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Queensland Margamer

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QUEENSLAND WARGAMER, is the Journal of the
University of Queensland's Games Society.
Published five times annually.

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Auchenflower 4066, Tel 371 8256.

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EDITORIAL

- Kevin Flynn.

Better late than never I suppose, at least I did. get the thing out before the end of the year. I do not see any reason for anyone to complain as most people don't read or pay much attention to the magazine (or the club for that matter). The lack of contribution by members is also a good reason why it is late. At this point I must apologise to David Bugler who did write me an article and yours truly promptly put it where it wouldn't be lost, it is now lost! and found.

After all this raving I have finally come to a point in this space filler, to whit (2 wit) "Club Meeting Times". It was decided sometime back that the club would hold meetings on the second Saturday of every month. Well so far this year we have done this about 3 times, all the other meetings were put back, put forward or cancelled (or tac nuked). If we are going to say that we hold meetings on the second Saturday of every month, and if we are going to allow people to be able to plan ahead on that assumption, irregardless of whether it's a public holiday, vacation time etc. etc., then WE SHOULD HOLD MEETINGS AT THAT TIME. Not the week after. I personally have missed the last two meetings mainly because I forgot when they were on. If you stick to the fixed time then people will remember and get ready for it. They will look at the calendar and automatically associate the second Saturday with a meeting.

Some of you may come back with the public holiday idea, saying that nobody will turn up, well, we aren't exactly overcrowded now are we?? If the club is to continue to function then we must stick to a few standards to allow people to get use to them, not swap them around all the time.

Work load is also a point that should be brought up, I know from experience that some people in this club do all the work. Jack Ford must spend half his life arranging rooms and things for the club. In the area of the magazine I have been fortunate in having several people willing to help, if it had been only me doing all the work I wouldn't have bothered. Perhaps we should delegate to committees and shed work load off the backs of the few and onto the many.

Getting back to contributions for the magazine, unless you want me to change the name to the "Kevin Flynn Collection" then I suggest you do something, anything! Write me a letter with a single abusive word on a page, I'll publish it!!

Getting on to another subject, I feel that we should attempt to gain more money from other than Union sources. Games weekends seem to be out of fashion so a few other methods suggest themselves; increase membership subscriptions, this could be inflicted on all 'workers' who have a reasonable income. Such a system works with the South Australian group and they rent a 5,000 dollar room permanently. We could have a wine and cheese and games night possibly, this might not be possible due to certain laws against it but I am sure we could try something. The hardest part seems to be a place to have it, perferably a private residence but this would have to be of reasonable size. We could subtitle it a "Piss-Up" and probably drag in dozens of wino-gamers. We could also possibly get money from the union to help cover costs.

STOCK-TAKING.

BY JACK FORD.

The following is a list of items belonging to the society and which are available to society members on request. If you wish to borrow anything, then go and see the Treasurer, Jack Ford, and he will provide you with the key to the Games Society Cupboard. After you have filled out a Borrowers Book of course. Jack works at the University of Queensland Students Union as their Postgraduate Organiser, so just ask at the main Union Office.

BOOKS:

Osprey's Men at Arms Series; Byzantine Armies 886 - 1118.
Saxons, Vikings and Normans.

William Seymour; Battles in Britain 1066 - 1746.

Philip Haythornwaite; Weapons and Equipment of the Napoleonic Wars.

Edward Wagner; European Weapons and Warfare 1618 - 1648.

Bill Gunston; Aircraft of World War 2.

Chris Ellis; Tanks of World War 2.

John Warry; Warfare in the Classical World.

Jacdaw Series of compiled documents; No 5 The Armada.

No 18 The Battle of Waterloo.

No 23 Wolfe at Quebec.

No 38 1066.

No 41 Hadrian's Wall.

No 129 The Desert War.

No 130 Dunkirk.

Prestags Standard Games Rules for Chariot, Spartan, Legion, Viking and Yeoman.

Breakout Magazine; Vol 1, Nos 1-3. Vol 2 No 1.

The Avalon Hill 'General'; May-June 1981.

July-August 1981

September-October 1981.

Slingshot; Nos 82 to 94.

Charge, the Newsletter of the Canberra Wargames Society; every 1981 issue.

Vol 4 No 1 and 2 .

British Wargames Newsletter; November 1979.

'The Devils Advocate' Edition 3 1982.

Most back issues of the Queensland Wargamer.

BOARDGAMES:

Outreach - Conquest of the Galaxy 3000AD.

The Solomons Campaign.

Objective Moscow.

Combined Arms.

Strategy & Tactics magazines and games; No 84, Operation Grenade.

No 85, Fighting Sail.

Strategy & Tactics magazines and games cont; No 86, Cedar Mountain.
No 87, The Desert Fox.
No 88, Baor, British Army of
the Rhine.
No 89, Sicily, the Race to
Messina.

TABLETOP GAMING ACCESSORIES:

2 tape measures
2 sets of plastic fencing,
6 boxes of "life-like" small green shade trees.
1 tin each of Wiltshires Tempera Powder colour 200g; Black, Brown, Light
Green, Leaf Green.
Large sheet of green felt.
1 Linka Modellers Building System Set,
Foam Hills :
1 tin of Chalk Black paint.

The club has access to funds at times to buy more things, suggestions as to what
we should buy are most welcome and should be passed on to the Executive.

THE QUEENSLAND UNIVERSITY GAMES SOCIETY.

Meets at the E.G. Whitlam Room of the Student Union complex at the
University of Queensland. Meetings are generally monthly, held on the second
Saturday of each month. However, this date has tended to vary considerably of
late and all people are requested to ring the Editor to confirm this before
attending a meeting.

Further information about the club may be obtained from Jack Ford at
the Student Union Complex at the University.

THE South Australian Historical Wargames Society.

This organisation has written to the editor and sent along a copy of
their magazine, known as Rally Point. People going to South Australia may
attend meeting of the society and are advised to read the magazine. The
club appears to have large numbers of members (in comparison to us) and
they have three meetings a week!!!!

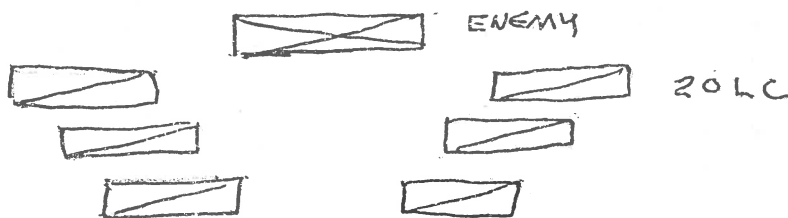
ADVANTAGES OF A LIGHT CAVALRY ARMY.

by Mark Anghel.

The huns were the first army I acquired and I have since had a natural affection for LC. Their mobility and ability as a fighting group are second to none. I do admit to some drawbacks but these are few when considering their advantages. Probably one of the main advantages of a LC army is that the figures can be used for so many different armies, such as Skythian, Hsung Nu, Hunnic, Ghuzy and Pecheneg. With a little extra money one can also acquire a Thracian Army, tending towards the LC; a Parthian army also provides a alternative. The owner can thus have several types of LC armies available to him to fight different opponents.

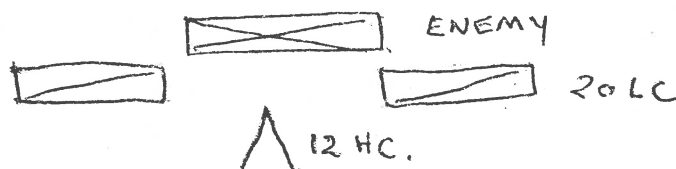
The armament and support of a LC army varies so much that almost every army can fall to a LC army. The basic Hsung Nu army consists mostly of LC with bow, aided by small support units of LC with bow, javelin and shield, along with either heavy or extra-heavy cavalry. This army is good for use against the basic heavy infantry armies without large quantities of missile troops, such as Greeks and early Romans. By using scythian formation (with units as large as possible) the horse archers will be able to rout a unit by mass archery fire, or soften it up to enable the heavy cavalry to finish it off.

Most people laugh and say how can silly horse archers get enough figures to rout a cohort or a phalanx? This is done with ease considering the horse archers cost only 4 points, resulting in the ability to field around 120 figures. By forming scythian in units of 20 one can have 6 units firing at once. This is achieved by positioning the units as shown below.



This formation is guarded by the rest of the troops so as to protect its flanks and to charge upon any enemy who may get close enough to charge the LC.

By using the above tactics but with only 2 LC units to soften the enemy a heavy cavalry unit can charge down the centre and destroy the enemy, remembering that most LC armies can fight in wedge, which is great in itself.



This process is even easier if fighting other cavalry as there will be less figures in his units due to cost, this makes archery more effective, allowing your heavy cavalry to beat them

If confronted with an army which has many archers one can use the Parthians.

Their Super-heavy cavalry with support from LC will easily win. Remember that Target priorities are of great importance as they can make or break this armies attack. Under all circumstances the opposing playing must be stopped from consolidating his fire power.

If confronted by the Parthians or any other LC army with good support and horse archers without javelin, then upgrade to Huns or Ghuzz which provides shields and javelins which will easily beat horse archers. In the case of the Ghuzz the heavy cavalry becomes irregulars (A class) which will also give a helping hand. By using other armies one can have different support troops for different situations; for eg. a small but well equipped Thracian infantrymen can fight side by side with the light cavalry using the best of terrain and open spaces to its advantages.

The size of an army is most important for a light cavalry general, it should be 1000 pts for a good game and NO more than 1250 points maximum. This assures vast cavalry hoardes for oneself whilst your opponent is struggling with his compulsaries.

By fielding a LC army one nearly always outscouts the opponent thus giving two advantages over them;

1. Seeing his deployment.
2. Having the option to flank march on both sides.

Flank marches can be a great success especially if a sub-general is provided with the group. I have used four types of flank marches successfully;

1. A flank march on each side with equal troops.
2. One flank march one side superior to the other.
3. A mass flank march on one flank, all at once.

4. Have a weak flank march appear thus making the opponent think the rest to be on the other flank as per 2, then bring in the rest of the flank march on the same side where a quick and devastating victory will occur.

With the change of the rules whereby mounted responding to a charge by foot are not effected if on skirmish orders a LC army has regained new strength.

Some of the disadvantages of a LC army is that it is almost impossible to stop it routing once it starts, most LC armies do not have much infantry upon which they can fall back and test to rally.

To be successful in battle one requires large open plains, free of terrain and as large as possible (I never saw a table big enough for my army yet). I dont care what is said in the rules, but matchboxes arent big enough for LC armies. Some armies cannot be fought with LC no matter what, stay well clear of Mongols and early Persians. In a normal battle of 1000-1250 points, on a large table a LC army should run rings around most other armies, and make swiss cheese of him with mass mobile archer fire, supported by the troops which can be chosen

from a variety of different armies as required.

For play by mail / campaign games LC armies are probably the best types of armies around. It might not be able to siege a city but it makes up for it in other ways. By being mobile one can chose to do battle, therefor pick the time and place to fight, giving an advantage over the opponent. By the very nature of the army, quick raids on the opposition and on its supply lines can achieve disasterous results upon the enemy. Since the whole army is mobile one can retreat if combat doesn't go the way one wants it to. Thus by having a LC army you can make quick raids and retreat until the conditons are right to fight.

Many people believe close formation infantry or heavy cavalry armies to have all the advantages in battle but after fighting with both these types of armies I am still convinced that with the right opponents and under the right conditions, either for battle or campaigns, the LC army is the superior.

REMEMBER AS OF FEBRUARY 1983

THE GAMES SOCIETY will hold its meetings on the first Saturday of each month (excluding January, July, December). Games players may arrive from 11.00 am onwards and the meetings will commence at 1.00 am and should last only half an hour. All members are urged to bring games along to play, and the E. G. Whitlam Room, Union Building Complex will be booked until 10.00 pm on Saturday Night. The 1983 executive are :

Alan Bradley	(President)
Noel Bugia	(Secretary)
Jack Ford	(Treasurer)
Nina Williams	(Editor)

The executive would like to take this opportunity to thank those members of the society who contributed to its continued existence during the year. A special thanks to Kevin Flynn who as editor in 1982 had the unenviable task of trying to find "gap-filling" articles to make up for all the almost non-existent contributions made to the "Queensland Wargamer" by the majority of our members.

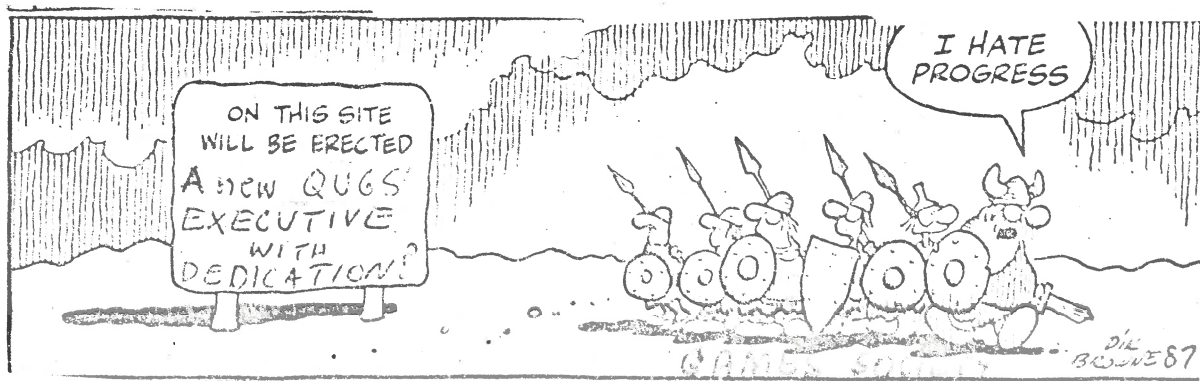
We wish you all a very Merry Christmas, and hope that Santa Claus brings you many games for presents. We especially hope that you then bring these games to our next meeting which is scheduled for Saturday February 5th. at 1.00 pm. We hope that you have a safe Christmas Holiday Period, as the only death worth having is on whatever battlefield you are playing! The New Year promises us some flashy membership cards, more diverse discounts at Games shops, increasing memberships, Tony White's persistent flogging off of goods to us. (We'll buy anything you've got Tony!) and the promise that Q.U.G.S. will rise above the ashes of near collapse in 1982 like a Phoenix and be ready to be torn apart like a piece of "Kentucky Fried Chicken" in 1983.

We love you all, wherever you may be. *

From - Alan Hitler
Noel Goering
Jack Himmler
Nina Thatcher

*This is because we probably don't have your correct address on our mailing list.

* * * * *



Dracula's Army: a reply

by David Bugler

I am delighted to see that someone (viz. John Sandercock) is both interested enough and has sufficient expertise to comment on my Wallachian army list. I am not personally very well acquainted with the new WRG (blue) lists, and therefore I would be happy to have someone of greater experience modify the troop-type classifications to more appropriate types.

However, the main problem lies in the nature of the Wallachian army in the mid-sixteenth century. The unique political position and social structure of Wallachia under Vlad Tepes provide the main interest in its unusual military history. Its foundations differed in many respects from the classic type found in the rest of Europe; in particular, there was not the descending scale of loyalties seen elsewhere. The peasants generally owned their land, or (technically) held it directly from the voevod, and therefore were not subject to the same levels of taxation as their counterparts in England or Germany. They were able to spend much more time on military exercises and duties - indeed they had to, because Wallachia was constantly at war with at least one neighbour.

I would also like to emphasise the careful distinction made by Wallachians between the Lesser Army (militia cavalry) and the Greater Army (the infantry mass). The Lesser Army was indeed trained in constant warfare; to give it regular status is a reflection on its discipline, not its drill, because the nature of Wallachian warfare at this time generally precluded pitched battles of the normal type.

Next, the morale of the Boyars. I must have failed to give a clear impression of the Boyar nature, for which I apologize. They were fierce fighters and very aggressive in defence of their own interests; since they were excluded from control of Wallachian politics and society, their main desire was to gain personal wealth and powers - and their main amusement was intriguing for the overthrow of the state! The boyars and their dependants would fight valiantly if they thought it worthwhile; their morale was not "dubious" in the accepted sense. However, on several occasions, small or large groups of boyars went over to the enemy - sometimes doing so after fighting had commenced. They were certainly irregular, and their morale was A class - it was only their loyalty that was in doubt!

Now to the benign courtiers. So far as I know there is no published information on actual numbers of Dracula's personal retinue. Vlad surrounded himself with a court and bodyguard of young men loyal to him personally - the bond of Royalty usually being the gift of knighthood. That these men would have had their own retinues is probable; but they were generally young and not wise, so the proportion of actual knights in this group would have been much higher than usual. I would say at least half, and probably two-thirds, would be a reasonable figure. On the other hand, the boyars as a class were more closely in touch with the rest of Europe, so John's suggestion about their numbers is fair enough.

The Hungarian knights were, in fact, all knights. This group was sent as a personal gesture by the Hungarian king, during one of the periods when Hungary and Wallachia were on friendly terms. As far as I can tell, this was a hand-picked group of nobles (who may have volunteered) intended to focus a subsidiary court of military council, and act as preservers of Hungary's interests at the front. At one stage Hungary did try to send all away with a large component of heavy cavalry to Dracula's aid, but the campaign was over before the Hungarians had even set out!

Finally, the question of the pike. I am not well-versed in the niceties of WRG rules or weapon-types, so I have to go on the historical sources of the period. This does have problems; in the original documents (Latin, German, Romarian and Turkish) many weapons have local names, while historians who translate them are not experts in military technology. It is certainly true that militia infantry would have been unable to form or use the classical pike phalanx, whereas German crusaders and mercenaries could. However, the large thrusting spear was definitely a militia weapon, and they had decades of experience in its use against professional Turkish armies as well as Moldavians, Hungarians, Poles and defecting boyars.

Readers may care to adjust my list as per John's ideas, or accept my justifications. There are still many unanswered questions about Dracula's army because virtually none of the original documents have been published; they are still scattered through the capitals of Europe in their original form, but most of them are gathering dust in Buchaust. Anybody interested in a year's research in Romaria?

* * * * *

RAMBLE

by Kevin Flynn.

In this article I will mainly be filling space and passing on some small amounts of information that have come my way recently. To start I welcome the new Editor of the magazine and hope she has better luck dragging material out of people than I did.

Next is a few magazines from other clubs. The first is the latest edition of Charge, the Canberra groups'zine, which is full of club news and such that has not much interest value, there is an article of Alexanders army that is pretty simple and talks about unit sizes for use with WRG rules. No mention is made except in passing and as advertisement, of the Australia Day Weekend, in fact the only information I have about the weekend is found in the latest Breakout. In this magazine they announce that notification to all of last years attenders will be sent out beginning October. I haven't received mine yet, and nobody I know has either. I shall wait patiently, obviously they will want my outstanding talent down there, after all I'm going to win, no good having a presentation if I'm not there. If anyone has received word from the Canberra group could they let me know??

Continuing on about the Australia Day Weekend, I would be interested in knowing how many people will be going. As a point of interest I will include a list of fares at the end of the article for you to look at.

Next magazine is Rallying Point, the South Australias 'zine. This has been written by, how should I saw this, a rather informal membership. Several of the articles are quite humorous, especially the 2nd letter to Phil Barker and the Wandering Wargamers article on eating out in Adelaide (I wonder if Andrew washed his chilly off?). There isn't too much in the way of serious articles, most are comic or insulting or complaining in nature, much like one of our meetings. As a forum for their club however it is very good, if only we could do so!!

For those few who may not have heard, SPI has folded and been taken over by TSR, I suppose we can now expect Advanced Prestags and 2nd Edition Nato, not to mention Basic and Expert Mech War. Still there were a few SPI games worth saving (a few).

In the way of new games I have encountered three recently. The first is called 'Encounter' and is put out by Yaquinto, this is really a wonderful game, costing about \$17.00. It is a card game in the style of Naval War (which is another really good game). The setting this time is D&D style, each person has a hand of 'characters' and a hand of monsters, with the monsters he tries to kill the other characters till he is the last left. What is really excellent about the game is that anyone with a small amount of imagination could expand on it, adding all sorts of monsters and treasures etc. I don't think the game is available in Brisbane at themoment but Tony White at West End managed to get a few copies and I am sure he will try to get more.

The second game is 'Soldier King' by GDW, following on from 'A House Divided' this is a four player game of conquest and diplomacy. The game system is simple and allows for plenty of tactics. Costing about \$25.00 it is a bit pricey for what you get but is worth one of your group buying.

The last game is 'Shootout at the Saloon' by NOVA Games. This follows in the steps of Ace of Aces, the same book game with a slightly different search system. I personally prefer it to Ace of Aces and do recommend it. I would warn however that this set is set in and around a saloon, later books will expand from this into other buildings such as the Fort, Jail, Doctors etc. If you buy it and like it then you may be committing yourself to a \$100+ game series. The game by the way is a recreation of a lawman and an outlaw shooting it out, the lawman has to kill or capture the outlaw, whilst the outlaw has to rob, kill and capture. Characters progress as they go on.

Economy Rail - Brisbane - Canberra	- \$ 68.80
First Rail -	- \$ 97.30
Sleeper -	- \$ 20.00
<hr/>	
Air Economy - Brisbane - Canberra	- \$127.10
Super Apex - round trip (7 days)	- \$165.20
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Grayhound - Brisbane - Sydney	- \$ 44.50
Sydney - Canberra	- \$ 25.00
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1983 CANBERRA GAMES CONVENTION

5th AUSTRALIAN WARGAMES TITLES

AUSTRALIA DAY LONG WEEKEND, 29-31 JANUARY. PHILLIP COLLEGE, WODEN, A.C.T.

Once again the *Canberra Wargames Society* is holding its annual Games Convention which should prove to be the most incredible games event in the Southern Hemisphere. Almost all game activities available in Australia will be represented at the Convention, from wargames to role-playing, from boardgames to miniatures. In addition various other events and activities will be offered including computer games, video movies, painting competitions, various displays and demonstrations, refreshments, plus the special Saturday night barbeque. Many games and miniatures manufacturers' representatives together with prominent wholesalers and retailers will also be present at the venue, not to mention the famous second-hand stall.

Activities will commence at 9.00am and continue until 5.30pm each day, although some competitions may continue until the wee hours. Competition organisers may also wish participants to attend by 8.30am on Saturday or even on the prior Friday evening. The competitions are open to all and the complete Convention venue open to the public. A comprehensive *entry form* is on the reverse of the brochure.

CONVENTION MEMBERSHIP

The Entry Form must be completed in full by each competitor/non-competitor entrant. Each registered entrant will receive by return mail an ID card and further competition and convention details. The Convention fees are in three categories:

- A) Students under 18 as at 1 Feb. 1983
- B) Full-time workers
- C) All others.

In addition a competition fee is to be paid under each category. All details are on the Entry Form which should be completed and returned together with the relevant fee no later than Friday, 21 January, 1983. Late entrants will be accepted only at the discretion of the Convention organisers. Non-registered participants will be requested to pay a special fee or the daily door admission fee.

ACCOMMODATION

Due to limited resources we will not be offering billets again this year, but please feel free to approach personally people you know. We urge you to make your own arrangements for accommodation where possible. As a last resort you may indicate on the Entry Form whether you require assistance in arranging public accommodation. Please note there are regular buses running between Civic and Woden—about 15 mins. travelling time.

BARBEQUE

The usual barbecue will be held on Saturday night. A special fee of \$3.50 is levied for those attending without food or soft-drink, otherwise bring your own. Remember this event is not limited just to gamers—everyone is welcome. The Barbecue site is within walking distance of Phillip College.

PRIZES

All major competition winners will receive either a trophy or equivalent, plus cash and/or vouchers on various shops. The prize value will be at least equal to the competition fees. Depending on the competition the emphasis will either be on a

cash or trophy basis. All prizes will be awarded at a ceremony at the conclusion of the Convention, starting at approximately 4.00pm on Monday.

AUSTRALIAN ROLEPLAYERS LEAGUE

The Association will be holding its first meeting during the Convention. Further details can be sought from *Peter Quinton*, 6 Macquarie Street, Barton, A.C.T. 2600.

COMPETITION DETAILS

1. FANTASY ROLE PLAYING—

Entrants may enter either in groups of six, or will be formed into groups of six by the organisers. They will be supplied with the necessary information to play in the competition at the start of the Convention. The *winning groups* will be awarded prizes, with the *best player* of the *best group* receiving an additional award. Also the person/persons who perform the most imaginative act of incompetence or ineptitude will receive the *Wedge Award*. Unless more local DMs are found entries will be limited to 30 groups on a first in basis. Volunteer DMs should contact: Ian Dunmore, (062-313186 AH) CWS, PO Box 1016, Canberra City, A.C.T. 2601.

2. TRAVELLER COMPETITION—

All entrants will be contacted by the competition organisers after registration. At this stage additional information will be provided to players and (if further experience is required) game experience will be provided. It is anticipated that this year's *Traveller Competition* will be the largest to have ever taken place in the Southern Hemisphere and the organisers have been assured of GDW's full support (including free hand-outs and a wide selection of prizes including awards of *Nobility* to the winners). There will be two distinct areas of participation: players may elect to enter the *Role-Playing Competition* and/or the *Trillion Credit Competition* (*Traveller Adventure 5* and *High Guard*). Note that in relation to the *Trillion Credit Competition*, the 1983 parameters will apply and all elimination rounds will take place prior to the Convention (only the final will be held at the Games). For further details contact Peter Quinton (see above).

3. BOARDGAMES COMPETITION—

There will be *seven* rounds. Entrants should consecutively rank as many games as they like on the Entry Form. Each ranking counts as one vote for the game; rankings will only be resorted to in the case of a tie. Approximately 12 to 14 Competition Games will be chosen from the most voted for games. Due to lack of space the list is not exhaustive, and other games may be ranked on a separate paper. However, for those other games details of a scenario playable in $3\frac{1}{4}$ hours must be provided. Later you must choose and rank about 7 or 8 of the Competition Games which will be the only games you have to be prepared to play, though as two opponents' most popular common game is played it is unlikely that lower ranked games will be played. Note that each player plays each game no more than twice. Games from a variety of periods

will be chosen but at least 2 new games will be chosen if they have reasonable acceptance. (Contact is Avi Solomon, 062-812173 AH)

4. HITLER'S WAR (METAGAMING)

TOURNAMENT—A more informal less time consuming event than the Boardgames Comp. Each player is expected to play each side of the game, during the three four hour sessions. Half of the entry fees will be distributed equally to the competitors who complete all three rounds, with the remainder a prize pool.

5. MINIATURES COMPETITIONS—

(Contact for Miniatures is Phil Clark, 062-546559 AH).

I. ANCIENTS . . . This year the competition will incorporate both 15mm and 25mm scales, the special *Mayhem Prize* and the inaugural national *Conquerors Cup*. Rules and lists by WRG with latest amendments and options—non-WRG lists to be forwarded with Entry Form. Army size is 1500 points inclusive of Generals and command points. Army lists may be changed each game within the restrictions of your list. More detailed information will be forwarded following registration. Phil also promises better (sic) terrain system this year.

II. HORSE AND MUSKET . . . The modified Swiss Chess ranking system will again be used this year. 25mm figures with WRG *1685-1845* rules, 1200 point armies to include command. Army composition guidelines will be issued to each entrant according to his nominated army. Each entrant may submit two lists (eg. anti-regular and anti-irregular are suggested) for use during the competition.

III. RENAISSANCE . . . Scale will be 25mm with latest *Tercio* rules and lists set at 1700 points inclusive of all General and command points. More information will be available upon registration. Volunteer organisers and/or assistants are required for this competition.

IV. FANTASY MINIATURES . . . Scale is 25mm set at 24,000 points and player characters will be provided. Copies of the rules and further details can be obtained from the competition organiser: Robert Prior, 2 Beaumont St., Auburn, N.S.W. 2144.

6. PAINTING COMPETITION—

Entrants can either submit a *group* of no more than 10 figures—models from a miniatures army, or a *group* from a Role-Playing Adventure; or an *individual* figure—model of at least 45mm scale. The entries will be on display during the Convention and suitably secured. We are hoping to acquire the services of an expert from the Australian War Memorial to judge this event.

7. NON-COMPETITION ACTIVITIES—

People willing to organise other gaming activities, displays, demonstrations, even another competition, or just to enjoy a friendly game, please contact the Convention organisers. Note: An Entry Form must be completed for all participants.

THE 1983 CANBERRA GAMES CONVENTION IS PROUDLY SPONSORED BY

15 Saladin Avenue
Glen Waverly
Victoria 3150

Supplyline

WHOLESALE GAMES SPECIALISTS

A. BOARDGAMES COMPETITION . . . GAME SELECTION

Please number in consecutive order of preference the games of your choice in the areas provided. You may number as many games as you wish.

- Musket and Pike Napoleon at Waterloo..... Celles..... Triteme.....
- Lobositz..... Ney Vs Wellington..... Clevaux..... 1776.....
- Prague..... War and Peace..... St. Vith..... Bartlewagon.....
- Austerlitz..... Wooden Ships & Iron Men..... Crusader..... Arnhem.....
- Eylau..... Battle for Germany..... Kasserine..... Bastogne.....
- La Belle Alliance Squad Leader..... Supercharge..... Operation Grenade.....
- Marengo..... Cross of Iron..... 88..... Bundeswehr.....
- Wagram..... Panzer Blitz..... Armor..... Wurzburg.....
- Napoleon..... Panzer Leader..... Panzer..... Jerusalem.....
- Balaclava..... Fortress Europa..... Leningrad..... Chinese Farm.....
- Tchernaya River Russian Campaign..... PGC..... October War.....
- Cemetery Hill..... Storm Over Arnhem..... Rostov..... Air War.....
- Chickamauga..... Victory in the Pacific..... Leyte..... Imperium.....
- Hooker and Lee Creature That Ate Sheboygan... Okinawa..... Outreach.....
- A House Divided.... War of the Ring..... Saipan..... Starforce.....

B. MINIATURES COMPETITION

All figures must be adequately painted, reasonably representative and correctly based. Tick the appropriate box:

1. PERIOD . . . I. ANCIENTS: 25mm or 15mm
- II. HORSE & MUSKET:
- III. RENAISSANCE:
2. ARMY TITLE or TYPE:
3. ARMY DATE (Horse & Musket only):

C. TRAVELLER COMPETITION

Tick the appropriate box:

1. ROLE-PLAYING ENTRY: 2. TRILLION CREDIT ENTRY:

D. FANTASY ROLE PLAYING COMPETITION

Please note that each member of a group must complete a separate Entry Form. Tick the appropriate box:

1. Individual Entry: 2(a). Group Entry: 2(b). Group Name or Leader:

E. PAINTING COMPETITION

1. Group Figure Entry: Description:

2. Individual Figure Entry: Description:

F. OTHER ACTIVITY:

- Description
- or
- Requirements

G. THIS SECTION MUST BE COMPLETED BY ALL PARTICIPANTS:

NAME: AGE: (If under 18)

ADDRESS: TELEPHONE NO:

Entry Category:	A	B	C
Convention Fee:	\$5.00	\$9.00	\$7.00
Competition Fee:	\$3.00	\$5.00	\$4.00
*Painting Comp. Fee:	\$1.00	\$2.00	\$1.00
Barbeque Charge:	\$3.50	\$3.50	\$3.50

Please circle you category fee as applicable. A Competition Fee is to be paid for each Competition entered.
*The Painting Comp. Fee is paid even if competitor has paid another Competition Fee.

Upon reading this Entry Form I hereby pay the applicable fee and agree to abide by all the rules and conditions set by the organisers, and by the decisions as to the interpretations of those rules and conditions by the organisers or by their representatives or delegates. I also agree that I have no claim against the organisers for any loss, damage or injury to my person or property arising from anything occurring during or in any way connected with the Convention or Competitions.

**I enclose \$ being payment for entry to the 1983 Canberra Games Convention.

Signed:

Please return completed Entry Form, together with the total payable fee to:
CANBERRA WARGAMES SOCIETY, P.O. BOX 1016, CANBERRA CITY, A.C.T. 2601.

N O T I C E

YOUR 1983 MEMBERSHIP SUBSCRIPTION IS
NOW DUE.

YOUR \$3.00 SHOULD BE SENT TO:

JACK FORD,

C/- GAMES SOCIETY,

CLUBS & SOCIETIES OFFICE,

UNION BUILDING,

UNIVERSITY OF QLD.,

ST. LUCIA 4067.

* * *

WE KNOW WHO YOU ARE ! ! ! !

* * *



**ACADEMY OF ADVENTURE GAMING ARTS & DESIGN
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT**

*for the year 1982, to be presented at ORIGINS '83, July 14-17, 1983, in Detroit, Michigan
(for information about Origins '83, write P.O. Box 787, Troy, Michigan 48099*

The Origins Awards, presented at Origins each year, are an international, far series of awards aimed at recognizing outstanding achievements in miniature gaming. They comprise the Charles Roberts Awards for Boardgaming, the H.G. Wells Awards for Miniatures and Role-Playing Games. An International Awards Committee of 25 hobbyists (some professionals, but mostly independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a real difference! A final ballot is prepared by the committee and voted on by members of the Academy of Adventure Gaming Arts & Design. Academy membership, if you wish, is open to active, accomplished hobbyists, both pro and amateur. Membership guidelines are available for a SASE from the addresses given below. Correspondence should be sent to the USA address. Present members may vote by sending their check with this ballot. Canadians may send \$2 Canadian, payable to Mike Girard. UK and European members may send 1 pound sterling payable to Ian Livingstone. US and all others may send US \$2 payable to Bill Somers. The Academy and the Awards Committee as well as the Origins convention are held in function under the overall direction of GAMA, the Game Manufacturers Association. Direct correspondence to Paul R. Banner, % GDW, Box 1646, Wood Dale, Illinois, IL 61701.

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy, not filled out correctly, or show attempts at stuffing will not be counted. You may list three nominees per category. It does not matter in what order you list them. To keep the voting as meaningful as possible, do not make selections in unfamiliar categories. **YOU MUST SIGN THE BALLOT!** And include your address. You may vote only once.

Nominations should be for products produced during the calendar year 1982. Exceptions are permitted for older products which gain significant exposure and acclaim during 1982. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1982. All Time Best nominations are not restricted to 1982, of course.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1982 to mid-March 1983. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Adventure Gamers are encouraged to vote!

Deadline—March 31, 1983

**THE H.G. WELLS AWARDS FOR OUTSTANDING
ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING
GAMES**

- 10. Historical Figure Series, 1982: _____
- 11. Fantasy/SF Series, 1982: _____
- 12. Vehicular Series, 1982: _____
(includes any man-made conveyance, such as wagons, cars, trucks, tanks, aircraft, spacecraft, etc.)
- 13. Miniatures Rules, 1982: _____
- 14. Role-Playing Rules, 1982: _____
- 15. Role-Playing Adventure, 1982: _____
(includes campaigns, campaign modules, scenarios, etc.)
- 16. Professional Miniatures Rules, 1982: _____
- 17. Professional Role-playing Rules, 1982: _____
- 18. All Time Best Miniatures Rules for Boardgames and Civil War Land Battles

**THE CHARLES ROBERTS AWARDS FOR
OUTSTANDING ACHIEVEMENT IN
BOARDGAMING**

- 10. All Time Best Miniatures Rules for Boardgames and Science Fiction Battles: _____
- 11. Best Pre-20th Century Boardgame, 1982: _____
- 12. Best 20th Century Boardgame 1982: _____
- 13. Best Science-Fiction Boardgame, 1982: _____
- 14. Best Fantasy Boardgame, 1982: _____
- 15. Best Professional Boardgaming Magazine, 1982: _____
- The following categories recognize outstanding achievement in adventure gaming in general.
- 16. Best Adventure Game for Home Computer, 1982: _____
- 17. Best Amateur Adventure Gaming Magazine, 1982: _____
- 18. Adventure Gaming Hall of Fame: _____
(Previous winners of the Hall of Fame are Don Turnbull, James F. Dunnigan, Tom Shaw, Redmond Simonsen, John Hill, Dave Isby, Gary Gygax, Empire, Dungeons & Dragons, and Marc Miller.)

Name: _____
Address: _____
City/State or Province/Zip or Postal Code: _____

Mail in your ballot by March 31, 1983 to only one of the following addresses:

- | | | | |
|---|---|---|---|
| USA:
Awards, % Mike Girard
1
100 Woodlee, ONT
Canada, NOR 1V0 | UK and Europe
Awards, % Ian Livingstone
London NW10
United Kingdom | JSA and all else
Awards % Bill Somers
PO Box 656
Wyandotte, MI 48192 | Australia & New Zealand
Awards % Adrian Pett
Breakout Magazine
P.O. Box 162
Mooroolbark, Victoria
Australia 3138 |
|---|---|---|---|



