

# GROUP NORTH

## HISTORICAL WARGAMES SOCIETY

November-December, 1993



### FIRST, A QUICK NOTE...

Well, here we are once more with another cheaply produced, labour-intensive newsletter. Once again, anything that you want to say in this here item of published pulp hack-written fiction will be greatly appreciated in the name of cheap laughs.

Being a Committed, erm, Committee member, I am fully aware of the fact that you people havn't been hearing a great deal from your elected officials. Please accept our apologies, and appreciate that we are doing things for the good of the club, and the gaming community in general. We try harder.

Right then, with all that naff gaff out of the way, let's scope out the nitty gritty. (Eh?) Here's some of the things that we have been organising for the club:

#### THE FRIDGE

Yes, yes, I know that the disaster that is/was the refrigerator makes the State Bank disaster look like a Derrenger compared to a Twenty-Pounder, but we have finally got our act together for this. Monies have been approved, and we should have a new appliance sometime soon. (I knew I'd need a new appliance...)



#### SAND TABLE

Ahh, you didn't know about this one, did you? Almost every other club, (except Tactics, and they don't count,) has a bloody sand table, so now WE are getting one! Our fearless leader, Len Wilkins, is in possession of such an item, and is going to let us lot play in it. However, because there is always an "however", to make the new table practical, we are in need of some good solid timber, and at least two, preferably four, good industrial strength castors to make this thing mobile. If you are in possession of such materials, or would just like to donate nails, corner brackets, or time, 'phone me, or see me or Len at the next meeting.

#### CHRISSY PICNIC

On Sunday, 19th. of December, again at the Harry Bowie Reserve. We had a marvellous time making silly buggers of ourselves and inflating our egos at the expense of the kids last year- so come and join in the fun this year! There's food, sport, sunshine, drink, and a load of people who should know better than to give Anton a Cricket bat! What the Hell, we had a good time...

## WORKING BEE- DON'T SAY I DIDN'T WARN YOUUU!!

Yes! Its that time again! If you want scenery made, tiled tables, lots of buildings, tons of trees, and enough stuff to make GNHWS the best equipped club around, then you had better do something about it, hadn't you?? Something like- TURNING UP ON THE 24TH. OF NOVEMBER! I would especially like to see the Ancients-(Grab the Scenery, Grab the Scenery,)-Players make an appearance en masse. There is a possibility that we might soon have enough tiles for a third table, and we are finally going to properly mount those trees and build some hills that DON'T appear to have chalk deposits hollowed out! Needless to say, all this takes a lot of work, so if you can be there, your efforts will be appreciated.

## CANTEEN

For those of you who have been wondering, no, the sometimes-Canteen is not dead, just waiting for the new fridge. Which leads me into the next point-

## THE OVEN

We will soon have an oven for the purpose of heating up pies, pasties, and small children. Turning into a regular whitegoods consumer, aren't we?



## HOW MUCH FOR JUST THE ARMY?

I have pleasure in announcing that on February the 20th., (depending upon the reaction from other clubs,) we will be hosting an all-invited Swap Meet. Anything and everything that can be sold may be sold, but be so kind as to remember that this is a *Wargamers'* Swap Meet, and we would overwhelmingly prefer it if you brought military-related items. But not straight military stuff-(this means you, sometimes-member Richard White.) Watch this space for further details.

## BATTLETECH MEGA-SLUGFEST

Well, what do you expect, with me as Editor? Sometime in mid-January, (probably the meeting of the 16th,) I will be hosting a gigantic *Battletech* game using Military Simulations' *BATTLELANCE* streamlined miniatures rules. Those of you who don't like the idea of big robot-things will still be able to find a spot, be it in Artillery, Air Support, Mechanized Infantry, Tanks, Hover Recons, 'Choppers, Air-Vac, or the future equivilant of the SAS! Who needs Battlemechs? More details soon.

YER WON'T  
CATCH UZ  
PLAYIN'  
DAT  
FUTURE  
ROOBISH!

ANTON →



## RELOAD!

Yes, the gears are slowly turning as we re-tool for the full production of the all-new *Reload!* At this stage, it is difficult to say just when the first issue will be available, but I'm working on having an issue out before the end of the year. The current concept is to allow anybody to contribute to the new 'Mag. Be they Club members, from other clubs, or the unaffiliated. If you would like to contribute, let me know. The format will be at least 60% historical gaming, so no way are we going to go the way of *White Dwarf*, et al. Again, more details to follow.

And that is about that for another issue of this example of the over use of paper in modern society. 'Till the first issue of *Reload!*-



Keep the Faith,  
Martin.