

Bath Wargames Club

Newsletter No 1

Provisional Club Calendar 2009

In 2009, all sessions will be on Sundays at the Claverton Down Community Hall on the following dates:

- 11 January
- 25 January
- 8 February
- 22 February
- 22 March
- 26 April
- 24 May
- 14 June
- 28 June
- 12 July
- 26 July
- 23 August
- 20 September
- 11 October
- 25 October
- 22 November
- 13 December
- 27 December

Club Contacts

Please use the contact details from the main page of the club website

Club News

As you are aware, the decision has been made to cease meeting on a Friday night at St John's Church Hall. Regular attendees have reached such a small number that it is no longer financially viable to continue meeting as regularly as we do at two locations. After discussions, an expanded Sunday schedule has been planned for 2009. For the remainder of 2008, the club will have no meetings in August, due to holidays etc.; it will continue its Friday schedule for September and then regular Friday meetings will cease. There will be the already scheduled Sunday meetings in October and November. We have the hall for Sunday 28 December if we want to use it. I am happy to stage a light-hearted game for that day if anyone is interested.

I have updated the club web site to reflect the changes. The address is www.bathwargamesclub.org.uk.

I have established a Yahoo group for the club too. The address for this is <http://groups.yahoo.com/group/bathwargamesclub>. The idea is that this group will be the forum for late news, club discussions and arranging games. I am a member of a number of Yahoo groups and they are well used. The Lincombe Barn Wargames Society one for instance has only 41 members but generates huge traffic and all campaigns etc. are organised and managed through the group. Hopefully our Yahoo group can become like that.

We need to organise the remaining games for the year. As we are meeting less frequently there is less excuse for last minute and haphazard arrangements. Mat and I have some of the new Perry's Miniatures American Civil War infantry. The idea is that we will run an ACW skirmish when time for painting allows. Are there any other suggestions? Also content for this infrequent newsletter is gratefully received.

**CLUB PRESIDENT (BUT NOT FOR LIFE)
STEPHEN "BIG DADDY" AMIN**

Border Reivers, or Why Don't Cows Run as Fast as Sheep?

On Friday 18 July, Ian treated Ray and me to a very long (as in length of games table) Border Reivers scenario. I, as the wily Highlander ("There can be only one"), made off down the table with rustled herds of cows and sheep and a few hardy souls to slow down the pursuing English, ably commanded and bullied by Ray. Much fun was had by all two of us with variable moves and frankly diabolical dice from me at the start for the variable movement.

Observations: Sheep move faster than cows (you had to be there to appreciate that one), ambushes are great fun especially when the English one turns up too late and too small, wearing a skirt and approaching an isolated farmhouse on the border makes the occupants much more likely to help you!

Steve