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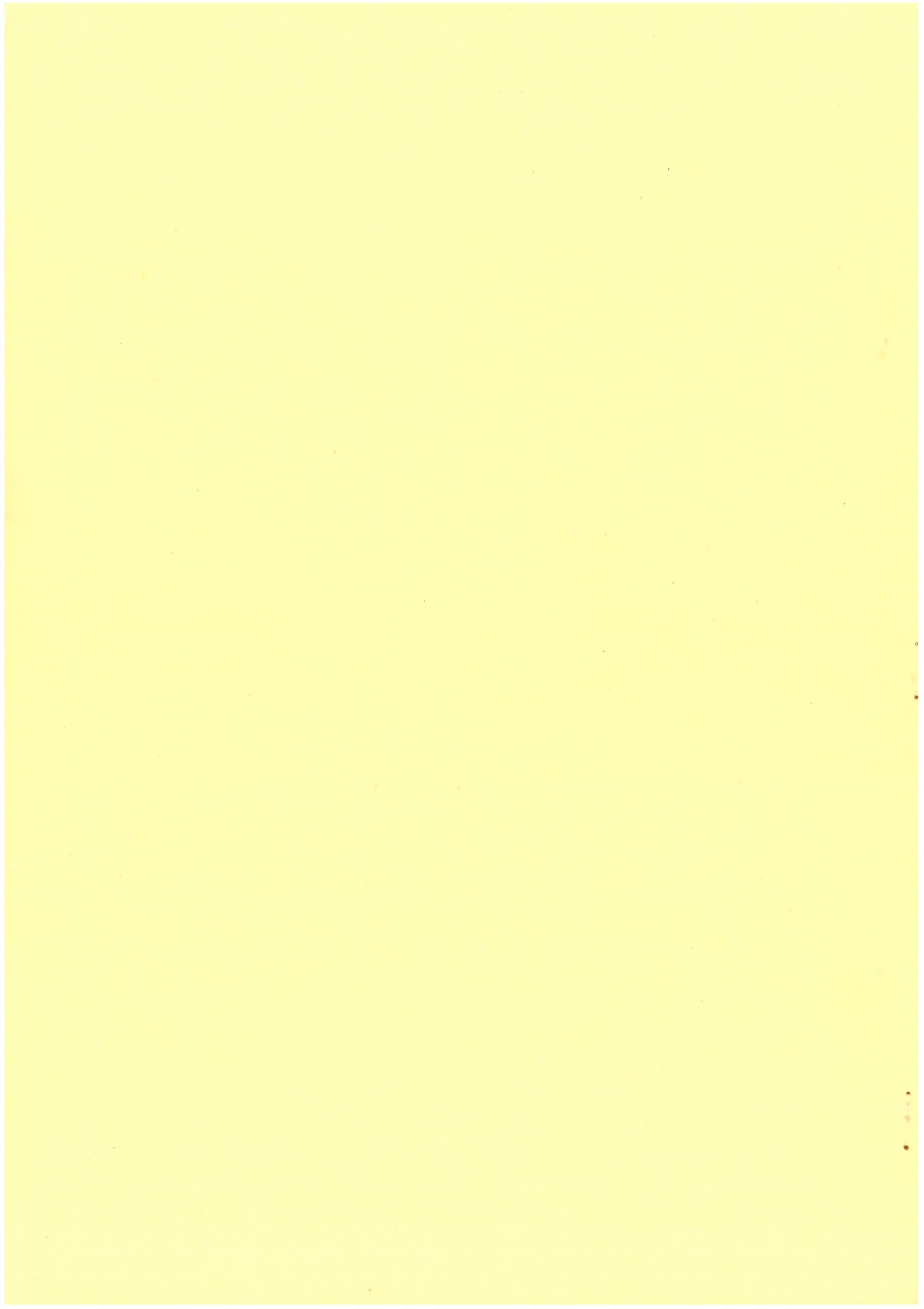


PRIVATE, 1862-1863
THIRD LOUISIANA INFANTRY C.S.A.

This regiment was recruited mostly in the northern part of the state. They were considered to be the best equipped and trained troops in the Army of the West. Their first battle was at Wilson's Creek, Mo., August, 1861. After the Third took part in the battle of Pea Ridge, they were transferred to the east of the Mississippi River, with most of General Price's army. They fought in the battles of Iuka and Corinth, Sept., 1862. At the siege of Vicksburg, the veteran Third defended one of the most formidable redoubts of the line, which was blown up by a Union mine. After the fall of Vicksburg, the Third was paroled back to Louisiana.

Queensland Magazine

MAY 1986



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EDITORIAL

I extend my welcome to all new and continuing Q.U.G.S. members. This issue is unusually short for two reasons :- (i) the need to have it published before the May Brisbane Games Convention and (ii) due to Union funding cut-backs, we do not have much administration money to cover our publication costs.

The most exciting event that is coming-up is the Second Annual Brisbane Games Convention. As occurred last year, this convention will be funded by Q.U.G.S., Queensland Role Players, Q.I.T. Gamers Guild and Brisbane Wargames Society. Details of this conference are contained in an article inside this magazine.

Fantasy Roleplayers will enjoy Paul Agapow's article "Referee's Notes on Twilight 2000". Timo Nieminen's short story, "Waldo II" is worth a scan.

Figure gamers have been catered for with a series of articles on two periods that are covered by Brisbane shop supplies. Mark Marychurch has an informative article on the organisation of the Prussian Army of the Napoleonic Wars for the table. Timo returns with his description of the Ancient Galleys.

Boardgamers are, as per usual, given acknowledgement by Mark's article on corrections to the old SPI game "OUTREACH". (This is a Q.U.G.S. game that was donated to the club, and which is currently being played by the Q.U.G.S. President, Treasurer and Editor. It is to become a regular game at future Q.U.G.S. meetings, which should (hopefully) replace the boring old games of "NUCLEAR WAR/ESCALATION", "NAVAL WAR", "FAMILY BUSINESS" and "GUNSLINGER". There is also my article on that excellent game "GRANT MOVES SOUTH". Hopefully it will inspire someone to give me a game at the next meeting. The rest of the magazine is made-up of the usual Q.U.G.S. information on meeting dates, members areas of interest, and the BRISBANE GAMES CONVENTION.

Finally we have the very important Academy of Adventure Gaming arts and Design Awards (the ORIGINS awards). These are the ultimate awards for a wargaming company. They will be presented at the ORIGINS Conference in the USA in June. Do your bit for Australian Games and vote for them!!

Happy Gaming.....
JACK FORD



GRANT MOVES SOUTH - a Review

by Jack Ford

Quarterdeck Games have released an excellent simulation of the Fort Donaldson - Shiloh Campaign of the American Civil War. It has the added attraction of being a limited issue game so that you know that you have a once in a lifetime chance of ownership.

GMS is a strategic simulation of Grant's 1862 campaign in West Tennessee. It contains a very colourful map and 200 counters which represent Divisional and Army commanders, strength chits, Fort batteries, Detachments, River Transports, Wooden Gunboats, Ironclads, the Confederate Naval Sqn and various game aids. The counters are divided into Union (blue), Confederate (butternut) and Neutral (grey). My only complaint with the graphics is with the map. Although the greens and browns add to the feel of the ruggedness of the terrain, it also makes some features, such as forts and bridges hard to distinguish. There are 2 sets of combat tables, turn record/reinforcement chart, victory point record and the terrain key is inconveniently placed on the back of the 23 page rulebook.

The rules are of medium complexity, with the initial bugs being ironed out after a few player turns. My only gripe is with the naval rules. They would appear to be balanced in favour of the Union player. In particular, the Union ironclads and wooden ships have been given an undeserved invulnerability against the Confederate batteries. The Confederate player can never destroy the Union warships, only damage for three turns. Although this reflects the situation for ironclads and batteries during the Civil War, where neither force was able to completely destroy each other. But this is not the case with wooden ships. They were very vulnerable to land batteries and could be sunk! Thus I suggest an ammendment to the rule 15.11, so that where an attack is made by a fort on a naval force that includes a woodenclad, then any damage suffered must come from the woodenclads first. Any woodenclad so damaged is considered sunk and is eliminated from play. The same applies to naval battles between the Union gunboats and the Confederate Sqn.

GMS is a balanced game with the player who maintains an overall strategy having an advantage. Supply rules are deadly in this game, and so is the weather. Thus any march movement has to make allowance for "rain" which may leave an advancing army cut off from supply. The Union's movement advantage lies in their seemingly unlimited supply of steamers, while the Confederate's advantage lies in their railroads. The Union player has the typical advantage of superior troop numbers though the Confederate do outnumber the Union player during the first 6 turns. The Confederate player has the advantage of having more Army commanders (for control of troops) and lots of space to manouver in. The victory conditions are built around a points system which players have to keep a constant eye on. The Union player receives points for capturing and holding Columbus, Corinth, Memphis and Nashville, as well as points for the Confederate commander and strength point losses. The Confederate player receives victory points for holding and continued occupation of the Union cities of Cairo, Paducah and Smithland, and for Union commander and strength point losses.

Thus both players must watch their losses and their own bases, while at the same time attempting to destroy the enemy's forces and capture the assigned objectives. The Union player during the first few turns must not waste his/her outnumbered

forces on wasteful attacks. The best possible use must be made of the gunboats to silence the batteries and then create havoc against the Confederate steamers and destroying the railway bridge network. The Union player must also beware of any Confederate attacks against Cairo. After turn 6, the Union player will start to gain troop superiority and he/she can start launching major attacks, preferably one per turn so as to weaken the Confederate forces. The Union player must keep Nashville in mind as his/her major objective because of its point value. The Union player must keep wearing the Confederate forces down, but he/she must keep in mind the time limit of 18 turns.

The Confederate player should concentrate his/her superior forces during the first few turns, so as to hit the Union forces as hard as possible. Supply counters have to be moved away from river ports where they are in danger of destruction from steamer transported enemy troops. Supply counters should be kept near rail-lines as to provide supply to the maximum number of units.

There is no need to garrison Fort Pillow, Memphis or Corinth as they are safe from Union capture because of the supply rules. Only when Island Number 10 and Columbus fall do these bases need to fear attack. Thus the main Confederate defences need to be concentrated at Fort Donelson, Columbus, Nashville and Island Number 10 in that order. Early Confederate offensives should be directed against Cairo and Smithland. Another early objective should be the destruction of the bridge at Munfordville, so as to delay the Union forces that appear in that area. But after presumably running amok during the first few turns, the Confederate player will need to settle down to a defense, where counter-attacks can be used to defend the vital bases.

In the end, GMS is a gripping game as the Union player attempts to take his/her objectives within the 18 turns allowed, while the Confederate player grimly hangs on. Any two experienced gamers will find that victory will not be decided until the last turn!

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DID YOU KNOW THAT...

by Timo Nieminen

-the average household in Dorestad, a major village and trading center in the Netherlands, had 10 cows, 10 sheep, 10 pigs, 20 chickens and a goose (during the early Middle Ages), which indicates that they ate quite well, having a diet rich in protein. People in other, poorer, areas may not have been quite well off, but they probably lived better than previously thought. (i.e. half-starved)

-the Greeks developed methods of finding cube roots in order to make effective catapults. The diameter of the cord bundle (for twisted rope catapults) was given in dactyls (about 19.8 mm) by a formula which stated it equal to 1.1 times the cube root of 100 times the weight of the stone in minae (about 437g). The formula for arrow and spear throwing catapults was simpler:-
Diameter = Arrow Length + 9

Q.U.G.S. Members Areas of Interest

by Jack Ford

Paul Agapow	Traveller, Runequest, Twilight 2000
Neil Mack	AD&D
L. Howell	AD&D
K. Anderson	AD&D
D. Gallagher	AD&D, Car Wars, Tank Wars, World War II & minitures especially tanks and ships
John Allardyle	D&D, Civilization
Jeremy Gates	Modern minitures, DragonQuest, SFB, Universe, SL, Russian Campaign, Illuminati, Hunter Planet
Shaun Dore	African Campaign, SL, Kingmaker, Diplomacy, modern minitures, Sniper, WS&IM, FRP
Michael Barry	D&D
Davld Boughey	AD&D, boardgames, Gamma World, computer games
W. Mc Kinley	Diplomacy, NATO, Third Reich, Runequest II, Lords of Creation, James Bond, modern minitures
Ross Nelson	Traveller, GEV, computers, modern minitures, boardgames
Tony White	boardgames, napoleonic minitures and haggling
David Sag	FRP, boardgames, minitures
Andrew Noskoff	AD&D, Traveller, boardgames
Lindsay Warren	boardgames, roleplaying, computers
C. Ryan	D&D, boardgames, computer games
John White	Alexandrian ancient, Napoleonic French and Modern US minatures, Diplomacy, Kingmaker, Machiavelli, Soldier King, SL, Assault
Owen Heather	WWII and Modern figures, Skirmish, BAOR
Ravi Singh	Modern figures, FRP
Greg Phipps	SL, Car Wars, Napoleon at Bay, Nuclear Escalation, Empires in Arms, Up Front, B17, computer games
David Redfern	AD&D
David Perry	MERP, War at Sea, Modern figures
Brendan Wilde	SL, Flattop, Longest Day, Third Reich, Air Force, Modern figures
R. Weller	SL, Cross of Iron, Ancient and Modern figures, boardgames, roleplaying
Gavin Munro	AD&D
David Jones	Fire Power, Freedom in the Galaxy, Panzer Leader, Steller Conquest, Space Opera, Runequest
Andrew Girhe	WWII and Modern boardgames, SF games
Andrew Adcock	WWII minitures, SL, Assault, Boots and Saddles, Modern minitures, roleplaying
Duncan Lawlie	Fight in the Skys, S&T's, roleplaying, Ancient, Napoleonic and WWII figures
Ian Jamie	Air Force, Bomber, computers, boardgames, Empire of the Middle Ages, DragonQuest
Eric Topp	boardgames, Illuminati, ASL, Fire Power, Up Front, Call of Cuthulu
Keith Fainges	boardgames, Traveller, Twilight 2000, roleplaying
M. Marychurch	boardgames, Ancient and Napoleonic figures, role playing, computer games (just about everything)
Jack Ford	WWII, ACW boardgames and ACW minitures, Europa
A. Robertson	AD&D, roleplaying, boardgames, computers

ANCIENT GALLEYS

by Timo Nieminen

During the Classical age, oared warships played crucial roles in many wars, piracy suppression and keeping long distance trade routes open. As technology, and the military environment changed, the galleys themselves changed, showing an impressive level of engineering sophistication.

The first major question is why were galleys used in the first place. Warships actually relied on sails as much as possible, but went into battle with masts and rigging removed. Oars, although delivering less energy than sails gave warships adequate speed and superior maneuverability. The rowers themselves provided a method of storing significant quantities of energy then releasing it quickly. Early galleys were designed for speed and efficient use of the crew's energy. At this point, it becomes necessary to introduce some simple notation, as galleys had a variable number of men per oar and banks of oars. 3/2/1 will indicate that there were three rowers per oar on the top bank, two on the second, and 1 on the last, so this hypothetical ship would have three banks of oars.

The earliest known galleys were simply open boats rowed by a line of oarsmen on each side of the hull. (Using the system described above, a 1.) When the ram appeared in about 800 B.C., it created a revolution in warships. Previously, naval combat had been man-to-man, mostly by boarding, but now the destruction of the enemy ship could be attempted, instead of trying to inflict casualties on the crew. This created the need for speed and maneuverability, so the simple early galleys soon evolved into long slim ships with room for up to 25 oarsmen on each side. These were called Pentekonters, or 50 oared ships, and had a length of about 20 m and a beam of about 2 m. Other crew could include some deckhands, a captain, and a timekeeper. Larger ones could be as long as 38 m, with a beam of under 4 m. This approximate ratio of length to beam of 10:1 was typical of all galleys designed for maximum speed. These lengths approach the limits of wooden construction, especially as they were made from light woods and thin planks. In the slenderer triremes, large cable ran from bow to stern in order to reinforce the ship. The fastest pentekonters had a maximum speed of about 9.5 knots (17.6 kph).

By 500 B.C., the next step was, namely, to add another bank of oars. This was done as the ships could not be made longer, and increasing the beam to put two men to an oar would have caused more drag (and less speed). Adding a second tier created the bireme (1/1); adding a third created the trireme (1/1/1). Extra banks could no longer be added, as the trireme itself was barely stable. The lowest bank of rowers had their oars protruding from portholes sealed with leather gaskets to keep water out as the portholes were only about half a metre from the surface. The trireme, about 40 m long and 3-4m wide, carried 62 oarsmen on the top bank (31 on each side), 54 on each of the other banks, a deck crew, and up to 30 or more marines. It had a maximum speed of about 11.5 knots (21kph) and was quite maneuverable. The next stage was the quadrireme, probably a 2/1/1, so as to keep the ship narrow. The ship could then be made into a 2/2/1, or quinquerieme, but if the beam is not increased, it would be dangerously unstable. If the beam is increased to give the same stability as a trireme, the crew is increased by 70%, and only gives an increase in speed of 14% over the trireme. If however,

stability was reduced the gain in speed could be as great as 30%.

In the late 4th century B.C., ships rated as sixes were developed (probably 2/2/2). Within a century, ships rated as sevens and higher appeared. This movement peaked with 20's and a gigantic 40. Little is known of these ships. Since the maximum number of men who can handle one oar feasibly is eight, these ships, especially the 40, cause problems. A twelve could be 4/4/4, a sixteen 8/8, and a bireme could now be 2. This indicates that the ships had become wider and slower. One reconstruction of the 40 is that it was a large catamaran, with each hull being a 8/7/5. This ship would have been 128m long and would have 4000 rowers.

These major design changes indicate a new element. At about this time, very effective catapults made their first appearance. They would have been accurate enough to hit a ship coming to ram, and hitting only one rower would be enough to disturb the entire ship if his oar then got caught with the rest. Multiple rowers per oar would reduce the chances of wild oars, and broader ships would make larger and more stable platforms for catapults. As ramming goes out of fashion, there would be a return to boarding. Large ships could carry more marines. After Rome defeated her major naval enemies, lighter craft appeared again, for blockading and patrolling. Such craft were cheaper and more versatile.

The standard oared warship of the late Roman and Byzantine periods was the dromon. The trireme is not heard of after about 325 A.D. The dromon consisted of usually two banks of oars, with one to three oarsmen per oar. These ships relied heavily on Greek Fire for offence; either catapult delivered, or pumped through a type of flamethrower.

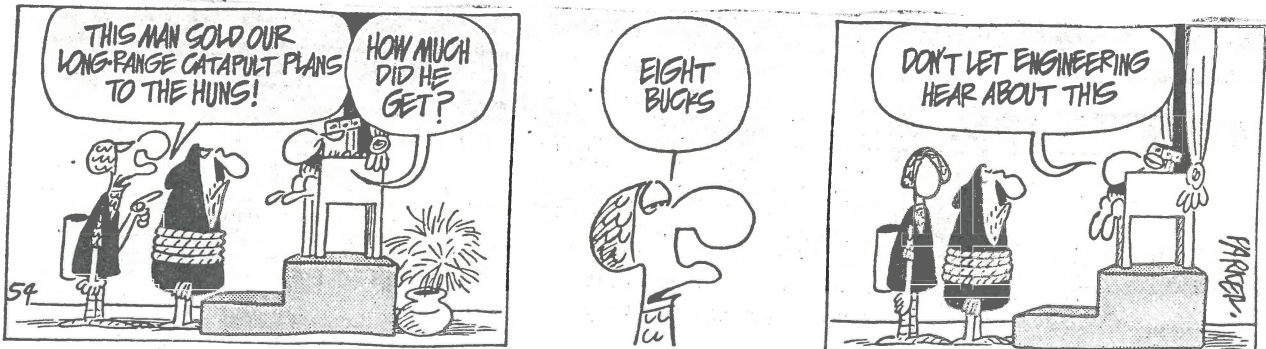
Galleys experienced a brief revival after the Middle Ages, and after enduring for almost two and a half thousand years, the galley finally gave way to the sailed warship which could fire heavy broadsides with cannons, which was a remarkably long survival of the direct use of human muscle in an increasingly mechanized world.

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Q.U.G.S. Meeting dates for 1986

Saturday 7th June
Saturday 5th July
Saturday 2nd August
Saturday 13th September
Saturday 4th October
Saturday 1st November

If these dates are changed, Q.U.G.S. members will be notified by mail.



PRUSSIAN ARMY OF THE NAPOLEONIC WARS: Organisation and Army List
by Mark Marychurch

Any student of the Napoleonic Wars can tell you that the Prussian army with its Seven Years War mentality (organisation and tactics) was destroyed in the Jena and Auerstadt campaigns of 1806 by France. The army was then limited in size by France and the country stripped of much of its lands. From here however it is not generally realised that the army was rebuilt using reforms (and a desire for revenge) which made it the first national army and was a major factor in Napoleon's defeat in the Wars of Liberation (1813/4) and Waterloo campaigns (1815).

The purpose of this article is to supply an army list for a "typical" Prussian army, based on the original organisation, in WRG terms for the 1813/4 and 1815 campaigns, as the present list by WRG is hopeless. This list is roughly for the 1815 campaign with some 1806 organisation and an extreme overabundance of Landwehr troops.

When the army was reformed, it was organised in 1809 into brigades which contained foot, cavalry and artillery. Corps were formed from two of these brigades with additional "reserve" artillery. In the 1813/4 and 1815 periods, the Corps/Brigade structure continued with the numbers of brigades and regiments in each changing, due to the formation of Landwehr, Reserve and additional Line units of all types. Although the Reserve infantry regiments were essentially like the Line (eventually called line after 1814), the Landwehr was a militia with every other able bodied male between 17 and 40 being mobilised but early on had very high desertion rates. The Landwehr eventually became a major proportion (around 50%) of all troops.

The general ORDER OF BATTLE for 1813/4 was as follows:

CORPS	-> 4 INF BRIGADES	-> 1 Line Regiment
		-> 1 Reserve Regiment
		-> 1 Landwehr Regiment
		-> 2 Jager Companies OR
		1 Grenadier Battalion
		-> 1 Cavalry Regiment
		(Line (generally Hussars)
		OR Landwehr)
		-> 1 Artillery Battery
	-> 1-2 CAV BRIGADES	-> 2-3 Cavalry Regiments
		(Line and/or Landwehr)
		-> 0-1 Horse Battery
	-> RESERVE ARTILLERY	-> Variable number of Batteries
		1-2 12pdr Foot batteries
		3-4 6pdr Foot batteries
		1-2 6pdr Horse batteries

In 1815, the organisation was essentially the same as above where infantry brigades contained 2 Jager companies, 2 Line regiments and 1 Landwehr regiment, and the cavalry brigades had 3-4 regiments (all light or heavy). Corps reserve artillery had 2 12pdr, 5 6pdr Foot, 3 6pdr Horse and 1 7pdr Howitzer on average.

A Line / Reserve Regiment consisted of 3 battalions of about 800 men each, one battalion being light infantry. A Landwehr Regiment had 2-4 battalions in the field in 1813/4 and 3 battalions in 1815. A Landwehr battalion had about 600 men.

A Cavalry Regiment had a total of around 500 men in 4 squadrons for both Line and Landwehr units.

Line (infantry and cavalry) regiments had volunteer jagers units (100 men on average) attached. Cavalry jager were mounted.

An artillery battery had about 140 men with 6 guns and 2 howitzers and was 6/12 pdr (gun) and 7 pdr (howitzer).

The following is the standard Prussian units in WRG terms as described briefly above.

Line/Reserve Regiment

2 X (12 Musk/Trnd @ 4pts + 4 Musk/Trnd/Skirm @ 5pts) = 68 X 2
1 X 16 Musk/Trnd/Light @ 6pts = 96

Landwehr Regiment (Average 3 Battalions)

3 X 12 Musk/Raw @ 3pts = 36 X 3
(Note: For early 1813, 1/3 Landwehr had pikes (front rank), so possible to have 8 figs as above and 4 Pike/Raw @ 2pts, total = 32)

Jager Company

1 X 4 Rifle/Trnd/Light @ 9pts = 36

Grenadier Battalion

1 X 16 Musk/Elite @ 6pts = 96
(Note: A Guard battalion has same cost: A Guard regiment had 3 battalions in field)

Line Cavalry Regiment

1 X 12 Reg Cav/Trnd @ 10pts = 120
(Note: This applies to ALL types of line cavalry. For more experienced troops, eg. 1st or 2nd Leib Hussars, add 2pts/fig to make veterans or 5pts for elite, eg. Guard du Corp Kuraissiers)

Landwehr Cavalry Regiment

1 X 12 Reg Cav/Raw (Lance) @ 8pts = 96

Volunter jager for any regiment

1 X 2 Rifle/Trnd/Light @ 9pts (+3pts if mounted) = 18/24

Foot Artillery Battery (6pdr)

3 X (LMed Gun @ 25pts + 4 Crew/Trnd @ 5pts + Limber & 2 pair of Horses/Raw @ 3pts) = 146
1 X LMed How @ 25pts + 4 Crew/Trnd @ 5pts + Limber & 2 pair of Horses/Raw @ 3pts = 48

Foot Artillery Battery (12pdr)

4 X (Hvy Gun @ 40pts + 5 Crew/Trnd @ 5pts + Limber & 3 pairs of Horses/Raw @ 4pts) = 276

Horse Artillery Battery (6pdr)

3 X (LMed Gun @ 25pts + 4 Crew/Trnd @ 20pts + Limber & 2 pairs of Horses/Raw @ 3pts) = 324
1 X LMed How @ 25pts + 4 Crew/Trnd @ 20pts + Limber & 2 pairs of Horses/Raw @ 3pts = 108

Therefore, an example 1813/4 Prussian army consisting of two brigades of infantry and one of cavalry with reserve artillery would be worth the following in WRG terms.

COMMANDER in CHIEF	100
FIRST INFANTRY BRIGADE	
Brigadier General	50
1 Line Regiment + Volunter jager	250
1 Reserve Regiment	232
1 Landwehr Regiment	108
2 Jager companies	72
1 Hussar Regiment + Volunter jager	144
1 Foot Artillery Battery (6pdr)	192
Brigade Total	= 1048
SECOND INFANTRY BRIGADE	
Brigadier General	50
1 Line Regiment + Volunter jager	250
1 Reserve Regiment	232
1 Landwehr Regiment	108
1 Grenadier Battalion	96
1 Landwehr Cavalry Regiment	96
1 Foot Artillery Battery (6pdr)	192
Brigade Total	= 1024
FIRST CAVALRY BRIGADE	
Brigadier General	50
1 Kurassier Regiment + Volunter jager	144
1 Leib Hussar Regiment + Volunter jager	168
1 Landwehr Regiment	96
1 Horse Battery (6pdr)	432
Brigade Total	= 890
CORP ARTILLERY ASSIGNED	
1 Foot Artillery Battery (12pdr)	276
1 Foot Artillery Battery (6pdr)	192
TOTAL POINTS OF ARMY	= 3430
(Army contains 19.5 Battalions, 5 Cavalry Regiments and 5 Batteries)	

NB. The units given does not include any Guard units unlike most Napoleonic wargaming armies. The army total could be reduced by having less or no Corp artillery and less and/or cheaper units in the Cavalry brigade but the point is clear: That an accurate representation of a Prussian (or any) army is possible and should be considered if wargaming in the Napoleonic Period. Otherwise it isn't the Napoleonic era you're playing! This Corp-Division-Brigade structure was pretty much universal in this era. The mishmash of units normally seen is rememisent of the Seven Years Wars. The only thing needed is some research to find out the organisation of the army at that time.

A WRG 1685-1845 (Napoleonic) Rules comment : Artillery has been represented in the rules badly. The 1 model/2 guns distorts the crew numbers if the infantry/cavalry figure scale is considered, as well as causing more models to be needed (which aren't cheap). The points cost, especially for Horse artillery, tends to cause inaccurate numbers of batteries to be used. Not knowing the Empire 3 rules, I hope they are better in this respect. Even though the "Old" Quarrie rules were hopeless mechanically, they at least allowed a true artillery proportion representation at a fair monetary cost (1 model/battery).

WALDO I

by Timo Nieminen

Around noon, Waldo and I were dozing away under a tree (as usual), with one of us waking up now and then and having a look around. Some slight noise woke me up, and I saw this horse, obviously a mutant, as it was rather big, had hardly any hair, and was almost as ugly as Waldo. I kicked Waldo to wake him up, and he started slobbering as soon as he saw it, as we hadn't seen a decent meal for two days. Waldo ran it, and jumped at it, and hit it in the face with his tin mug, which stunned it. Before it could recover, he grabbed its hind leg and wrenched it off. The horse then promptly collapsed, but not before bleeding over Waldo's blanket. This annoyed Waldo somewhat, so he kicked it in the head a few times and jumped on it for a bit. He then chucked his mug to me to hammer the dent out of it while he set about skinning the horse. After we'd eaten lunch, Waldo wiped his hands on his kilt, and went off to brush his teeth while I picked through the bones to find any worth keeping. I gave a thighbone to Waldo to use as a club as his mug simply couldn't take much more.

After we'd been moving for a few hours, we stopped to have a rest by a pile of rubble. Some rats poked their heads out, much to their loss, as Waldo saw them and then took his shoes off, and wrung their necks before they could recover from this rather horrible stunt. Before we could start eating them, however, out of the gathering darkness came a dozen or so robed and hooded figures, like they wanted to look mean and impressive. It worked. At first they were Klansmen, but their robes were blue. One of them, with some sort of shield emblem on the front of his robe stepped forward and silently pointed at us. Then he spoke, "We are the Pure in God's Sight, and we allow no mutants to trespass on our sacred rat hunting ground. You are under arrest and will be taken into protective custody for your own good for an indefinite period, and then you will be executed for your crimes of trespassing, poaching, having bare feet, and being mutants. Anything you say will be used against you."

Then the rest of them jumped us; surprising Waldo as he was still trying to figure out what their leader had said. Waldo normally has trouble following monosyllables. Because of this, he was only able to kill a few of them before we were overpowered and borne away.

Waldo woke in a bad mood; his head hurt, he was hungry, he was thirsty, but mainly because he was hanging by his feet, with his head thirty feet above the floor. I couldn't tell Waldo what to do, as I can't speak, so I just hung around, until, some hours later, Waldo came up with a plan, namely, to escape. By the time it had gotten dark, he had figured out how to do it. Since the rope holding him up passed through a pulley set in the ceiling, and was tied down below, he was able to reach out and bite through it. He then fell to the floor, but luckily, he landed on his head so he wasn't hurt. He then untied my rope and lowered me gently, which was good, as I lack Waldo's skull.

We waited around on the floor until one of the Pure arrived. After Waldo finished relieving his frustrations (and himself) on him, we left through the now open door. We found it easy to sneak out as there were only lone sentries, and the noise didn't wake anybody, as I made sure Waldo was quiet. We got out of the building around an hour before sunrise, and left while there was still enough mist to hide us from pursuers. And so ended a day with Waldo; a little more eventful than usual, but safer than

being alone, as long as you lack a sense of smell.

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IMPORTANT!!

IMPORTANT!!

IMPORTANT!!

THE SECOND ANNUAL BRISBANE GAMES CONVENTION

The Brisbane Wargames Society, the Queensland Role Players, Q.I.T. Gamers Guild and Q.U.G.S. are hosting this gala event.

WHEN:- The convention will be held over the Labor Day long Weekend; Saturday 3rd May, Sunday 4th May (The Editor's Birthday but we won't hold it against him) and Monday 5th May.

STARTING TIME:- 9.00 AM (Ancients start 8.30 AM)

FINISH TIME:- 5.00 PM approx.

PLACE:- Q.I.T. Students Union Building

PROGRAMME:- There will be several categories for Competition.

- (i) Ancient (15mm WRG rules)
- (ii) Napoleonic (Scale and rules to be announced)
- (iii) Modern Micro Armour (1/300 WRG rules?)
- (iv) AD&D **
- (v) Traveller **
- (vi) Car Wars **
- (vii) SFB **
- (viii) Boardgames (multiplayer only)

All competitions will run all day each day except those marked ** which run 1/2 day. (Traveller and Car Wars will be run at the same time, as will AD&D and SFB)

FEES:- ENTRANCE FEE \$7.00
FEE per COMPETITION \$3.00

Soft drinks and snacks will be on sale at the conference. Food available only in the City. Display stocks will also be present at the convention.



OUTREACH TIPS AND CORRECTIONS

by Mark Marychurch

As QUGS has a copy of the old SPI game of "OUTREACH" in the cupboard, I thought it wise to describe ways to improve the mechanics, i.e. to remove some silly points, and to give some obvious tips on how to play better.

The main item which is at fault is the Scatter table. When a ship or group of ships jumps (or when I play OUTREACH, "bops"), there is a chance depending on the distance jumped that the ship(s) might misnavigate and go somewhere else, and depending on the distance it goes wrong, certain losses in ships are taken. The chance that the ships go somewhere else is modified for certain conditions. This is where the "error" lies. The so called Scatter table, since it is the one that determines how far you go wrong, has increasingly worse results as you go down the table to a maximum then you don't scatter at all for the rest of the table.

This seems a little silly as the modifiers to your scatter result drop you down the table to increasingly worse results then no scatter results, rather than what would seem more "realistic", less damaging scatters then no scatter results since the scatter modifier reflects the ability that those ships won't get lost. I have found it makes better sense to reverse the scatter results making the table go from the worse result at the top down to the less damaging then to the no scatter results. A copy of the revised Scatter table is at the end of this article.

Apart from this point the game seems not to have any other errors which is good for a first edition SPI game. A change which makes things a great deal easier and allows the game to go faster is to allow reserve points i.e. those not used at the end of a turn, be available to any Stargate in the next turn for construction of ships (this would represent cargo vessels that are not depicted in the game).

Now to tell you about ways to play better. Unless you are playing one of the scenarios where you are restricted in your play options, most of these tips will be useful.

Initially in the campaign game (which is the only scenario I play), maximise the number of explorers in your starting fleet. Then in the construction phase of the first 10 or so turns (you must expand as much and as fast as possible) build mainly regular ships which are plowed back into Stargate construction/upgrading (You have to have read the rules to understand what this means). Don't build dreadnoughts in this period of maximum expansion, it is a waste of resources: expand and colonise as much as possible.

For Fate table purposes, always explore some unexplored hexes this can prevent any nasty occurrences, like 90% of your empire goes independent and disappears!! This has a double benefit of giving more possible systems to colonise.

When upgrading a Stargate, upgrade to maximum in the one turn. This allows more resource points to be available sooner.

Send explorers to the core from turn one to retrieve Wisdom chits. To not do this is a grave error as the sooner you can increase your civilization level the better and you may miss out if everyone else is going Coreward.

When "bopping" explorer only fleets, go in at least 3 hex jumps if there are dust clouds around as no ship losses are likely and you probably don't care where they end up anyway if they scatter.

When you start to put more than one ship in a fleet, try and

keep the fleets spread out, as this saves on maintenance and increases exploration chances.

So for 2-4 people who want to play a fun space exploration/economic/warfare game, OUTREACH is an good choice, pity it isn't freely available anymore.

SCATTER TABLE

DIE	HEXES TRAVELLED									DIE
	2	3	4	5	6-8	9-15	16-24	25+		
1	4/15	5/20	4/15	5/20	8/30	11/50	15/80	20/80	1	
2	1/0	3/10	3/10	4/15	7/30	10/50	14/75	19/80	2	
3	.	1/0	2/10	3/10	6/20	9/45	13/60	19/80	3	
4	.	.	1/0	2/10	5/15	8/40	13/60	18/80	4	
5	.	.	.	1/0	4/10	8/40	12/60	17/75	5	
6	3/10	7/30	12/60	17/75	6	
7	6/20	11/50	16/75	7	
8	10/40	16/75	8	
9	15/60	9	
10+	10+	

-0-0-0-

REFEREES NOTES FOR TWILIGHT 2000

by Paul Agapow

Rate of climbing should be proportional to the difficulty of the task; i.e. 10 metres a minute for AVG, 5 for DIF, 20 for ESY. Failed climbing rolls lead to no progress being made in the task. Only catastrophic failure should lead to the character falling. Damage from falling is 1D6 per metre in 1D3 locations. If the character was prepared for the fall (i.e. deliberately jumped etc), he can make an AVG : AGL roll. If successful damage is reduced by 2D6 and 1 location (to a minimum of 1 location).

Similarly to climbing, only catastrophic failure in using PAR (parachute) should result in total equipment failure. Normal failure manifests in the form of landing off target, getting hung up in a tree, minor injury (1D6 X 1D6 hits) etc. Chute failure causes 4 X 4D6 damage if "landing" on the ground, 3 X if in the sea, in 1D3 locations. Armour will absorb this damage but only with a multiplier of 1. Carry a spare chute.

If liquid antibiotics are kept out of cold storage, they maybe inactivated. If exposed for around a day, roll 7+ on 2D6 for this to occur. Note that even short periods may possibly damage the antibiotic (e.g. 1 hour, roll 10+), while being rendered totally useless if unrefrigerated for longer than a day.

Ordinarily obtaining water will be no problem (leastwise not in Poland). However, obtaining clean water is. Under normal circumstances, a human requires 1 litre daily. Each day without this requirement increases fatigue by one. When fatigue reduces one characteristic to zero, the character falls down comatose. When two reach zero, the character dies. Fatigue points lost thus are recoverable only by drinking the deficit.

Preparation of Molotov cocktail/firebomb etc. : DIF (CHM + CBE). If appropriate materials (e.g. inflammables) are not available the task is one step more difficult.

Make flamethrower fuel : DIF (CHM). As above.

Animals maybe trained for tasks or conditions : DIF (EQ).
Where animals are forced to do something obviously dangerous or unnatural the roll is AVG (EQ) to control.

Make antibiotics should be DIF (CHM and BIO). A knowledge of biology is not sufficient for synthesis.

Recognising disease in animals should be AVG (MED or BIO).
RCN is hardly relevant (and is besides already too useful).
Treating disease in animals would be more accurately rated as DIF (MED + BIO /2).

Failed language rolls normally will result in no information obtained/understood. Catastrophic failure should mean character misunderstands the speech or writing completely.

If a character fails a swim roll, he begins to sink. On the round after he fails his roll, he is underwater and takes 1D6 damage to the head and 3D6 damage to the chest every round. He can be kept afloat by another character if that character manages to float with a SWM roll at one level more difficult. If the referee desires, a character that is prepared (i.e. not surprised) can hold their breath for a number of rounds equal to their SWM/10 or CON/2 whichever is higher. Swimmers who are diving/sinking or rising move at a rate of 1 metre a second up or down. Successful SWM rolls may result in greater speeds.

Recognition of treacherous/unsure ground is AVG (GEO or CVE).

Indirect firing positions maybe located by flash-ranging. This is AVG (IF or FO) up to 5 Km from the position and DIF for 5-10 Km range. This takes a turn. Failure results in incorrect estimation of position.

MTL can be used to make bows and bolts/arrows : DIF.

Alter timing delay on grenade : ESY (CBE).

Effect minor repairs on gun (e.g. clear jam, unblock barrel etc.) : AVG (GS) or DIF (weapon skill). One level easier if completed outside battle with adequate equipment.

Gold weighs in at \$10 a gram. It is therefore for all intents and purposes virtually weightless. However players should still designate where their gold is being kept.

Empty magazines are also regarded as weightless. However if a situation arises where players are carrying large numbers of these, the weight maybe calculated as 10 grams per every shot of magazine capacity. (Hence an empty M16 magazine weighs in at approximately 200 grams.)

To facilitate fast equipment selection players should be able to select from the following prepackaged gear. Note that weight is rounded down and cost is reduced to encourage selection of these.

1. Standard Field Pack. Containing : rucksack, sleeping bag, 1 week of food (in the form of 10.5 kg of MRE), parka, personal medikit, flashlight.

Wt. : 18 kg ; Cost : \$400

2. Standard Combat Pack (5.56 N). Containing : rucksack, 6 grenades (Frag.), 2 grenades (Anti-tank), 10 magazines (of 10 rounds of 5.56 N), 2 km hand radio, binoculars (4X), IR goggles, gasmask, personal mediki .

Wt. : 14 kg ; Cost : \$1000

3. Standard Combat Pack (5.45 B). As above but containing ten 10 shot magazines OR eight 13 shot magazines of 5.45 B ammo.

Wt and Cost as above

4. Standard Combat Pack (7.62 N). As above but containing six 7 shot magazines of 7.62 N ammo.

Wt. : 14 kg ; Cost : \$950

5. Standard Combat Pack (9 mm P). As above but containing ten 10 shot or nine 11 shot magazines of 9 mm P ammo.

Wt. : 14.5 kg ; Cost : \$1050

Note that these are only available in initial equipment selection, or alternatively maybe carried by NPC combatants.

Under special circumstances, spare parts maybe cannabilised from non-identical vehicles. Certain vehicles listed share common components, such as :

- Engines of M1, M1E1, M1E2 as well as suspensions.
- Engines of M2 with M1, M1E1, M1E2. (1/2)
- Suspension of LAV-75 and M113. (1/2)
- Engines and suspension of T72 and T80.
- Engines and suspension of T90 and T72, T80. (1/2)
- Engines and suspension of BMP-B and BMP-C.
- Any weapon with an identical weapon.
- Any radio with any other radio of identical range, type and country of origin. (1/2)
- Rangefinders (1/2)

Chances and procedures for scavenging parts is as before, except where the entry is noted with (1/2). In these cases, the probability of finding the part is halved. For example, the probability of salvaging an engine part for a M2 Bradley from a 30% damaged M1 engine would be 35% ($1/2 \times 70\%$). From an undamaged M1, it would be 50% ($1/2 \times 100\%$). This reduction in chance is due to minor design changes and modifications. (Note : if the referee thinks that this makes spare parts too easy to obtain, it can be ruled that all cannabilization from non-identical vehicles is at half chance.

In an opposite sense, trucks and motorcycles of similar types may have dissimilar components. Referees may rule that such types have a 1/2 compatability with others of their type, regardless of nationality or army (e.g. a 5 ton truck with all other 5 ton trucks) due to common components (e.g. tyres, battery, spark plugs etc.). If desired in addition it can be ruled that any such vehicle encountered has a 25% chance of being fully compatible with the desired vehicle, with +25% if it is attached to the same side and +25% if of the same nationality.

Thus a British army truck is fully compatible with another British army truck 75% of the time; a NATO truck 50% of the time and a WarPac truck 25% of the time.



Q.U.G.S. Games Cupboard

BOOKS

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Tanks of World War 2	- C. Ellis	
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The Armed Forces of World War II	- A. Mollo	
Strategy and Tactics of War	- N. Wilmolt & J. Pimlott	
European Weapons & War (1618-1648)	- E. Wagner	

MAGAZINES

Dragon	58, 59, 83, 84, 85, 86, 87, 88, 89, 91, 93, 94, 95, 96, 97, 99, 100, 103
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Slingshot	82, 84, 85, 86, 87, 88, 89, 90, 91, 93, 94, 111, 112, 113, 114, 115, 123
Assorted Zines	from other Clubs

MISC

2 X 3 metre Tape Measures
 2 X Staplers
 1 Box of Staples
 1 Roll of Sticky Tape
 1 Roll of tickets
 Green Felt (Large sheet and small pieces for WRG woods)
 Paint (Tempra powder)
 Linka Building Construction Kit

PREVIOUS ORIGINS AWARDS RESULTS:

ORIGINS 1984 'Empire In Arms' (ADG) nominated but did not win Best Pre-20th Century Boardgame

ORIGINS 1985 'Carriers at War' (SSG) wins Best Adventure Game For Home Computers

to stay in Canberra to work on Australian Design Group's latest game, *The World Aflame* which was released at Origins '85.

It was a pity that it could not be released at this convention, as was the case with his first game — the very successful *Empires in Arms*.

As a consequence of this, one might have expected hoards of eager players anxious to take a crack at filling the vacant position. Also this year, there was a considerable prize pool to tempt the ambitious — nearly \$500.

But despite a game list that included only one game that was commercially unavailable (*Wurzburg* — SPI Modern Quad I), attendance was only marginally up on last year. Some 16 contestants fought out what proved to be a much closer competition than was expected.

The co-running *Squad Leader* competition had only six players, which tends to bear out the theory that cutting the competition down to one game would be detrimental rather than beneficial.

About half the attendees were from interstate, coming from Melbourne, Canberra and points north. Many thanks to these — they promise to be back in even larger numbers next year.

As usual, the games to be played were determined by vote, but instead of preparing a voting form listing suggested titles, a blank form was used. This was to encourage votes for games people really wanted to play, rather than be swayed by a form that may not have included their favorite game.

As a result, the final list contained a few surprises, along with the usual old favorites: *Assault*, *Beda Fomm*, *Cedar Mountain*, *Frederick the Great*, *Imperium*, *Leningrad*, *NATO*, *Russian Campaign*, *Storm over Anheim*, *Squad Leader*, *Victory in the Pacific*, *Wurzburg*.

Beda Fomm, *Assault* and *NATO* were all newcomers to the competition, but in the event only *Beda Fomm* was actually played. The other two were deleted entirely, due to low rankings on the player lists by wary competitors.

The games played the most included *Russian Campaign*, *Frederick the Great*, *Leningrad*, *Cedar Mountain* and the evergreen *Wurzburg*. The games were all tight. Strict adherence to time limits meant that no games went over the time allowed, an important improvement over previous conventions. This was most likely due to the rule that for every two minutes or part thereof spent overtime, a player ceded a level of victory to the opponent. Thus, running over-time by over ten minutes automatically conceded a decisive victory to the other player.

One of the most interesting rounds was where Peter Cebokii played Colin Cunningham at *Frederick the Great*, with Colin playing the Prussians. A slight oversight by Peter had left the majority of the French army stacked under an incompetent leader.

Seeing a chance to grab victory in one decisive battle, Colin sortied against the French with his Hanoverians for what should have been an automatic victory. However, wishing to minimize his own casualties, he discovered to his horror that he was one strength point below the minimum required and consequently annihilated his own army instead.

This victory allowed Peter to leap clear of the pack a position he was able to maintain to the end.

Steve Thomas performed a near miracle by finishing a very respectable fifth, as he only knew a couple of the games at the start of the competition. For his efforts, he won the Division "B" prize, for a previously unranked player finishing with the highest points.

The final winners were:

1st	P Cebokii	NSW
2nd	J Coster	ACT
3rd	A Solomon	ACT
B Division	S Thomas	NSW
Under 18	J Binns	NSW

ORIGINS 1985 AWARDS

An alphabetical list of the results of the Origins Awards Nomination Ballot (voted upon by gamers worldwide), the members of the Academy of Adventure Gaming Arts & Design then voted on these finalists and the resulting winners in each category are shown in bold.

BEST HISTORICAL FIGURE SERIES 1984:

- 25mm Armies of the Hellenistic Period (Raffin Co)
- 25mm Colonials (Rai Partha Enterprises)
- 25mm Flint & Feather (Raffin Co)
- 15mm Shenandoah Civil War (Stone Mountain Miniatures)
- 25mm Southeast Africa (Falcon)

BEST FANTASY/SF SERIES, 1984:

- 25mm Cali of Othuhu blister pack (Grenadier Models)
- 25mm Custom Characters (Raffin Co)
- 25mm Dragon of the Month (Grenadier Models)
- 25mm Fantasy Lords (Grenadier Models)
- 25mm Personalities (Rai Partha Enterprises)

BEST VEHICULAR SERIES 1984:

- 15mm Civil War Supply Wagons (Shenandoah Stone Mountain Miniatures)
- 1/3000 Star Trek Starships (FASA Corps)
- 1/285 WWII Microarmour (GHQ)
- Star Frontier Ships (TSR, Inc)

BEST MINIATURE RULES 1984:

- Campaign Rules (Empire)
- Forces of Fantasy (Games Workshop)
- Harpoon II (Adventure Games)
- Indunas, Colonels & Brans (Time Portals Hobbies)
- Sword of the Flame — revised (Greenfield Dist)

BEST ROLE PLAYING RULES 1984

- Chill (Pacesetter)
- Element Masters (Escape Ventures)
- Paranoia (West End Games)
- Runequest III (The Avalon Hill Game Co)
- Twilight 2000 (Game Designers' Workshop)

BEST ROLE PLAYING ADVENTURE 1984:

- Citadel of Zushran (Ragnarok)
- City Book II (Flying Buffalo)
- Dragonance Series (TSR, Inc)
- Encyclopedia Harnica (Columbia Games)
- Live & Let Die (Victory Games)

BEST PROFESSIONAL MINIATURES

- MAGAZINE, 1984:
- Campaigns
- Courier (Courier Publishing)
- Military Modelling (Model & Allied Publications)
- Miniature Wargames
- Wargamer's Digest (McCoy Publishing)

BEST PROFESSIONAL ROLE-PLAYING

- MAGAZINE, 1984:
- Different Worlds (Chaosium)
- Dragon (TSR, Inc)
- Heroes (The Avalon Hill Game Co)
- Space Gamer (Steve Jackson Games)
- White Dwarf (Games Workshop, Ltd)
- BEST PLAY-BY-MAIL GAME, 1984:
- Beyond the Stellar Empire (Adventures By Mail)
- Crasimoff's World (Adventures By Mail)
- Illumants (Adventure Systems)
- Starmaster II (Schubel & Sons)
- Star Web (Flying Buffalo)

The three rounds on Sunday were found very exhausting, as usual. Starting at eight in the morning and finishing at eight that night was a test of physical endurance as much as gaming skill.

Consideration is being given to shortening the number of rounds by one, thus enabling a more relaxed schedule. Further, Avi Solomon has stated his intention of creating and maintaining a national register of players to assist in the annual ranking or 'seeding' of players.

BEST PRE-20TH CENTURY BOARDGAME, 1984:

- Holy Roman Empire (World Wide Wargames)
- 1809: Napoleon's Danube Campaign (Victory Games)
- Passage to Cathay (Ragnarok Ent)
- Shiloh (West End Games)
- South Mountain (West End Games)

BEST 20TH CENTURY BOARDGAME, 1984:

- Clash of Steel (World Wide Wargames)
- Cold War (Victory Games)
- Panzer Command (Victory Games)
- Third World War (Game Designers' Workshop)
- Vietnam: 1965-1975 (Victory Games)

BEST SCIENCE FICTION BOARDGAME, 1984:

- Battledroids (FASA)
- Hammers Siammers (Mayfair)
- Shockwave (Steve Jackson Games)
- Star Trek III: Starship Combat (FASA)
- Web and Starship (West End Games)

BEST FANTASY BOARDGAME, 1984:

- Battlecars (Games Workshop)
- Dragonriders of Pern (Nova Games)
- Lonely Mountain (Iron Crown Ent)
- Talisman (Games Workshop)
- Worlds of Boris Vallejo (Mayfair Games)

BEST PROFESSIONAL BOARDGAME

- MAGAZINE, 1984:
- Fire & Movement (Steve Jackson Games)
- The General (The Avalon Hill Game Co)
- The Grenadier (J Tibbets & Son)
- Strategy & Tactics (SP/TSR)
- The Wargamer (World Wide Wargames)

BEST ADVENTURE GAME FOR HOME

- COMPUTERS 1984:
- Carriers at War (Strategic Studies Group)
- F-15: Strike Eagle (Microprose)
- Gulf Strike (Microcomputer Games/TAHGC)
- Queston (Strategic Simulations Inc)
- War in Russia (Strategic Simulations Inc)

BEST AMATEUR ADVENTURE GAMING

- MAGAZINE, 1984:
- Abyss (Ragnarok)
- Alarums & Excursions (Lee Gold)
- Castle (Santek)
- Midwest Wargames Association Newsletter
- Nuts & Bolts of Gaming (Rich Buda)

BEST GRAPHIC PRESENTATION IN AN

- ADVENTURE GAME, 1984:
- Element Masters (Escape Ventures)
- Paranoia (West End Games)
- Star Trek III: Starship Combat (FASA)
- Vietnam: 1965-1975 (Victory Games)
- Web & Starship (West End Games)

Adventure Gaming Hall of Fame:

Frank Chadwick

The Academy of Adventure Gaming Arts & Design membership is open to active, accomplished hobbyists both pro and amateur. If you are interested in the the membership guidelines send a SSAE to: Awards Academy c/o Howard Barasch, 3304 Crater Lane, Plano, Texas 75023, USA; Ian Livingstone, 27-29 Sunbeam Rd, London NW10, United Kingdom; Adrian Pett, Breakout Magazine, PO Box 162, Mooroolbark, Vic 3138, Australia.

At any rate, with a little bit of luck and some player INTEREST!!! we will be on again next year.

The next organised boardgame event will be the national teams championship to be held in Canberra over the October long weekend. Those interested should contact the Canberra Wargames Society. After that it is the long haul to the National Titles at Canberra in January. (Refer to Coming Events in Lines of Communication section.) Congratulations to all the players.

AUSTRALIAN & NEW ZEALAND 'CANDIDATES' (at least the ones of which I am aware).

(* indicates products already mentioned on the '1985 Product Releases' list)

Role Playing	Home Computer Game
* The Tome (Adventure Simulations)	* Europe Ablaze (SSG)
20th Century Games	Professional Magazines
Europe at War (Jedko Games)	* Breakout
* Trial of Strength (Panther Games)	* Multiverse
* World In Flames (Aust Design Group)	Pandora
	Run 5

Amateur Adventure Gaming Magazines

Aprocrypha/ Tau Ceti Phoenix	The Light Horse
Armchair General	The Midartha Times
Austral View	The Musket
Chameleon Games Magazine	The NZ Wargamer
Charge	The Queensland Wargamer
Chimera	Rallying Point
Despatch	Reload
The Devil's Advocate	Rumplestiltskin
The Go-Between	The Saga Continues
The Grim Reaper	The Wizards Grimoire

Play By Mail Games Aust. UK USA

Armageddon	CRE Games		
Black Mountain	CRE Games		
Capitol	Chameleon Games /	KJC Games	/ Adventures By Mail
Centre-Earth	Snedco		
Cluster III	Games Systems		
Condotta	Condotta		
Cosmic Conquest	Smart Spike PBM		
Crasimoffs World	Chameleon Games /	KJC Games	/ Adventures By Mail
Demonsland	The Missing Tiger		
* Earthwood	Australian Wizard		/ Game Systems Inc
El Mythico	Snedco		
* Feudal Lords	Chameleon Games /	ICBM	/ Graaf Simulations
Gold! Glory! God!	CRE Games		
Heroic Fantasy	Chameleon Games /	ICBM	/ Flying Buffalo
Keys of Bled	Aust Wizard	/	Spellbinder Games
King of the Mountain	PBM Games		
Midgard	Aust Wizard		
* Quest of the Great Jewels	Chameleon Games		/ Zorph Enterprises
Return From Sirius	The Missing Tiger		
Ringquest	PBM Games		
Spiral Arm	Australian Wizard		
Sul'eem	Sleeping Dragon		
Terra II	Chameleon Games /	ICBM	/ Clemens & Associates
* Universe II	Chameleon Games /	ICBM	/ Clemens & Associates
* Vorcon Wars	Chameleon Games /	Vorcon Games	
World Emperor	CRE Games		

Note: Midgard (Australian Wizard) is different game from Midgard (Time Space)
 Midgard (Australian Wizard) is being run as Warlords of Chaos (Spellbinder Games)
 the UK.

Suggestion: if you wish to vote for an overseas designed PBM game run here in Australia or post boxed by an Australian firm I suggest you give both Australian and overseas firm names (as otherwise they might think it is a different game with a similar name not being aware of activities of Australian firms).

**Membership Application for
ACADEMY OF ADVENTURE GAMING ARTS & DESIGN**

Full Name (last)_____ (first)_____ (middle initial)_____

Address (street or route)_____ (apartment)_____

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Membership Division Applied for:_____

may apply for two or more divisions, but you must give qualifications for each that you apply for, as separate items or efforts:

Boardgames Miniatures Role-Playing Games Computer Games

Reasons for Membership:_____

check all that apply; then list required information for each in area below. attach extra sheets if needed; see reverse for complete explanation of each membership category, and requirements which must be fulfilled; note of endeavor is boardgame, miniatures, or RPG

employee of adventure gaming firm (list firm), or freelancer (list firm(s) which have produced your work).

if either of the above, check the appropriate function(s) you performed as an employee or freelancer:

executive of firm (list position); designer/author (list product name, manufacturer, date released); developer/editor (list product name, manufacturer, date released); sculptor (list figures and manufacturer of each);

artist/art director (list product name, manufacturer, date released).

if you do not qualify among the above, you must qualify in one of the below categories, check the appropriate one:

publisher of periodical (list periodical name); editor of periodical (list periodical); contributing author/

reviewer to periodical(s) (list title, periodical, issue it appeared); art director of periodical (list periodical, issues);

convention organizer (give name, date, location of convention, and your function).

detailed information required from above:

(if possible, please attach photocopy of credits page from your product, title page of product, article, etc., title page or masthead of periodical where your name and position appears; official stationary or program booklet of convention listing your function, and any other material that indicates your work or position in a formal manner)

do not write below this line - reserved for Membership Committee use:

(date received)_____ accepted, rejected, (date)_____ (committee member)_____

fee paid, (date)_____ (membership number issued) _____

renewed and fee paid, (date)_____

renewed and fee paid, (date)_____

renewed and fee paid, (date)_____

renewed and fee paid, (date)_____

Mail completed application to Awards Academy c/o Howard Barasch, 3304 Crater Lane, Plano, Texas 75023. Include a Stamped, Self-Addressed envelope and check or money order for \$3.00 payable to GAMA.

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

*for the year 1985, to be presented at ORIGINS '86, July 3-6, 1986, in Los Angeles, California
(for information about Origins '86, write PO Box 8399, Long Beach, Ca 90808)*

The Origins Awards, presented at Origins each year, are an international series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They are comprised of the Charles Roberts Awards for boardgaming, and the H.G.Wells Awards for miniatures and Role-Playing games. An Awards Committee of hobbyists (some professionals, but primarily independents) directs and administers the awards system. The nomination ballot is open to all interested gamers. YOUR VOTE can make a difference! A final ballot is prepared by the committee and voted on by the members of the Academy of Adventure Gaming Arts & Design. Academy membership, \$3 per year, 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 US address.

Present members may renew by sending their check with their ballot. Checks should be made payable to GAMA for US \$3.

The Academy and the Awards Committee as well as the Origins convention itself, function under the overall direction of GAMA, the Game Manufacturers Association.

Instructions. Read Carefully. Print legibly or type nominat 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 1985. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1985.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied.

All Adventure Gamers are encouraged to vote!

DEADLINE: MAY 3, 1986

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

1. Best Historical Figure Series, 1985: _____
2. Best Fantasy/SF Figure Series, 1985: _____
3. Best Vehicular/Accessory Series, 1985: _____
4. Best Miniature Rules, 1985: _____
5. Best Role-Playing Rules, 1985: _____
6. Best Role-Playing Adventure, 1985: _____
7. Best Role-Playing Supplement, 1985: _____
8. Best Professional Role-Playing Magazine, 1985: _____
9. Best Professional Miniatures Magazine, 1985: _____
10. Best Play-By-Mail Game, 1985: _____
(all are eligible except last years winner: StarWeb)

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

11. Best Pre-20th Century Game, 1985: _____
12. Best 20th Century Game, 1985: _____
13. Best Fantasy/SF Game, 1985: _____
14. Best Professional Boardgame Magazine, 1985: _____
15. Best Adventure Game for Home Computer, 1985: _____
16. Best Amateur Adventure Gaming Magazine, 1985: _____
17. Best Graphic Presentation, 1985: _____

Name: _____ Signature: _____

Address: _____

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

Send in your ballot by May 3, 1986 to only one of the following addresses:

North America: Awards, Howard Barasch
3304 Crater Lane
Plano, Texas 75023

UK & Europe: Awards, Ian Livingstone
27-29 Sunbeam Rd
London NW10
United Kingdom

Australia & NZ: Awards, Adrian Pett
Breakout Magazine
PO Box 162
Mooroolbark, Vic 3138
Australia

