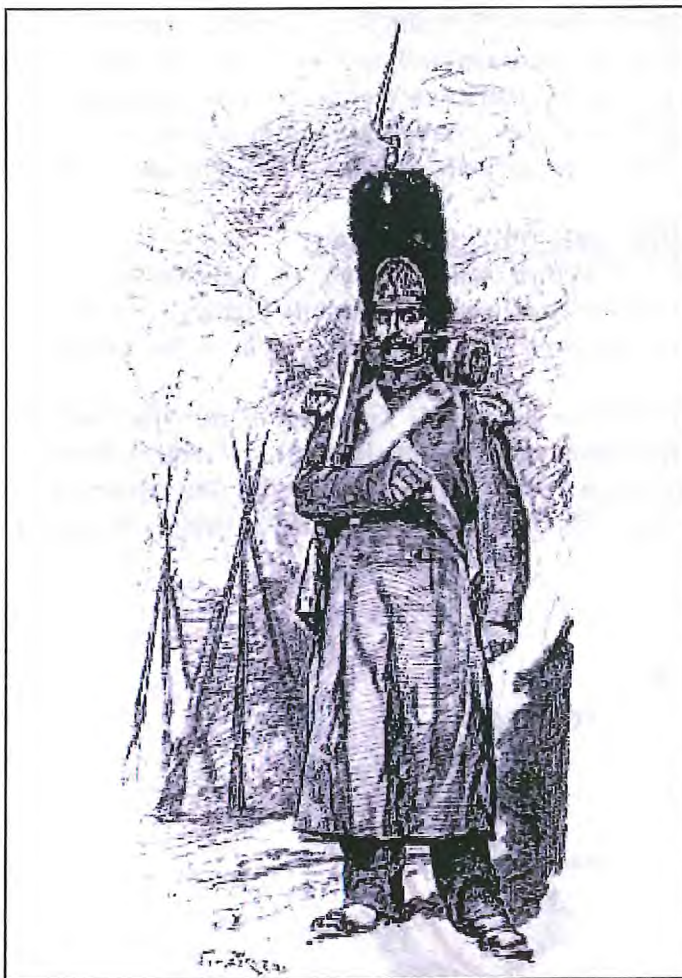




THE GRUMBLER

The Official Newsletter of G.N.H.W.S – August/September 2007

Vol 7 Part 5



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

Our change over issue was a bit too quick for many of the activities that were completed in June to get into it, so this issue has made up for it. In our usual notices there are quite a few house keeping issues that need to be addressed, we also have reports on the Northern Heresy Competition as well as the Trojan War campaign. We have a battle report from Northern Heresy in Rimmer's War Diaries and the third of Ross' Naval Wargaming Articles.

Rowland
Editor

To quote Field Marshall Blucher: **"Vorwarts"**.

CONTENTS

Editorial.....	P1
Location Society's Club Rooms	P2
Diary.....	P3
Notices/Announcements.....	P4
Companion 2007 Notice.....	P8
Tournament Results/Diary Event Reports:	
Northern Heresy	P11
The Trojan Wars	P17
Rimmer's War Diaries: Extract Imperial Guard 238 th Armoured Strike Force Northern	
Heresy Campaign Log	P25
Article Naval Wargaming Pt 3.....	P28

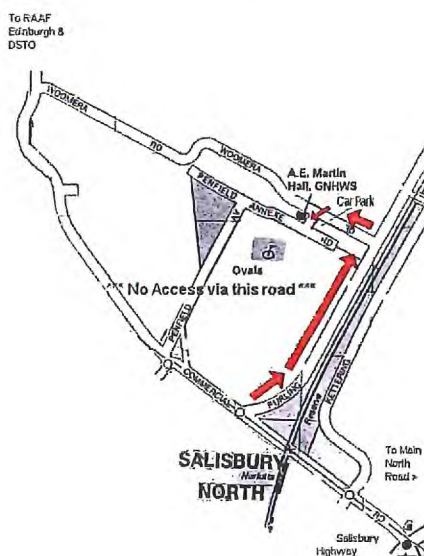
WHO ARE WE? (for visitors)

The Group North Historical Wargames Society first aim is to provide a convivial atmosphere to play wargames for those interested in figure, board and computer based wargaming of all periods and genre. We are also interested in research, competition, exchange of information, promulgation of rules, systems, umpiring, preservation of historical military structures and relics, and societies and individuals similarly engaged.

WHERE ARE WE? (for visitors)

The club rooms are located at the A.E. Martin Hall (Building 36), Penfield Ave Edinburgh UBD Ref: 61 E9. Access is by road and rail (Nurlutta Station - five to 10 minute walk). The nearest bus stops are over 1km away (twice as far as the station).

Access from the South along Penfield Ave is blocked. So access is from the North, off Woomera Rd. Drive down Purling Avenue and take the first left, (Woomera Road). Penfield Ave is the only access to the compound on the left (South). The Society's clubroom is right next to the entrance. (If coming from the North it is down West Ave then left on Woomera Rd)



Diary

Group North Activities

15 & 22 August **DBA tournament** with 25mm figures – Organiser Ross Dawe & Marcus Tregenza (see below for details)

29 August to 24 December **Companion DBM tournament:** Organiser Ross Dawe round robin starts 29 August and runs until Christmas. (see below for details)

1 & 2 September Working Bee details below

11 September PSA AGM details below

27 October Working Bee details next issue

28 October **Open Day** Organiser Marcus Tregenza

March 2008 Working Bee details Feb-March Issue

Other Organisations¹

12 & 19 Aug **DBM Doubles Tournament** - League of Ancients (Melbourne)

25-26 Aug **Games Workshop** – Adrian (GW Marion)

September **Lionheart (DBM)** – The Northern Suburbs Games Assn (Melbourne)

November **De Bellis Melbournian** -

¹ I have included all South Australian competitions I can find and Victorian (because it is only eight hours by car). Australian Championships located further afield will also be included, if I know about them. - Ed

Notices/Announcements:

Gaming Nights:

A reminder to everybody gaming nights are:

- every Weds and Fri evenings and
- every 2nd 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

PSA AGM

The Penfield Sports Association (PSA) AGM is planned to be held on 11 September at 7:00pm at the Golf Club. **Did you know:** that as members of Group North Historical Wargames Society we are automatically members of the PSA? All members should consider attending the PSA AGM so that we can look after our interests in the management of the site.

Subscriptions Due 1 July

Subscriptions fell due on 1 July as required by the Constitution. Unless paid up, as of then we all automatically become non-financial. Your attention is drawn to sub-clause 4.5 with regard the grace period for payment and the effect of non-payment within the grace period.

In the AGM fees were not changed so they remain at:

\$70 for an Adult Member,

\$30 for a Junior Member.

In accordance with the Constitution the Committee has set the late fee at \$10.00. This applies to ongoing members who have not paid within the grace period.

As at going to print 18 senior, three junior and one special memberships have been paid. This is out of a potential membership of 40 seniors and eleven juniors.

Next Committee Meeting

The Committee meets every second month, the next meeting of the Committee is provisionally 3rd September at 7:30pm at the Club Rooms (unless advised otherwise). An agenda will be distributed separately.

If members have specific issues they wish discussed please advise a committee member by that date.

Did You Know

That if we did not have other sources of income our fees would be around \$90.00 a senior and \$35.00 a junior? So it is of some concern that the Canteen/Fridge is not returning to the Club as much as it should. We all get distracted sometimes between taking the item we want and putting the money in the tray, and so leave without paying. Please make sure you pay for the items when you take them. Remember extra monies from the fridge help to keep our fees down.

Annual Review of the By Laws of the Society

In accordance with the Constitution the Committee has completed the annual review of the by laws of the Society. While most remain unchanged there have been some changes in the areas of late fees, special member charges and attendance by under 13's to mention a few. Heinz will be promulgating these.

Plumbing

Everyone should have noticed that the water is now working. We had the main feeder pipe to the club rooms split which meant there was no water pressure beyond there and so no water to anywhere. The delay was in sorting out with the PSA who was responsible for what. In fixing this problem we noticed that a lot of the lines have been replaced with new pipe. Having sorted out one problem a new one appeared. This time it was the join feeding the male toilets – we have gotten that one repaired. We have also sealed a line going no where and was a source of a major leak. Hopefully we will not have any major problems for a while. There is some work to be done in identifying our lines so that we don't repair lines that go no-where.

Cutting Waste

In these colder months we are very lucky to have the heating we have. However, the desire of some to warm the whole of the Salisbury is felt to be a little over generous. Could everyone be aware please to keep the front door closed when the heaters are on and be aware of other areas that can be sealed off so that we don't waste effort warming them up.

Terrain Room

Those going into the terrain room will notice it is still a tad cold and dark. While we have addressed the in-flow of water (Martin has undertaken to clear the debris off the roof and gutters) the light has gone on strike. Once we get this and the ceiling fixed everything should be back to normal. In the mean time could everyone please be conscious of keeping the doors closed to stop all our warm air disappearing into the ceiling.

OH&S Issues

For the uninitiated OH&S is for Occupational Health and Safety. We have recently had completed a number of inspections related to these. As a result of which we have to put up a number of signs around the building, address some lighting issues and so on. Overall we came off reasonably well. One easily solvable problem is that those opening the building need to remember to put out the ramp near the front door and those closing up need to remember to bring it in.

Working Bee Weekend 1 & 2 September

One of the unfortunate aspects of getting the AE Martin Hall cheaply from the PSA is that we have to look after it and the environs. Also visitors and passers by judge the vibrancy and enthusiasm of our Society by the outside appearance of our facility. So there are quite a few of those annoying fiddly things that need to be done. So please make a note to be here on either part or all of that weekend. Martin is the organiser of the working bee and will be putting out details closer to the date.

DBA Tournament

Wednesday 15 and 22 August, 7pm onwards both nights. This two-session DBA tournament will use 25mm figures. Three games per night. **Entry into the competition is free.** (Door fee of \$2 applies). The organisers and playing umpires: Ross Dawe and Marcus Tregenza.

This year we are doing the army allocation differently. Each gameboard will consist of a matched pair of armies (e.g. Romans versus Ancient British, Romans versus Dacians, Hundred Years War English versus French). Players will be assigned a gameboard and roll 1d6 each: high roll chooses which of the two armies for that gameboard to use. The normal DBA game sequence continues with players rolling for attacker/defender. Terrain for each gameboard will be preset by the organisers.

Players with 25/28 mm scale DBA armies are welcome to bring them along so they can be used in the tournament. Ross and Marcus will be contributing armies, but we would greatly appreciate other players contributing some additional variety in the matched army pairs.

Companion 07

Ross is the organiser and has provided the details on page 9. The theme is 'Armies in the Holy Land' and the animation on the website - <http://redir.mivzakon.co.il/redir.aspx?id=7001> provides an excellent idea of those armies that can be used.

Ladders

DBA, DBABB and DBM ladders – contact Rowland Dickinson

New Members

We continue to have a small but steady flow of visitors to the Club Rooms. Chris Mushan and Richard Smith have become members so please make yourselves known to them.

Tidiness

Please tidy up around your gaming area after you have finished your game and place terrain neatly back in the correct shelf in the terrain room. We are all forgetful at times so please be generous by doing a little bit extra when you do tidy up.

Also please remember to check before your game (with a committee member) about whether or not you need to put tables/chairs away in case there are other activities in the hall before the next club event.

Looking for Opponents or Got Wargamers Visiting?

I know planning two or more months ahead is an anathema to most wargamers, but if you want to play someone outside your current circle then why not advertise in the Grumbler? Put a note in my (Editors) tray in the library or email: <mailto:groupnor@groupnorth.asn.au>

Thinking of Organising a Competition?

We have had competitions in which the organisers have put in a significant amount of their own money to break even. For those who are planning competitions Rowland has compiled an Excel spreadsheet that will help in the calculation of costs.

Items for 'The Grumbler'

Email address for articles: <mailto:groupnor@groupnorth.asn.au> . Alternatively hard or soft copies can be dropped into Rowland Dickinson's tray in the Society's Library room. Please feel free to include any photo's.

The 'Cut off date' is two full weeks before the effective date of the next issue. Articles/Items received after this date and before the edition goes to print may get in but that cannot be guaranteed. Next Edition is the October/November issue. So the 'cut off date' is 21 September.

COMPANION 2007¹

If you have not already had a look to see the empires that been in the Middle East take a look at <http://redir.mivzakon.co.il/redir.aspx?id=7001>

Starts Wednesday 29 August and runs until Christmas. Entry fee: \$10, payable to the Society's Treasurer (Cheques to Group North Historical Wargames Society). A door fee of \$2 applies for each attendance at the club rooms. The organiser is Ross Dawe. This competition is open to both Society members and the general public.

This tournament uses 15mm scale figures with DBM v3.1 rules with a maximum 378 army points. It is a round robin format, in that each player can play everyone else once. Game duration is 3 hours 30 minutes maximum. It is an open competition available to non-club members

This year the theme of allowed armies is: "any army that fought in the Holy Land". The following is a list of armies that meet this criteria (or were close enough that they have the benefit of the doubt). Format is book number then list number. Some lists are limited in options to remain within the theme.

- I/1 Early Sumerian
- I/4 Zagros and Anatolian Highlanders (Guti only)
- I/6 Early Bedouin
- I/9 Early Syrian
- I/11 Akkadian (not Third Dynasty of Ur)
- I/15 Later Amorite
- I/16 Hittite Old and Middle Kingdom
- I/17 Hyksos
- I/19 Mitanni
- I/20 Syro-Canaanite and Ugaritic
- I/22 New Kingdom Egyptian
- I/24 Hittite Empire
- I/25 Middle Assyrian and Early Neo-Assyrian
- I/27 Early Hebrew
- I/28 Sea Peoples
- I/29 Philistine
- I/31 Neo-Hittite and Later Aramaean
- I/34 Later Hebrew
- I/35 Cypriot and Phoenician (Not colonial armies in the West)
- I/37 Mannaian and Other Taurus and Zagros Highland States
- I/38 Libyan Egyptian
- I/39 Urartian
- I/43 Kimmerian, Skythian (not Early Hu)

¹ Please note that final details still need to be worked out, and permission is required from the club committee for these tournaments.

- I/44 Neo-Babylonian (Not the revolts)
- I/45 Neo-Assyrian Empire
- I/46 Kushite Egyptian
- I/51 Neo-Assyrian Later Sargonid
- I/53 Saitic Egyptian
- I/60 Early Achaemenid Persian
- II/7 Later Achaemenid Persian
- II/12 Alexandrian Macedonian
- II/15 Alexandrian Imperial
- II/16 Asiatic Early Successor
- II/19 Seleucid
- II/20 Ptolemaic
- II/22 Arabo-Aramaean (Not Characene/Mesene)
- II/23 Later Pre-Islamic Arab (Not Yemen or Oman)
- II/28 Early Armenian (Tigranes the Great only)
- II/33 Polybian Roman (Late 2nd century BC only)
- II/37 Parthian
- II/43 Maccabean Jewish
- II/44 Commagene
- II/49 Marian Roman (Eastern options only)
- II/50 Hasmonean Jewish
- II/51 Late Judaeen
- II/56 Early Imperial Roman (Eastern options only)
- II/59 Jewish Revolt
- II/64 Middle Imperial Roman (Eastern only)
- II/69 Sassanid Persian
- II/74 Palmyran
- II/78 Late Imperial Roman (Eastern only)
- II/83 Patrician Roman (Eastern only)
- III/4 Early Byzantine
- III/17 Maurikian Byzantine
- III/25 Arab Conquest
- III/27 Rshtuni Armenian
- III/29 Thematic Byzantine
- III/31 Umayyad Arab (Only options appropriate to Syria, Arabia or Egypt)
- III/37 Abbasid Arab
- III/49 Tulunid or Iqshidid Egyptian
- III/50 Bagratid Armenian
- III/53 Dynastic Bedouin
- III/60 Dynastic Kurdish
- III/64 Nikephorian Byzantine
- III/65 Fatimid Egyptian
- III/70 Georgian (Crusades era only)
- III/73 Seljuq Turk
- III/75 Konstantinian Byzantine
- IV/1 Komnenan Byzantine

- IV/2 Cilician Armenian
- IV/6 Syrian
- IV/7 Early Crusader
- IV/17 Later Crusader
- IV/20 Ayyubid Egyptian
- IV/24 Khwarizmian (From 1231 AD onwards)
- IV/26 Lusignan Cypriot
- IV/45 Mamluk Egyptian
- IV/46 Ilkhanid
- IV/49 Anatolian Turkoman
- IV/55 Ottoman
- IV/56 Order of St. John
- IV/75 Timurid

Other lists could be added if evidence is provided to the tournament organiser. For the purpose of this list, the 'Holy Land' is defined as being the area currently containing Israel, Lebanon, western Syria, Jordan and the western part of the Sinai.

While most of the games for Companion will be played on Wednesday nights, can prospective players please let me know if they can play one or two games on a Friday night. The reason I ask is that two prospective players can only play on Fridays and I would like to give them the option to join in the tournament.

Tournament Results/Diary Events



By Owen Bartsch

On the 7th of July the inaugural Northern Heresy Warhammer 40K tournament was held in the Group North clubrooms. It was scenario based with 4 games played through the day. Armies were based on a standard current codex and were limited to 1,000 points. Standard tournament conditions applied such as no special characters or Imperial Armour.

To encourage participation, the tournament was fully catered. There was an ample supply of drinks, chips and chocolates provided on the day. Lunch consisted of several platters that were kindly put together by Angie Cameron. There was also the gaming favourite – pizza.

The tournament attracted twenty entrants of which twelve were players from the general public. It was good to see that eight club members were in attendance and supporting the tournament. As there were several Young Bloods attending their first tournament, it was split into two sections – under and over eighteen years of age. This was done to match up players of even age and skill levels.

The tournament was based on four components – games, sports, army composition and painting. When each battle was concluded, competitors determined their victory points. These victory points were then converted into a game score of between one and thirty. The competitors also had to give their opponent a sportsmanship score of between one and ten. There were a couple of queries as some friends scored each other as a maximum of ten points. Army composition and painting was determined by the tournament organiser. The combination of these four components was tallied to give an overall tournament score.

The four games that were played were straight from the rules book. This was done so that that most players would understand what was expected. Hence, there would be minimal confusion and debate when the games were underway. The games played were;

- Cleanse – table quarters
- Seek and Destroy – escalation
- Take and Hold – 9” from the table centre
- Reconnaissance – get to the other side.

There was a reasonable variety of armies but the majority attending were of the Marine variety, i.e. either Space Marines or Chaos Space Marines. Below are some pictures of the armies in the tournament. It highlights what 1,000 points can get you.



Ultra Marines



Space Marines



Space Wolves



Space Marines



Tyranids



Dark Eldar

The tournament went quite smoothly through the day. All the competitors played well and fair and there were no real disputes that required adjudication. Score sheets were filled in quickly and accurately by the players and all games were kept to schedule. Players were paired off according to their game points only, i.e. sport points were not added in to determine the pecking order.

Below are some photos of the action.



These guys are readying for the charge. It doesn't look good for them



An exorcist waiting to rain down some destruction



A Daemon Prince having some fun with a unit of Ultramarines.



These Necrons seem to be in a bit of bother. I would be looking over my shoulder about now. I don't think any amount of cover or resurrection will save them from this



These terminators appear to have their fist full...

You better not go down to the woods today you are in for a big surprise.....



These bikers seem to be in a hurry to encounter these Tyranids



After all the games the guys did a great job of packing up all the scenery and tables whilst the tournament rankings were being calculated. Thanks to all those help tidy up - it certainly make it easier for the organiser.

In total eleven prizes were awarded in the tournament. No player could win more than one prize each so after all the counting was tallied, the 2007 Northern Heresy awards go to:

	Seniors	Young Bloods
Tournament 1 st Place	Simon O'Brien	Daniel Giles
Tournament 2 nd Place	Andy Penn	Chester Bartsch
Tournament 3 rd Place	Dion Skelton	Peter Edwards
Best General	Jason Wilkinson	David Hodges
Best Sport	Alexander Sturm	
	Overall	
Best Army	Luke Clemmensen	
Encouragement	Harry Dunn	

These are the happy winners. It looks like a whole day of gaming was a bit much for some of them.



A replica bolter has been created and is currently on display in the Games Workshop store at TTP. All tournament winners' names have been inscribed onto a purity seal which has been affixed to the bolter. All future Northern Heresy winners will have their names immortalised for prosperity on a purity seal attached to the bolter.

The tournament will be held as an annual event each July. This should place the next tournament somewhere around July the 5th 2008. Army size will be increased from the 1,000 points to around 1,500 and the number of games will be reduced to three. Army composition will not be so strict and there might even be some concession in using Imperial Armour.

Until next time – your Northern Heresy tournament organiser

Owen Bartsch

Many thanks to Owen for organising the event and this report - Ed

Trojan Wars

By Ross Dawe

Several players recently participated in a two-session simulation of battles from the Trojan War, as related in the epic prose style of Homer's "Iliad" and Greek plays. The rules used were a modified form of DBM, in which the heroic charioteers were given multiple hit points to reflect their ability to survive combats that would kill normal people. The recoil rules were also modified and chariots did not have the usual DBM death zone. (According to Homer, the survival of heroes was often due to direct intervention by deities.)

The first game was based on the initial Achaean attack on Troy, with an attempt to assault and loot a temple precinct outside the main city walls. Each command had 16 elements: 2 heroic leader chariots, 2 leader chariots, 8 heavy infantry and 4 skirmishers. All the chariots were counted as knights in the DBM rules, all skirmishers provide rear support to the spearmen.

The following photo essay shows the progress of the battle. First we see the initial Trojan deployment. The Trojans had four commands, with all heavy infantry as spearmen. From the bottom upwards in the photo the commands are:

- Paris (Sub general) + Asteropaios
- Sarpedon (Sub general) + Glaukos
- Hector (CinC) + Polydorus
- Aeneas (Sub general) + Helenus



The Achaeans had four commands, from the bottom upwards in the photo:

- Odysseus (Sub general) + Lokrian Ajax, heavy infantry were spearmen.
- Nestor (Sub general) + Telamonian Ajax, heavy infantry were pikemen. (Elderly Nestor didn't change to the new Achaean spear tactics.)
- Agamemnon (CinC) + Menelaus, heavy infantry were spearmen.
- Achilles (Ally) + Patroclus, heavy infantry were warband. The Myrmidons were armed similar to the spearmen, but with a far more aggressive attitude. Agamemnon's troops are deployed on the table edge behind those of Achilles.

The Achaeans set up second and then had the first move, so they should have been able to manoeuvre to best advantage.



So what happened? The Achaeans advanced and the Trojans saw a chance to get into the side of Achilles' command, while sending reinforcements to defend the temple.



In response, Agamemnon called for a general advance into the Trojan chariots. Nestor and Odysseus (upper right in the photo) turned left, while Agamemnon wheeled to his right and blocked the advance of Nestor's pikemen - the very pikemen whose combat factors could crush and destroy anything in the Trojan army. Note the weakening of the Achaean right flank and centre in the right of the photo. Modern Homer could not have said it better: "D'Oh!"



The Trojans say “Aha!” and their wall of spearmen advance to pin the Achaean chariots.



On the Achaean left the chariot battle becomes a series of confused heroic duels. Most of the Myrmidons make it into the front of the temple complex. Nestor's pikemen are just off-screen to the bottom of the photo, still blocked from advancing.



It's crunch time for Nestor and Odysseus: they can quick kill the spearmen just by pushing them back, while the spearmen need to beat the chariots several times to kill them. Unfortunately for the Achaeans, their combat rolls were spectacularly awful for turn after turn.



There are heroic chariot combats everywhere. Note the sudden absence of Odysseus and Lokrian Ajax, who just moments earlier should have been in the lower centre of this photo. It is around about now that Agamemnon may have said: "Dude, where's my right flank?" Agamemnon is still blocking Nestor's pikemen, seen here on the left.



Nestor may be an old man, but he can still punch his way through a wall of infantry.



The remaining infantry of Odysseus's command are in diabolical trouble, now being outflanked on both sides.



A wide view from behind the Achaean right flank. There used to be Achaeans in the centre. Hey, what's that on the far left rear of the Achaean forces? Why, it's Agamemnon's own infantry, who haven't gone anywhere near the enemy. Homer's spin doctoring is really going to be put to the test.



It just gets worse for the Achaeans. That's Nestor with the token "1" on him and surrounded by Trojans, shortly to be beaten up. Telamonian Ajax and the rest of Nestor's chariots have had a debacle against Hector, Polydorus and Aeneas. On the bright side, it finally clears the way for Nestor's pikemen (centre of photo) to join the fight. Achilles' Myrmidons have been fighting their way through the temple complex.



The situation rapidly gets worse for the Achaeans. Nestor's pikemen are quickly surrounded: note the location of Agamemnon's infantry far to the rear (left of photo) where they can't be hurt, or do anything to help their compatriots.



The battle ended shortly afterwards with the Achaeans routed and running for their ships. Odysseus managed to escape on foot from the debacle on the right flank as the only surviving Ithacan. That should make “The Odyssey” more of a challenge to write.

Of course, the ancient Greeks loved a sequel and so do we. The Achaeans spent several years pillaging neighbouring towns and met up again in front of Troy nine years later. The next game was set in this later phase of the war when the Trojans tried a major counter attack. In keeping with Homer’s frequent deity intervention for heroes, Odysseus and Nestor survived the previous game’s disaster and are back for revenge, but the Achaeans are short on chariots. Odysseus now has Philoctetes the heroic archer (DBM rating of bow (S)) with him. On the Trojan side, they have been reinforced by Sea Peoples (DBM rating of blades).

Here we see the action after several turns. The Trojans to the left are attacking. The Achaeans are crossing the paltry river Xanthos to the right. In the background (top of photo) Achilles and his Myrmidons have set up on the Achaean right flank and are about to be involved in a heavy infantry slugfest.



Let’s get crunchy! The Trojan spearmen crash into the Myrmidons and make good headway ...



... and then it suddenly goes pearshaped for the Trojans. Moral: don't have bad die rolls against warband.



The Trojans send in more troops, with Hector (centre of photo) wading through the bodies of the Myrmidons and routing them. It may be too late though, as Agamemnon and Menelaus (foreground) have arrived with reinforcements.



There was plenty of fighting in the centre too, but with very few casualties as the spearmen shoved each other back and forth. This battle saw the Achaeans show a marked improvement in their coordination.



On the Achaean left flank the Trojans crossed the river but were repulsed with plenty of casualties.



The grand finale as Hector, CinC of the Trojans, personally slugs it out with Agamemnon, CinC of the Achaeans. Alas for the Trojans, the fickle finger of the gods turned against him and his death saw the Trojans turn and retreat into their city.



Thanks to Ross Dawe for organising and running this activity.

Rimmer's War Diaries

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.

In this issue we have an extract from the Imperial Guard 238th Armoured Strike Force in the Northern Heresy Competition.

Imperial Guard 238th Armoured Strike Force Northern Heresy Campaign Log Conflict reference code 001

My first step into this conflict and I came upon the great Space Wolves Chapter of the Space Marines under the command of Andrew Penn. Under orders to cleanse the area of opposing forces we deployed our units in the bottom right quarter of the battlefield creating a solid line of Imperial units, however, though we knew where Space wolves were coming from, none of our units were able to visually confirm their location.



Imperial Guard 238th Armoured Strike Force

With the anticipation in the air I ordered the mobile forces to make the first move and to spread out towards the other areas of the battlefield while I got my Heavy weapons teams to move into a covering position in the trees to support the advance of our troops. Once we had checked the surrounding terrain the enemy moved from behind the cover of the nearby tree line and before we could react to their sudden appearance, what appeared to be a Leman Russ Exterminator opened fire at our Lascannon Team killing four of six men and destroying one of the three Lascannons.



Space Wolves Chapter of the Space Marines

Recovering our senses we continued our advance forward towards the enemy units, using the surrounding terrain for cover wherever possible. Our sentinel and Autocannon Team managed to fire at the enemy Rhino transport but with no success, the rounds simply bouncing off of the hull. Our battle tank fired its main cannon against the enemy Exterminator and like the Sentinel scored a direct hit but failed to even damage the paint work. The Leman Russ Demolisher in our ranks trained its sights on a squad of bikers that were moving fast up the field and though their speed pulled them out of any major harm, we still managed to take one of them out before they moved from sight. Meanwhile the Space Wolves Continued to advance without flinching and our Grenadiers squads were obliterated, one by engaging in close combat with the enemy Bikers leaving only the Sergeant running and the other when the enemy transport unloaded a Space Wolves squad and were shot up before they could take cover, I believe they probably didn't even see what they were up against before they were cut down. Unfortunately a lucky shot through the side armour of our Leman Russ Battle Tank from their Exterminator destroyed it and took with it half of my command squad.



Hellhound takes on the Space Wolves Squad

Though over half of our forces were lost and the Space wolves just as strong as they were when we started the battle, the only chance we had of salvaging our losses rested on the remaining firepower of our force. My Hellhound lined up a Space Wolves Squad and

managed to melt down five Marines with the Inferno Cannon. Even with our unflinching resolve the Space Wolves continued to push forward, annihilating the remaining Heavy Weapon teams and temporarily stopping my Leman Russ Demolisher.

With no hope left, I held my position and though we took out little more than a Marine or two, we managed to hold our ground and pause the oncoming Space Wolves attack without adding another casualty to our forces.

Our hopes now higher from the last part of combat, it felt horrible again as I managed nothing more than holes in the earth while the Space Wolves obliterated what was left of my forces. Leaving my Officer and the Grenadiers Sergeant to cut the conflict short, admit the temporary defeat of my forces and strategically retreat from the battlefield.

Clear to me now is that though my plan to surround and trap my opponent in a corner was a viable one, thinning out my forces left me open to failing lines which is something that Andrew Penn exploited to great success. Something that I shall have to remember for next time... that is if my Superiors don't punish me too severely for my failures.

Adrian Cameron

Many thanks to Adrian Cameron. It is an old military adage that we learn more from our defeats than our victories, Ed.

Articles

Among the Society's aims are:

"To advance the avocation 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. This issue we have the final in the series of articles by Ross Dawe on Naval Wargaming in the Sail period.

NAVAL WARGAMING USING THE "PIRATES" GALLEYS BY WIZKIDS PART III: RULES FOR RENAISSANCE GALLEYS

By Ross Dawe © 2007

This article gives my rules for using the Wizkids Inc. "Pirates of the Barbary Coast" (PotBC) plastic galleys to fight the epic galley battles of the Renaissance. The Battle of Lepanto (1571) still stands as one of the biggest naval battles in history in terms of the number of fighting vessels present, and the following rules were used to wargame the battle at Group North's 2006 Open Day.

With sailing ships the overall doctrine was massed cannonades, with some boarding actions that saw a few crew killed and the rest surrender. With galleys, the doctrine was to use high speed and manoeuvrability to get close, fire a few cannon shots and fight a boarding action as soon as possible. Casualties in galley battles tended to be very high due to the extensive amount of hand to hand fighting: Lepanto was fought with "no quarter".

To simulate these doctrinal differences, I have separated out the galley fighting rules from the sailing ship rules in Part II of this series. Significant differences are in the boarding combat rules, galleys can back water and are not affected by wind and there is an increased chance of starting a boarding action against an unwilling opponent. Galleys only have 3 damage points per mast instead of four damage points per mast for sailing ships.

Readers are welcome to modify the following rules for their own use as they see fit.

Rosco's Generic Naval Battle Rules: Galleys vs. Galleys

I suggest using the basic movement rules as per the Wizkids Pirates of the Spanish Main, or any later booster such as Pirates of the Barbary Coast (PotBC). You get a set of rules in every pack along with the galleys. Note that the PotBC character and crew counters are not used with the generic rules.

I recommend using rectangular bases underneath the galleys, with each S or L move giving a maximum 90° turn.

Changes from the Wizkids PotBC rules for fighting with galleys are as follows. Galleases use the same rules as galleys unless noted otherwise.

1. At the start of each turn, both sides roll 1d6: the higher roll chooses whether to move and shoot first or move and shoot second. Reroll any ties.
 - Notable naval commanders can modify this roll as described in the scenarios. For example, Uluch Ali (a notable Algerine corsair) gives +1 to the die roll.
2. All galleys can move and shoot in the same turn. All moving is completed before shooting. Movement for galleys is measured from the bow, which should be at the front edge of the galley base. When turning, measure from the outside corner of the base.
 - Galleys can move up to their maximum allowed distance.
 - Galleys do not have to move in their turn.
 - Galleys involved in a boarding action cannot move, unless they successfully break off the combat.
 - Galleys can move straight backwards at speed S instead of their normal move. (Galleys can back water using their rowers.)
3. Shooting follows the Wizkids PotBC rules, with the following changes.
 - Galleys currently fighting a boarding action cannot shoot or be shot at.
 - Shooting is measured from the firing galley's mast to anywhere on the target galley's hull. Intervening masts on the firing galley are ignored. The exception is galleases shooting: see next point.
 - Whenever a galleass shoots or fights in a boarding action, it rolls to hit the target as for galleys. Each hit it scores inflicts one damage point and also one point of hull damage. The target galley has to roll above the number of hull damage points received during that turn, otherwise it sinks and becomes an obstacle. (Galleys were not designed to survive massed volleys from the heavy cannons mounted on galleases.)
 - Hull damage inflicted by galleases does not carry over from turn to turn. It is a one off roll to see if the galley's hull has been critically damaged.
4. Galleys are not affected by wind direction during combat manoeuvres. They can turn through the wind and still shoot.
5. All galleys have 3 times their number of masts as their 'damage rating' unless otherwise specified. Each time a galley is hit by a cannon shot, it suffers one point of damage. For every three points of damage the galley suffers, the galley loses the use of one cannon: this is indicated on the galley model by placing a rubber ring (or some other marker) over that mast. The player controlling the galley chooses which mast is lost, but normally this should be the weakest cannon.

Rubber rings can be bought cheaply from the plumbing section of any good hardware store. Damage of 1 or 2 points can be easily indicated using an appropriate coin token from the PotBC game placed on the galley base.

6. Effect of hull damage and crew damage.
 - When the galley sinks due to hull damage, it is an obstacle hazard for 1 to 3 turns (determine randomly) and is indicated by a 'sinking galley' marker. If a galley sails into another galley that is sinking, the moving galley suffers 1d3 points of hull damage.
 - When the galley or galleas suffers damage equal to its damage rating, it becomes a derelict hulk. It remains on the battlefield as a prize for galleys to capture and acts as an obstacle.
7. When a galley has just one damage point remaining, its maximum speed is reduced to S. It can defend itself as normal. However, it cannot shoot and cannot initiate or join in a boarding action.
8. If a galley sails into another galley without intending to board, both galleys take one point of hull damage. Each galley then has to roll above the number of hull damage points received during that turn, otherwise it sinks and becomes an obstacle. (The ramming beaks normally associated with galleys were removed before the Battle of Lepanto, so as to encourage boarding actions.)
 - Note that an enemy galley can avoid being rammed. In this case each side rolls 1d6 and if the defender's roll is equal or higher than the moving galley's roll, it avoids the collision. The faster galley has +1 to the die roll.
9. To board a galley not already in a boarding action, the galley bases must be touching. If the defending player wants to avoid a boarding action, both sides roll 1d6. The side with the faster galley adds +1 to their roll. If the attacker (the moving player) rolls equal to or higher than the defender, a boarding combat starts. If the defender rolls higher than the attacker, there is no boarding action.
 - The defender may opt to forego the die roll and automatically fight a boarding action.
10. If the target galley is already in a boarding action, the moving player may add extra galleys to the action without needing to roll the die.
11. Boarding actions are resolved as follows. Each galley involved in the combat rolls a number of dice equal to its number of masts, less any masts lost due to damage. A galley with the special ability of "+1 to its boarding rolls" rolls one extra die. A galley attacking the rear base edge of an enemy galley rolls one extra die. To score a hit on a die, it must equal or exceed one of the numbers indicated on the galley deck plate card. If the galley is rolling extra die, it uses the best (highest) rolls.
12. In boarding actions, there is no difference between red and white die rolls, or red and white die symbols on the masts or deck plate cards.

13. Each hit in a boarding action does one point of damage. Each hit must be scored against a different die symbol shown on the galley deck plate card.
 - Example, a galley with 4S/5S/6S on its deck plate card rolls 3 dice.
 - i. Here any die showing 3 or less is a miss.
 - ii. Only one 4 can be a hit by this galley (matches the 4S but not the 5S or 6S).
 - iii. A roll of 5 is a hit against either the 4S or 5S, but not the 6S.
 - iv. A roll of 6 is a hit against any of the numbers on the galley deck plate card.
 - Now assume the galley with 4S/5S/6S on its deck plate card rolls 2, 4 and 6.
 - i. The 2 misses, the 4 is marked against the galley's 4S and the 6 is marked against either the galley's 5S or 6S for a total of two hits.
 - ii. Note that marking the rolled 6 against the galley's 4S would mean the 4 would miss, as the deck plate card would only have a 5S and 6S remaining to mark the other rolled dice against.
14. The maximum amount of damage a galley can inflict each time the dice are rolled for a boarding action is the number of masts it started the battle with. The extra die from the ability "+1 to its boarding rolls" effectively cancels out the loss of one mast in this case.
15. If a galley is boarded by multiple enemy galleys, it still only rolls one set of dice but it may distribute any damage across different opponent galleys. Damage inflicted by multiple opposing galleys is cumulative.
16. Breaking off from a galley boarding action is not allowed.
17. If neither side has run out of damage points as a result of the boarding action, it continues in the next player turn. Boarding actions continue to be fought until one side no longer has any damage points left on the galleys involved. (Yes, boarding actions at Lepanto were that murderous!)
18. Captured galleys.
 - When a galley has been captured and is under tow, use a dismasted hull as a marker. It takes one turn to prepare a galley for towing, during which the towing galley can shoot but cannot initiate or join in a boarding action.
 - The towing galley has its speed reduced to **L**. The towed galley follows behind with its bow in contact with the rear edge of the towing galley's base.
 - A captured galley can be scuttled. This takes one full turn, during which the capturing galley cannot initiate or join in a boarding action, but can still shoot.
 - A captured galley can be turned loose. It then remains in place, while the towing galley resumes its normal move.
19. Recapturing galleys.

- A captured galley can be recaptured by fighting a successful boarding action against the galley towing it.
 - A recaptured galley has no crew and can only be towed.
20. If a galley surrenders but no opposing galley moves to take it under tow during the next turn, the surrendering galley instead sails away. It will defend itself from boarding actions as normal, but will not shoot.
21. Ending the game. Each fleet will continue fighting until its losses reach a level at which the fleet either surrenders or tries to escape. Fleet morale is part of the scenario, as some fleets such as the British and French generally have a high morale, while other fleets at times turned and fled at relatively low casualties. The Holy League and Ottoman fleets at Lepanto both had exceptionally high morale.
- Fleet morale is the sum of the number of galleys of 3 or 4 masts, plus half of the number of galleys with 1 or 2 masts.
 - Unless stated otherwise in the scenario, a fleet stops fighting when it has lost half or more of its fleet morale.
 - Galleys of 3 or 4 masts count as one against fleet morale loss.
 - Galleys with 1 or 2 masts only count as half a point against fleet morale loss.
 - Galleases are ignored for the fleet morale total and are ignored towards fleet morale loss. (The Venetian galleases at Lepanto were considered to be completely expendable.)

Scenarios and campaign guidelines will be posted on the Group North Historical Wargames Society website at <http://www.groupnorth.asn.au/index.htm> every month or two. These will include:

- A Spanish Armada campaign which includes the effects of limited English ammunition and Spanish gunnery problems.
- Anglo-Dutch wars of the 1600s.
- British versus French.
- Japanese versus Koreans in the 1590s.
- Renaissance galley battles of the 1500s.

Many thanks to Ross for this and the previous two articles. We hope that wargamers have enjoyed this series and will enjoy using these rules. Ed.