

**Rank and File**

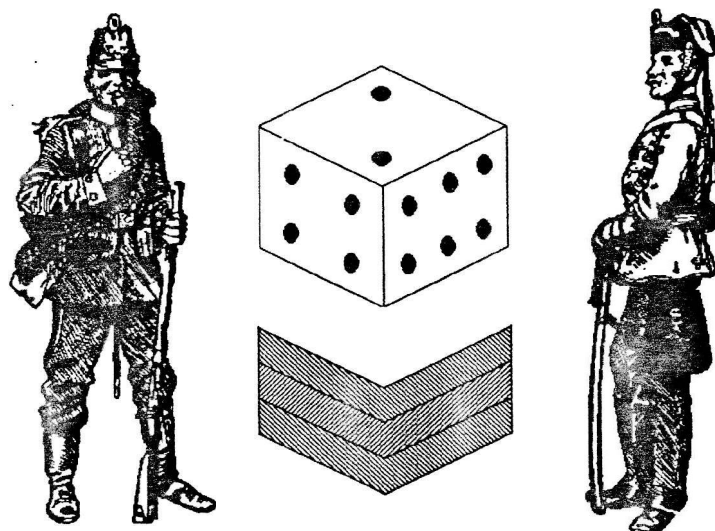
**Journal**

**of the**

**Tunbridge Wells**

**Wargames Society**

**Issue 2/92 March 1992**



## EDITORIAL

Andrew Finch

The Best Laid plans of mice and Editors gang aft aglae. I had hoped that I could produce this Journal on a monthly basis, however this was not to be. A minor incendiary disaster turned me into a temporary refugee from the misty vales of Tonbridge to the Alps of Southborough for the best part of 4 weeks. All is now back to normal, so the Mag should be rolling regularly now.

The guilty consciences of various club members have produce some excellent articles for the next few magazines. Some are of serialised, so to speak, others quite weighty in their own right. All are excellent, but I still need more.

### Open Day 1992

This has been and gone. Last weekend was, I think, excellent. We had the right number of people through the door (about 400) against the 550 plus of 1991 which made the venue too crowded. The traders on the whole did better this year than last, despite lower numbers, because you could see the stands, talk to the traders, and spend some time browsing without being clobbered by passing wargamers.

The Bring and Buy had a turnover of ca £1800 pounds which gained the club £180 commission. The location was perfect and much less hassle to run because it was self contained with masses of space. Using the corridor next year is a dead cert as far as I am concerned.

There were fewer armies for sale this year, but the prices were rather higher than people were prepared to pay, in some cases. I think we must have another arrangement for the same of armies next year, but I am not yet sure what. I believe that some sales were hampered by the fact that the seller and buyer could not haggle. The B & B stand cannot be asked 'to get the best offer possible' because it leaves them open to criticism if the wrong deal is struck. Perhaps we should have an army auction, or a single time set aside to deal only with armies (closing the B & B for half an hour).

I was also pleasantly surprised how easily we got everything set up and taken down. We are getting practised in this now I think.

Most importantly, we must give a vote of thanks to Peter England who organised it for us, making it a great success.

I would also like to mention Tony Wyatt who produced some excellent wooden signs for us. He will be thanked in a more practical way by the Club, but I at least would like to thank him here for showing the initiative he did. Well done.

## BOOK REVIEW

George Gush

### CRISIS ON THE DANUBE

By James R. Arnold  
Published 1990 by Arms and Armour Press

I bought this publication from W. E. Hersant, who always have a stand at our Open Day (and at most sizeable wargames meetings).

The book covers Napoleon's 1809 campaign against Austria — not the big battles of Aspern-Essling and Wagram, but what led up to them, and to a large extent decided the campaign before they were fought: namely the diplomatic prelude, the initial advance of the Grand Duke Charles against the French and Bavarians, the failure of his offensive, and Napoleon's counter-moves which put the Austrians into retreat and undermined the morale of their troops and, even more, their commander. This involved operational level moves — grand tactics — and a number of small-scale fights.

This means that the book is not covering already well-trodden ground but is fresh, at least to me. I have a particular interest in the Austrian army of the Napoleonic Wars, but I think that anyone with any interest in the period would find this a fascinating book, covering the turning-point between the peak and eventual decline of Napoleon. Not only was Aspern-Essling his first real defeat, and Wagram his last decisive victory, but during the period covered by this book, Napoleon came to the edge of disaster, misreading Austrian moves, chasing Hiler's corps believing it was the whole Austrian army and leaving Davout to be — potentially — overwhelmed by the Austrians. It is fascinating to see the Austrians so nearly victorious, but missing their chances through rigidity of command and the Grand-Duke's lack of speed or confidence (but who could feel confident against Napoleon ?); the French army diluted by conscripts from its earlier peak, its brilliant leader not what he had once been — yet both still managing to wrestle their way out of crisis and potential disaster. Napoleon, at the turning-point of the campaign, as the author says, "In a confused, fluid situation....completely changed his army's main line of operation within fifteen minutes of receiving some concrete information about his opponent. The fact that the information contradicted what Napoleon had heretofor supposed makes the change all the more remarkable".

What is more, the book is very lively and interestingly written, full of tactical details down to skirmish level, assessments of leaders and of the fighting qualities and feats of individual units on both sides, recognition of Napoleon's extraordinary skills in inspiring the men he led at all levels; all without in any way delaying or obscuring a very clear and fast-moving narrative. The flow of military events is also kept clear by a good number of sketch-maps. Usually publishers won't recognise that enough good maps are absolutely essential to books covering battles or strategy. Even here some of the maps need more names on them, and, infuriatingly, they are not numbered on the page. Though the text refers the reader to, say, 'map 19', you would have to count through the book to find out which map is number 19! Usually, though, maps are pretty near the sections to which they refer.

Even the diplomatic preamble, less obviously interesting to wargamers, is dealt with in an original and interesting way. Starting with a quick personal assessment of the main people involved, the writer then organises the chain of events in separate titled paragraphs, cutting like a film from one quick 'shot' to another — from the Tuileries to Vienna to Moscow in a way which is clear and fast-moving, keeping the reader's interest as it rushes through the story behind the war.

One of the best features of the book is a series of Appendices — often something one tends to skip, but very interesting here, they include:

- 'The principle Characters and What became of Them' covering 'The Warriors' as well as the rulers and diplomats — even down to the future fates of one or two outstanding units;
- a full order of battle for both sides down to the number of guns, battalions or squadrons in each unit — excellent if you are organising Napoleonic wargames armies;
- one covering the time orders took to cover various distances during the campaign (ideal for campaign-organisers);
- 'The 1809 Campaign as a War Game' — full of ideas including ratings of both commanders and units;
- and 'The Battlefield Today' with holiday tips (including wine) — I wonder if Sheila would like a nice holiday in Southern Germany ?

An outstanding book, very strongly recommended, especially for wargamers.

## THE ROAD TO GLORY — or HOW I WON THE HELMET

GEORGE GUSH

Lance Flint, who was in the Gulf with the Royal Engineers, presented the club with a captured Iraqi helmet on his return. Conversation at a Tuesday meeting about this produced the suggestion that it might be awarded annually to the club member achieving the most total, utter and complete defeat and disaster on the wargames table (or board) that year.

I think I must subconsciously have been inspired by this suggestion, as over the succeeding weeks I have enjoyed (if that is the word) an unbroken series of military catastrophes reminiscent of the 16 defeats with which I started wargaming (against an opponent, that is; I had done fine in my earlier solo campaigns!).

I do have to admit that I had assistance, in the able form of Ivor Metcalf and Dennis Redhead, two noted organisers of military muddle and catastrophe, and it could be suggested that in certain of our defeats they did play the leading role. A case in point was that World Game at a Tuesday meeting when Dennis persuaded both Ivor and myself to spend all our points on aircraft, in order to concentrate against his immediate neighbour and opponent, Graham Charles. Graham, of course, realising that Dennis' normal mode of play was to demand instant reinforcements from everyone in sight, built strong AA defences, and our plan misfired, leaving us all facing overwhelming ground forces.

Assistance also came from the dice — no friends of mine. In that World Game my powerful airforce proved totally useless, instead of just over-egged, through my inability to throw over 2 for air attacks. I remained calm and controlled (for instance, I did not sweep the board onto the floor and often stopped cursing the dice for minutes at a time while I drank my lager) and can I think still claim this game towards my winning the helmet, since I bungled the land fighting as well as knowingly and in full control of my faculties accepting a Redhead master-plan.

The same allies did play a substantial role in another of my triumphs of military incompetence. This was a large "Fire and Fury" ACW game fought in Dennis' purpose-built wargames hall on a vast 16 foot table. Dennis had bought a splendid piece of display scenery — a rugged river valley — which was placed on our left (we took the Rebels), and had covered the rest of the table with a superbly blended-in terrain of plains, hills and woods. All in all it was definitely the finest-looking battlefield I have ever fought on, and clearly it inspired me. Dennis had created a scenario in which we would basically have to control road-exits on the Union side of the table to win. We would need to attack — the question was, where? Wisely, Ivor and Dennis recognised my superior skill and begged me to take command. I could not disagree with them, I was obviously the best-equipped to lead, and with an instant display of Napoleonic coup d'oeil I saw what to do — to a leader of my capabilities it was obvious: I would take one Corps and lead the main attack on the left. Ivor would attack Clive McLeod in the centre, while simultaneously sending me support, while Dennis, on our right, would screen the Union troops opposing him while moving swiftly to Ivor's support.

I attribute the resultant debacle almost entirely to the failings of my allies. Ivor, whimpering with terror when he saw the odd battery or two of Clive's commanding the valley up which he was to advance, hung back and allowed Clive to attack him. Dennis did carry out his part in my brilliant plans, but undid the good work by throwing dice in inverse ratio to the number of points he had firing... thus, when he assembled some thirty points of point-blank canister against Clive, which he did with praiseworthy frequency, he invariably threw a 1 or 2 (on a TEN sided dice!) and failed to do serious damage. If there was any other cause for defeat, it was of course my dice — my initial assault with three brigades against the opposing forces of Phil Louch resulted in THREE throws of 1 on the ten-sided dice and three ignominious repulses.

Clear enough, any impartial military expert would think, but sadly enough my allies made the strange attempt to blame it on ME! They suggested, for instance, that to choose to attack in the very roughest area of the whole field could have been an error! A mistake... when the very unlikelihood of the enterprise virtually ensured surprise and success! They even hinted that it was not so much the ones I threw that stopped my attack, as the fact that Phil's men were defending a stone wall and were supported by attached batteries firing canister. I had taken this fully into account, and had planned a clever counter — an outflanking move to their right. It is true that it did not work, since I had forgotten that the rocky areas were deemed impassable, and therefore my whole Corps had to attempt to debouch through a gap two inches wide, but the concept showed true military genius. I think Ivor felt that the rout (*sic* — Ed.) his reinforcements had to take to reach me was another adverse factor, but it seems to me that fit, healthy Rebs should have made short work of a prolonged march through thick forest followed by an invigorating climb up a near-vertical cliff, and that if they arrived late I could hardly be held to blame.

In all, my claim to the Saddam Trophy rests on some six successive debacles, but my natural modesty forbids my mentioning more than one more engagement. This was another Tuesday game, in which Ivor, Stephen Louch and myself as commander led an Imperialist army against the Turks of Dennis and Giles Fitzherbert, using the Early Warfare rules. Again, the massacre which followed seems to me to have been almost entirely down to my allies. I allotted young Stephen a full two close-order units to deal with about a dozen Turkish open-order ones; this should have been plenty and any complaints of his about the substantial woods on his flank are nonsense — pikemen LIKE fighting Turks in woods. As for Ivor, he was just as inactive, his men standing there getting filled with Turkish arrows and falling into the river at intervals, while their return fire scarcely hurt the nimble akinjis who were plaguing them. Why didn't he attack across the river and drive them back? His pathetic excuse — that I had given him orders expressly forbidding him to do so, is of course entirely inadmissible — he knows what my orders are like... he should have shown initiative and disobeyed them.

However, I did make my own contribution to snatching defeat from the jaws of victory. I commanded the centre. Myself, I think disaster stemmed from the moment when my crack striking force, the gendarmes, perched on a hill ready to charge down like a thunderbolt into the Turkish host, threw a 1 (on a D6 this time) and refused to move. Clive, however, present in his usual role of military critic and general heckler, had the bad taste to suggest that I should not have nonetheless moved them forward of the hill to stand in the midst of the Turks and be shot to bits. What does he know? My other strong unit was a large force of heavy pistol-armed Reiter. At least I knew just what to do with them. Move straight forward and exchange fire with Turkish skirmishers holding a wood — the very mission for heavy cavalry. Do you know, it has even been hinted that this was a mistake? And despite

the fact that after standing there for almost the whole game the gallant lads forced those skirmishers to quit that wood? I rest my case.

Even though I had considerable assistance, I think I have staked a formidable claim — perhaps jointly with Ivor — for the helmet, and unless anyone else can produce an equally impressive record, look forward to the presentation.

*Editor's note: The presentation was duly made in December and the author has returned to the Angel of Mons Rest home for Distressed Military Gentlemen.*

### Military Blunders

Jonathan Shaw

The AGM in December saw the awarding of a captured Iraqi helmet to George Gush and Ivor Metcalf for their notable string of defeats. However, not all of us find it quite so easy to reproduce such exploits and some examples from the annals of history may provide some inspiration.

It seems to take a special kind of man to pull off something really special, like the Prussian general who believed he was pregnant with an elephant, or the rather removed American officer who seeing unidentified blips on a radar screen said, 'well, don't worry about it'. OK except the place was Pearl Harbours and I leave you to guess the date. A century earlier lived a man who seemed to have a similarly loose grip on reality. General Ambrose Burnside knew he wasn't the man for the job (or arguably for any job) and told President Lincoln so when he was appointed C-in-C of the main Union army in 1862, on one of Lincoln's less inspired brainwaves. He outnumbered Lee almost 3:2 and was determined to make the difference count, although in the end he almost removed the difference. He ordered his army to cross the Rappahannock at Fredericksburg. He could hardly have made a worse choice for here the river is wide, deep and fast flowing, and beyond the town stood a large ridge, out of range of the Union guns but in a perfect position to cover the crossing. Before the Yankees advanced against the fortified heights held in massive strength by Lee, thousands of them wrote their names and addresses on their handkerchiefs and tied them round their necks, so their bodies could be identified. Fourteen times the blue line rolled forwards until his subordinate generals called the attack off on their own initiative. Burnside raged, calling his generals 'cowardly scallywags' and his men, 15,000 of whom lay dead across the river, 'thieves and poltroons'.

In the Confederate camp there was great joy, and 'Stonewall' Jackson came up with a bizarre plan. Lee's army was to conduct a night attack, in which the whole army would strip naked — to help distinguish them in the dark — and swim across the river to rush at Burnside's shattered army. Whether the fact that this was never carried out in practice was due to Lee's prudishness or common sense will never be known.

Contempt for the ability of the Muslim enemy was one of the reasons why the Crusaders suffered so many military reverses in the Holy Land. Pride and crassness are two great faults in military commanders and for either it is hard to find a stronger candidate than Gerard de Ridefort. On a diplomatic mission to Tiberias he learnt of the presence in the vicinity of a Saracen army 7,000 strong. He immediately set about gathering all the forces he could. These turned out to be 180 knights and 340 foot soldiers. Undeterred he set out to attack, ignoring the advice of all, including his deputy as head of the Knights Templar, accusing him of cowardice. The deputy replied that he would die in battle like a brave man but Gerard would flee like a traitor. Not waiting for his infantry to come he charged his knights who were surrounded and cut down, except for Gerard who fled with two other Templars.

To be continued...

### **TWWS Sunday Meetings for your 1992 diary**

April	5th (Bring & Buy)
May	3rd
June	7th (Painting Competition)
July	5th
August	2nd
September	6th
October	4th (Bring & Buy)
November	1st
December	6th (A.G.M. & Painting Competition)

## A HISTORY OF THE GREAT REBELLION 1861 PART I

By A Patriot

*Editor's note — I have placed comments on the running of this campaign in italics. These comments were helpfully provided by the anonymous Patriot who penned these lines.*

The election of Honest Ivor Metcalfe as President in 1860 having served as an excuse for malcontents among the slaveocracy to carry out their long planned treachery and resort to Secession and Firing upon the Flag, patriots flocked to their country's call to suppress the pretended Confederate States of America and, if possible, to treat its renegade leader, 'President' Phil Louch, to a simple, manly American hanging.

Operations commenced in July, 1861, and it shall be the purpose of the present work to chronicle, in honest, unbiased and impartial fashion, the progress of the glorious armies of the Union from that moment until their inevitable victory and extirpation of the secessionist vipers-nest.

*(The campaign was stimulated by the discovery of the excellent American 'Fire and Fury' American Civil War rules, which permit a large scale battle involving several corps to be fought out enjoyably by four to six players in an evening. After several one-offs at TWWS Tuesday meetings, those involved thought a campaign would provide interesting and varied scenarios for tabletop games, and give players both greater involvement in the results, and a motive not to take unrealistic risks or fight on in hopeless circumstances, which would make the battles more realistic and perhaps quicker to complete. This has certainly proved the case, with agonised cries of 'Those are MY troops!' from map commanders who see a tabletop player (usually Phil) hurling their precious divisions into dangerous attacks. The effect of each battle on the campaign certainly adds an edge to players' involvement — rather as if large sums of money had been bet upon the outcome!)*

The basis for the campaign side was to be the board game 'House Divided'. For those who don't know it, this is a brilliantly simple recreation of the American Civil War, which has only a couple of pages of rules, but provides an excellent simulation, in which the Southern players are *forced* into dashing Lee-like tactics if they want to win, and the Northern ones into plodding McClellan-like caution if they don't want to lose suddenly. The North can only win if, as in reality, the war is a very long one (the game was out of print for some years, but is now available again, and strongly recommended to board wargamers).

A simple map, with 'boxes' linked by roads, rail and rivers, a simple movement system in which each side dices for how many marches it will get to move its troops, provision for raising new troops and clear victory conditions all make the game an excellent basis and relatively easy to convert into a figure campaign. We have numbered the map boxes so as to ease recording the position of our forces, and indicated the terrain in them to govern the setting up of tabletop terrain. Rather than lots of written orders and an umpire, the campaign system just involves a map-moving session every couple of weeks. So far these have been at Tuesday meetings, and have proved just as engrossing as playing a boardgame, particularly as any battles which don't merit tabletop treatment as too small, one-sided or whatever, can be fought out on the map using boardgame type rules. When we get an interesting looking battle which everyone agrees merits fighting out on the table, we stop, and the battle is usually fought out the next week. Knowing what forces are involved, each side can label the troops and bring along everything required, which means we set up the games quicker than in pre-campaign days.

The eight players involved in the campaign are permanently Rebs or Yankees; in the map moving sessions three on each side command a theatre of war each (East, Central, or West) and are responsible for the raising and movement of troops in their theatre; the fourth is President and exercises an overall advisory control, settles disputes, and has two extra 'marches' in his gift, beyond those thrown for by the players, which he can allocate as he likes — giving him a good deal of influence. In tabletop games, the local theatre commander on each side is in general charge, the others command corps or divisions, and extra players can often be accommodated, especially if any of the regulars are absent. But time is passing, and I digress. On to Richmond !)

### FIRST MANASSAS (July 1861)

The rawness of the Union forces was evident in July, 1861, when only their Eastern commander got *even one* march. With the President's two, that meant just one troop-movement in each sector; the only notable one being in the East, where McDowell (George Gush) attacked the Confederate Division of Jubal A. Early at Manassas Junction, between Washington and Richmond. This historical fight, decided on the map, reversed the historical result, the opposing commander (Giles Fitzherbert) electing with the combination of cowardice and caution which would mark (and ultimately doom) the Rebel command, to retire after clashing with three Union divisions, rather than reinforce. The Union had won its first victory!

*(The victor in a battle can promote more of his brigades to veteran or crack than can the loser — battle is the only way to upgrade units — and regains those troop-stands 'skedaddled' rather than killed or captured).*

### BOWLING GREEN (September 1861)

The inert Confederates, though throwing two sixes for marches, did little in their July turn, falling back, indeed, to the fortifications of Richmond in the East, and confining themselves to cautious advances in the Centre and West, and for the most part August proved a month for consolidation and recruitment, with no battles.

An exception, however, was Bishop — now General — Polk (Graham Charles), commanding the Confederate Centre, who boldly threw his two-division corps forward into neutral Kentucky to seize the town of Bowling Green (a Confederate recruiting box if captured). The Bishop had called his earlier advance to Fort Donelson 'Provocative' — he had now taken his provocation too far.



In September, the brilliant Don Carlos Buell (Malcolm Dove) commanding the Union centre sector, co-ordinated with the Western forces (temporarily directed by the President), and advanced on Bowling Green from all directions, uniting his scattered columns upon the field in a move of Napoleonic brilliance. The unhappy Polk was forced to fight it out against five divisions of bluecoats (you cannot retreat into a box from which you have been attacked, so he had no retreat) and was totally defeated, surrendering with the survivors. In his memoirs (written in prison) he was to claim that he had 'Drawn the Union forces out of position', but to what avail was that, when his wanton sacrifice of so many brave men left no Southern forces able to take advantage of the situation?

### BRENTSVILLE (September 1861)

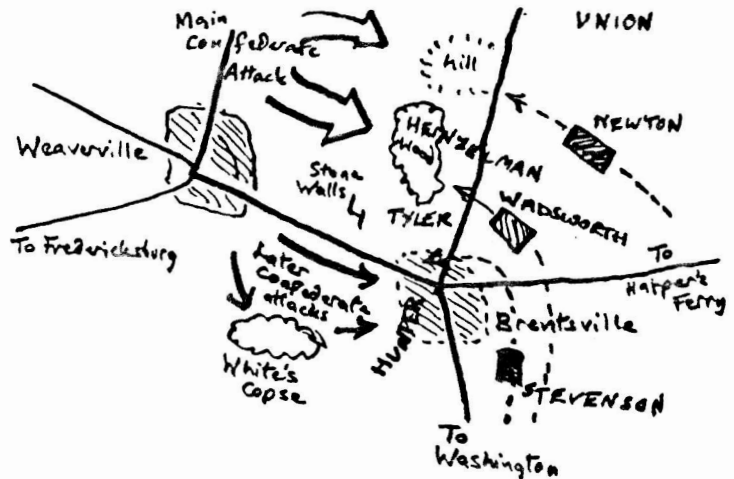
Beauregard (Giles Fitzherbert) had been recruiting his forces at Richmond and Fredericksburg, and now attempted to revenge his earlier defeat by hurling no less than five divisions against three Union divisions in the Manassas box. (As the box represented many miles of country, we decided the battle was near but not at Manassas itself, in order not to end up with a dozen battles of Manassas). A hastily-convened Rebel council of war calculated that the divisions in adjacent boxes (which can reinforce a battle with some delay) would not arrive in time, and that the Union commander would not dare strip both divisions from Washington (the loss of which means instant disaster to the Union).

Little did they know whom it was they faced! Despite his success at the First Manassas, McDowell had been criticised for his failure to seize the rebel capital — so temptingly near at hand — and had been replaced by 'the Young Napoleon', George B. G. (for Gush) McClennan. He, showing his true military qualities, hesitated not a moment, but shrilly screamed for ALL reinforcements to be given to him at once, insisting he was outnumbered 20 to 1; it proved as well he did!

Map 1 shows the battle. The South (Dennis Redhead and Giles Fitzherbert) had evidently decided to hurl their forces against the Union right, while restraining Phil Louch, on the left, to a mere harassing role (battles are fought by all those present, regardless of their map-movement roles, though the local area commanders — in this case Giles for the South and George for the North — are ex-officio in command).

This move took the Union somewhat by surprise, since they had anticipated a Confederate blow at their line of communication with Washington, on their left. This could have made the situation of reinforcing divisions very dangerous, and they were relieved that it did not materialise, especially as the divisions on that flank, David Hunter's 2nd Division of Slocum's Corps, showed no confidence in George's command, but ran away constantly even when only subjected to long-range harassing fire.

Other factors assisting the Union were, firstly, that they were pretty lucky in getting their supporting divisions onto the table (delay is varied by a dice-throw, but they got one early and none arrived late, a critical factor, giving them at the end six divisions to the Confederate five). Secondly, the battle was fought up the longer axis of the table, giving the attackers further to come. (We allowed the tabletop defenders to choose the direction the attackers would come from, after laying down basic terrain but before putting down the roads, railways, etc. shown by the campaign map, in order to simulate some of the defence advantages of the defender in a map battle, but after Manassas it was decided that the battle must be fought across the short axis — possibly, in the opinion of the writer, divorcing the tabletop balance too far from the map, one. The two ways of deciding a battle must be roughly similar in outcome, or, for example, defenders may always choose to defend on the map, destroying the purpose of the campaign).



The third factor was a dashing move by Simon, who had charge of Tyler's Division, also of Slocum's Corps, in the Union left centre. Phil uncautiously unlimbered two guns on the forward edge of Weaverville, unsupported by infantry and just in reach of Keyes' gallant Zouaves from Tyler's Division, holding an advance position at the stone walls. One daring charge and the guns were overrun! This not only removed most of the artillery support for the Confederate main attack, but contributed to overall victory. If neither side is clearly defeated, retreating from the field or whatever at the end of the evening, this is decided by relative losses. Keyes' heroes, though driven back from Weaverville, brought a captured piece with them (counting in victory points as much as five infantry stands, as well as allowing the Union to recruit a new battery at half points cost next turn).

Nonetheless, the Confederate wave rolled terrifyingly on — a deep mass of infantry, formed in shoulder-to-shoulder columns. It seemed unstoppable. Rebel yells startled drinkers in the bar below as the grey tide took stone walls, forced the defenders back through the wood (Ivor commanded Heizelman's Division here) and lapped around the Union left, where Clive McLeod brought Newton's Division, from Harpers Ferry, into action just in time to stem the flood. The battle surged to and fro through the wood and hung in the balance more than once, but the timely arrival of Wadsworth and Stevenson's Divisions from Washington saved the day.

They were sent instantly around the Union rear to bolster the right wing, which Wadsworth did; part of Stevenson's force, however, had to intervene at Brentsville, for, even as the main Confederate masses recoiled from the wood, and were actively driven back by advancing bluecoats on the extreme right, the Confederates attacked on the Union left! Phil had been harassing Hunter's

forward brigades, in White's Copse, for some while. He now hurled the already shaken bluecoats out of the copse (one brigade had already fled, leaving only one to face a Confederate division) and, throwing aside restraint and orders, flung his troops into a fanatical attack against the stone walls and Brentsville. For a moment the situation looked dangerous; George B. contemplated panic, but before he had time to do so, Stevenson's and the remnants of Tyler's Divisions had halted the Rebs, who fell sullenly back after heavy losses. Victory to the Union!

(To be continued...)

## For Sale

### Squad Leader

This collection includes basic original Squad Leader plus Cross of Iron, Crescendo of Doom, and GI Anvil of Victory. Between 10 and 20 different game boards, and masses of counters

I am open to offers.

### Campaign World

You may have heard of Columbia Games Fantasy / Medieval world of Harn. I have for sale the complete series to date including all the data for the actual planet itself (Kethira), maps of the main towns and cities of the country of Harn, and maps of the adjacent territories. This would be a useful aid to someone running a campaign.

Again, I am open to offers

### 25mm painted Fantasy and Medieval figures.

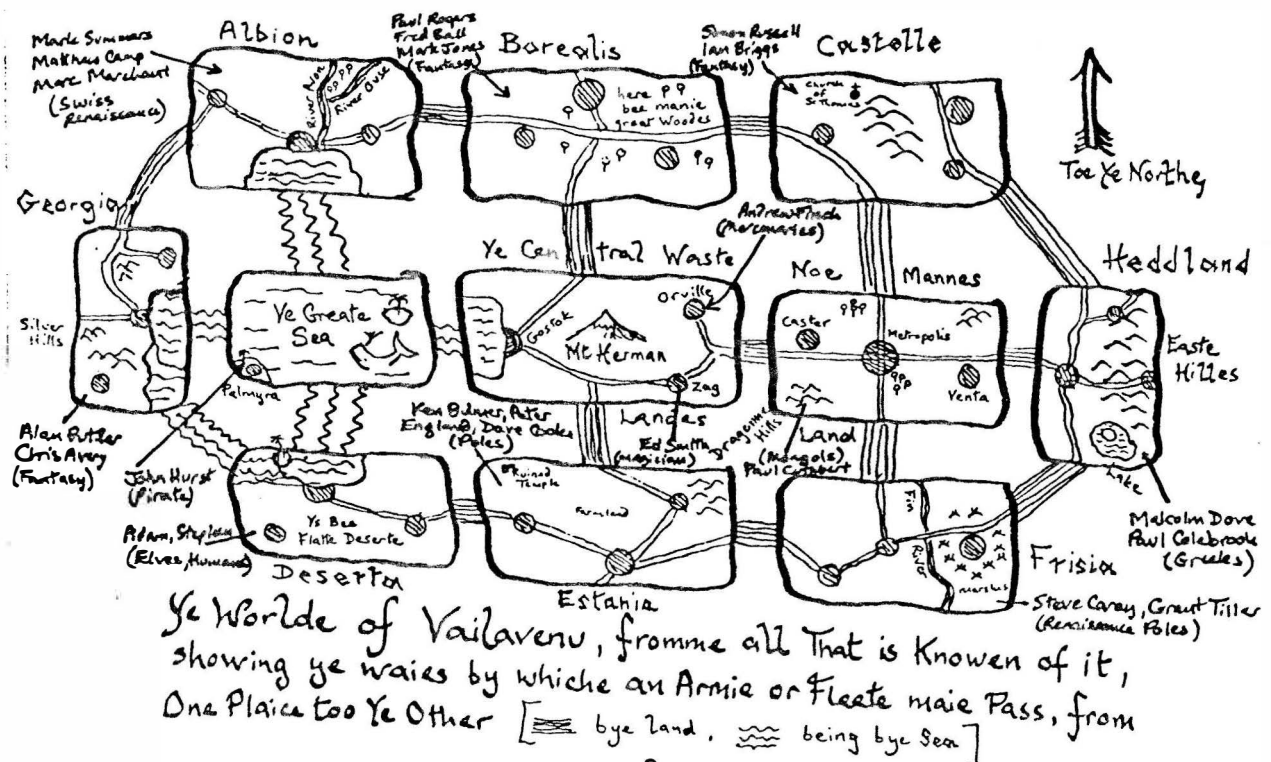
I am selling my collection of Fantasy and Medieval figures. These are priced from £1.50 per figure upwards, but I will give a special price to club members of 50p reduction per figure/set. These will be available at the March and April meetings, otherwise at home.

### A D & D Rule books and Scenarios/Modules

Hardback volumes of all the DM guides etc are available. I will sell the complete set or separately. Offers to me.

For further details, contact

Andrew Finch





## VAILAVENU — THE IDEA

George Gush

In response to the Editor's idea of devoting an issue or part-issue of 'Rank & File' to this campaign, it seemed that I ought to write something as organiser.

The idea really came from various remarks, by Peter England among others, that nowadays we do not have many games involving all club members, at least at Tuesday or ordinary Sunday meetings. It didn't seem practical to do much about this, but it was true that there might be some separation between groups who played fantasy games and the historical devotees, and the idea of a one-day campaign which might appeal to both was born.

We have also had in the past some good campaigns with separate tables in the hall representing Japanese-held Pacific Islands and so forth, and long ago had a game of the Roman Empire in which players represented different, and hostile, barbarian nations. What if the table-islands were countries each run by one or more players?

The period settled itself — if Fantasy and historical armies were to be combined it had to be Ancients, didn't it? This would entail the rather large job of coming up with some acceptable, quick to play rules which would combine the two. Once working on them, it became apparent that my favoured Renaissance period could quite easily be accommodated by the same mechanisms, and so the era spread to include gunpowder. The islands, on reflection, seemed to be a bit too restrictive, forcing everyone to become a sea-power before they could go anywhere, so the map as shown gradually developed, giving scope for both land and sea invasions (if the game is repeated, and an enquiry at the hall showed considerable support for this, I think a bit more use of rivers, to give budding Vikings and the like access to inland areas, might be an idea).

The layout was intended to give each country several threats and options, which should work out roughly even in each case. The sea and no-mans-land areas were added to give some scope for adventures not involving head-on invasion of another power, and because any centrally sited country would have been in trouble from trun one!

Thanks to a lot of people who helped try out the rules in advance, major development turned them into a set of rules which, if far from perfect, were reasonably quick and playable by the day (April 21st 1991), and it appeared that participants generally had a good time.

High points for me included the marvellous flying navy of Simon Russell and Ian Briggs (which unfortunately left their homeland a bit exposed but was just the sort of inventive idea such a game ought to stimulate), and the very enthusiastic play of juniors Paul Rogers, Fred Ball and Mark Jones, who lost their country through not knowing the rules too well and splitting up their forces too much (despite finding a friendly Tyrannosaurus in a wood, which helped for a while). Nothing daunted, they set out to capture one of John Hurst's ships by an airborne descent, using their force of Pegasus-mounted knights, with the intention of launching a new career as pirates! Australian visitor Ed Smith also had a most exciting career. He was one of those players who was on his own, and instead of a country just had a base somewhere in the Badlands (in his case the village of Zag). A great exponent of the Movement Spell, he kept turning up just where he wasn't expected, all over the place, and ended up top of the 'individual' players.

The map shows the various 'nations' and the players, and I have given below the rules and the overall result (the winners getting the dragon and the magic crystal which sat on Mount Herman, renewing magic-user's abilities, during the game).

## RESULTS

Frisia	857 points
Estania	854 points
Heddlan	778 points
Georgia	660 points
Ed Smith	645 points, magician
Deserta	598 points
Albion	507 points
Paul Cuthbert	335 points, (Mongols)
Castelle	303 points
Andrew Finch	230 points, mercenary
John Hurst, pirate	??? (I think he and the Borealis gang fought each other to a standstill !)
Borealis	no points but a lot of fun!

This perhaps suggests that the 'individual' players were slightly handicapped as compared to the 'country' teams, and we might adjust the victory points next time (however, the game was not intended to be a cut-throat competition, so maybe we won't).

## RULES

Those who wish to play may either:

1) Form a group of two or three players and take a COUNTRY. Countries can be any one table apart from the sea, the central Wasteland and No Mans Land. Each country has three settlements as shown (players can name them) and, apart from what is shown on the map, can be laid out by players (subject to umpire's decision as to what is reasonable). Each country is allowed 3000 points under 'Early Warfare' rules for its leaders and army and/or navy. To give one town walls costs 500 points; to have a

fortified citadel or keep costs 300 points. Either one of the towns, or a separate citadel must be nominated as the seat of government of that country.

2) Become an independant Magician / Bandit / Pirate / Mercenary / Robber Baron. Such a player will need a BASE which can be a village, fort, island, or mountain cave, normally on an unused country table or on one not available as a country; precise location will be established with the umpire after countries have been chosen. Such an independent player will be allowed 1000 points, including not over 2 leaders; if he wants a fort this will cost 300 of his points, as above.

An army should not be a total hodge-podge but conform roughly to some period or a mythical, fictional or historical example (eg: Ancient troop types might be considered with mythical creatures or races but Renaissance ones could not be). Army lists, with points, must be submitted to the Umpire for approval as soon as possible; magic users must include spells with this.

### Campaign rules

1) **MONEY:** Monetary units is the ECU (Early-Warfare Campaign Unit). ECUs must be kept physically on the table so they can be transported, paid over, stolen, looted etc. Each country starts with 300 ECUs, Each Bandit etc. with 100. They can be used for bribery, hiring other players, danegeld etc, and count toward victory (below). Each town or village contains lootable valuables, represented by 100 ECUs initially placed in a central building.

2) **REPLACEMENTS:** A Town or village which has not been looted (had its original ECUs removed) allows a player who controls it (Control = at least one of your troops, and none of anyone else's, in the place) to recruit back figures, boats etc. worth 30 points at the end of each turn. These can only come from your losses (so if you have no losses you cannot recruit) and can appear either at that village or at your seat of government, immediately. You can rebuild something like a boat or an expensive element a bit each turn until it is completely restored. However, replacement points cannot be kept for a later turn and if not used are lost.

3) **MOVING FROM TABLE TO TABLE:** Each table will run at its own speed; when you move from one to another your troops will appear on the other at the normal time for Off-table Troops to come on, ANYWHERE on the table side concerned (or the sea edge, if moving by sea) and 12 from enemy troops if possible. It takes no actual time to move between tables.

4) **TABLES WITH NO FIGHTING:** Must take at least 5 minutes a turn.

5) **SHOOTING FROM TABLE TO TABLE:** Possible if both sides have troops within 12 of the edge; ignore distance between tables.

6) **SPECIAL MOVEMENT:**

a) Troops in column spending whole turn on road may move up to 15.

b) Troops may move at DOUBLE normal speed if they are at least 24 from any potential enemy.

7) **SPECIAL MAP FEATURES:**

a) Mount Herman: is believed to have magical properties; it is said that a magic user whose capacity is exhausted may be able to renew his powers if he climbs to the summit.

b) Treasure: additional ECUs may be present in the form of dragon hoards and buried chests on treasure islands, while there are supposed to be gold mines in the Easte Hills.

8) **VICTORY:**

The game will end at a time set by the umpire. Players will gain 300 points for any table they control, plus 1 per 3 ECUs they hold (Countries) or 1 per ECU (Bandits etc.). Country or individual player with the highest score is the winner and will receive a small trophy.