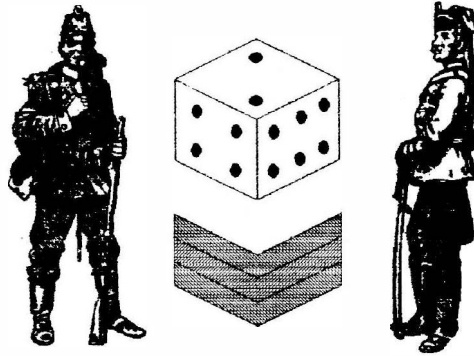


# Rank and File



**December 1995**

**Journal of the Tunbridge Wells Wargames Society**

**Issue 95/6**

## **The Society**

Tunbridge Wells Wargames Society meets every Thursday evening and each first Sunday in the month at St. Thomas Church Hall in Vale Road, Southborough, near Tunbridge Wells. Access is from the London Road (A26) turning down Doric Avenue by the Weavers Restaurant and Q8 Garage, then the first right.

The Sunday meeting normally has a lot of traditional wargaming with model soldiers going on. The Thursday meeting usually has smaller games such as DBA, Hordes of the Things, skirmish games etc., though there are also traditional wargames as well.

## **Membership**

Basic Annual membership costs £5.00 for those in Full employment, £2.50 for others.

This entitles you to attend the Sunday meetings at the Hall, any additional meetings at the Hall during 1995, and to receive up to six copies of the Rank and File. Attendance at a Thursday meeting costs £1.00 or £0.50.

Annual Gold Card membership costs £50.00 or £25.00 (for non-wage-earners). This entitles you to access to all Sunday meetings, Thursday meetings, and extra meetings in 1995, and to the magazine.

Persons attending a meeting and not holding a current membership card will be expected to pay £2.00 or £1.00 for Sunday or Thursday meetings. Visitors to the club for the first time will not be charged, but it is recommended that membership will be taken out at the next meeting to avoid having to pay the £2.00/£1.00 rate.

Membership can be taken out or renewed at any meeting by contacting Andrew Finch.

## **1996 Committee**

At the November Meeting the club elections took place.

The results are as follows: Chairman George Gush, Secretary Andrew Finch, Treasurer Malcolm Dove, and Committee Members Chris Avery, Alan Butler, Clive McLeod and Terry Shoebridge.

Our thanks are given to Ian Foster, who acted as Chairman for the last few years. Andrew Finch will continue to work as Editor as well as dealing with subscriptions as this can be combined with many of the activities of Secretary.

## **1996 Subscriptions**

These will be up for renewal from the January Meeting onwards.

Please remember to bring your 1995 card with you, because the cards will be validated for 1996 with a sticker. If you have mislaid your 1995 card, please let Andrew Finch know BEFORE the January Meeting, so he can reprint your card before the meeting.

## **Club Membership List**

You will find this displayed by the notice board for you to study, get phone numbers from, etc. Many of you will recall that Russell Hanson asked at the last committee meeting for more details about periods played etc. to be in this list. A few members responded to the questionnaire at the end of last year. I am therefore asking that you fill in or change any of your details when (if) you look at the list.

## **Dates for your diary 1996**

7th January

4th February

25th February CAVALIER 96

3rd March

7th April

5th May

2nd June

7th July

4th August

1st September

6th October

3rd November

1st December

**Other events** planned by the committee are:

One day naval battle Jutland will take place in New Year.

If you have any questions or suggestions, please contact the Editor.

## **Military Aviation and Naval Book fairs 1996**

The local fair is held at the Spa Hotel Tunbridge Wells from 10.00 on Sunday 3rd March and Sunday 3rd November (both dates subject to confirmation).

In addition, if you can get to London, the Bonnington Hotel, Southampton Row, Bloomsbury is the venue on 14th January and 23rd June.

## **Advertisements**

Advertisements will normally run indefinitely, or until removal is requested. If you have an advert you would like putting in the "Rank and File" regularly, please drop me a line.

### **Rules for Sale**

**"Perfidious Albion"** Naval Pre-Dreadnought

**"Into the Laserzone"** SF Ground Rules 4th Edition

**"Angels One Five"** WW2 Dogfight Rules

**"Shooting Stars"** SF Dogfight Rules

**"Within the Laserzone"** Campaign Rules for Laserzone.

**"John's Fighting Ships"** compendium for Perfidious Albion: *available by Christmas*

**"Stringbags"** WW1 Dogfights: *available by Christmas*

**"Rolling Thunder"** Modern Dogfights: *available early 1996.*

Contact Andrew Finch or Alan Butler. £ 4.00 (Special Club Price - they are normally £5.00).

### **Printing Service**

If you have any need for any small printing jobs, such as quick play sheets or rules extracts to make your game go more easily, or have a need for more game counters, then contact Andrew Finch for a quote.

Game damage and wreckage markers can also be produced if specifications are provided.

These can be produced in B&W or colour, as required.

### **WANTED**

25mm Star Wars Figures, also any MPC / AMT kits (A Wing, X Wing, B Wing, Tie Fighters etc.. made or unmade, or damaged).

Contact Stuart Hooker

## Painting Competition Results and League Table

### October 1995

#### Class 1

- 1st: George Gush, 25mm Napol. French Infantry  
2nd: David Knowler, Mash (?)  
3rd: Alan Butler, Skirmish Police Unit  
Stuart Hooker, Star Wars rebel troopers

#### Class 2

- 1st: Stuart Hooker, US Vietnam infantry  
2nd: George Gush, British WW2 Infantry  
3rd: Alan Butler, Skirmish Gang

#### Class 3

- 1st: Alan Butler, 1/300th WW2 German aircraft  
2nd: Stuart Hooker, 1/48th A6 Intruder  
3rd: George Gush, 1/3000th Napoleonic ships

### November 1995

#### Class 1

- 1st: George Gush, 25mm Royalists  
2nd: Alan Butler, 25mm Wood Elves  
3rd: Russell Hanson, Zulus

#### Class 2

- 1st: John Tutt, NVA  
2nd: George Gush, WW2 Partisans

#### Class 3

- 1st: Andrew Finch, Robot Scouts  
2nd: Stuart Hooker, Panther  
3rd: George Gush, Vickers Light Tanks.

### The League:

Points are scored in each Class with 3 for 1st place, 2 for 2nd and 1 for third. Each persons individual points are then added into the league table (irrespective of the class in which items were entered). The top three scorers after the December Painting Competition win trophies and vouchers for the Open Day.

The scores are

George Gush	18
Alan Butler	14½
Stuart Hooker	10½
Andrew Finch	5
David Knowler	4
John Tutt	4
Steve Little	3
Tony Wyatt	3
Russell Hanson	1
Clive McLeod	1
Hugh Munro	1



# **Operation Java: a Mini Campaign**

**by Russell Hanson**

The following is the briefing and campaign report on a game fought in August.

## **1. General Situation**

It is Spring 1942. The Japs sank the US battleships at Pearl Harbor but were amazed when Britain declared war. They had deliberately not threatened Malaya to avoid provoking her. Who could have guessed that the Brits would voluntarily join a Pacific War on the losing side when they were at their last gasp at home? The islanders are clearly mad. Unfortunately for the Japs the British have had time to establish balanced naval squadrons at Singapore and Darwin.

The Japs are now determined to capture Java for its oil and tourist potential. The Dutch and their far Eastern Fleet have mysteriously disappeared (I haven't any Dutch ships). The Jap fleet is split between Cam Ranh Bay and Manila, the merchant ships carrying the invasion force are just leaving the Japanese Home Islands.

To Win the Japs must effect a landing/landings on Java by anchoring their Merchantmen in any hex/hexes adjoining the coast for several hours. The umpire will decide if they have been there long enough and in sufficient strength to be successful.

It is the purpose of the British Fleet to prevent a successful Jap landing on Java at all costs.

## **2. Forces Available**

You may be surprised to see the names of ships you that had been sunk, which only goes to show the pernicious effect of wartime propaganda. The Jap ships are mostly salvaged/captured British ships (or cunning Jap copies).

## **3. Rules**

General Quarters Pts 1 and 2, subject to interpretation by the Umpire. Please note: The umpire is always rite, even when he is rong - particularly when he is rong. There will be no bellyaching.

## **4. Catapult Aircraft**

Cruisers carried these for recce and spotting fall of shot and the Japs made excellent use of them by both day and night. But if we permit these in addition to all the carrier aircraft available and the two British shore-based Sunderlands I think our maps will become overloaded with detail. So there will be no catapult aircraft.

## **5. Submarines**

Both sides may pre-position their submarines up to 10 hexes from either of their bases.

## **6. Mines**

Minelayers may lay mines in hexes adjacent to land. It takes 150 mines to mine one hex in one map turn. Only enemy ships entering a minefield are affected. It takes one map turn for a minelayer to load 150 mines in port. Initially all minelayers are fully loaded. There are no mine sweepers!

## **7. Protection of Bases**

Bases are deemed to be properly protected by land-based aircraft, mines and coastal batteries but for simplicity these are not shown. Ships may not enter an enemy base hex but air attacks are permitted (on ships only) at the base, in which case the ships' AA protection is doubled.

## **8. Map movement**

One hex per hour at cruising speed. Operations will commence at sunset (21.00 hours). Sunrise is at 04.00. The first six moves (night) will be taken in one go, thus allowing ships to be well clear of their bases by sunrise. Ships may move individually or in company. Each ship or group of ships will be given a separate code number or letter by the umpire.

## 9. Briefing

C in Cs will receive separate orders from their respective governments. Information will be provided from spies, radio intercepts etc. via the Umpire in the course of the game. C in Cs will wish to make their own evaluation of its plausibility.

## 10. Preparation

I hope the foregoing will give you food for thought and enable you to work out a strategic plan to achieve your aim, taking into account the capability and dispositions of your own and enemy ships.

### Fleet Organisational Charts

#### British

##### At Singapore

Duke of York (BB) Fleet Flagship  
C in C Vice Admiral Sir Algernon (Algie) Luff Bt RN

Renown (BC)

Formidable (CV)

Cumberland (CL)

Uganda

Emerald

Nubian (DD)

Eskimo

Punjabi

Gurkha

Zulu

Cossack

Apollo (Minelayer)

Sunderland Flying Boat (R1)

Submarines Tomahawk (T1), Torbay (T2) and Totnes (T3)

##### At Darwin

Warspite (BB) Flagship

Rear-Admiral SOD (Sam) Bloodlust RAN

Malaya (BB)

Furious (CV)

Exeter (CL)

Sydney

Arethusa

Swift (DD)

Swan

Onslow

Offa

Obdurate

Obedient

Abdiel (Minelayer)

Sunderland Flying Boat (R2)

#### Japanese

##### At Cam Ranh Bay

Akagi (CV) Fleet Flagship  
C in C Admiral Ukan Konga

Shoho (CVE)

Kongo (BC)

Ise (BB)

Atago (CA)

Agano (CL)

Yubari

Yugumo (DD)

Okinami

Onami

Akishimo

Tsugaru (Minelayer)

Submarines I 15 (S1), I 17 (S2), I 19 (S3)

##### At Manila

Nagato (BB) Flagship  
Rear-Admiral Scratcha Itchijima

Fuso (BB)

Soryo (CV)

Mogami (CA)

Oyodo (CL)

Akitsuki (DD)

Yoitsuki

Natsutsuki

Terutsuki

## **Orders for Admiral Ukan Konga IJN**

### **Operation Java**

You have two main advantages over the British: your cruisers and destroyers have Long Lance torpedoes with double the range (72" - 36" per game turn) and you have three times as many carrier aircraft.

The British will be aiming to intercept your invasion convoy. Your answer is to advance with your fleet and seek out and destroy them before they can act against the convoy.

Your carrier aircraft are your trump card, so you are flying your flag in your best carrier. You may have heard that other less successful Jap admirals advanced with their carriers and had their battleships trailing along behind. Suggest you do the opposite - use your battleships as bait to force the British Carriers to show their hand, then destroy them. After that their other ships will fall like ripe plums.

Cruisers and Destroyers should use their Long Lance torpedoes in mass against enemy battle line, causing disorganisation just as your guns open fire.

Your submarines should proceed towards the enemy at full speed on the surface. More bait for your trap !

Mines should be laid off the coast of Java to protect the landings. Consider luring the enemy over your minefields.

Attack, Attack, Attack !

The Emperor expects your complete success. Anything less will not be tolerated.

Tojo

### **Orders for Vice-Admiral Sir Algernon Luff Bt RN**

In view of the Japs having twice<sup>⊗</sup> your strength in carrier aircraft you may expect them to attempt to locate and destroy your fleet before you can do any harm to their invasion convoy.

Your strategy should be to avoid a decisive engagement until the Jap is encumbered by protecting his landings.

Your Singapore squadron is particularly exposed. Its disposition is for you alone to decide but Admiralty feel a bunk into the Indian Ocean, mining the Sunda Strait behind you, might be a good move.

A combination of submarines and mines in the narrow approaches to the Java Sea east of Bangka Island and in the Makassar Strait could make sense.

The Jap carriers are your greatest danger and their destruction should be a priority. However our experts advise Japs can't see very much due to their slant eyes so this danger is overrated. Incidentally the boffins say the Jap so-called "Long Lance" torpedoes are a technical failure and owe more to propaganda than reality.

I can hear Winston dictating a speech to celebrate your victory and it goes without saying that your promotion and a peerage are within your grasp.

England expects etc. See also Ecclesiastes Ch 2 Verse 1.

Regards,

Pinky

First Sea Lord

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<sup>⊗</sup> Three times actually, typical Admiralty understatement

SIGNAL TO CINC FAR EAST FLEET

FROM ADMIRALTY

DTO 061800

ONE STOP NINE FLIGHT MOSQUITO FIGHTER BOMBERS EACH STICK 500 LB BOMBS AT READINESS SINGAPORE AIRBASE STOP SUGGEST IMMEDIATE STRIKE LOCATED JAP COMBINED FLEET/CONVOY STOP WINSTON PAINED YOUR COMMENT RE MOSQUITOES - THIS IS SPECIAL ADVANCED BATCH HE HAS RUSHED TO YOU - WITH DIFFICULTY PERSUADED NOT SUBSTITUTE BREWSTER BUFFALOES / WIRRAWAYS STOP TWO STOP RENOWN REDUCED TO LESS THAN HALF SPEED (MOVE ONE HEX EVERY SECOND TURN) SUGGEST PROCEED INDEPENDENTLY SINGAPORE NAVAL DOCKYARD REPAIR DAMAGE HALF ARMAMENT BOX IN TWO MAP TURNS OWN DAMAGE CONTROL STOP THREE STOP SIMILARLY REPAIR DUKE OF YORK HALF HULL BOX FOUR MAP TURNS STOP FOUR STOP SUGGEST REMAINDER SINGAPORE SQUADRON PROCEED FASTEST KARIMATA STRAIT - APPROX FIVE HOURS BEHIND JAP FLEET IF CONTINUES TOWARDS JAVA SEA PRESENT SPEED STOP FIVE STOP SUGGEST SUBMARINE T1 IMMEDIATELY REATTACK JAP MINELAYER SAME HEX BEFORE IT REPAIRS AND SAILS AWAY - JAP SUB SAME HEX PROHIBITS DAYLIGHT SURFACE MOVEMENT STOP SIX STOP SUGGEST T1 AND T2 SURFACE FIRST NIGHT MOVE AND SAIL ONE HEX NW BETTER BLOCKING POSITION - IF JAP FLEET APPROACHES WITH PICKET DESTROYERS ONE HEX AHEAD MOVE SECOND SUB INTO HEX NEXT MOVE FOR TWO SUB SURFACE ATTACKS ON JAP FLEET/CONVOY STOP SEVEN STOP DARWIN SQUADRON APPARENTLY UNDETECTED SUGGEST LAY MINE / SUBMARINE TRAP JAVA COAST APPROX 16ZZ AND ADJACENT HEX AT SUNRISE - REMAIN THERE AND LURE JAPS OVER IT STOP EIGHT STOP ALL SEAFIRES NOW FITTED EXTRA FUEL TANKS GIVES ENDURANCE FOUR HEX STOP GOOD LUCK YOU'LL NEED IT STOP ENDS

### **The Battle of the Java Sea**

As told to Quentin Query of the Daily Whinge by captain S.O.D. (Sam) Bloodlust<sup>⊗</sup> VC, RAN, who was rescued from the Java Sea by a friendly fisherman (now Lee Pong Hoo MBE).

By listening in to signals between the Admiralty and the C in C I was able to obtain a reasonably clear picture of events as they unfolded. I was distinctly underwhelmed by the advice Admiralty gave the C in C in his orders suggesting a bunk by the Singapore Squadron into the India Ocean through the Sunda Strait. I sent him the following message written on rice paper by carrier pigeon:

"Dear Algie,

All fine in Darwin in the land of Oz. Much concerned your situation though - out on a limb in Singapore so close to the raging hordes of Nippon in both Cam Ranh Bay and Manila. It's my guess they'll make a dead set at you with their carrier planes. The Admiralty idea about you doing a bunk through the Sunda Strait is one for the galahs. They'd catch you in their second air move. Why not creep up the east coast of Malaya and lie doggo in the Gulf of Siam until the little yellow men have gone by. Then slink into the South China Sea behind them and find that convoy ! Just an idea clobber.

Regards

Sam."

The C in C heeded my advice and headed north up the East Coast of Malaya (see map) and the Japs spent most of the day sending futile air searches towards the Java Sea. As early as 05.00 a Sunderland from Singapore reported Jap carrier aircraft flying south.

It would appear that the Jap Cam Ranh Bay and Manila Squadrons RV'd with the invasion convoy in the South China Sea about 06.00 hours. The combined fleet then sailed south.

First blood went to the Japs when their air search/strike aircraft sank the minelayer Apollo east of Bangka Island as she returned to Singapore after laying a minefield between Bangka and Belitung Islands.

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<sup>⊗</sup> Rear-Admiral Bloodlust was reduced in rank for allowing damage to be caused to His Majesty's Vessels

At 07.00 a Sunderland from Darwin sank a Jap submarine in the Celebes Sea and later reported the presence and course of the Jap combined fleet. Communication was then lost and it must be assumed that Japs shot her down.

The Sunderland from Singapore relocated the Jap combined fleet some hours later and confirmed its south-west heading before also falling victim to the Japs.

No further sightings occurred till 16.00 when Jap Zeroes finally located the Singapore Squadron which had doubled back towards the Jap Fleet. A Jap air strike shortly followed and, in spite of a gallant interception by Formidable's Seafires, Cumberland was sunk, Formidable and Duke of York were lightly damaged and Renown heavily. Renown was despatched independently to Singapore for dockyard repair so as not to slow down the squadron. (*The earlier telegram refers to this*).

At 17.00 Submarine T1 torpedoed and heavily damaged the Jap minelayer Tsugaru in the Karimata Strait where she had been sent with T2 to take up a blocking position which, it was hoped, together with the minefield laid by Apollo, would result in the interception of the Jap fleet as it entered the Java Sea. A Jap submarine in the same hex rapidly submerged.

At 18.00 an Admiralty signal confirmed the arrival of Mosquito Fighter-bombers at Singapore. The C in C had earlier expressed doubts about their availability so early in the war. The Mosquitoes put in an immediate air strike on the Jap fleet south-east of Natuna Island, breaking through the Jap CAP and sinking two of the five troopships in the Invasion convoy.

At about 19.00 Submarine T1 made a second torpedo attack on the Jap minelayer and eventually sank her while the Jap submarine commander glared impotently through his periscope.

At 20.00 Renown was located and sunk by Jap torpedo aircraft searching for the Singapore Squadron. This was hard luck on Renown but perhaps a blessing in disguise as the Singapore Squadron was not found. The Mosquitoes from Singapore put in a second strike and sank a Jap tanker.

During the night Formidable was detached from the Singapore Squadron to sail independently to Singapore for dockyard repairs and the C in C sailed south with the remainder. Repairs were effected in Duke of York by the ship's damage control parties.

An interesting situation began to develop just before midnight in the Karimata Strait. The Jap fleet, sailing south, was preceded a hex ahead by three destroyers as a mine picket. Submarine T1 sighted the destroyers and summoned T2, hoping to meet the Jap fleet in the next move. They were bitterly disappointed when the Jap failed to materialise. Distant loud explosions gave them some comfort, but it was not till another hour had gone by that the explanation dawned. The Jap Admiral had changed course and re-directed his fleet to the mined passage between Bangka and Belitung Islands. The mine picket duly found the mines - two of the destroyers were sunk. The Jap fleet then recoiled into the Karimata Strait and T1 and T2 had the submariner's dream come true - undetected they stalked and torpedoed two more of the Jap troopships and lived to tell the tale.

At sunrise on the second day the position was as follows. The combined Jap fleet and convoy had entered the Java Sea and was within a few hours steaming of the Java Coast. The C in C with the Singapore Squadron had passed through the narrow channel between Bangka Island and Sumatra and was approaching from the north-west. My Darwin Squadron, which had been steaming steadily westwards from the last thirty hours or so, was now off the Java coast with Madura Island astern. Formidable had reached Singapore naval dockyard but her aircraft were operational, as were the remaining Mosquitoes at the air base. Submarines T1 and T2 were approaching on the surface from the Karimata Strait. A net was being thrown around the Japs.

I decided to lay a mine and submarine trap for the Japs on the Java coast in the hope of luring the Jap fleet onto it. Accordingly the minelayer Abdiel laid mines and submarine T3 submerged in the adjacent hex. Unfortunately while this was going on a Japanese submarine (probably the one from Karimata Strait seeking revenge) appeared on the scene, the captain no doubt indignant at the mines being laid around him, which he presumably reported before torpedoing Furious. Fortunately the damage was not fatal, but fires were started which prevented flying operations for a couple of hours till they were extinguished.

At 05.00 my Darwin Squadron was located and heavily attacked by Jap aircraft. Arethusa was brought to a standstill and finally had to be sunk by her own crew, Sydney was damaged and her speed reduced, a number of Jap aircraft were shot down. A second Jap submarine attack was suppressed by the destroyers.

At 07.00 Sydney, limping behind the Darwin Squadron which had reversed course, was finally sunk by the Jap submarine. Another Jap air strike came in, Exeter was damaged by a torpedo but Furious avoided another, Abdiel was heavily damaged and slowly sank, Offa suffered splinter damage from a near miss.

At 08.00 we exacted our revenge. A combined air attack by all remaining serviceable aircraft from both carriers (Furious now being operational again) and the Singapore air base, hit the Jap Fleet just as the convoy came to anchor off the Java coast and the one remaining troopship prepared to disembark troops. Many of the Jap fighters were re-arming, and for the first time the Zeroes in the air were outnumbered by the Seafires and Mosquitoes which shot most of them out of the sky. A dive-bombing attack missed the Jap troopship, but the Barracudas struck home and four torpedoes opened up her side like a tin can. She took on an immediate list and capsized in a cloud of steam and smoke, taking most of the remains of the Jap invasion force to a watery grave.

The Singapore and Darwin Squadrons now united and I signalled my congratulations to the C in C. The smoke of the Jap Fleet, now deprived of its purpose, could be seen on the horizon to the south.

The C in C had achieved his objective of preventing the Japs landing in Java. The Jap Combined Fleet was, however, now significantly stronger than ours due to our losses in capital ships and cruisers. IN terms of air striking power the massive Jap superiority had been reduced to a much smaller margin. Vice-Admiral Sir Algernon Luff Bt. could afford to rest upon his laurels and sail away with his remaining ships. But that is the sort of calculation accountants make. Our Algie was a British Admiral in the Nelson tradition; he hoisted the signal for close action.

The rest of the day unrolled like a bad dream. Destroyers were sent to lay smoke to provide concealment against the Jap battleships while ours took on the Jap cruisers. They took a terrific pounding from the Japs. Malaya and Warspite were attacked by dive bombers but evaded the bombs; Emerald was not so lucky and was sunk. Duke of York with the advantage of FCR (Fire control radar) soon hit a Jap 8" cruiser. She was eventually immobilised and finished off by torpedoes from one of our destroyers.

The remaining Jap cruisers withdrew out of range but the destroyers laying smoke continued to take a pounding from the battleships and Onslow and Swan were sunk.

Uganda then led a sortie with three of the big Tribal Class destroyers, trying to avoid the Jap battleships and get at the transports and carriers, but it was a forlorn hope and none returned, most falling victim to the torpedoes of the Jap destroyers (who said Long lance were a technical failure ?).

Our three battleships, Duke of York leading followed by Warspite and Malaya, now sought to engage the four Jap battleships. The flagship was the first to come out from behind the smoke screen and only managed to get off one broadside before being disabled by the fire of two Jap battleships. Now it was four against two and the end came quickly. The next thing I knew I was in the water with the Chink fisherman sticking a boat hook through my collar.

I should like to pay tribute to all my gallant shipmates who went down that morning with their ships to sailors' graves in the Java Sea. the VC I was awarded I regard as primarily a tribute to them, and particularly to Algie Luff, that would-be Nelson who led the biggest and most glorious cock-up in British history since the Charge of the Light Brigade. I gather his son is now the seventh baronet and destined for the Navy, so God help us.





## Y Falle of Y Doricke Empire

**Being a true account from y journalles of y gentle knight Sire Eustace Wybblye Bt of hyse travaux in the laste dayes**

Scrybed in thee daye of thee Lord 22 Octobere 995 A.D.

Havinge recruited for thee purpose mine very own comrades Sire Nigel the Perfickt, anne noble paladyne, and Fr. Cuthberte, anne holye Friar, we did sette forth in companye of goodlie soldierye, with many a knight in our entourage. Our aim, to seeke out and destroye the Evil Wunne in alle hyse forms on the good earth, and to obtain for Y Mother Church mannie convertes to her cause.

Onne y firste daye we didde advance in goode ordere meeting with the friendlye companye of Sire Davidde Knowlere, being commanded in hyse absence by y Lorde Gusshe. Notte wyshyng to be y cause of any stryfe twixte Goodlie Menne, an accorde was reached for a peaceful outcomm of our meetyng.

Onne y daye the second we didde arrive at Yon Brazen Doors, a place of dire forbodnyng, and at once we dydde force open a passyge into the Worlde Belowe, bryngyng y lyte to darknesse.

Wunne daye didde we passge through passges hewn from y lyvinge stone. Fr Cuthberte didde saye that we passed in a direction northe bye west, and after two dayes we didde arrive at a forking of the wayes to the northe, the southe whence we came, and to the weste thee steppes led down into y darknesse. Afore we did essaye the steppes we didde move to y northe then thee northe weste where we did meet a force of y dwarves of stuntie stature, who asked full politely to joine usse on our Holy Queste.

On the sixth daye a further partinge of thee wayes with a passage to y northe weste and wunne to thee weste. We didde go weste where again the wayes did parte, to thee weste and thee south, whence could be descried a dymme lighte. We didde follow thee lyte and emerged fromme a small cave to spye an army of the Evil Wunne led by y Klive Maclowde assaillyng y forces of Light undere the commande of Sire Ewan de Munrow. We didde sally forth and doe great battel with the Evil Wunnes and didde force themme to flee y field onne y ninthe daye. Sire Ewan didde then advance with great speed to a Grate Rocke, inne wich was to be spied a Great Sworde. Onne y tenth daye he did drawe this Sword forth from y Rocke, and reade y Runes on the blayde, wich didde saye thatte this Sword was y Sword of Misfortune, with a curse on those that wield itte against the citties of the Empire Doricke.

Havyng celebrated y great fortune of Sire Ewan, we didde returne to the depths and goe further to thee weste to an forke, where thee tunnels wente north weste and south weste, this laste being much encrusted wythe soote and the odoure of smoke and burnyng. We went to the noth weste and found tunnels going further weste, whence came a Nastie Smelle, and south with steppes downe, enscribed with y runes thirteen. This beynge the thirteenth daye of our quest ytte didd seeme not opportune to tempte Mother Fayte, so with stoute hart we didde assay the Noxious Smelle to thee weste. Fortune didde smyle uponne usse as we did find a sack with 6 measures of gold, along with bones and signs of unclene eating.

On the fyfteenth daye we didde come to the surface at the Evylle Pengwinne Cave, which was near a towne called Effundiumme, atte thisse time in thee handes of the Awful Forces of Cravenne Cowardisse and Pustulent Corruptionne. Thee next three dayes we didd approach thee towne with much care to surround itte and enable us to capture it to free the habitants from their Eville Wayes. The siege was successfule onne thee nyneteenth daye of our journeyes, and didde leave a garrison of Fr Cuthbert, somme gentle knights and thee stuntie dwarves.

On daye twenty the companye didd approach the city of Urbs Novum and found to be presente thee Redde Wizzard who inne a previous lyfe was known as Antonius Wiatte. On seeynge thee forces of Lyte, y Wizzard didde flee the field to save his Craven Hyde. We didd thenne laye siege to Urbs Novum and soon they didde laye down their armes. We dydde then goe to Doricum Municipum, thee ancient capital of the olde Empire. There we didde finde thee forces of Y Redde Wizzard. Emboldened by hyse rhetoric and other Noxious Brewes to bee sure, mannie further evil Scumme didde arrive, hopinge to destroye us.

Thee Elves of the recluse Sr Christopherus Averus didde comme to oure aide, butte thee forces of thee Eville Wunne were too strong and we were forced to quitte thee field. Sire Nigel was trampelled bye a Nelifaunt, butte thysse was Butte A Scratche, and he wasse tended by Y Blessed Virgynnes Of Santa Scrophula, whom had beene newlie installed inne Urbs Novum.

Thee goodlie forces didde thenne return to free Urbs Novum from thee Clutches of thee Redde Wizzard. Alas, there arose fromme Y nearby Sacred Welle a great lamente, withe a cloud of Blacke and thee sounds of brazen hornes, and



thee skeletal horde of Y Dread Fouwndere of Y Empire didde issue forthe to doo battel. Alle thee wile there was a greate Crye fromme the welle, sayinge "who disturbes thee pease of Thee Lorde". It is alleged in hushed circles thatte thee culprit for waking the Dredd Lorde was thee Marcus Sommerus, whiyle seeking hyse fortune in thee Nether Worlde who hadde caused thee Uppsette.

Thee Battel caused mannie casualties to thee Evil Skeletal horde, though a Dire Wounde was dun to Myne Person, and I was borne from thee field by mye loyal vassals. I was tended on thee field by her Serenity Ladie Antiseptika, and after consummyng of her potions I didde find myself backe at the place where our queste had started wun monthe ago. We didde find thee forces of Lorde Gusshe besieged by thee evil forces of Y Klive Maclowde. As reporte of mye fallynge had beene spoken through thee evil forces, there was grate lament in Maclowdes horde as they didde sette eyes on mie visage grymme, and they didde flee.

Atte thee ende of thee Warre, thee forces of thee Eville Wunne didde prevail, and a Grate Darknesse has fallen on thee landes of thee Doricke Empire. A Grate Shadowe hase fallen, and thee taxes on thee persons are a sore tribulation.

Thee Darke Wunne has set an overseer on the lande, and hyse name is one of trickerye, for ytte is that of a man of peace, but Hysse fortune has been made from thee spoiles of Warre.

The following beinge a tabel of thee listes in the recente warre in the old Doricke Empire, with y personal fortunes at thee end of thee warre.

#### Thee Forces of Lyte

Marcus Sommerus	77 measures of golde and wunne cittie
Sire Eustace Wybblye	20 measures of golde and noe citties
Sire Terence of the Bridge at Shoes	17 measures of golde and wunne cittie
Sire Ewan Munrow	54 measures of golde and wunne cittie
Sr Christopherus Averus	11 measures of golde and two citties
Lorde Gusshe	16 measures of golde and noe citties

#### Thee Forces of Darknesse

Johannes Hurst	70 measures of golde and two citties
Klive Maclowde	89 measures of golde and two citties
Blacke Malcolm	119 measures of golde and noe citties "Thee Dove of Doricum Municipum"
Mikhail Nevtonne	81 measures of golde and noe citties
Paulus Kohlbrucke	32 measures of golde and wunne cittie
Antonius Wiatte	105 measures of golde and wunne cittie "Thee Redde Wizzard"

# **Multitudes of the Things**

## **Using HoTT for Mass Battles**

**Alan Butler**

### **Introduction**

There has been considerable interest in WRGs' "Hordes of the Things" (HoTT) rules in the Society, and many members now possess several 15mm fantasy HoTT armies.<sup>1</sup> The rules work well for one-off battles, but it seems about time the Society had a framework for larger games involving several players a side and hundreds of figures. To this end, here is a flexible system of modifications which can be used for big HoTT battles, based on WRGs DBM rules. All distances are in inches. If you use them, let me know how you got on.

### **Commands**

One player is designated the Commander in Chief, and the others are subordinate generals. Each player has his own general's element and his own command of elements, but they do not have to be of equal size. Troops are allocated by the C in C. As usual, no command can have more than half its total points of 6/4/3 AP elements, and only that of the C in C can include gods, dragons or lurkers. Up to 3 subordinate generals can be players, more than 3 must be "allied", which can be players or not. Extra subordinate generals cost an extra 4 points each, allied generals cost an extra 2 points.

### **PIP dicing**

The C in C throws all the dice for on-table commands, and then allocates PIP dice to players. Allied generals and flank marchers are diced for separately. PIP dice can continue to be thrown after a general's element has been lost, but his troops won't fight as effectively.

### **Deployment**

Commands are set up on the table alternately, starting with the attacker with the largest number of elements, then the defender with the largest number of elements and so on. The defender sets up 6 in from his table edge, the attacker 3 in, assuming a table 24 across. Neither side can set up within 3 of the table edge. If using a larger table, set up 15 apart. The defenders take the first bound.

### **Flank marches**

One general and his command can be sent on a flank march on each flank. The flank is recorded during deployment. The general needs 6 PIPs to arrive, and the flank declared, and the opponents asked if they also have off table troops on that flank. If both sides have a flank force, the one with the smaller number of elements is driven back, arriving next bound on that table edge and makes a 'flee' move. The larger command arrives next bound. Unopposed flank marchers arrive anywhere in the opponents half of the specified flank by tactical or march moves, in the next bound. Any enemy element within 3 and in sight must make a 'flee' move away from that table edge, unless in close combat.

### **March moves**

These expend PIPs exactly as tactical moves, but can not start or end closer to an enemy than 4. An element or group can not make march and tactical moves in the same bound, but can make as many march moves as there are PIPs available.

### **Unreliable allies**

An allied general whose first PIP dice is 1 or 2 is unreliable. His troops will not shoot or move closer to the enemy than 6, until he scores 6 for his PIP dice, or the enemy shoots or moves into contact with his troops. If an unreliable general scores 1 or 2 again with his PIP dice, he changes sides.

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<sup>1</sup> Do you possess an Undead army, or does it possess you??

## **Demoralisation**

This affects a command when 1/2 of the original AP have been lost, or the general is lost and his next PIP dice is not greater than 1/2 the AP currently lost. A demoralised command can make 1 tactical move, and the other PIPs are used to halt groups or elements. Other elements flee towards their base table edge.

## **Victory and Defeat**

A side which at the end of any bound has lost either its C in C or half its AP, and has also lost more AP than the other side, or that has lost its stronghold, must flee off the battlefield. Elements can be lost by demoralisation or changing sides.

## **SALVO !**

### **Classic Naval Gun Actions, by Bernard Edwards**

**Published (in Great Britain) by Arms and Armour Press ISBN 1 85409 241 3**

**Price (in UK) about £15.00**

### **A book review by Andrew Finch**

This is an excellent book which examines 18 gun actions from the Yalu River in September 1894 to Surigao Strait in October 1944.

Bernard Edwards is an established maritime author, and saw service at sea in World War 2 as a cadet. Bernard Edwards is an established maritime author, and saw service at sea in World War 2 as a cadet. He later saw service as a navigating officer and captain serving all round the world.

The style is easy to read and is interesting, especially from a wargaming point of view, because all the engagements described are small enough to recreate on the table. Most are illustrated by maps as well, and the book is well illustrated with photos.

There are some interesting engagements reported, such as the Carmania and Cap Trafalgar fight in WW1 between (essentially) to liners serving as Armed Merchant Cruisers. In World War 2 there is the similar incident between the Stephen Hopkins and the Stier. The account of the fight between the Kormoran and HMAS Sydney is also interesting. The only reports of the fight are from German survivors, and the account leaves in the air the little mystery of why the captain of the Sydney, encountering a definitely suspect ship, closed to within a mile and never closed up for action when approaching.

The Battle of Yalu River account is also illuminating on how war can come about due to a steering failure in the Chinese line.

The report on the early Pacific War battle of Savo Island in particular is also interesting. The amount of friendly fire inflicted by the US navy was appalling, as was the incessant use of TBS (Talk Between Ship) radio which enabled the Japanese to know where the Allied ships were located.

Communication, or lack thereof, was the great failure in the British navy in World War 1. There are several accounts in which it was clear that British cruisers sighted the enemy but never reported this to the rest of the fleet. The result was often the loss of the sighting ship due to eagerness (madness?) to get to grips with a superior force, and the escape of the Germans.

This is a thoroughly good read, and highly recommended.

## An Approach to Naval Wargames Rules

### (and rules in General)

by Andrew Finch

In correspondence with Nathan Forney of the Naval Wargaming Review (an excellent publication I must add), he asked for me to consider an article on Naval Wargames rules for the period 1880-1945. I have been considering what is available for some time, and was planning to try to create a set of rules myself. This is easier said than done.

Firstly, let me say what was wanted as an end result.

In the gaming environment where I play there is a group of players who have come to the conclusion that many sets of rules are unrealistic (insofar as any set of rules can be termed "realistic") because of two things. Movement is very slow and it takes about two hours to shuffle into position, then after a couple of turns of combat most of the troops are dead, ships are sunk, whatever. Armies fight until they are exhausted.

What is more desirable is to have a set of rules which play fast, give a definite result, and last a limited number of turns. This last is especially important, because in real life objectives are set to be held, sunk, captured by a certain time.

In sets of rules our "sub-group" have created we have specifically set two things: a maximum length of game of about 6 turns, and a set of rules defining the LOSER of the battle. The criteria for this are checked at the end of every turn. This means that you have to weigh up the need to capture objectives and not lose troops/ships/aircraft while doing so (just like real life). You cannot carry on regardless until the morale of all your forces breaks.

Let us look at what is available at present, (in Great Britain):

General Quarters is very popular. These are good for large scale actions, but I dislike the gunnery system because too much is left to chance, and the range of effects is rather limited. The gunnery chart cuts down on some of the tedious penetration checks, but is still unsatisfying. The actual gunnery system with an attacker: defender ratio is reminiscent of a boardgame. I feel that the rules also lack the necessary detail to create record sheets for ships not included in their booklets.

Perfidious Albion (in which I must declare an "interest") offers a set of fairly detailed rules for the Pre-Dreadnought or early WW1 game. The system is quite simple in itself, though the creation of the ship record cards can be quite complicated. This set of rules is very satisfying if fighting a small action with about 6-8 ships per player, or a larger action in which players all get a division of ships. Game speed, ranges, etc. are all reasonable in this set of rules. Gunnery is based on a pre-calculated table of "to-hit" chances for gun types/calibres, which total up to give a number of target straddles. For each one, a D10 and a D6 are rolled against the target ship, whose record card is centred on a 10 by 6 grid. The box determined by the die roll determines the bit of the ship hit. Test for armour penetration, and if successful cross off the box. This allows for ships to be sunk with all guns still working, for the guns to all be shot out but the ship survives, for the magazine to be penetrated. It is very realistic, and can move quite fast unless you are using ships which generate a high volume of fire. We have considered a salvo fire option to cover this, in fact.

These rules work very well for the era in which they are set. It was intended to expand them forwards into WW1, but this would have broken the back of the rules (as it were). There are plans by the author (John Hurst) to expand them backwards to about 1870 or thereabouts, which would be more interesting as there are not really any rules covering that period.

"Flotilla" by Bill Gilpin in Glasgow offers a set of rules for WW2 specifically. These are extremely detailed, and as a result play quite slowly. There are some complexities in them, as well as some excellent ideas. The game is played on a hex area. Gunnery is carried out by placing a salvo marker where you think the target will be at the end of his movement. When firing takes place, the number of "splashes" is determined and for each one you can move the marker nearer to the actual target, and also hit other targets on the way.

When it comes down to it, each set of rules suits a different sort of player.

What I am looking for is a set of rules along the following lines.

They should be fast paced, so much so that players can make tactical mistakes, just like real life, by not keeping an eye on what is going on around them. We looked at an idea in which the ships had a move distance based on their

maximum speed, but they were allowed to move any distance up to that speed. The turn was regarded as a half hour turn, there were limited numbers of manoeuvres possible based on the size and speed of the ship. This simulated the effect of a ship moving away from the enemy and returning ten minutes later. It also meant that a proper tactical move could be executed by both sides. This type of movement gives a fast game, and allows ships which are slowed down by damage to move in an appropriate manner.

On the subject of gunnery, I feel that many sets of rules follow the system of damaging small sections of the target bit by bit over a long period of time. Whilst I accept that such fire does quite a lot of damage, it rarely causes a warship to be lost. Ships are sunk by the Critical Hits, not by the peashooters. I therefore proposed a system which somehow allowed a number of effective hits for each type of gun, assuming the shell from that gun would penetrate at a given range. The roll to hit was made on a turret by turret basis, or as a broadside salvo, with benefits for either type of fire. The Broadside gave a better chance of one hit, while firing turrets separately gave a smaller chance of a "Crit." but more of them if you were lucky.

The intention here was to factor in modifiers for the most important effects such as range, weather, first fire on target, gunlaying/director systems, etc.

While the system works well in theory, the first run at it failed to take into account relative rates of fire.

The difficult part of naval warfare is the role of the torpedo. I have never seen a set of rules which is satisfying (with the exception of *Perfidious Albion*, where torpedo ranges are very short anyway). Many systems call for the player to work out where to fire the torpedoes. This is never easy, and no player has the training that a Torpedo crew have. To my mind, resolution of Torpedo Fire should be carried out the instant it happens. It is very difficult to play a satisfactory game where torpedo tracks have to be memorised by the firing player. The best other alternative I have seen was a proposed modification to the *Seapower III* rules published in the *NWR* last year, which modified the hit ratio by ever worsening odds as the turns progressed. In this case, it is not necessary to actually mark the tracks, just the firing point, and speed of the target when the torpedoes were fired. When the ship in the correct range bracket for the torpedo's move distance in that turn, the hit is resolved. This system allows a Japanese division to fire a mass of torpedoes at a target group of ships at very long range (which is historically correct). At extreme range you can test for all the target ships using the same hit ratio. In such cases it is quite likely that a torpedo fired at one ship will hit a different target, and that has to be taken into account. Perhaps a ship should be potentially attacked by the spread aimed at it, and also attacked by the equivalent of, say, half the spread fired at each of the friendly ships adjacent to it (no intervening ship) and within the friendly ship's length of the primary target.

Of course we must not forget naval aviation for World War 2, and even for World War 1.

There is a need for a simple set of rules which take into account the various different types of aircraft, dogfighting, attack types, Flak effects. These are always best done by allocating a points value to aircraft, so that dogfights can take place based on combat factors. AA fire can take some more down, and aircraft can attack using a range system depending on the attack type.

As I recall, *Seapower III* has some very good rules for air attacks.

I would ignore completely mines and submarines, other than as special scenario effects before or after a game, as a random event perhaps, rolled for each ship before or after the battle. This would be in keeping with real life, as quite often some technical hitch caused over-worked warships to break down just before an engagement, or some lurking submarine to sink or damage ships before they got to the action, or after the event.

Finally, a good game should allow for bits to get damaged, and equally for them to be repaired during the game, especially if we are using a longer half-hour move turn. Damage control should be allowed, expressed as a function of the ship size and what state it is in currently.

A good set of rules should also allow players to put together stats for the ships they are using themselves. There should be a points value calculation based on ship capabilities, with modifiers for the crew type and competence. Commanders should be determined at random (at least at the start of a campaign). They may be completely incompetent, or determined and brave. This should have an effect on the game.

I would be very interested in entering into correspondence with other readers on the subject of rules and rule creation.

If anyone is interested in more details of a couple of the rules mentioned above:

*Flotilla* is available from Bill Gilpin, 7 Dalbeth Road, Glasgow, G32 8PY, Scotland. Price when I bought my set was £45.00 plus postage. *Perfidious Albion* is available from myself.

## **The Back Page**

### **The Church Hall**

As you are all aware, there has been some uncertainty for the Society in that the Church is trying to develop a new meeting room as the Church itself, and this leads to a question about the future of the hall.

The current situation (end November 1995) is that they have obtained planning permission for the land on which the hall is located. The purpose of this is that the site would be sold to a developer with the planning permission already agreed.

The next step is that the Church has to launch an appeal to achieve a certain amount of money towards the project. My understanding is that when the sum is reached, the hall would be sold to a developer.

The time scales, which are at best only guidelines, are that the appeal will be launched immediately, and the date at which matters to us (i.e. kick out date) is not expected until towards the END of 1996 (due to the large sums of money involved). This means that we have around 9 months grace, though I would imagine that the end of 1996 is a more likely date.

In view of this, it is clear that your committee made the right decision to hold on for one more year. However, as the planning permission has now been obtained, more than one year might be very risky.

### **Jutland**

#### **A planned battle**

by Andrew Finch

As has been mentioned in the dates for the diary for about a year now, we want to put on a Jutland. The obvious date to re-do it is at the end of May 1996 (the last weekend is a bank holiday).

There are a number of re-enactments taking place around the country to celebrate the 80-th anniversary, and as I get details I will put them in the Diary page.

At the moment, I am looking for four players to actually command the game (Jellicoe, Beatty, Scheer and Hipper), and we will need a large number of players.

I would ideally like to run the game with the two commanders in chief in splendid isolation reacting to information fed to them by their subordinates. The two seconds in command would be in the body of the hall.

There would be some map moving and possibly small actions on Thursday Evening meetings, with the main action(s) taking place on the day chosen.

The intention is to use General Quarters, though we may by then have some simpler rules of our own. At present, plan on using General Quarters. If we are going to use our own rules, these will have to be ready for a dry run not later than March. This separate project is mentioned in this Rank and File, and if you feel you can contribute to it in any way, please get in touch with me.

The models will be provided by myself. I have still got the Grand Fleet to paint, but Christmas is coming and my rule projects are getting fat = ready for printing.

My original intention was to use the floor of the hall, but as most of us are old and creaky, it will probably be possible to break the sea up into areas of ocean on 8 x 4 tables. (this will also save the ships from unintended critical hits).

If you are interested in playing or leading in this game, and have a preference for sides, please let me know. When I have enough interest, I will allocate players to the characters they have chosen. If several people choose the same character, I will try and fit players to the commands as near as possible to what was requested.