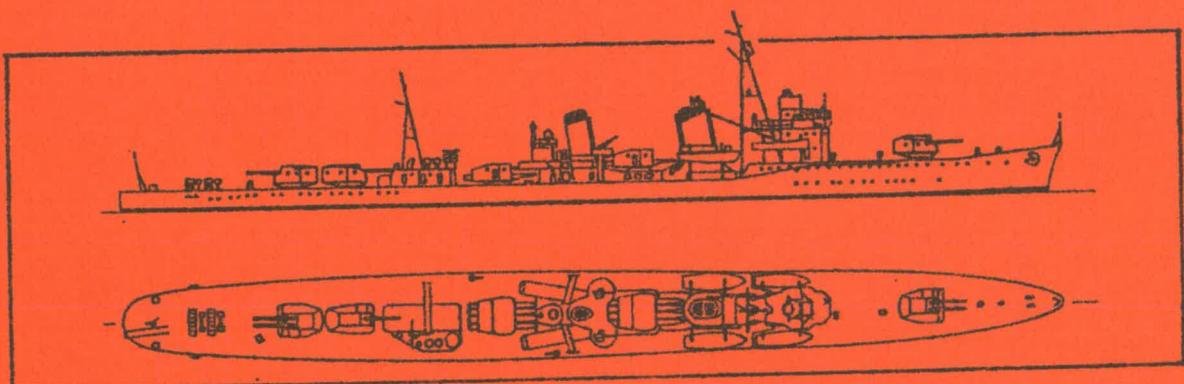


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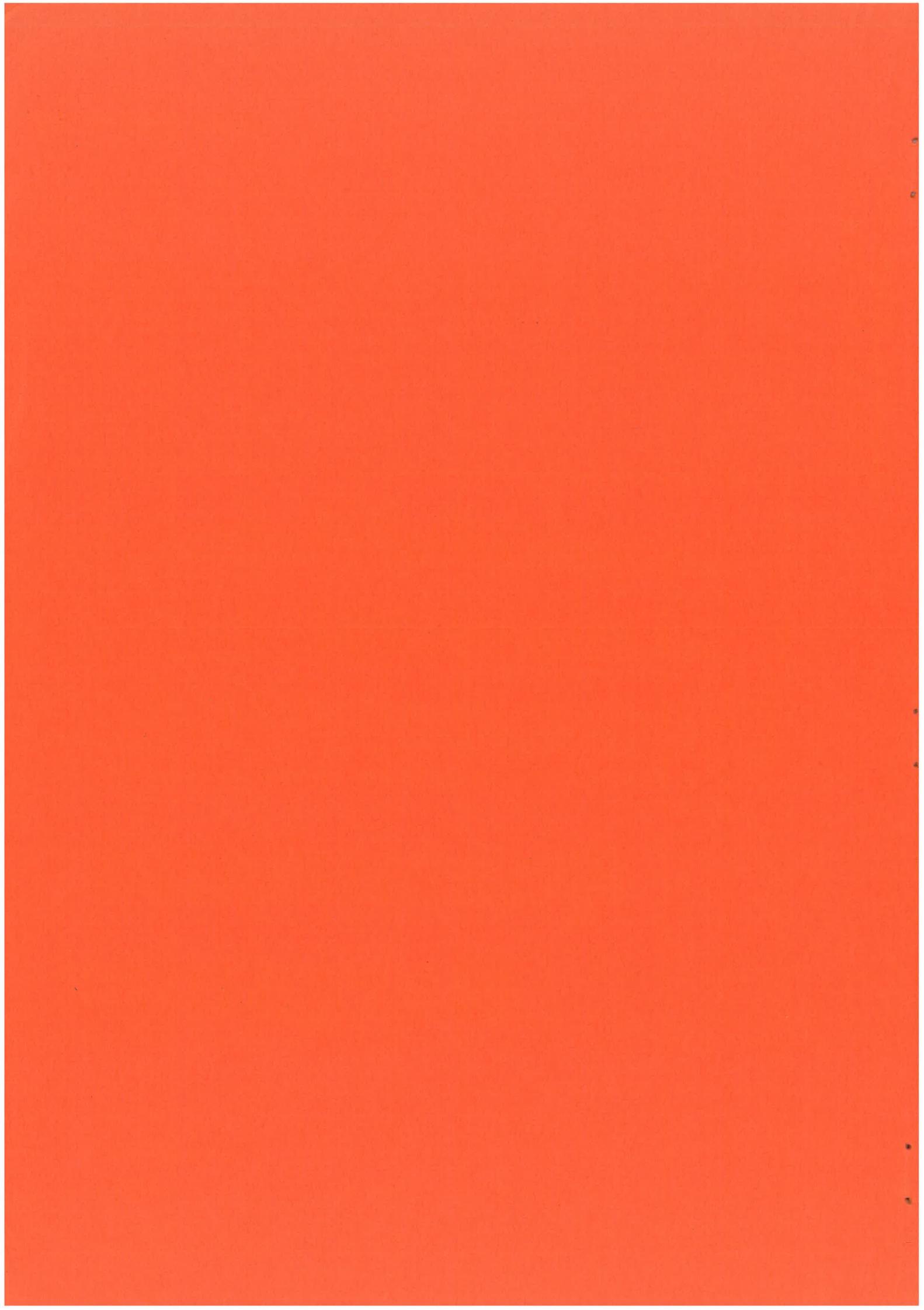
Harusame

Launched 21 September, 1935 by Uraga Dock, Tokyo; completed 26 August, 1937; sunk 8 June, 1944 by B-24 bombers and P-38 fighters 30 m NW of Cape of Good Hope near Manokawari (00° 05' S, 132° 45' E) during the Battle of Gelvink Bay.

(diagram courtesy of "Warships of the Imperial Japanese Navy 1869-1945")

Queensland Wargamer

SEPTEMBER 1985



QUEENSLAND WARGAMER No. 21, SEPTEMBER 1985

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EDITORIAL

This is the 21st issue of "The Queensland Wargamer", and as such marks a major achievement for a society which rarely has more than 40 members - the Queensland University Games Society. In looking back at past issues, it becomes quite clear that the responsibility for producing this magazine has fallen onto only a few shoulders. But this is to be expected from such a small organisation. What is encouraging though, is that there is an increasing rate of contributions being made by Q.U.G.S. members, other than the Editor. This is in direct contrast with the grim days of Kevin Flynn's editorialship, when a very over-taxed Kevin had to produce a magazine through all his own work and research. Perhaps with the next issue (Number 22) the magazine will truly have come of age, and Q.U.G.S. can consider changing the format to a more professional finish.

But back to the present, and to my overview of what is contained in this issue. Boardgamers may be interested in Mark Marychurch's article which details possible variants for Avalon Hill's "Flattop". Dale Murdoch who is a gamer from Mount Waverly in Victoria, has contributed 4 articles. The first is about German and American armoured formation and tactics during World War II. German Armoured Infantry and U.S. Tank Destroyer Gun Platoons, together with Soviet Sub - Machine Gun Companies. This is followed later by an article on the effects of terrain on table - top gaming. Dale's final contribution is an article about the lesser known Charge of the Heavy Brigade during the Battle of Balaclava in the Crimean War. Miniature players may find Dale's articles of some use.

Eric Topp has written 2 articles for our many fantasy role players. Anyone who has a copy of "Call of Cthulhu" should read Eric's detailing of the types of insanity covered by this game. AD&D players will be interested in Eric's article entitled "Better Role-Playing Using AD&D", in which Eric argues for a more consistent approach to the design of your own campaign world.

I have written 4 articles for this issue. The first, which is entitled: "Why a Defence Pact With Papua-New Guinea" is a follow-up to my previous issue article on the Guerrilla War in Irian Jaya. Any letters to the Editor on this controversial subject will be gladly accepted. For naval historians and gamers, I have listed the Allied and Axis Naval vessels which were captured by the Japanese, and put into service by their navy during World War II. Players of Quarterdeck Games "Ironbottom Sound" may be interested in my scenario on "The Battle of Gelvink Bay".

Finally, I have written an article which protests the current costs of our hobby. Put quite simply it is my belief that we are being ripped-off. I urge all Queensland gamers to read this article, and to put their feelings about the prices of games and modules, down on paper. It is time that we made a stand against the exorbitant prices being charged in this country.

Jack Ford
EDITOR

31st August, 1985/

LETTER TO THE EDITOR

Darian Gallagher,
8 Bellevue Street,
MILTON 4064 QLD

Dear Sir,

I am a member of the Brisbane Wargames Society and am trying to find out about other clubs in Australia. The intention of this would be to form an Australian Wargames Association and ultimately an International Wargames Association. So, if you could send me any information about the clubs in your area if any, if not could you spread the word to some of your more regular customers. This would greatly help me. I will send you information as I receive it.

I thought you would like to know that I'm sending other letters to shops in Australia.

Yours Sincerely,
DARIAN J GALLAGHER

(Home) 369 4270

"THE COURIER MAIL" JUNE 18 1975

Napoleon 'defeated' again as hundreds re-enact the Battle of Waterloo

WATERLOO, Belgium.— Hundreds of enthusiasts in period uniforms re-enacted the defeat of Emperor Napoleon of France on the original battlefield to mark the 170th anniversary of the Battle of Waterloo.

There was no gore, but lots of gunsmoke and flashing bayonets as 600 Britons, Austrians, Swiss, Americans and Frenchmen staged a colorful pageant beneath the lion monument that honors the victorious allied commander, Britain's Duke of Wellington.

A crowd estimated at nearly 30,000 watched them recreate two key assaults in the day-long battle south of Brussels on June 18, 1815, that ended Napoleon's dominance over Europe.

More than 100,000 men fought in the original battle in driving rain. An estimated 35,000 were killed.

The battlefield attracts more than half a million tourists a year and local shops do a busy trade in Napoleonic souvenirs — far more common than memorabilia of Wellington.

(Reuter)



EMPEROR Napoleon and advisors during the re-enactment of the Battle of Waterloo.

NO. MON. NO FUN!
The Price of Gaming

By Jack Ford

When approaching this topic, I was filled with a sense of trepidation, because I will be delving into an area which affects all gamers, but for which there is little information. The little information that is available is tied up in all kinds of 'gobbleygook' statistics and figures. I also had to keep in mind, any possible libel suits that might occur when I take on a big company such as Military Simulations.

But I feel that something has to be said about the incredibly high prices of boardgames and modules in Australia. Currently the average cost of a board-game in Brisbane is \$60.00. The monster games such as "Fire in the East" are priced at \$120.00, and many of the large add-on games are selling for over \$50.00. In fact it is almost near impossible to find a game that is priced under \$30.00. Such prices are making boardgames almost unobtainable for secondary and tertiary students, the unemployed, and people just entering the workforce - the groups of players who traditionally are the essential new blood that is required to keep the hobby alive in this country. Be warned, as the situation is getting worse!

It would appear that each time the Brisbane shops replenish their stocks of games, there is a new price increase to accompany the refilled shelves. You may ask why are game prices being increased 3 or 4 times a year. Well the normal answer that is elicited from both the major suppliers and the games shops is that it is due to government sales tax. But sales taxes are only normally increased with each Federal Budget - a once a year event. Yet gamers face frequent price-hikes each year, and so "it's the government's fault", is not an adequate excuse.

How much of a percentage of game prices does the Federal Government get? The following is a break-down of governmental charges:-

If the Australian importer brings in a game that costs \$40.00 (Aust.), then they add on the 25% customs duty imposed by the government. This raises the price by another \$10.00 to \$50.00. Then the game is passed onto a distributor who adds on his/her own profit margin. It is these middle people who contribute to the large prices of imported wargames, which ultimately hits us in the wallet. After deciding what profit percentage they wish to add onto the price of the game, the distributor sells the game to the games shops. During this process they add on the 20% sales tax required by the government. This would increase the price to \$60.00. With the distributor's cut and the shop's small profit margin, the original \$40.00 game will probably cost you \$80.00. Remember that only 45% of a game is in governmental charges.

Australia's own company "Jedko" has perhaps recognised the danger to gaming in Australia. It has recently re-released an old game entitled "Field Marshal". It has also bought out an overseas game called "Axis and Allies", and it has just released its first new game in years - called "Europe at War". All of these games are in the \$20.00 to \$40.00 bracket and are therefore quite affordable. Jedko maybe hoping that by offering these games which beat the customs duties, and massive sales tax, it will be appealing to the many frustrated gamers who simply cannot afford many of the imported games. Apart from Jedko, the other Australian gaming company is the Australian Design Group which produces "Empires at Arms" and the new "World in Flames". Given the limited number of Australian games, many people will eventually have to return to buying imports. The sources for these imports are limited and well controlled within this country.

The Brisbane Shop's get most of their stock from the Melbourne based distributors Jedko/Military Simulations. Ultimately it is this company which controls the prices of the games you buy, as it has a virtual monopoly within Australia. This is dangerous, as a controlled market can be exploited, and

this is what I feel is happenning in Australia. Take for example, the case of the cancellation of "The Wargamer" subscription. No prior warning was given, and no explanation was offered. QUGS simply received a note informing us that there would no longer be any subscriptions to this magazine. What will happen to the 12 month subscription which our society has paid Military Simulations for? It is up to the QUGS Secretary to write to Melbourne to get an answer to this question. One cannot be blamed for feeling that Military Simulations is treating its customers with contempt!

There are also some suspicious circumstances surrounding the disappearance of "White Dwarf" from Brisbane Games Shop's. You can still obtain them from overseas, but the Australian distribution has mysteriously dried-up. There is of course the rumour that the people responsible for the Australian distribution of the magazine, are in fact, producing their own Australian Fantasy magazine. Who knows if there is a connection between these 2 events?

Thus if you are feeling exasperated by the rising costs that are associated with our hobby, then what can you do about it? Well for one thing do not vent your frustrations on our local shops. A quick check of prices will convince you that they all charge fairly much the same for their stock. Instead, you should write to Military Simulations to complain about the prices being charged for games. It would also help to send copies of your letters to "The Queensland Wargamer". Remember that if you do nothing then you will continue to pay overly high prices for games.

---ooOoo---

Editor's Note:

Since writing this article, a number of developments have occurred. A new Australian Company "Panther Games" have released a game entitled "Trial of Strength".

Military Simulations/Jedko have reduced the prices on many of their games eg. "Fire in the East" now retails at \$105.00. These price reductions are rumoured to last only until after Christmas. The falling Australian dollar will again force the price of games to skyrocket.

---ooOoo---

The Mountains Of Madness Revisited

A Detailed Look At Insanity In Call Of Cthulhu

For a game in which insanity plays such a central part, it is disappointing that the rules of Call of Cthulhu do not detail the types of insanity better. This article is not a comprehensive analysis of mental illness but is instead a brief look at three major subdivisions of the subject.

Psychosis

The psychotic person fails to discriminate between stimuli arising within themselves and stimuli received from the external world. Their inner emotions and experiences are so disturbing that they are frequently unable to carry on ordinary social functions. Symptoms include disorders of perception (hallucinations, illusions) and thinking (delusions, perseverations), as well as disturbances of consciousness (confusion, stupor), mood (elation, panic), and activity (restlessness, immobility).

In CoC, psychoses will generally have a psychogenic origin i.e. the result of a very disturbing experience. There are several major psychoses of psychogenic origin but the best ones for role-playing purposes are probably schizophrenia and paranoia.

Contrary to popular belief, schizophrenia is not the "split-personality" syndrome. Persons with schizophrenia are usually either catatonic (mute and motionless) or hebephrenic (silly and giggling).

Victims of paranoia sometimes have delusions of grandeur (e.g. "I am Napoleon") as well as delusions of persecution. Persons afflicted with this disorder will almost always reject their former friends and colleagues.

Psychosis is a very debilitating form of mental illness. It is suggested therefore that player characters suffer it only when a large SAN loss occurs.

Neurosis

The neurotic person discharges inner tension and anxiety to resolve opposing forces within their personality. As a result, certain traits are exhibited which, while socially acceptable, are not "normal". Symptoms include bodily discomfort (fatigue, dizziness), phobias, obsessional thoughts, compulsive acts, and hysteria (sensory and motor disturbances).

The three types of neurotic disorder best suited for CoC adventures would be phobic reactions, dissociative reactions, and conversion reactions.

A person with a phobic reaction has displaced what they cannot face to some particular object or situation. By avoiding the phobic object or situation, the person can control their anxiety.

A Person with a dissociative reaction obliterates certain functions of their personality such as consciousness or memory. Amnesia, sleepwalking, and split personalities are demonstrated as a result. Dissociative reactions are especially interesting in that these symptoms are very similar to what would happen to a player character if they are mentally taken over by some alien entity (a not uncommon occurrence on CoC).

A person with a conversion reaction converts feelings of anxiety into psychosomatic disorders. Common sensory symptoms include pain, numbness

and blindness. Common motor symptoms include paralysis; tremors and inability to speak.

The CoC Keeper should inflict neuroses on player characters according to the situation which caused the madness. An encounter with a Deep One, for example, could lead to fear of the sea (thalassophobia). Reading the Nectonomicon might cause blindness.

Personality Disorder

Sufferers of personality disorders persist in antisocial or socially inadequate behaviour. Sociopaths and psychopaths are extreme examples of this type of person. Symptoms include undue excitability in the presence of minor stress. extreme emotional instability. passive dependence (helplessness, indecision), passive aggression (stubbornness, procrastination), and sexual deviation.

In CoC, this form of insanity should not be inflicted on player characters but reserved for cultists and others with SAN 0. A Keeper who does this might also consider having player characters encounter non-cultists who are particularly obstreperous or unstable just as a red herring to put them off the scent of real cultists.

N.B. With the explanation (albeit limited) and elaboration of insanity types in this article, it should not be necessary to use the Insanity Table in chapter IV with the exception of the phobias listed there.

* * * * *

BETTER ROLE-PLAYING USING AD&D

PART 1: A CONSISTENT CAMPAIGN WORLD

By Eric Topp

Unlike most role-playing games AD&D is not based on a particular world/universe but is rather a "generic" RPG which attempts to allow the creation of any sword-and-sorcery milieu. Hence the Monster Manual and its sequels include monsters from almost every European and Asian mythology, the Players Handbook provides players with a choice of character class ranging from Celtic druids to Oriental monks, and Legends and Lore (formerly Deities and Demigods) offers fourteen different pantheons. Only the intelligent use of this wealth of information will make a successful role-playing campaign as opposed to a string of hack-and-slay encounters.

Lin Carter, the well-known fantasy author, has written an excellent book called "Imaginary Worlds" which describes the history and branches of fantasy literature. In it he asserts that the fantasy writer "not only has to persuade his reader into a temporary willingness to believe in dragons, enchanted swords, and evil magicians; he must also paint a convincing portrait of a world or age or land in which these things naturally fit". The Dungeon Master must do a similar job with the campaign world.

Fantasy writers either borrow an established world of myth or legend, or else invent their own world. The latter option is less restricting and can be divided into four main categories. The first is our own world before the start of known history e.g. Hyboria (Robert E. Howard). The second is our world in the very remote future e.g. Zothique (Clark Ashton Smith). The third is a world close to ours but in some alternate dimension or parallel universe e.g. Amber (Roger Zelazny). The fourth is some world entirely apart from our own e.g. Witch World (Andre Norton).

DMs who are interested in the history and beliefs of a particular culture and who are prepared to do a little research might decide to base their campaign on the "world-view" of that culture. By world-view I mean what that particular culture knew or believed concerning the form and contents of their world. For example, the Ancient Greeks situated themselves at the center (naturally) of their world with sunken Atlantis to the west and frozen Hyperboria to the north.

The choice of character races and classes, and the presence of certain weapons, armour types and monsters should be restricted depending on the nature of the campaign world. For example, magic-users (as such) are virtually unknown in Norse legend and would therefore be excluded from a campaign based on the Norse culture. DMs should pick a culture that they and their players are familiar with; it is not necessary that strict historical (or mythic) accuracy be attained but blatant anachronisms should be avoided.

Of course, most fantasy writers create an original world in which to base their stories and DMs might wish to do the same. To make a convincing and interesting world for role playing, DMs should design a comprehensive pantheon and work out a hopefully consistent history to provide a background for the denizens and societies of the lands in which the player characters adventure.

It is important to note that many fantastic beasts and legendary monsters as found in the Monster Manual are integral to the myths of the culture which they originally came from. To use these in an original fantasy world without alteration or explanation is not a good idea. In addition, if the campaign setting is on a world which is defined by the DM as being entirely separate from Earth then the flora, fauna and even the chief intelligent inhabitants should be different from those of this world.

How all of this affects the structure of the Outer Planes is up to the individual DM but I suggest renaming (or excluding) those planes which do not fit into the campaign pantheon. I personally think that the Monopoly-board arrangement of the planes as shown in the Players Handbook is ridiculous with its "mix-and-match" approach. The influence of that stupid diagram seems to have locked the creative thought process of some of the best AD&D writers as evidenced by Roger E. Moore's piece on Gladsheim in Dragon 90; this very informative article is spoilt by a note informing the reader that "other deities reside upon the planes of Gladsheim, most notably Bast and several Shinto and Indian gods". This tendency of AD&D writers to throw particular gods together according to their alignment rather than their cultural origin may explain why the only other Outer Plane to be extensively detailed on the Dragon is the Nine Hells and why that ended up being little more than a high-level dungeon and nothing like the abode of a deity.

So now we come to the controversial subject of alignment and what place (if any) it should occupy in your campaign world. As defined by Gary Gygax, alignment is based on two independent axes - the moral axis of good versus evil and the political axis of law versus chaos. However despite being supposedly co-equal in determining individual alignments it is obvious that the good-evil axis far outweighs the law-chaos axis in terms of importance in the game system as a whole. For example, there are DETECT EVIL/GOOD and PROTECTION FROM EVIL/GOOD spells but no corresponding DETECT CHAOS/LAW and PROTECTION FROM CHAOS/LAW spells. Tables exist detailing the abilities of good/evil clerics to turn/control undead but the abilities of lawful/chaotic clerics to affect undead are not mentioned. DMs who wish to use the concept of alignment in their campaign should take a serious look at these deficiencies.

Japanese Naval Losses Attributed to Non-US forces.
Argentina ~~Mara~~ escort carrier severely damaged at Beppu Bay by aircraft from HMS Formidable, Indefatigable, Victorious and sub 24

Ning Hai small light cruiser 2500 tons captured by from Chinese 13/7/37 at Yangtze River
Ping Hai small light cruiser 2500 tons captured on 23/8/37 at Yangtze
Hyeman minisweeper 1200 tons captured on 25/12/41 from British at Hong Kong
TM-3 - TM21 Dutch m/t 19.2 tons (all recaptured except TM13, TM14, TM15, TM5
TM-7, TM-16, TM-17, TM-18)

Tjenimei Dutch patrol vessel 80 tons captured at Soerabaya.
MING SEN gunboat 600 tons captured from Chinese on 16/11/38
Chin Chiang tug 800 tons captured from Chinese on 25/10/38
GENO TA oiler 7984 tons captured from de Dicel on 9/5/44 in Indian Ocean
EBANOL auxiliary oiler 1942 tons captured from British on 26/12/41 Hong Kong
SENRAMIS tanker 5800 tons captured from Dicel on 15/2/42 at
Padang Sumatra

FT-Hsing customs vessel captured from Chinese on 20/2/38 and sunk
by US sub Cobia on 8/6/45

Jydeiman survey vessel 1320 tons captured by from Dicel at Tiliap on
4/3/42 returned to Dicel

Herald survey vessel 1320 tons captured from British at Singapore on 8/2/42
sunk by mine in Java Sea on 20/6/44

POLLUX lighthouse tender 1012 tons captured from Dicel at Soerabaya on 2/3/42
and recaptured

Yung Chien gunboat 1039 tons captured from Chinese on Yangtze on 25/7/37 recaptured
Mata Hari steamer 1000 tons captured from British in Sunda Strait on 28/2/42
sunk in East China Sea on 2/3/45 by US aircraft

WEN HSING patrol boat 450 tons captured from Chinese in 1937

YUN HSING as WEN HSING.

YAT SEN gunboat 1520 tons captured from Chinese on 25/9/37 at
Nanking recaptured

Nenette Moller ferry 1000 tons captured from British in South China Sea on
10/12/41 recaptured

BOGOTA merchantman 1230 tons captured March 1942 and recaptured + returned to Dicel

TYSAROGA transport 7089 tons captured south of Java on 4/3/42 and sunk
by US sub Seahorse off Bonin Is on 2/11/43

ROKAN coaster 558 captured in NEI on 5/3/42 and sunk by HMS sub Javelin off Malacca on 22/4/44

POOLSTER MTB depot ship 1262 tons captured at Jendong Lisk on 1/3/42 and sunk by US
aircraft off ~~off~~ Luzon on 15/1/45

VAN CLOON transport 6517 tons captured from Dutch on 7/2/42 at Yunnan

and sunk by US aircraft off Vietnam on 12/1/45

DAR CASTOR cable layer 661 tons captured from Dutch at Soerabaya on 2/3/42
recaptured

SIGLI transport 1579 tons captured from Dutch between Ijil and Australia on 2/3/42
and sunk 10/10/42 off Samarinda Borneo by US sub Seadragon

SCHOUTEN anti-aircraft ship (converted 7/1941) captured in Madura Strait on 28/2/42
ran aground after being torpedoed by US sub Sea Robin off Bawean on 3/3/45

~~TSUMANOURA MARU~~ gunboat 3517 tons sunk on 24/1/42 off Balikpapan by US
destroyer Parrot.

TOMORI Transport 984 tons captured from Dutch at Soerabaya on 2/3/42
and sunk at Phuket Thailand by British sub Trentham on 28/10/44

TATSUGAMI MARU ammunition ship 7070 tons sunk by destroyers Parrot
Paul Jones, Pope on 23/2/42 January 42 in Balikpapan Bay

Captured Allied Neutral and Axis Naval Vessels Used by the Imperial Japanese Navy
During World War II.

By Jack Ford.

Name of Warship	Nationality
Chien Kang	Chinese - old destroyer 390 tons
Thracian	British - destroyer 1223 tons recaptured
Stewart	U.S.A. - destroyer 1537 tons recaptured
Banckert	Dutch - destroyer 1316 tons recaptured
Fungo	Chinese - gunboat 96 tons
Looe	British
Waglan	British - minesweeper 678 tons
Taitam	British - minesweeper 678 tons recaptured
"A"	Dutch - minesweeper 179 tons
"B"	Dutch - minesweeper 179 tons
"C"	Dutch - minesweeper 179 tons
Finch	U.S.A. - minesweeper 110 tons
Ram	Dutch } minelayers 2400 tons recaptured (RAM)
Regulus	Dutch } minelayers 2400 tons recaptured
Lepanto	Italian - minelayer 615 tons recaptured
U - 5111	German - submarine 1137 tons captured
U - 1224	German - submarine 1144 tons
U - 181	German - submarine 1616 tons captured
U - 862	German - submarine 1616 tons captured
U - 195	German - submarine 1616 tons captured
U - 219	Italian - submarine 1736 tons captured
Comandante Cappellini	Italian - submarine 1960 tons captured
Luigi Torelli	Italian - submarine 1971 tons captured
K - XVIII	Dutch
Q - III	Phillipines - MTB 40 tons
Wake	U.S.A. - gunboat 370 tons recaptured
Luzon	U.S.A. - gunboat 560 tons
Moth	British - gunboat 650 tons
Arayat	Phillipines - gunboat 1200 tons
Ermanno Carlotto	Italian - gunboat 180 tons recaptured
Macau	Portuguese - gunboat 133 tons recaptured
Op ten Noort	Dutch - hospital ship 6067 tons
Majang	Dutch - research vessel 1200 tons
Fei Hoing	British - police vessel 625 tons - recaptured
Pulau Kidjang	British - research vessel 400 tons recaptured
Genesse	U.S.A. - naval tug 1180 tons
Barlight	British - boom defense vessel 900 tons
Colonel G.F.E. Harrison	U.S.A. - naval cable ship 700 tons
H.D.M.L. 1062	British - harbour defence motor launch 54 tons
M.L. 310	British - fairmile motor launch 130 tons
M.L. 311	British - fairmile motor launch 130 tons
Kelena	British - Patrol craft 295 tons
Bantam (No. 3)	Dutch - patrol vessel 145 tons
Kawi (No. 7)	Dutch - patrol vessel 25 tons
Salak (No. 8)	Dutch - patrol vessel 25 tons recaptured
Gedeh (No. 14)	Dutch - patrol vessel 25 tons recaptured
Lawoe (No. 15)	Dutch - patrol vessel 25 tons recaptured
Djember (No. 19)	Dutch - minesweeper 175 tons
Eggano (No. 20)	Dutch - minesweeper 175 tons recaptured
Djombang (No. 21)	Dutch - minesweeper 175 tons recaptured
Ardjoeno	Dutch - patrol vessel 75 tons recaptured
Jeram	Dutch - auxiliary minelayer 393 tons
Rhu	British - auxiliary minesweeper 254 tons
Fazant	Dutch - patrol craft 625 tons recaptured
Arend	Dutch - minesweeper 775 tons
Valk	Dutch - patrol craft 775 tons recaptured
Flores	Dutch - minesweeper 175 tons recaptured
Fakfak	Dutch - minesweeper 175 tons recaptured
Garoet	Dutch - minesweeper 175 tons recaptured
Grissee	Dutch - minesweeper 175 tons
P13	Dutch - patrol craft 26 tons
B1	Dutch - patrol craft 130 tons recaptured
B2	Dutch - patrol craft 130 tons
B3	Dutch - patrol craft 130 tons recaptured
B4	Dutch - patrol craft 130 tons recaptured
B5	Dutch - patrol craft 130 tons
B6	Dutch - patrol craft 130 tons recaptured
B7	Dutch - patrol craft 130 tons recaptured

Type	Ultimate Fate
Customs Vessel	Sunk by U.S. Sub-Cobia 8/6/45
Survey Vessel	Recovered by Allies
Survey Vessel	Sunk by Mine 14/11/44
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Sunk by U.S. Carrier Aircraft 1/8/45
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Sunk
Motor Torpedo Boat	Accidentally Lost
Motor Torpedo Boat	Accidentally Lost
Motor Torpedo Boat	Sunk by R.A.A.F. 2/8/43
Motor Torpedo Boat	Sunk by R.A.A.F. 2/8/43
Motor Torpedo Boat	Sunk by Petrol Explosion 27/7/43
Motor Torpedo Boat	Sunk 1944
Motor Torpedo Boat	Sunk 1944
Motor Torpedo Boat	Recovered by Allies
Motor Torpedo Boat	Recovered by Allies

"Town and Gown" November 1985

Role games danger

By HAROLD PEACOCK
CHRISTIAN groups at Queensland University have said "Dungeon and Dragons" and "Role Master", the role-playing games this year blamed for a couple of suicides in the United States, presented most danger to University students.

A St Lucia group spokesman, Mr Llewellyn Jones, said there was evidence that some students had become obsessed with the games, and as a result dropped out or failed courses, lost jobs, or become alienated from their families.

"The games are particularly attractive to University students because they are made for the more intellectual person — someone dominated by their characters, just with an active imagination and like a person in America recently who can keep track of their so-called abilities," Mr Jones said.

The games themselves, very popular in the United States and Jones said,

now sweeping Australia, require nothing but players' manuals, character record sheets, and dice. But fears originate from characters such as elves, clerics, sorcerors, and fighters being able to develop varying magical and physical powers by praying to their gods, which may include devils, demons, and vampires.

Mr Jones said that because of the games, and because both Dungeon and Dragons and Role Master were fantasy role-playing games, fiction could combine with reality and the participants become obsessed with their playing character.

"People's lives may become dominated by their characters, just like a person in America recently who bought a pair of \$2000 swords because that's what his character would have done," Mr Jones said.

"And for one of the people who suicided, it was reported he did it because he thought he had a 90 per cent chance of reincarnation."

Everything in the games is worked out by probabilities adjusted by referring to the players' manual.

But president of the St Lucia Role Master Society, Mr Alan Waite, said such incidents occurred because the participant was "around the bend" before playing the game.

"Many people become quite involved and spend a large percentage of their time thinking about and playing the game, but nobody takes it seriously," Mr Waite said.

"A big part of the game is the combat system which features sword fighting — chopping people up — spells, and sorcery, but people who hear these things get carried away and think it must be devil-worship," he said.

"It's only a game, and it's only as vicious as playing a war game of some sort, like chess. Role Master is just the same, except it's slightly more detailed."

The society treasurer, Miss Janine Toole, said the club had up to 45 members who travelled from as far as Beenleigh and Beaudesert to play.

However, Mr Jones said the potential influence was wide reaching and had already had strange effects on people in the University area.

He pointed out that he knew of one Role Master participant who travelled to Tibet because he believed he was an elf and Tibet was where the majority of elves apparently lived.

"It (a role-playing game) is very elaborate, and very realistic in that it contains many variables, but everybody responds differently to different things," Mr Jones said.

Type	Ultimate Fate
Customs Vessel	Sunk by U.S. Sub-Cobia 8/6/45
Survey Vessel	Recovered by Allies
Survey Vessel	Sunk by Mine 14/11/44
Motor Torpedo	Recovered by Allies
Motor Torpedo	Sunk by U.S. Carrier Aircraft 1/8/45
Motor Torpedo	Recovered by Allies
Motor Torpedo	Sunk
Motor Torpedo	Accidentally Lost
Motor Torpedo	Accidentally Lost
Motor Torpedo	Sunk by R.A.A.F. 2/8/43
Motor Torpedo	Sunk by R.A.A.F. 2/8/43
Motor Torpedo	Sunk by Petrol Explosion 27/7/43
Motor Torpedo	Sunk 1944
Motor Torpedo	Sunk 1944
Motor Torpedo	Recovered by Allies
Motor Torpedo	Recovered by Allies

"Town and Gown" November 1985

Role games danger

By HAROLD PEACOCK

CHRISTIAN groups at Queensland University have said "Dungeon and Dragons" and "Role Master", the role-playing games this year blamed for a couple of suicides in the United States, presented most danger to University students.

A St Lucia group spokesman, Mr Llewellyn Jones, said there was evidence that some students had become obsessed with the games, and as a result dropped out or failed courses, lost jobs, or become alienated from their families.

"The games are particularly attractive to University students because they are made for the more intellectual person — someone with an active imagination and who can keep track of their so-called abilities," Mr Jones said.

The games themselves, very popular in the United States and

now sweeping Australia, require nothing but players' manuals, character record sheets, and dice. But fears originate from characters such as elves, clerics, sorcerors, and fighters being able to develop varying magical and physical powers by praying to their gods, which may include devils, demons, and vampires.

Mr Jones said that because of this facet, there was great potential for people to come under demonic influence by playing the games, and as a result dropped out or failed courses, lost jobs, or become alienated from their families.

He said because both Dungeon and Dragons and Role Master were fantasy role-playing games, fiction could combine with reality and the participants become obsessed with their playing character. "People's lives may become dominated by their characters, just like a person in America recently who bought a pair of \$2000 swords because that's what his character would have done," Mr Jones said.

"And for one of the people who suicided, it was reported he did it because he thought he had a 90 per cent chance of reincarnating."

Everything in the games is worked out by probabilities adjusted by referring to the players' manual.

But president of the St Lucia Role Master Society, Mr Alan Waite, said such incidents occurred because the participant was "around the bend" before playing the game.

"Many people become quite involved and spend a large percentage of their time thinking about and playing the game, but nobody takes it seriously," Mr Waite said.

"A big part of the game is the combat system which features sword fighting — chopping people up — spells, and sorcery, but people who hear these things get carried away and think it must be devil-worship," he said.

"It's only a game, and it's only as vicious as playing a war game of some sort, like chess. Role Master is just the same, except it's slightly more detailed."

The society treasurer, Miss Janine Toole, said the club had up to 45 members who travelled from as far as Beenleigh and Beaudesert to play.

However, Mr Jones said the potential influence was wide reaching and had already had strange effects on people in the University area.

He pointed out that he knew of one Role Master participant who travelled to Tibet because he believed he was an elf and Tibet was where the majority of elves apparently lived.

"It (a role-playing game) is very elaborate, and very realistic in that it contains many variables, but everybody responds differently to different things," Mr Jones said.



THE GERMAN ARMOURED INFANTRY PLATOON 1944

by Dale Murdoch.

In 1944 most German infantry Divisions had their reconnaissance units equipped with armoured half-tracks. In Panzer, Panzer-Grenadier, and Motorized Divisions up to one-third of the infantry could be Armoured. In SS Armoured Divisions occasionally the entire unit could be in half-tracks.

Although only a very small percentage of the German infantry were ever armoured, they were often called upon to lead a difficult attack or to counterattack a breakthrough by the enemy.

The standard Platoon was based around four SdKfz 251 Ausf D's. Three contained the three Sections of the Platoon: the fourth carried Platoon HQ. The HQ. was composed of a Platoon Leader who was a Junior Officer or Senior NCO, two NCO's and five privates. Their weapons were two SMG's and five rifles. (One man was a medic and carried a pistol).

Although the HQ. was authorized to have a SdKfz 251/17; equipped with a 2 CM cannon, this vehicle was not often available and so they normally used the standard MG half-track. (251/1).

Each of the three Sections was organized in an identical manner. One NCO Section leader with an SMG, one driver, one radioman (or "second driver"), two MG crew and six riflemen. The driver had an SMG, the second driver a pistol (he operated the forward MG when the Section was dismounted), the MG crew had an MG and two pistols, and the rest of the men used rifles.

The MG's could be either MG 34 or MG 42. One of the privates could act as an assistant Section leader and instead of a rifle he could have an SMG or an automatic rifle. Up to two rifles could be fitted to fire rifle-grenades in each Section. The Platoon was supposed to have about a dozen Panzerfausts, but often they had more (Panzer-Grenadiers were not issued with Panzerschrecks).

Apart from the preponderance of "stick" grenades used by the infantry, they were also usually equipped with anti tank grenades, both rifle and hand-thrown, demolition and satchel charges, and anti-tank mines.

THE U.S. TANK DESTROYER GUN PLATOON - 1944

In 1944 these units used one of three types of "TD"; the GMC M-10 Wolverine, the GNC M-36 Jackson, or the GMC M-19 Hellcat. Although TD units were "attached" and not supposed to be permanent within an Infantry or Armoured division, most remained with the same division right throughout the war. Generally the proportion was one Battalion per division, or about one platoon of tank destroyers for every company of infantry or tanks in combat.

The Tank Destroyer Gun Platoon was divided into a Security Section and two Gun sections. Each Gun Section had two tank-destroyers, with one of the vehicles towing a trailer when not in combat, that is one trailer among four TD's.

The Security Section had one jeep and two M-20 utility cars. The jeep carried the First Lieutenant C.O., one Sergeant and a rifleman/driver. Apart from a pedestal-mounted MG (a. 30 cal. or $\frac{1}{2}$ "") the men could be armed with any combination of rifles, carbines or SMG's. The M-20's each had four crew an NCO, one gunner (for the vehicular $\frac{1}{2}$ "") one rifleman and one driver. These men could also be armed as the jeep crew. Each vehicle often carried a Bazooka as well as AT mines and quantities of AP and incendiary grenades. The MG's could be dismounted.

THE SOVIET SUB - MACHINE GUN COMPANY - 1944

The SMG Company was an integral part of many Soviet formations in 1944. Tank, infantry, motorised and self-propelled artillery all enjoyed their own SMG units, and other formations could have them attached when required. Typically the ratio would be about 4 - 8 men per vehicle. These men rode on the tanks or SPG's they accompanied, their main purpose was to keep enemy infantry away from the vehicles.

The Company comprised three Platoons and a HQ. Each Platoon had three Sections each of eight men. The men were equipped with one LMG and seven SMG's. One of the men was an NCO and acted as Section leader. There was NO Platoon HQ. The senior NCO of the three Sections acted as Platoon Leader if required.

Company HQ had an Officer CO, an NCO radioman and a driver, they were equipped with three SMG's, one radio and one truck. The truck, typically a GAZ AA, was used to carry food, ammunition and the men's spare clothes, kit etc.

With the SMG Company attached to an SPG unit, there were four additional men. All these men were armed with SMG's; one was a messenger with a motorcycle, the other three were NCO Platoon leaders.

* * * * *

TREES, WHAT TREES?

The old saying, "you can't see the woods for the trees", certainly do not apply to the wargames table. Battles seem to be fought in two places, the Gobi desert and on a strange planet, the surface of which consists of small clumps of trees, sometimes with odd (and I do mean odd) houses scattered about at random. In fact one game I saw recently appeared to be fought on a sheet of glass. No trees and dead flat! - nothing except tanks.

One method of selecting scenery I have is a system of cards. Each card is marked with a terrain feature; hill, wood, cottage, barnhouse, etc. Each represents an area of the table, from memory one square foot. To layout a table, the cards are shuffled and then laid out one after the other in rows representing the the table length and across representing its length. For example, if the first card was an open field, then the first square foot of the table would likewise be an open field. If the second was a woods, then the second square foot would be woods, and so on. If you have not already twigged as to what resulted, I will explain the result. Since the terrain features occur at random, the first lengthwise foot wide strip on a six foot table may result as open field, dam, open field, woods, cottage, bridge. What made it worse was that many of the houses used were large city buildings of about the right period but five to eight stories high. These along with all the other scenery scattered randomly about produced an effect which can only be described as comical.

Another group I knew talked about how the Chieftan tank can knock out a T-62 Russian tank at five thousand metres (which is probably correct) and how in such - and - such a game the Russians were wiped out at four - thousand metres. Yet in a World War Two game fought supposedly over the same area (Western/Eastern Germany, France) the terrian is sufficiently dense to exclude most engagements beyond eight hundred metres. Has the countryside changed that much in thirty years? Have the villages, barns, fields, woods, roads, streams or wind breaks disappeared to be replaced by a five kilometre defoliated zone? Of course not!!

The conclusion I have drawn from this, and practically most wargames I have seen is that the majority of wargamers are city folk and have little idea of what the countryside looks like. I would recommend to all wargamers, of every period to take a trip to the country especially highly agriculturalized areas. Count the number of trees in an area of say five hundred metres by five hundred metres. I bet you give up. Now look at your wargames table - how many trees does it have occupying five hundred metres square. In my own World War II games, french countryside, an area of about the size mentioned above would have at least one hundred trees present. However, to cover the area completely in trees requires about five hundred. The trouble is that most wargamers by an army and spend most of their effort on it's construction. Then comes the wargames table and that's about it. Mind you, decent trees cost about eighty cents to two dollars each, no - one can say they are cheap but it must be realised that in some periods, the major cost is in fact the trees.

* * * * *

CHARGE OF THE HEAVY BRIGADE

BALACLAVA - 25th OCTOBER 1854. by Dale Murdoch.

Scarlett's decision was taken very quickly. The Russian cavalry - we must not forget there were about 3,000 of them - was halted, a great inert mass, just in the condition to invite attack. The General wheeled and charged. The second column also formed into line and came on in support. Scarlett himself, being a somewhat old - looking but vigorous man, with snow - white hair and moustache, who rode straight and sat strong in the saddle, headed the charge; his aide - de - camp, Alick Elliot, who had seen much fighting in India, galloped by his side; close behind came the General's trumpeter and his orderly; and these four men General, Lieutenant, and two private troopers crashed first and alone into the middle of the enemy's heavy column, where they were at once engaged in a hand to hand fight, sword against sword. What the fight was may be judged from the fact that the General received five wounds and Alick Elliot received fourteen. Just as the leading British squadrons drove vigorously in the front Russian mass, three British guns, firing from the high ground above the scene, found their target in the rear squadrons of the unwieldy formation of the Russians and rendered it unsteady.

One squadron of the Inniskilling Dragoons followed Scarlett; with them came two squadrons of the Scots Greys - two regiments which have ever been close comrades and friends. On each flank behind rode in second line a second squadron of the Inniskillings, and the 5th Dragoon Guards, followed by the 1st or Royal Dragoons, who, "conforming", for the regiment had received no order, rode at speed in support of their comrades. As the squadrons raced forward, eager to overtake their leader, who was already in the thick of the fight, the Russian cavalry advanced a little, but then halted irresolute, apparently attempting to deploy, their very numbers helping to encumber and confuse them. The impact of our charging horsemen carried all before it, "swords rose and fell", then the vast mass of Russian cavalry broke up - three thousand conquered by eight hundred - and, turning, rode fast and in disorder from the field.

This action preceded the much more famous charge of the Light Brigade.

'WORDS FROM ABOVE'

A message from the President of Q.U.G.S.

With this being the last "Queensland Wargamer" for the year, I felt I had to inform the members of Q.U.G.S. of several matters before my term as President is finished. In this issue is an article which Jack Ford felt had to be written and when told about it, I agreed fully. The article concerns the prices of games from the eyes of the buyer and tries to find where most of your money goes. If you read nothing else in this issue (except this message, of course), you should read this article as it should make you think.

Enough of that. Coming up in October is the A.G.M. for Q.U.G.S., a yearly event which takes place in addition to the normal meetings. The business at hand in the A.G.M. is the election of the club office bearers for 1986 as well as other topics required for club approval. There always is a large amount of apathy associated with this club but recently that has changed with more members becoming involved. If you think that Q.U.G.S. does nothing for you, come to the meetings and tell the committee why. It's your club so let us know.

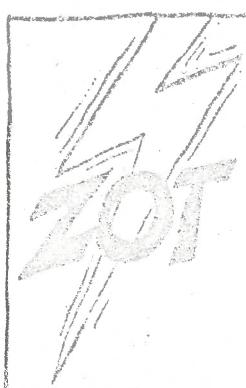
The only other thing I wish to say anything about at the moment is the title of President for Q.U.G.S. When the club was originally founded the person elected President was given the title of "Das Fuhrer". This is due to Fuhrer being German for leader and Das being a form of the without gender. At the time, it gave a sense of uniqueness to the "top" position in the club and as wargamers (board, miniature or role players) are thought to be a little odd what harm could it have done. However, the Student Union pressured us to change the name to President and the name of the club from University of Queensland Wargames Society, as the militaristic tone of the title was thought undesirable.

During my term, Clubs and Societies relaxed their side and allowed us to call ourselves whatever we liked. Naturally, I began calling myself "Das Fuhrer" but left the club name as it was. Since a club name change would have caused a few expenses; change of letterhead and so forth, I didn't think it was that important. Recently however, it has come to my attention that some club members dislike the idea of "Das Fuhrer". I am a little surprised at their reaction. But since only a few people (including myself) really wanted to have that title to make us distinct, we have now reverted back to the title of President. However, I will say that I think of myself personally as "Das Fuhrer" but the club has only "President".

I think I've rambled enough but do take notice of what I've said, it's important that the club members realise what is going on and let's the club committee know how you feel. Finally to repeat a plea, take note of Jack Ford's article on game prices as it concerns every single one of us.

Mark Marychurch ("Das Fuhrer")
President.

B.C.



ASTRIN'S LAST GASP

By Kathyryn Andersen

This manuscript was found among the effects of a wanderer, who, being deceased, could not tell where he had picked it up. He was, though, within the time space locus created by the Master of Dungeoning, one Alan Ex-Presidenti, and therefore the events described herein must have occurred within this time - space locus as above.

The manuscript is only well preferred in its beginnings, and breaks off soon, with only a few fragments following. But the text is as follows:

Here beginneth the first part of the adventures of Astrin Half-elf theif (in memory of Astrin the Apprentice, who died in a dungeon).

Astrin had made her unknown way to the village of Cuthville with 70gp to her name. She bought equipment from a passing armourer and equipment specialist in the village; who also supplied five other recent arrivals hankering for adventure.

The six of us relaxed in the local pub. There was me, Astrin, apprentice thief; Blake, a magic user; Farin, a female fighter; Lipton a cleric; another fighter - a very strong man called Anthrax and Doppaz, a druid. We decided to make up a party and work together. We were all inexperienced. It was O.K. with me - a good deal, in fact. I'd be better protected in a party, and we might find something worth me stealing from the others.

We were starting to gauge the local scene when two more strangers walked in and wished to join our party. One was a dwarf, Slowhammer by name (because he wasn't much good at dwarvish crafts) a fighter. The other was a massive red headed man, a barbarian, taller even than Anthrax. Anthrax forthwith demanded to wrestle with the barbarian before he'd let him join. Anthrax lost.

We learned from some of the local serfs and farmers of mysterious disappearances of cattle - a devastation for the local economy. We went up to the fort of the chiefman and bargained with him to hire us to investigate and deal with this menace...the deal; arrows and food, the loan of some horses and yoemen, and money for all of us when the job was done.

The druid inspired himself a talk to animals spell, and interrogated a cow, Butterbell, who had been in the field where the last disappearance had occurred. She spoke of the changing of Buttercup into a different kind of cow with an awful smell, and the bad - tasting grass....Buttercup had changed at night.

So we set up watches in the fields around town for some days - and nothing happened. Anthrax tried to get the barbarian to entertain the people with wrestling (for a small commission of course) that lasted one night, and they parted with the barbarian laying scorn on Anthrax's ancestors. I fear they will kill each other given half a chance - it might be a good idea to contrive ways to keep them apart or we might be minus two fighters (or one) - both of them good.

Anthrax was getting bored so he took up hole digging and fence-post putting in. He wanted to do some butchering but it wasn't the season. I looked around at the local scene but there was nothing worth stealing except perhaps from the temple. (what had these gods to do with me?) I belong to none, at least they look not on me with favour, outcast halfbreed that I am. Though I thought since he was going to reward us, and his gold was likely to be guarded, that it would not be a good idea to steal from the chief man.

The druid went around gathering mistletoe for some druidical reason. The others occupied their time somehow. We were waiting for something to happen.

Oh, I forgot to mention that the first night, a wagon passed through the village - at least it would have passed straight through if we had not stopped it and questioned the driver. The wagon was guarded by a mixture of human and (ugh) goblin men-at-arms, liveried. They apparently worked for a powerful Sorceror who was based somewhere to the North East of Cuthville. We learned a little more of the Sorceror from the chief man the next day (or was it that the cleric asked the local priest - I can't remember). He had been hired a few months ago by some in the village and he apparently did his work satisfactorally.

Note of any strange people places, doings locally: Goodwife Morgan, some thought a witch. Strange things seen near her house, hasn't been seen for awhile - she's probably dead. Devil's holes west of Cuthville - men have been lost down them - vertical sheer drop: You can't see the bottom.

The cleric wandered around ministering to people, and the druid was getting a demarcation dispute between the sheep and the goats when a runner came in from the North, panting, "Come Quick Big Trouble". So we went to where it was.

There on the outskirts of the pastureland was a herd of about forty badthings - pseudo-cattle, stinking to high heaven, looking a little like a cross between buffalo, bison and zebu cattle, but smelling of everything odorous and disgusting. The fighters and the yeomen decided to single out one bull at the tail end of the herd and fire (arrows) at it. The magic user and the barbarian went to back-track the herd to see if we could figure out where they came from. I decided to follow them since it would probably be safer (and more comfortable) than hanging around a mob of cattle that could stampede with me in the way! We found the herd had come from the North and had been eating the place out, but the trail petered out without us discovering anything more. When we got back we found the fighters had killed one bull (after missing a lot) and stampeded the herd away from the village.

The carcase of the bull was examined, and the druid discovered that it was enchanted - it was full of magic. Then we tried to figure out what to do next - I was sure the Sorceror was behind it. Some wanted to go up to his stronghold, others wanted to kill those badthings (one by one....they seemed hard to kill). I didn't want to get near one - I had no wish to be trampled to death!

While this discussion was going on, Anthrax became impatient and tried to stampede them by lighting a bonfire and banging a drum while he was up a large tree. The only thing that happened was that one bull started eating the bonfire wood, and the herd moved toward Anthrax. But they stopped under his tree and he was in danger of passing out from the stink, so he tied himself into the tree with his rope and yelled for help.

Those of us with bows and arrows (that is, everyone except the druid, the cleric, the magic user and myself - at least it seemed like that) rushed to the rescue and fired on the herd, which then moved away from the tree. A number were killed, including one killed by Anthrax - when its feet got tangled so it couldn't run away - it was dispatched by Anthrax's sword. They spent the next day or two riding around dispatching, destroying that awful herd while the magic user and I discussed the nature of evil, good and neutrality.

We went to the chief and gathered our reward: 100gp each (I wonder if I could relieve anyone's purses now?)

We decided the eight of us, with some of the chief's yoemen would make our way to the stronghold of the Sorceror whom I suspect: would not stop just because we had killed all the cattle he had transformed into badthings.

That is for all now, O gentle reader.
Until next time. Farewell.

ASTRIN.

Post Scriptum

We persuaded the druid not to steal a horse from the village as we left - the yoemen would probably have a very sharp argument, and it would be unfair when the rest of us had to walk (besides, theiving is my business! I must admit I don't steal horses, though).

Here the smooth flow of the manuscript is disturbed.....hasty jottings are all that is observed:

Town of Prince Frederick
I stayed at nunnery....inn of the Unicorn's well
West precinct..... looking for thieve's guild
We got into a brawl - TORMIL HAS DISSAPPEARED!
the jig is up?
We found his body with throat cut.
...Looking for Torgen.....

Then at the end, in another hand, the following words:

Astrin (II) was killed by a fireball from a tenth level Magician, after being insanely pursued to (while the others escaped) throw a jar of paint in his face.

contributed by Kathryn Andersen.

ARMORED FORMATIONS & TACTICS

by Dale Murdoch

The normal size German and American tank platoon consisted of between four to five tanks. Depending on terrain and the enemy dispositions on the field of battle, these tanks can deploy in any of the following formations:

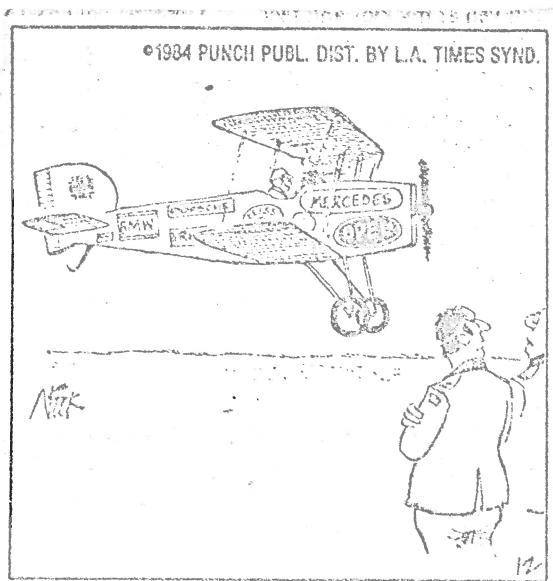
The deployment of infantry and other such support units (i.e. Artillery Observer) would be directly behind the lead tanks. Using the above echelons for cover, the infantry should be as close as possible, ready to disembark and support the tanks at short notice.

LEAP FROGGING - Movement from cover to cover by bounds. Tanks behind cover give protecting fire to those tanks advancing forward, towards the enemy, in open terrain.

The 'leapfrog' was employed extensively by the Germans in the early stages of the war. Because of the increasing amount of anti-tank guns present on the Eastern front, their tactics changed and they used the wedge. The Tigers were employed to spearhead the wedge because of its armor and firepower, but was rapidly dropped after the disaster at Kursk.

American armored units used the 'leapfrog' method successfully against heavier German tanks. If any opposition was encountered (i.e. Tiger), the tanks giving covering fire would blind the enemy vehicle by firing smoke shells in front of it. The tanks advancing would then move round on its flank and shoot it in the side where the armor was weaker. For firing smoke, the 75mm Shermans were used as there was no smoke shell produced for the 76mm.

---oo0oo---



"Von Richthofen seems to be having a pretty good war."

WHY A DEFENCE PACT WITH PAPUA-NEW GUINEA?

By Jack Ford

When Papua-New Guinea gained its independence in 1975, it gained the right to control its own defence forces and foreign policy, as well as a border with a major regional power - Indonesia. The Papuan-New Guineans based their foreign policy upon Australian lines, and Australia's relationship with Indonesia has not been good since the 1950's.

Sukarno's policies lead to confrontation over Malaysia, Borneo and Dutch New Guinea (West Irian). His successor Suharto hardly improved the situation with the 1975 invasion of East Timor. Both Indonesian regimes maintained a policy of expansion and island unification. This policy was justified on the basis of the re-gaining of all former Dutch East Indies territory (Irian Jaya) or because of potential regional instability (East Timor). Papua-New Guinea fears Indonesian expansionism, particularly because Indonesia has been expanding in the direction of the Coral Sea. Indeed there are reports of stolen Indonesian Army maps which show Papua-New Guinea as another province of the Republic of Indonesia. Some maps are also rumoured to show Australia as an Indonesian province.

Papua-New Guinea faces a more direct because of its land border with Indonesia. Irian-Jaya has presented both the Australian and Papua-New Guinean governments with a difficult problem. When Indonesia gained its independence from the Dutch in 1949, it did include Dutch New Guinea. The Dutch argued that New Guinea had always been a 'colony within a colony', and that its people were of a different race (Melanesian) and religion (Christian). Indonesia reacted by using its Malayan confrontation tactics. Indonesian troops were infiltrated into New Guinea, but 75 per cent of these were either killed or captured by the Dutch and their native troops. As a counter against Indonesian claims made at the U.N., the Dutch poured money into New Guinea. Local industries were developed, a University established, and provincial self-government set-up. By 1962 the Dutch reluctantly gave in to U.S. pressure applied through the U.N., and left New Guinea. The Indonesians took over on the understanding that the native people would have a vote of free choice. When this vote was taken it was recognised as a farce, with only a few Papuans voting, and the Indonesian army standing-by in case of trouble. Dutch-educated Papuans were arrested, and the Papuans formed a guerrilla organisation - the Free West Papuan Movement. (O.P.M.).

For Papua-New Guinea, the O.P.M. presents a difficult problem. The West Papuans are not only fellow Melanesians, but even relatives to its border people. This border is a mere line on a map, and is not defined by anything more than a few border posts. The people who live on either side of the border, continually cross it to trade, and visit families, as they have done for centuries. The O.P.M. guerrillas launch raids into Irian Jaya and then retreat across the border into Papua-New Guinea. The small Papua-New Guinea army is unable to stop these crossings or the Indonesian army forays on border villages, that follow O.P.M. successes in Irian Jaya. These forays have increased over the past few years, and in one instance the Indonesian Air Force buzzed the northern border town of Betano. Could you imagine allowing the Indonesian Air Force to buzz Thursday Island, because there are five Irian Jayian refugees currently interned there?

At present, the Prime Minister Somarae is following Australian foreign policy, in that little support is given to the O.P.M. The Labor Government has in turn followed a policy of moving towards better relations with the Indonesians. This has meant taking a fence sitting position as regards the O.P.M. But Somare cannot afford to remain neutral because 1) an increasing number of West Papuan refugees are fleeing to his country, and 2) the increasing opposition to Indonesia being expressed by his people and even members of his own party. This opposition is fueled by the militant Melanesian nationalism which is being expressed in Vanuatu and New Caladonia.

Indonesia is a republic which is run by the Military. Its Head of State is a General who took power in a particularly bloody coup. It is basically a Muslim country that persecutes Christian minorities, especially the Ambonese, Timorese and Papuans. In simple terms, its government understands strength of arms and the use of force. This is their policy in both Timor and Irian Jaya. Indonesia maintains a large army of 55 battalions and 529 armoured fighting vehicles; a navy of 80 vessels including frigates and submarines; and an Air Force of 53 combat aircraft. Papua-New Guinea in comparison has 2 battalions, 5 patrol boats, and 6 transport planes. Only Australia as a major supporter of Papua-New Guinea can defend that country against Indonesian aggression. Indonesia has seen Australia play an indecisive role in its most recent aggressions. In 1962 Australia opposed the Indonesian Act of Free Choice in Irian Jaya, but did nothing to stop it. In 1975, Australia allowed Indonesia to over-run East Timor with only a few protests. Indonesia needs to understand that any aggression against Papua New Guinea will not be tolerated.

Traditionally, the A.L.P. has recognised New Guinea's strategic importance to Australia. Billy Hughes as the Labor Prime Minister, fought at the Treaty of Versailles for an Australian mandate over German New Guinea. John Curtin saw New Guinea's defence as being vital to Australian interests, when he clashed with Churchill during World War II. In 1984 the Hawke Government endorsed a document entitled "The Strategic Basis of Australian Defence Policy." This document refers to New Guinea in the following terms:

"Australian policy for P.N.G. should be directed towards minimising opportunity there for powers other than those whose interests are closely aligned with Australia's and to ensuring that PNG's primary relationship with Australia to be seen by Indonesia to be so". The paper went on to discuss possible scenarios for Indonesian aggression against Papua-New Guinea, and the possible Australian responses. It concluded by stating that "Our enduring strategic interest is to avoid Indonesian attack against or foreign occupation of P.N.G. and P.N.G. co-operation in Indonesian attack against Australia. It also requires the continuing development of our policies for support of P.N.G.'s defence effort, as Australia's status as that country's primary defence partner."

At present, these "policies for support" are confined to the 1977 Joint Statement on Defence Matters, which merely requires Papua-New Guinea to request consultation with Australia in the event of an Indonesian invasion. Australia would not be bound to defend Papua New Guinea, but any government that failed to do so would surely lose the support of the Australian people at the next election.

It is not inconceiveable though that an Australian government may delay in making a firm decision to support Papua-New Guinea against an Indonesian invasion. Fear of Indonesian attacks against the mainland, or against Christmas or Cocos Islands or US support for Indonesia should also not be discounted. Thus the only way to ensure that Papua New Guinea is protected against Indonesian aggression, and that another East Timor situation does not occur, is for Australia to negotiate a direct treaty with Papua New Guinea.

Comparison of Armed Forces

PAPUA NEW GUINEA

Population: 3,200,000.
Military service: voluntary.
Total armed forces: 3,692.*
Estimated GNP 1979: \$1.9 bn kina.
Defence expenditure 1979: 19.8 bn kina (\$28.2 m).
\$1 = 0.702 kina (1979, 1980).

Army: 3,200.
2 inf bns.
1 engr bn.
Log units.

Navy: 410.*
5 Attack-class large patrol craft.
2 310-ton landing craft.

Bases: Port Moresby, Manus Island.

Air Force: 82.*
3 C-47, 3 Nomad tpts.

INDONESIA

Population: 156,000,000.
Military service: selective.
Total armed forces: 269,000.
GNP 1980: 42,424 bn rupiah (\$67.66 bn).
Estimated defence expenditure 1981: 1,714 bn rupiah (\$2.69 bn).
GDP growth 1980: 9.6%.
Inflation: 17.1% (1980), 12.3% (1981).
\$1 = 636.67 rupiah (1981), 626.99 (1980).

Army: 200,000.*
1 arm'd cav bde (10 cav bns, spt units).†
13 inf bdes (39 inf bns).†
2 AB inf bdes (6 bns).†
1 fd arty regt.†
1 AA arty regt.
4 Special Warfare Gps.†
2 construction engr regts (4 bns).
8 fd engr bns.
37 indep inf, arty, engr bns.

Army Aviation:
1 composite sqn; 1 hel sqn.
93 AMX-13, 41 PT-76 lt tks; 75 Saladin armd, 60 Ferret scout cars; 200 AMX-VCI MICV, 60 Saracen, 60 Y-150 Commando, BTR-40/-152 APC; 180 76mm, 18 105mm (incl 10) guns/ how; 480 80/81mm mor; 480 90/106mm RCL; 20 20mm, 90 40mm, 200 57mm AA guns; 2 Aero Commander 680, 1 Beech 18 ac; 6 Bell 205, Alouette III, 16 BO-105 hel.
(On order: 133 M-101A1 105mm how (replacing 76mm); 6 Bell 212 hel.)

RESERVES: National Strategic Command: HQ onl to command Special Reserve forces in strategi operations. Incl army, KOSTRAD, AB, navy forces incl marines, combat and tpt ac.

Navy: 40,000; incl naval air and marines.†
4 submarines: 2 Type 209, 2 ex-Sov W (1 trg).
10 frigates: 3 *Fatahillah* with 4 Exocet SSM, 1 with *Wasp* hel; 4 ex-US Jones; 3 ex-Sov Riga.
15 large patrol craft: 5 ex-Sov *Kronstadt*, 5 ex-Yug *Kraljevica*, 1 *Kelabang*, 3 *Attack*, 1 ex-U' PGM-39.
4 PSSM Mk 5 FAC(M) with 4 Exocet SSM.
3 Lürsen TNC-45 FAC(T).
1 Boeing hydrofoil.
8 coastal patrol craft: 2 *Spear*, 6 Aus *Carpentaria*
4 ex-Sov T-43 ocean minesweepers.
1 comd/spt ship; 1 trg ship with 4 Exocet, 1 hel.
13 LST, 3 LCU, 38 LCM.
(Plus in reserve: 1 *Pattimura* frigate; 1 *Kronstadt*, 1 *Kelabang*, 2 PGM-39 patrol craft; 1 R-clr coastal minesweeper; 1 comd/spt ship.)
(On order: 2 Type 209 subs, 2 minehunters, 4 LST.)
Bases: Jakarta, Surabaya.

(Cont. overleaf)

INDONESIA (cont.).

NAVAL AIR: (1,000); 8 combat ac, 10 armed hel. 1 ASW hel sqn with 10 *Wasp*. 3 MR sqns: 2 with 6 *Nomad*, 1 C-130II-MP, Boeing 737-200. Other incl 5 IIU-16, 5 C-47, 4 *Aero Commander* ac; 4 Bell 47G, 6 *Alouette* II/III, BO-105 hel. (On order: 2 *Nomad*, 2 Boeing 737-200 MR ac, BO-105 hel.)

MARINES: (12,000). 2 inf regts (6 bns); 1 close spt regt; 3 amph assault bty, 1 AA bns. 30 PT-76 lt tks; 3 VPK-10 PAC 90 armd cars; 3 APC, incl 6 AMX-10P; 40mm AA guns. (On order: 37 VPK-10/90 armd cars, AMX-10 APC).

Air Force: 29,000; 45 combat aircraft. 2 FGA sqns with 13 A-4E, 2 TA-4II *Skyhawk*. 2 interceptors with 11 F-5E, 4 F-5F. 1 coms sqn with 15 OV-10s. 3 tpt sqns: 2 with 18 C-130II-30/-30B, 1 L-100-30; 1 with 1 C-140 *Jetstar*, 12 C-47, 1 SC-7 *Skyvan*, 8 F-27, 10 CASA C-212, 1 Transall C-160F. 1 liaison sqn with 2 DHC-3, 12 Cessna 207/401/402. 1 hel sqn with 2 Bell 204B, 1 S-61A, 6 *Puma*. 1 trg sqn: 2 T-6, 12 T-34CI, 6 *Hawk* T-53, 20 AS-202 *Bravo*. (On order: 16 A-4E FGA; 6 C-212, 2 C-160F (pt ac.))

Para-Military Forces: Police mobile bde 12,000 (getting 2 BO-105 hel). About 70,000 Militia. Constguard: 7 patrol boats. Customs: 7 28-metre, 8 57-metre *Lürssen* patrol boats.

* Some armed forces elements are engaged in rural aid/ administrative duties.

† KORKAMIN (Operational Command for the Restoration of Law and Order): no forces assigned.

KOSIRAD = Strategic Reserve Command: army command (16,500-19,000 men) under direct control of Minister of Defence and Security. Incl ground comd command (1 armd, 3 inf bdes, 1 arty regt), air comd command (with 2 abdes).

KORNISAHJUA = Special Forces Command 4,000; special para/cto gns.

NEW ZEALAND

Population: 3,160,000.

Military service: voluntary, supplemented by Territorial Army service: 12 weeks basic, 20 days per year.

Total armed forces: 12,913.

GNP 1981: \$NZ 25.41 bn (\$US 21.19 bn).

Defence expenditure 1981: \$NZ 555.47 m (\$US 463.28 m).

\$1=\$NZ 1.199 (1981).

Army: 5,675.

2 inf bns.

1 arty bty.

5 M-41 lt tks; 72 M-113 APC; 10 5.5-in guns; 44 105mm (incl pack) how; 23 106mm RCL. (On order: 26 *Scorpion* lt tks.)

RESERVES: 1,412 Regular, 5,934 Territorial. 6 Territorial inf bns, 1 fd arty regt (3 bty), 2 APC sqns.

Navy: 2,843.

4 frigates: 2 *Leander* (1 x 4 Seacat SAM, 1 *Wasp* hel), 2 Type 12 (1 with 1 x 4 Seacat, 1 trg).

4 Lake large patrol craft. (On order: 2 *Leander* frigates, SAR hovercraft, 2 *Wasp* hel.)

Base: Auckland.

RESERVES: 958 Regular, 280 Territorial.

Air Force: 4,395; 32 combat ac.

1 FGA sqn with 9 A-4K, 2 TA-4K *Skyhawk*.

1 OCU with 16 BAC-167 *Strikemaster*.

1 MR sqn with 5 P-3B *Orion*.

2 med tpt sqns with 5 C-130II, 6 *Andover*, 2 Boeing 727-100C, 3 Cessna 421.

1 tpt hel sqn with 6 *Sioux*, 3 *Wasp*, 9 UH-1D/H.

1 comms sqn with 4 *Andover*, 3 Cessna 421C, 3 F-27.

Trainers: 4 *Airtourer* ac; 3 *Sioux* hel.

RESERVES: 1,039 Regular, 158 Territorial.

Forces Abroad: Singapore: 1 inf bn with log spt; 1 spf hel unit (3 UH-1), Egypt (Sinai MFO); 40

AUSTRALIA

Population: 15,065,000. Military service: voluntary. Total armed forces: 73,183. GNP 1980: \$A 122.43 bn (\$US 142.03 bn). Defence expenditure 1980-81: \$A 8.646 bn (\$US 4.229 bn). GNP growth 1980: 2.4%. Inflation 1980: 9.3%. \$US 1 = \$A 0.862 (1980-81).

Army: 32,850. 1 inf div with 3 bdes of 2 inf bns. 1 armd regt. 2 cav regts. 4 arty regts (1 med, 2 fd, 1 AD). 1 fd engr, 1 construction, 1 fd survey regts. 5 sigs regts. 1 Special Air Service regt. 1 aviation regt. 1 tpt, 1 air tpt spt regts. 103 *Leopard* 1A3 MBT; 790 M-113 APC, incl 63 recce AFV with 76mm gun (48 with *Scorpion*, 15 with *Saladin* turret); 34 5.5-in guns; 227 105mm how; 51 M-40 106mm RCL; *Redeye*, 20 *Rapier* SAM launchers; 16 *Porter*, 11 *Nomad* ac; 47 Bell 206B-1 hel; 37 watercraft, 87 LARC-5 amph vessels. (On order: 36 M-198 155mm how.)

RESERVES: 31,738 (with trg obligations); 2 inf div HQ, 4 bde HQ, 188 fd, spt, log and trg units; 1 edo bn, 1 regional surveillance force.

Navy: 17,626 (incl Fleet Air Arm). 6 *Oxley* (*Oboron*) submarines. 3 *Perth* (ex-US *Adams*) ASW msl destroyers with Standard SAM, 2 *Ikara* ASW. 1 modified *Daring* destroyer (trg). 2 *Adelaide* (FFG-7) frigates with 1 *Harpoon* SSM, 1 Standard SAM, 1 hel. 6 *River* frigates with 1 x 4 *Seacat* SAM/SSM, 1 *Ikara* ASW. 5 PCF-420 *Freemantle*, 11 Attack large patrol craft. 3 mod Br *Ton* coastal MCN. 6 LCT (1 trg). 1 hy amph tpt ship; 1 destroyer tender with *Seacat*, 1 hel; 1 training ship (ex-ocean ferry); 1 fleet tanker.

FLEET AIR ARM: (1,650); 20 combat ac, 6 armed hel.

1 attack sqn with 4 A-4G *Skyhawk*.

1 ASW sqn with 7 S-2G *Tracker*.

1 composite sqn with 7 S-2G, 2 HS-748 (ECM).

1 ASW hel sqn with 6 *Sea King* Mk 50.

1 utility/sar hel sqn with 10 *Wessex* 31B, 4 Bell UH-1B, 4 Bell 206B.

1 trg sqn with 8 MB-326II, 2 TA-4G, 4 A-4G.

In storage: 5 S-2G ac, 9 *Wessex* 31B hel.

(On order: 1 ASW carrier, 2 FFG-7 frigates, 1 *Durance*-type replenishment ship, 10 PCF-420 large patrol craft, 2 minehunters, *Harpoon* SSM, *Phalanx* 20mm AA guns, 2 *Sea King* hel.)

Bases: Sydney, Melbourne, Jervis Bay, Brisbane, Cairns, Darwin, Cockburn Sound.

RESERVES: 1,090 (with trg obligations; list being reorganized).

Air Force: 22,707; 128 combat aircraft. 2 FGA/cecc sqns with 16 F-111C, 4 F-111A, 4 RF-111C.

3 interceptor/FGA sqns with 53 *Mirage* IIIQ.

2 MR sqns: 1 with 10 P-3B *Orion*; 1 with 10 P-3C.

1 OCU with 15 *Mirage* IIIQ/D, 10 MB-326II.

1 forward air controller flt with 6 CA-25 *Wingjet*.

5 tpt sqns: 2 with 24 C-130E/H, 1 flt with 2 Boeing 707-320C; 1 with 4 DH-4 ac, 3 UH-1B hel; 1 with 14 DH-4 (C-7A); 1 with 2 BAC-111, 2 HS-748, 3 *Mystere* 20.

1 med tpt hel sqn with 8 CH-47 *Chinook*.

2 utility hel sqns with 32 UH-1B/H *Iroquois*.

Trainers incl 59 MB-326II, 8 HS-748T2, 49 CT-4 *Airtanker*.

AMM: *Sidewinder*, R-530.

(4 *Chinook* hel in reserve.)

(On order: 75 F/A-18 FGA/interceptor/trg, 10 P-3C *Murene*; R-550 *Magic Wand*; *Harpoon* ASW.)

RESERVES: 900 (with trg obligations) in 7 auxiliary sqns.

Forces Abroad: Egypt (Sinai MFO): 110; 8 UH-1H hel. India/Kashmir (UNMOGIP): 6. Malaysia/Singapore: 2 sqns with *Mirage* IIIQ, 1 flt with DH-4 ac, UH-1H hel.

Para-Military Forces: Bureau of Customs. (On order: 10 *Searchmaster* SP-2C.)

FLATTOP VARIANTS

By Mark Marychurch

The new Avalon Hill revised version of "FLATTOP", previously an extremely good game, has been improved substantially. This being because of the inclusion of ALL the ships which fought in the early Pacific theatre battles as well as the entire U.S. Battlefleet which, of course, was mostly destroyed at Pearl Harbour and other ships of interest in both navies, e.g. USS Ranger, an unsuccessful U.S. light carrier (forerunner to the USS Wasp), used mostly in the Atlantic.

These additional units allow great flexibility in the playing of the game as hypothetical versions of the present scenarios can be designed as well as wholly original ones. The ease of design is obvious since the ship counters and associated factors are already available.

Although these factors are present, it is unfortunate that the non-counter factors aren't for the ships not in scenarios. But thankfully there is some help from General Magazine vol.18 no.6 which features "FLATTOP". In addition to "Midway" and "Wake Island" scenarios, are some of the factors for the ships used in only these scenarios. But this is some help (this issue of the General is invaluable for the scenarios alone, not to mention "FLATTOP" errata and "FLATTOP" factors for 1942 period British ships).

But careful reading can allow estimations of factors for those unfortunate ships still lacking details to be determined.

Possibly the easiest and maybe the most intriguing scenarios are those based on the idea of "What IF the main U.S. carrier force was in Pearl Harbour on December 6 and was attacked the next day? What would happen in the initially vital battles in the Solomon Islands and Coral Sea areas if some or all the carriers were damaged or sunk?".

On this idea, I have devised a couple of scenario variations which may give some indication of the events as a whole if the above occurred. In addition, details for other variations are given to some degree in the excellent computer game "CARRIERS AT WAR 1941-1945" (which can best be described as "FLATTOP ON A FLOPPY DISK").

CORAL SEA variations:

1: The war with Japan began badly for the American Pacific Fleet after Pearl Harbour;

Lexington and Enterprise were sunk

Several battleships sunk or irreparable, others so badly damaged to be out of action for many months.

Of the remaining Battleships still afloat, Arizona and Pennsylvania were assigned to Fletcher and the Yorktown to repel the Japanese invasion of Port Moresby in May, or at best, hold the invasion until the arrival of carrier reinforcements.

Order of Battle:

ALLIED: replace CV Lexington with BB Arizona and BB Pennsylvania reduce Sea Based Air to 7 Wildcat, 13 Dauntless, 4 Devastator.

no change to Land Based Air.

JAPANESE: no change.

Starting positions are adjusted to match (Both BB's are fuelling?)

A Japanese BB might be added to balance the scenario if necessary say the Kirishima or Haruna.

2. (This could be used as a variation of the above scenario or the original).

The Hornet and Enterprise were only 2 days away from joining the battle historically and so could be added as either reinforcements or in the initial forces if assumed to have arrived early (if used as a variation to the above scenario, assume Enterprise was damaged, not sunk at Pearl).

CV Enterprise had 7 Wildcat, 11 Dauntless and 5 Devastator.

CV Hornet had 7 Wildcat, 11 Dauntless and 4 Devastator.

Enterprise and Hornet were probably escorted by at least 2 CA's (Salt Lake City and Northampton, being the most likely) and 5-6 DD and maybe a CL, say Atlanta, split between both.

If the earlier mentioned General issue was available, the inclusion of a British carrier for Enterprise, if the Enterprise was assumed lost at Pearl, would be interesting (the Japanese would not have passed up carriers as targets if possible I would say).

As you might have guessed these variants can be done in many ways each causing more worries for both players as the basic strategies would be radically changed compared to the original scenario.

Another way to do the variations is to use some other game as a strategic operations controller, say "VICTORY IN THE PACIFIC", and fight the naval battles with "FLATTOP" as a tactical system. Getting maps for the battles would be difficult but not necessarily impossible (this would be a very involved campaign).

What ever you do the conclusion is clear that "FLATTOP" is an extremely flexible game with the basic scenarios able to be enhanced by any number of variations. You might even use the USS Ranger so effectively in some scenario that STAR TREK should be the voyages of the USS Ranger and not Enterprise.

---oooo0ooo---



"Peacemaking's been good to me, but my first
love will always be pillage."

A SCENARIO FOR QUARTERDECK GAMES' "IRONBOTTOM SOUND"
The Battle of Gelvink Bay, Dutch New Guinea 8 June 1944

By Jack Ford

On the night of the 8 June 1944 the U.S. 7th Fleet ("MacArthur's Navy") including the Australian warships "Australia", "Arunia", and "Warramunga" encountered a Japanese convoy which was running reinforcements to Biak Island.

Allied Ships

C.A. Australia Flag
C.L. Phoenix - use Helena
C.L. Boise
D.D. Arunta -- use Zulu
D.D. Warramunga - use Gipsy
D.D. Fletcher
D.D. Abner Read
D.D. Mullany
D.D. Ammer
D.D. Hutchins
D.D. Daly
D.D. Beale
D.D. Bache
D.D. Trathen
D.D. Radford
D.D. Jenkins
D.D. La Valette

Japanese Ships

B.B. Fuso - use Yamato Flag
C.A. Aoba
C.L. Kinu - use Kitakami
D.D. Uranami
D.D. Samidare
D.D. Harusume
D.D. Shikinami - use Hatsuyuki
D.D. Shigure - use Yudachi
D.D. Shiratsuyu - use Kawakaze

Japanese set up Shiratsuyu R13, Shikinami (Rear-Admiral Sakonju) U15, Harusame Q13, Samidare P12, Uranami T14, Shigure S14

Allied set-up Hurchins, Daly, Beale and Bache to enter on HH16, Abner Read, Ammer, Mullany, Trathen to enter on HH17. Jenkins GG17, Radford HH18, La Valette GG18, Fletcher GG19. The Japanese are at a speed of six MFs and are heading in direction 3. The allies are all heading in direction 4 at four MFs. Visibility is 10 hexes and the radar rule should be used. Superior-Biak Island - X is on GG25.

On turn 1 the Abner Read, Ammen, Mullany and Trathen enter in column on HH17, while Hutchins, Daly, Beale and Bache enter in column on HH16 in direction 4. The allies may not fire torpedoes on Turn 1 unless in visual range.

There are 7 turns. On turn 2 the Japanese player may attempt to bring in Fuso, Aoba and Kinu. Roll a dice and on a roll of a 5 or 6 the ships enter on hex A8. When this occurs the allied player enters Australia, Boise, Phoenix, Arunta and Warramunga on hex HH11.

Japanese ships are at a speed of six MFs and are heading in direction 8. The allied ships are at a speed of seven MFs and are heading in direction 4.

Victory conditions:- An automatic allied victory is gained if Fuso is sunk. An automatic Japanese victory is gained if two Japanese destroyers

reach he FF25 and escape. If these conditions are not met then the player with the most points wins. The Japanese may exit on the western map edge but may not return.

---oo0oo---

River Haven

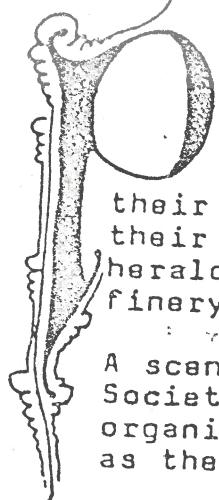


A Shire in the Crown Principality of Lochac, in the Kingdom of the West for people celebrating the Current Middle Ages in the Society for Creative Anachronism within Brisbane.

Enquiries: Nita Kerr, 70 Nicholson St., Mitchelton 4053;
or phone (07) 355 4142 after hours.

ADVERTISEMENT

Welcome to the Current Middle Ages!



Picture if you will a green field encircled by colourful pavilions, pennants flying in the breeze. Lords and ladies in medieval garb stroll around; a minstral strums his lute; laughter sounds from a group playing games. On the field, armoured fighters strive with sword and shield for their lady's honour. In the pavillion, the Royalty confer with their officers. During a lull in the fighting, a green-garbed herald steps forth and announces Court. The people in their finery begin to gather round...

A scene from a medieval romance? In this case, no. This is the Society for Creative Anachronism, a non-profit educational organisation, dedicated to the recreation of the Middle Ages, as they were and as they might have been.

Members of the SCA strive to recapture the ambience of the Middle Ages. This requires historical research into such topics as dress, weaponry, armour, jewelry, food etc. But more than doing research the members attempt to practice what they have learned by actually constructing medieval-style artifacts, learning to fight, practicing Medieval arts and crafts, etc. Areas of interest are as varied as the medieval culture: heraldry, manuscript illumination, archery, weaponry, armour making, lacework, dance and music, poetry, cooking, brewing, costuming, equestrian arts and much more. In addition to the historical aspect of research and re-creation, the SCA also attempts to embody those lost ideals that are found in the medieval romances: chivalry, courtesy, honour, graciousness. This is recreating the Middle Ages as they might have been, adding a note of consideration for others in an often indifferent world.

The Society is organised into nine Kingdoms covering the USA, Canada, Europe and Australia. Each Kingdom is further subdivided into Principalities, Baronies, Provinces, Shires, Canton, etc. Kingdoms are governed by Kings and Queens, selected by armed combat at regularly scheduled tournaments. The victor crowns the lord (or lady) of their choice to reign beside them. Similarly, Principalities are ruled by Princes and Princesses, elected by combat in similar manner. Baronies are guarded by semi-permanent Barons and/or Baronesses, chosen by acclaim. Other groups are run by appointed officers. The responsibilities do not rest solely on the shoulders of the monarchs, as there is a well-organised Civil Service to take care of much of the day to day tedium of running a group. Seneschals oversee the daily affairs; Marshalls supervise the fighting and safety regulations. Various officers encourage the practice and research of medieval arts and sciences, Chroniclers publish newsletters, the Registry processes membership applications and maintains the mailing list, and scores of other people keep the whole SCA organisation running.

A typical SCA event is the tourney described above. Everyone comes in medieval costume, from the simplest peasant tunic to the most elaborate court dress. Hospitaliers can help first-time visitors with information, and the loan of suitable clothing. An attempt at medieval garb and courtesy is all that is required to attend. Authenticity is encouraged in as many areas as possible: pavilions,

food, utensils, furniture, clothing, weapons, etc. Part of the process is selecting a persona: the creation of a personal character from a specific historical time and place. This is not an actual historical figure, nor one adopted from myth and legend, or literature. If you have always wanted to be a 6th century Celt or 16th century cavalier, make up an identity from that period, research the culture of the time and place, and come as someone from that historical period. The cut-off date for the SCA is about 1600. When several persons have an interest in a culture, they often band together as a household. Households are also formed by people living in close proximation to each other, or with common interests.

The most visible activity at a tourney is the fighting. Combatants study and practice the medieval martial arts, making their own armour and (simulated) weapons. Besides the combat for the election of King or Prince, there are challenge matches, melées, and other competitions for skill at arms. Knighthood is an honour bestowed by the King and the council of knights on those who have demonstrated excellence on the field of combat, are knowledgeable in such areas as heraldry, chess, dance, and courtly graces, and who embody the ideals of chivalric tradition. They wear the traditional white belt, chain and spurs.

For those whose interest lies in areas other than fighting, an event may also have dancing, music and archery, competitions in baking, brewing, needlework, and many other activities to test the skill of a participant or while away a pleasant afternoon. For achievement in the arts, and such knowledge as required for knighthood, a person may be awarded the Order of the Laurel by a council of such peers. The Order of the Pelican is awarded in similar fashion for those who have enriched the Society by their service.

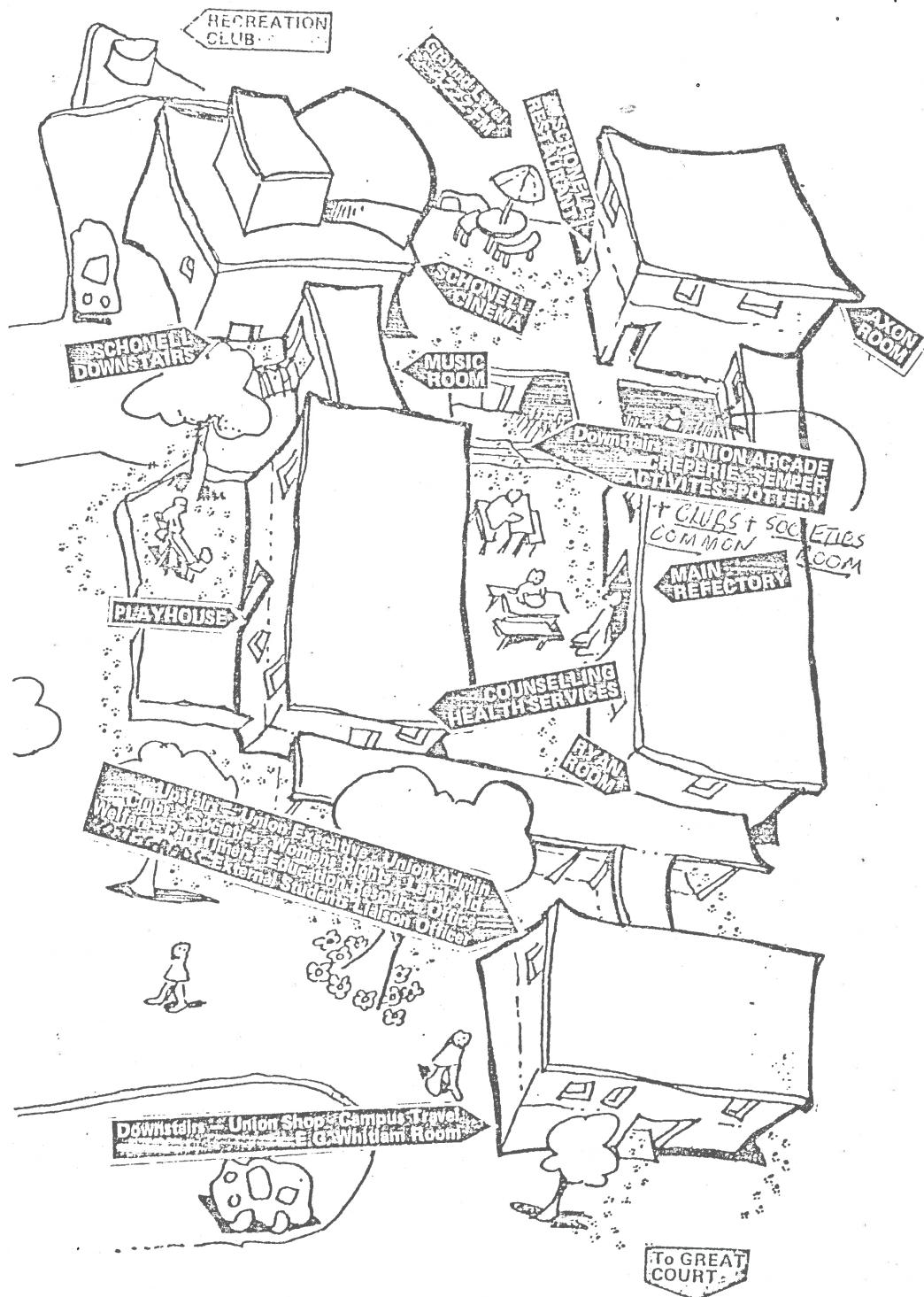
Although the tournament is a typical activity, it is by no means the only event the Society sponsors. There are numerous revels, feasts and picnics. The most elaborate events of the year are Twelfth Night and Midwinter, where members wear their most elegant costumes and spend the evening in dancing and merriment. Feasts are held which are rich with authentic recipes and entertainment. Local chapters hold regular meetings to teach, plan events and share information. Guilds meet to practice specific arts and crafts. The SCA also holds public demonstrations of fighting, dancing, etc by request. Seminars are held on topics of interest to members and other students of medieval history.

Each Kingdom publishes its own monthly newsletter with news and events. The Society also has a quarterly journal, Tournaments Illuminated which publishes research articles, poetry, artwork, and other contributions of members. It is sent to all subscribing members, as is the Kingdom (Principality in Australia) newsletter. Your local group will also publish a newsletter, and can give you more information on the Society and what is happening in your area. Contact them for more information or send any questions to

SCA AUSTRALIA
PO Box N166
Grosvenor St
Sydney 2000 Australia.

ATTENTION!!!!

The Games Cupboard is to be shifted. QUSS members please note that as at the commencement of the 1986 Academic Year, the Games Cupboard is to be moved from the Relaxation Block to the new Clubs and Societies Room. (See map below) ...



GAMES AND INTERESTS OF QUGS MEMBERS

By Jack Ford

The following information is drawn from the Registration Forms which QUGS members are required to complete each year.

<u>Name</u>	<u>Games</u>
Alan Bradley	boardgames, figurines, role-playing
Eric Topp	Grav Ball, Traveller, AD + D, MMII, boardgames
Andrew Robertson	Richtofen's War, Panzer Attack, Acquire
Aik Salku Sarri	roleplaying and figurines.
Simon Pope	Call of Cthulhu D+D, Dr. Who, Cosmic Encounter
Michael Everding	Ourikus
Brenden Wilde	Napoleonic and WWII figurines, role-playing
Thomas Marney	role-playing
David Penny	The Longest Day, Flat-top, Air-Force,
Ian Jamie	Squad Leader to G.I. Anvil of Victory, WWII figurines
David Boughey	boardgames
Mark Marychurch	modern figurines, role-playing.
Jane Cleary	Airforce, Luftwaffe, B-17, Starforce, Swords
Scott Vandersee	and Sorcery, early Ares, War of the Ring
Colin Bridges	Bomber, Traveller, Dragonquest, Runequest
Cameron Thomas	Empires of the Middle Ages
D. Hohn	computer ADV games
Aaron Yuile	role-playing, boardgames, figurines, computer
R. Byrnes	games.
David Jones	boardgames, role-playing
Denis Clancy	AD+D, Traveller
Andrew Adcock	Robin Hood, Viking Gods, Tactics II, AD+D,
Lindsay Alan Warren	boardgames
Robert MacGinley	figurines (ancients, napoleonic and WWII)
Tainia Nieminen	boardgames, role-playing, Play-By-Mail
Jeremy Gates	Central Front Series, Arab-Israeli Wars,
James Klaudt	Panzer Leader, Robin Hood, Ancient WWII and
Chris Ryan	Modern (Australian, Indonesian) figurines,
Paul Agapow	role-playing
	boardgames role-playing
	boardgames role-playing
	Runequest (2nd + 3rd Editions), Richtoffen's
	War, Star Force Alpha Centauri, German Afrika
	Korps figurines
	ancient figurines, boardgames, role-playing
	Assault, Squad Leader, Bushido, Aftermath,
	Chivalry and Sorcery, AD+D, Melee, NATO,
	Central Front Series, Red Star Falling
	Modern figurines
	Fortress Europa, Africian Campaign, Third
	Riech, Russian Campaign, Ambush, Rivets,
	Ace of Aces, Rotary Series, AD+D, Computer games
	Squad Leader, Mech-War-77, Russian Campaign
	Third Riech, WWII figurines
	role playing
	Car-Wars, Star Fleet Battles, Federation Space
	Starfire I+II, Universe
	Dragon Pass, Russian Campaign, Ringworld,
	Super Squadron, Demons, figurines
	D+D, boardgames, computer games
	Traveller, various role-playing

Name

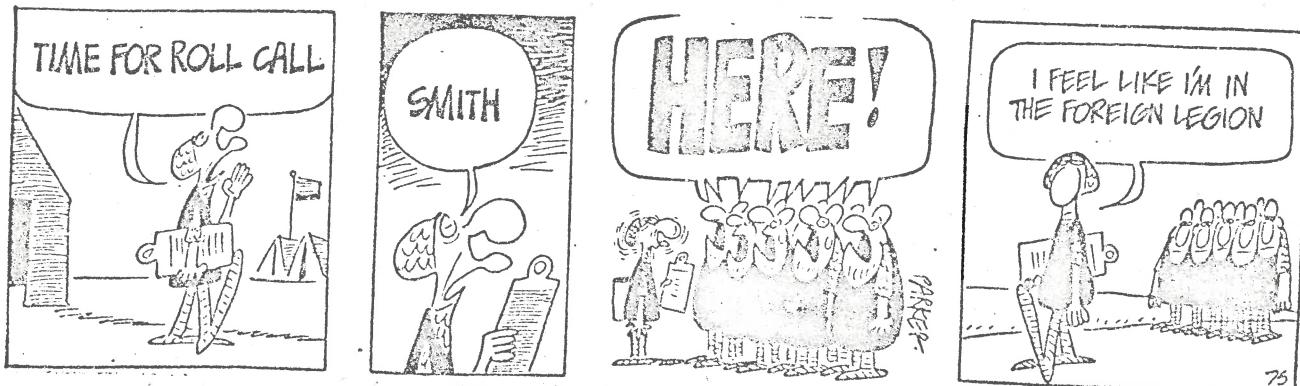
Games con't

Kathryn Anderson boardgames, role-playing
David Redfern Champions, boardgames, role-playing
Shane Daly Champions, role-playing
Timo Nieminen AD+D, Dragons, ancient figurines
Andrew Cleary Fortress Europa, Russian Campaign, Amoebe Wars,
 Third Riech (3rd edition) AD+D, Dragons
Scott Mitchell Titan, Richtoffen's War, War and Peace, Star-
 fall, Knights of Camlot, Africian Campaign,
 AD+D, Napoleonic figurines
 role-playing
David A Sac Rivets, Wizard, Beltzer, John Carter, Olympia
Anthony Connell Medieval/renaissance figurines, Fantasy
 figurines
Jack Ford Americian Civil War and World War II Pacific
 boardgames, Empires of the Middle Ages,
 Dr. Who, Constantinople, Berlin 85.
Mark Hodginson Empires at Arms, boardgames

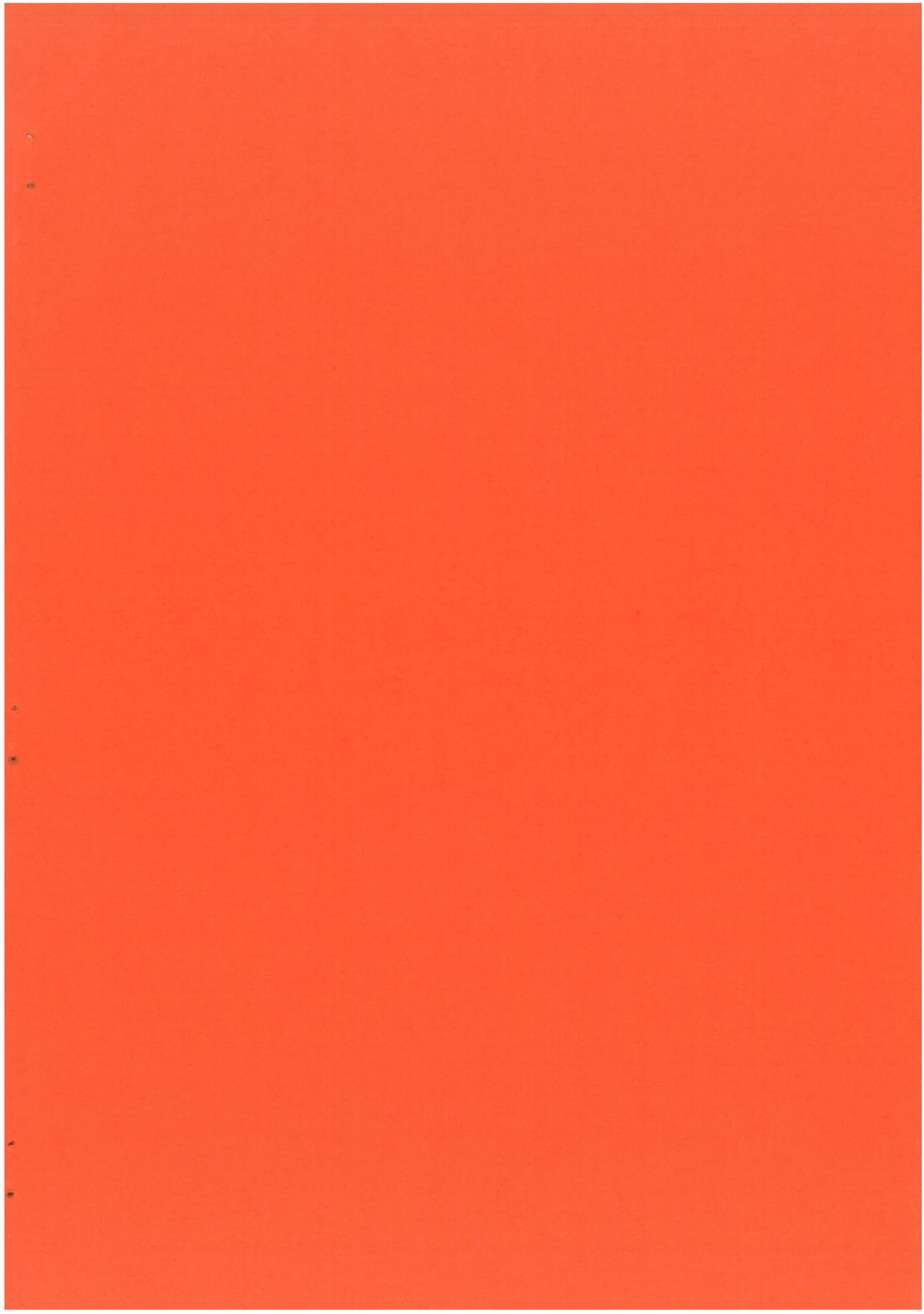
Should you wish to contact any of these people you can do so through the QUGS contact list which is held at the Clubs and Societies Office of the Union Complex or telephone 371 1611.

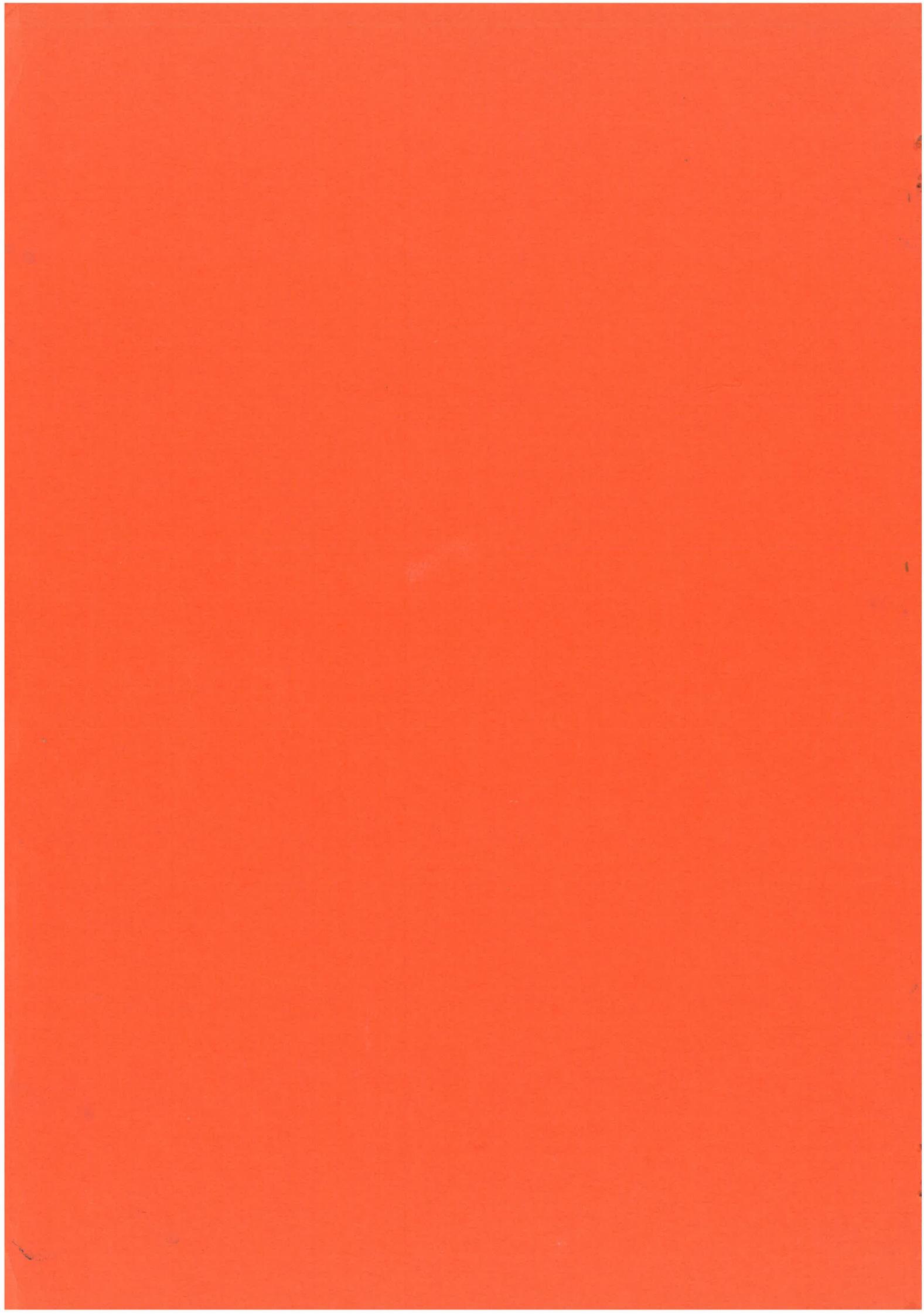
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Wizard of Id



DUE TO THE GENERAL SLACKNESS OF OUR CARTOONIST (THE PRESSURE OF
POST EXAM CELEBRATIONS ETC.) AGENT OO? WILL NOT SURFACE AGAIN
UNTIL OUR FIRST 1986 ISSUE * WE ALSO BELIEVE THAT BIRTHDAY BEST
WISHES ARE IN ORDER FOR LAST SATURDAY (30TH) AARON.





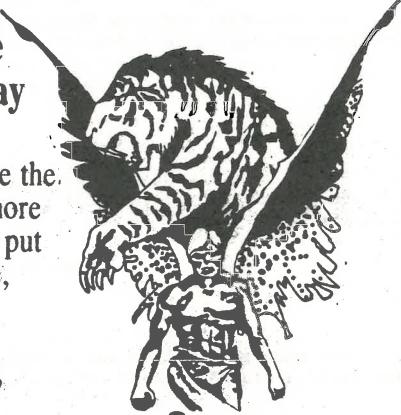
Exciting new Strategic Game played by mail

RETURN FROM SIRIUS

Play-by-Mail games — what are they? An interesting and fun way of playing games.

If you like games and don't seem to have the time or opponents and you would like more information, ring us on (002) 23 3926 or put your address on the back of an envelope, enclose a stamp and send it to:

**The Missing Tiger,
G.P.O. Box 286C, Hobart 7001,
Tasmania.**



Return From Sirius is a game where you start owning almost nothing and build a massive empire spanning perhaps 30 stars. You direct your starships into battle or to rich trading planets. Many different types of starship can be built by your industries to serve the many different purposes you will find for them. The other eight players scattered all over Australia will foil your plans as they too strive to gain control of the greatest planet of all: Earth.

The cost is just \$3.00 per turn plus a starting up cost of \$5.00 and a \$5.00 deposit. For that you get a detailed computer printout of your empire and an order sheet to fill in. Also, we will pass on any messages you may have for the other players. Apart from the stamp, the rule book is free.

DO YOU PLAY GAMES ?

Do you play games like chess, dungeons and dragons, blitzkreig, diplomacy or do you battle video aliens? Can you always find opponents? Can you fit nine players around your table? Are you annoyed when they decide to finish for the night just because it's 4 a.m. when it's only ONE more move for your master plan to succeed? Are you sick of the tapping fingers and heavy sighs while you are considering your move? Are you tired of having a vital move wrecked because you didn't have the time to check a rule? Are you tired of your reputation as a good games player uniting your opponents against you before the game starts?

Play Return From Sirius

WHY?

Return From Sirius pits you against players from all over Australia. Other players will not know who you are until you tell them. Return From Sirius gives you the opportunity to play other games with these players.

You can relax and play when it suits you and consider your strategy and its implications in full detail without interruption.

Play Return From Sirius

WHAT?

Return From Sirius is a play-by-mail game in which nine players strive for control of the galaxy using their skills as explorer, trader, general and diplomat.

Play Return From Sirius

HOW?

For more information and a copy of the rules fill in the attached form enclosing a stamp and send it to:-

THE MISSING TIGER
P.O. Box 286 C
Hobart G.P.O.
TASMANIA 7000

Please send me a free copy of the rules to Return From Sirius.
I enclose a stamp.
I understand there is no obligation to play the game.

Name

Street

Town

State Post Code