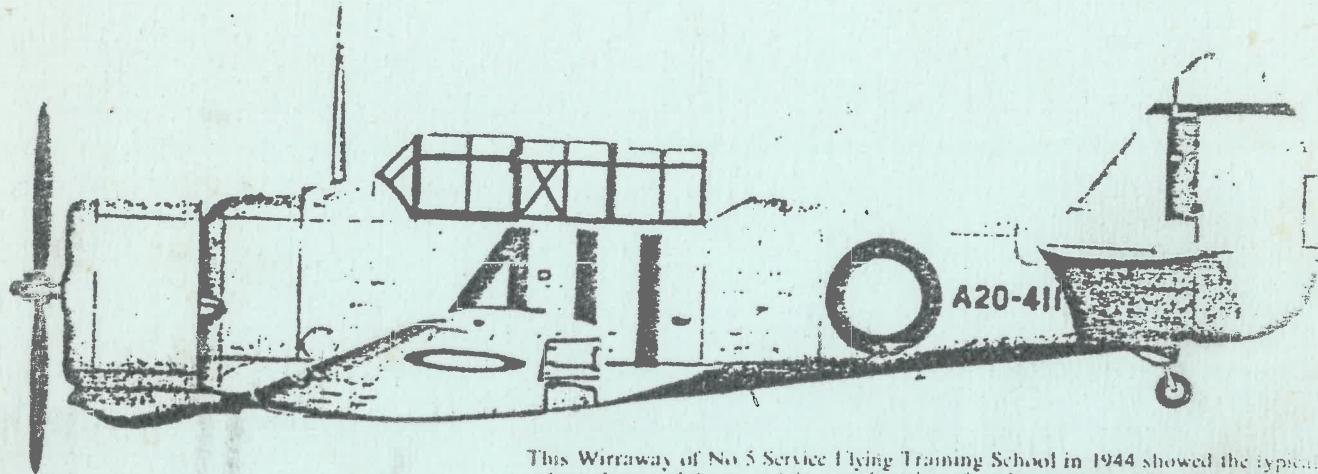
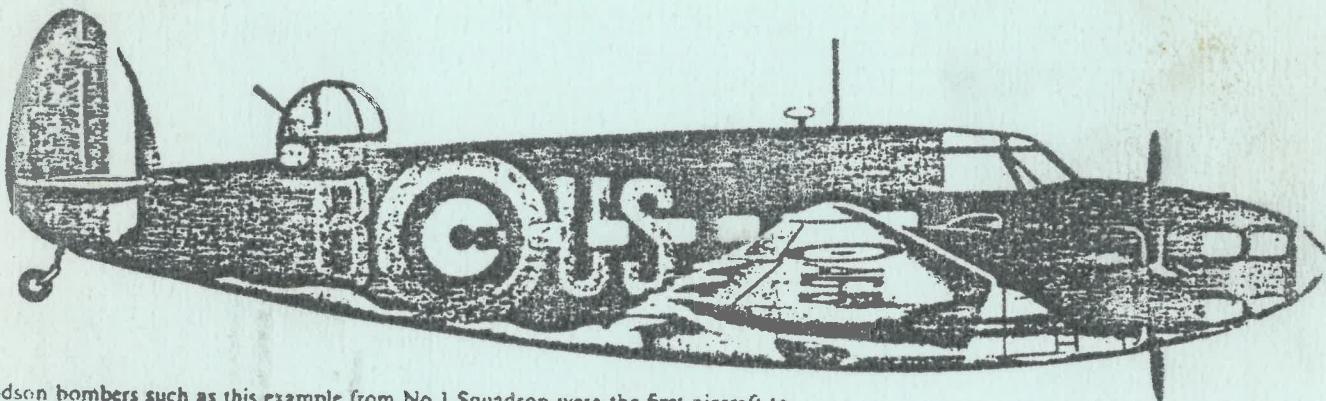


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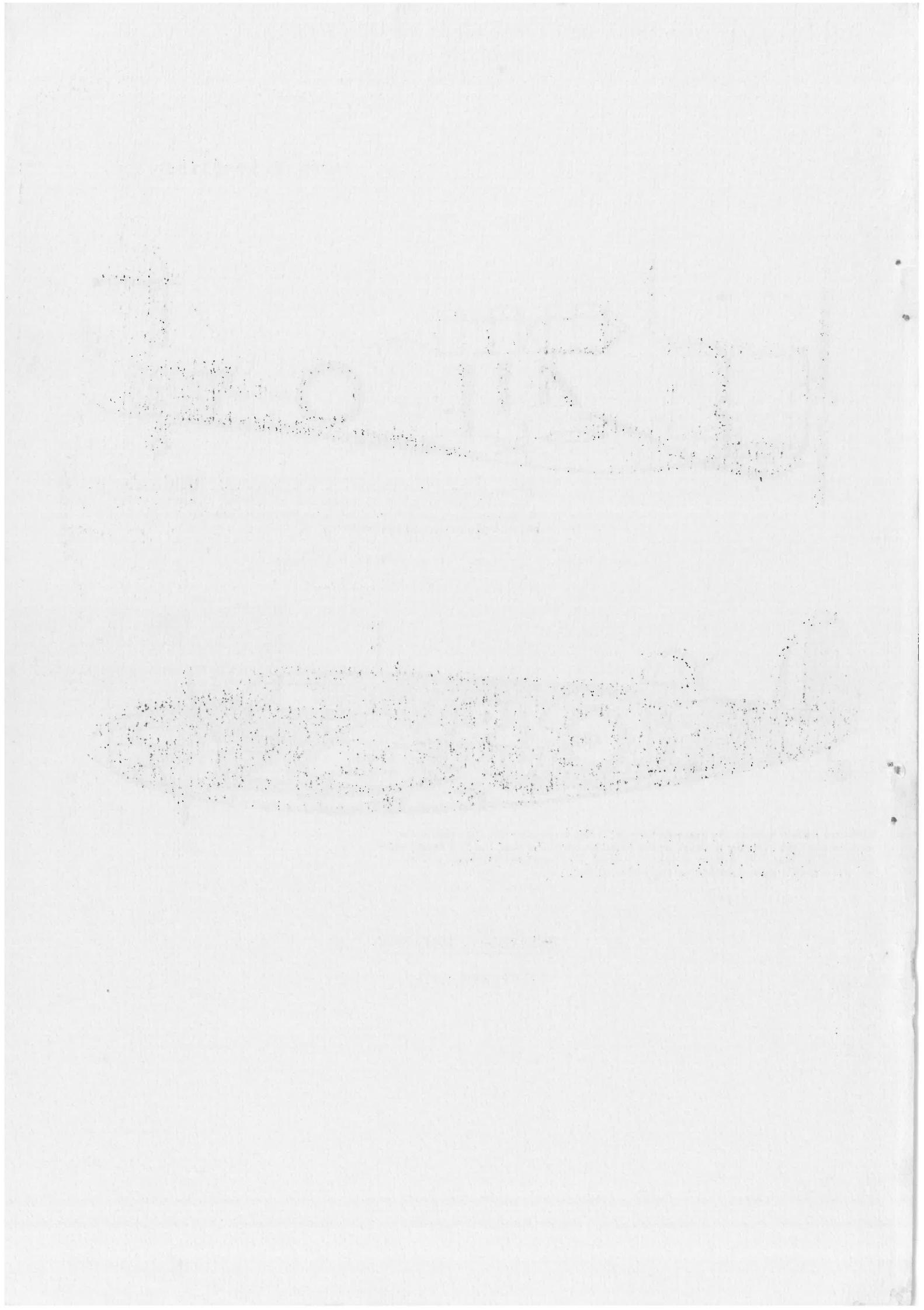
This Wirraway of No 5 Service Flying Training School in 1944 showed the typical bright color scheme of the period for training aircraft. A20-411 also served with Nos 25 and 85 Squadrons. Some 755 Australian-built Wirraways were completed and it was perhaps the best-known type of the RAAF.



Hudson bombers such as this example from No 1 Squadron were the first aircraft to retaliate after the Japanese landings on the Malayan coast and sank the first enemy vessel of the Pacific War. The Hudson, a military version of a Lockheed passenger aircraft, was the RAAF's main bomber type from 1940 to 1942.

QUEENSLAND WARGAMER

FEBRUARY, 1982



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Editorial.

by Kevin Flynn.

Along with six others, yours truly has just returned from a weekend of gaming at the Canberra Wargames Convention. Four of us participated in the Ancients Competition and one of us got to the last eight, myself. Actually there could have been two of us except we had to play against each other. As we were all using improvised 25mm armies it wasn't a bad effort, and next year will be better.

The Convention was held at a Tech Institute that the Canberra Club got the use of for free. Role Playing was held in one building with over 100 people competing. The figurines competitions were held in another building with a similar number of entrants in total. This is probably a good idea as many people have a very one-eyed view of exactly what wargaming is. Several shops were around selling all types of stuff and in one room they held an Ancients and Medieval Workshop. This consisted of a large display of authentic weapons and armour and a lecture and practical exhibition of their use. This was very popular and gave a lot of people real experience in ancient warfare, along with its restrictions.

The actual competitions were very well arranged although some displeasure was expressed over terrain in Ancients. The eventual winner of the Ancients section was a Late Roman army, the runner up was a Late Achaemenid Persian. Late Roman and Byzantine armies were very popular and pike armies have also made a come back. The range of armies over all was good and some of the painting jobs were brilliant.

All in all the three days were well worth the effort as long as you were a competitor, as a spectator you may have been struggling to find things to do.

Having been inspired by this I again suggest that the club hold its own competition. To start we would only have an Ancients Competition as this is the most popular, and with membership help would be remarkably easy to organise. First of all we would require some decent advertising and an idea of how many would be interested in participating. Secondly we would need a venue and a date; as long as the numbers aren't too big the Union College is very suitable, and a date would then be the hardest problem. For maximum effect it should ideally be a long weekend later in the year. Lastly a small group (two or three) must be chosen to organise terrain and to be Referees at the Competition. Prizes would be awarded for 1st, 2nd and 3rd, the best painted army and a few other novelty awards.

'0' week approaches and hopefully you will have this edition of the magazine. In the past the majority of new members who are students have come from our efforts at this time. Last year however only a few people were able to spend time manning displays. This year we will have to try harder due to the membership requirements of the Student Union. Also, greater scope should be tried, to match our new name. Old classics such as chess should at least be handy and more exotic but popular games such as Go or Mah Jong should be available. Wargames displays should consist of the more interesting games for looking at and practical examples of the fast easy going games such as Ace of Aces.

To bring up an old idea, I would be interested in peoples opinion of the name of the magazine. If we wish to sell the magazine a more attractive and less parochial name should probably be used. If you have any suggestions let me know and I'll bring it up at a meeting.

Enclosed in the magazine this issue is a reply to a letter from myself to Phil Barker, ancients players should take note.

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#### THE AUSTRALASIAN ANCIENTS COMPETITION.

For the small fee of \$3.00 you can participate in this great event. Not only do you get to play a much more meaningful game but you also get copies of the Queensland Wargamer free.  
(Members of the QUGS are automatically members of the AAC).

For details write to; Kevin Flynn

4/21 McIlwraith St,  
Auchenflower 4066.

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The QUEENSLAND UNIVERSITY GAMES SOCIETY meets on the second Saturday of every month (except December and January) at the Union College Conference Room, Upland Rd, St Lucia. Meetings begin at roughly 11.00 and continue from there. They finish at no regular time. All forms of gaming are welcome.

## NEWS OF INTEREST

by Kevin Flynn.

This will be a semi-regular section relating any information that may come my way. To start off with, a few details about some Sydney clubs; Sydney Wargamers Association, plays all games, including role playing. This is really a conglomerate of several Sydney clubs as follows.

Northshore Wargames Club; Lindfield Masonic Hall, 4th Sunday.

Sydney Militaria Society; Lindfield Masonic Hall, 3rd Sunday.

Belmore Barbarians; Belmore Police Boys Hall, 2nd Sunday.

Parramatta Warlords; Parramatta Church Hall

2nd and 4th Saturdays.

Eastern Association; Heffron Hall, cnr Burton & Palmer Sts

Darlinghurst, 1st Sunday.

First visits are free and out of state people have been asked to come to the Eastern Association so you can expect a welcome. For phone enquiries while you're down there ring;

Tony Jerome 85-7644, Nigel Slater 4981735, Alan Knight 211 3270.

They have an annual competition in February and publish a magazine called the Dispatch. They have a library of books and games for membership use.

On August 13-15th in Melbourne "Phantascon" will be held at the Melbourne Town House. This is claimed to be the largest convention ever held in Australia and caters to all forms of gaming, although it appears to be strongly role-playing orientated. Prize money is to be awarded to winners and is quite hefty. Entry fee is \$12.00 and competition fees are \$1-2.00. Contact address is;

Phantastacon'82, PO Box Mitcham, Victoria 3132.

Lastly but not least is Tin Soldier in Sydney (alias Minifigs). Their new address is ; 2nd Floor, Dymocks Building

424 George St, Sydney 2000. Ph 27-7421

Minifigs are in the process of releasing a new range of 15mm (look like 18mm to me) and 25mm figures which are better in quality than their last lot. The release is far from complete yet and some are already out of stock. Tin Soldier have also released their own range of Dark Ages and Medieval figures and a complete new range of fantasy figures. The fantasy figures are really nice and well worth buying, both 15mm and 25mm. Slightly expensive but the quality is great.

LETTER TO PHIL BARKER.

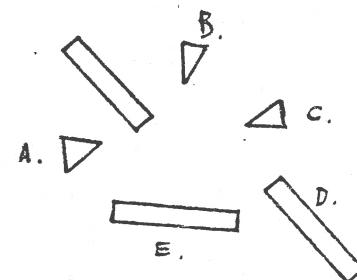
Below is a list of questions sent to Phil Barker in relation to the 6th Edition WRG Ancients Rules. The Questions and answers are repeated exactly as written with any further comments by myself about the question being in double brackets.

1. A wedge fights with a frontage of its point, thus a HC wedge would face against 2 HI figures and have one on either side fighting, as well as the second rank. Thus 5 HC would fight 6 HI. Yes.
2. Wedges fight with a frontage of its widest point, a wedge 1,2,3 would fight with 5 figures on a 3 figure frontage? NO.
3. When a wedge crosses caltrops does it cross with 5 figures X or the actual one figure of the point, assuming 1,2,3,? / (Depending on how far away caltrops are)
4. Page 30, para 4; 'A complete period is needed to form a hollow....' Does this paragraph mean a wedge can shift up to its full move in any direction merely by forming wedge every turn? No.
5. Does it mean a wedge can be formed around a single figure that will be the front centre by any figure not more than a normal move away, eg a unit of LI so long that figures at opposite ends were more than one move away from each other, this unit could not form wedge by using either of its ends for the front centre? Yes.
6. Can a wedge turn 90 degrees, move, turn back and maintain formation at the end of the move? No.
7. Should wedges move by wheels only? yes.
8. A wedge with 1,2,3 charges at LI/B, the archers are so many that they inflict 20 casualties and destroy a figure, leaving 1,2,2. Is this still a wedge for that period? Yes.
9. If 1,2,3 is a wedge, why isn't 1,2,3,2? We cannot see any reason? Its not a wedge. Its nearly a rhomboid, which is historical for some nations. I wouldnt object to rhomboids being treated as wedges.
10. Why cant you have 2,3,4 figure wedges? The ancients didnt have real life equivalents.
11. Charges and movement and sequence of play. Imagine a unit of HC standing to the right and just behind a phalanx. An enemy HC unit declares a charge on the HC from a position directly in front of the HC (and also just to the side of the phalanx). The distance between the two HC units is almost a full charge move. The defending HC will receive the charge at the halt and will probably loose the combat (for some reason). To avoid this occurring the defending player expands his phalanx for 3/4 of a period. 12 figures in two ranks. As a result of this the charging HC will either hit the phalanx or have to try to

swerve around and probably not reach. The sequence of play would not allow this as charge moves are performed first, BUT you do say that the sequence is just an easier way to handle simultaneous moves? Can this be done? NO, sequence must be rigidly kept to.

12. Note diagram to right.

'C' declares a charge on 'D' to hit it in the flank, 'B' declares a charge on 'E' who will evade, 'A' declares a charge on 'C' and becomes impetuous. 'B' cannot see 'A' at the start so cannot react. 'C' however has its charge cancelled and must counter charge 'A'. The paths of 'C' and 'B' will intersect and as they are both cavalry they cannot interpenetrate. What should happen here and what should result?



They cannot voluntarily interpenetrate. 'A' however is no longer responsible for its actions. Illegal penetration, disorder and disaster follow in that order.

13. As SHI are invulnerable to bow fire do they have to test for being shot at three times? Yes.

14. Can scythian formation shoot from their ends with a reduced number of figures? All shooting must be at 90 degrees to line. No shooting proportional to figures opposite target.

15. When LC (for instance) turns 90 degrees it becomes a lot longer formation, where should the turn be taken from, what happens if they must hit another unit to their side/rear? Front corners must remain same.

16. When a unit in wedge breaks and loses one figure, can you take the point figure and thus break contact with pursuers? Yes.

17. Fire priority 2 says 'Enemy who are advancing and are close enough to charge the shooters next period'. What if a gully is between? Does the definition mean 'able to charge them next period' or just 'close enough'? Not prevented by consideration of move distance.

18. In reaction definitions does 'close enough to charge' also mean able to charge? ((No answer but previous question is obvious.)) For eg, in questions 7 & 8 a unit of bow have friends nearby charged by enemy, at the same time more enemy are directly in front of the bowmen and advancing. Both units are close enough to charge but only one is able to. Who could the bowmen shoot at? The meleeing enemy (assuming they also have 'M' priority) or the enemy to their front?

If both qualify under priority 2, succeeding priorities must decide. 4'M' could be one such. If all else fails 5.

19. Close order infantry going over caltrops would count two ranks doing so due to base depth and caltrop depth? yes.

20. Why cant Thracians (or was it Thessalians) use double pointed wedges as mentioned in Armies and Enemies of the Punic Wars? Diamond Formations. They can, for me. However produces very long unwieldy formations.

21. A body with both pike and halberd would have its enemy count -2 in melee, even if only one halberd figure were in the front rank? No. Only figures actually facing models or figures so armed, cant face both.

22. Page 36 - Shooting combined with Hand to Hand Combat.

Line 2 with the correction about darts exactly what are you getting at? Does this mean darts can only fire if beginning a charge WITHIN beyond ((please note that my word was crossed out and his inserted.)) 40 paces of the enemy? Or does it mean they are considered to fire at less more than 40 paces range?

23. It seems a bit rushed that a Later Roman Legionaire can throw a dart, a javelin and then a pila and then use sword all within 20 paces, which you could do if fighting a phalanx. Everything would be thrown in the last 20 paces so as to catch the phalanx unshielded. Hence amendment stopping it.

24. Casualties on the General figure are listed seperately from his bodyguard say. Thus a general could take 10 casualties and the bodyguard have taken 15. Should a figure be taken from the unit as the total is 20? No.

Thats all the questions and answers. Several are still a bit confused and I will be writing again later but this is a good start. Phil Barkers answers as you may have gathered, are underlined.

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## 5mm ANCIENTS.

BY Ivan Withers (Sydney)

A few issues ago I wrote an article on 5mm Ancients ((for the Despatch, a Sydney mag, Ed)) and gave some lists of armies which were easily set up.

Since I started bringing to the Club ((Sydney, Ed)) meetings my own armies, offering a game to anyone interested in trying this diminutive scale, and their own choice of army, I have had several queries about how to go about starting.

Firstly, the only two sources I know in the Sydney area are from the Campsie firm of Battlefield (who usually advertises in the Despatch) , and the ROS-Heroics firm which advertises in the British magazine Military Modelling. The catalogues give the range of figures available, costs, and some hints on painting the figures.

((I believe that Tin Soldier have some in stock now also, Ed))

Once you have the figures painted, and perhaps even converted to your own satisfaction, the next step is basing them. Five mm is a very small size, and you would naturally prefer not to chop and change around.

My own choice has been to cut out squares of prepainted plastic bases 15mm square. In 25mm scale this corresponds with a base 60mm square. Each square is then trimmed to the base size of the troop type; thus, a single square base could mount either 2 LC, or 3 MC or HC. An elephant or chariot also fits, although the base for a chariot may need to be longer, say 20mm, to fit comfortably. For Light and Light-Medium infantry the base is halved (depth) and on each strip you may mount either 2 LI or 3 LMI. Heavy infantry become a slight problem, as these should be mounted 4 abreast on a strip 5mm wide, and a number of the figures are a bit big for this. However, care in trimming the figures from their sprues will solve it.

Having based the figures, the next step is to consider the rules you will use. In the Sydney clubs, the two main contenders are the WRG Ancients Rules 6th Edition, and the locally produced Anabasis Rules. Now it becomes apparent why I choose the 15mm squares for basic mounting; by this means the troops are on bases which are compatible in both sets of rules, although the Chariots and War Engines are slightly over based if compared carefully.

A very useful device I have made is the Distance Stick. This is a piece of wood, a short version of which comes inside every Paddlepop! On one side of this stick (prepainted basic white) I marked the WRG ground scale, and on the other side I marked the

## DRACULA'S ARMY.

BY DAVID BUGLER.

Dracula you say? Dracula of Transylvania, the vampire fellow? Well, yes and no. Vlad Tepes Dracula (that is: Vlad the Impaler, son of the Dragon) was Prince of Wallachia in the fifteenth century, and he was the one from whom the vampire stories were derived. He and his four brothers each held the throne of Wallachia between 1442 and 1495; Vlad himself had three reigns - 1448, 1456-62 and 1476-77. At that time Wallachia was a semi-independent state in the front line of resistance to growing Turkish power, and control of the area was sought by Turkey, Hungary, Poland and a few lesser principalities.

Modern Romania includes Transylvania and Wallachia; from the map it is easy to see how conflicting forces emerged in Wallachia during this critical time. Vlad Tepes came to the throne originally as a Turkish puppet, but managed eventually to throw off all foreign domination; his aim was to create an independent nation between Turkey and Hungary (of which Transylvania was an important frontier province).

The Dracula myth grew out of Vlad's desire to expel the German merchants who had a stranglehold on Wallachia trade; his policy of nationalisation was fiercely resisted by the foreign merchants and by the boyars (aristocratic gentry). Hence the term "impaler" - a form of punishment quite common in eastern Europe, but Vlad's enthusiastic use of this method for mass execution tended to upset foreigners. The later histories of Vlad's reign and character derive largely from southern German propaganda, because the Germans were able to exploit Gutenberg's new printing technology.

By Vlad's time the Turks were reaching the peak of an expansionist phase, led by several able and aggressive sultans. Constantinople fell in 1453; by 1460 they had acquired Macedonia, Bosnia and part of Serbia. In 1462 they began their final drive to the Carpathians - a move intended to give them permanent control of the Danube plains. Knowing their intention, Vlad was busy trying to arrange for support from Christian states - Poland, Hungary, Italy and Germany. In the event, none of these rulers kept their promises, but the Turks assumed they would have to overcome massive resistance.

The Turkish plan called for a three pronged assault. Eighty thousand men concentrated at Nikopol in the centre; another seventy thousand moved up to Vidin on the left. A fleet of 175 warships and transports prepared to move up the Danube, with the fortress of

Chilia as their first objective. Against these massive forces, Vlad was able to muster 15000 men opposite Nikopol and 7000 on the lower Danube; this represented his total military resources.

Sultan Mohammed II crossed the Danube in May, only to be faced with Vlad's scorched earth policy; the Turkish army was forced to scatter for food, and many small parties were wiped out by ambush. A night attack by 8000 cavalry against the Sultan's camp caused heavy losses and further demoralisation. The Turkish army was deflected away from Vlad's capital, Tsigiviste, and began to retreat on Braila - which was as far as the river force had been able to advance. On the left flank, the Vidin force was ready by the end of June - but by then, the Sultan was at Braila and the Turks had admitted defeat.

This remarkably successful campaign - hailed throughout the Christian world at the time - was won by a relatively poor and backward state with a high proportion of irregulars in the national army. The Turkish army was largely professional, highly trained, had a high proportion of armoured troops, and included about 8000 of the much feared Janissaries. That this massive force had to retreat from a peasant militia one fifth of its size is nowadays largely forgotten.

Having suggested that Vlad Tepes Dracula (the last word is pronounced drah-koo-lah, not drak-yoo-ler) is one of history's forgotten great leaders, I would like to take a closer look at the society which provided his army.

Wallachia in the fifteenth century was an Eastern version of the feudal structure, differing from its western counterparts in that the Orthodox Church had very little to say in politics, and the middle (i.e. mercantile/service) class was largely undeveloped. A central factor in Wallachia's case was that a high proportion of the peasants were free men; they owed allegiance to the prince, rather than to any intermediate noble. The boyars (feudal aristocracy) were independent minded, and generally prepared to abandon all scruples for the sake of immediate personal gain; large numbers of them deserted to Mohammed II in 1462, after inviting him to invade Wallachia in the first place!

Vlad Tepes and the Wallachian peasantry had a particularly close relationship; they provided him with a fiercely patriotic militia, while he protected them from the excesses of the boyars. Vlad's personal court was largely drawn from newly-created noble families, young men who owed their wealth and position to him alone. Vlad saw to it that these knight coutiers, rather than the established boyar

families, were in control of the fairly primitive Wallachian bureaucracy and general staff. The constant political intriguing of the boyars, coupled with Vlad's efforts to ignore or suppress them, meant that Wallachia's foreign alliances suffered considerable short-term fluctuations. Hungary and Poland both hoped to control the principality; Serbia, Russia and Moldavia at times saw the defence of Wallachia as part of their own concerns. In addition, the Papacy occasionally tried to revive the anti-moslem crusade movement, with Wallachia as the favoured jumping-off point, but with little success.

Let us now take a look at my proposed list for the Wallachian army. This list refers particularly to the period 1425-1475, but can be extended to cover 1400-1525. Terminology is that of the Wargames Research Group Ancients rules.

Knight Courtiers, Reg B HC/L,Sh @ 11 pts.	8 to 24
Extra to upgrade Courtiers to EHK @ 6pts.	up to 12
Boyars, Irreg A EHK/L,Handgun,Sh @ 17 pts.	10 to 20
Boyar retinue Irreg B HC/L,Sh @ 9 pts.	same as boyars.
Mounted militia, Reg C MC/JLS,Sh @ 8 pts.	up to 20
Mounted Militia, Reg C LC/B,Sh @ 8 pts.	20 to 40
Extra to give Reg C LC lance @ 2 pts.	up to 20
Foot Militia, Irreg C MI/P @ 2 pts *	20 to 50
*(David has conformed to historical evidence here, I would recommend that they be used as long spearmen or Reg D pike... Ed.)	
Foot Militia, Irreg C LMI/CB or Hand Guns, Sh @ 3 pts	20 to 50
Foot Militia, Irreg C LI/LTS or 2HCW @ 2 pts.	up to 30
Extra to make Foot Militia mounted infantry @ 2 pts.	up to 100
MMercenaries, use one of Foot Militia types and upgrade to Reg C @ 1 pt extra.	up to 30
Crusaders, Irreg A LMI/2HCTW,Sh @ 6pts.	20 to 30
Crusaders, Irreg D LI/S or 2HCW,Sh @ 2 pts.	up to 50
<u>Foreign Contingents.</u>	
Hungarian Knights, Irreg B EHK/L,Sh @ 15 pts.	up to 20
Hungarian Cavalry, Irreg C MC/CB or Handgun,Sh @ 6pts	up to 12
Hungarian Cavalry, Irreg C LC/L,Sh @ 6 pts.	up to 18
Serbian uszar, Irreg C MC or LC/L,Sh @ 6 pts.	up to 20
Cossacks, Irreg C LC/L,Sh @ 6 pts.	up to 18
Moldavian levies, Irreg D LC/B @ 3pts.	up to 25
Moldavian Levies, Irreg D LMI/B or 2HCTW,Sh @ 2/3 pts.	up to 30.
Polish contingent, use one of Foot Militia types.	up to 30
6 Regular command factors and up to 12 Irreg command factors.	

The knight coutiers are B class regulars because of their high discipline and extensive training; the boyars are A class irregs because they are less well trained, but liable to impulsive attacks and sudden collapse of morale, deriving from the selfish nature of their loyalty. There really ought to be a rule that any boyar or boyar retinue unit which breaks should immediately defect to the enemy! The retinues, by the way, are the local equivalent of men-at-arms.

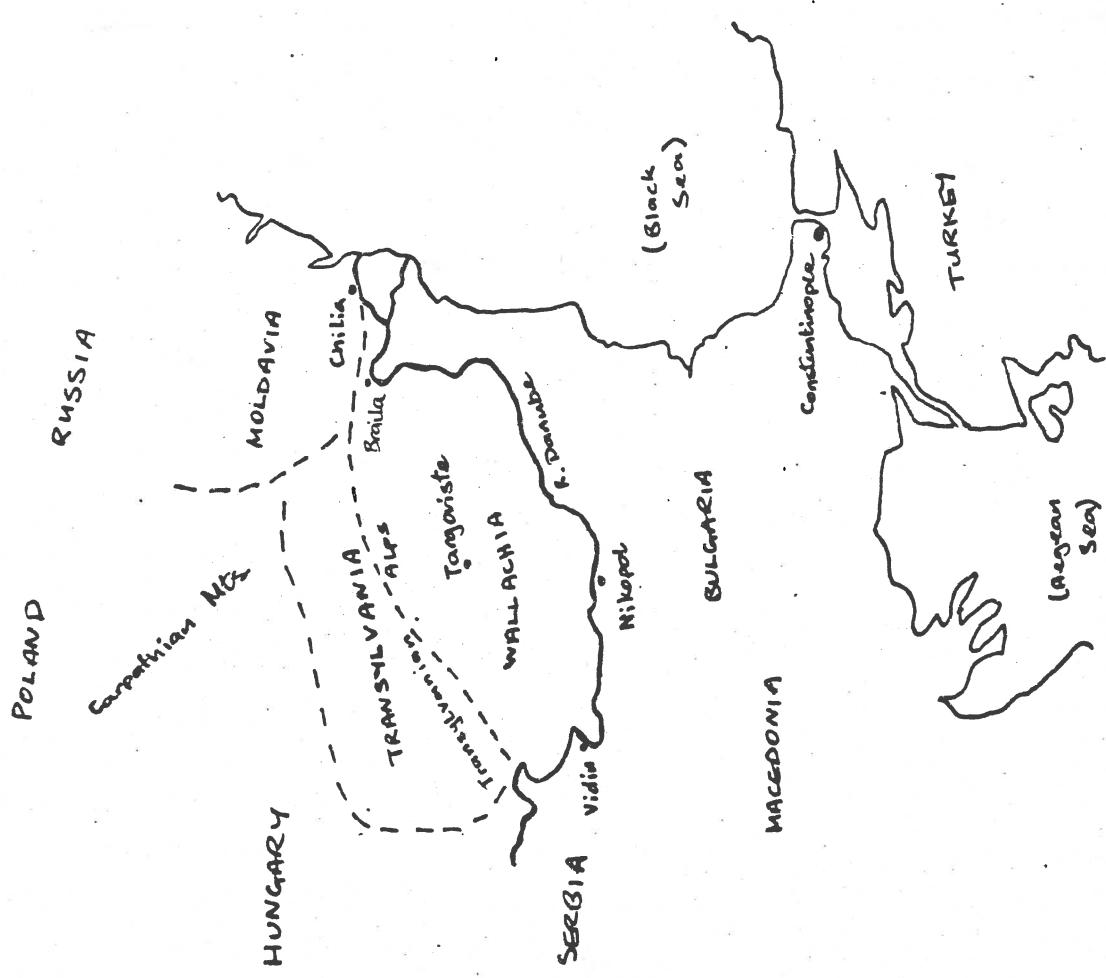
The militia units are the key elements in Dracula's army. The Lesser Army, a militia force on permanent part-time duty, were all mounted; they maintained permanent patrols along the roads and borders. Training and active duties were integrated with their agricultural life. The Greater Army, only called out in times of national emergency, consisted of peasant infantry of military age; all had periodic training in weapons and tactics, but no other military commitments. Boys and old men, while not forming part of the armed forces, usually took up guerilla operations against foreign invaders. The sources imply that, on some occasions, large sections of the Greater Army were given horses to speed their deployment.

The Crusaders are an interesting group; not, as you might expect, the feudal aristocracy cavalry of earlier centuries, but crowds of eagers south German artisans. For various complicated reasons, this was the only group to respond in large numbers to the Popes call and volunteer for service against Turkey. They had to be put into battle with little training, hence the D class rating. There were however, a few with previous military experience, trained up to operate as fanatic shock troops - hence the A class rating.

Mercenaries of a sort were available, but Wallachia could not afford many of them. The sources suggest that they were generally hired numbers and used to pad out the militia units.

Foreign contingents sometimes turned up to help (if promised at all, and even then not always); the types shown in the list cover most possible variants. It should be pointed out that if the army has a Hungarian contingent, any generals bodyguard is formed from the Hungarian knights and no the (Wallachian) knight coutiers, You may quibble, but that is a historical fact. I have, however, ignored the Moldavian Guards unit sent by Stephen the Great in 1477; all but ten were murdered with Vlad Tepes, through boyar treachery, before they could be used in battle.

A few words now about proscribed combinations. The foot militia



can be upgraded to mounted infantry only if there are no foreign troops present. Crusaders should in theory only be used if fighting a non-Christian army; players may or may not like to waive this particular restriction. Only one of the five possible foreign contingents may be fielded at once; and if a foreign contingent is used, at least half of each troop type must be fielded. As for proportions, a maximum of 1/3rd of the army may be cavalry (not including mounted infantry); and LMI militia are limited to a maximum of 1/3rd of figures armed with handguns.

Firearms are a bit of a problem. The Turks were well-endowed in this respect, but Wallachia was too poor and too remote to have many gunpowder weapons. The boyars, with their extensive foreign contacts, were better off in this respect. Vlad Tepes had an artillery train of sorts, but it was generally dispersed in fixed defences or siege operations; he rarely fought the sort of battle which could utilise artillery, anyway.

So there you have it. I wont go into the problems of the Dracula legends, which have little to do with Vlad Tepes as a historical figure; any reader who wants to look furhter into that should start by reading "In Search of Dracula" (1972) by McNally and Florescu. For those of us who cannot read Romanian, there are several recent biograpgries of Vlad Tepes published and translated into English.

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#### 5mm Ancients. (Contd)

Anabasis scale.

As for actually playing with the troops, I have made a couple of game boards with a raised edge. This is to prevent accidental flipping of the troops; once they get lost on the floor they are all likely to stay lost! The size of 16 inches would represent a table width of 5ft in 25mm scale; this is ample for normal deployment purposes. The other dimension is up to you. Just consider that a game board 30 inches long would be equivalent to 10ft in 25mm.

Game Review - Rise & Decline of the Third Reich.

3rd Edition..... Noel Bugeia.

This is the latest update to what must be one of the most successful strategic simulations of European World War II.

The game is essentially corps to army based with arbitrary divisions in the Navy - into fleets - and aiforce - into air fleets - and Strategic warfare counters (submarines, bombers etc) are included.

The main difference between this edition and the last is that most of the old optional rules are now compulsory and small anomalies have been tied up, more about this later.

There are many levels on which the game can be played, short scenario, long scenario, campaign game, 2 or more players (up to 6). There are scenarios for 1939 (start of war until Summer 42), 1942 to 1944 (Russian campaign), 1944 to end of the war (Battle of Germany). The '39 scenario is short (lasting a few hours no more) while the other two can be quite an evening (lots of Russians to move around).

If a scenario is played by two people then section 2.2 victory conditions are used, if more than two play then 2.3 is used. This allows for diplomacy. Thus it is possible for Italy to make a deal with the Allies and win via that. If he were to side with Germany there is every possibility of the Allies going through him to get at Germany. If, for example, he guarantees the safety of the Suez (or Malta etc) then they may agree to let him alone.

The multi-player victory conditions are based on the concept of objective hexes. There are a total of 42 of them. For Italy to gain a decisive victory in the Campaign game she needs 4 of these objectives. Historically Italy lost in WWII but if she can survive the war with 4 objective hexes (i.e. the ones inside her borders at gamestart) she will get a decisive victory.

Contrast this with France which needs only to survive to get a decisive victory.

The map is divided into 'fronts'; east, west and Mediterranean. There are 14 objective hexes in each. Each country (during his turn) may 'pass', 'attack' or perform 'attrition' on each of the fronts. An attack costs production points (BRP, for Basic Resource Points) while a pass or attrition option are free.

To be able to capture enemy countries attack options must be taken. This simulates the mobile nature of WWII. The Germans rarely take attrition options except in Russia late in the war or in France, very late in the war when money is short.

Each country is given a BRP allowance which accrues each Spring

Quarter and a growth rate. If you dont spend some BRP in a year then you can get growth in your basic allowance for the next year. (thsi has been greatly simplified, more detail next issue),

Each country is worth some BRP to its captor, and this is added into his total. If he looses a captured country, he looses the BRP for it.

Next issue I will go into more detail but this will serve as a introduction.

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#### TO CAMPAIGN GAMEMASTERS AND REFEREES.....

#### ACTUAL OR POTENTIAL.

by Peter McKellar.

I propose to discuss a number of aspects of campaign gaming, and hopefully to stimulate my readers into thinking about, setting up, running, or improving upon existing campaign games. The views I express reflect all my own prejudices, for which I make no apology. I will limit myself to discussing campaigns that either expand a tactical system to incorporate strategic considerations; or facilitate 'play by mail'; or some combination of both.

When setting up your campaign I would like you to consider three importsnt aspects that rarely receive the attention they require.

First, the limitations of your game and the situation you are trying to recreate. For example: how many players? What type of forces can be used? What types of ruses, subterfuge etc can be employed? This could be called defining your objectives; or the terms of reference of your game. Know what you are going to be running before you start running it.

Second, obviously, the rules. There are a number of possible starting points.

1. 'Complete' pre-packed campaign rules.
2. Tactical combat rules to which the GM adds his own strategic rules.
3. Meshing strategic rules from one source with tactical rules from another.
4. Scratch, writing all your own.

If you have 1. or think you're capable of 4, you dont need my help. Otherwise you have a starting point; and having considered the limitations/objectives/terms of reference of your campaign, you have a finishing point. I hope that you will fill the intervening 'gap' before you start play.

Finally the physical aspects of starting and running the campaign, It may be a 'labor of love' to produce a 4x3 metre map on a 8mm hex grid but how much will you enjoy reproducing it once for each of 20 players. Are you in a position to adequately store, file, retrieve all the data your game will generate? What sort of move time-table will you set? Exact details will vary between campaigns.

I wish to go on to discuss a number of aspects of campaign gaming that I feel deserve consideration in the light of the above.

Command Control. Most ancients campaign players will expect/demand what amounts to radio communications and satellite reconnaissance; and feel victimised unless they get them. This general principle can be carried through to nearly all types of campaign games. Unfortunately it is, therefore, probably best to compromise between 'absolute realism' and aquieing to the irate insistence of your players. Prior to gamestart you should define the extent of the 'fog of war'; the availability of situation reports; extent to which players will need to pre-plan future moves. Do not accept the usual telepathic cohesion with which sperated independent forces act.

Diplomacy. Depending upon the type of campaign, there are going to have to be varying degrees of player interaction. How will this be achieved within the game framework? How 'binding' will in-game agreements be? These are the easy problems. What, if any, mechanisms can you, the GM, use to control various types of player interaction.?

Random factor/Unknown. Many of histories battles have been partly decided by factors unknown to the commanders of both sides before hand. Players object, naturally enough, to the concept that their best laid plots/plans can be squashed by a factor they neither know about nor control. TOUGH! You decide how to go about introducing a random factor. And there is no onus on you to even hint at the possibility of this type of thing being in your campaign.

Player Objectives. Within the definition of your campaign you may choose to set all, some or none of the players specific game objectives. They are by no means necessary but are an often neglected option.

Mobilization. Will your campaign start with all forces eaerly awaiting the first move to pounce upon the equally well prepared opposition? This may be entirely realistic. On the other hand it is often the situation at gamestart while being entirely unrealistic. If you wish to add the dimension of mobilization to your game you must lay down guidelines for set up and initial deployment. Then detail the effects of mobilization, and response options available

to the defender.

Finally after you have laboured long and hard to set up your campaign and seen it through its first traumatic stages you will almost certainly be in a position to sit back and, with an air of detached fatalism, see how nearly every player has mangled your original concept. There are a number of options available to you.

1. Carry on, while attempting to restrain or manipulate your players back into the original framework.
2. Degenerate into a pattern of weekly rules amendments, backdated rules changes, arbitrary decisions etc.
3. Well spaced, complete game/rules reviews. Where players are advised well in advance of the new situation/rules and are given some chance to comment before they are effected.
4. Fold the game.

As the only effective option is 4. this is the hardest part of running a campaign game. Forewarned-forearmed.

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## THE ORB OF DROLMAR..... PART ONE,

by Kevin Flynn.

The room was almost completely dark, lit only by a fire against one wall. Clouds of smoke moved gently around, seeking a place to escape through, the chimney was obviously in need of cleaning.

Boris, the fighter, entered first, followed by Mandle and Kand. They probed the darkness around them for a sign of presence but found none. Mandle moved over to a large padded chair and eased himself into it.

"You may as well get comfortable," he said, "the Mage will get here when he's ready".

The other two moved carefully to some wooden chairs on one side of the room and sat there quietly, hoping the darkness would somehow hide them.

"The Master always did have class," said Mandle, "you don't see places like this much these days. All the mystery seems to be going out of magic these days. The young mages don't know how to live like we old fellows, eh Kand?"

"I prefer the open arches of the Abbey myself, but yes, this place does have atmosphere," replied Kand, waving his hand to clear smoke away from his face and giving a small cough.

Boris smiled gently but his eyes remained intent on the darkness, trying to discover its hidden secrets. His hand opened and closed in readiness for whatever may happen. In his mind he thought of all the Mages he had known, most were totally untrustworthy, the type of person who would sell their parents. The few that were trustworthy were too absorbed by their art to be of value to him. Mandle had been the only one he had met who was of any use and that wasn't a very good reference for magic users.

A lock turned and Boris's hand grasped reflexively for his dagger. Behind Mandle a door opened and a tall human carrying a candle came through.

"Greetings, my friends," a quiet yet commanding voice said, "I am Arch Mage Hendal, your host and hopefully patron for a short time to come."

Mandle rose from his chair and turned to face the wizard, his hand made a quick motion which the wizard replied to with a similar gesture. Boris and Kand remained seated and studied their host. He was tall for a man, almost seven feet, an almost certainty that he had tampered with himself. His face was a mix of black and brown splotched skin with a large scar under one eye that cut deeply into his beard. His eyes, as with all Arch Mages, were a hypnotising golden color that seemed to glow of their own accord. His beard was long and white, giving an appearance of wisdom and power. His body was covered with a black robe that had many silver and gold runes over it, and as the wizard turned to put down his candle, a large eye was revealed on his back, sewn into the material of the robe with incredible reality. It gave the impression of turning to watch Boris as his hand gripped his dagger handle, threatening him to try something.

"Can I offer anyone a drink?" asked the wizard as he turned back to face them.

"Most kind of you Master," replied Mandle.

"Unfortunately it is Sunday and I cannot partake, thank you kindly," said Kand.

Boris nodded his head affirmatively.

"Good, it will make conversation easier for me, my voice is not what it used to be," a grin touching his face for an instant.

Another door, unseen till now, opened and a man-servant entered with three glasses of a sparkling green liquid. The servant offered to Boris, Mandle and finally his Master then left.

"The distilled nectar of the Arizon Bush, my favourite, I hope yo

you like it."

Boris and Mandle looked at their glasses and as one took a small sip. The flavour was unique, not really a flavour at all but a feeling of energetic life, their tongues and throat tingled and shivered with joy, it was a most exhilarating effect.

Boris spoke for the first time, "A truly splendid drop, wise one, worthy of its reputation, yet one of the rarest of drinks. Your need of us must be great to waste such a luxury."

"Yes and no," mused the wizard, "I could have used any group really, but Mandle was once an apprentice of mine, and I know his style, and his worth."

The wizard moved to a chair near Mandle and carefully lowered himself into it. He took another sip of his drink and sat quietly. The silence continued for sometime before Kand spoke up.

"I am required at services in one hour, Arch Mage, I hope we will be able to complete our business before then."

"Yes, of course, I was dreaming of times past, one of the side effects of the drink. To business then! Rather than explain in great detail what I require of your services I will use a picture. Cast your eyes into the flames of the fire if you would."

Boris and Kand both looked toward Mandle for guidance, this was his field and they expected him to guard against tricks. He met their gaze then shifted position to look directly at the fire. Boris and Kand did likewise.

The flames of the fire were small, but as they watched they grew slowly larger and larger until they filled the entire fireplace. No one noticed the lack of smoke or noise as they were now totally involved with the dancing yellow flames. A blueness began at the bottom of the flames, just a small patch at first, but it slowly expanded upward and outward. As it spread a landscape of rolling forested hills revealed itself. Boris recognised them as the Hills of Gonorra, land of the Forest Giants. The view swept gently over the land and then fell slowly into the trees. They descended another 200 feet from the top of the trees to the ground, for the trees were also giants, tall, majestic and almost indestructible. Boris remembered the last time he had travelled through them with his companion Dorsk, but Dorsk had never left the forest, killed by the forest giants for pleasure. Boris had been helpless and could only flee, promising revenge which he had yet to fulfil.

Their view moved between the trees until it came upon a group of giants, busily at work on an old fallen tree, cutting it for wood. As they worked they sang a giants song;

Trees of life,  
Branches of power,  
In the land of giants,  
The mighty wood towers.

Straight and strong,  
Muscle and brawn,  
Care for the trees,  
Of the forest of Dawn.

The view however moved past them and into the trees again, picking up speed now, whirling itself around trees until they became a blur of grey and brown, then suddenly bursting out into a clearing and the dazzling sunlight. Rising before them was the Hill of Tnach-Fer, and atop it was the castle Tranabor, home of the giant King. The castle was enormous, made from solid tree trunks lashed together, a towering edifice of wood, reaching a good 600 feet into the air. A gate house of giant proportions faced them, closed. Along the walls giants could be seen, pacing between thin towers that defended corners. At the centre was the keep, higher than all other things, dominating the surroundings.

The view moved upward and presently they were looking down upon

the castle, its layout clear to all. Boris took special note of the plan of the castle. The image faded and was replaced by darkness. Light returned and this time an orb of shining metal was shown, a snake coiled around its top, its head lifted, ready to strike. Jewels were its eyes and mithril were the scales; a fortune in that most precious of all metals. The view vanished and the flames returned.

All three blinked and sat back in their chairs, a tenseness leaving their bodies and eyes.

The wizard spoke with alarming clarity, "As you can see, I wish you to retrieve the orb for me from the forest giants. I cannot tell you where the orb is inside the castle as their are wards, but I do know that it is there."

Boris almost choked on this and took several seconds before he could blurt out, "That's all you want!"

The wizard turned his eyes full on Boris, the light sparkling off the wet surfaces, leaping out at Boris, confusing, spinning his mind then fading as Boris coordinated his senses and resisted.

"You are very strong of will, Hero, I have great faith that you will prevail. To aid you however I will council Mandle for the remainder of the week in some arts he may find useful. I will also lend you this." Getting up he walked over to a large chest in one corner. At a gesture from his hand the lid swung open and he reached in to withdraw an object wrapped in black velvet cloth. Unwrapping the cloth gently he revealed the hilt of a sword, then pointed it toward Boris.

"Take it, it is a sword of great power, you will be able to handle it. I would advise you use it as little as possible as it radiates its presence to all enemies within range, drawing them to it. I doubt that you could overcome the numbers it would attract with time. Use it only as a last resort and never touch the blade with your bare skin."

Boris took the hilt in his bare hand and lifted the sword, it was in a plain black leather scabbard with metal edging, nothing impressive about it at all, yet his hand tingled with power, and a will came over his mind to draw the blade and slay the wizard, now, do it, the voice said, he can't hurt you once I am yours, kill him.

Boris again resisted and the voice receded. He looked closely at the Wizard who had turned to close the chest, the eye on his back showing itself again, looking at him. He belted the sword to his right hand side and turned to smile at Mandle and Kand.

"I have other business with the forest giants, apart from this, let us prepare."

"To adventure then," said Mandle, bending to pick up his glass.

"To success," reciprocated the wizard.

"To life," said Kand, crossing himself.

Contd. next issue.

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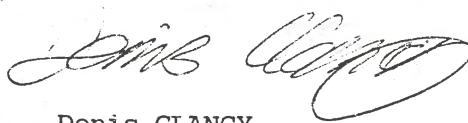
AND NOW A WORD FROM THE PRESIDENT:

Dear Member,

I'm writing this letter to let you know that I have resigned from the position of President of the UQGS ( NOT QUGS ) My last fifteen months as President have been a most frustrating time for me. Perhaps it is a fault of mine but I tend to take all of the work onto myself. However time and time again I have had to rely on other people to do small jobs and have been let down. Messages not passed on, four days notice of the need for an alternate meeting room in the middle of examinations period THEN members complaining about how unsuitable the room was; the list is close to endless. When I contested the position of President fifteen months ago the Society was at a crossroads. The first President, Ken Toohey was besieged with the society's teething problems; our second President, Noel Bugeia, had a lot of trouble with the Students Union and put in a lot of behind-the-scenes work. I inherited a stable society which didn't have much in the way of services to members or capital equipment. I have put a lot of work into improving facilities available to members and I believe I have achieved this; the trees, felt, magazine subscriptions and three books, to mention some.

Where the society goes from here is now up to you, the member ( not anyone else ). It has great potential but needs a little work to be done when required ( not one or two weeks later ). It's time for all of you to make the decision: do you want a society or not ? If the answer is yes, it's time to do something about helping it.

Yours Sincerely



Denis CLANCY.

## THE SIEGE OF RABAUL

by JACK FORD

The end of World War I, saw the former colonies of the German Empire, divided up between the victorious allied powers. Within the Pacific Area these were the Caroline, Marshall, and Marianai Island Groups north of the Equator, which were given to Japan, and New Guinea and the islands of New Britain, and New Ireland, south of the Equator, which were given to Australia. In the years leading up to World War II, the Japanese built naval bases within these islands, the largest being on Truk in the Caroline Islands. Australia on the other hand left the development of her new mandated territories to private enterprises, which moved in and worked the goldmines, and copra plantations established there. The capital of this mandated area was left at Rabaul, which was a thriving township, sprawled along Simpson Harbour, on the Island of New Britain. With the commencement of World War II, Rabaul seemed as remote from the conflict as any place could possibly be, but with the destruction of the phosphate facilities at Nauru Island by German surface raiders, the Australian government decided to send a Coastal Defence Battery of two 6-inch guns under Major Clark to Rabaul to counter any raider threat. As well the Europeans formed a company of New Guinea Volunteer Rifles (N.G.V.R.) under Lieutenant Colonel Walstab, so as to bolster the defence of the territory. By 1940 the threatening moves made by the Japanese into Indo-China forced the Australian Government to reconsider their position on the defence of Rabaul. Thus further reinforcements were sent to bolster the defence of the territory, and show Australia's determination to resist any further Japanese aggression. These reinforcements were based around Lt. Col. Carr's 2/22nd Battalion, and A.I.F. unit drawn from the 8th. Division, and included the 17th. anti-tank battery of 2 obsolete 3-inch guns under Lieutenant Selby; and a detachment of the 2/10th Field Ambulance under Major Palmer, with 6 nurses. A further decision by the Australian Government lead to Rabaul being regarded as a forward outpost, from which Truk could be observed. Thus an Air Base Staff of 120 men was sent to service Rabaul's 2 airfields Vunakanau and Lukanai, where Wing-Commander Lerew's No. 24 squadron R.A.A.F. (4 Hudson light bombers, 8 Wirraway trainer/fighters) was established. Also at Rabaul there was a small R.A.N. base staff (10 men) which controlled the infant Coast-watching Service established through the territory, as well as the coaling hulk "Westralia"; and a one hundred strong force of native police.

With the commencement of the Pacific War, the Australian Government had to make a decision about the future of the Rabaul garrison. It was decided that a withdrawal of the garrison would have an adverse effect on

Dutch morale in the East Indies, yet the worsening situation in Malaya precluded any further reinforcements being sent, so Rabaul was left to its own devices. During December 1941, the only Japanese activity over Rabaul was the almost daily appearance of reconnaissance planes from Truk which the Wirraways were unable to intercept. In retaliation, Lerew sent reconnaissance flights to the Caroline Islands using his bombers and a Catalina flying-boat lent to him from Port Moresby. The base for the Japanese reconnaissance planes was Kapingamarangi Island which was about 300 miles from Rabaul, and Lerew sent 3 bombing strikes against this base. Due to inexperience and defective bombs, the Hudsons only caused slight damage to a seaplane and a fuel store slipway in these attacks. Lerew also organised a special photo-reconnaissance mission, using one of his bombers fitted with long-range fuel tanks, over the enemy's main base at Truk Island. This plane spent 25 minutes over the target area on the 8th. January, and photographed the assembling invasion forces before returning to Rabaul. The R.A.A.F. also sent Catalinas to Rabaul during December to evacuate the women and children living there, as the danger of invasion grew imminent.

With their reconnaissance completed, the Japanese began their softening up process on Rabaul by a heavy air-raid using 33 bombers. About 90 bombs were dropped, mainly on the 2 airfields, and about 30 natives were killed or wounded. This initial raid was followed up by 5 more Truk based raids, all of about 15-20 planes, which succeeded in destroying a Hudson, 2 Wirraways and the base control hut which contained the new direction finding system. The Australians listened to Tokyo Radio to hear the reports of the raids, and were rewarded with hearing of the loss of 7 Japanese planes and many others damaged. As the Hudsons were only bombers, and the Wirraways too slow, all these losses were attributed to the understandably exuberant anti-aircraft gunners. On the 17th of January the Japanese reinforced their Truk based aircraft with planes from the 4 carriers of Vice-Admiral Nagumos Strike Force which had moved into the area. On the 20th of January the Japanese delivered their knock-out blow against Rabaul, using 103 planes from the carriers. A coastwatcher on the Duke of York Island warned Rabaul of the approaching aircraft and the 4 Wirraways on patrol were joined by another 4 just as the Japanese commenced their bombing run. Within a few minutes it was all over, as these trainers were outclassed by all the Japanese aircraft, and were shot from the sky. Four of the Wirraways were destroyed, 2 were seriously damaged and six of the crews were killed and 5 wounded. With total control of the air the Japanese concentrated their attack on

the army barracks and harbour areas. When the Japanese had finished, less one bomber, the "Westralia" had been sunk, another Wirraway destroyed, and the Norwegian ship "Herstien" (5,100 tonne) was a blazing wreck. The loss of the Herstien had destroyed Scanlons plan to evacuate the garrison after the Japanese made their landings. Lerew now had only 2 Hudsons and a Wirraway left, but was ordered to continue resistance. His response to this suicidal order was to send off to the authorities the roman gladiators salute: "We who are about to die salute you!" This apparently had the desired effect, because he was ordered to abandon the airfields and fly his remaining aircraft to Australia. His groundstaff then made their way to the Sounth coast and were evacuated by Catalinas on the 23rd January.

With the Australian's 'airpower' destroyed the Japanese launched further air-raids over the next two days, which succeeded in destroying the 6 inch guns of the Praed Point Battery - the only guns that could engage enemy shipping. By this time the Japanese had assembled an impressive invasion force consisting of 3 cruisers, 6 destroyers, 3 minelayers and 5 transports. This force has assembled by the 17th of January and had reached their final positions by the morning of the 23rd. The Commander of the Japanese invasion force was Major-General Horii and he had under his command almost 5300 men, consisting of 3 infantry battalions of the 41st regiment, 2 marine battalions, an artillery battalion, and an engineering regiment. Scanlon had deployed his forces thus: Major Owens 'A' Company, the N.G.V.R. troops and the Anti-tank battery, and Captain Shiers 'Y' Company (reinforced by the Anti-aircraft gunners who had destroyed their guns) were deployed covering the two main landing beaches. 'A' Company was at Vulcan beach and 'Y' Company was at Raluana. Three other companies ('R' 'B' 'D') were deployed behind the beaches on Kokopo ridge to be ready to bolster the beach defences, whilst another company ('C') was in prepared positions defending Vunakanau airfield. The Japanese began their naval bombardment of the Australian's positions at 1.00 a.m. and after an hour the landing barges began to move in towards the shore.

The initial landings consisted of three battalions. One landed at Praed Point to take possession of the remains of the battery as they were unaware of its destruction, whilst a second battalion landed in support at Nordup. These two forces advanced unopposed to occupy the Lakunai Airfield and Rabaul township. What they found was a cratered airfield, gutted government buildings, and damaged wharves, which had been caused by the Australian engineers the day before.

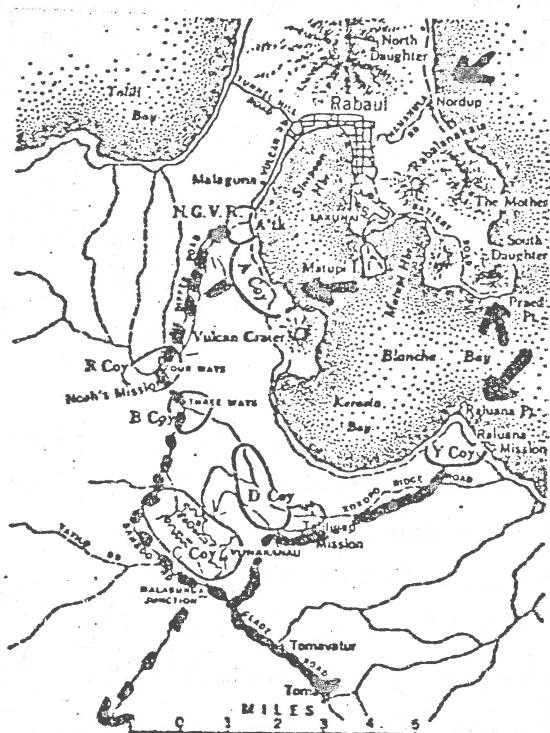
Whilst engaged in this work, the engineers blew-up a large ammo dump which shattered the valves of the only wireless capable of contacting the outside world. This effectively destroyed all communications with Port Moresby. The third Japanese battalion landed at Vulcan beach, where it met fierce resistance from Owen's company. One landing barge was destroyed by mortar fire, the others withdraw and the Japanese survivors were left pinned down on the beach. Alarmed by this set-back, Horii ordered one of the battalions from Rabaul township to be transported by barge to Vulcan, to support his forces there. As well a small raiding force was sent by barge to Malanguna, in an effort to turn Owen's flank, but this force was driven off (with the loss of one barge) by the N.G.V.R. and the anti-tank gunners. The second wave of barges carrying the other Japanese battalion succeeded in land troops between 'A' Company and the N.G.V.R., whilst the survivors from the first wave were infiltrating around the lower slopes of Vulcan Crater, endangering his right flank. With his line of retreat along the Big Dipper Road in danger from the Japanese second-wave, Owen was forced to abandon his positions, his rearguard leaving the beaches by 7.30 a.m.

The other Australian forward company, Shiers, was attacked at Raluanu beach at 3.00 a.m. and fared less well than Owen. The Japanese managed to over-run 'Y' Company's forwarded sections and this forced Shier to retreat to his transport. By 4.00 a.m. the last of Shier's were moving by truck and bren-carrier up along the Kokopo Ridge Road.

Meanwhile, Scanlon had been out of touch with his two forward companies since 2.50 a.m. when his telephone line had been cut by Japanese infiltrators. He attempted to regain contact with the two companies by sending scouts down the tracks, but this was unsuccessful as they were ambushed. Finally he sent forward Captain Traver's 'D' Company along the Ridge Road to cover Shier's withdrawal. Scanlon had no idea of how far the enemy had advanced on Owen's front and thus he withdrew his headquarters from Noah's Mission and moved it closer to Vunakanau airfield at Talligap Mission. Carr the battalion commander retained his headquarters at Noahs Mission.

Owen by this time, had managed to withdraw his surviving troops back along the Big Dipper Road, and had re-established contact with Carr with the aid of despatch riders. As a result Carr ordered McInnes 'B' company forward from Three Ways to cover Owens withdrawal.

By 8.30 a.m. Owens men began filtering through Three Ways followed closely by the pursuing Japanese. The Japanese forced the forward company machine-gun posts to withdraw, which rapidly made 'B' Company's covering position untenable. The four companies on the Kokopo ridge had a strong naturally defensive position except that there were too many gaps between each position. This was pointed out to both Carr and Scanlon but urged on by McInnes who was seeing his whole company disintegrating before the Japanese infiltration tactics, they decided to order the entire battalion (which by this time included the survivors of Shiers Company which had reached the temporary safety of Talilgap Mission) to withdraw. Appel's 'C' company which was in prepared positions defending Vunakanau and so far had only been bothered by strafing from Japanese planes, was ordered to be the rearguard covering the battalion's withdrawal.



Dispositions, 2 a.m. 23rd January  
 Japanese Landings  
 Carr's forces Retreat  
 Scanlon's forces Retreat

But as with all the Australian's plans over the last few hours, time was not on their side. Horii had landed a fourth battalion at Raluana and was pushing all his units simultaneously against both flanks of the Australian's positions. On the right flank Traver's 'D' company and the remnants of Shier's 'Y' company with Scanlon's headquarters staff were cut off from the rest of the battalion when after 8.00 a.m. the Japanese began infiltrating across the Three Ways Road. The main Japanese forces made contact at 11.00 a.m. lead by 2 native scouts, and the Australians ambushed some enemy forward elements, killing 10 Japanese and both of the scouts. The Australians were able to hold the Japanese for almost 3 hours until forced back to the high ground overlooking Talilgap. Travers then organised a counter attack to recover two trucks left behind in the retreat. This attack succeeded beyond all hopes with the 2 trucks returned to their original owners and with no loss to themselves and fifty Japanese casualties. Scanlon ordered a retreat to Toma, while the Japanese were still checked, and the two companies were able to move there without interference. As the road ended at Toma, this force then split into small parties and made their way to the south coast. The same situation overcame Carr's force which was strung along the Kokopo ridge. Japanese infiltration tactics were forcing the rearguard from one position after another along the ridge. Some troops refused to sleep stay to help defend positions and in the end Carr ordered a general retreat along the Malabunga Road. The troops headed off in any vehicle possible, civilian or military, continually attacked from the air. At the end of the road, where it reached the Kerevat River, the transport was destroyed, and Carr's force split into small parties and headed for the North Coast.

Thus ended organised resistance by the 1400 strong garrison at Rabaul. The Japanese had systematically destroyed the garrison's supporting forces and then with complete air superiority had attacked the Australians with a force five times as great. The Australians had fought the Japanese for over fifteen hours and inflicted almost 100 casualties on the Japanese, as well as the destruction of 2 barges and 8 aircraft. The Australians lost 2 officers and 26 other ranks. Thus the Rabaul garrison had fulfilled the role allotted it by the Australian Government, which was to be a forward outpost to be tokenly defended. Unfortunately, the fate of the garrison was to be full of tragedy. About 160 were captured and massacred by the Japanese at Tol Plantation on the 3rd February. Another 849 were captured by the Japanese and sent on the Montevideo Maru to Japan. The ship was sunk by the American submarine Swordfish on July 1st and all those on board perished. About 400 troops were eventually rescued in March and April after being wasted by malaria, berri-berri and starvation.

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