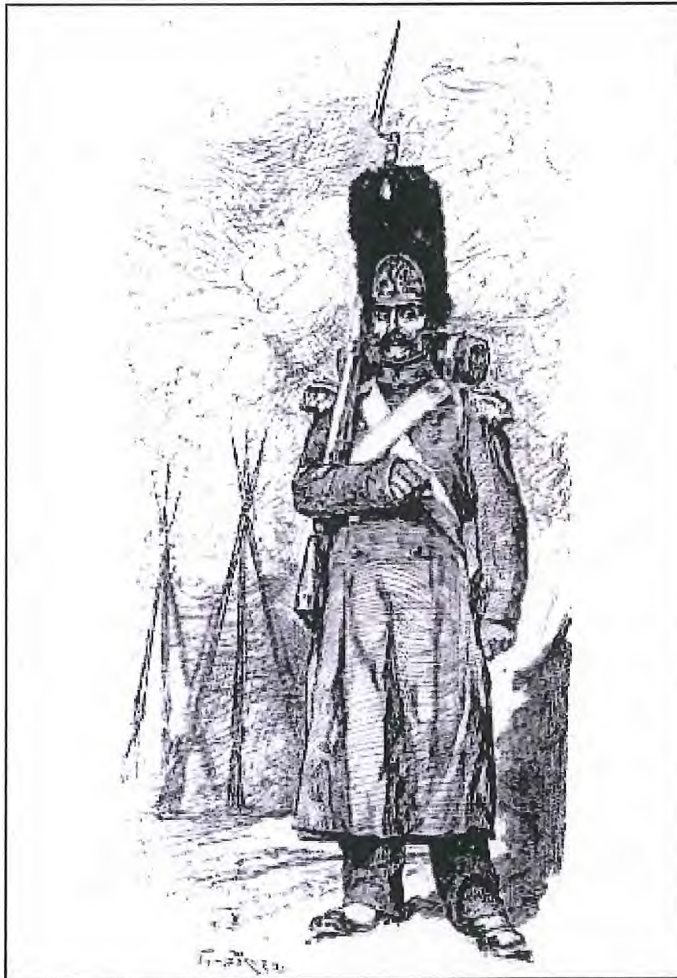


THE GRUMBLER

The Official Newsletter of G.N.H.W.S – September/October 2006



Welcome to the September/October Edition of the Grumbler – the official bimonthly newsletter of the Group North Historical Wargames Society.

This is now my second Edition as Editor and the proactive solicitation of input is 'paying off'. In this edition, as well as the regular items, we see reports on the Spanish Armada campaign, and the HOTTs tournament. Rimmer's War Diaries has a battle report on a battle fought in the Companion 06 DBM competition.

To quote Field Marshall Blucher:

“Vorwärts”

Cut off dates for the submission of articles are the Notices/Announcements section as are the email address to send them to.

Rowland
Editor

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Notices/Announcements:

Gaming Nights:

A reminder to everybody gaming nights are:

- every Weds and Fri evenings and
- every 2nd, 4th and 5th Sunday afternoon.

Weds and Fri the hours are: Doors officially open at 7:00 pm and close at 11:00 pm.

- On Weds people often start arriving from 6:30 pm and a key holder might be there to open up. If you plan to be early please speak to a committee member (beforehand) to get access.
- Closing time is 11:00 pm. Please schedule your game to finish with enough packing up time to be out of the doors by 11:00 pm.

Sundays (2nd, 4th and 5th): Noon to 6pm. Attendance fluctuates at the moment so if you plan to come along it may pay to ensure someone has a key to get in. Otherwise email the Society (attention Mike Allen) on : <mailto:groupnor@groupnorth.asn.au> , check the Society's website at www.groupnorth.asn.au

Fees

A slight correction to the previous Grumbler as to when fees are due. The Society's Constitution states:

Rule 5.1 : Subscriptions for membership shall fall due on the first day of July each year and shall be current until the thirtieth day of June the following year.

So contrary to what was stated in the last issue fees fell due on 1 July, and for those of us who have not paid our fees, until they are paid we are not financial members. Delaying paying fees does cause difficulties for our Committee as it determines what can be undertaken this financial year as well as administrative inconveniences. The fees are:

\$70 for a senior and

\$30 for junior.

Members are also reminded of Rule 4.5 which is:

Members whose subscriptions are three (3) calendar months in arrears shall not have the rights or privileges of membership.

This means that annual fees for continuing members must be paid by 30 September!

Ladders

DBA, DBABB and DBM ladders – contact Rowland Dickinson

Open Day

Rumour has it that Harry and Owen are the points of contact for the Open Day. Similar rumours are that the following individual activity organizers have come forward:

- a. DBA (15mm/25mm) – Marcus Tregenza
- b. The Battle of Lepanto – Ross Dawe
- c. WWII Game and associated stand Mal Wright
- d. Scenary/Terrain Making – Rowland Dickinson

There have been some whispers that the 40K, Fantasy and LOTR (Lord of the Rings) players will be doing something as well as a Napoleon's Battle will be put on as well.

Nic Robson from Eureka Miniatures will be at the Open Day with a stand of his figures. Have a look at his on-line catalogue and e-mail him before the show if you want to save on postage. <http://www.eurekamin.com.au/>

If you want to run a particular game/event/table/catering/thing, please put your name and the game/event/etc you would like to do and how long you can do it for on the sheet provided on the noticeboard (or see Harry or Owen).

CANCON 07

Could those who may be interested in going to CANCON 07 let Rowland Dickinson know. We may be able to sort things like travel sharing, accommodation etc.

Looking for Opponents or Got Wargamers Visiting?

I know planning two months ahead is an anathema to most wargamers, but if you want to play someone outside your current circle then why advertise in the Grumbler? Put a note in my (Editors) tray in the library or send an email to: <mailto:groupnor@groupnorth.asn.au>

Articles for 'The Grumbler'

Email address for articles: <mailto:groupnor@groupnorth.asn.au> . Please feel free to include any photo's

'Cut off date' is two full weeks before the effective date of the next issue. Articles received after this date and before the edition goes to print may get in but that cannot be guaranteed.

Next Edition is the November/December issue so the 'cut of date' is 17 October.

Diary

14 & 15 Oct - **"Imperial Games"** - Warhammer 40K Tournament - Organiser is Owen Bartsch

August – December 2006 - **Companion 06** - 15mm DBM Ancients see progress report below – contact: Ross Dawe

24-26 September 2006 **'The 2006 Chief of Army's Military History Conference'** see our Society's notice-board for details

30/10/06 - Group North Historical Society **Open Day** – contact Harry Dunn or Owen Bartsch

21/12/06 - **Circus Maximus** 'A day at the Chariot Races' – Ross Dawe

26-28 /1/07 - **CANCON** Including Australian DBM Championship

IMPERIAL GAMES

Warhammer 40K Tournament

WHEN

Sat 14/10/06 & Sun 15/10/06 from 8:45 to 17:45 each day

ENTRANCE FEE

There will be a \$20 fee to enter the competition.

Prizes are new in box 40K models to the following approx value.

- 1st place \$150
- 2nd place \$100
- 3rd place \$50.

ARMY COMPOSITION

1. Army is to a maximum of 1750 points.
2. Standard army codex conditions apply.
3. No special characters allowed.
4. No special White Dwarf rules.
5. No Imperial armour.
6. What you see is what you get, models must depict armour, weapon etc.
7. There will not be any points assigned for painting or army composition.

GAMES

1. There will be 3 games on Sat and 3 on the Sun.
2. Each game will be from a predetermined mission straight from the rules book.
3. All players will play the same 6 missions.

GAME TIMES

1. To ensure all games are played there will be a strict timetable.
2. Games will commence and end at the stipulated time. Penalties will apply for late starts and finishes.

DAY	EVENT	START	END
Saturday	Registration	08:45	09:00
	Game 1	09:00	11:30
	Lunch	11:30	12:00
	Game 2	12:00	14:30
	Game 3	14:45	17:15
	Sunday	Game 4	09:00
Lunch		11:30	12:00
Game 5		12:00	14:30
Game 6		14:45	17:15
Presentations		17:15	17:30

GAMES POINTS

1. Overall points are an accumulation of Victory Points (80%) and Sportsmanship (20%).
2. Points will be awarded by each player and recorded on a score sheet.
3. From the 6 games there will be a maximum of 150 points.
4. Prizes will be awarded to the players with the top 3 scores.

VICTORY POINTS

WINNING MARGIN	POINT FOR WINNING	POINTS IF LOSE GAME
0 – 200	10	10
201 – 350	11	9
351 – 500	12	8
501 – 650	13	7
651 – 800	14	6
801 – 950	15	5
951 – 1100	16	4
1101 – 1250	17	3
1251 – 1400	18	2
1401 – 1550	19	1
1550 or more	20	0

SPORTSMANSHIP

Never want to play ever again, cheated etc.	Did not enjoy game, boasted etc.	Was OK I guess, not fussed	Good to play against	Really good to play against	Best person I have ever played
0	1	2	3	4	5

GENERAL

1. The convenor will have the final say in all competition matters.
2. The decisions reached will final.

LUNCH

You will need to supply your own lunch over the weekend.

CONTACT

For further info contact Owen at email address obartsch@vtown.com.au

Tournament Results/Diary Events

Spanish Armada Campaign, (by Ross Dawe)

During July players re-fought two of the battles from the epic Spanish Armada campaign of 1588, in which the Spanish attempted to invade England. The first battle saw the English win a bloody affair against the Spanish. The follow-up battle, which was based on the Battle of Gravelines, saw the English sending in fire-ships and following up with two squadrons against a screen of Spanish ships. The fire-ships all managed to get through and mess up the anchored Spanish transport squadrons, but the Spanish warships gave the English a thumping by boarding and capturing several English ships.

Many thanks to the players: Harry Dunn and John Hawkins on the Spanish side, Chris Young and James Dekart on the English side.

(Also many thanks to Ross for organizing and conducting these battles – Ed)

HOTTS Tournament, (by Ross Dawe)

A tournament using the HOTT fantasy rules was played over two sessions on 26 July and 2 August. Ross Dawe provided six matched pairs of 28mm scale armies, with players assigned to different army pairs for each game. Armies were:

Medieval Human vs. Chaos,
 Dwarves vs. Orcs,
 Undead vs. Timeless Land,
 Romans vs. Orcs,
 Medieval Human vs. Chaos,
 Romans vs. Britons.

Lots of fun was had by the players, with plenty of mayhem and fickle die rolls! Ross jumped out of the blocks with two wins in the first session and was never headed, while the battle for the places was very close and resulted in a tie for second. Scores are based on a maximum of 24 points per game, with scores from byes based on the average of the player's other scores.

Results

Ross Dawe	105	
Chris Sexton	62.4	
Marcus Tregenza	62.4	
Chris Young	58	
Tristan Turner	45.6	
Harry Dunn (1 session)		16
Owen Bartsch (1 session)	9	

The number of players was much lower than expected, considering the initial player interest shown in the HOTT system and the number of people who had expressed an interest in playing in the tournament.

Some of the highlights of the tournament include:

- ✚ Marcus versus Ross in round 3 started out with Marcus's orc shaman slaughtering the dwarves and ensorcelling the dwarven hero. Ross was desperate and sent out his crossbowstunties to shoot the orc boar riders and their hero, but missed completely. The orcs gleefully charged the stunties, needing only to roll higher than the dwarves to kill them in the close combat. A couple of rounds of draws and orcs being pushed back then turned to disaster for the orcs, when the boar riders beside their general died. The stunty general waddled in swinging his axe, with plenty of his friends joining in. The orc general died, but the army fought on due to the dwarves' early casualties. Several turns later the stunty hero was desorcelled, only to discover he had missed the entire battle and reappeared just as the orcs were fleeing.
- ✚ Both Chris Young and Tristan Turner came unstuck using one of the medieval human armies. In both cases 'Belvedere' the pet dragon (1/6 of the army points) failed to show up. In another game Harry used the same army and Belvedere arrived late, but still ate his way through several chaos warriors. This army worked a treat when Ross's daughter Athena playtested it: Belvedere turned up every time for her!
- ✚ Chris Sexton demonstrated the vulnerability of magician generals, when his medieval human wizard ensorcelled Marcus's chaos sorcerer general early in their game. The game progressed several turns with Marcus's chaos troops happily killing off the humans, then Marcus realised they had been playing a 'what-if' as the game was lost when his sorcerer was turned into a rat.
- ✚ In the last round Tristan's Timeless Land army started out badly, with several kangaroo mobs destroyed by Ross's undead giants and undead warriors. However, it all turned around when Tristan's Kadaicha-man (with combat wombat) ensorcelled Ross's lich general. With casualties on the undead slowly piling up and one of the giants unable to kill off a horde swarm of flies, the undead rallied just in time when the lich returned. The Kadaicha-man lined up the lich and blasted him again, this time breaking the undead army for a close win.

(Many thanks to Ross for his efforts in organizing and conducting this campaign – Ed)

Companion 06

Progress

This year's 'Companion' ancients club DBM championship started in late August and goes through until Christmas. Even though it has started, the competition round robin format enables late starters to enter (as long as they are not too late!). If you wish to enter please speak with Ross Dawe.

A few players have jumped out of the gates very quickly, booked up their game cards and fought a couple of stoushes already, providing a battle study for Rimmer's War diaries. A major upset occurred when Rowland's Minoans brought down Martin's Ptolemaic generals, but Chris Young's New Kingdom Egyptians quickly put Rowland back in his place a fortnight later. Chris Sexton's massed Gallic warband gave Martin a big scare, despite Martin's subgeneral single-handedly riding through and destroying a warband command before dying gloriously against the next one.

Ross with Hittite Empire and Kevin with Spartans fought a 5-5 draw but with both sides losing a command and suffering plenty of casualties. Ross looked headed for disaster when his central warband command melted within moments of charging into Kevin's wall of Spartan hoplites. With some Hittite chariots also crashing and burning, Ross was very nearly at his army break point while having barely scratched Kevin's army. Perseverance pays off and Ross's Hittites managed to save the day by repeatedly charging in and hoping for the best. On the other flank, the Hittite vassals distinguished themselves by dodging away from the steadily advancing wall of Spartan invincibility.

Additionally we have some movement in the Club's DBM 400 AP Ladder. A quick look at the results so far shows the do or die of the combats:

16/8 Martin vs Rowland	1 to 9
23/8 Martin vs Chris S	9 to 1
30/8 Chris Y vs Rowland	10 to 0
30/8 Ross vs Kevin	5 to 5

Players currently entered in Companion:

Kevin Burns, Ross Dawe, Rowland Dickinson, Harry Dunn, Paul Edgar, Martin Foreman, Michael Grant, Chris Sexton, Marcus Tregenza, Tristan Turner and Chris Young.

There will be trophies for 1st, 2nd and 3rd, plus a prize for the unluckiest player. To score an 'unlucky' point, the player must have had a general killed due to an unlucky combat roll, rolled three ones in the same turn for movement pips, had their camp sacked, or had an unusually unlucky sequence of combat rolls.

Late Entries

For those who may be thinking of joining in, the Rules are DBM v3.1, using 15mm scale figures, 380 army points with one list. The tournament has a theme: 'Any Army BC'. Only armies with a year date from 3000 BC to 1 BC are allowed. Entry is open to any one – it is **not** restricted to GNHWS members.

Playing list checker: Ross Dawe.
Playing umpire: Martin Foreman.

Entry fee: \$10 payable to the club treasurer (Harry Dunn).

We are using the round robin format that seemed to work so well for last year's Companion and this year's Berserker tournaments: everyone plays everyone else once.

Scoring is standard 10-0, with tournament places determined by:

- Total score if there are 8 or fewer players, with the usual tournament tie break provisions.
- Best 7 game scores, with tie break based on the player's total score from all of their games, followed by the usual tournament tie break provisions.

Games to be played any time between late August and before the club meeting before Christmas. At the club meeting just before Christmas the scores will be tallied and the trophies/ prizes handed out.

Please note that loan armies are available: contact Ross Dawe or Martin Foreman. Some reasonable fudging of figures is allowed so that each player can field an army within the theme.

DBM 400 AP Ladder Movement

Though we have ladders for DBM/DBA there seems to be preference for most activity to be centred on competitions. So the Companion 06 results are being watched closely for movement. Initially, Martin joined Ross on the second rung of the 400 AP list and Rowland briefly enjoyed the view from the top rung. However, Harry's victory brought Rowland back to pack with Martin and Ross while Harry joined them there as well. So at the end of August we still have a very clustered grouping and a very crowded top of the ladder:

DBM 400		Last Update:31 Aug 06		
1	Martin Foreman	Ross Dawe	Rowland Dickinson	Harry Dunn
2	Michael Grant			
3	Juan Trinidad			
4	Michael Cleary			

Rimmer's War Diaies

Rimmer's War diaries are composed so that, for future generations of tabletop commanders, the experiences and insights of successful (and not so successful) commanders can be made available to them. Through such magnanimous generosity of their predecessors, the future commanders can be suitably informed and over-awed by the brilliance of those who have gone before.

While our first study was from DBM Ancients, we look forward to contributions from other historic periods/rule sets as well from the sci-fi/ fantasy fraternity¹.

In this Edition's study we look at one of the early battles in the current Companion 06 competition. Companion 06 is being fought as a self organizing round robin with the best seven games counting to the final score. It is for any army BC. As it is continuing until December details of armies shall not be given.

The first combatants out of the starting gate were Martin's Ptolemaic vs Rowland's Minoans/Early Mycenaeans. Martin and Rowland continued a practice they have developed of designating attacker and defender dice to be used through out the game to resolve combats & shooting².

Both players choose Spring.

Martin's aggression 1, Rowland's Aggression 2

Martin's dice roll 5 Rowland's dice roll 6

The Minoans face East, clear weather and 11 am in the morning – a most civilized hour for battle.

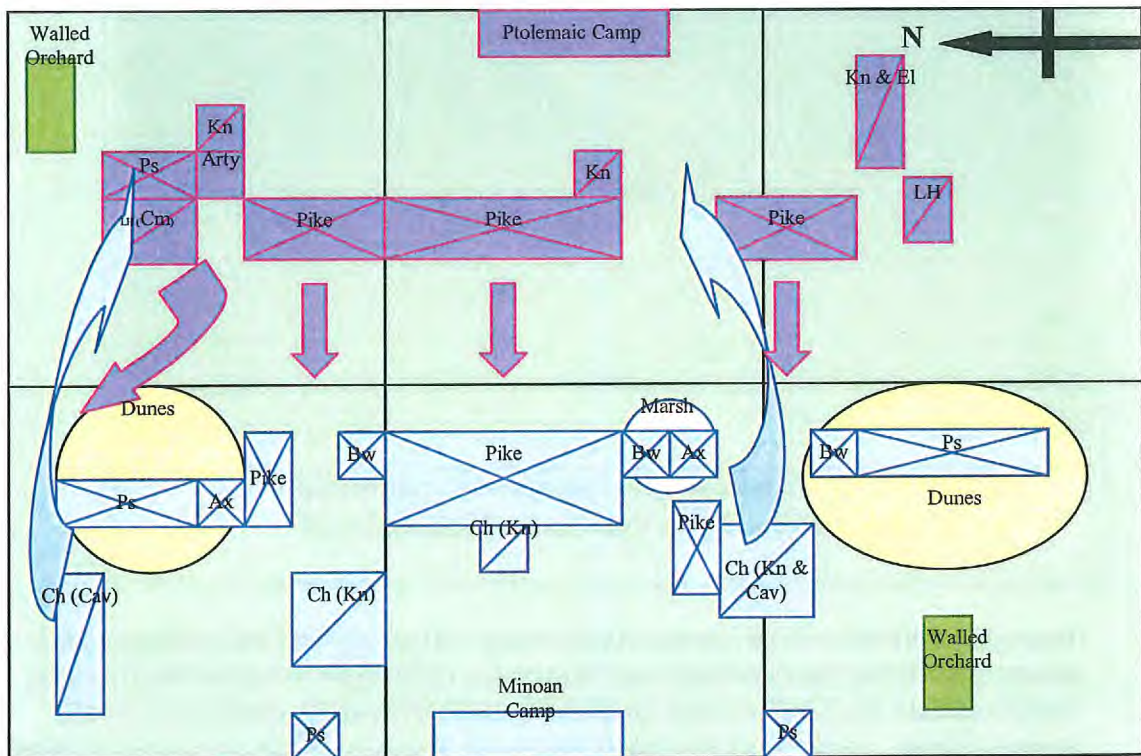
Martin being the defender sets the terrain – there is little Rowland can add but he includes some walled fields and a marsh. Camps are put down and plans made.

¹ At this stage I am restricting the articles to one per edition but if there is sufficient interest then we can increase to include different periods and/or figure types.

² This is similar to that used in 'Risk'. At the start of the game two dice of different colours are selected. One is designated the attacker's die and is only used to resolve the outcome of combats and shooting by whoever's bound it is. The other is the defender's die and is used by the player whose bound it is not. Hence during a game each player is equally advantaged/disadvantaged.

Rowland's plan is his pikes in the middle to push directly to the enemy's camp with his flank commands to provide cover and shock action.

Martin's plan is to push directly forward with the pike and spear while the mounted troops deal with Rowland's traditional attempt at a double envelopment.



The troops go down. Martin's centre command, Rowland's centre command, Martin's southern command, Rowland's southern command, then the other flank.

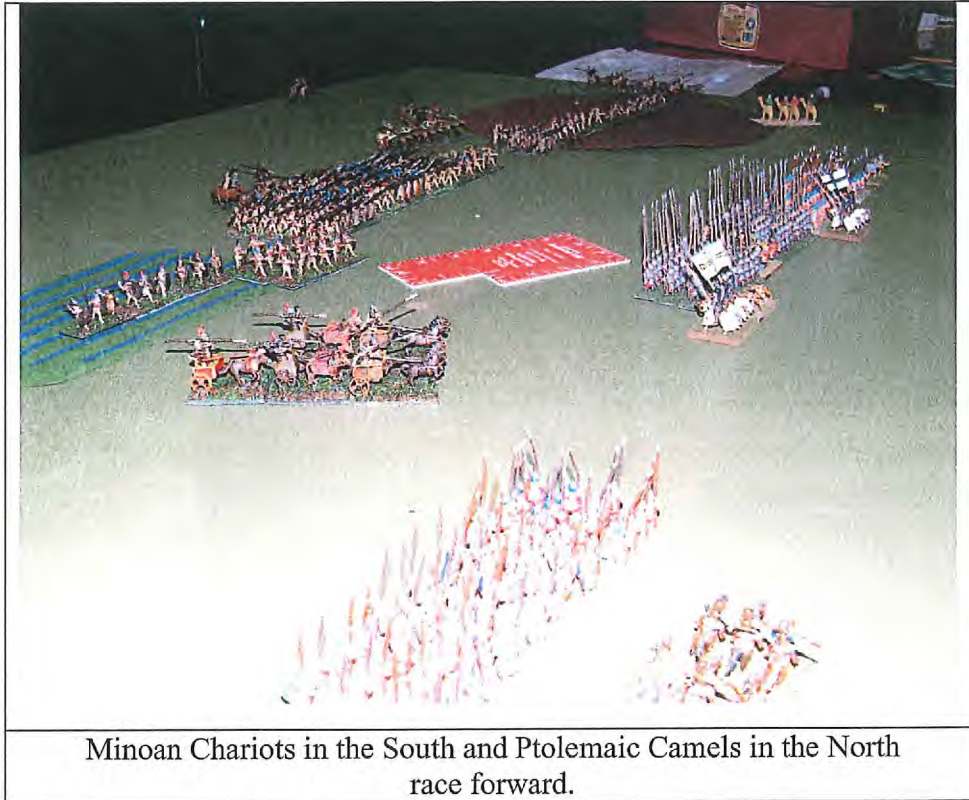
With the troop deployments Rowland sees he can continue with his envelopment of Martin's northern flank but sees the opportunity to launch his southern chariots through the gap in the terrain and head for the gap between Martin's centre and southern flank commands. Is this a trap? – who cares the opportunity to disconcert Martin comes only rarely.



The initial deployment as seen from the South East.
Marsh in the centre, dunes in the North and South

Having the first die roll the chariots on Rowland's flanks are off and running. In his centre he holds his pikes and advances the bow on their right. Martin counters in the North with his LH (Cm) heading for the dunes and the artillery pivoting to face the mounted threat. In the South he wheels his heavy mounted behind the pike and brings his LH around to sweep across the front of pikes. In his centre the pikes come forward with their general manoeuvring to cover their left flank.

Rowland continues the sweep forwards in the North but brings his Ps through the dunes to pin Martin's LH (Cm). Better watch command range so their General edges his way across to the NE. In the South the chariots continue their race for the gap and begin to deploy to take on that general of Martin's centre command. The chariots are slowed down by poor PIP and the need to move the bow up to annoy those LH. The pike continue to be held in the centre with bow boldly going forward to support their mounted coming in from the South.



Martin brings his mounted across from his southern flank to cover the gap, but the LH retire under bow fire. In his North he goes for the psiloi. After all he has camels and they are inferior psiloi. First kill to Rowland. In the centre the pikes move forward.

Over the next couple of turns Martin loses his second light horse on the Northern flank and Rowland gets his northern chariots into position for a flank charge with their psiloi, auxiliary and pike moving forward to threaten the artillery. Martin moves his northernmost pike forward to counter Rowland's pike who have moved towards Martin's artillery. In the South Rowland pulls back his mounted troops in the face of Martin's heavier mounted with his auxiliaries coming out of the marsh to cover the chariot's withdrawal. Martin pushes his pike forward, taking minor casualties from the bows sniping from the dunes. In the South some of Rowland's chariots don't escape, plus auxiliaries and elephants don't mix - but Rowland pulls back his forces largely intact. In the centre Martin's pikes move into contact being annoyed by Rowland's bows on their flanks who manage to force some elements back.



The clash of pikes –
Note the missing warband in the centre
on the buff bases

The clash of pikes occurs – but the dice gods favour Rowland this week. Martin pushes forwards with some files and Rowland pushes forward with others. But disaster for Martin in the centre. Within two bounds Rowland has destroyed a warband column; not only does he push a column through, but he now starts closing the gates on Martin's adjoining columns. It is now a race against time. Casualties on Martin's northern flank are mounting as are Rowland's facing him. Martin's pikes have almost broken through the junction point of Rowland's northern and centre commands – but Rowland's Bow(I) just won't die. It is getting late in the afternoon, sunset is at 6:00 pm. Martin's generals and psiloi are adjusted in the centre to cover the gap in the centre. Plus the knights go forward to support the pikes on their right. Martin's southern flank pikes push forward into the gap between the marsh and the dunes – sweeping the mounted before them but still Rowland's bow threatens their flank from the dunes.

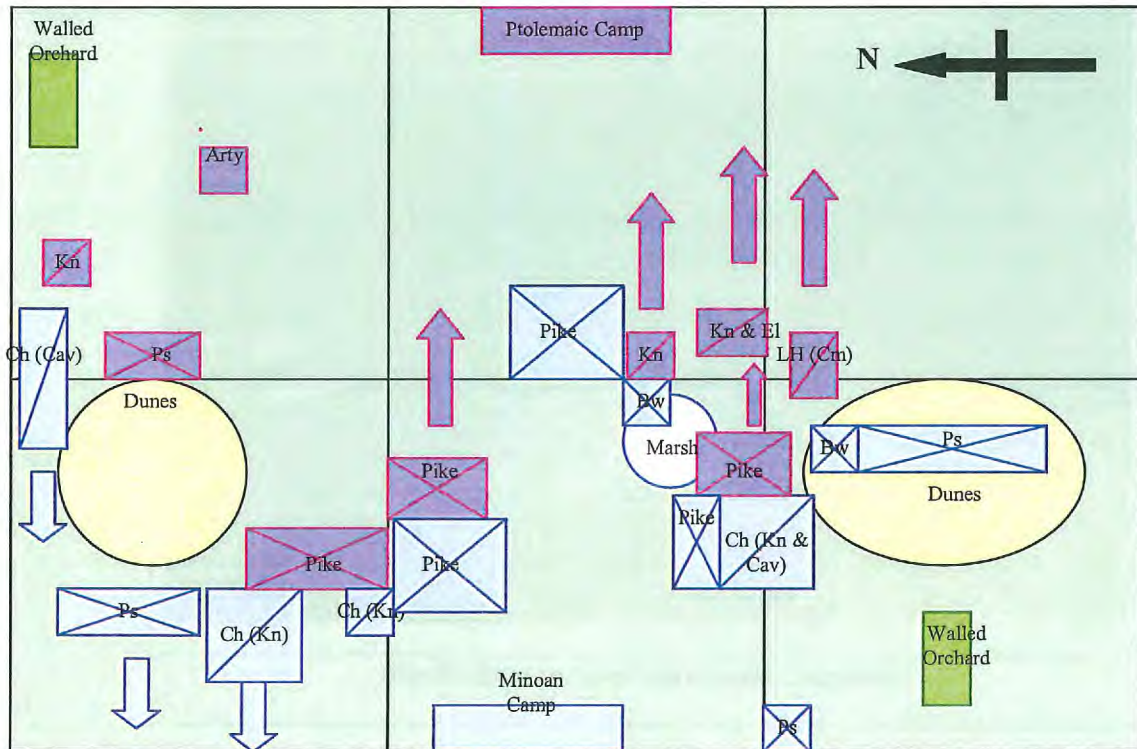


Ptolemaic pikes push forward in the South

Double disaster in the centre – Martin’s two left hand pike columns go down. Rowland has burst through and Martin’s centre command has broken. However, Rowland’s northern command finally breaks. Rowland is also desperately manoeuvring the northern elements of his centre command in the hope of removing the threat to his camp. In the South Rowland is finally able to form a line of his chariots with his pikes. In the centre Rowland’s victorious pikes move forward – there is a lone general in front of them who for some reason does not withdraw. Splat – down goes Martin’s C-in-C to three columns of pikes. *‘No matter’, says Martin³, ‘only three casualties to the C-in-C’s command, with regular commands, one of the dice will be above that’.* *‘Not so’* say the growing crowd of spectators – *‘C-in-C dead therefore separate dice rolls for commands’.* *‘D’oh’* says Martin. *‘Double d’oh’* as C-in-C’s dice roll is low. *‘Good news’* say spectators – C-in-C’s command doesn’t break till end of bound. Some final attempts to even the score by Martin in the South and in the centre, but Rowland hangs on.

³ At this stage there was 10 minutes left in the game

Final schematic:



What would have happened if Martin's C-in-C had gotten out of the way? With only 10 minutes of game time remaining, Rowland is confident his southern flank would have held, anchoring on his reserve of pike behind the marsh, possibly counterattacking Martin's well advanced pike – but it would have been pike vs chariots (kn) with General – a potential disaster for Rowland. Rowland's centre command was wheeling and turning about to deal with Martin's pikes in the North, so a break of Martin's northern command was possible. The casualties in Martin's southern command were small so he could sustain combat losses to his pikes while attempting to finish off Rowland's southern command – but either luck or time would be needed. So with one break each and a command each close to breaking it all rested on which way the dice rolled in the combats. It could have been 9-1 either way or 5-5 with both armies being broken.

Such is the roll of the dice. Martin will have to play eight games to win (yet again) a Group North Historical Society sponsored DBM tournament.

We look forward to contributions to the 'Diaries' from our brethren in the Sci-Fi, Fantasy and other historical periods. ... Ed

Articles

Among the Society's aims are:

“To advance the advocacy of Historical Wargaming in the State of South Australia by means of research, ... exchange of information, promulgation of rules, systems ...”
and

“To widen public awareness of historical military heritage by ... publishing reports and manuscripts of military history...”

This section provides the forum for the publication of articles and thoughts of our members to share with each other and the wider public.

Unfortunately work pressures on all have precluded some proposed articles being completed. However, I have two authors who have promised articles before the November-December issue of the Grumbler goes to print. So that gives me four months to finish off (akka start) my proposed article. ... Ed

