

Whilst every effort is taken to ensure the accuracy of these entries, I ask you to check your entry and inform me:  
 a) If there are any errors.  
 b) If you want it changed or removed.

HIGH WYCOMBE WARGAMERS, 19.00hrs  
 Wed. British Legion Hall, Tel: **Beaconsfield**  
 4116.

ULSTER MILITARY MODELLING SOCIETY  
 meets at 2.30 p.m. on every last Saturday in the  
 month at Gregagh Branch Library, Cregagh  
 Road, **Belfast**.

NORTH BIRMINGHAM BOARDGAMES  
 GROUP meets every Wednesday at 7.00 p.m. at  
 the Kingstanding Circle Community Centre.  
 Contact Chris Newey at 21 Calver Grove, Great  
 Barr, **Birmingham B44 9BE**, Tel: 021-360 3478

BLANTYRE BOARDGAMES CLUB, c/o  
 Elizabeth Scott Community Centre, Logan  
 Street, **Blantyre**, (Strathclyde, Every Wed.  
 7.10pm, Tel: East Kilbride 27030 (G.Munn)

LINCOMBE BARN WARGAMES SOCIETY.  
 Overdale Rd, Downend, **Bristol**. Meets Sunday  
 2.30pm to 9.30pm. Contact: A.Swanson, 40  
 Rockland Rd., Downend, **Bristol**, Tel: 565003.

CAMBRIDGE UNIVERSITY BOARD  
 WARGAMES CLUB' Meet at 8 p.m. on  
 Wednesdays in upper hall Peterhouse.  
 President: John Marsh, Peterhouse, **Cambridge**.

Brian Griffin, 3 Ambleside Avenue, Roath Park,  
**Cardiff** Tel: 762069.

A.G.V. Riddell, Thornton, Pennyfford, **Chester**.

O. Bowles, 42 Stuart Road, Highcliffe, **Christ-  
 church**, Dorset, Tel: Highcliffe 3252.

CRAWLEY WARGAMERS CLUB, Northgate  
 Comm. Centre, **Crawley**. Meets every Wed. at  
 7.30 p.m. Tel: J.Liddiard - Crawley 34434 even.

CROYDON WARGAMES GROUP, Sec: P.J.D.  
 Taylor, 56 Woburn Court, Wellesley Rd.,  
**Croydon, CRO 2AF**.

R. Petty (Vice Chairman, Darlington Military  
 Mod.Soc.) 30 Dundee St, **Darlington**, Co.  
 Durham, Tel: Darlington 62184.

Michael Stoner, 29 Parkway, **Dorking**, Surrey.  
 Tel: Dorking 87253

# Contact!

Peter Shee, 51, Upper Leeson St, **Dublin**

TRINITY WARGAMERS ASSOCIATION,  
 Meet every Sunday in Trinity College. Details  
 available from the Sec: Andrew Finkel,  
 88 Rathdown Park, Tenenure, **Dublin 6**,  
 Tel: 907605.

EALING GAMES GROUP, The Northfield  
 Community Centre, 71/73 Northcroft Road,  
**Ealing**, London W13. (6.45pm - 10.30pm every  
 Wednesday).

Gareth Davies, 60, Silver Street, **Enfield**, EN1.

KIRKLEN MILITARY MODELLING AND  
 GAMING SOCIETY meets in an enormous  
 room at **Huddersfield** Sports Centre (which sells  
 BEER!) every Monday at 7.30 p.m. We have 70  
 members (mostly D&D) and are growing! We  
 cover: D&D, Traveller etc., Table topping,  
 Board gaming, Military modelling and Militaria.

CUNNINGHAM BOARDGAMES CLUB. Any-  
 one from Ayrshire welcome. Meet each Sunday  
 from 10.00 a.m. til 5.00 p.m. unless otherwise  
 notified at the Conservative and Unionist  
 Rooms, 152, High Street, Irvine. For further  
 information contact: Iain Dale; 50, Herbertson  
 Courts, **Irvine** (Tel: Irvine 74581) David White,  
 30 Mulgrew Ave., **Saltcoats** (Tel: Saltcoats  
 62568).

GLC STAFF WARGAMES SOCIETY  
 (Sec: P. Fisher, 24 Sultan, Beckenham, Kent  
 Tel: Office 01-633 3000: Home 01-658 4359)  
 Meetings alternate Wednesdays & Thursdays in  
 County Hall, **London**, SE 1.

Ian Wooler, 16 Harcourt Rd., Dorney Reach,  
**Maidenhead**, Berks. Tel: Maidenhead 25039.

North Kent gamers - are any of you interested  
 in forming a boardgaming group. Age group  
 15+. Contact K.W.Barrett, 30, Tradescant Drive,  
**Meopham**, Kent, DA13 DEE.

J.Garrett, 19 Weaverthorpe, Nunthorpe,  
**Middlesborough**, Cleveland.

OXFORD UNIV. WARGAMES CLUB, Meet in  
 Quarrel Room, Exeter College, at 1.30pm on  
 alternate Sundays in Full Term, Sec: Andrew  
 McGee, Magdalen College, **Oxford**.

C.G.Luke, 'Cathay', Polmear, **Par**, Cornwall.

Peter Swineburn, 87 Lavernock Rd. **Penarth**  
 Tel: 707400.

R.B.Walker, (Sec.South Wales Wargames Fed.)  
 10 Wildbrook Close, Taibach, **Port Talbot**,  
 West Glamorgan, Tel: Port Talbot 87954.

S.Dalby, 89 Stakes Road, **Purbrook**, Hants.  
 Tel: Waterlooville 56467.

Nigel Spike, Univ. of St. Andrews Wargaming  
 Social Students Union, St Mary's Place,  
**St. Andrews**, Fife. (meet every Tues., Chaplaincy  
 Centre).

Kim Dent, K17, Glen Eyre Hall, Glen Eyre Rd,  
 Bisset, **Southampton**, SO9 2QN.

K.A.Smith, 6 Darwin Avenue, Edgley, **Stockport**  
 Tel: 061-480 2891.

Petersham Institute, David Read, 46 Crane Rd.,  
**Twickenham**, Middx. Tel: 01-894 5286.

K.T.Cockbill, Frank F Harrison Comprehensive  
 School Simulations Club, Leamore Lane,  
**Bioxwich, Walsall**, W. Midlands.

ARMAGEDDON POSTAL DIPLOMACY CLUB  
 Unique postal system, players league table and  
 NO game fees! Contact Mr.L.S. Doidge, 29 Earl  
 Street, **Wakefield**, W. Yorks., WF1 4LQ.

Barry Sheridan, 75a Hamlet Court Rd,  
**Westcliffe on Sea**, Essex.

B. Norwood, Menzies High School Simulations  
 Club, Clarkes Lane, **West Bromwich**,  
 W. Midlands.

## OVERSEAS

J. Trigano, 50, Cours Pierre Puget, 13006 **Marseille**,  
**France**. Tel: (91) 374386

Maurizio Bragaglia, 00135 **Roma** - Via Camp-  
 ocatino, 39, **Italy**. Tel: (06) 3381304.

B.J.Ward, 2 Nadiva, Earls Avenue, Windsor,  
**Handburg, South Africa**.

WINDSOR WARGAMERS' meet Tuesdays at  
 The REcreation Centre, Windsor Park,  
**Johannesburg**, For details Tel: 6095987.

## OPPONENTS WANTED

P.James, Oak Lodge, Fulmer Rd, **Gerrards**  
**Cross**, Bucks. Tel: Gerr.X 88265 (even).

G.R.Sparks, 88 Acra St, Denton, **Manchester**,  
 Tel: 061-336 9571.

K.W. Barrett, 30 Tradescant Drive, **Meopham**,  
 Kent DA13 OEE - interested in Air Ear, Fulda  
 Gap and Seelowe.

G.W.Roberts, 145 Seabridge Lane, Clayton  
**Newcastle**, Staffs ST5 4AW.

David White, 30 Mulgrew Avenue, **Saltcoats**,  
 Ayrshire.

J.L.Gillson, La Maison d'Aval, Rue Bellee,  
**Torteval, Guernsey**, Tel: 64113.

J.E.Digby, 3 Lansdowne Road, **Wolverhampton**  
 W. Midlands WV1 4AL. - Objective Moscow.  
 Tel. (office) 021-472-1301 ext. 2023.

## FOR SALE

Anyone interested in buying or part exchanging  
 Punic Wars, Conquistador, Legion, a Mighty  
 Fortress or Stonewall? T.J.Q. Baucher, The  
 Old Palace, The Close, **Norwich** NR1 4DD.

## SINAI SOLUTION

I am happy to say that there is only *one* solution  
 to this problem (as far as I can tell) having spent  
 several hours trying out all the possibles only one  
 of them will work all of the time as was stipulated  
 in the "rules". I will try to make clear the reasons  
 for certain manoeuvres as they may be useful for  
 beginners.

It is imperative to open a supply route for the 2  
 5-5s and the 3-5 so that they will be able to attack.  
 As this cannot be traced through ZOCs friendly  
 units must be moved to negate these. The 3-5, as it  
 is unsupplied, has an MA of 2 with which it moves to  
 0835. 5-5 (40) overruns the Israeli 1-8 and the  
 4-4 is moved to hex 0834. The stack of 2 5-5s then  
 moves to 0936 (NB for movement purposes supply  
 status is taken at the beginning of the go so though a  
 supply route has been formed they may still only  
 use half of their MA). The stack of 2 3-4s is moved  
 to hex 1134 and the 4-1 is not moved at all.

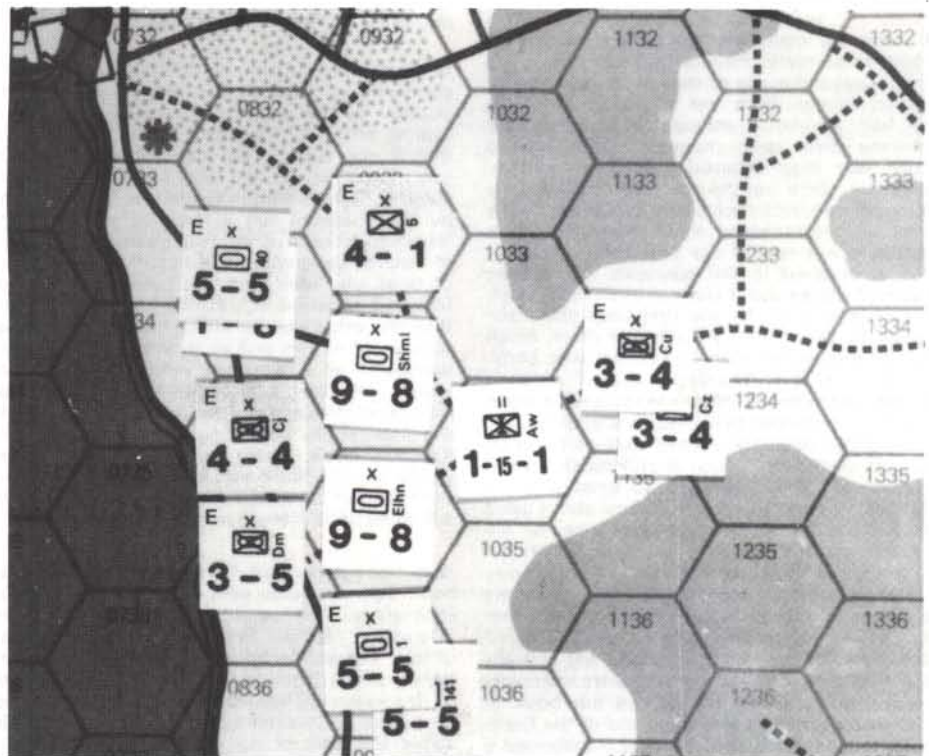
It would now seem obvious to just attack, but wait,  
 look at rules 9, 13 and 12:

"If a unit retreats ..... on top of a unit that is sub-  
 sequently attacked during that same Combat Phase,  
 the retreated unit does not add its strength to the  
 defence but it does suffer any result that the  
 attacked unit suffers".

"The Israelis did not want to be captured so they  
 defend at twice their basic Combat Strength if they  
 cannot retreat".

Remember these, they are important.

Back to the problem. We must now destroy the  
 three remaining Israeli units whatever die-rolls we  
 get when attacking, so let us assume that every die  
 roll we make is a six (i.e. the most possible). The  
 1-15-1 is a nice target but do *not* attack it yet. Be  
 sure to attack the two 9-8s first. It doesn't matter  
 which order you do this in but use 13 strength  
 points against each. Say you choose to attack Shml  
 first. Using a 5-5, 4-4 and 4-1 you are at (5+4+4+9)



+4 superiority and a roll of six retreats the unit one  
 hex, say to 0935 (it could have gone to 1034, it  
 makes no difference).

Now using a 3-5 and two 5-5s attack Elha. You are  
 at (5+5+4-9) +4 superiority and a six retreats both  
 9-8s to hex 1034 (remember rule 9.13?) Now you  
 may attack 1034. The 9-8s are ignored when  
 working out the attack superiority which is  
 (3+3-2x1) +4 (the 1-15-1 is doubled due to rule 12),  
 a roll of six results in a one hex retreat. This can-  
 not be done due to enemy ZOCs and rough terrain  
 so the 1-15-1 and 9-8s are destroyed.

N.B. If any attacks had retreated the defender  
 more than 1 hex he would have been destroyed  
 immediately so that would merely speed up the  
 destruction of the Israelis. If, however, you attacked  
 the 1-15-1 first, or between attacking the 9-8s you  
 would have ended up having to attack a 9-8 that  
 couldn't retreat and so had a defence strength of  
 18.

A "rule 9.13" can be found in most non-tactical  
 games. In my experience it is often forgotten about,  
 but it can be very helpful. Hopefully you can use  
 it to your advantage in the future.