule book, or at least a review, of many others. Those with ! before them are under some type of suspension. The remainder are well established.

The list is not meant to present a review of the games but merely to give some indication of the type and variety of PBM games available. They have been classified according to the five characteristics of PBM games discussed in the first part of this article. These are **game type, player interaction, moderation method, game length and turnaround limit**.

One final word of advice from Rick Loomis, founder and head of Flying Buffalo Inc, the oldest PBM company in the business. 'If you answer a PBM ad, be aware that most people just beginning to moderate games bite off more than they can chew and end up abandoning their games. Some return the money sent in, some don't. Some may even do a good job of moderating. But it ain't easy!'

### Realistic Role Playing (RRP)

**Arena Combat:** (S&S) \$10 setup inc 5 turns and rulebook, \$2.50 per turn. Arena Combat allows you to design a unique fighter, arm him with archaic weapons and battle similar combatants for the grand championship. Man to man, C mod, continuous with deadlines.

**Computer Boxing:** (S&S) \$11 setup inc 3 turns and rulebook. Design a fighter by choosing his abilities in 18 areas, choose tactics in each 10 round fight and rise, if you can, in the ratings. Player to player (200 per game), C mod, fixed end with deadlines.

**Ganglord:** (BCI) \$10 setup inc three turns and rulebook, \$2 per turn. Each player assumes the role of a gang warlord in directing the gang in expansion, extortion and combat in the big city. Multiplayer, C/H mod, continuous.

**Tribes of Crane:** (S&S) \$12 setup inc 2 turns and rulebook, \$3.50 per turn plus \$2.50 per combat sheet. Each player is a chief of one of

the many wandering tribes on the planet Crane. Multiplayer, H mod, continuous, without deadlines.

### Fantasy Role Playing (FRP)

**Catacombs of Chaos:** (S&S) \$5 for rulebook, set-up \$2 plus 25¢ per character per turn. Dungeon adventure with a party of characters, hundreds of rooms. Player interactive, C mod, finite with deadlines.

**Earthwood:** (GSI) \$10 setup inc 2 turns & rulebook. Kings and superheroes in a world of conquest and sorcery. Multiplayer, continuous.

**\*Heroic Fantasy:** (FBI) \$1 rulebook, \$5 setup, \$2 or 10¢ per order per turn (whichever greatest) and may be played via **The Source**. Magic & mayhem with your hand picked crew of warriors and wizards exploring a many level labyrinth. Multiplayer, C mod, finite but extensive with deadlines.

**Logan's Run:** (SG) \$20 for Runners, \$25 for Sandmen — all inclusive. Based on the book and film, a game of strategy and tactics with runners trying to escape Sandmen and avoid the sleep ritual. 20-30 player interactive, C mod, 20-30 turns with deadlines.

**!Lords of Valetia:** (GPA) \$25 setup inc 12 turns & rules. This game is the oldest PBM RPG around. It has *never* run! For an entertaining account of its history see *The Space Gamer* No. 37 or *Flying Buffalo Quarterly* No. 45.

**\*Relmorian:** (CSG) A\$5 setup inc rules, \$1 per turn. Players take the role of king, baron, pirate, orc or ogre chief, religious order head or an official of the assassins' guild operating in the fantastic realm of Relmorian. Multiplayer, C/H mod, continuous with 10 day deadlines.

**\*Silverdown:** (ECI) \$7 setup inc 1 turn & rulebook, \$3 per turn. Each turn allows up to 3 pages of actions and contingencies in a fantasy realm where great feats may be accomplished in the struggle between good and evil. Solo, C/H mod, continuous without deadlines.

**War of the Wizards:** (JEI) \$11 inc 2 turns, ref dep & rulebook, \$3 per turn inc 50 cents each 10 turns. As a powerful wizard you can direct supernatural forces,

orcs, trolls, dragons and cast spells battling other wizards to become the Exalted High. Ten player, C mod, finite with deadlines.

**\*Trajan's Treacherous Trap:** (FBI) requires Tunnels and Trolls rules \$10+ post, setup \$5, \$11 for 5 turns then \$2 per turn. Extremely dangerous many level dungeon adventure, prizes for finding the exit. Solo H mod, finite but very extensive without deadlines.

### Planetary Warfare (PW)

**Battle Plan:** (FBI) \$5 setup, rules 50¢ & \$3 per turn. With late 20th century technology you can build an army, navy, air force, missiles, ABMs and industry. Use cash for research, investment, spying or propaganda. BP is very popular with over 1000 games completed and a rating system. It also has special beginners games. Eight players, C mod, finite with deadlines.

**Crater War:** (JEI) \$11 inc 2 turns, ref dep & rulebook, \$3 per turn inc 50¢ each 10 turns. As a space officer you can direct attacking forces of cyborg tanks, tactical nukes, missiles, mines, APCs etc to become Commander of a mineral rich asteroid. Ten player, C mod, finite with deadlines.

**Diplomacy:** (DIP) Diplomacy, economics and warfare as the big powers struggle for supremacy in pre-WWI Europe. Multiplayer, H mod, finite with deadlines.

**Manifest Destiny:** (VE) \$5 setup inc rulebook, \$3 per turn inc to \$5. Your nation must become a global power to guide the rest of the world. Unfortunately other countries have different goals and must be swayed by diplomacy, financial influence or force of arms. Multiplayer, C/H mod, fixed end with deadlines.

**Nuclear Destruction:** (FBI) \$4 setup inc rules, \$1 per turn. A contemporary strategic game with emphasis on diplomacy in which each player has missiles, anti-missiles, factories and cash with which to influence non-player countries. ND is the longest running commercial PBM game with over 700 games completed and a rating system. Twelve players, C mod, finite with deadlines.



**Role Playing Space Scenario (RPSS)**

*\*Beyond the Stellar Empire:* (ABM) \$16 inc 2 turns & 3 rulebooks, \$7/8 per turn plus \$2 battle reports. As a starship captain you may join any of the many trading/transport/mining/robotic/mercantile/agricultural Co. or join the Imperial patrol/navy/transport/survey or become a renegade/smuggler/pirate etc in more than 50 fully worked out systems with 500 million surface squares. Multiplayer, C/H mod, continuous without deadlines.

*\*Cluster:* (OS) \$10 setup inc 3 turns & rulebook, \$2 per turn. Players are the 'world leader' of a starfaring race and have complete control of the economics, diplomacy, exploration, colonisation and warfare. Each race has unique weapons, propulsion, technology, and social order. Multiplayer, H mod, continuous without deadlines.

*\*Galactic Game:* (GSF) 13 Pounds sterling per annum inc rules. A developmental game in which a player progresses from some minor post on a planetary surface to perhaps become leader of a vast spacefaring host. Multiplayer, C/H mod, finite (years) with deadlines.

*!Star Cluster One:* Stellar exploration with diplomacy and combat. Quite an extensive and well worked out system operated under license by the Buchanan Company, but the competition is fierce and the game has been returned to its designer. Multiplayer, C mod.

*\*Starmaster:* (S&S) \$12 setup inc 2 turns & rulebook, \$3.50 per turn plus \$2.50 per combat sheet. Each player designs his own species, planet, government and social order. They then set out to explore the galaxy which is extensive. An extremely well developed game system where literally anything is possible. Multiplayer (1000+), H mod, continuous without deadlines.

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*\*Starweb variants:* SW may be played in several variant forms —

Anonymous SW, no diplomacy allowed; Bitter End SW, ends when one player controls more than 50% of the Web;

Bribery SW, you pay for what you get, and how!

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CSG: Conflict Simulation Games, 48 Beauchamp Street, Deakin, ACT, Australia, 2600.

CTC: Central Texas Computing, 710-S Southwest Tower, Austin, TX 78701, USA.

DIP: Diplomacy is moderated by a number of companies. In Australia try David Cox, 42 Cheryl Avenue, Terrigal, 2260 or Geoff Hancock, 89 Neale St, Bendigo 3550.

ECI: Entertainment Concepts, Inc, 6923 Pleasant Drive, Charlotte, NC 28211, USA.

EGS: Emprise Game Systems, 16229 Victory Boulevard, 51AB Van Nuys, CA 91406, USA.

FBI: Flying Buffalo Inc, PO Box 1467, Scottsdale, AZ 85253, USA.

FS: Fantastic Simulations, PO Box 24566 Denver, CO 80224, USA.

GPA: Gamemasters Publishers Association, 20 Almont St, Nashua, NH 03060, USA.

GSF: Galactic Society Four, 5a Hamilton St, Calside, Paisley, Scotland, PA2 6DG, UK.

GSI: Game Systems, Inc, PO Box 430587, Miami, FL 33143, USA.

JEI: Jabberwock Enterprises Inc, PO Box 158 Somers, CT 06071, USA.

OS: Otto Schmidt II, RD 4 Box 381, Newton, NJ 07860, USA.

S&S: Schubel & Son, PO Box 214848, Sacramento, CA 95821, USA.

SS: Superior Simulations, PO Box 352, Fairfield, ID 83327, USA.

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STL: Starlord, 1 Rake Hey Close, Moreton, Wirral, Merseyside, L46 6EW, UK.

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Note: All amounts are in US \$ unless otherwise specified. Cost does not include postage to and from Australia.



# MASS COMBAT IN SCIENCE FICTION ROLE-PLAYING GAMES

by Phil McGregor

What should a set of rules to cover SFRPG mass combat include? In addition to what I said about GDW's *Striker* rules last time (see *Breakout Nine*), I believe anyone wishing to use them to simulate anything larger than a reinforced company (or 'short' battalion) level action will find it almost impossible to do so — and these are supposedly the best 'mass' combat rules on the market.

One of the first things a gamesmaster will need to run a full-scale SF campaign — after choosing rules — is a set of combat rules that cover air, ground, and space combat at all levels from platoon (the SFRPG rules take care of 'man-to-man') to army and fleet levels. Further, these rules should be wholly compatible at all levels — the same set of rules should cover platoon level through to division and army level actions in all three environments.

This requirement cannot readily be achieved — if at all! The amazing thing is *not one SFRPG designer* has even attempted to do so! Yet, anyone interested in modern military history and technology (and SFRPG players *must* be to some extent) will realise that any military organisation worth its salt has some form of manual and/or computer-assisted means of simulating exactly these levels of combat! If they can do it, there is no reason — apart from lack of vision — why game designers can't as well!

How do these 'real life' simulations work? First, relative combat powers are assigned to various weapon types used by 'friendly' and 'enemy' forces. These are expressed numerically. From these, the relative numerical values of any given unit may be calculated, giving them a point value that shows their combat ability at its optimum level. Now, though this *sounds* difficult, it is not. The 'think tanks' that create such 'ratings' use *arbitrarily* determined values based on 'guesstimates' of how the various weapons systems compare! All that has to be done to work out combat strengths for SF weapons is to make a reasonable guesstimate of their *relative* combat power.

This need not have any deep mathematical significance — it can be as simple as saying a standard 20th Century projectile weapon has a value of 1 point in pistol form, 2.5 points in SMG form, 5 points in rifle form, 25 points in LMG form, 50 points in MMG form and 100 points in HMG form. Any weapons system can thus be defined in terms of its relative lethality

to a 'base' weapons system. You might decide, for example, that laser weapons are 1.5 times more lethal than the above systems, and that fusion weapons are three times as lethal. It is thus quite easy to use these 'multipliers' to determine their actual relative numerical value.

Weapons however are not the whole story. The designer will have to take into account such important things as morale and training, which obviously modify weapon effectiveness and value. Modifiers for terrain, weather, supply state and similar non-combat factors also have a major effect on the effectiveness of a given military force.

However the most important factor in and SF universe is the impact of advanced *technology*. All GMs and players are aware that advanced technology not only increases the lethality of individual weapons, but *also* the effectiveness with which they are applied. Thus, there is not much difference between a 105mm howitzer produced during WW2 and one produced in 1983 (except for advanced munition types). What *has* changed are the *fire control* systems. With modern radar and satellite systems the lethality of a modern howitzer is markedly improved over that of any WW2 model.

Obviously, this process of technology increasing the effective lethality is an ongoing one — and must be accounted for by any serious designer. Not only must technological change be considered, the rules must also compare the *relative* technological difference between two armies, the more advanced one will be even more effective than expected because not only are its own weapons more lethal, but it can significantly *decrease* the effective lethality of the enemy's weapons!

This factor is what is referred to today as Electronic Warfare (EW) and Electronic Counter Measures (ECM), rapidly being recognised as one of the most important areas of modern warfare — and, by extension, of future SF warfare! In fact, it should be recognised that EW/ECM is likely to become the ultimate deciding factor in the effectiveness of any given weapons system other than purely personal weapons.

All the above is relatively straightforward, applying a great deal of common-sense with a wide reading of military history (ancient, modern and 'current'). All the things I have said apply equally well to any given arena of combat — ground, sea, air

and space. The absence of a comprehensive set of rules in this area is all the more incomprehensible.

Perhaps the reason is because that while the simulation of each separate combat arena is easily done using the above guidelines, their *inter-relationship* is not so easily represented. It's all very well to set your arbitrary base value for a given type of weapons system within a given 'arena' — and extrapolate to other weapons systems within that same area; the *real* problem is equating the effectiveness of a fighter (say) with that of a 105mm howitzer. This might seem simple at first. It is *not*. You could simply total up the bomb load of the fighter and the shell weight of the howitzer and get a relative value — but wait. The aircraft can only fly a limited number of sorties per day (typically around 2-3 for a modern aircraft), while the howitzer can fire practically non-stop. Not only that, but while the aircraft can only deliver a small combat load compared to the total potential of the howitzer, it does have one great advantage — it can deliver the equivalent of several hours' howitzer fire at *one spot all at once*. These aren't the only problems when comparing only these two systems — but you can see exactly what I'm getting at.





When you start talking about the non-weapon areas — such as logistics and supply, morale and training — you really raise a hornets' nest. You can ignore supply for a set of tactical rules where the action represented is likely to be a few hours at most. Modern units tend to carry enough 'organic' supply to keep going for at least that length of time, regardless of whether they are surrounded or not.

The big problem with operational or strategic rules is that the actual *source* of supplies (their means of production, and the means by which they are shipped) becomes absolutely *vital*. I don't think anyone would argue with the fact that Germany lost WW2 partly because she was outproduced by her highly industrialised opponents. Like the Confederacy in the American Civil War, excellent leadership and training could only stave off the inevitable for so long! If the Germans had come up with an atomic bomb, they would have been able to threaten the production centres of those supplies — or if they had built more U-boats, or more strategic bombers, the outcome could have been quite different!

Once supply is out of the way, we get into the area of the great intangibles — training and morale. Mere numbers are not the absolute arbiters of victory and defeat. Napoleon once said that the moral (i.e. the morale) is to the physical as three is to

one! This has held throughout history. Well trained, well led and highly motivated troops — such as the British Army in the Falklands — have always been able to beat many times their number of poorly trained conscripts whose officers are appointed for their social position or who are only in the army because they couldn't afford to purchase or otherwise gain an exemption (such as the Argentine). No, numbers are not the only thing in warfare!

The problem is that the whole system must basically give an *overall* representation of modern warfare and the interrelationships between the various areas of service that will enable a true reflection of 'combined arms' operations, while still rendering an acceptable simulation of each separate arm of service in solo. There are great problems, but not insuperable ones. So, why has no-one done it?

At the present time, I can offer two small rays of hope, for those *campaign* enthusiasts out there. At some time in the hopefully near future Ed Simbalist and I will be publishing our version of just such a set of rules through **Fantasy Games Unlimited** (plug!). You'll hear about the details just as soon as I do — but my 200+ pages of manuscript have been sitting on his desk for 18 months now. I will not be so immodest as to say that they will be perfect — but I can only hope that they are

enough to get other designers *thinking* and out of the tactical miniatures 'rut' they have been in for so many years.

The second 'ray' of sunlight on the whole strategic simulation 'mess' is a book recently released by **Arms and Armour Press** entitled *How to Make War*, written by **James F Dunnigan**, the mentor of the sadly defunct Simulations Publications Inc games company. *How to Make War* is an excellent survey of modern warfare from the veriest 'nuts and bolts', through trivia (for example, did you know that many Soviet tanks are likely to be out of service in a prolonged war in Europe simply because their hydraulic fluid is *alcohol* — the crew simply drink it! Not so with Allied tanks!) to the 'numbers game' I've been talking about. It covers all arms of modern warfare — armour, infantry, artillery, electronic warfare, air operations, sea operations, strategic nuclear weapons and the real 'behind the scenes' issues of logistics and supply. Written in language that any well educated layman can easily understand, it is copiously illustrated with useful tables and charts giving you all the 'numbers' you'll ever need to know about warfare. All in all, more than enough detail to enable you to develop your own *strategic warfare simulation rules*! **THIS BOOK CANNOT BE TOO HIGHLY RECOMMENDED TO ANYONE EVEN VAGUELY INTERESTED IN THE VERY ISSUES I have been talking about.**

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# Snapshot

## HOLOWCZYN 1708 — Battle of the Moscow Road.

Published by Swedish Games Production

Designed by Peter Englund

Recommended Retail Price \$12.50

Number of players: 2

Playing time: around 3 hours

Set-up time: 5 minutes

Distributed by Supplyline

Review copy supplied by Supplyline

Holowcho? If, like me, you'd never heard of Holowczyn, turn to Famous Battles. It was the first major battle after Sweden invaded Russia in 1707 during the Great Northern War of 1700-1721. It was a Swedish victory, but the war ended in defeat for Sweden and the rise of Russia as a Baltic, and European power.

**Holowczyn** comes in a 225mm x 150mm x 25mm box printed in black and a light blue, illustrated with period wood cuts. The contents include a 16 page digest sized rules booklet, separate Turn and Phase record chart, a three color 430mm x 290mm map, and 130 back-printed three color die cut counters, of which about 60% are units or leaders. Three small ziploc bags are included for counter storage.

The games rules comprise six pages of the 16 page booklet. Printed in four point type (half the vertical height of the type you are reading) they are not easy to read. They are generally sensibly organised, on the SPI case system, although the definition of a unit's current morale rating could be more prominently located. There are six pages of historical background and four of charts.

Each hex on the map represents 160 metres, each Strength Point 100 men or two cannon, and each of the 12 Game Turns, 30 minutes. The units represent

battalion or regiments. Each is identified by arm, strength, morale rating, unit ID, and in the case of artillery, range. Leader counters carry a name and a morale rating. On the back of each counter is a starting location or reinforcement arrival time and entry hex. The Russians begin the game on the map; the Swedes stream on the early turns.

The game mechanics are quite sophisticated. Each turn players must determine their units' formations. Infantry may be in line, column or square; cavalry in line, column, or in the case of dragoons, dismounted, and artillery limbered or unlimbered. The alternative states to line are indicated by counters.

Movement is next. Movement rates are standardised. All infantry units have a Movement Allowance of 5, all cavalry units an MA of 9, all limbered artillery units an MA of 5, and all leaders an MA of 12.

Then follows Defensive and Offensive fire, in that order; the melee phase and lastly the rally phase during which routed units may be recovered.

Morale is the key element of the game. As units take casualties their morale falls. A unit which suffers heavy casualties in the fire phase is ripe for melee attack in the following phase; there is a good chance it won't even survive a morale test. Conversely if in the defensive fire phase the defender can blast an attacking unit sufficiently, it may not survive its attacking morale check and refuse to participate in the melee attack.

There are special rules for routing units, melee and fire combat, regimental integrity, cavalry charges, flank attacks, pontoon bridges, and surprise. Stackling of combat units is generally limited to anything plus one artillery unit.



The Swedes have a morale advantage and a balanced army, including some powerful long range artillery and generally stronger units. The Russians have more units and are strongly entrenched, but have no cavalry initially and only one unit of medium range artillery.

There is every reason for the Swedish player to follow history and cross the river north of the main Russian position. He can swiftly force the Russian to withdraw at least his right flank. After that it's pretty open. Both sides must play with care. The Swedish position is fragile, particularly when the Swedish player has to move his artillery. A well timed Russian riposte can greatly embarrass the Swedes while the strong Russian reinforcements late in the game are a constant worry.

Optional rules allow players to determine the effects of faster commitment of Russian cavalry and more efficient Russian reconnaissance.

**Holowczyn** is a conventional, neat and playable game which simply and elegantly captures the feel of 18th century warfare. Once the basic concepts are grasped, and this doesn't take long, play proceeds quickly. Although the period is obscure, those who seek something out of the ordinary in the Horse and Musket era could well give it a second look.

Nigel Brand

*The reviewer has a small financial interest in Supplyline, which distributes the product reviewed.*

## ONE-PAGE BULGE

Published by Steve Jackson Games

Designed by Steve Jackson

Recommended Retail Price \$9.95

Number of players: 2

Playing time: 2-3 hours

Set-up time: 10-15 minutes

Distributed by The Jedko Game Co.

Review copy supplied by Jedko

The Battle of the Bulge as a realistic game on a small map with just one page of rules! Sounds too good to be true! Well it has been done.

Steve Jackson Games has re-released its **One Page Bulge** game in a new compact hard plastic clip box. Designed to go anywhere in a solid container not much larger than a wallet, the clip box is a winner. The game contains a 16"x13" four color map, 112 counters in three colors, a ziploc bag for counters and just one page (actually a sheet) of rules. The rule sheet is printed on both sides so I guess it's really two pages. The rules are clear, precise and well written. There is no wasted space. Many game designers should learn their extravagant use of space is expensive for the buyer of their games.

**One Page Bulge** has the classic 'feel' of all good Bulge games. It is a desperate struggle for the American to delay the Ger-



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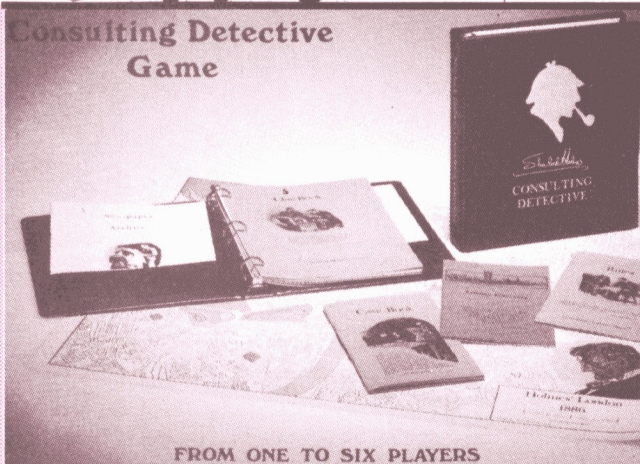
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mans and create a force in being for an eventual counter-attack. For the Germans it is a race to the Meuse against the clock.

The counters are printed on thick cardboard and have to be cut out. This took me about 15 minutes to do neatly and if this helps keep game costs down, I'm all for it. Certainly it might not work in a game with many hundreds of counters but it does work with these 'mini' games.

The game has a simple set of rules ideal for a newer gamer. A series of optional rules are given to add further realism and challenge. Starting positions are printed on the map which aids initial set up. The map is a little drab but quite clear and functional. Objective hexes for each side are also clearly marked.

Each side receives reinforcements during the game and the arrival time and location of these are given on the Turn Record Chart.

There are no locking Zones of Control (boy, does that take some getting used to again!) and combat is compulsory for adjacent units except for units in towns or behind rivers.

The use of air counters is limited to the American player and is fairly abstract. The amount of air each turn is left to luck (via a die roll). Perhaps the correct historical amount of air available may have been a better design choice.

One could be critical that there are only infantry and armor counters in the game. Artillery is presumably incorporated in the other counters. However in a game of this scale such criticism is harsh.

All in all, **One Page Bulge** is one of the best 'micro' games I've seen and represents very good value for money.

Grant Garraway



## ARES: STAR TRADER

Issue/Date: No 12/January 1982

Published bi-monthly by SPI/TSR

Recommended Retail Price \$9

Subscription \$30 for 6 issues from MiiSims

Distributed by: MiiSims

Review copy supplied by MiiSims

This long overdue **Ares** is at last available. The magazine with its included game **StarTrader** is one of the last produced by SPI as we knew it and lives up to the high standard of science fiction/fantasy set by

its predecessors. Since this package is made up of two distinct components, the magazine and the game, I will examine them separately. First the magazine.

This issue is 40 pages long (including covers) and is printed on good quality paper. It has 4 1/3 pages of ads, mainly for SPI products. Fourteen pages are devoted to the three major articles, four pages to the comic strip **StarTrader** illustrating some of the action in the enclosed game, two pages of little known facts to prompt science fiction and fantasy authors or game masters, seven pages of reviews of general science fiction/fantasy games, role playing and computer games, approximately six pages of book, media and film reviews, designers' notes, *Universe* and *Dragonquest* information, etc and two pages of feedback. It will be interesting to see if the new owners of **Ares** and *S&T* will continue the practice of using feedback questions to their readers and basing products on the results.

The first major article is on the prospects of artificial intelligence. There is information on how current experiments are progressing and then some speculation on future directions. The article is well written and appears well researched.

The second article provides a role playing variant for the SPI game *Albion: The Land of Faerie* published in **Ares** 11. *Albion* is a fantasy game based on the magic present in Great Britain before the rise of mankind and this variant meshes the powerful leaders and enchanters with the *DragonQuest* system. Details are provided on the special items, characteristics, weapons and skills available only in *Albion*. The *Albion* map is remarkable for its completeness and visual appeal so it is little wonder the author has gone to so much trouble to integrate it and *DragonQuest*.

The third and final major article is a discussion of the economics of interstellar trade (hence the title *The Eleven Billion Dollar Bottle of Wine!*). It is an interesting analysis of the cost of trading and travelling between stars and attempts to evaluate how much this would cost and how long it would take at sub-light velocities. A sub-article examines interstellar trading in the *Traveller* system.

And now to the game. As usual with this magazine there is a sheet containing 200 die-cut counters and an 82cm by 56cm (32 x 22 inch) game map. There is also a separate rules booklet, an improvement over the rules sheets that had to be ripped out of the centre of the magazine, though doubtlessly more expensive to produce. The counters are the standard SPI 13mm (half inch) type. Printing on these and the map is clear and color-coded to aid identification. The map is printed on paper stock and is thus susceptible to wear and tear. It has displays for six star systems and their associated attributes as well as

all of the tables required by the game and an abbreviated sequence of play. There are 10 pages of rules and a couple of pages of news, events and corporation summaries along with a player log sheet. Included in this game are rules to link SPI's role playing game *Universe* with **StarTrader** to provide an expanded interstellar economy.

This game can be played by up to six and has two types of scenario: a free deployment one where each player starts with a single ship and a corporate one where each player represents a business. In the former, play continues until a player has amassed a certain amount of wealth or an agreed game turn. The latter type has a choice of set victory conditions for each corporation, one of which has to be chosen at the start of the game. A considerable amount of time could be devoted to a single game of **StarTrader** as a player's plans can be foiled by adroit marketplace maneuvering by other players or be overtaken by outside events. Play could last as long as 10 to 12 hours even when players are familiar with the game. A winner can be decided at any time however by totalling the value of cash and assets. Set up time is 10-15 minutes for the counters and 5 minutes for the player log.

The heart of the game is transferring commodities from a system with a low buying price to one with a high selling price. The prices are governed by an ingenious method of simulating market forces where having the initiative gives a large advantage. Players bid cash amounts for the initiative at the beginning of each turn. As well as the legal trading there is a thriving black market on which large profits can be made if the system security forces can be evaded during the smuggling run. Agents can be hired, factories and warehouses built, ships or loans acquired and overt or covert action taken against other players. News and events are scheduled on the turn track by placing chits face down. These can be examined to the player's advantage by paying a fee and having the requisite business, political or criminal connection levels. These levels can be increased — at a price. A player's reputation can make or break him and becoming a market manager in a particular commodity in a system strengthens his trading position immensely.

This game enables players to guide their interests into an enormous variety of directions. This range should lead to no regular game winning strategy emerging, as the player is at the mercy of combinations of the large number of news and event chits and the whims of other players.

Overall I thoroughly enjoyed both the magazine and game of **Ares** and can recommend them as valuable additions to anyone's library.

Peter Newton



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**CAR WARS****Published by Steve Jackson Games****Designed by Chad Irby and****Steve Jackson****Recommended Retail Price \$9.90****Number of players: virtually unlimited****Playing time: virtually unlimited****Set-up time: 15 minutes plus****Distributed by The Jedko Game Co.****Review copy supplied by Jedko**

It's been some time since Mr Jackson began producing his 'one page' games. They looked like poor photocopies in old chip packets, but at about four dollars represented excellent value for money. His games are better dressed nowadays (boiled lollies to chocolates you might say) but stacked against the big boxed games of the world are still great value. *Car Wars* comes innovatively packaged in the first one-piece plastic box I can remember seeing and comprises a 24 page rule book, counter sheet providing 103 counters, ziploc counter bag and a charts and tables sheet. You will need a sharp blade for dissecting the counters and charts sheet, a pencil, pad of paper, 2 six-sided dice and a ruler calibrated in inches (they're slow, the Yanks).

A photocopy machine will also prove handy, to reproduce the tables you need to scrawl on as part of the game.

Some road sections are supplied, but you will derive greater pleasure from 'arena' scenarios played on graph paper in hand-drawn settings.

Game play starts after the combatants have agreed on a scenario or drafted an arena and vehicles have been 'built'. Scenarios set road/arena conditions (debris, oil, wall thickness, etc) vehicle budgets, victory conditions, consequences of victory (i.e. prizemoney and prestige or fame for continuing characters) and allowable variations.

Vehicle building requires you to pick a vehicle type (e.g. luxury, van, utility etc) each capable of carrying a particular load in a given space. The load comprises engine, tyres, passengers, armor, weapons and accessories, all at a cost which in total must add up to less than the scenario's budget. Vehicle details are recorded on the vehicle record sheet, on which you also record damage to particular components as the game progresses. The acceleration and handling class are also recorded. Acceleration controls the speed change from turn to turn, the handling class determines the maneuvers a vehicle can perform per turn without danger of losing control.

Each turn represents a single game time second divided up into 10 phases. Depending on its speed a vehicle can move one inch in up to all 10 phases and can fire one weapon during the turn. Damage caused by combat is immediately effective, so it pays dividends to be first to act in a turn. This is achieved basically by

being the fastest vehicle; the catch is this is disadvantageous in maneuver, so one needs to be careful. Speed kills! Death and destruction can also be inflicted on the foe by ramming, but the rammer should choose his panels well as suicide is off the penalty for the careless.

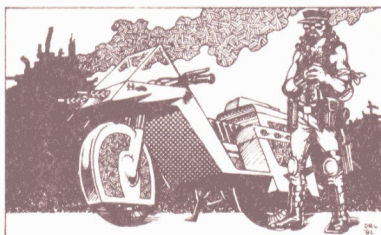
Main criticisms of the package are aimed at the badly organised rules, some of which are as clear as mud. One has to hunt rather than simply look for specifics. On the game side, how a particular weapon, presumably fixed in the framework of a vehicle, has a firing arc rather than a firing line, is beyond me. This glitch means weapons don't have to be aimed, just fired.

On the plus side the game has no bounds for expansion and dedicated and imaginative players have plenty to build on. Many a tune can be played on vehicle customising and scenarios are limited only by one's imagination. Combine this with the destructive nature of the human being (especially a two or four wheeled one!) and the possibilities are endless.

Once the system becomes familiar *Car Wars* is most satisfying, especially with at least four players, a referee and a good scenario or arena. Well worth the effort.

Geoff Wilson

## SUNDAY DRIVERS

**Car Wars Roleplaying supplement****Published by Steve Jackson Games****Designed by A Allston and S Jones****Recommended Retail Price \$9.90****Players: variable — four plus referee recommended****Playing time: virtually unlimited****Set up time: 15 minutes plus****Distributed by The Jedko Game Co.****Review Copy supplied by Jedko**

*Sunday Drivers* is a boxed role playing supplement to *Car Wars* which expands the basic *Car Wars* theme to almost campaign detail and proportions. The equipment supplied includes two 80cm x 55cm maps which join to form Midville where the battles outlined by the 24 page rulebook are fought. Also included are a counter sheet, which you cut into 160 pieces and a ziploc pouch for said counters.

The scenarios are based on the 'tough bikies coming to town to rape and pillage' theme, while the highly detailed (though still poorly organised) rules extend the theme to include limited intelligence of the opposition's capabilities, multi-level buildings (map-board), changes to the original *Car Wars* rules, some interesting suggestions for referees as well as scenario variants and some amazing vehicle designs. The supplement, I would suggest, should be played by at least two players a side and an imaginative and fun-loving (sadistic?) referee.

All are guaranteed their fun if they are fans of the *Car Wars* concept and system.

Geoff Wilson

**AFTERMATH****Published by Fantasy Games Unlimited.****Designed by Paul Hume and Bob Charette.****Recommended Retail Price \$28.****Number of players: Multi-player RPG****No Australian distributor.****Review copy supplied by Phalanx Wargames.**

*Aftermath* is a role playing game by the authors of the highly successful *Bushido* Japanese RPG rules and uses the same basic system. It differs greatly however in the background system, which is the aftermath of some world wide catastrophe that has destroyed 'civilisation as we know it'. The exact nature of the catastrophe is left to the imagination of the GM and could be something as 'simple' as a nuclear exchange, ranging through a natural plague, biowarfare gone wild and up to Alien interference. In all cases, however, the basic premise is that upwards of 95% of the world's population has died, whatever the cause and the campaign is set in one of two suggested periods, 20 years after the ruin or 100 years after.

Though the premise seems rather depressing, it is in fact much more 'upbeat' than one would expect, drawing its ideas from the multitude of disaster novels of the SF genre that concentrate on the struggle of the survivors to rebuild their shattered civilisation in the face of tremendous hardships. These can be physical as well as human (and perhaps alien!); and is engendered in 'The Promise' — a guide for the GM on the 'purpose' of the game. The humanitarian emphasis puts *Aftermath* well ahead of such slash and hack efforts as the similarly themed *Morrow Project*.

Physically *Aftermath* comes in an attractive box (OK, I like the artwork — thousands don't) and contains three large rulebooks. They are: *Book One — Basic Rules* (60 pages), *Book Two — Survivors of the Aftermath* (84 pages) and *Book Three — The World of the Aftermath* (85 pages). Also included is a card sheet containing one of the best Character Sheets I have ever used and a GM's Shield which contains all the important charts and tables required for running the game.





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The games systems described in Books One and Two are developments of the *Bushido* system, which differs greatly from just about any other system on the market (for the better). One of the major pluses is the Character Generation system which enables the Player Characters to actually 'tailor make' their own Characters to fit the role they desire. Basically the PC is given 75 points to divide between six Characteristic areas — WIT, WILL, STRENGTH, DEFTNESS, SPEED and HEALTH. In the beginning there are just not enough to go around, though points may be increased later. To these Characteristic areas are added 'Talents' — Charismatic, Combative, Communicative, Aesthetic, Mechanical, Natural and Scientific. In each the PC gains a variable bonus or penalty which represents the PC's natural 'inclination'. A variable number of points may be added to these to improve them. Together the two sets of characteristics provide the basis for an extremely comprehensive set of Skills that are based not on an arbitrary system of 'levels', but on the Characters' initial abilities, and allow for *learning* later in the game.

To these excellent character creation rules are added the most comprehensive set of Combat rules I have ever seen. They cover every possible aspect of Firearms, Bows and Melee weapons, combined with excellent Armor and Hit location systems. Though one American reviewer panned *Aftermath* for an excessive 'preoccupation' with combat, I believe most RPGers will agree the combat system is the cornerstone of an SF/FRP system. On that basis alone *Aftermath* is worth buying.

However don't ignore the substantial pluses the system provides, as the US reviewer mentioned did. These include one of the best handled research, repair and construction systems for just about any problem a PC is likely to face I've seen. Each task is given a 'Task Value' in 'Task Points'. The relevant skill is then consulted and a 20 sided die rolled every 'Task Period'. If the result is less than or equal to the relevant skill then a variable number or type of dice are rolled and these points are subtracted from the required total. When the total reaches zero the task is complete. Some Tasks are difficult and their 'Difficulty Rating' is added to the Skill die roll. The Task Period can be anything from a Combat Turn (6 seconds) to hours, days, even months or years!

Book Three adds 'optional' and additional rules to the above system as well as notes on the Technology proposed for availability in the years between the present and the 'Ruin'. In particular Mutations are realistically handled by a genuinely scientific approach, unlike the abysmally stupid and anti-science approach of *Metamorphosis Alpha* or *Gamma World*.

Extensive notes are given for all aspects of running an *Aftermath* Campaign including the usual sections on

Creating the Environment, Searching & Foraging, Encounters and Hazards, Beasts, and Tactical Battles and Large Scale Combats. All in all, I would say this set of rules is excellent value for money and there is an *Aftermath* Adventure pack available set in Australia — Sydney University to be precise! Since I wrote the pack, called *Operation Morpheus*, I can hardly review it, but it should be available in Australia soon. It was released in the US last November, and should sell for \$9 here. Every game has some bugs but on a scale of 1-10 I would rate *Aftermath* an overall 8.

Phillip McGregor

## DAREDEVILS

**Published by Fantasy Games Unlimited**  
**Designed by Bob Charette and Paul Hume**  
**Recommended Retail Price \$18**  
**Number of players: Multiplayer RPG**  
**No Australian distributor**  
**Review copy supplied by Phalanx Wargames**

This review complements the one on *Aftermath*, both because it is by the same authors, but less obviously, because it is based on a development of the same rules system.

The *Daredevils* rules come in an attractively presented box. This time everybody will agree the box art is good — I think. The box contains a *Daredevils* Character Sheet (a modified version of the *Aftermath* model) a Referee's Shield, a 64 page Rules book and a 32 page book of adventures.

The major difference is that *Daredevils* covers an entirely new era for RPGs, or at least a new way of looking at an era currently only treated in Chaosium's *Call of Cthulhu*. FGU has beaten Chaosium's own rules on this era, to be known as *Reckless Adventure*, by many months. The *Daredevils* rules cover the period of the interwar years from around 1920 to 1938-39 and are intended to cover a series of *Raiders of the Lost Ark* and/or *Tales of the Gold Monkey* style adventures mixed in with the typical 20s and 30s crimefighting along the lines of Sam Spade, The Shadow etc.

The rules differ from those in *Aftermath* only in the simplification of the development of characters, which is rather time-consuming for a beginner in *Aftermath*. A series of *Traveller/Space Opera* style 'Terms' are used. They may be taken in such areas as Academia, Athlete/Sportsman, Big Game Hunter, Bon Vivant/Dilettante, Business, College, Degree, Crime, Explorer, Law Enforcement, Military, Politician, Soldier of Fortune, Working Life, and Writer/Journalist — and it is possible to be involved in several such 'careers' before the beginning of the game. The initial choice of skills is restricted by the career the PC has chosen. However the excellent *Aftermath* system of 'Learning' rules allow these initial Skills to be added to, or new skills acquired, during the course of the game.

On top of the improvement in character generation, there are a number of new or changed skills available to the character to make up for the fact that many of the 'high tech' or post 1945 skills available in *Aftermath* must obviously be left out. As well as added Skills, there are some important changes to the Combat system. In the 'old' *Aftermath* system each character has a 'Reaction Phase' based on speed. But in my campaign and presumably in Charette and Hume's as well, extended play led to a severe case of unreality in combat. In *Daredevils* a new system drastically reduces the importance of Speed, resolving the problem. The keyword of this project is *simplification*. The rules are streamlined versions of the *Aftermath* system, handled in an original way. It is a nice contrast with the 'machine' designing of another large FRP company. Overall I feel the already excellent *Aftermath* system has, if anything, been improved on in *Daredevils*.

Towards the end of the rulebook are various Optional systems. These include rules for 'Special Powers' which enable PCs and Villains (they're entirely democratic) to have the sort of extraordinary abilities 30s era pulp heroes seem to have had. These range from 'Cat' ability (Balance/Falling), through Hypnosis and Self Healing to Shadow Blend (super-concealment). In addition to such 'natural' powers, rules for the sort of 'Gimmicks' beloved by such characters as 'Doc Savage' and others are also provided. The excellent *Aftermath* task system is used to regularise them.

To round out the game rules and make the GM's task easier, sections on The World of the Thirties, Adventure Creation, Non-Player Characters and Beasts are provided.

The booklet of adventures is a great idea, well done. The adventures allow the purchaser to get right into playing the game as soon as Characters have been rolled up! The adventures included are *Fu Sung's Secret* (a short introductory scenario); *On These Mean Streets* — a typical Sam Spade style 30s detective adventure (a quite detailed one which would take a whole session and possibly two to complete); *Fu Sung's Revenge*, where the diabolical Oriental mastermind takes his fiendish revenge on the characters who thwarted him in *Fu Sung's Secret*; and the 'featured' adventure, *Black Claws*, a Doc Savage style adventure starting in New York and ending up in the wilds of Africa!

Overall on a 1-10 scale I would rate these rules a 9, increasing to a 9.5 when you include the idea of the Adventure Pack. If you already own *Aftermath*, it would be a good idea to get a copy of *Daredevils* so you can retrofit the rules modifications, although this is not in any way necessary.

Phillip McGregor



## NEXUS

**Issue/Date:** Vol 1, No 3/Aug-Sept 1982.  
**Published** bimonthly by Task Force Games.

**Recommended Retail Price** \$3.50.

**Subscriptions** available from MiiSims: 6 issues of \$19.

**Distributed by** MiiSims.

**Review copy** supplied by MiiSims.

This professional publication is produced by Task Force Games. The basic thrust is to promote TFG's products. Of roughly A4 size, it has full color back and front artwork and interior black and white illustrations. The type is one of the easiest to read I have come across and the stiff cover helps prevent damage to the magazine. The issues so far have been 40 pages long.

Each issue has a major theme, a segment on the *Star Fleet Battles* universe and a number of articles, reviews and departments. The major themes of the four issues seen in this country to date have been: #1 *Star Fleet Battles*, #2 *Starfire*, #3 *Heroes of Olympus* and #4 a combination of *Ultra Warrior* and *Survival*.

To give a more detailed idea of the contents of an issue here is an analysis of

3. The lead in this issue is an Aegyptus (Egypt) expansion to the *Heroes of Olympus* role-playing game. This game is designed around the gods and culture of Greek legend and the player(s) board the Argo and set sail on the quest for the Golden Fleece (according to the advertising pitch anyway). The expansion adds the land and people of Aegyptus, apparently a forbidden area in the original. A total of 15 pages of the 40 page magazine is devoted to this as well as a full color map on the back cover. The actual expansion information takes up 10 pages, a Who's Who of the heroes of the Argo three pages and a synopsis of Jason and the Argonauts another two. This issue is worth having just for the data on ancient Egypt alone, if anyone is looking for new ideas for fantasy role-playing games. As an expansion the rules seem quite complete.

The consistent minor theme through the four issues, in addition to being the major theme in *Nexus* #1, is the *Star Fleet Battles* universe. For those not familiar with this universe, *SFB* is a tactical space game based on the *Star Trek* TV series. It is a remarkable game (at least I like it) as it places you in command of a starship that you control by allocating energy from the engines. It is a complex game, as the options open to each ship type vary immensely, but is easily learned and seems to have picked up quite a following. Originally this universe only contained races and ships of the series but it has slowly been expanding. In each issue of *Nexus* there are about 8-10 pages of scenarios, answers to questions, errata and new ship status displays. Probably the greatest value here are the ship status dis-

plays which give vital information without which that ship cannot be played. New rules are also presented here rather than waiting for an expansion kit to be prepared and sold separately.

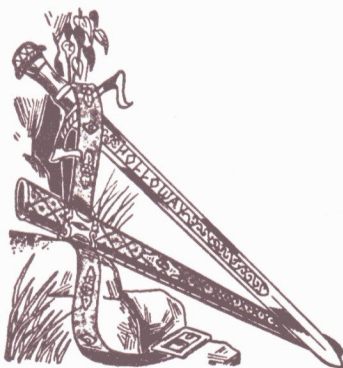
The three miscellaneous articles in #3 are *But Is It Role Playing?* — *A Second View on Role Playing* by N Randall, which is a reply to an article by Eric Goldberg in #1; *High Tech for Starfire* and *Background for Moon Base Glavius*. These are interesting additions for anyone who has these games.

Three Yaquinto games — *Man, Myth and Magic*, *Swashbuckler*, and *Pirates and Plunder* — are given 4 2/3 pages and non-TFG games have been reviewed in other issues. The refreshingly non-partisan approach is commendable in what is basically a house magazine.

The departments cover the usual ground of coming attractions (from TFG of course) errata from TFG games other than *Star Fleet Battles*, designer profiles and computer games and gaming.

Overall *Nexus* is a very well produced special interest, rather than generalised, magazine. Even if you are not particularly interested in the *Star Fleet Battles* universe material which appears in every issue, it would certainly pay to keep an eye on this periodical for any major articles that are of interest to you. Any such articles are sure to be packed with information.

Peter Newton



## ENDLESS QUEST BOOKS

**Revenge of the Rainbow Dragons and Revolt of the Dwarves.**

**Published by** TSR Hobbies, Inc.

**Recommended Retail Price** \$3

**Distributed by** Jedko Games Co.

**Review copy** supplied by Jedko Game Co.

This series of books from TSR are of normal paperback size and are about 1cm thick. The paper is of medium quality and the spines of the books reviewed appeared to be reasonably long lasting. The interior artwork consists of mediocre black and white line drawings.

The covers of the books state you 'Pick-a-Path to Adventure' and that a successful conclusion to your adventure will save your people, friends, country, or self from the evil wizard, warrior or king. The unique feature of these books is that at the end of each section of the story you are given a choice of actions that determines what you do next. This is done by offering a series of choices and having you pick which one you wish to perform. This determines the page you read next, where you have to face the consequences of your decision and a new set of subsequent actions. This continues until you come to the paragraphs that have THE END marked on them and you find whether you have succeeded or failed in your quest. As most of the sections have three actions to be chosen from there are a number of pathways through the book. Each of the books reviewed seemed to have three main streams which in effect gave three different story lines depending on the first couple of decisions made. One of the two books (and I won't tell you which one) had five winning endings and 14 losing ones! As an aside there were also five endings which were neither winning or losing because the quester was induced to 'forget' his adventure.

It took me approximately 15 minutes to follow each book to a successful conclusion on the first reading. This was because most of the choices were reasonably obvious from the context of the story. The entire book took about one and quarter hours to explore.

The ease with which these books were solved is because they appear to be aimed at the 8-12 year old market. (Two 14 year old girls who enjoy detective stories in this style, and reading in general, felt these stories were too simple, the pathways too straightforward and did not involve the reader enough.) The interior art tends to confirm this view. The story lines are written to keep the interest of this group with new events and people appearing regularly; little subtlety is required. The stories themselves are reasonable and written clearly and simply although the girls who also read the books think this is generous comment. The quester in both books is a young boy on what appears to be his first adventure.

One flaw in the concept is that the losing paths are often very short so that if a wrong decision is made it is discovered almost at once with no chance of recovering. Another is that there is very little interaction between the main streams in each book once the direction has been determined by the initial questions. While this means there are different ways of solving the problem it also leads to inconsistencies in the adventurer's knowledge. This usually manifests in him using a certain piece of knowledge at a point in the book but having skipped the section in which he should have acquired that information.



A word of warning on the structure of the first few pages. Don't be fooled by the choices on the second page as I was the first time. There is a proper introduction to the story a few pages further in. The cover states 'inspired by the DUNGEONS & DRAGONS Game' which is reasonably self evident. However I suspect anyone who had played D&D or anything of that ilk would be sorely disappointed by these books. Although I enjoyed following through all the paths in the books I will probably never open either again nor be tempted to read another in this series. I would not buy one unless I was in search of some very light entertainment or had an 8-12 year old to amuse.

Peter Newton

AUSTRALIAN MILITARY UNIFORMS 1980-1982

By Monty Wedd

Published by Kangaroo Press

Recommended Retail Price \$25.00

Distributed by Doubleday Books

Available from good bookstores or Doubleday.

Review copy supplied by Doubleday.

According to the dust jacket, Mr Wedd, of whom I had previously not heard, it is a book illustrator, author, prominent historian, TV personality, animated film designer and art consultant. He is apparently well known for his illustrated

historic features 'Ned Kelly' and 'Bold Ben Hall' which appear in papers in Sydney, Brisbane and Perth and the stories behind the stamp and stamp oddities which appear in *Stamp News*.

Mr Wedd's passionate interest in and love of military uniforms is quite evident in this book, which has a foreword by Sir Roden Cutler, former NSW Governor. The book, of coffee table size, is spaciouly laid out, is printed in large type and contains 40 full color plates and many black and white drawings, all by the author/artist.

Unfortunately the book's title does not make clear that its main emphasis is on colonial forces. Indeed the whole 20th century is given only 33 of the book's 117 substantive pages; and the post-WWII period scores only four and the single color illustration provided for this period is not Mr Wedd's best.

The book basically contains a selection of uniforms of Australian and colonial uniforms. A brief unit history accompanies each illustration; some of these are fascinating, but others will only interest specialists.

This book will be particularly useful for the collector of colonial miniatures and those with a penchant for the more colorful side of Australia's military history.

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## LINES OF COMMUNICATION

compiled by Adrian Pett

The updated Australian Club Directory appears this issue. I would like to thank all those who helped with information concerning their clubs/groups. With the disbanding of the Alice Springs Simulation Club, due to the dispersal of most members interstate, the representative from the Northern Territory has been lost. I would thus particularly like to hear from any clubs in the NT — there must be some in Darwin. The next issue should have a *New Zealand Club Directory* using the same format as the Australian Directory in this issue.

### NSW 15mm ANCIENT WARGAMES CHAMPIONSHIP

The 5th NSW 15mm Ancient Wargames Championship will be held over the Labor Day long weekend (1-3 October 1983) at the Henderson Park Hall, Lockyer St, Adamstown, Newcastle. This event is organised only for Ancient wargamers. There will be no other events, displays, etc. The Ancient Competition will use WRG rules, 6th Edition, and 15mm armies on 4ft x 3ft tables. The 1300 point armies will consist of 1000 points base plus one of

three 300 point options, chosen from WRG army lists. All players will be guaranteed seven three hour games. Entry fee will include a free BBQ on Saturday night for competitors. If interested please contact Peter Kamines, 118 Kerr St, Mayfield, NSW 2304.

### DUNGEON QUEST 83

The South Australian Fantasy Mini Convention will now be held on the long weekend on June 13. Details can be obtained from the president of the South Australian Wargames Federation, Phil Lowen, Unit 1, 9 Bartlett Terrace, Semaphore Park, South Australia 5019.

### AUSTRALIAN TEAMS BOARDGAMES CHAMPIONSHIPS

The first Australian Teams Boardgames Championships will be held in Canberra over the long weekend in October. The date was changed to avoid clashing with the Tin Soldier Trophy Wargames Competition being held in Sydney over the long weekend in June. There will be five rounds of approximately 4 to 4 1/2 hours per round. The first round will start provisionally at noon on the Saturday, and the last round should end by 1pm on the Monday. Teams will be of three people. Twelve games will be chosen of which each team must be prepared to play eight. After teams are paired and told which three games are the most popular and common to both teams, each team decides secretly which team member plays which game. Then sides are bid for as in the last Convention.

For those not interested in the above other games, including those monster games that it is difficult to find time/space for, are encouraged. If anyone wants to run anything special (eg. *D&D* dungeon, *Traveller* campaign), please contact the Canberra Wargames Society committee.

Further details from Avi Solomon (062) 81 2173 or write to the Canberra Wargames Society c/- GPO Box 1016, Canberra, ACT 2601.

## AUSTRALIAN CLUB DIRECTORY

### AUSTRALIAN CAPITAL TERRITORY

#### ACT SCALE MODEL SOCIETY

Meets: 1st Wednesday of the month 7.30pm at the Griffin Centre, Studio Room Civic.

Activities: Any scale models (aircraft, vehicles, figures, AFVs, trains etc)

Fees: Junior \$8 a year, Seniors \$15 a year

Contact: Stewart Gordon Douglas (062) 37 5129; Paul Jukes (062) 82 2482, 4 Higgs Place, Hughes 2605

#### CANBERRA BEAVERS

Meets: Twice a week in members homes

Plays: RPGs and occasionally Boardgames

Contact: Graeme Marchant (062) 82 1178, 57 James St, Curtin, ACT 2606; Nick Calder 54 4446; Tony Calder 49 3083

#### CANBERRA WARGAMES SOCIETY

Meets: Every Sunday afternoon, alternating between the Bridge Association Hall (Behind the Deakin shops), and the Downer Community Hall.

Plays: Mainly Boardgame and RPGs (*D&D* and *Traveller*). Society includes miniatures players but few miniature games are played at meetings. No particular game/rules/period played.

Fees: \$3.50 for students and unemployed, \$6 for others. This includes bimonthly 20+ page newsletter *Charge*, plus at the Downer meeting a door charge of \$0.50 a meeting (\$0.75 for non members), at Deakin it is \$1

(\$1.50 for non members). A person making their first attendance does not have to pay a door fee.

Contact: PO Box 1016, Canberra City, ACT 2601; Neil MacKenzie (062) 88 5891; Ian Dunmore (062) 31 3186

### NEW SOUTH WALES

#### ALBURY-WODONGA STRATEGIC GAMES CLUB

Meets: The 1st Monday and the 3rd Saturday of every month.

Plays: Boardgames; RPGs; some Miniatures

Fees: \$10 a year (\$5 for students), and \$0.50 a meeting (these fees could be changed)

Contact: Diane Hext (060) 25 6390 BH, 793 Delaney St, Albury 2640

#### THE ARMIDALE SCHOOL WARGAMING CLUB

Meets: Usually 7pm Friday at TAS or members' home.

Other times and/or places displayed on school notice board.

Plays: Boardgames including *Diplomacy* and *Kingmaker*, RPGs (*D&D*, *Traveller*), also anything else if sufficient people are interested.

Fees: Members must attend TAS and minimum age is 13 years.

Contact: TAS Wargaming Club, The Armidale School, Barney St, Armidale 2350; Ian Seppelt (067) 72 1692, 45 Jessie St, Armidale 2350

#### AUSTRALIAN PLASTIC MODELLERS ASSOCIATION

Meets: Monthly at the Police-Citizens Boys' Club, 372 Darling St, Balmain.

Activities: Plastic models.

Fees: \$15 a year for Sydney Metropolitan member, \$13 a year for country/interstate members. Junior (u16) \$10.

Contact: PO Box 51, Strathfield 2135; John Zybrands (02) 72 3838 BH

## COMING EVENTS

### August 1983

#### Call to Arms

To be held in Wellington, NZ, over the August school holidays. Inquiries Michael Anastasiadis, 45 Hanover St, Wellington, New Zealand.

### September 1983

#### ARCANACON

Role Playing Games Convention including *D&D*, *Traveller*, *Top Secret* and *Diplomacy* tournaments. Also a *Cosmic Encounter* competition, Fantasy Banquet and Fancy Dress Parade, plus other games and activities. It will be held at the Melbourne University Union Building, Tin Alley (corner of Swanston Street and Elgin Street, Carlton) on September 1-4. Enquiries to Nicholas Cowell (03) 480 1261, 18A James Street, West Preston, Victoria 3072, or Steve (03) 874 8324

### October 1983

#### Australian Teams Boardgames Championships

To be held in Canberra on October 1-3. Details given above. Enquiries Avi Solomon (062) 81 2173, or Canberra Wargames Society, GPO Box 1016, Canberra, ACT 2601.

#### NSW 15mm Ancient Wargames Championship

Run by the Newcastle Wargames Club. Held on the Labor Day long weekend, October 1-3, at the Henderson Park Hall, Lockyer St, Adamstown, Newcastle. Inquiries to Peter Kamines, 118 Kerr St, Mayfield, New South Wales 2304.

### January 1984

#### Canberra Games Convention

To be held on the Australia Day weekend in Canberra. The Canberra Wargames Club is starting their preliminary planning. Enquiries to the CWS, GPO Box 1016, Canberra, ACT 2601.

### AUSTRALIAN WARGAMES HIGH COMMAND

Meets: By mail and by arrangements between members. Plays: All historical rules and periods, including *Diplomacy* & Boardgames. Fees: \$12 a year and \$15 to join national ancients wargame campaign.

Contact: Paul Fordyce, 57 Cornelia St, Punchbowl 2196

#### BATHURST DISTRICT MODELLING GROUP

Meets: 3rd Monday of the month at 7pm at Bathurst High School, Hope St, Bathurst

Activities: Interests cover every aspect of plastic modelling, plus some R/C and balsa flying adherents.

Fees: \$2.50 Juniors (under 16); \$4 Seniors

Contact: PO Box 59, Bathurst 2795; Graham Carter (063) 37 1203

#### THE BATHURST LANCERS

Meets: 10am-4pm on the 3rd Sunday of the month.

Plays: Boardgames; ACW; *Diplomacy*

Fees: \$4 to join, and \$12 for six months Seniors, and \$6 for six months for students and unemployed

Contact: PO Box 614, Bathurst 2795; Steve Goldie (063) 31 1622 Ext 59 BH, 152 Peel St, Bathurst 2795

#### BELMORE BARBARIANS

Meets: On 2nd Sunday of each month at Bankstown Masonic Hall.

Plays: Ancient (WRG rules); Napoleonic (WRG)

Fees: \$11 p.a. — adult, \$6 p.a. — junior.

Contact: Paul Fordyce (02) 78 2423, 57 Cornelia St, Punchbowl 2196

#### BIRRONG WARGAMES CLUB

Meets: No regular meetings, contact secretary for details.

Plays: Napoleonic 25mm (WRG); *D&D*; Boardgames

Fees: Levied as required (eg. if a hall is hired)

Contact: Wayne Morrison 709 4803, 217 Cooper Rd, Yagoona 2199



## THE BLUE AND THE GREY MILITIA, WARGAMING TROOP

Meets: Regular monthly meetings at members' homes on a rotating basis, more often if required for specific purposes.

Plays: ACW boardgames and miniatures, however other era games are not discouraged. Have basic minimum requirement that each member plays at least one ratable ACW game a month for the club ranking/rating system. Fees: \$5 a month — Senior (21 or over) members preferred. Minimum age 18 years.

Contact: Alan Brown 456 1807, 2 Redwood Ave, Berowra 2081; Paul Hill 428 5140, 14/6 Stokes St, Lane Cove 2066

## THE KING'S SCHOOL WARGAMING & MILITARY MODELLING SOCIETY

Meets: Every Friday night 7pm-10pm during school term at the Wargames Room, Dalmas House, The King's School, Pennant Hills Rd, North Parramatta.

Plays: Ancients 15mm (WRG); Napoleonic 25mm (WRG); various Boardgames; AD&D; also PBM games of Diplomacy.

Fees: Full membership restricted to those attending school. Associate membership available to any other person, \$4 p.a., entitles use of equipment, attendance of meetings, entry into competitions.

Contact: PO Box 1, Parramatta 2150

## NEWCASTLE WARGAMES CLUB

Meets: On the 2nd Sunday of the month at Henderson Park Hall, Lockyer St, Adamstown.

Plays: Miniatures including Ancient 15mm 25mm (WRG); Napoleonic 25mm 15mm (WRG, Empire 3rd Edition); WWII 25mm 1/300 (WRG); also Skirmish; WWII Naval 1/3000; Ultra Modern 1/300; Boardgames; Military Modelling

Fees: \$5 p.a.

Contact: Trevor Raymond (049) 52 7180, 30 George St, North Lambton 2299; Peter Kamines, 118 Kerr St, Mayfield 2304

## NORTH SHORE WARGAMES CLUB

Meets: 9am-5pm on the 4th Sunday of the month at Linfield Masonic Hall

Plays: Ancients 15mm (WRG, Rapax); Napoleonic 15mm (WRG); Modern 1/300 (WRG); Boardgames (popular multiplayer and games used in Canberra National Convention Competition)

Fees: \$15 a year Senior (18+ years); \$8 a year Junior (under 18), membership fee includes bi-monthly magazine. Senior fee includes access to Sydney Militia Society. Fee for non members who use facilities is \$2 a meeting.

Contact: Nigel Slater (02) 498 1735, 44 Elva Av, Killara 2071

## PARRAMATTA WARGAMES CLUB

Meets: 9am-5pm every 2nd and 4th Saturday of the month, at Uniting Church Hall, Parramatta (Cnr of Marsden & Philip Sts.)

Plays: D&D, Traveller; WWII (WRG); Ancient (WRG); Modern Boardgames

Fees: \$5a year, \$0.50 door fee for non members, with first visit being free.

Contact: Danny Gapps 63 87738, 61 South St, Rydalmere 2116

## SOLDIERS OF THE QUEEN SUNDERLAND SKIRMISH SOCIETY

Meets: 3rd Sunday of the month 9am-5pm, St Patricks Christian Brothers College, Sutherland (Cnr of President Ave & Belmont St)

Plays: ECW 15mm (Tercio, WRG); Ancient 25mm 15mm (Annabasis, WRG); Napoleonic 25mm (WRG); Colonial 25mm (Newbury 2nd Edition); D&D and other such fantasy games.

Fees: \$1.50 p.a., and \$0.20 a meeting.

Contact: Matthew Hollamby, 15 Logan St, Loftus 2232; Shaun Breadner, 15 Railway Pde, Engadine 2233

## SYDNEY MILITIA SOCIETY

Meets: 3rd Sunday of the month, Linfield Masonic Hall. Plays: Napoleonic 25mm 15mm (WRG); Ancients 15mm (WRG, Rapax); Modern 1/300 (WRG); Boardgames

Fees: \$15 a year Senior (18 and over) includes access to North Shore Wargames Club. No Juniors.

Contact: Nigel Slater (02) 498 1735, 44 Elva Ave, Killara 2071; Mark Schrader (02) 43 4287, 9/75 Shirley Rd, Wollstonecraft 2065; Peter Cecobki 707 4228, 141 Hillcrest Ave, Greenacre 2190

## UNIVERSITY OF NEWCASTLE WAR GAMING SOCIETY

Meets: Monday and Friday nights during term at the Students Union.

Plays: Ancients 25mm 15mm (WRG); Napoleonic 25mm 15mm 5mm (WRG); Modern 1/300 (WRG); Boardgames; RPGs (Runequest)

Fees: Minimum age 18 years.

Contact: D J Brattan (049) 68 1115, 25 Harrieth St, Waratah 2298

## THE YOUNG NEWCASTLE FANATICS

Meets: Weekly, by arrangement in own homes.

Plays: RPGs (AD&D also Gamma World, Call of Cthulhu)

Contact: John Brattan (049) 68 1115, 25 Harrieth St, Waratah 2298

## 1066

Meets: Weekly at Parramatta Park

Interests: Ancient/Medieval Reenactment Society

Fees: \$5 to join. Minimum age 14 years and a minimum age of 18 years for taking part in combat displays.

Contact: Ann Davey (02) 630 6989, 27 Kerrie Rd, Dundas 2117

## QUEENSLAND

### BRISBANE SCALE MODELLERS CLUB

Contact: 1/822 Wynnum Rd, Cannon Hill 4170

### BRISBANE WARGAMES SOCIETY

Meets: 3rd Sunday of the month, 9am-4.30pm at Blind Society Hall, cnr Vulture St & Stephens Rd, South Brisbane.

Plays: Napoleonic 25mm 15mm; Ancients 25mm 15mm; RPGs (D&D, Traveller); WWII 1/76 1/300; Vietnam 1/76 1/300; Space Fighters; WWII Naval 1/1200; Boardgames (all types)

Fees: Employed \$12, Unemployed/Students \$6, no door fee for members. Onlookers free entry to meetings. New players first game free, second either fee (\$1.50) or join club. Club magazine produced in conjunction with the University of Queensland Gaming Society.

Contact: Paul Gilbert (07) 391 5070; Tony White (07) 30 4908

### BUNDABERG & DISTRICT WARGAMING SOCIETY

Meets: Every Sunday afternoon at 19 Coolanblue Ave, Innes Park, plus Thursday night by invitation only.

Plays: Ancient 15mm (WRG and other rules); Boardgames - especially multi player; RPing (Traveller, Stormbringer, Star Frontiers, Mercenary, Call of Cthulhu, Runequest); Modern 1/300; Naval; Napoleonic; WWI; WWII; ACW 25mm; Computer gaming; Club also runs a Star Fleet Battles campaign.

Fees: None, prefer 15+ age but all welcome.

Contact: Chris Edwards (071) 79 2113, Potters Rd, M/5 108, Bundaberg 4670

### GRIFFITH UNIVERSITY TACTICIANS & STRATEGISTS

Meets: 10am every 2nd Sunday in The Hub, on campus.

Plays: Modern & WWII 1/300 (WRG); Fantasy; Boardgames

Contact: University Union Office, Kessels Rd, Nathan 4111

### QUEENSLAND ROLE PLAYERS

Meets: 9.30am-4.30pm every 2nd Sunday at the Buffalo Club, Constance St, Fortitude Valley.

Plays: All RPG & boardgames (D&D campaign now in 2nd year).

Fees: \$5 students, unemployed, juniors. \$8 for working people. Door fees \$0.40 members and \$1 non members, no charge for first meeting.

Contact: 118 Smith Rd, Woodridge 4114; 16 Rupert Tce, Ascot 4007

### ROCKHAMPTON WARGAMES GROUP

Meets: Mondays 7pm at members home.

Plays: Ancient 25mm (WRG); Napoleonic; ACW

Contact: R Williams (079) 21 857, 10 Bencke St, Rockhampton 4700

### UNIVERSITY OF QUEENSLAND GAMES SOCIETY

Meets: On 1st Saturday of each month, 2pm at E G Whitlam Room, Union Building, University of Queensland

Plays: RPGs; Ancient 15mm 25mm (WRG); Boardgames; plus anything else you can convince someone else to play.

Fees: \$3 a year.

Contact: Clubs and Societies Office, Union Building, University of Queensland, St Lucia 4067

## SOUTH AUSTRALIA

### ADELAIDE UNIVERSITY SPECULATIVE GAMING ASSOCIATION

Meets: 2pm-10pm Friday in the Gerry Portus Room, ground floor of the Lady Symon Building.

Plays: Boardgames; RPGs; Ancient/Fantasy 15mm; WWII 1/76; 7 Years War 15mm; Napoleonic 20mm 15mm; WWI Air 1/72

Fees: Annual fees \$1.50 students and \$2.50 for non students.

Contact: Union Building, University Campus, North Terrace, Adelaide 5000; Steven Rowe 337 3473, 257 Lyons Rd, Dernancourt 5075; Richard Jones 278 7611, 7 Pine Rd, Hawthorndene 5051

### FLINDERS UNIVERSITY FANTASY GAMING SOCIETY

Meets: At Flinders University on Friday afternoons and by arrangement.

Plays: RPGs

Contact: Flinders Center, Flinders University 275 2667; or c/- Clubs and Societies Association, Flinders University.

### FREIWILLIGEN KRIEGSPIELERS DER WOTAN

Meets: On alternative Friday evenings in Modbury Heights.

Plays: Anything and everything, but primarily RPG (either historical or fantasy).

Fees: Membership by invitation.

Contact: L Wilkins (08) 264 8917, 12 Albion St, Ridgehaven 5097

### GRENADIERS WARGAMES CLUB

Meets: 1pm on alternate Sundays at 5 Locke Dr, Fairview Park.

Plays: Napoleonic 20mm (Ray Selfe rules); American War of Independence (Miligamex); WWII 1/76 (various incl Operation Warboard); WWI Aerial 1/72 (Ray Selfe rules); WWII Aerial 1/300 (Ray Selfe rules); ACW 20mm (Skytrex); Skirmish; Boardgames.

Fees: 50c a fortnight.

Contact: Ray Selfe (08) 251 3702; PO Box 259, Saint Agnes 5097

### GROUP NORTH HISTORICAL WARGAMES SOCIETY, INC

Meets: 12.30-6pm on alternative Sundays at the Pooraka Primary School, South Terrace, Pooraka.

Plays: Ancient 25mm (WRG); Ancient Naval 1/1200 (Ram rules); WWII 1/76 1/300 (Operation Warboard); WWI Aerial 1/72 (Ray Selfe rules); Napoleonic 25mm (Group North rules); Napoleonic Naval 1/1200; WWII Naval 1/3000; Boardgames; also play WWII Naval 1/700 1/1200; ACW 25mm; ECW 15mm; Renaissance Naval 1/1200; Medieval 15mm; RPGs

Fees: Minimum age for members is 13 years

Contact: Russ Sheldrick (08) 264 4798, 9 Sherwood Ave, Redwood Park 5097; Jeremy Pickering (08) 269 2429, 86 Landsdowne Tce, Walkerville 5081; Paul Robinson (08) 265 1430

### SECONDARY SCHOOL WARGAMES FEDERATION

Meets: Staffroom or the old gym, Sunday 1pm-5pm at the Christian Brothers College.

Plays: Boardgames

Fees: Open to Secondary School students. \$1 a year, \$0-10 a meeting.

### SOUTH AUSTRALIA HISTORICAL WARGAMES SOCIETY INC

Meets: 3rd floor, 97 Currie St, Adelaide, Wednesday 7.30pm-11.30pm (Fantasy RPG/Boardgames); Saturdays 1pm-12pm (Boardgames, some RPG and Miniatures); Sundays 1pm-12pm (General Meeting day)

Plays: Ancient 15mm; WWII 1/76 1/300; Napoleonic 25mm 15mm; RPGs (AD&D, Traveller, The Fantasy Trip); Boardgames; also play ACW 15mm; Science Fiction 25mm (Starguard); Medieval 25mm; 7 Year War 15mm; Ancient Naval 1/1200; WWI Naval 1/1200; WWII Naval 1/1200; Western; Gladiators; Computer games (TRS-80)

Fees: Adult \$25 a year and \$2.50 a meeting; Junior \$10 a year and \$1.25 a meeting; Student or Unemployed \$20 a year and \$2 a meeting; Associate members do not pay annual fees but their door fees are greater: Senior \$3.75 and Student/Unemployed \$2.50.

Contact: GPO Box 2217; Adelaide 5001



**SOUTH AUSTRALIAN PLASTIC MODELLERS ASSOCIATION**

Meets: Every 3rd Thursday at 7.30pm at Enfield High School, Grand Junction Rd, Gepps Cross. The 'Drop In' centre or music suite, off Cole Ave.

Interests: Plastic scale models — of all subjects but main interest on aircraft. Club meetings involve demonstrations of technique, reviews, film and slide showings, guest speakers, plus trips to Edinburgh (RAAF), Smithfield (M113 APC Unit HQ), restored aircraft etc. Hoping to establish a quarterly newsletter.

Fees: \$10

Contact: Andrew Trewin 336 7728, 22 Kareda Dr, Campbelltown 5074

**SOUTH EAST WARGAMING SOCIETY**

Meets: Every Sunday afternoon. 1-5pm at 18 Bay Rd, Second Floor.

Plays: Napoleonic 15mm (Fire & Steel); American War of Independence 15mm 25mm (Miligamex); Ancient 15mm (Miligamex); WWI Aerial 1/72 (Ray Selfe rules); WWII 1/72 1/300; WWII Naval (General Quarters); RPGs (Traveller); Boardgames; ACW (Newbury)

Contact: M J Walsh (087) 399 215; PO Box 1156, Mount Gambier 5290; G D Flett (087) 25 4164, c/- Gambier West PO, Mt Gambier 5290.

**VIKING RE-ENACTMENT SOCIETY**

Meets: Irregularly for re-enactments, social activities, gaming etc.

Fees: \$5 joining and annual subscription.

Contact: PO Box 259, St Agnes 5097. Tel 251 3702

**TASMANIA****HOBART WARGAMES CLUB**

Meets: 1pm-6pm (sometimes 10pm) every Saturday at the Teachers Centre on the Domain.

Plays: Boardgames; Ancient; Medieval; Napoleonic; WWII; SF; Computer games; RPGs

Fees: \$4 a year

Contact: Andrew Marshall, 13 Alberry Ave, North Hobart 7000; Peter Krup, 32 Norwood Ave, Taroona 7006

**LAUNCESTON WARGAMES GROUP**

Meets: Most Thursday evenings — place is varied  
Plays: Ancient; ECW; ACW; Napoleonic; Medieval; Modern; Napoleonic Naval; Ancient Naval  
Contact: M Oakford 272 876, 495 West Tamur Hwy, Riverside

**N.W. STRATEGIC GAMES CLUB**

Meets: By arrangement at member's house

Plays: broadside

Contact: D Haynes, RD 97, Nook via Sheffield 7306

**TASMANIAN UNIVERSITY UNION WARGAMES CLUB**

Meets: University Union Building, Evenings by arrangement.

Plays: Boardgames (all types)

Fees: \$1 a year (Union members) more for non Union members.

Contact: Oliver Townshend, c/- University Wargames Club, University Union Building, Churchill Ave, Sandy Bay 7005

**VICTORIA****ASHBURTON WARGAMES CLUB**

Meets: Every Saturday 12.30-5.30pm Ashburton Baptist Church Hall, Marquis St, Ashburton.

Plays: Ancients 15mm, 25mm (WRG, Shock of Impact); Napoleonic 25mm (WRG, Quarrie); WWII 1/72, 1/300 (Rob Ellis rules); Modern 1/300 (Quarrie); Naval WWII 1/1200; Boardgames (including Diplomacy, Kingmaker, Ace of Aces, Lord of the Ring); RP games (D&D, Traveller)

Fees: \$3.50 a year, plus \$0.50 a week for members & \$1 for non members (first two weeks no charge)

Contact: Robin Gallagher (03) 25 7474, 61 St George's Cres, Ashburton 3147

**ASPA — AUSTRALIAN STARWEB PLAYERS ASSOCIATION**

Meets: In the Web, otherwise by arrangement.

Plays: Starweb, a grand strategic space scenario PBM game moderated by Flying Buffalo Inc. ASPA is also the organising body for Australian participation in the International StarWeb Challenge matches.

Fees: None. ASPA is open to all Australian StarWeb players.

Contact: A D Young (03) 787 3986, 60 Winona Rd, Mt Eliza 3930

**BENDIGO HISTORICAL WARGAMES GROUP**

Meets: Sundays, 1pm at 89 Neale St, Bendigo

Plays: Ancient 15mm, 25mm (WRG); Boardgames (Face to Face & PBM); PBM Diplomacy

Contact: Geoff Hancock (054) 43 0142, 89 Neale St,

Bendigo 3550; Nigel Christie (054) 43 9929

**BENDIGO UNITED ROLE PLAYERS**

Meets: Every last Sunday of the month at Bendigo High School.

Plays: Traveller, D&D, Runequest (and any other RP game)

Fees: \$5 a year

Contact: Paul Harris (054) 46 9574, 51 Nelson St, California Gully 3556

**CAREY D&D CLUB**

Meets: Friday afternoon 2.30pm-5pm at Carey Grammar, Kew.

Plays: D&D, Traveller, Gamma World, Metamorphosis Alpha also Boardgames.

Contact: Phillip Wales (03) 347 2363, 18 Canning St, Carlton 3053

**DONCASTER WARGAMES GROUP**

Meets: Usually monthly by arrangement at member's home.

Plays: Boardgames, Computer games ('Sorcerer' microcomputer)

Contact: Adrian Pett (03) 848 2984, 10 Burgundy Dr, Doncaster 3108

**DRAGONLORDS**

Meets: Once a month, contact for date & venue.

Plays: Most SF & Fantasy games, RP & Boardgames. Especially D&D (Advanced & Basic), Traveller, Gamma World.

Fees: Standard \$5, Student \$3.50, Family \$7.50

Contact: PO Box 706, Dandenong 3175; Michael Docherty (03) 546 2282

**DRAGONSLAYERS**

Meets: Usually on the 2nd Sunday of the month as well as other times by arrangement.

Plays: RP Games (AD&D, Traveller, Tunnels & Trolls, Call of Cthulhu, Stormbringer)

Fees: \$2.50 a year this includes a subscription to the club's monthly magazine *Dungeon Delver*.

Contact: Jeff Webb (03) 439 7465, 20 Olympic Ave, Montmorency 3094

**FRANKSTON WARGAMES ASSOCIATION**

Meets: 11am-5pm on the 1st Sunday of the month at Frankston East Community Hall, Beach St, Frankston

Plays: Ancient 15mm, 25mm (WRG); Napoleonic 25mm (Quarrie rules); WWII 1/72 (club rules)

Fees: \$6 p.a. Senior, \$3 p.a. Junior.

Contact: PO Box 706, Frankston 3199

**THE FRIENDS OF THE WHITE SHEEP TURKS**

(alias MELBOURNE MILITARY STUDIES GROUP)

Meets: Every Friday Night in Reservoir area & once a month at Footscray (Army Reserve Hall, corner Barclay & Gordon Sts)

Plays: Mainly Ancients, Medieval & Renaissance but most other periods played especially Modern 1/300, also Boardgames, D&D & Computer/Video games (Apple II, Spectrum, Intellivision)

Fees: Nil — table hire on Sundays. Prefer members to be 25+ & experienced gamers.

Contact: PO Box 121, Newport 3015

**THE GAMERS' LEAGUE**

Meets: Irregularly at members' own houses in East Bentleigh, Frankston or Mulgrave.

Plays: Mainly FRP (D&D, Runequest, Divine Right); also Boardgames; Napoleonic 25mm (Quarrie) & Fantasy 25mm (Swords & spells). Also non wargames e.g. Mah Jong, Monopoly, Poleconomy.

Fees: (BYO refreshments to Meeting)

Contact: Roger Smith (03) 570 7467, 4 Charles St, East Bentleigh 3165; Miniatures — Jim Newlands (03) 560 4308, 8 Honeysuckle Ave, Mulgrave 3170; Mah Jong etc. — Ben Marcus (03) 578 5783, 30 Albion St, South Caulfield 3162

**HAWKSBURN WARGAMES CLUB**

Meets: Most Saturday afternoons at 10 Hawksburn Rd, South Yarra.

Plays: WWII & WWI 1/72 (Tractics, Airfix rules); Napoleonic; Computer Wargames; RP games (AD&D, Traveller, Top Secret); Boardgames (Squadleader, Kingmaker etc.)

Fees: \$1 a year.

Contact: Alun Bjorksten (03) 241 8270, 10 Hawksburn Rd, South Yarra 3141; Jeremy Whiteman (03) 20 3905

**HIGHTON GAMES ASSOCIATION**

Meets: By arrangement

Plays: Assorted RP games (mostly AD&D); some other games.

Fees: Approved applicants only.

Contact: Phillip Laird, 41 Brassey Ave, Highton, Geelong 3216

**INTERNATIONAL PLASTIC MODELLERS SOCIETY (AUSTRALIA)**

Meets: 2nd Friday of the month, upstairs in North Melbourne Library near the Town Hall at 66 Errol Street, North Melbourne.

Interests: All types of plastic model kits.

Fees: \$15 a year & \$0.40 a meeting. Juniors (u16) \$6

Contact: GPO Box 1187K, Melbourne 3001; K Clayton-Green (03) 329 5049, 445 Abbotsford St, North Melbourne 3051; Bill Wallis (03) 489 7026; Colin Breen (03) 480 5338

**ISTARI**

Meets: Once a fortnight on Sunday night.

Plays: RP games (D&D)

Contact: Geoff Rye (03) 725 4730, 7 Lucille Ave, South Croydon 3136

**KEW WARGAMES GROUP**

Meets: At own homes by arrangement, usually on Saturday.

Plays: Napoleonic 25mm 15mm (New Hope), run campaigns in association with other clubs.

Contact: Peter Clarke (03) 861 8656, 24 Studley Park Rd, Kew 3101

**LATROBE VALLEY WARGAMES ASSOCIATION**

Meets: Every 2nd Sunday, 11am-6pm at the Regional Education Centre, corner of Kirk St & Haigh St, Moe.

Plays: RP games (D&D, Dragonquest, Runequest, Traveller, Space Opera, Gamma World); WWII 1/76, 1/300 (WRG, Airfix rules); Napoleonic 25mm 5mm (Empire 3rd Edition, Grant); Boardgames; Boot Hill; Ace of Aces  
Fees: \$3 annual, \$0.50 a meeting. Newcomers asked to join after three meetings.

Contact: Ian Harrison (051) 27 2598, 47 Vale St, Moe 3825

**LEAGUE OF ANCIENTS**

Meets: 3rd Sunday of the month at Alfred Hospital, Student Union Hall, 19 Commerical Rd, Prahran.

Plays: Ancient 25mm, 15mm (WRG 6th Edition)

Fees: \$10 a year.

Contact: Richard Stubbs (03) 240 8781 BH, 51 5558 AH, 7 Mary St, Prahran 3181; Ian Austin (03) 665 6159 BH.

**LEAGUE OF UNREASONABLE GENTLEMEN**

Meets: Fridays 1pm Union Hall at La Trobe University  
Plays: Most RP games, miniatures etc. in fact almost anything.

Fees: \$1

Contact: Greg Hubbard (03) 458 2207, 36 Barnes Way, Bundoora 3083

**MELBOURNE FLOATING WARGAMES GROUP**

Meets: On Saturday at 11am, alternately at members' homes in Richmond & Reservoir.

Plays: RP games; Ancient; WWII 1/72; Fantasy miniatures.

Contact: c/- 9 George St, Richmond 3121; Damien Morton (03) 428 2553

**MICHEL WITTMAN WARGAMES GROUP**

Meets: By arrangement in member's house.

Plays: Boardgames (especially Squadleader, Airforce, Third Reich); WWII 1/72 (Quarrie)

Fees: Minimum age 17 years.

Contact: Jeffrey Tutty (03) 354 6665, 15 Northgate St, Pascoe Vale 3044; John Hair (03) 386 0748, 92 Saunders St, Coburg 3058



## MINIATURE GENERALS CLUB

Meets: 7.30pm on the 1st & 3rd Thursdays of the month at 13 Dundee Court, Tullamarine, 2nd & 4th Thursdays at Mill Park.

Plays: Napoleonic 15mm 25mm; WWII 1/72 1/300; Ancient 15mm 25mm; Naval 1/700 1/1200 1/3000 (Wrights rules); 1/35 Skirmish; Boardgames; Computer games (Apple II).

Fees: \$20 a year, includes subscription to club magazine. After attending three meetings the members vote on your application to join. Minimum age limit is 18 years.  
Contact: John Bell (03) 338 3927, 13 Dundee Court, Tullamarine 3043; Dennis Grimes (03) 404 2740

## MONASH UNIVERSITY DUNGEONS & DRAGONS CLUB

Meets: Thursday 5.30pm in Balcony or Conference Room in the Union Building at Monash University.

Plays: Mainly Runequest & AD&D, also some Science Fiction.

Fees: \$2 a year.

Contact: C/- Union, Monash University, Wellington Road, Clayton 3168; Gary James (03) 569 8059, 46 Argyll St, Chadstone 3148

## MONASH UNIVERSITY WARGAMES CLUB

Meets: Weekly lunchtime meeting & also by arrangement. Plays: Boardgames; Napoleonic 25mm

Fees: \$1 a year, plus \$1 to join boardgame library.  
Contact: Monash University, Wellington Rd, Clayton 3168

## MOUNTAIN DISTRICT MODELLING CLUB

Meets: 1st Thursday of the month, 8pm at the Tecoma Uniting Church.

Interests: Cover a wide range of scale modelling activities.

Fees: \$4 students & u16 years, \$10 adults, & \$0.50 a meeting.

Contact: Rob Ferguson (03) 758 7824, Flat 1 No.6, Pleasant Rd, Ferntree Gully 3156; Chris Howe (03) 762 4851

## MUDDA

Meets: Friday at 4pm in the Union Building at the University.

Plays: Almost everything (Traveller, Bushido, Stormbringer, Runequest, Call of Cthulhu, AD&D etc.)

Fees: \$2 for Melbourne University students, \$3 for others. Includes subscription to club magazine *Devil's Advocate* (a postal subscription costs \$6). Membership gives cheaper entrance to tournaments (two a term).

Contact: Box 104, Union Basement, University of Melbourne, Parkville 3052; Nicholas Cowell (03) 480 1261; Mark Robbins (03) 859 8231

## MULGRAVE WARGAMES GROUP

Meets: Every alternate Friday night at homes or Dandenong Hospital

Plays: Napoleonic 25mm; Ancient 15mm (WRG)  
Contact: Wally Bristow (03) 546 0272, 30 Curie Ave, Mulgrave 3170

## NUNAWADING WARGAMES ASSOCIATION

Meets: Blackburn East Primary School, Vicki St, Blackburn South

Plays: Ancient 15mm (WRG); ECW; ACW; Napoleonic 25mm (WRG, Quarrie); WWII (Book of Armaments, Panzer, Operation Warboard); Naval WWI & WWII; D&D; Science Fiction

Fees: \$5 a year & \$0.30 a night. Visitors may attend three meetings before being asked to join.

Contact: Scott Nicholas (03) 842 2105; Phillip Tregenza (03) 878 3864, 53 Faulkner Rd, Forest Hill 3131

## THE ORDER OF THE EAGLES

Meets: By arrangement in own homes.

Plays: Napoleonic 25mm (Empire 3rd Edition, WRG) emphasis on historical aspects.

Fees: Minimum age 18 years, & minimum of 1000 points (WRG point system) of painted troops, visitors by invitation

Contact: Colin Youl (03) 728 4986, 36 Browns Rd, Montrose 3765

## ORGANISATION OF KNOX WARGAMERS (OKW)

Meets: Every 2nd Sunday 12am-6pm at Church scout hall at corner of Maroondah Highway & Edward St, Mitcham (Melway map 48 J9)

Plays: WWII 1/72 (WRG); Naval 1/700 (Fletcher Pratt); Ancient 15mm (WRG); Skirmish 1/35; ACW 20mm (Air-

fix); Boardgames; D&D Fees: \$1.50 a year, cost of hiring the hall is shared between those attending. Visitors welcome.

Contact: Ashley Bishop (03) 763 9431, 21-Graham Rd, Knoxfield 3180; Gary Edwards (03) 874 8562; John Mac-Cartney (03) 873 1210

## OKW (WODONGA)

Meets: Twice a month, by arrangement in own homes.

Plays: WWII 1/76 (WRG); Napoleonic 25mm (New Hope); Skirmish (mainly 1/35); Boardgames; some D&D

Fees: \$1.50 a year, serious wargamers only.

Contact: Nigel Edwards (060) 24 6522, 11 Riga Court, Wodonga 3690; or c/- Lt N. Edwards, Ammunition Wing, RAAOC Centre, Bandiana 3694

## RMIT SCIENCE FICTION & COMIC CLUB

Meets: Once a fortnight at RMIT, & also by arrangement in members' homes.

Plays: RP games (D&D, Traveller, Runequest); Boardgames on SF & Fantasy topics.

Fees: \$2.50 a year.

Contact: GPO Box 2476V, Melbourne 3000; Andrew Chapman (03) 592 6230, 25 Were St, Brighton 3136

## ST KILDA D&D GROUP

Meets: Tuesday night by arrangement at members house.

Plays: Dungeons & Dragons  
Contact: Brian Stephens (03) 527 7126, Flat 6, 54 Alexandra St, Balacava 3183

## SEBASTAPOL WARGAMES & TACTICS ASSOCIATION

Meets: General meeting on first Sunday of every month, regular meetings every Sunday at Sebastopol Community Centre.

Plays: Boardgames; RP games (D&D, Traveller); WWII 1/76 1/300

Fees: \$5 a year & \$0.20 a meeting.

Contact: Eddie Jackman (053) 39 2536, 15 Conniston St, Wendouree, Ballarat 3355

## SUPERIOR PLASTIC AND STYRENE MODELLERS

Meets: Last Saturday of the month, 1.30pm at PJ's Hobby World, Moonee Ponds.

Interests: Aircraft, AFV's, Figures etc. all types of models — plastic, metal or scratch built.

Fees: No fees but new members have to be accepted by all other club members on a vote. Minimum age 18 years.

Contact: c/- PJ's Hobby World, 33 Holmes Rd, Moonee Ponds 3039; P Goodison-Jones (03) 370 2548; J Lancaster (03) 277 5215

## SURREY HILLS WARGAMES ASSOCIATION

Meets: By arrangement.

Plays: Ancients; Napoleonics

Contact: Adam McCarty (03) 890 1159, 14 Barton St, Mont Albert 3127

## THORNBURY WARGAMES ASSOCIATION

Meets: Every Wednesday & most Fridays between 6pm-12pm at member's house in Fairfield.

Plays: Napoleonic 25mm, 15mm (Empire 3rd edition); Seven Years War 15mm (modified Empire rules); Modern 1/300 (WRG); Ancient 25mm, 15mm (WRG); Fantasy RP (Runequest, D&D)

Fees: \$10 a year & \$1 a meeting.

Contact: c/o 165 Arthur St, Fairfield 3078; Frank Copeland 44 4582, c/o Warlords Hobby Shop, 857 High St, Thornbury 3071

## WARG AIMERS OF AZATHOTH

Meets: Marcellin College, Bulleen Rd, Bulleen. Friday nights 7pm — & other days by arrangement.

Plays: RP games (AD&D); Diplomacy; Napoleonic 25mm; Ancient 25mm (Swords & Spells, WRG)

Fees: \$0.10 a night.

Contact: Simon Millar 850 3920, 110 Swanston St, Lower Templestowe 3107

Shayne Artis 859 8065, 1469 Burke Rd, East Kew 3102

## WARRIORS OF TYABB ANCIENT/NAPOLEONIC (WOTAN)

Meets: Each Thursday at 11 Stanley Rd, Tyabb from 7pm to 10.30pm

Plays: 15mm 25mm Ancients (WRG); Napoleonic 25mm (Quarrie's Campaigns in Miniature rules)

Fees: \$6 Adult

Contact: PO Box 706, Frankston 3199; 059 77 4908, 11 Stanley Rd, Tyabb

## WAVERLEY SCALE MODELLING CLUB

Meets: On the 2nd Wednesday of the month at 7.30pm, at the Mount Waverley Youth centre, Miller Crescent

Interests: All aspects of scale modelling

Fees: Seniors \$8 a year, Juniors \$5 a year, visitors \$0.50 a meeting, no charge for members. Competitions restricted to members

Contact: John Loughman 232 6052, 35 Cypress Ave, Glen Waverley 3150

## WHITEFRIARS' ADVENTURE GAMERS

Meets: Every Friday 3.30pm-6.30pm at Whitefriars College, Park Rd, Donvale. Have mini conventions during vacations by arrangement.

Plays: Advanced D&D

Fees: \$4 joining fee, \$1 term fee & \$0.50 a meeting.

Contact: c/- Whitefriars College, Park Rd, Donvale 3111; Lucas Owen (03) 870 5468

## THE WIZARDS' COUNCIL

Meets: 11am-5pm on the 3rd Saturday of the month at the Hotham Community Centre, Buncle St, North Melbourne

Plays: AD&D also other SF & Fantasy RPGs, some miniatures (mainly fantasy)

Fees: \$4 a year, meeting attendance fee of \$0.40

Contact: PO Box 658, Dandenong 3175

## WESTERN AUSTRALIA

### INTERNATIONAL PLASTIC MODELLERS SOCIETY (WA) Inc.

Meets: Joyce WA, Forsyth St, O'Connor, 2nd Wednesday of each month

Interests: Plastic modelling (all subjects, aircraft, armour, sci-fi, cars, etc.)

Fees: \$12 Seniors, \$6 Junior & Eastern States

Contact: Mike Prottey, 12 Cuiswick St, Riverton 6155

### NAPOLEONIC WARGAMES SOCIETY

Meets: On Mondays at 7.30pm at the St Marys Church Hall corner Karoo St & Ridge St, South Perth

Plays: Mainly Napoleonic 25mm 15mm; & Ancient 15mm (WRG); occasional ECW 25mm (WRG); There are members interested in D&D & Modern, however these are played in private at other times. Also play the odd 'PBM' Diplomacy to liven up relationships.

Fees: \$15 joining, \$5 annual \$1.50 a night Senior, & \$0.75 a night Junior

Contact: Phillip White 446 3752, 91 Sydenham Rd, Doubleview 6018; David Barker 446 7243, 119 Birdwood St, North Innaloo 6018

### PERTH MILITARY MODELLING SOCIETY

Meets: Every 3rd Tuesday at the J C Smith Pavilion, Melvista Ave, Nedlands

Interests: Modelling activities, displays & discussions

Fees: \$20 a year for Seniors, \$6 a year for Juniors (13-17 yrs)

Contact: Peter Ware 401 3057, 5 Alycon Place, Kallaroo, 6025; Terry Ashley 330 2065

### PERTH WARGAMES & MODELLING SOCIETY

Meets: Once a fortnight, by arrangement, at members' homes

Plays: WWII 1/76; also Ancient 25mm 15mm (WRG); WWI aerial; Naval WWII & Modern 1/1200; Naval Ancient & Napoleonic 1/300

Fees: \$1 a meeting, minimum age 15 years

Contact: Dave Manson 446 4483, 11 Decima St, Innaloo 6018

### UNIGAMES SOCIETY

Meets: Every Wednesday between 1pm-7pm in the Engineering Room A105C & Sunday in the Sue Boyd Room between 12pm-1pm in the first floor Guild Building at the University of WA.

Plays: Boardgames (especially Squad Leader); RP games (including D&D); also Miniatures

Fees: \$3 with a \$0.20 room fee for each meeting

Contact: Peter Williams 446 6280, 14 Sulman Rd, Wembley Downs 6019; Mark Hopkins 450 2367

If you know of any corrections or additions for this list please contact:

Adrian Pett, Club News Editor, Breakout! PO Box 162, Mooroolbark, Victoria 3138



## AUSTRALIAN CLUB NOTES

### Adelaide University Speculative Gaming Association

Although the club plays in the specific areas mentioned in the Directory, encouragement is given to those interested in starting new areas of wargaming.

The club has a newsletter, and has recently taken over the running of the Play By Mail magazine *Austral View*.

### Australian STARWEB Players Association (ASPA)

ASPA is dedicated to promoting *StarWeb* and improving the standard of *StarWeb* play amongst Australian gamers. It is also the organising body for Australian participation in SWICM (StarWeb International Challenge Matches).

### Bendigo United Role Players

This was formed last December by the merging of the various small groups of role-players around Bendigo. On the last Sunday of the month they meet at Bendigo High School and play a competition version of a game and then with any spare time games of all sorts start up, so that consequently any game can be played as long as you can get into one or convince others to play at the time.

Any groups that are within 200 km of Bendigo and who would like to visit (or be visited) for a social game would be very welcome.

### The Blue and the Grey Militia, Wargaming Troop

American Civil War exclusively within club ranking/rating system but other era games (non rating) are arranged if ACW club gaming schedule permits. Basic requirement is that each member plays one ratable ACW game per month. Club still primarily regimental level boardgame (Grand Tactical) played to vastly altered SPI based rules arranged by the club. Figure gaming to original rules on a regimental level and using 20mm (Airfix) figures is now being developed owing to acquisition of suitable gaming room and 16ft x 6ft gaming table at member's home.

There is a club magazine called *Sumter* which is produced (in theory) quarterly. So far two issues have been produced from members' contributions. Copies are free to club members, but on an irregular basis. Topics range from serious ACW historical features to lighter game descriptions by players and game reviews. The club is engaged in producing (for club use) scenario and historical games for club members making up their own mapsheets on blank hexpaper, with one member acting as referee/game designer/historical researcher. So far Logans Crossroads, Chickamauga and Chattanooga (a multi-player campaign scenario) have been produced. Commercial games are also altered to reflect 'what-if' situations.

They are heavily involved in play-by-phone games where players know the location of their own forces (on their own copy of the board) and those of the enemy forces their units can 'see'. All fire and melee resolution is carried out by the umpire, who has the 'master board' with all the forces on it.

### Bundaberg and District Wargaming Society

Chris Edwards is running a large scale Play By Mail Ancients campaign, which is currently looking for a few new players.

### Highton Games Association

Produces a penta-monthly magazine *Puff the Magic Dragon* which contains club news, campaigns, useful RPG items etc.

### Istari

Interested in background material — weapon design, making costumes. Will be running a lot of workshops. In effect a fantasy/medieval 'reenactment' society.

### League of Ancients

About half the club are members of the English Society of Ancients, so Society games can be played. They also share out the information available from members' *Slingshots* and books etc. to help those new to a particular period. They are also happy to have casual visits from any other Ancient clubs or players.

### Miniature Generals Club

At the club meetings the emphasis is on group games individual games are arranged between members for other times. With their 1/35 Skirmish games they fre-

quently use an Apple computer and the SSI game *Computer Ambush*, using *Computer Ambush* as an umpire and using the models to increase the visual aspects. They are also quite fond of the naval computer games *Guadalcanal Campaign* and *Bomb Alley*.

### Napoleonic Wargames Society

A very active club in terms of having had a solid membership since inception (some 8 years ago). After having put on very successful 'Open Days', Displays etc in the past members are now content to wargame, concentrating on short week night 1000-1500 point engagements, with the odd larger weekend game. Currently there is one major Ancients Campaign involving about 20 members of the club. While happy to support wargaming they are not overly interested in getting any larger.

### Newcastle Wargames Club

The club has successfully run the NSW Ancient Wargames Championship for the past four years on the Labor Day weekend in October, attracting many of the best Ancient players in the state and some from interstate. See Lines Of Communications for some details of this year's Championship.

### North Shore Wargames Club

Club has a long standing (been going for about 5 years) Ancient 15mm campaign involving about 20+ players using *Anabasis* rules. Run by Clinton Stewart of 26 King St, Dundas, NSW 2117. Any Ancient/Medieval army eligible. Has been used as a testing ground for *Rapax* rules. Main purpose of the campaign is to provide battles but has ample provision for those who want more role playing situations or those with talents for strategic conquest. The campaign has its own bi-monthly newsletter. Runs in real time i.e. 1 day game time = 1 day real time.

There is also a Modern 1/300 campaign, based on modern political geography of Africa and using WRG rules. Organiser is Mark Schrader, 9/75 Shirley Rd, Wollstonecraft, NSW 2065. Mainly used to provide battles. Meets once a month at club and is run by all players voting on OAU Committee. No nuclear/biological/chemical weapons are allowed — anything else goes if you can produce authentic documents. There are extensive campaign air rules. Political situation guarantees to interest those of Machiavellian intent.

The *Rapax* rules mentioned above were based originally on *Anabasis* but are much improved and exhaustively playtested through club campaign. They are available for \$8 from the club, or from *The Tin Soldier* and *Napoleons Military Bookshop*.

The club newsletter generally contains club meeting dates, an editorial, articles from the above campaigns and boardgame reviews/addenda.

### Organisation of Knox Wargamers (OKW)

The club intends to run a *Kingmaker* tournament later this year and all interested parties should contact Ashley Bishop (03) 763 9431 or Gary Edwards (03) 874 8562 and all information will be sent to them.

### University of Queensland Games Society

Since the club is subsidised by the Student Union some 70% of the membership must be Union members, but otherwise membership is totally open. The club is expanding its membership rapidly and may reach 60 before the end of the year. Club magazine is produced four times a year at the moment. Discounts are available to members from local shops. The club is interested in closer cooperation with other groups. It has a fairly substantial library and has several magazine subscriptions.

### Waverley Scale Modelling Club

Club undertakes numerous modelling demonstrations in the Waverley suburban area at shopping centres, libraries, schools, scouting groups etc. Theme of club is mainly scale modelling for fun and relaxation but still maintaining a high standard of modelling.

### The Wizards' Council

Provides a large games, book and comic library for members and also a 3 page monthly newsletter called *The Crystal Ball*. They hold frequent social events, in the last 12 months having visited Kyal Castle (in costume), attended a fantasy films marathon and several film nights, had two weekends at Philip Island, had a

## Australian Club Notes

Christmas party and also a summer picnic. A club team entered the Phantasticon AD&D Tournament. They arranged a display of the club's activities at Endeavour Hills Shopping Centre, with demonstrations of various types of games.

## CLASSIFIEDS

Cost just \$3 per column centimetre. Great for finding that out of print game or contacting other gamers. Send your ad to The Advertising Manager, CSA, PO Box 162, Mooroolbark, Victoria 3138.

### WARGAMES WANTED!

Back issues of Strategy and Tactics required. Also SPI folio games. Contact Ross Vanner, 1 Davies St, Waragul 3820. Ph.(056) 23 2740.

### GLOBAL WAR RULES

Robert Finlayson, 9 Albion St, West Footscray, Victoria 3012, is looking for a copy of the Global War rules. If anyone can help please contact Robert direct.

### BOARDGAME SELLOUT

At \$19 @: Magic Realm, Anzio, White Death, Panzer Leader, Dune, 1776, Trireme, Raiders & Traders, Stalingrad, Air Assault on Crete, Arab-Israeli Wars, Jutland, Starship Troopers, The Clash of Legions, The Guns of August, Aftermath, Cross of Iron, Airforce, Dauntless, The Art of Siege Quad, Alesia, Crimean War Quad, La Bataille D'Auerstadt, Redstar/White Eagle.

At \$11 @: Fortress Europa, African Campaign, Russian Campaign, Double Star, Raiders & Traders, Red Sun Rising, Aces High, Lankhmar, Fulda Gap, Eylau, Outreach, Schuttruppe, Bar Lev, Airforce/Dauntless Expansion Kit, Fight in the Skies, Crimea, 1815, The Russo-Japanese War, Pea Ridge, Bloody Buna, The Swords and Stars, Dragonquest, Seasrike, 1812, 'To the Green Fields Beyond', Tractics, Panzer '44, Kampfpanzer, Mechwar '77.

At \$4 @: The Desert Fox, Cedar Mountain, Prochorovka, Austerlitz, Fifth Corps, Neyvs Wellington, The Kaiser's Battle, Tito, Operation Grenade, South Africa, China War, Patton's Third Army, Siege of Constantinople, The Battle of Lobositz, Guildford Courthouse, Classic Warfare, Waterloo, Panzer Pranks, October War, Breitenfeld.

At \$25 @: Cityfight, Squad Leader, Pearl Harbor, Flat Top, War in the East.

At \$30 @: Highway to the Reich, Wellington's Victory, War between the States, La Bataille de la Moskowa, War in the West, Bloody April.

At \$55 @: The Longest Day.

Prices negotiable, no reasonable offer refused.

POSTAGE: Up to 2 games add 20%, 3+ games add 10%.

Orders and/or details to C R Edwards, Potters Rd., M/S 108, Bundaberg, Qld 4670. Phone (071) 79 2113.

FOR SALE: Moves nos 19, 36, 43, 46. #19 includes Tactical notes for La Grande Armee and WW3 The 1962 scenario; #36 includes articles on Cobra, Russian Campaign and Fulda Gap, 1918; #43 includes articles on Descent on Crete, Fortress Europa, and Stonewall. #46 includes articles on Highway to Reich, Battle for the Ardennes and Next War. Cost: \$1.00 per issue plus \$50 postage. Contact: Nigel Brand, PO Box 162, Mooroolbark, Victoria 3116.

FOR SALE: Two second-hand SPI games — ARMADA & NEY VS WELLINGTON. Cost: \$4.00 per game \$0.50 postage. Contact Nigel Brand, PO Box 162, Mooroolbark, Victoria 3138.



## YOUNG STRIKES BACK

Forgive them MUDDA, for they know not what they say!

My report, *Gaming Up and Over*, (*The Space Gamer* 57), seems to have excited some passion. Apparently there are a few knowledgeable coves about who feel they could have written a far superior piece.

Rhys Howitt, writing as the President of MUDDA in Breakout Nine, told us that the report was 'roundly condemned' by the Australasian Role-Players' League and has led to 'widespread discontent', gosh! Apart from personal abuse and a general misconception of the report's purpose, he makes six criticisms which I shall demolish, one by one.

Before proceeding however, I wish to draw attention to the brief under which the report was written. In response to a reader's request concerning overseas F/SF, Steve Jackson asked (TSG 51), 'Can you overseas and Canadian people send us some reports — 1,000 words or so?'. There was no mention of 'an analysis of Australian gaming' which seems to figure so largely in Rhys' rantings. My report makes no claim to be an analysis of Australian gaming. It was posted to TSG on June 29, 1982.

And so to Rhys' letter. Which of us is 'misinformed' etc, you will soon judge for yourself. As to my many 'transgressions', let us follow Rhys' lead.

1. Rhys claims that I have neglected 'to mention the most salient features of gaming in Australia: clubs and club magazines.' But what is this? In para 7 he claims that I 'touched on clubs but a study of gaming should have looked at them more closely'. He cannot have it both ways.

To repeat, I was NOT delivering a 'study of gaming'. I did of course discuss clubs, but in a brief and succinct account of F/SF gaming in Australia I did not think that it was appropriate to mention small circulation club magazines. Most American gamers know virtually nothing about Australia. They do not know Canberra from Timbuctoo, and they especially do not know the names of the various regional gaming clubs. Rhys obviously thinks that it was my duty to inform them by providing a mass of ephemeral detail for which they would have little interest and less use. I do not. What I did do was paint a broad picture in terms which an American readership would appreciate.

2. Rhys then makes a snide reference to 'the commercial system' and my 'not wanting to tread on toes there!' I have no connection with any 'commercial system'.

3. Not just Rhys, but 'many people were amazed' at my assertion that *Tunnels & Trolls* 'is the second most popular game in Australia'. Rhys would place T&T 'about twentieth in popularity, below ... even *Bunnies and Burrows*'.

It is clear from the content of my report that I was referring to Fantasy Role Playing Games, but in order to avoid further confusion I shall restate my claim. *Dungeons & Dragons* is the most popular RPG in Australia. *Traveller* is the second most popular and T&T third, but T&T is also the second most popular Fantasy RPG. In consideration of the extraordinary reaction my report provoked, I did what Rhys and the other merry people at ARPL should have done. I went back to my source and checked my facts!

Jedko Games have the national distributorship for most RPGs, including D&D, T&T and Traveller. They have the Victorian distributorship for RuneQuest and have in fact distributed it in the eastern states for much of the time. They are in a position to know how many of each RPG system has been sold in Australia. The figures

that I was given by a spokesman for Jedko Games indicate that, to no one's amazement, D&D is way out ahead, Traveller sells about one third of D&D and T&T sales about one twentieth of D&D. Other RPG systems, e.g. RQ, have been imported in small quantities. It may be that some RPG sales are a little larger than this, but not by a factor of 10.

Now that my 'assertion' has proven factual, it may be instructive to consider just why so 'many people' have jumped to erroneous conclusions. Firstly, according to its President (TSG 62), the ARPL represents a mere 700 gamers. The sales figures for RPGs indicate that this is less than 10% of the total number of RP games in Australia!

What a colossal impudence both Rhys and (the majority of) the ARPL executive have. They have taken it upon themselves, not only to represent the entire RP gaming community, but to literally trumpet abroad the notion that their own narrow vision represents the totality of RP gaming in Australia. It does not. The non-club majority are also active gamers and it happens that 1 in 20 play T&T, of which more games have been sold than the entire ARPL membership! In their failure to understand this, my critics have exposed their own crass ignorance.

4. Rhys really loses his head when he tells us that the 'industry grapevine suggest T&T is about the limit of (my) RPG experience'. It seems that the grapevine has got itself into a knot!

If Rhys had read my report carefully he would have noted that it states 'I began playing original D&D in '74'. My personal involvement included campaigns at Frankston Wargames Association, for many years at RMIT and yes Rhys, even with the D&D Society at Melbourne University. One of my treasured mementos from those years is a complete set of TD Nos 1-28 plus the entire seven issues of *Tactical Studies Review* which preceded it. I must plead guilty to playing T&T also and was to some extent instrumental in its early introduction to Australia. I have a passing acquaintance with other systems and have contributed to a number of F/SF magazines. Most of my RPG activity has been confined to PBM in recent years, although I appreciate that the latter is a field which may be a little beyond Rhys' experience.

5. Concerning Phantasticon, I shall ignore the petty nonsense occasioned by TSG's typo. Lacking clairvoyant powers, I wrote the comments (in June '82) from a circular. Some rather large claims were being made for this attraction and since it was the coming event (Canberra was seven months away) I naturally made mention of it. Sorry about that. If I had not I suppose that I should now be explaining why not. In retrospect it would have been wiser not to have included so much details. I plead the streaker's defence; it seemed a good idea at the time.

6. Lastly, I am accused of being 'negligent in (my) analysis of PBM gaming'. Again, I was reporting, not analysing. When I used the term PBM I was specifically referring to original, commercially moderated PBM games. As far as the American readers of my report are concerned, PBM would have conveyed that meaning. It did not occur to me that anyone would interpret it differently. As far as I am aware, there were only two companies attempting to operate an original, commercially moderated, PBM game when the report was written. I mentioned both.

Having disposed of these intemperate outbursts, I am perfectly willing to concede that there may be any number of gamers better qualified than I to write an analysis of Australian gaming, or even a brief report. The point is that they did not!

Yours gamely  
A D Young  
Mt Eliza, Vic.

## MORE PRAISE

I first came across a review of *Breakout* in another modelling magazine. It was a very flattering review too, I might add. And I was also very surprised to see that *Breakout* was locally produced (well, local to me anyway). So I decided to try a subscription and see just what your magazine had to offer.

I must confess that I did not expect your magazine to be of such quality. I half expected to receive a poorly printed paper of only a few pages and of little interest. I was very pleased when I received my first copy.

Thank you for a very good magazine.

Keep up the good work.

Mike Clark  
Mt Evelyn, Vic.

## FAMOUS BATTLES continued from page 15

The Allied intelligence service, so successful at Midway, seemingly failed. The three carrier US fleet was caught while one, the Wasp, was absent refuelling. Thus the Enterprise and Saratoga under Vice Admiral Fletcher had to face the whole Combined Fleet under Vice Admiral Nagumo.

The Japanese plan was typically complex. Sixty miles ahead of the main force sailed the bait, the light carrier *Ryujo*. Gambit fashion the Imperial Navy was prepared to sacrifice the *Ryujo* if the two Japanese fleet carriers, the *Shokaku* and *Zuikaku* could catch the American carriers, preferably while their planes were refueling.

The Japanese hadn't counted on radar. A strike from the *Saratoga* duly sank the *Ryujo* but the Japanese strike, shot to pieces by swarms of well directed American fighters and a tremendous anti-aircraft barrage, succeeded only in damaging the *Enterprise*. A late strike from the *Saratoga* damaged the seaplane tender *Chitose* before night ended the battle and the Japanese retired. IJN transports reached Guadalcanal that night and the troops disembarked, while Henderson Field was heavily bombarded. But the next morning planes from Henderson attacked the ships as they retired, sinking the largest transport, a destroyer and damaging the light cruiser *Jintsu*.

Most of the troops were killed in later fighting. The Australian troops repelled the Japanese outside Port Moresby and Australian P-40s bombed and sank or damaged every Japanese transport at Milne Bay before they could complete landing operations. The Japanese lost 90 aircraft, the Americans only 20.

Eastern Solomons convinced Imperial Headquarters that it should fight for Guadalcanal. Thus the Imperial Navy was drawn into an attritional vortex which would consume many of its best ships, planes and most of all, their crews.

Carrier games have enjoyed a resurgence in the last few years. The *World Wide Wargamers* game *Carrier Strike*, *Battleline/Avalon Hill's Flattop*, the old SPI game *Fast Carriers* and SSI's highly successful computer game *Guadalcanal* all have Eastern Solomons scenarios.



DUNGEONS AND DRAGONS

T.S.R.

DRAGON

WHITE DWARF

JUDGES GUILD

TRAVELLER

G.D.W.

MINIATURES

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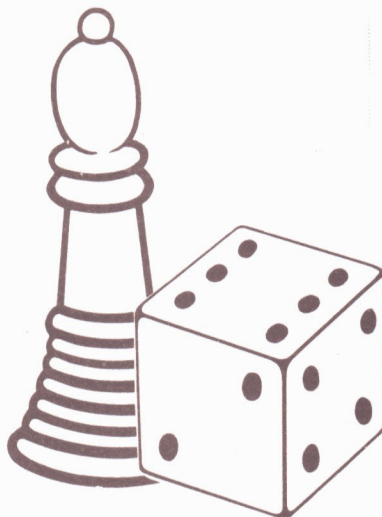
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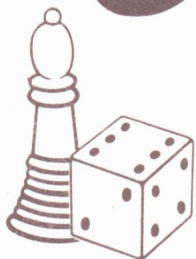
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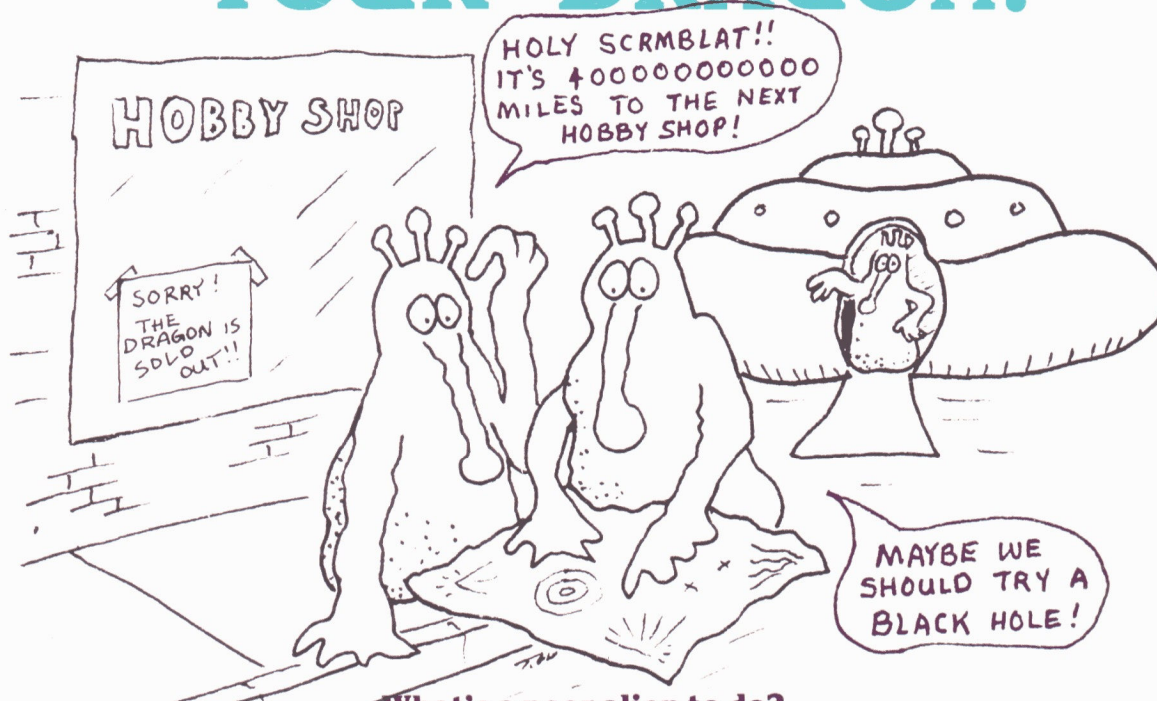
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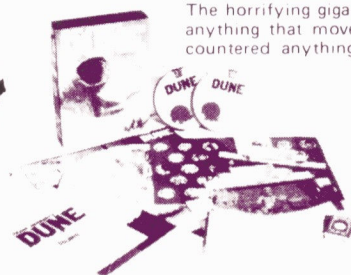


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## DUNE

The strange planet in a future time where water is more valuable than anything else — except spice. Spice, the miracle drug which alone holds together the tenuous threads of intergalactic flight, communications, trade and conquest. And the only place it is found is on Dune. Who controls Dune controls the universe. For two to six players who each assume one of the leading characters attempting to control the planet. But beware the Sand Worm. The horrifying gigantic creature that devours anything that moves. You have never encountered anything like the planet Dune.



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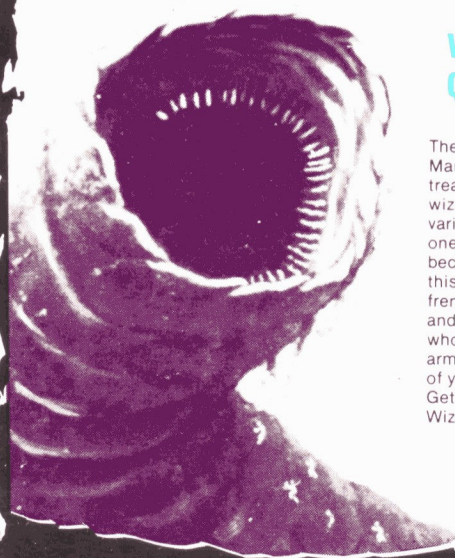
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