

NORTHERN MILITAIRE - A Review.

THIS WAS MY FOURTH VISIT TO THIS exhibition, and it was, in my opinion, by far the worst. As far as Wargaming goes, there was little in evidence, only five games on each day. Considering the size of the halls this seemed an incredible waste of the potential of the venue, a potential which has been better used in previous years. The Trade stands, although useful and important at events of this kind, seemed to have taken over almost completely. In addition there were too many static - and uninteresting for the Wargamer - military modelling stands. For my money these were a waste of space that would be better spent on what Northern Militaire is primarily about, namely - Wargaming. If MAP take over the organisation of this exhibition, as rumoured and move it to a new venue, then we are likely to see a further deterioration of N.M. as a Wargaming event, until the Wargamers are treated in the same perfunctory manner in, say, the Model Engineer Exhibition. The Wargames that were there were, on the whole, not to be recommended, with perhaps one exception.

There was a good looking Samurai battle on the Saturday (using WRG rules?!). However, since they only managed two moves in the whole day this can hardly be classed as a Wargame. Sunday brought a particularly authentic - looking renaissance game of the Polish battle of BYCZYNA (1988).

The 'Top of the Grots' prize goes to the Kamikaze participation game, which was an exercise in shooting down spectators foolish enough to volunteer to play. As an ego boost for the Mailed Fist Wargames Club it must have been wonderful.

The re-enactment societies were there, but disappointingly, there was little from the Napoleonic Association, who have done so well there in past years. The Norse ~~xxx~~ Film and Pageant Society were out in force with an impressive display of Dark Ages combat. They have certainly improved their spear techniques since last year!

Despite that, my overall impression is that it was not worth going all that way, and I for one will not be going again next year.

Jim.

MANAGEMENT VACANCY.

The French Army, presently taking a Summer touring holiday in the German Provinces, has a vacancy for a Senior Manager, following the retirement of the previous post holder, upon completion of an exhausting winter holiday in the Soviet Union.

Previous military experience not essential, but a sound knowledge of grand strategy, army organisation, and man-management, are highly desirable. The person we seek must

be capable of co-ordination and guiding the actions of others but possess for their failings. These with the ability to intimidate Heads of State will go far in this position.

Applicants need not be of royal birth, but the successful applicant will be expected to assume the title of Emperor and a commensurate salary, with perks, will be available. No luncheon vouchers available, but meals and accommodation will be commandeered as required.

Any person with Corsican parentage, of 583" in height, and born under the sign of Leo, will be given preference. Apply in writing, giving relevant experience to P.O. Box 1 (Closing date - August 13th. 1813).

CHESTNUT LODGE WARGAMES GROUP.ZULU WAR SKIRMISH. A RE-ENACTMENT OF THE BATTLE OF MYER'S DRIFT.

At dawn on the 12th. March, 1879, a Company of the 80th. Regiment were almost completely destroyed as they were guarding a group of wagons preparing to cross the swollen Intombi River. The only survivors from a force of 106 British and eighteen guns were one Officer (later courtmartialled), one colour-sergeant, one Lance Corporal, and a handful of men.

THE WARGAME. Using the CLWG Zulu War skirmish rules, we would like to try a re-enactment of this action, on a 'what if' basis. What if the British woke up earlier?

For the game we will be using about 400 Zulu figures (the estimates of the Zulu force at the actual battle were between 800 and 2000). There is no excuse for using the smaller number of Zulus except that we do not have any more figures, and it balances the game a little more fairly under our rules.

We hope to play this at Chestnut Lodge on the weekend of 19/20th. January, 1980. There will be a table, or tables, covering an area of approximately 144 square feet, and we will need 16 Zulu players and about 8 British players.

Anyone interested, please contact Jim Wallman, or write to 48, Palace Road, London. S.W.2

The Forces. 400 Zulus
18 Wagons
106 British
Sundry natives and
Wagoneers.

THIS BLANK SPACE IS
BROUGHT TO YOU FREE OF
CHARGE BY CLWG
MEMBERS.

BOARD GAMES.

We are building up a collection of Board Games in the Club. Titles, at present, include "Patrol", "Star Force", "The East is Red", "Mechwar 77", "Highway to the Reich", "Sseelowe", "Warsaw Pact" and "Nato". If anyone wishes to loan games to the Club (or even donate) please feel free. P.S. In anyone interested in playing "Highbury to the Reich" over the next six months or so?

CHEAP BOOKS. The HMR Publishing Group have sent us a list of the 18th., 19th., and 20th. Century Military books. Most of the standard works are listed, and sometimes with a noticeable reduction in price. The lists are in the Club Library, and anyone wishing to put in an order please see Jim.

Inspired by the sight of an M.M. only two thirds full, the Editor writes:-

ELEMENTARY WARGAME RULES FOR MODERN AIR COMBAT. 1970 -80

Although described by the author (Jim) as "a gross over-simplification", I feel that he is being a little hard on a very useful and, more importantly, playable set of rules for this most neglected area of combat. The rules themselves comprise only six sides of A4, including a handy list of aircraft specifications, and a copy of the order sheet with columns for up to three aircraft. The game takes place on a hexagon background, using 1/300th. scale aircraft made by Skytrex or Heroics.

Briefly, at the start of a game, players enter their choice of weapon stores they wish to carry, including anything from missiles to drop-tanks or ECM pods, limited only by the number of "hand points" (somewhere to bolt it on securely) the type of aircraft concerned has available (as listed in the aircraft specifications section). After dicing for the amount of combat fuel available, players then write their orders for each move, noting weapons fired, fuel or damage points lost etc., on their log sheets. Movement is either at cruising speed (1 x hex per move) or faster, accelerating/decelerating at one hex per move to maximum (average 3/4 hexes) although this uses up fuel at twice the normal rate. Apart from the Harrier and Helicopters, aircraft may only make one 60 degree turn per move after moving the number of hexes straight ahead, equivalent to its present speed. Aircraft flying through the same hex dice for collision.

Combat uses two weapon systems, either missiles or cannon fire. Of the two types of missiles, only the long range version (LRAAM) needs a written order to fire, although it does have a speed of 5 hexes and an endurance of four moves in which to pursue the aircraft to which it has been "locked on". The short range (SRAAM) or "dog-fighting" missile as it is known, is fired at the discretion of the player after all movement at any target within a 120 degrees forward arc of four hexes. Cannon fire follows the same procedure, although limited to a two hex range straight ahead. Any damage caused by missile or cannon hits is diced for on a table with a number of "critical hits" built in. Some additional rules for "drop-tanks", gun pods or ECM units (plus baling out) round off the set, with a space underneath to add extra rules if you so wish.

Speaking as a new player, I found my first two games both fast and exciting, (although I'm sure that one of the missiles which hit me in the first game came from a "friend"....) Although the rules are very basic, those two games illustrated some important lessons of modern ariaerial combat, among which were the vulnerability of single-engined aircraft, unarmoured cockpits, the continuing usefulness of a cannon for dog-fighting purposes (not the W.W.II type of dogfight, more of a fleeting burst as the aircraft cross at combined speeds in excess of Mach.2 - 4!). Another interesting feature was the flying duel between aircraft and guided missiles. With a mixture of skill and luck it is possible to avoid long range missiles, usually by exploiting their large turning circle and side-slipping out of their path. In all then, a very good set of interesting rules, ripe for expansion and easily assimilated by total newcomers (and therefore a natural for participation games). I did think that these rules could do for modern games what the Zulu Skirmish rules did for Colonial (and you can make what you like of that!!!).

A CHESTNUT LODGE PRODUCTION.
48 Palace Road, London. S.W.2

xxx xxx xxx xxx xxx
x I take this opportunity to wish both x
x our contributors to the M.M. a Happy x
x Christmas and a Merry New Year. x
xxx xxx xxx xxx Ed. xxx

BARGAINS ! BARGAINS ! BARGAINS !

FOR SALE - ONE CLUBS MAGAZINE COMPLETE WITH DUPLICATING EQUIPMENT, TYPEWRITER, EDITORS ETC. ALL VIRTUALLY UNUSED!!

(I HOPE YOU ALL TAKE THE POINT)

P.S.
THE REST OF YOUR LOT CAN
ALL GO AND ROT !!