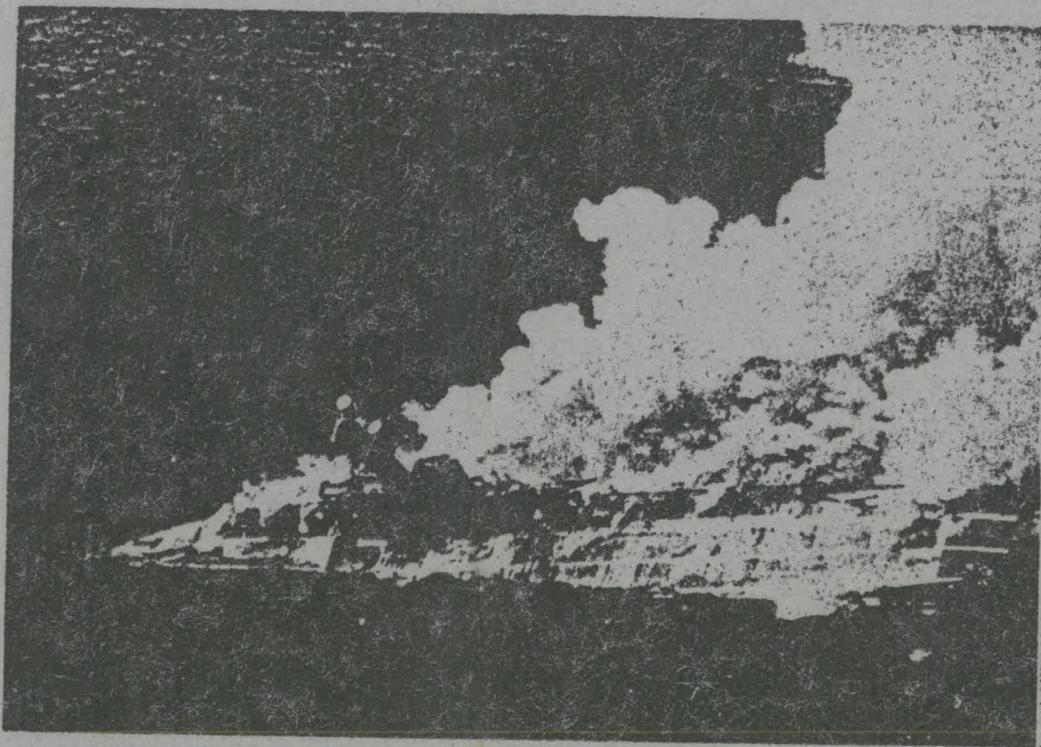


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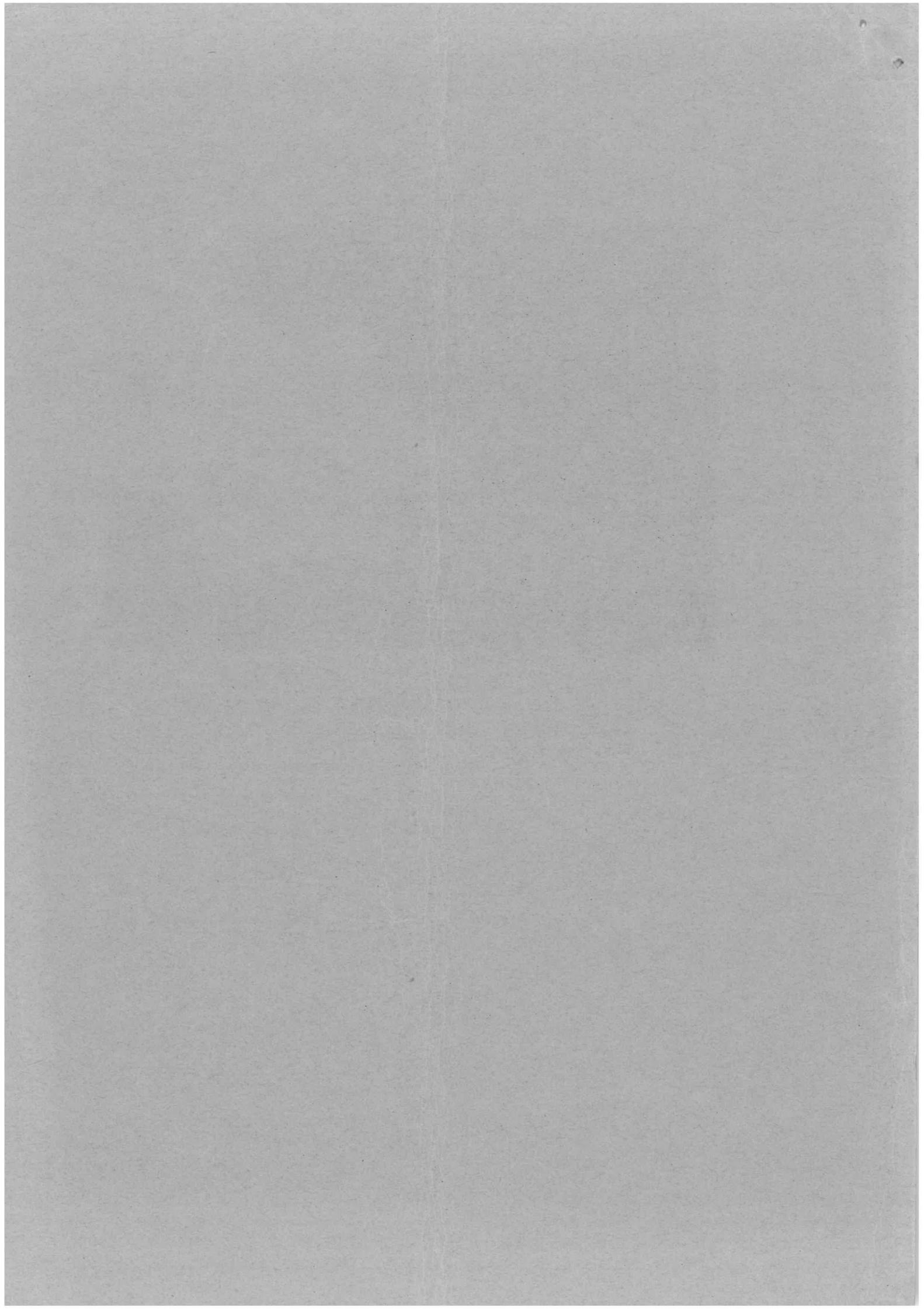


Imperial War Museum

Centre: On April 9 it was the turn of the ancient aircraft-carrier *Hermes*, which was sunk within 20 minutes by 90 Japanese strike aircraft; lost on the same day were a destroyer, a corvette, a tanker, and a fleet auxiliary ship. ▽ The tracks of the Japanese sweeps into the Indian Ocean; when the Japanese carrier force withdrew, it was 'to the considerable relief of the British'

Queensland Wargamer

NOVEMBER, 1983



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2.

EDITORIAL.

This is only the third edition of the magazine this year, mainly due to troubles with membership and general apathy of those members there are.

On the 1st of October the club had its Annual General meeting where the new executive was elected. These dedicated people are as follows;

President; Alan Bradley.

Treasurer; Jack Ford.

Secretary; Steven Low.

The position of Editor, obviously, has fallen back into my grasp and I shall be calling upon victims shortly for contributions. The only concrete decision made at the meeting was the fact that the club is now associated with the Brisbane Wargames Society, members of either club count as members of both. It was recommended that all members of QUGS attend the monthly meetings of the BWS.

Gamers are a very single minded group of people, especially when it comes to deciding who is a gamer and who isn't. Thus you may note that I refrain from the word 'wargamer'. For a start the word is seriously outdated. As the hobby becomes more popular and the range and type of people involved expands, we will come to the notice of the 'general public', and no matter how you feel the inclusion of the word 'war' is a definite negative. I am sure everyone has experienced the reaction from the non-educated when you eagerly announce your past-time, "I'm a wargamer". You then either receive several minutes of paternalising questions and hidden smirks, or you spend the same period of time trying to justify your participation in what has been an anti-social activity in the past.

The use of the alternate term 'gamer' will help not only to allay the fears of those people who do not appreciate that fact that a 'wargamer' has little real interest in seeing the world plunged into a genocidal act of aggression, but also the purest who does not believe a certain style of gaming is wargaming. It might also help to stimulate genuine interest in the subject via a rather blatant innuendo. Terms such as 'I play adult simulation games' or 'I play adult indoor games' will help introduce the subject with a touch of humour. I remember last year when I drew up signs for one of our university functions, I used the term 'Indoor Adult Simulation Games', this brought immediate uproar in the office when my work mates saw it. (and I did a quick amendment, you may notice that the insertion of a single 't' would completely destroy the intent of the sign and being at university....) But at the

same time it allowed a much easier method of introducing the subject to them (they still think I'm looney, but I am now a socially acceptable looney).

The use of an alternate label may also help to overcome the inbuilt feelings of guilt that most new interest groups feel. I remember back in the late sixties, early seventies the science fiction groups suffered the same treatment we seem to be getting past now. As a point of interest I would be fascinated to know how many people talk about gaming outside their gaming friends, gaming does not blend well with a normal social life (of course there are those who don't have a social life outside of gaming).

Finally, as I passed over earlier, the use of a term like 'gamer' also puts paid to those purists who consider figurine gaming as the only true form. These staid old timers can keep their labels while the rest of us get down to enjoying the full gamut of games available in all their various forms.

DEVIOUS DEATH.

By DECRUD.

As a Dungeon Master of some standing I have, in my time, developed interesting ways of reducing characters to choice cuts. Of course any idiot can pulverise a party with a 100 ton stone monolith, skewer them with a needle sharp telephone pole fired from behind or chop them to chutney by sucking them into a giant +4 kitchen whizz. However I prefer to use good old fashioned deviousness. I love to smell the stench of fear as the players find death and danger coming from totally unexpected quarters, or as obvious traps reveal well hidden, and dangerous, objectives!

In short, traps within traps, and if you can manage it, within traps! The joy of adding insult to injury, innocence occasioning bodily harm! To turn mega-characters into paranoid, gibbering wrecks, this is my joy! Of course, a little annoyance factor never hurts.

In short, why kill a party outright? Surely you can delve into the depths of your mind a scrape around the cesspit and come up with something devastating without being merely deadly?

The following is a trap sure to make 'brown floor stain removal parties' a necessary part of your dungeon! However, don't copy it, use it as a stepping stone to realise the power we DMs wield!

The party (low a level group as possible) enters the corridor and upon passing plate 2 will activate the plate via a pressure plate.

Continued.

RECENT ACQUISITIONS OF THE QUGS LIBRARY.

- a. Six Jedko counter trays.
- b. Magazines - Strategy & Tactics No 92, Iwa Jima plus game.
Breakout, the Australian Quarterly No 10.
The Courier, N.American Miniatures Magazine, Jan-Feb 83.
White Dwarf, Role Players Magazine, No's 30, 36-41.
Dragon, Role Players Magazine, No's 58 & 59.
(Donated by Eric Tapp.)
Play By Mail, American proposal from Schubel & Son.
The Kings Own, magazine of the King's School Wargaming and Military Modelling Society, Vol 4 No 1.
The Devil's Advocate, magazine of the Melbourne University D&D Society, No's 10 & 11.
Sabertache, Journal of the Australian Military History Society, No 5.
- c. Books - Timothy Hall, The Fall of Singapore No 5.
Ian Livingstone, Dicing with Dragons.
Osprey Men-at-Arms Series, Samurai Armies 1550-1615.
Osprey Men-at-Arms Series, Armies of the Crusades.

All club equipment is stored in the Games Cupboard which is situated in the Clubs & Societies Common Room Number 1, in the Relaxation Block of the Students Union Complex. The key to the cupboard can be obtained through contacting Jack Ford, who is employed as the Union's Postgraduate Organiser. Call into the Postgraduate office or phone 3711611.

QUGS MEETING DATES FOR 1984.

The Queensland University Games Society meets on the first Saturday of every month (usually) in the E.G.Whitlam Room of the Students Union Complex. Doors are open at 11.00 and meetings commence at 1.00

Here are the dates for meetings to be held in 1984;

- Sat 4th February - Orientation Week planning.
- Sat 3rd March.
- Sat 7th April.
- Sat 12th May - the first Sat is the Labour Day weekend.
- Sat 2nd June.
- Sat 4th August.
- Sat 9th September - first Sat is in mid-semester break.
- Sat 7th October.
- Sat 4th November.

Reminder, that members should bring along games to the meetings as

players can invariably be found from those attending, but to be safe you might bring a friend.

The club is also associated with the Brisbane Wargames Society which meets on the 3rd Sunday of each month at the Blind Society Hall, Vulture St, South Brisbane.

Devious Death Continued.

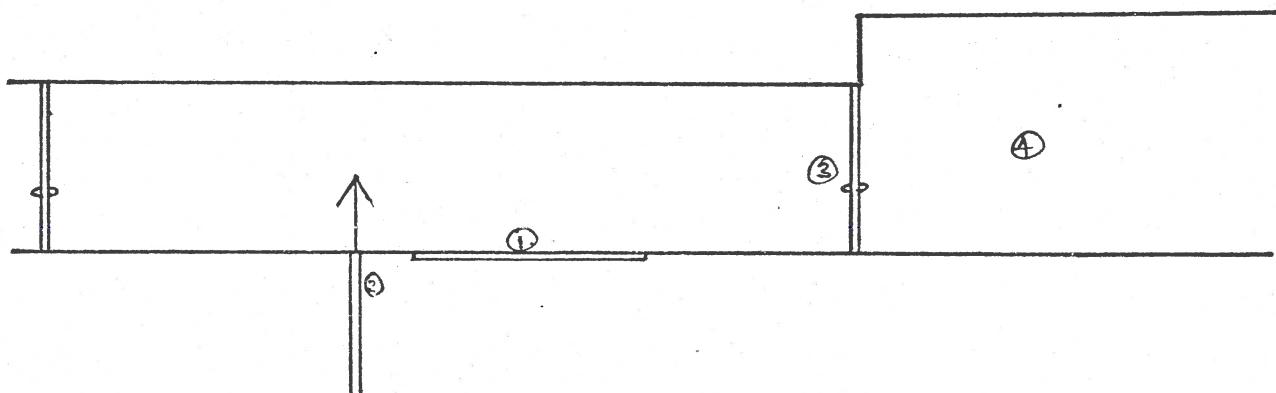
If the party listen at door (3) they will hear heavy breathing. A smell of sulphur will be noticed by all. If the door is opened the dragon (constructed of balsa wood) will leap forward and a high fidelity roar will issue forth from its bowels (figuratively speaking) As you all know, characters under 5th level must undergo a check (as in fear spell) upon confrontation with a dragon (they dont know its fake, do they?). The upshot of this is that the party will most likely high tail it and run smack into the stell plate which has risen silently up from the floor (spikes on the plate are optional). As if this wasnt bad enough, what a time for a surprise attack! If you're really nasty you could drop 1000 marbles into the passage to make the melee more interesting. I myself prefer to drop geese or ducks into the passage as it would add a new factor of utter disbelief and consternation into the melee.

You picture it?!

Remember, as a DM you are in a position of power, why not get some enjoyment out of it?

THE DRAGONS NON-PASSAGE.

1. Pressure plate.
2. Iron plate, hieght and width of corridor, plate is covered with illusion of continuing corridor ----
3. Door to dragons lair.
4. Fake dragon.



HOW TO FIGHT NAPOLEONIC WARGAMES WITH BAD DICE.

(Or good tactics with WRG rules)

Some people are habitual bad dice throwers, I know because I am one of them. I believe that this makes a good general, once you realise that you are unlucky you have to arrange your tactics so that luck does not play a significant part. This makes a winning general because those that rely on luck will find it when most needed, sooner or later.

I intend to give a few brief, elementary rules and practices which I have found successful in the time I have been wargaming.

BASIC RULES: a. is that it is easier to attack the defend.

b. that combined arms are essential and will beat more numerous single arms every time.

c. overwhelming concentration of force is always the aim at the point of action.

d. simple attack plans usually work in the absence of simple counter moves.

e. Never worry about casualties, morale is the most important aspect.

SELECTING YOUR ARMY: I believe that this subject needs a lot of further discussion in our magazines. People do get annoyed when confronted with trick or unusual armies. On the other hand nobody wants to have their army design dictated to them, especially by their opponents. I believe that we should all agree on guidelines which make all types of armies even but allow flexibility for people to design armies that suit them.

For the beginner, a couple of facts about army design. Firstly numbers of units are more important then numbers in units.

Cavalry; most important arm, you cannot have enough units.

- cuirassiers are not worth the points paid.
- veterans are good value, especially if light cavalry.
- a few irregulars are good value.

Infantry; lots of infantry units are essential.

- trained are the best value.
- rifles and light infantry are often a waste of points.

Artillery; the least effective arm and should be minimised.

- smaller the gun the better.
- guns are more effective then howitzers.
- trained or raw will do.
- rockets are a good terror weapon.

Finally it is important not to be outscouted if you intend to attack. If you can outscout your opponents all the better.

7.

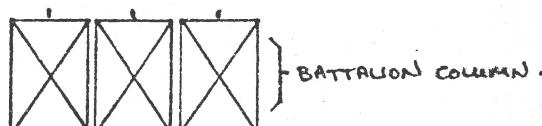
TERRAIN: the placing of terrain is one of the most important procedures in determining the outcome of the battle. Most people place terrain features at the extreme side of the table and far in the rear, so as to minimise their use. To me this leads to an uninteresting game. I like to place terrain features well forward and to string them right across the front of my enemy. This usually has two results; first he has to deploy forward, letting me attack him more quickly, and by spreading them across his whole front it encourages him to occupy all the features and so disperse his forces. If he does not occupy them all then you have a good base from which to launch an attack after you occupy it.

DEPLOYMENT: If you have outscouted your opponent then it is easy. Pick out his weak spot, concentrate your forces as close as possible to that point, then attack and destroy those forces before the rest of his army can intervene. Unsupported artillery, especially if deployed forward, constitutes a very weak section of a front and are worth a heap of points besides when you eliminate them.

If possible attack one of your enemies flanks. This gives the possibility of outflanking his end unit, so giving help when dicing for initiating charges and allows for more units to be bought to bear upon the end unit. If it is his right flank then the plus one for each enemy unit breaking has a multiplying effect and if skillfully employed can have his whole flank disappearing in one move. Usually you can destroy the flank before the rest of the enemies army can intervene. Also it is easier to get a clear line of fire from your artillery, placed in the centre, on a flank attack.

However, if his flanks are secure you will be forced to attack his centre. This does have the disadvantage of your enemy being able to concentrate fire against the head of your advance (crossing the 'T' effect) and enables him to concentrate his army faster. It also exposes your own flanks to counter attack. Although risky I have found that if the centre is weak, and it must be if the flanks are strong, then it can easily be broken and counter measures are generally piecemeal, and so easily dealt with. The important thing is to keep the initiative. Finally, with deployment remember to concentrate and to give depth to your attack. Units scattered about in 'penny pockets' are wasted.

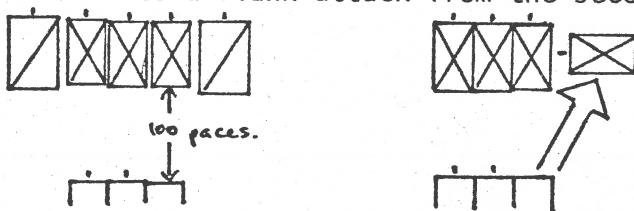
FORMATIONS: the basic formation that I like to employ is the battalions in single element columns side by side (massed divisional column). This



formation can advance quickly and manoeuvre easily. When confronted by a line it will exchange fire on an element to element basis, with the battalions taking casualties individually and so reducing the chance of adverse fire casualty morale throws, while the line will have to take all the shots into consideration when testing for morale. Also when testing to charge it is usually a one in three chance of getting a charge result. Therefore, with three tests available to you you should be able to get one to charge and the other two can support with fire.

A further benefit of this formation is that cavalry placed at the flanks can easily charge to all areas to the formation's front and can also counter charge to protect the infantry. The combination of infantry and cavalry in this formation is quite formidable, eg in an attack against an infantry line, the cavalry will charge automatically and the line will then have 3 against it for 'infantry in open charged by cavalry' plus any shooting casualties, usually three if in close range, and so will break. If the enemy counters by putting his infantry in square then you can use your own infantry to charge and shoot with advantage.

I use this basic formation as a building block. A front is made up of these blocks side by side with cavalry in between. It is essential to get depth in the deployment for the attack. To do this I like to place at least one of those 3 battalion formations 100 paces behind the first. Then if a battalion breaks in the front one from behind can be pushed forward to replace it. A pursuing enemy can be charged in the flank by the second line battalions. Also, enemy attempting to attack the flank of the first formation will expose itself to a flank attack from the second.



A further advantage is that the second line troops can be used to exploit the break-through achieved by the first line.

I believe that there are no unbeatable armies or tactics, only better ones. Also a good game is one which is hard fought with good tactics on both sides. Therefore I hope that my comments will give a few beginners something to think about and enable them to play a better and more enjoyable game.

THE ROLEMASTER SYSTEM.

A Fantasy Role Playing Game Review by Kevin Flynn.

Iron Crown Enterprises: Character Law, Spell Law, Arms Law and Claw Law.

For those looking for something different this is an ideal investment, even at the horribly inflated price you have to pay. Rolemaster is NOT a complete FRP game, it is a rules system for use in a FRP game, however some scenario packs (see later) assist admirably if one doesn't want to go to all the effort of developing or stealing a fantasy world.

Rolemaster has adopted probably the best elements of all the existing FRP's into a single system that, with only a few playability problems, all players will have some familiarity with. The idea of character levels is used but this does not represent the characters level of ability. For each level gained, via the old Exp Point system, the character will have a specific number of 'development points' which he will spend to gain skill levels. This, realistically, means that a 10th level fighter may be great with a sword but slack with a bow.

CHARACTER LAW is used to explain how a character is created and developed, along with the basic mechanics of game play. It is by far the most essential and complete booklet, but is also the most confusing. The system has adopted a lot of good ideas but seems to have had difficulty putting them together coherently.

Character creation is performed with d100 (as are nearly all rolls) for ten characteristics; Strength, Quickness, Presence, Intuition, Empathy, Constitution, Agility, Self Discipline, Memory and Reasoning. After this a second rolls is made to find the ultimate potential of the characteristics. Basically (and I simplify the system here) if you roll better than the first roll then your potential will be higher than what you start the game with. Every time you go up a level a check will also be made to see if any of your characteristics go up (or down?).

The 10 characteristics will determine the bonus's available to the character in specific skill areas. Free allocation of rolls is recommended so as to allow the player the choice of character class. The character classes available are;

Fighter; basic weapon and armour user.

Rogue; combination thief, fighter and a little magick thrown in.

Thief; common variety, allowance for magick.

Warrior Monk; martial arts expert, fighter type.

MAGICIAN, ILLUSIONISTS & ALCHEMISTS: the users of Essence Magick, with various degrees and styles of power.

CLERIC, ANIMIST & HEALER: the users of Channeling Magick.

MENTALIST, LAY HEALER & SEER: the users of Mind Magick, or Mentalism.

SORCEROR, MYSTIC & ASTROLOGER: combination magick users, each uses two of the three above types in the three possible combinations.

MONK: combination martial artist and Essence magick user.

BARD: combination fighter and thief and Mentalism magick user.

RANGER: combination fighter and Channelist magick user.

The next thing to do is to buy initial skills with the Developement Points derived from specific characteristics. Each class has different costs for different skills, so that a fighter can gain weapon skills very easily but spells are nearly impossible. Some of the more interesting skills you can get are;

Maneuvering in Armour; Rolmaster has a range of 20 different types of armour class, these 20 are further divided into 5 groups of 4 types representing the type of armour worn. The first 4 AT (armour types) are classed as clothing, the second as pliable leather, the third as rigid leather, the fourth as chain and the last as plate. To be able to wear armour without penalty you must buy the skill for the relevant group. This means that initially that all players will have to decide on the armour their character will be best suited for, it being very costly in DP to get a secondarmour group skill. The cost of the skill will also have effect, plate costs more then leather etc, and each class has a different cost.

Body Developement; wound points do not appear with the gaining of levels, you have to buy them. The system allows some types to buy two lots of dice per level, if they wish, while others only one dice. In this way fighters will pull ahead of MUs, not to mention the cost difference.

Adrenal Moves: several types of AM are available, each one relating to some superhuman physical effort that the character may practise so as to be able to call upon it at will.

All skills are rated in levels, if you have 0 level you are at natural ability less 25. This rating is added to a d100 and any other modifiers, if it total 100+ then the skill is successfully used. The first level of the skill changes the -25 to +5. Each level from the first to the tenth adds a further 5%, from 11th to 20 adds 2% etc till you get down to $\frac{1}{2}\%$ per level.

Character Law also contains several optional rules, some of which are quite good. Unfortunately there are a few that would be really good if only they were more complete.

At the core of the game system in many ways is the Maneuver Table. This is an interesting mechanism chart to determine if a particular maneuver has worked. The table has 9 columns from routine to absurd, representing the decided degree of difficulty. It takes a little getting used to and with the modifiers and adjustments that can be made, it requires a pretty good rapport with your players. Without this the whole things bogs down considerably. In fact, one of the great failings of the system (there aren't many) is that it takes time to look up modifiers and charts applicable to any one action. Intelligent and conversant players would solve most of this trouble.

ARMS LAW is mostly tables, lots of them. Thin cardboard with a weapon table on each side with some 30 weapons in all. Supported by further sheets of modifiers and misc information and a small booklet giving brief outlines of the combat sequence and some other interesting notes.

This is not worth buying unless you're going to buy the whole system. Combat features include five grades of critical hits, three types of critical hits, a fumble table, a critical strike for large creatures table and another for super large creatures table.

An interesting feature of the system is the assumption they make that a person in plate armour will get hit more often but receive less damage, the reverse being true for no armour.

Combat is resolved by d100 plus skill bonus plus modifiers, less defence, parry or other modifiers. The final number is matched to the weapon table versus the armour type and the damage found. Shields act as defence while your weapon attack value (offence bonus) can be converted to parrying but can not then be used in the attack roll.

Fine and magical armours will generally add to your defence and will not increase in armour type, eg, a fine chainmail shirt would rate AT14 with -10% defence bonus, whereas in D&D AT14 would convert to AT16. Some extremely fine magical armours will actually count as a higher type, mithril chainmail counts as platemail for example.

The critical hits tables are fairly good, most of the deadly hits are in the 10% group 99-00, so your character isn't going to snuff it too often. Some of the hit descriptions are quite imaginative.

CLAW LAW, without claw law you will have to equate creature weapons (claws, teeth) to human weapon equivalents. With Claw Law this is all solved, and very well done. The set is all tables and worth every penny. An excellent concept and resolution system for animal attacks. Along with 11 attack modes, matched to 5 sizes of strikes and yet another set of critical hit tables you also get a set of tables for

Martial Arts resolution. Martial artists by the way are rough, especially at high level, and combined with the optional (recommended) rules in Character Law they make Warrior Monks and Monks very interesting character classes. If you like martial arts then I thoroughly recommend this system, and along with the Animal attack tables this set is real value for money.

SPELL LAW is the most expensive and the most extensive. Four booklets, one rules and three of spells, with another stack of tables for spell resolution. If your wondering how many table you have by now its 48. Spell Law is the best part of the whole system with over 2000 spells in the three booklets, at least that's what they claim but actually a lot of spells are repeated in various forms so whether its 2000 'different' spells I don't know, there are enough however.

Three types of magick exist; Essence, Mentalism and Channeling. Essence is the classical MU magick, power drawn from the cosmos (the Force) and utilised in basically elemental forms (along with some great critical hit tables). Channeling is your standard clerical type, deriving power from some mystical being. Mentalism is the power of the Mind, dealing with spells to support the individual.

Each of the various MUs has a different benefit to compensate for any advantages gained. Essence users get tactical nuclear elemental attacks but cannot wear any kind of armour due to the need to have maximum contact with the ether. Mentalists can wear any sort of armour except helmets, their spells being supportive rather than aggressive. Clerics get to wear organic armour (leather) and get a mix in spell types.

Along with the straight MUs you also get the Hybrid spell-users, who can use two realms of magick but suffer the disadvantages of both realms. They are appropriately limited in the level of spells they may attain, only up to 20th level, except in special lists.

With the spell lists themselves, each character able to use spells has his own 'base' lists, spells only he can use. Usually there are 5-6 such base lists, each list dealing with a particular type of magick spell. All lists go up to 50th level but jumps are made along the way such that there are only some 20 spells per list. Along with base lists there are also 12 'open' lists in each realm which anyone of that realm can use (including fighters). Then there are 12 'closed' lists which only spell users can choose from. Each of the various non-pure MUs will be limited in the level they may attain in these lists. Each realm also contains 6 'evil' spell lists.

Spell throwing is done by 'energy points'. Depending on the appropriate characteristic you get one to three points of power per level to throw spells with. A first level spell costs 1 point, 3rd level 3 points etc. Power can be recovered after 8 hours rest. Important magical items are 'spell enhancers', these allow the casting of extra spells at no cost per day; and 'spell multipliers' which increase the number of power points by a multiple per day.

The resolution system for spells can be a bit involved at times, requiring the looking at two tables, each with their own modifiers, but the results can be a lot of fun. Some of the spells are ingenious and this alone makes the set worth while.

Magical item creation rules are included but they seem to be incomplete. Alchemists are the only true enchanters but others may perform 'Lord Research' which will result in a random item being created at great expense (each item should be unique however). One thing I dont like with the system is the fact that a very intelligent item can be created but do nothing, he can't create his own spells or do anything unless it is supplied to him.

On the whole, the game system is excellant. It is NOT easily adopted into other game systems as advertised without much thought and the result would be near enought to a new game as to not matter. If you buy it then buy the lot and go from there. Tedious at times, much to many tables and modifiers to look at or think about (like C&S in some ways) but a very stimulating package for the veteran player. I recommend the game to anyone who enjoys FRP systems, but only if you are going to play with your inner circle of friends, people who will be willing to put a lot in to get a lot out.

ROLEMASTER SCENARIO BOOKS.

By some miracle the owners of rolemaster have obtained the rights to publish and create new Tolkien material in a role playing format. So far I have read 'Witch-King of Angmar', 'Corsairs of Umbar' and 'Court of Ar dor', others I have only glimpsed at. The books I have seen are very well set out and do contain a lot a information, especially about important characters. What they seem to lack however is depth, this stems from size and cost I should imagine. Personally I would be willing to pay more to get more. Included in the books are some excellant dungeon and castle plans, terrain, weather, racial facts, magic items and history of the area involved. Court of Ar dor is particularly well done and is worth buying just for its-self, even if you dont get the rest.

ENCOUNTERS FOR SFRPG's.

by J Sternhagen.

A major problem confronting Travellor (et al) referees is the need for realistic encounters during the course of the game. While typical encounter tables for RPG's list the NPCs encountered, their armoury, and allow for a wide range of reactions, a common failing is a failure to state their intentions and basic actions. Along with this comes a tendency to ignore the background environment. It takes time and effort to sketch a scene which on the surface may be irrelevant to the course of play, but if the referee takes them realistically then so will the players, saving many headaches for both.

Thus the following set of encounters is proposed to partially cure these two problems. While they are primarily set to a city-orientated, Travellor scene, they can serve as a base for other lists.

- 1d100. SCENE - ENCOUNTER.
- 1-2 Character loses a random item.
 - 3-6 Random items malfunctions/breaks.
 - 7-9 The next item the character buys will be defective.
 - 10-12 The next item the characters buys will not be available.
 - 13-14 If the party is using a vehicle they have an accident.
 - 15 Play finds a random item.
 - 16-19 A number (law level/2) of police officers stop the party for questioning. Roll law level or less to be detained for further questioning.
 - 20 Policeman harasses party, he is looking for a bribe.
 - 21-23 The party violates some minor law, police may fine or arrest.
 - 24-25 Party sees police chasing a criminal.
 - 26-27 Players witness a crime.
 - 28-30 Crime happens to players- mugging, pickpocket etc.
 - 31-33 Violent incident occurs on the street, ranging from a scuffle to gang warfare.
 - 34 Group sees a psionic being chased by townfolk.
 - 35 Players notice an individual following them (60% true).
 - 36-40 Passerby recognises characters (50% true).
 - 41-45 Player recognise old friend/enemy/accquaintance.
 - 46-48 Citizen offers to aid/help character.
 - 49-51 An individual inquires what the party is doing, may join.
 - 52-53 A streetperson/thug approaches the party; he may offer a job, rob them or threaten them.
 - 54-56 Citizen bumps into or greets characters.
 - 57-60 The party sees a sign/advert for an item they need or a job, Alternatively, a recruiting officer approaches them.

- IS.
- 61-63 Merchant/salesman/pusher approaches party, looking for sale.
 64-65 A public gathering/demonstration is in progress ahead of the characters, police intervention is not impossible.
 66-70 Players hear a rumour or alternatively overhear a conversation.
 71-72 Players see a convenient, for them, store.
 73-74 Traffic jam etc; vehicular transport impossible, progress on foot impeded.
 75-76 A public service fails; blackout, transport strike etc.
 77 Media news of important events.
 78 Player observe a procession/parade/festival.
 79-81 Players observe a party of off worlders.
 82-83 Group of adventurers hassle party.
 84 Characters glimpse a local personality/VIP?/Imperial visitor.
 85-86 Religious group is seen, they may be enlisting disciples, preaching or worshipping.
 87 One character sprains an ankle/breaks a finger.
 88 Minor war occurs.
 89 Party of local militia are observed.
 90 Group of Imperial personnel are observed.
 91-92 A loud startling noise occurs close at hand, it may range from a slamming door to a crashing star cruiser.
 93-94 The party see a bar or gambling den near at hand, depending on the law level this may be illegal.
 95 An individual who has dealt with the party before sees them, not vice versa, thus leaving the possibility for revenge open.
 96-97 A citizen engages a character in casual conversation.
 98 Party observes a robot at work/moving down the street.
 99-00 Roll again on the table, the NPC involved are aliens.

G-MEN (Gun-men) - ANOTHER TRAVELLOR CHARACTER CLASS.

by Bob Gallagher & Chris Mouzouris.

Enlistment	9+	Intelligence 7+, +1 Dexterity A+, +2	Gunfighters are not allowed to have psionics under normal circumstances. Roll 11+ for chance to go through normal procedure to obtain psionics.
Survival	7+	Intelligence 7+, +1 Dexterity A+, +2	
Promotion	8+	Dexterity 8+, +1	
Re-enlist	5+		
B	Ranch enlistment;	Hit Man 5+ Gunfighter 4+	

Hired Gun 3+
 Bodguard 5+
 Security Gd 6+

For the first year of the first term, roll one skill on branch table below;
 Gunfighter General Skill Table (GGS).

d6.	Hit Man	Hired Gun	Bodyguard	Security Gd	Gunfighter.
1	HTH CBT	+1 INT	Interrogation Vehicle	HTH CBT.	
2	GUN CBT	Gambling	GUN CBT	HVY WPNS	GUN CBT.
3	Bribery.	Brawling	Blade CBT	Blade CBT	GUN CBT.
4	Forgery.	GUN CBT	Disguise	GUN CBT	GUN CBT.
5	Disguise	GUN CBT	HTH CBT	HTH CBT	Brawling.
6	Demolition	Vehicle	Spot Hidden*	Interrog.	Streetwise
7	Poisons	Streetwise	Streetwise	Spot Hidden*	Bribery
8	Interrogate	Zero-G CBT	Recon.	JOAT	Forgery.

If rank G5+, +1. If rank M1+, +2. *Spot Hidden Weapons.

Then proceed to roll assignments for each following part of each term;
 ASSIGNMENTS.

d6	Hit Man	Hired Gun	Bodyguard	Security Gd	Gunfighter.
1	Kidnap	Blackmail	Training	Spaceport Sec	Revenge.
2	Spying	Smuggling	Bodyguard	Escort	Roaming.
3	Assassin	Murder	Witness Prot	Bank Sec.	Vendetta.
4	Assassin	Raid	Bodyguard	Sm Business	Training.
5	Sabotage	Bankjob	Undercover	Customs	Special
6	Special	Special	Special	Special	Special.

Skills from assignments can be taken from either the GGS table, planetary life or gunfighters life table.

HITMAN:

	Kidnap.	Spying	Assassin	Sabotage.
Survival:	5+	6+	8+	7+
Bonus :	10+	8+	6+	6+
Promotion:	6+	7+	5+	5+
Skill :	7+	6+	5+	4+

DMS; Assassin - Int 8+, +1 survival.

Sabotage - Demo 2+, +1.
 - Demo 4+, +2. All for survival.
 - Demo 6+, +3.

HIRED GUN:

	Blackmail	Smuggling	Murder	Raid	Bankjob.
Survival:	4+	7+	5+	6+	7+
Bonus :	11+	6+	10+	10+	8+

	Blackmail	Smuggling	Murder	Raid	Bankjob.
Promotion; 9+	6+	6+	8+	6+	
Skill ; 7+	4+	7+	5+	4+	

DMs; Murder - survival modification of +(Law Level - 5) off die roll.

BODYGUARD:

	Training	Bodyguard	Witness Protection	Undercover.
Survival; 3+	5+	8+		7+
Bonus ; --	8+	5+		6+
Promotion; 7+	7+	4+		6+
Skill ; 8+	5+	4+		4+

SECURITY GUARDS:

	Spaceport Sec Escort	Bank Sec	Sm.Bus.Patrol	Customs.
Survival; 6+	7+	5+	4+	3+
Bonus ; 5+	5+	10+	7+	8+
Promotion; 5+	6+	8+	7+	8+
Skill ; 4+	6+	7+	7+	7+

GUNFIGHTER:

	Revenge	Roaming	Vendetta	Training.
Survival; 7+	6+	8+	5+	
Bonus ; *	--	*	--	
Promotion; 6+	7+	5+	8+	
Skill ; 5+	6+	4+	6+	

*Self satisfaction and money on person.

When a bonus is rolled the character has excelled in duty and is granted a monetary bonus;

BONUS TABLE.

1 500 CR	1 Nothing sucker, he was dead broke!
2 1000 CR	2 100 CR
3 5000 CR	3 500 CR
4 10000 CR	4 1000 CR
5 15000 CR	5 2000 CR
6 25000 CR	6 5000 CR.

MONEY ON PERSON TABLE.

PLANETARY LIFE TABLE (2d6)	
1	Medic.
2	Streetwise.
3	Disguise.
4	Bribery.

TABLE OF RANKS.

G1	G-man rank 1.
G2	" " 2.
G3	" " 3.
G4	" " 4.

G5 Gunslinger Rank 1.
 G6 " " 2.
 G7 " " 3.

G8 Sharpshooter Rank 1.
 G9 " " 2.
 G10 " " 3.

6 Gun CBT.
 7 Brawling.
 8 Gambling.
 9 Carousing.
 10 Melee.
 11 Vehicle.
 12 Court Influence.

M1 Swift.
 M2 Symbiotic Sidearm.
 M3 Gun-pro.
 M4 Gunfighter.
 M5 Master Gunfighter.
 G1 to G10, promotion once/year only.
 M1 to M5, promotion once every two years.

GUNFIGHTERS LIFE.
 1 +1 Int.
 2 Blade CBT.
 3 + or -1 Social.
 4 +1 End.
 5 +1 Str.
 6 +1 Dex.
 7 Gun CBT. DM: +1 if G5+
 +2 if gunfighter branch, +1 if
 hitman.

1. Crosstraining; roll two skills on any of the GGS tables. You can then transfer branch if you successfully roll branch enlistment.
2. Gunsmith School; Roll 5+ for each of the following skill - electronics, gravatics, gunsmith, mechanical. Also roll 4+ for +1 Education.
3. Explosives School; Roll 7+ to survive (+1 for each skill level in Demo) Roll 3+ for Demo, Grenades, Special Explosives, Hvy Weapons and Defusing. (This is a highly practically orientated course)
4. Shipboard Assignment; Roll 5+ for Pilot, Navigation, Vacc Suit, Zero-G and Gunnery.
5. Blackmarket; Roll 6+ for survival (2d6). Roll 4+ for Disguise, Interrogation, Streetwise, Brawling and Forgery.
6. Intelligence School; Roll 4+ for Admin, Bribery, Forgery, Gambling.
7. Brothel Running; Roll 5+ for survival. Roll 6 for +1 Educ. Roll 4+ for Brawling, Gambling, Bribery, Streetwise and Forgery.
8. Dex and Weapons Training; Roll 4+ for Gun CBT, Zero-G CBT, Blade CBT. Automatic +1 Dex (15 Max).

Explanation of new skills.

Hand to Hand CBT (HTH); equivalent of 2 levels in brawling, see also melee.

Poisons; expertise gained in the field of poisons. Can obtain poison with a (skill level x 2) - (law level/2) in 12 chance. Furthermore, there is a (skill level) in 12 chance of identifying poisons.

Spot Hidden Weapon; this skill allows for a (skill level x 2) - (skill level of person hiding weapon) in 12 chance of spotting hidden or

concealed weapons.

Gunsmith: this is a skill in the making and repairing of firearms. The max limit of the skill is 8. At certain skill levels the character can make and repair firearms of certain tech levels.

Skill Level; 1-2 Tech Level; 4.

3-4	5
5-6	6
7-8	7

In additon, each 4 levels of skill adds 1 level of Gun CBT to the character due to his or her intermate understanding of the physical abilities of the firearm. The Gun CBT must be chosen in one of those weapons which the character can make. The chance of repairing a given firearm is the characters skill level (on 2d6). Note; this does not include any Hvy Weapons, only firearms up to tech level 7.

Grenades; this is a skill in throwing, making and adjusting properties of grenades. It endows the characters with a bonus of his or her skill level when throwing grenades. In addition the character has his or her skill level in d6 of being able to determine or identify grenades. Also, this skill should be counted when trying to set off grenades simultaneously, or adjusting or defusing the grenades.

Special Explosives; skill in highly specialised and extremely dangerous explosives that have colossal strength (atomic etc)

Defusing; the character has his or her skill level in 12 chance of defusing simple bombs. Further there is a $(12 - \text{skill level})/2$ chance that the character attempting to defuse the bomb will set it off.

(Editors Note; anyone looking for a definitive example of the above character is strongly urged to read the 'Demon Prince' series by Jack Vance, five excellant science fiction books that suit Travellor perfectly).

Those people interested in Ancients WRG style and the National Championships in Canberra during January will be interested in the next couple of pages. These are rules used at the Convention but it is likely some of them may change before then.

WRG 6th EDITION-SOME RULES CLARIFICATIONS AND ADDITIONS -MK.2

GENERALS

1. Only a C-in-C or Ally-General can be challenged to personal combat, and the latter only if the C-in-C already has been. Challenges may be issued against non-historical opponents. One General can shoot even if the other declines or is unable to do so.

2. Orders-a General who counts as a body, or a body including a General, must at all times have orders similar to any other body. A subordinate General may not originate orders but may transmit the C-in-C's orders. An Ally-General may originate orders for his own troops but cannot change the movement order given to him personally by the C-in-C. The C-in-C is always the most senior General in the Army.

3. Movement-players must declare a General's having joined or left a body. He may be with only one unit at a time. A General may move anywhere within a body he is with during movement, without penalty. A General may not leave a body he is with if he used his influence as being "with" the body in a reaction test that period. A General with a body that becomes impetuibus is himself impetuous; a General who joins a body in rout but fails to rally it is not thereby himself routed.

4. Combat-Generals on El or in Ch are eligible as missile targets as "E" or "C" as well as "G" target priorities.

STANDARDS

5. Fixed Standards mounted on carts or wagons do constitute eligible targets for shooting or melee purposes even if they are attended only by non-combatants. They receive casualties as M(m) but cannot fight, break off or evade. 20 cas. kill all animals and attendants, but the vehicle and standard are not harmed until it receives 20 separate casualties from artillery, fire, etc., under the Damage To Property rules (p48) (where it receives casualties as "house" (N.B. p43) ^{7th} "a shot under target priority X".

6. Scythian formation is possible only for LC armed with ^(among 9 other wps) B and Ch armed with any missile weapon. No figure or model may move more than 90 paces in Scythian. A Scythian formation must be straight, not bent. Their target must intersect a line perpendicular to the formation's longer sides. A n evade move in the direction currently faced by the unit's Officer does not apply to Cantabrian or Scythian Measure evade move from figure nearest chargers. Form line ^{end} column at 7. Cantabrian may be used only by the following JLS armed troops:-

LC, LCM, LCH, MC, MCn, HC, HCn, HCh, EHC, ELCn, SHC, SHCn, (unless with other missile weapons) Evade as in Scythian; form line or column on figure nearest enemy ^{end}. 8. Wedges - figures in wedges eligible to fight in melee count for shooting purposes as being in contact if fighting enemy to their front, otherwise as an overlap. When a wedge crosses a casualty inflicting obstacle, all figures fighting ^{count} as crossing. Second and third rank figures of a wedge must turn to fight enemy contacting the front figure's flank, even though the enemy may lie to the front of such a second or third rank figure. Thessalian wedges may contract after the third rank to form a rhomboid. A wedge may wheel, but NOT turn, while remaining in wedge. Missile armed figures in the 3rd or subsequent ranks shooting over the flank figure of the preceding rank count as shooting over one preceding rank.

9. Dismounting. MtD standing to receive a charge at the halt may dismount. MtD may ^{dismount to cross otherwise impassable terrain, but the terrain and movement rules apply} Once impetuibus, tps may not stop (e.g. to dismount) but may make reasonable formation changes that are necessary for their required moves.

8B_Scrub. LI in scrub are invisible and can be shot over, unless shooting themselves this period. Scrub provides shooting cover for ^{front} hills - p.15 (addition).

9. Hills - p.15 (addition). Segment - stacked hills represent continuous slopes. However -

(1) Figures on the same segment in line of sight can see each other.

(2) Figures on level ground or lower segments can see figures on higher segments who are in line of sight and closer than the nearest edge of the top segment of the hill. Higher figures can see such lower figures as can see them (exception: LI - see p.18, and (3) below)

(3) Figures on the topmost segment can see and be seen by all lower figures, except - ^{in line of sight}

(a) figures on a flat topped hill ^{can be seen only if at the edge} (p.15, 18)

(b) LI within 10 paces of a crest, or top ^{of a} flat-topped hill, can see without being seen (but cannot shoot without being seen)

(c) Other troops within 10 paces of a crest can see others 10 paces beyond it.

Note that a crest is a top segment less than 20 paces wide (p.15). If greater than 20 paces long, treat visibility at the long ends as equivalent to flat topped hill edge. Other segment edges are not crests but continuous slopes.

(4) See explanatory diagram ---



(5) Uphill bonus may be awarded to a figure (Not unit) closer to the centre of the hill even though on the same segment level, unless on top of flat topped hill.

(6) A body is uphill of another body for reaction purposes if all or part of the first is higher than any part of the second body.

(7) Any body or figure in a gully is downhill of any body or figure not in the gully, for all purposes.

DEPLOYMENT

10. For visibility purposes, an army is presumed to see from all points in its deployment area at the start of the game. At the start of the first period and thereafter, visibility is measured purely from the physical position of troops. An Army with El or Towers cannot claim to see over the enemy front line unless at least one model is initially deployed on table. Troop types and units must be defined on request any time after orders have been written.

11. Arrivals ^{Arrivals} on a 4 or 5 do so immediately a successful die is rolled.

BAGGAGE

12. Only compulsory moves allow troops to loot baggage. Baggage may be protected by a garrison, in which case the camp must be placed on the table edge within the deployment area, and ^{police}, if any, paid for.

14. A General who counts as or is with a body may, unless fighting hand to hand, alter its orders after movement and before shooting. This takes effect next period. He may leave the body any time after separate orders have been written for it (see also para 3 above).

15. C.P.F. from shooting or in combat are taken on the basis of the number of figures present at the commencement of the shooting or combat. A body's C.P.F. from shooting should be recorded alongside its shooting casualties.

MOVEMENT
16. General-on P 27 par 3, "having a longer normal move" means, taking into account terrain and current formation.

17. Charges-in P27 par 6, after "different enemy unit" add" on which they do not count as having declared a charge". A body which counts as being charged must test for Cause 3 even if, initially, the chargers are invisible to it (e.g. in a wood, or it has not yet been uncovered, etc). Troops standing to receive a charge may not move after contact, nor may chargers change formation after contact.

18. Ralliving Troops may be required to rally even if not disordered.

Impetuous troops MUST still rally, but are not compelled to charge routers.

19. Breakoffs Breakoff moves after recoil deduct the 20 paces moved recoiling. Troops may not break off if their recoil is not followed up-they rally instead. Breaking off is possible to"troops capable of evade moves" (p44); this refers to move distances and not to the body's current orders. A body cannot make a break off move when responding to a charge or charges

20. Conflicts. A body with conflicting reaction instructions or orders (e.g. Cav charged by EL and foot, required to obey their "A" orders) may choose which to obey.

21. Recoils. A mixed morale body breaks when its lowest morale class has recoiled the appropriate number of times. Troops who must recoil against unyielding friends will attempt to divert round them, or if not possible, will remain in place disordered.

22. Disorder. Troops do not count disordered in a melee if subsequently disordered by a recoil from that melee. In Disorder, Cause 7, "normal move distance" means taking into account relevant terrain.

23. The figures shot at in a mixed unit depend on the target priorities of individual shooting figures. When shooting into a body ending in contact, the next period, or capable of shooting at them again" even if required to do something else by the rules, e.g. rally, pursue or obey a higher target priority. "G,M,E,A" or "C" Priority extends to 30 paces.

24. Target Priorities. An enemy body is "close enough to charge the shooters next period" or capable of shooting at them again" even if required to do something else by the rules, e.g. rally, pursue or obey a higher target priority. "G,M,E,A" or "C" Priority extends to 30 paces.

25. Melee. Foot with LB,CB,SS or HG may always shoot provided the individual figure shooting did not itself move.

26. Only those figures actually faced by P,LTS or 2HCT count -1 in melee.

27. Regular infantry using "other weapons" without JLS can fight from a rear rank only if the front rank is also using "other weapons", with or without JLS. Inf. infantry can fight (if otherwise permitted) from a rear rank only if using LTS,HTW, or JLS. Figures in an adjacent unit in base contact may fight as an overlap (a charge reaction test is required.)

28. Artillery suffering an accidental explosion are temporarily shaken.

29. Special Target Vulnerabilities. A 2 seat camel counts as 2 figures for all purposes. 20 casualties kill the Cm and both riders. Odd numbers left when fighting dismounted are lost on remounting.

30. Artillery

31. Obstacles

have 6 basic effects, as set out below;

Obstacle	Effect	Height	Advantage? Obstacles?	Movement	Shooting cover?	Blocks line of sight?	Melee Obstacles?	Infantry casualties	Deployment & limits
Abatis	No	Major	No	No	No	No	Yes	30 impact and charges	As per list
Cartwheels	No	No	No	No	No	No	Yes	Yes-Foot 0	As per Army List, must be allocated to particular figs.
Behind vehicles or mind	No	Major	Yes	Yes	Yes	Yes	No	No	As per Army List
In Woods	Yes	Major	Yes	Yes	Yes	Yes	No	No	As per Army List
Ditch	Downhill for Major	Major	Yes, further in ditch	No	No	No	No	No	Not in bog, marsh, sand, rocky slope, As per P15, Rules.
Gully	diff	Sea P.31	Yes, unless EL or Shore Planner isemicircular behind it	No	No	No	No	No	Around camp, and as per list
Railroad	No	Major	Yes	Yes	Yes	Yes	No	No	wood edge
Plastered wood edge	No	No	No	No	No	No	No	No	Yes-all 2
Pits	No	Minor to minor to minor to mt only	Minor to minor to minor to mt only	No	No	No	No	No	Mangled
Stakes	Yes, if on it	Major	Yes, if troops behind it	Yes	Yes	Yes	No	No	As per list must be allocated to particular figures.
Turf or Earth Rampart	Yes, if on it	Major	Yes	Yes	Yes	Yes	No	No	Not in bog, marsh, sand, or on steep slope

32. Melee obstacles affect any troops attacking over them, including the original defenders if they counter-attack enemy on the opposite side after having recoiled. The effect applies only so long as the defender is right up against the work, not pushed away from it. Obstacles, may be used as a charge obstacle.
33. Field works may combine the effect (and cost) of more than one obstacle, E.G. a palisade along the edge of a ditch. Palisades surmounting ramparts are lower than any natural terrain feature on the same level but are the same height as a house. Platforms formed by the top of a rampart can only accommodate one rank of figures; for each additional rank, and each EL, vehicle, necessary. Stone throwers and bombardards cannot be mounted on a rampart.
34. Fire destroys structures, crops and scrub after 3 periods of fire (becomes clear terrain). Villages and woods are not destroyed but cannot be re-lit.
35. Terrain or structures which catch fire from missile weapons hitting over an area, or from other burning woods or scrub are totally in flames, etc, as per P.48. However, point-source fires (hand, or flame thrower lit) are treated differently. In this case, terrain or structures which catch fire at a point must be evacuated immediately by M.Quickfire route, but no closer to the point at which the fire started.
36. The period in which 20 "fire casualties" are reached (totally in flames) is a "period" of fire. "Fire casualties" less than 20 lapsed unless the object continues to burn next period (for procedure, see p.48).
37. Troops still in any part of a burning object at the end of the 3rd period of fire are destroyed.

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Aranacon Conference.

LETTER TO PHIL BARKER

(Not to be confused with the earlier one, this is a new one).

1. Surprise sightings; at a convention we attended recently they (on the spur of the moment) ruled that a surprise sighting would occur whenever a unit not seen last period, showed itself from cover. This would allow a surprise sighting to occur every alternate turn as the unit disappeared and re-emerged from cover? Is this correct? NO ANSWER.

The definition of surprise sighting seems a bit vague to us, hence the following; if you outscout the enemy it is not possible for him to have a surprise sighting? NOT RELEVANT.

If you see a unit enter a woods, disappear, then emerge it does not count as a surprise sighting? POSSIBLY.

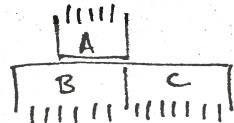
2. Friendly cover; does a friendly unit disputing cover have to be seen by the testing unit? NO.

3. Can scrub be seen over? YES. If yes can LI in scrub be seen over? YES.

4. Sequence of play, phase 7... does the bit about faster troops retreating to 60 paces occur after all movement has finished? ALL OTHER MOVEMENT.

5. Can two archer camels use scythian? NO (Rats!)

6. See diagram; Unit A is charging unit B only, unit A will contact unit B right on the last figure of the right flank. Can unit C participate in melee via the overlap conditions? YES.



7. Can a single unit declare a charge on more than one unit? YES.

A unit that charges two units somewhat separated from each other, if one of them breaks or evades can the charger wheel to face the other enemy fully, thus not actually going anywhere near the other unit? NO.



8. Can impetuous troops rally at anytime? THE NEED TO RALLY IS UNAFFECTED BY BEING IMPETUOUS.

9. Does wheeling count toward required movement distances (such as charging, lance etc) NO.

10. Does the ended in contact tactical factor count to any unit that is in melee with enemy? YES. Or only on the turn they charge into contact. NO.

11. Do pavis's count as mantlets in regard to setting up time THEY ARENT SETUP.

12. Should you absolutely follow the sequence of play? YES.

13. If you charge a unit that is just within charge reach, but after recoiling is not within charge reach, do you stop at the end of your move distance? YOU DONT CHARGE IT.

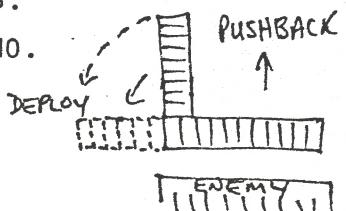
14. In a melee that does not have anyone recoil can both sides break off? SOMETIMES.

15. If a broken unit moves off board partially, and thus is removed, but the pursuer does not leave the board but would have remained in contact is that unit permanently broken? IT CAN TEST TO RALLY - BUT WILL FAIL.
16. Interpenetration; after a unit has passed through a friend can that body then commence movement without disorder? NO.
17. Is a unit facing in two directions, pushed back by one unit in a single direction disordered? NO.

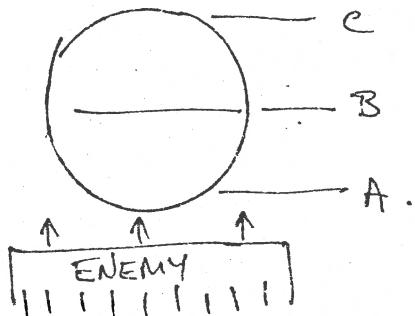
Does a unit facing in two directions have to spend time changing facing if it wishes to deploy troops to a different facing? YES.

Should such a unit deduct time to face when pursuing? NO.

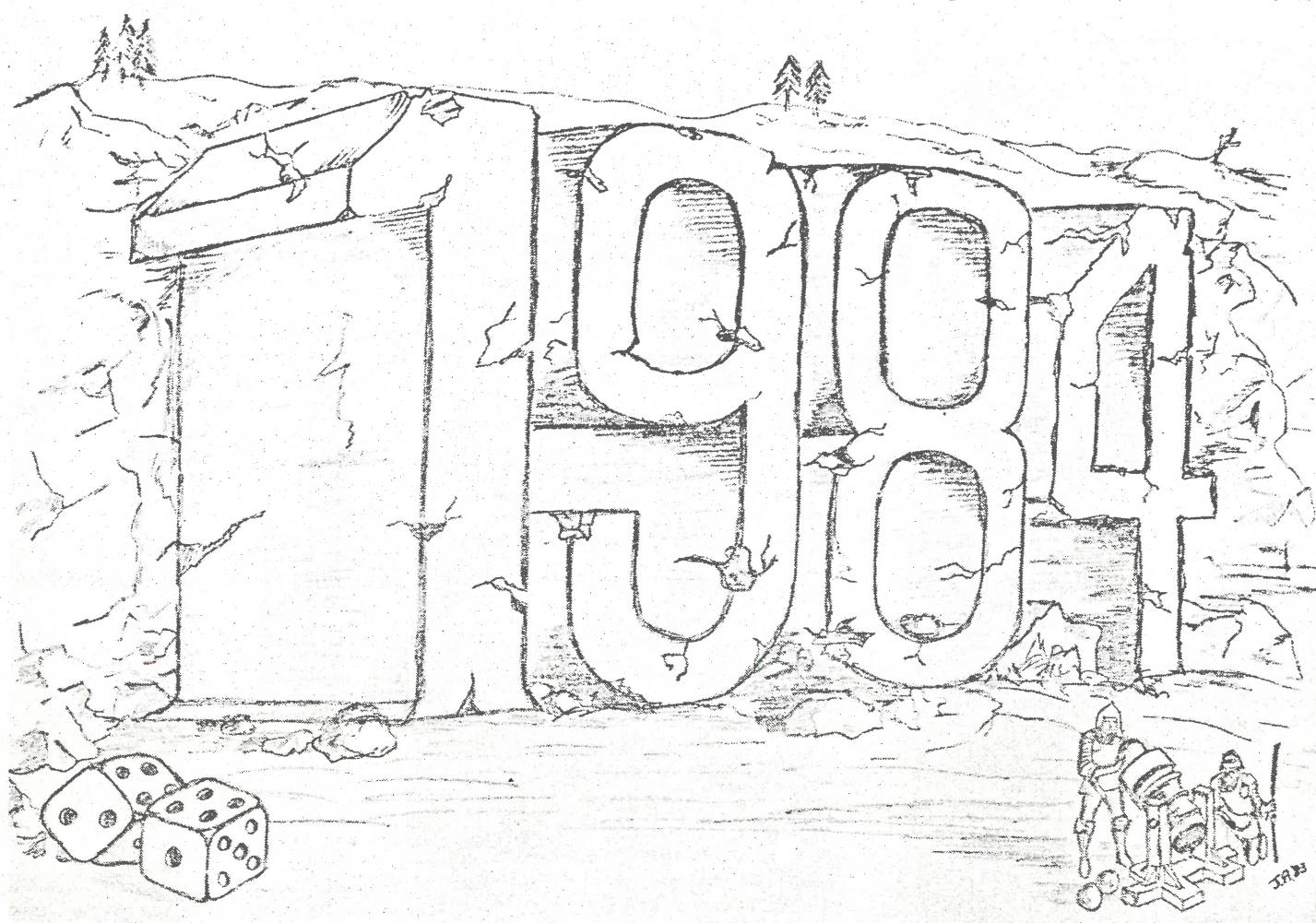
USE OUR TERMS "TURN" AND WHEEL" AND YOU WOULDNT GET CONFUSED. MEASURE MOVE DISTANCE ON OUTER FLANK OF WHEEL (ARROW).



18. Can a general mounted on a camel keep the camel figure with him when he joins an infantry unit? YES, BUT NOT IN THE FRONT RANK.
19. Timing of shooting priorities; an archer unit spends a quarter period facing forward and then turns 180 degrees and moves away. Should priorities be determined at the time of shooting (YES) or at the end of the turn? IN THIS INSTANCE, YES.
20. Can a unit change formation after being hit by enemy? YES, BUT NOT THAT PERIOD.
21. An infantry unit is deploying figures to the front when it is hit by cavalry, but the cavalry did not hit any moving figures, does the unit count disordered? YES.
22. A unit of impetuous infantry follows up a recoil, it is also charged by a cavalry unit head on, does the infantry count counter charging? Does it count moving even though the cavalry may start more than a quarter period away? IT TESTS IN RESPONSE, IF STILL IMPETUOUS IT COUNTS AS AN IMPETUOUS COUNTER CHARGE +3, DISORDERED BY MOVING -1.
23. Units breaking out of cantabrian form up two deep, but in what position in relation to the circle? MEASURE EVADE MOVE FOR FIGURE NEAREST CHARGERS, FORM UP AT END.



The Canberra Wargames Society presents the..



CANBERRA GAMES CONVENTION and SIXTH

AUSTRALIAN WARGAMES TITLES

AUSTRALIA DAY LONG WEEKEND,

28-30 JANUARY,

PHILLIP COLLEGE, WODEN, A.C.T.

Come, see and play in the most spectacular games event in the Southern Hemisphere, with competitions in Ancients, Horse and Musket, Renaissance, American Civil War and Fantasy Miniatures, Boardgames, Diplomacy, Fantasy (Dungeons & Dragons (c)) and Space (Traveller (c)) Roleplaying, Computer Games and Figure Painting. Various wargame and martial displays and demonstrations, plus numerous trade stalls, video games and movies will also be there, not to forget the delicious daily refreshments and the special 'Getting away from it all' Saturday Night Barbeque.

The 1984 CANBERRA GAMES CONVENTION is proudly sponsored by:

The Tin Soldier
QUALITY FIGURE MANUFACTURERS

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WHOLESALE GAME SPECIALISTS

2ND FLOOR DYMOCKS BUILDING,
424 GEORGE STREET, SYDNEY, N.S.W. 2000—(02) 27 7421
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MELBOURNE, VIC. 3000—(03) 63 2087
15 SALADIN AVENUE,
GLEN WAVERLY, VIC. 3150—(03) 233 7058

1984 CONVENTION AND COMPETITION NOTES

CONVENTION DETAILS

Official activities will commence at 9.00 a.m. and continue until 5.30 p.m. each day. Individual competitions may start earlier or finish later than these times. Some competition organisers may also wish contestants to attend on the prior Friday night for briefings.

The competitions are open to all and the Convention venue open to the public.

CONVENTION MEMBERSHIP

Each competitor and non-competitor attending the Convention must complete in full an Entry Form. Each registered entrant will receive by return mail an ID card and further information concerning the Convention activities and the selected competition. The *Convention fees* are in three categories:

- a. Students under 16 as at 1 February, 1984,
- b. Full time workers,
- c. All others.

In addition a Competition Fee is to be paid for each competition entered. Follow the details on the Entry Form, mark where appropriate and forward the completed form, together with the total fee payable, no later than Friday, 20 January, 1984. *Late entries* will be accepted only at the discretion of the Organisers. Non-registered participants will be requested to pay a special fee or the daily door admission fee. *Refunds* will only be paid for cancellations notified by Friday evening, 27 January.

ACCOMMODATION

With the exception of the Boardgames Competitors billets will not be offered, however, please feel free to approach personally those locals you have the misfortune to know—after all we are supposed to be a friendly bunch! For the rest of you as accommodation is always difficult to obtain at this time of the year we recommend that bookings be arranged as early as possible. Please note that there are regular buses running between Civic and Woden and there is ample parking at the College.

BARBECUE

The usual barbecue will be held on Saturday night. A special fee of \$3.50 is levied for those attending without food or drink, otherwise please bring your own. Everyone is welcome. The barbecue site is within walking distance of Phillip College.

PRIZES

All major competition winners will receive either a trophy or equivalent, plus cash and/or vouchers on various shops. The prize value will be at least equal to the competition fees. The 1983 prize pool was over \$2,000. All prizes will be awarded at a ceremony at the conclusion of the Convention, starting before 4.00 p.m. on Monday.

COMPETITION DETAILS

A. Boardgames Competition

(Contact for Boardgames is Avi Solomon, (062) 812173 AH).

There will be seven rounds of 3½ hours commencing at approximately 0930 Saturday. Depending on numbers the competition may be divided into Open and Under 18 divisions. The *Swiss System* will be used which means that all entrants play in all of the rounds. No two entrants will play each other more than once and no game will be played by each entrant more than twice unless there is no alternative.

Entrants should consecutively *rank* as many games as they like on the Entry Form. Each ranking counts as one vote for the game; rankings will only be resorted to in the case of a tie. Due to lack of space the list is not exhaustive, and other games may be ranked on a separate paper. From the votes received 12 Convention Games will be chosen. Games from a variety of periods will be chosen. Games chosen must be playable within 3½ hours or provide a scenario shortened to fit the time limit.

In order to be counted towards determining the 12 Convention Games, voting entries should be received by 11 December; however ordinary entries will be accepted up to the start of the Convention. Entrants will be provided with the names of the 12 Convention Games as well as scenario details from late December. Of the 12 entrants must choose and rank 7 which will be the only games you have to be prepared to play, though as the opponents' most popular game is played it is unlikely that lower-ranked games will be played. There will be numerous prizes in Open, Junior and Interstate categories and the First Prize in the Open category is the prestigious Napoleon's Cup, donated by Napoleons Military Bookshop, Sydney. Please indicate whether you require a *billet* or can provide billet(s) on the Entry Form. *Entrants are requested to attend a pre-competition briefing session at 1930 on Friday evening.

B. Miniatures Competitions

(Contact for Miniatures is Phil Clark, (062) 546559 AH).

1. **ANCIENTS** — This expanding competition incorporates both 15mm and 25mm scales with the special *Mayhem Prize* and the national *Conquerors Cup* (donated by The Tin Soldier). Rules and Lists by WRG with latest amendments and options. Army size is 1500 points inclusive of Generals and Command Points. Army lists may be changed each game within the restrictions of your list. The modified *Swiss Chess system* will be employed for draws with a National Register of *Seeded Players* used for the first round. More detailed information will be forwarded following registration. Phil, Garry and Rick are your congenial hosts this year.

2. HORSE AND MUSKET —

Organised by Dave Grey (02) 7994421). 15mm and 25mm scales, rules by WRG 1685-1845 and army size 1200 points including command points. Army composition guidelines will be issued to each entrant according to the nominated army. Modified Swiss Chess system.

3. **RENAISSANCE** — Organised by Colin Trevina. Latest Tercio Rules and Lists. Army size set at 1700 points. 15mm and 25mm scales. More details upon registration.

4. **AMERICAN CIVIL WAR** — Organised by Craig Mathews (062) 815238 AH). 25mm scale, rules by Newbury 2nd Edition and Army Sizes to be of 1400 points. More information upon registration.

5. **FANTASY MINIATURES** — Organiser is Robert Pryor (02) 6499297). Robert Pryor's Fantasy Wargames Rules, 45,000 points, 25 mm scale, standard creatures as per the Monster Manual and Fiend Folio, and player characters will be provided upon registration. Copies of the rules etc. can be obtained by writing to the above at 2 Beaumont St, Auburn, 2144.

C. Traveller Competition

Australia's largest Traveller competition. This year sees the introduction of computer moderated events, street-drama, lighting and light & sound displays, as well as all the other things that this convention has become world famous for. (The winners of last year's competition became *Imperial Knights* and the Convention is recognised by GDW as the foremost Australasian Traveller event.)

The competition organisers have worked for most of the year to create a coherent and viable game that will take you into the far future and leave you gasping! The organisers are presently expecting 200-plus competitors and urgently seeking groups of experienced Games Masters to assist in the moderation of this game. As last year, players will not be split into discrete groups and sit around a table (a la D&D) but instead will be organised into one unit and then forced into relating to a fast moving and powerful future. Players that register early may get key or important positions in the scenario.

Participants will partake of GDW handouts during the event and will have the opportunity to see forthcoming Traveller releases. Also to be organised will be a small conventional *Traveller campaign*, a *Striker Miniature Campaign*, and the *Trillion Credit Campaign*. All correspondence to be directed to: Peter Quinton, Games Systems, 6 Macquarie Street, Barton A.C.T. 2600.

D. Dungeons and Dragons Competition

A fantasy role-playing competition entitled "The Party's Over"—a well-balanced and exciting (but weird) module for six characters of levels 4 to 6. Up to 40 teams of six will be catered for (more if the Gods and DMs are willing!). Prizes for 1st, 2nd and 3rd team placings plus the infamous *Wedge Award*. Contacts are: Chris Barrett, (062) 89 7609 or Richard Bolland (062) 91 0637 AH.

E. Diplomacy Competition

Standard rules with five rounds over the weekend with prizes depending on the numbers of players. Organiser is Philip Watkins, 1 Martin Place,

Faulknerbridge, N.S.W. 2776. (047) 51 1645 AH).

F. Computer Game Competition

"Reach For The Stars"—a computer game competition produced and run by Strategic Studies Group, Sydney (02) 264 7560). There is a *special Competition Fee* of \$10 with a minimum prize of \$200 for first place. Contestants entering this event only, need not pay the general competition fee. Please contact SSG for further details.

G. Painting Competition

This year there will be *four categories*. Category 1: an *historical group* of no more than 10 figures/models; category 2: a *fantasy group* of no more than 10

figures/models; category 3: an *individual historical figure/model* of at least 45mm scale; category 4: an *individual fantasy figure/model* of at least 45mm scale. The entries will be on display during the Convention and suitably secured. The entries will be judged by a qualified art restorer from the Australian War Memorial.

H. Non-Competition Activities

Anyone willing to organise other gaming activities, displays, demonstrations, even another competition, or just to enjoy a friendly (?) game, please contact the Convention organisers.

The 1984 ENTRY FORM

A. BOARDGAMES COMPETITION—Game Selection

American Civil War

(vi) A House Divided

Cedar Mountain

Stonewall

Wilson's Creek

(vii) Cemetery Hill

(iv) Chickamauga

(vii) Hooker and Lee

Road to Richmond

Ironclads

Napoleonic

Dresden (SG)

(i) Eylau (S&T)

La Belle Alliance

Ligny

(iv) Marengo

(vii) Wagram

Wavre

Empires in Arms (ADG)

Napoleon

(iii) War and Peace

Other Periods

1776

Aces High

Air War

Balaclava

Tchernaya River

Battlewagon

Breitenfeld

Tick if you are a boardgamer and require billet accommodation

Yes, I can provide billet(s) for Boardgamers

Age if under 18 years

B. MINIATURES COMPETITIONS

All figures must be adequately painted, closely representative and correctly based.

(i) PERIOD

1. ANCIENTS: 15mm or 25mm
3. RENAISSANCE: 15mm or 25mm
5. FANTASY MINIATURES:

2. HORSE & MUSKET: 15mm or 25mm
4. AMERICAN CIVIL WAR:

Legend: Guide to games selected in past competitions.

- (i) In v, vi and vii
(ii) In v and vi
(iii) In v and vii
(iv) In vi and vii
(v) In 1983 CWS Australian Open
(vi) The 1983 Tin Soldier Trophy
(vii) In pre-1983 competitions

(ii) ARMY TITLE/TYPE: _____

(iii) ARMY DATE (Horse & Musket): _____

F. REACH FOR THE STARS:

(iv) WRG Army No. (Ancients): _____

G. PAINTING COMPETITION

C. TRAVELLER COMPETITION

1. Main Competition:

2. Conventional Campaign:

3. Striker Campaign:

4. Trillion Credit:

D. DUNGEONS & DRAGONS (c) COMPETITION

1. Individual Entry: 2. Group Entry:

1. Historical Group:

2. Fantasy Group:

3. Historical Figure:

4. Fantasy Figure:

H. OTHER ACTIVITY:

Description/Requirements: _____

3. Group Name: _____

Each member of a group must complete a separate Entry Form.

E. DIPLOMACY COMPETITION:

I. THIS SECTION MUST BE COMPLETED BY ALL PARTICIPANTS:

NAME: _____ AGE: _____ (If under 16)

ADDRESS: _____ POSTCODE: _____

TELEPHONE NUMBER: _____

FEE SCHEDULE:

Entrant Category	A	B	C
Convention Fee:	\$7.00	\$11.00	\$9.00
Competition Fee:	\$3.00	\$5.00	\$4.00
*Computer Game Fee:.....	\$10.00	\$10.00	\$10.00
*Painting Comp. Fee:	\$2.00	\$4.00	\$3.00
Barbecue Levy:	\$3.50	\$3.50	\$3.50

Please circle the category fee as applicable. A competition fee is to be paid for each competition entered.

*The Painting Competition and Computer Competition fees must be paid even if the competitor has paid another competition fee.

**TOTAL FEE DUE \$.....

Upon reading this Entry Form I hereby pay the applicable fee and agree to abide by all the rules and conditions set by the organisers, and by the decisions as to the interpretations of those rules and conditions by the organisers or by their representatives or delegates. I also agree that I have no claim against the organisers for any loss, damage or injury to my person or property arising from anything occurring during or in any way connected with the Convention or Competitions.

I enclose \$..... being payment for entry to the 1984 Canberra Games Convention.

Signed: _____



DON'T LET IT DRAGON TOO LONG!

Return your completed Entry Form, together with the total fee payable to:

CANBERRA WARGAMES SOCIETY,
G.P.O. Box 1016,
CANBERRA CITY, A.C.T. 2601.

BRITISH STRATEGY IN THE "INDIAN OCEAN ADVENTURE"

OR

FORCE "Z" REVENGED!!

G.D.W.'s "Indian Ocean Adventure" is a basic naval game using a counter system based along their highly successful "Europa" series. The game is a reconstruction of the Japanese Carrier Raids on Ceylon and the Bay of Bengal during April, 1942. There are three types of combat counters representing: warships, combat aircraft and allied merchant shipping. There are also airfield damage counters, task force markers, and British secret base chits.

For the Japanese player the object of the game is simple, sail into the Bay of Bengal and sink or shoot down anything they encounter. The victory conditions allow for a totally unimaginative Japanese player to sail to the northern coast of India, sink an allied merchant shipping counter (worth 5 points) and then sail off the mapboard. The British player would be hard-put to stop the entire Japanese fleet in a carrier or surface action. Victory goes to the player who has the most victory points at the end of the game. With 5 points to the British player's none, an easy victory is handed to the Japanese player. Thus in the games I have played both players have agreed that the Japanese player must gain a historical victory by having a 75 point lead over the British player. The Japanese player is given a large and modern fleet comprising:

5 Heavy Carriers	Akagi, Soryu, Hiryu, Shokaku, Zuikaku
1 Light Carrier	Ryiyo
4 Battleships	Hiei, Kongo, Kirishima, Haruna
7 Heavy Cruisers	Tone, Chikuma, Choka, Kimano, Suzuya, Mikuma, Mogami
3 Light Cruisers	Abukuma, Yura, Sendai
18 Destroyers	(9 counters representing 2 ships each).

The Japanese naval air power is overwhelming, comprising superior types: 20 Zero fighter counters, 23 Kate torpedo bomber counters, 25 Val dive bomber counters, 5 Jake Scout Float Plane counters, and 6 Pete Scout Float Plane counters.

The initial set-up means that one Zero counter, one Pete Scout Counter, one Jake Scout counter have to be placed either on the Port Blair or Sabang airfields.

The British player faces a daunting task given his/her meagre resources. At the beginning of the game the following forces are based at Ceylon. In Colombo are one shipping counter, the submarine tender Lucia, the oiler Althiest, destroyer Scout and heavy cruisers Enterprise and Emerald. In Trincomalee are the light carrier Hermes, destroyers Vampire (Australian) and Isacc Seveers (Dutch), oiler British Sergeant, corvette Hollyhock, and monitor Erebus. If the remainder of the British Easter Fleet remain at sea then they have to return to port for refuelling within 10 turns by which time the Japanese carrier force will be well within striking range of Ceylon. Thus the British player should place all warships within either Colombo or Trincomalee which will ensure that they will be refuelled and have freedom of action for the rest of game. Thus in Turn I the British player is confined to

refueling and forming his warships into tasks forces. The best combination is a carrier force at Trincomalie and battleship force at Colombo. Thus with a maximum of 14 ships allowed for refuelling in each port the tasks forces would be thus:

Task Force A (Carrier) 2 Heavy Carriers Formidable
Trinconalee Indomitable
1 Light Carrier Hermes
1 Battleship Warspite
1 Anti-Aircraft Cruiser Jacob van Heemskerk
(Dutch)
2 Heavy Cruisers Cornwall Doretshire
4 Destroyers Napier Nestor, Vampire
Issac Seveers

Task Force B
Colombo

4 Old Battleships Royal Sovereign
Revenge
Resolution
Ramillies
2 Heavy Cruisers Emerald
Enterprise
2 Light Cruisers Caledon
Dragon
4 Destroyers Fohound
Norman
Fortune
Scout

Task Force C (formed during Turn)

7 Destroyers Hotspur,
Griffin
Decoy
Paladin
Panther
Tenedos
Arrow

Thus by the end of Turn I all Allied warships are refueled for the remainder of the game.

British airpower is an odd assortment of carrier and land-based aircraft most of which are outclassed by their Japanese counterparts. The British carrier planes should on Turn I be concentrated on the 3 aircraft carriers. This means that the Swordfish counter, Albacore counter and 4 Fulmar counters which are placed on airfields on Turn I should be relocated to aircraft-carriers. It is a difficult decision on how to divide the aircraft amongst the carriers but the best combination appears to be.

Hermes - 4 x Fulmars (can be used as fighters and bombers)
Formidable 6 x Albacore torpedo bombers
3 x Martlet fighters
Indomitable 3 x Albacore torpedo bombers
3 x Swordfish torpedo bombers
2 x Hurricane fighters
2 x Fulmar fighters.

Each British Heavy cruiser is to carry a Walrus Scout plane counter. The remaining 2 Walrus counters should be placed at Madras out of harms way, where they will be joined by the 2 Blenheim bomber units during Turn 1. The three Hurricane fighter counters and the two land-based Fulmar fighter counters should be concentrated at the Racecourse where they can provide all round protection for Ceylon's 3 ports. The G6 Catalina counters are the British players "eyes and ears" but are extremely vulnerable to Japanese fighter attack. One should be placed at Madras to patrol from Northern India. Three Catalina counters should be placed at Trincomalee and two Catalina counters should be placed at Kogaliala. The Catalinas should not be sent out on reconnaissance until Turn 5 because it is not possible for the Japanese Task Forces to be within their searching range until that time.

One final decision to be made is the sighting of the Secret Base for the British player. Historically this base was at Addu Atoll and was instrumental in enabling the main part of the British Eastern Fleet to avoid detection from the searching Japanese navy. In "Indian Ocean Adventure" the British player selects a chit from a pile and from that he is given the location of his secret base which he then writes down on a piece of paper. The problems occur in the possible choices for this secret base as represented by the chits. Four of them refer to Colombo, Trincomalee or somewhere in Ceylon island, all of which are prime Japanese targets. The purpose of the secret base is just that to remain a secret unless discovered by the Japanese player. It is therefore pointless to use the major targets in the game - Colombo and Trincomalee harbours as the British secret base. In the games I have played, the Allied and Japanese players have agreed to remove the chits from the selection pile, that refer to Colombo, Trincomalle or Ceylon. This leaves the British player with a more realistic set of options for the secret base.

The British player is also responsible for the location and protection of 12 merchant shipping counters plying along the eastern coast of India. They are prime targets for the Japanese player as they provide 60 victory points if all are destroyed. In the game they maybe placed along any coastal hex on India's west coast but it is preferable to place them as close to the air protection of Ceylon and Madra's airfields as possible.

At the commencement of Turn 2 the Japanese player will have moved up to 3 hexes away from the mapboard edge and towards Ceylon while the British player will have all his warships refuelled for the remainder of the game. Although there is no limit to the game turns, the Japanese player runs low on fuel on Turn 30 and can only proceed at one hex per turn after that. Thus unless the Japanese player is prepared to be a "sitting duck" the game becomes limited to 30 turns. On turn 2 the British player should form a Fourth Task Force consisting of the British Sergeant, Hollyhock and Erebus all of which proceed at one hex per turn along Ceylon's coast to escape the Japanese. Similarly the other "useless" ships of the British Eastern Fleet, the Lucia and Althiest should proceed from Colombo to the Indian Coast. Eventually these slow forces can meet up somewhere on an Indian coastal hex where they will be formed into a single Task Force. The rest of the game will see them making their way along the Indian coastline and away from the Japanese.

Having made all of these momentous decisions the British player is now faced with the task of what to do for the rest of the game. With the Japanese player approaching, the British player must be concerned for the safety of Ceylon or the merchant shipping counters along the Coast of India. The Japanese player will be within range to launch carrier strikes against either target on Turn 10 at the earliest. Thus the British player will need to have defined his/her strategy for the rest of the game by this time. A number of possibilities present themselves.

By the very nature of his weakness in aircraft the British Player must keep his 3 carriers together in a single Task Force. But the 4 Old Battleships will slow a Task Force down to a movement of 2 hexes per turn. Thus it is advisable to consider following the original British plan to divide the Eastern Fleet into 2 Task Forces - a Fast Division and a Slow Division. The old battleships, the 2 light cruisers and 6 destroyers including Tenedos and Scout would form a Slow Division. The aircraft carriers, 4 heavy cruisers, one Anti-Aircraft Cruiser and remaining Destroyers would form the Fast Division. Presumably all of these vessels would have met together in a single hex sometime in Turn 4 and Turn 5. After that it is a choice between hiding from the Japanese or trying to force an engagement with them. A surface engagement would be preferable given the British players superiority in battleships (5:4) but being a carrier based game such actions are difficult to arrange in "Indian Ocean Adventure". The Allied merchant Shipping counters could be used as a bait with which to trap the Japanese should that player decide to use 2 separate forces to deal with coastal shipping and Ceylon. (As occurred historically!) But the danger lies in the fact that if the British Eastern Fleet meets the Japanese fleet in a carrier action, it will be outnumbered by 2:1 in carriers. The best tactic is to allow the Japanese to batter themselves against the anti-aircraft guns and fighters of Ceylon's airfields and then attack the weakened Japanese fleet when it is returning to the western mapboard edge.

One of my favourite tactics is to use the British carrier fleet in a raid upon the Japanese airfields at Port Blair or Sabang. With only a single zero fighter counter, and 2 Scout plane counters the Japanese player would not stand a chance against the allied carrier planes. If the Japanese player does not have the 3 aircraft counters concentrated together it may even be possible to send out a single carrier to deal with the airfields on an individual basis. Thus Hermes with its 4 Fulmar counters could be used as these counters have both a fighter and bomber role. They may even have a chance of catching the Japanese planes on the ground! A strong escort would be needed for Hermes, which should include 2 heavy cruisers, the anti-aircraft cruiser and 4 destroyers preferably HMAS Vampire and the Australian manned Nestor, Napier, and Nizam. As Hermes was originally destined to be MacArthur's first carrier, the inclusion of the Australian destroyers adds a touch of historical irony.

For the British player, the defence of the 4 Ceylon airfields are a primary concern. At Colombo and Trincomalee there are 10 points worth of stationary shipping counters, and the Catlinas have an 18 hex range which gives the British the potential for finding the enemy early. The island should be denuded of ships as soon as possible so as to

present as few a targets as possible. When the Japanese player finally attacks the island, allied aircover should be re-inforced by the Walrus and Blenhiem counters from Madras. This is because these "useless" counters can absorb the aircraft losses in place of the fighter counters. The anti-aircraft cover on the island's airfields is heavy, and the Japanese player can expect to suffer losses when attacking Ceylon. Every counter lost will make it easier for the British carriers to meet the Japanese fleet. The Catalinas can be used in dual roles: Either as reconnaissance planes in search of the Japanese, or as torpedo bombers directed against the fleet. If used as searching aircraft the British player risks losing them to Japanese covering air power.

G.D.W.'s "Indian Ocean" is fun to play but nerve-racking for the British player as he/she awaits the Japanese raid on Ceylon. I would recommend it to anyone who is sick of playing games based on the Pacific War where the Americans are always the "good guys". It provides an interesting insight into a little-known period of history and who could not be but enthralled by the thought of those lovely antiquated British planes - Walruses, Swordfish, Fulmars, Albacores, and Blenhiems attacking the pride of the Imperial Japanese Fleet.

* * * * *

