

THE GRUMBLER

The Official Newsletter of G.N.H.W.S – May 2004



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There is plenty to get through this issue so no rambling from me. Apologies for the lateness of this edition.

Cheers
Marc Fairhead
Editor.

Membership

The club's membership has seen significant growth in the last few months. This month Group North wishes to welcome Troy Dramas, Daniel "lex" Ogden, Tony Zoltai, Heath Conroy, Russell Hodges, Jason Colley, Scott Curness and David Van Der Linden to the Group North family. Also we welcome a new special membership recipient Tim Roe from Sydney and Honorary member Ross Stopford.

This brings us to 46 members. The clubs previous record was 36 members (mostly juniors) in the mid 1980s.

With this growing membership is an increase in the number and diversity of games being played at the club. As the principle objective of the club is to provide a forum for gamers to gather and play then the amount of dice being rolled over recent weeks provides a strong measure of the club's success.

Club Communications

The larger membership and busier gaming nights have prompted some changes in how the club operates (hopefully some improvements). With a larger number of members and games being played, effective club communications becomes both more important and more problematic. A 'photo gallery' of club volunteers has been placed on the notice board and on the 'fridge to assist members in working out 'who does what' so that they can find the appropriate person to

talk to on issues.

In addition there are a lot of 'new faces' around the club. Please take to opportunity to have a look at some of the other games that are being played around the club and don't be afraid to introduce yourself to people. One of the ways that a larger club can be successful is by each of us taking the initiative to talk to other members, and to include newcomers and visitors in our games where possible.

Duty Officer

In addition (to the communications note above) the club has trialed the use of a "Duty Officer" on Wednesday nights. This was previously done in the club during the 1980s with some success. The duty officer provides a point of contact during the evening, dealing with questions on the club and its operations, and welcoming newcomers and visitors to the club. A number of members have volunteered to undertake this role, and a roster of club meetings and duty officers has been posted on the club notice board. Dave Knowles is coordinating the duty officer roster. Please see Dave if you are interested in participating.

Club Safety

Another challenge with the expanded numbers is in the numbers of people in the hall. Please be considerate of others when gaming and tidy up after yourselves.

From a safety perspective we also need take greater care around the club. With 30-40 members attending on Wednesday nights, the car park is starting to become busy. Please take care in and around the car park, both when driving and when walking to and from your car (and take particular care of any children with

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Within the club keep things tidy around you gaming tables, and in particular make sure that boxes, etc are stored under the tables (they make great tripping hazards when left around tables). Please also take care in and around the kitchen and when using appliances. In the interests of safety the club has recently purchased a new urn and cordless kettle to improve safety in the kitchen.

The club has also recently installed a security system and fire alarm (thanks to Heinz, Harry, Scott, Paul F and Paul E for coming in and assisting with the installation).

The Hall

The hall obviously provides the club's current home. While we have improved both the cleanliness and condition of the hall over the last three years it is up to us to keep the hall in a decent state of repair.

In particular members are reminded to tidy up after gaming. While the majority of members are responsible and clean up their areas after gaming, there have been issues with players not tidying up, and leaving empty tins, rubbish, empty coffee cups, etc on and under the tables. Please take the time to tidy up after you finish and leave the hall clean after gaming.

Additionally the hall is occasionally hired, thus on occasion you will be required to put away your tables and chairs to allow proper cleaning. Hall Management or Committee will request this help as required.

Hall Management

For those of you that are not aware, Paul Fribbins has decided to step down from the position of Hall Manager. Paul has undertaken the role on a voluntary basis for nearly three years, looking after the cleaning and maintenance of the premises. Paul has done a lot of great work in this time in maintaining and restoring the premises. On behalf of the membership, thank you to Paul for his efforts and contribution over the last three years. His work is greatly appreciated.

The committee is currently looking for volunteers and options for hall cleaning and maintenance (a couple of hours a week). If you are interested then please discuss with Paul Edgar or Heinz Schroeder.

Club Scenery

One of the assets of the club (and its members) is the growing selection of scenery. The club has made significant investments in additional terrain over the last few years, and has also been aided by donations of terrain by members.

In recent weeks there have been a number of complaints about rough handling and damage to the terrain. Since this represents a common resource that we all benefit from (and all pay for through our club fees) please be careful with the scenery, especially when putting it back on the storage shelves. Please take care when using the scenery and when packing it away, don't 'throw it in', and don't stack the scenery.

AGM & Committee Nominations

The Club's Annual General Meeting is almost upon us, as is the requirement to elect a new committee.

The Group North Historical Wargame's Society, Annual General Meeting is to be held on Wednesday 23 June 2004 at the Club Rooms starting at 7.30pm. All financial members are cordially requested to attend. Items for the Agenda are to be written and given to the Secretary – Heinz Schroeder or President - Paul Edgar by the 9th of June.

The committee plays an important role in the club, volunteering to oversight the administration of the club, and ensuring that the club's finances, venue and operations support the members and their gaming.

Nominations for Positions on the 2004 -2005 Group North Committee are to be submitted to the Secretary between April 21st and June 9th. Nominations are to be supplied on the form available from the secretary along with signature of a Member Referee.

The positions up for election are that of President, Vice President, Secretary and Treasurer. In addition the Club will require 3-4 other Committee Persons and key roles such as club librarian. All nominations must be Full & financial Club Members from the 2003-2004 Year in accordance with the Constitution and the Bylaws of the GNHWS.

One of the most important contributions that you can make to the club is to volunteer your time to serve on committee, or in one of the other roles around the club. If you are

interested in standing for committee or assisting with the running of the club then contact Paul Edgar or Heinz Schroeder.

Group North Tattoo

The Club Tattoo (Model & figure Exhibition) will also be held on the night of the Annual General Meeting (23rd June). The tattoo provides the opportunity to bring in and display their models and painting prowess. It also provides an additional event and attraction for the night of the AGM. Recent years have seen 70-75 entries providing an extensive display of well-painted gaming figures.

Mike Allen is coordinating the Tattoo on the night. Further details will be circulated closer to the event, but contact Mike if you would like more information in the meantime. It's not unreasonable to expect over 100 entries across all of the classes for this year. So if you've got some half painted models on the gaming table, or some that you've trying to get around to then use this as an opportunity to get Painting, and show them off in June.

Berserker 04 DBM Tournament - Progress Report as of 14/4.

This year's 'Berserker' DBM tournament has started, using a similar format to last year where players are randomly assigned four opponents who they can play in any order over a period of three months. Several players have already leapt out of the blocks and played all four of their games in just a few weeks, while others have barely started. Our current leader is Harry Dunn, with a perfect 30/30 score under the 'drop the worst result' scoring system used in Berserker. Harry's dropped score is a 0 against Norm, our current second place on 27/30 but with a game in hand. Harry's efforts have shown just how kind and fickle the dice can be: in one game he just can't make any of the important rolls, and in another game the important rolls went his way!

Last year's Berserker winner, Martin Foreman, just can't buy a lucky die roll when he needs it at the moment and he opened with two zeroes from two games, only getting on the board with his third game.

Kudos to Michael Grant for gallantly trying out a previously unused DBM army: Estonians from the early 1200's. Historically, these guys were the first to be visited and splattered by the Teutonic Knights on their Northern Crusade, and Michael's

massed warband met the same gruesome fate at the hands of Harry's Feudal Spanish knights. However, the Estonians are no pushover and came perilously close to trashing Rowland's Byzantines, with some of the Estonian warband eating through the Emperor's personal baggage.

Our sympathies go to John Hawkins, whose Iazyge allies of his Dacians let him down yet again. Not only are these guys unreliable allies, they keep changing sides too! John is thinking of trying Alans as his alternate army, but there is one karma problem: the figures he is borrowing for the Alan nobles are the same as are used for those treacherous Iazyges. On the bright side, at least they can't change sides as Alans.

Keep watching the notice board for progress scores. The scoring is best 4 out of 5 games, so having a game where it all goes horribly wrong doesn't knock a player out of the running. The fifth round is in June and will be using Swiss pairing. Will Harry face off against Norm in a rematch showdown for the crown?

25mm Scale DBA Coming in July

Our recent DBA games using 25mm figures has inspired plans for a DBA tourney. This will be held over two Wednesday nights starting in late July and will use 25mm figures. Watch the club notice board for the full details, once they are finalised.

Those of us with painted 25mm ancients will be pooling our figures so everyone who wants to play has an army. The plan is to play three games on each of two nights. You use the same army in all three games each night. One of the twists is: everyone is randomly assigned an army from the pool each night, so you probably won't get the particular army you hope for! The organisers will be ensuring that all of the armies available are viable - no 'speedbump' armies will be used. The terrain will be preset as well, so everyone can jump straight into the gaming without any setup hassles.

In the meantime, anyone who wants to paint 25mm ancients is welcome to contribute figures. The more we have, the better the variety of armies we can play!

Cheap, Lightweight and Sturdy Scenery Discovered

Kudos to eagle eyed Michael Norton for spotting a very useful wargaming product in the flooring section of a large hardware store: improved carpet tiles. There are two basic surface types: one has green artificial grass and the other type has a choice of carpet in navy blue, light brown or light grey colours. The bottom half of each tile consists of a sturdy rubber mat. The tiles are 12 inches by 12 inches square and have robust dovetail edging so they interlock with one another. They can also be cut with a sharp knife for making scenery. I have already turned most of a pack of navy blue tiles into a waterway with several shape variants and in the next few weeks I plan to make more scenery out of green and light brown tiles. A major bonus is these tiles are lightweight and can be packed into a suitcase for travelling to far lands for games, with the tiles adding extra padding.

The tiles come packaged as 9 tiles per pack for the green or 18 tiles per pack for the other colours. The price is around \$19 to \$21 depending on the pack and colour.

A happy coincidence: the 9-pack of green tiles makes a perfect sized DBA board for 25mm figures. Expect to see some used for 25mm DBA games.

Mr Lincoln's War. - 15mm ACW Rules

By Dave Knowles

These rules focus on the tactical unit, the basic unit is the regiment. Each regiment is made up from a number of companies, infantry are 80 men/company, and cavalry are 40men/troop. Each company or troop represents 1 stand. Artillery stands represent a section of 2 guns.

Weapon ranges are differing depending upon weapon types:

- Good Rifles Musket (Enfield) fires out to 24".
- 3" Rifled artillery piece fires out to 80".

Firing is handled by rolling d10's, one per stand or 2 per stand if first volley. The difference to hit is changed depending on what the regiment did during the move phase. There are 3 levels of firing, Best/Standard/Poor. Artillery receives 2 dice per section.

Example: Regiment under Defend orders fires at Best rate. Whereas a regiment charging fires at Poor rate.

Players manoeuvre brigades maybe up of 3 – 6 regiments, commanded by a Brigade Commander of varying ability.

The ability of the Divisional and Brigade commanders' direct effect the functioning of the brigade as it determines how many orders they are allowed to place during the turn. This format takes out some of the remote control that other games may have.

Orders are handled by chit placement, this depending on the quality of the commander, though each order has varying options depending upon circumstances on the battlefield. The ability of the brigade is linked to the commander's ability to issue orders, not the players with the eagle eyed view of the table.

Chits are only use when entering in inside what is known as the 'Engagement zone', this is 12" from any enemy unit. Units moving in, into or out of this zone require chits or if no chit is issued they continue with previous orders. Units moving outside this zone do not require order chits but may move freely.

The rules come with a point system to tourney play or making up pick up game armies, random terrain placement generation and no re-basing from Fire and Fury is needed.

We have played several games and though slower then FnF due to the smaller tactical level the rules are well written and give a great feel for the Civil War period. Terry and I will be playing more games and are happy to have anyone interested join us.

Historical Dates Thru The

Age's - April (Okay so it's now May. Oh well - Ed)

Should you be deliberating at your dinner table about historical events. See the list (an excerpt from old Group North magazine) on the next page.

HISTORICAL DATES THROUGH THE AGE'S

APRIL

1 st	1918	Royal air force formed.
	1945	US forces landed on Okinawa, WW2.
2 nd	1801	Nelson defeated the Danish fleet at the battle of Copenhagen.
6 th	1917	USA declares war on Germany WW1.
	1941	Germany invades Yugoslavia and Greece, WW2.
	1812	Wellington takes the Fortress of Badajoz by assault.
7 th	1939	Italians invade Albania.
8 th	1943	8 th army and Us forces meet in Tunisia, WW2.
9 th	1940	Germany invades Norway and Denmark WW2.
11 th	1861	American Civil War begins.
14 th	1471	Battle of Barnet, war of the Roses.
	1865	President Abraham Lincoln assassinated.
16 th	1745	Cumberland defeats Jacobites at battle of Culloden Moor.
19 th	1775	Skirmish at Lexington starts the American rebellion.
20 th	1657	Blake defeats Spanish fleet near the Canary islands.
	1689	Seige of Londonderry by William of Orange (William III).
24 th	1916	Outbreak of the Easter rebellion in Dublin.
25 th	1915	ANZAC's land at Gallipoli.
28 th	1945	Mussolini shot by Italian partisans, WW2.
29 th	1945	Germans agree to surrender unconditionally.
	1769	Birth of Arthur Wellesley, 1 st Duke of Wellington.
30 th	1985	Former Australian Prime Minister, Mr B. Hawke announces sinking of Tasmania by hostile Submarine. Orders ASW Aircraft carrier to intervene then blushes madly as he remembered he forgot to buy one. (sorry was April 1st).

The above are an excerpt from the old Group North Historical Magazine .
"Reload, Vol 7. no2"

Sponsor Advertisement – Blacktree Design Lord of the Rings

The Games Workshop Lord of the Rings (LotR) games and miniatures have been growing in popularity thanks to 3 brilliant movies.

Dave Knowles has been luck enough to get some old LotR range of miniatures, though not quite like the look of the Games Workshop or movie interpretations of the LotR armour etc, they a still very nice.

They are known as Legions of the Realm (LotR) by Black Tree Design. The range is quite good. All miniatures are true 28mm, pricing is around \$40 per above regiment. See Dave Knowles for more details.

Citidel Guard of Minas Tirith



Spearmen of Osgiliath



Some DBM National updates

ARCH-NEMESIS

The table below shows the ARCH-NEMESIS, if any, of each player who has played at least 32 games. Each player's arch-nemesis is defined as the opponent who has had the greatest cumulative net success against that player. The cumulative net success is calculated by deducting the opponent's score from the player's in each game (all games scored out of 10). So for example if an opponent won 9-1, the net success is +8 and this is added to the cumulative net success total for that opponent against this player.

Player name	[Posn]	Games	Arch-nemesis name	[Posn]	Net score	Games
Ross Dawe	[43]	41	Paul Edgar	[90]	+12	3
Harry Dunn	[118]	41	Ross Dawe	[43]	+12	2
Paul Edgar	[90]	43	Norm Asquith	[61]	+12	2
Martin Foreman	[71]	38	Dave Knowles	[37]	+28	3
Michael Grant	-	58	Ross Dawe	[43]	+22	3
Dave Knowles	[37]	46	No known nemesis!			

It appears that Ross is our greatest nemesis and only the valour of Paul keeps him at bay! Michael and Harry should talk with Paul to find his secret? Dave is still looking for one and enjoys dining on tasty well-done Martin's...!

NEVER DIE WONDERING

This table is intended to highlight those players who will "never die wondering" or are prepared to always try for a result even at some risk. Or at least that is one interpretation of its contents.

51	Marcus Tregenza
54	Martin Foreman
111	Paul Edgar
151	Ross Dawe
157	Michael Grant
165	Dave Knowles
174	Chris Young
180	Michael Norton
183	Harry Dunn
191	Norm Asquith
193	Kevin Burns

Well done Marcus! I guess we all now know that you will either give us a good thrashing or roll over and play dead.

