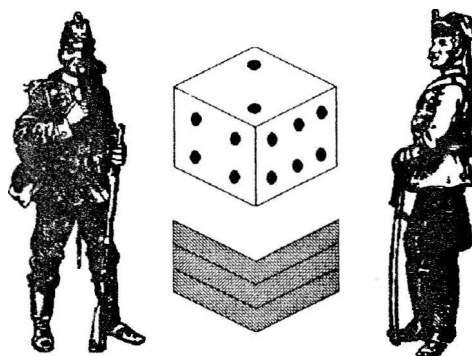


# Rank and File



**August 1995**

**Journal of the Tunbridge Wells Wargames Society**

**Issue 95/4**

## **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.

## **Sunday Catering**

At Sunday meetings tea and coffee making supplies will be available, and the kettle will be filled and heated up, however it is up to individuals to make their own tea or coffee, as at Thursday meetings.

## **Magazine delivery**

Each new magazine will be available at the Sunday meeting after publication, and also to the Thursday meetings for about two weeks. After that, anyone who has not yet received a magazine will receive it by post. After all, if you are a member and have been unable for various reasons to get to a meeting, you are still entitled to the mag.

## Dates for your diary

20th August **Edgehill** ACW one day campaign  
27th August **Broadsword** Loughton  
3rd September **Bring & Buy**  
27th September **Committee Meeting**  
1st October  
5th November **Committee Election**  
3rd December **AGM**

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

One Day HoTT campaign in November (The Awful against the Lawful).

One day naval battle Jutland. This will probably be in December.

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

## TWWS Rules Corner

This section is devoted to details of the rules available through members of the Club. I would like to see entries from other club members with details of the rules they have produced, the price, and any other thoughts they have.

### **Rules for Sale**

Naval Pre-Dreadnought rules for sale: **"Perfidious Albion"**

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

**Advance orders are being taken for:**

**"Shooting Stars"** SF Dogfight Rules including campaign system. (Ready by September meeting)

**"Angels One Five"** WW2 era Dogfight rules including campaign system. (Ready by September meeting)

For any of these sets of rules, contact Andrew Finch who has a supply of them. All are produced by our own members to a high standard. The price for TWWS members is £4.00 (the normal price being £5.00).

Others rules in the pipeline in the "Dogfight" series are "Stringbags" dealing with World War One, and "Rolling Thunder" which deals with the Jet Age. These will probably be ready before the end of the year. All use the same generic system, so if you have used one set, the other sets are easy to pick up as well.

After our trip to Eastbourne, of which more anon, both Clive and myself have become trapped in the 1/285 scale WW2 era (GHQ have a lot to answer for). In conversation on the way back, I said that I would like to put together a set of rules for this period, and some ideas for these have come to mind while trapped in hot commuter trains. I share these with you in an article below.

I have also fallen victim to WW2 naval as well, but in 1/2400th using GHQ ships. They are fantastic.

## Another Day at the Seaside

### **Report by Andrew Finch**

Clive, Hugh, John, Alan, Chris and myself attending the Eastbourne MAA show again this year. TWWS has supported this now for the last two years at least, and I think it is getting better each year.

We put on a Demo game of John's "Perfidious Albion" rules, which was quite appropriate for the fort in which the show is held. This game was Russians against French (for a change) assuming that the Russians had shelled Calais in the belief that it was Yokohama, on their way to Tsu Shima. We played the same game on both days and on both days it was a close run thing, with I think a margin in favour of the French on both occasions.

A new appearance among the traders was Chiltern Miniatures. They are a UK mail order stockist for GHQ models, and they had the entire range with them. The detailing is very very good on both the vehicles and the ships. I have fallen into the 1/2400th ship trap for WW2. GHQ have changed over to using pewter, with a resulting improvement in detail.

Other usual traders were there, and the bring and buy was well frequented. This was a new step (at least in my experience) in that Eastbourne contracted it out to JJ McF to run for them. While it ran OK, I was a bit put out to have to pay him 50p, admittedly a one off fee per person, while also paying 10% to Eastbourne MAA.

They had the usual demos by the Garde Imperiale, though they could have done with some good drilling I feel. Unfortunately, it was felt necessary to fire off the muskets every hour. On Sunday they were down in the courtyard as well, so it was deafening.

The Saturday is a better day to go, there are more wargamers around. I suppose the wives/girlfriends get let loose in the shopping centre while the men go to the show. On Sunday, there are more casual visitors, who are not really interested in the wargames show, and can be a bit of a nuisance.

On the whole, it was a good do. My thanks on behalf of the passengers to Hugh and Chris who did the driving.

**And Now...**

## **Portable Sea**

To provide a playing area for Eastbourne, with a suitable colour scheme for a naval game, proved difficult. I could not carry my well known collapsible table, mentioned in an earlier Rank and File, and a cloth did not feel right. Some lateral thinking made me look at floor tiles, and lo and behold in B&Q there was sea in profusion.

The Marley Floor tile with colour batch number M39910 PA148A is a restful blue grey shade with a watery striation in the moulding. These are self adhesive, so the next step was how to use them easily. The solution to this was the purchase of artist's mounting board, Cross' in Tonbridge stock it with various coloured backs. I bought a pale olive green batch, which will be used as the play area for the dogfight games (this will be subject of another article).

Stick the tiles down, with the direction of the "waves" in the same direction, preferably across the width of the mounting board. 6 tiles will cover the board, and be sticking out on two sides. These are thin tiles and easy to cut with a craft knife. Sensible people will keep the offcuts to mount their ship models on - of course I thought of that after the bin men had been. In this case, just stick paper on the sticky side, and you can even write ship details on it.

I prepared 6 mounting boards, which worked very well. I also plan to do some more to provide both beach (there is a very good Marley sand colour) and cliffs. The original plan was to make 2 foot by 2 foot geomorphic tiles, but the mounting board is A1, and 23 and a half inches long.

These sizes also fit easily in the boot of a car, and a fairly stable. To store them, I have just put them flat in the bottom of the wardrobe (with my TSS tiles on top). The cost of the lot, with some spare tiles in fact, was £24 for the tiles and about £12 for the mounting board.

## **A Cry for Help**

**Andrew Finch**

Some time ago (probably 1990) I sold to someone (or two people) in the club then, and hopefully still in the club, two sets of naval rules. One was called Action Stations by an American named Zimm, which used some small card counters to resolve gunfire after some rather nifty calculations.

The other set was by another American concern called Alnavco, and had a set of rules with record sheets and some special dice. There were 10 coloured dice and four special dice, which did the crits.

I would like to hear from whoever bought these from me (because I want to develop some WW1 and WW2 rules and there were useful ideas in both these sets). Here is a chance to make a profit. If you still have them or know where they are, or would lend them back to me so I can make a copy, please let me know.

## **WW2 Land Rules for 1/300th-ish**

### **Some thoughts**

**by Andrew Finch**

These are just disjointed thoughts at the moment, and I would be glad for them to be shot down.

1. Scale of the action. Do I want company level or battalion level ? I am not sure really, but it seems that it could be made to suit what ever you want.
2. Distances. Centimetres probably would be used, with vehicle movement governed by actual speed possibly, so 15mph equals 15cm.
3. Command. The DBA/DBM system of command points would be a useful basis to work to. Clive has suggested that the number of points could be varied for nationality and troop type. This could of course be allowed for in the points system at the start as well. As he says, the Germans should be able to sneak around more (i.e. break units down to smaller groups), while most British should be in a mob.
4. Orders. Detachments (platoons) would get order markers as in Laserzone, which would determine how they could act in the turn. There would also be support cards, again as in Laserzone, with typical WW2 support types available. Artillery fire would be from support units off table.
5. Troop quality. This is a must. I envisage 5 grades, for rule mechanics and D6s mainly. They would be Elite (+2), Veteran (+1), Regular, Poor (-1), and Conscript (-2). Troops Quality would be used for virtually every action, so a Regular squad would get 5 small arms points, possibly, modified by his troop type. Using an opposed D6 roll, with modifiers for range, target type, etc., could give the results we want. Depending on the score, the target would be pinned, or pushed back, or a casualty.
6. Casualties. I would like to use the concept of a casualty, so neither side knows if the element is dead, shamming, cowering, or untouched, until the casualty attempts another action. Medics would mean that he has a good chance of saying "tis but a scratch", whereas an attempt by conscripts should normally mean that they have melted into the undergrowth.
7. Tank vs. Tank. Again, an opposed dice roll, using George's gun system. You would pitch gun class (at a given range) plus troop type plus effects, against target armour, troop type, and effects. Both get a D6, a win means pushed back, double means destroyed.
8. Artillery. Some on table direct HE would be allowed, of course. Off table barrages would also be allowed, and the effect we used in Laserzone was to cause a "morale check" type test on all victims of artillery fire from the previous turn (they were marked as harassed) after orders had been revealed. If they failed, the orders were replaced with something appropriate. This would allow barrages to be placed to prevent access, and allows harassing fire to unnerve troops.
9. Air power. Well, we have our WW2 dogfight rules already to cover the air to air combat, which could be lifted as is, or scaled to fit if necessary.
10. Naval landings would also be a possibility.

I would be interested in hearing from anyone interested in collaborating on the production of this set with ideas, playtesting, etc. Start of work on these rules would not be until September.

## **A day in Dorset**

**by Andrew Finch**

What, him again !

On my way back from holiday, we diverted to Bournemouth for a couple of nights, so I could call at the Tank Museum. The last time I was there was with Tim, many years ago, when we went down by train.

It has certainly changed a lot. There is plenty of captured debris from the Gulf scattered around and they are clearly putting together some more items for the displays.

Outside, access has now been altered, so it is best to approach from the road from Wool, otherwise you take a short detour round to the car park entrance. This is also new (before you parked almost anywhere opposite). There is a new entrance, and admission is now £5.00 per person. There are concessions, and I think there is a family ticket. The guidebook at £1.50 is also helpful and well illustrated.

The exhibits are now better laid out and split into periods. The machines that were there before are still there, though there are also some new items for all periods, some of which were dug up in the 70s and 80s from various estates. The actual histories of the vehicles on show are very interesting. The original typed vehicle description plaques are nearly all still there, but there are now new larger description plates with each vehicle, giving the provenance.

I was interested to note that several of the German exhibits were actually completed after the war in the German factories by the British army engineers. Also interesting is the fact that they are working on the Tiger I to restore it to working condition, which would make it the only working Tiger I left in the world.

There are new halls for the post war period and the modern period, with plenty of space for new exhibits in this last hall.

The impression overall is that the place is more airy and there is more light for photography than there was. It will still be quite hot in Summer I think.

One excellent improvement is a large self service cafeteria, serving reasonably priced fare and excellent coffee.

The shop is well stocked for all the family, as you come to expect nowadays. There are toys for the kids, models for the enthusiast, books for the expert, and tea towels for the wife. Alas, no more Bellona plans though.

What ever happened to the idea of a club visit ?

A couple of other tips. On the road from Lulworth, past Lulworth camp towards Corfe there is now a car park by the firing ranges, so you can park and watch. When I was there they were firing both infantry support weapons and tanks - we heard rather than saw because we went on to...

**Lulworth Castle**

Now owned by English Heritage, this has been restored outside to its condition immediately before a devastating fire just before the Second World War. Access is also possible to the top of the Tower, with excellent views all round on a clear day.

## **Powys Castle**

If you are ever near Welshpool, this is well worth a visit. It is National Trust, with an excellent terraced garden, good tea room, and the house is also well worth a visit. Of most interest is the Clive of India exhibition, which shows the treasures brought back from India by Clive's daughter in law (I think). It includes many relics of Tippu Sultan. There is a very good audio visual presentation (15 mins) explaining the relationship between Clive, his family, and Powys.

## **And Finally...**

This issue has been a bit one sided, but I wanted to share some of the above thoughts with you. I am in need of glittering prose for the next issue, which will not appear until October.

Another reason for the appearance of this issue is the question of the future of the hall.

The Committee feels that we need to make sure that everyone in the Society is involved in the decision about the future of where we meet. We were criticised, after the event, when we changed from the Pub to the Hall for our weekly meetings. For this reason, we are giving every one of you a chance to make your mark in the decision process.

With the magazine you will find a summary sheet of the current situation, with our assessment of our immediate options.

You are requested to study this carefully, and return the bottom half of the sheet to Andrew Finch by the September meeting. If you are not going to be at that meeting, please send it by post. On the basis of your comments, the committee will take a decision regarding the future at a committee meeting during September (the date is shown in the list of events). If you want to discuss the issue with any of the committee members, feel free to do so.