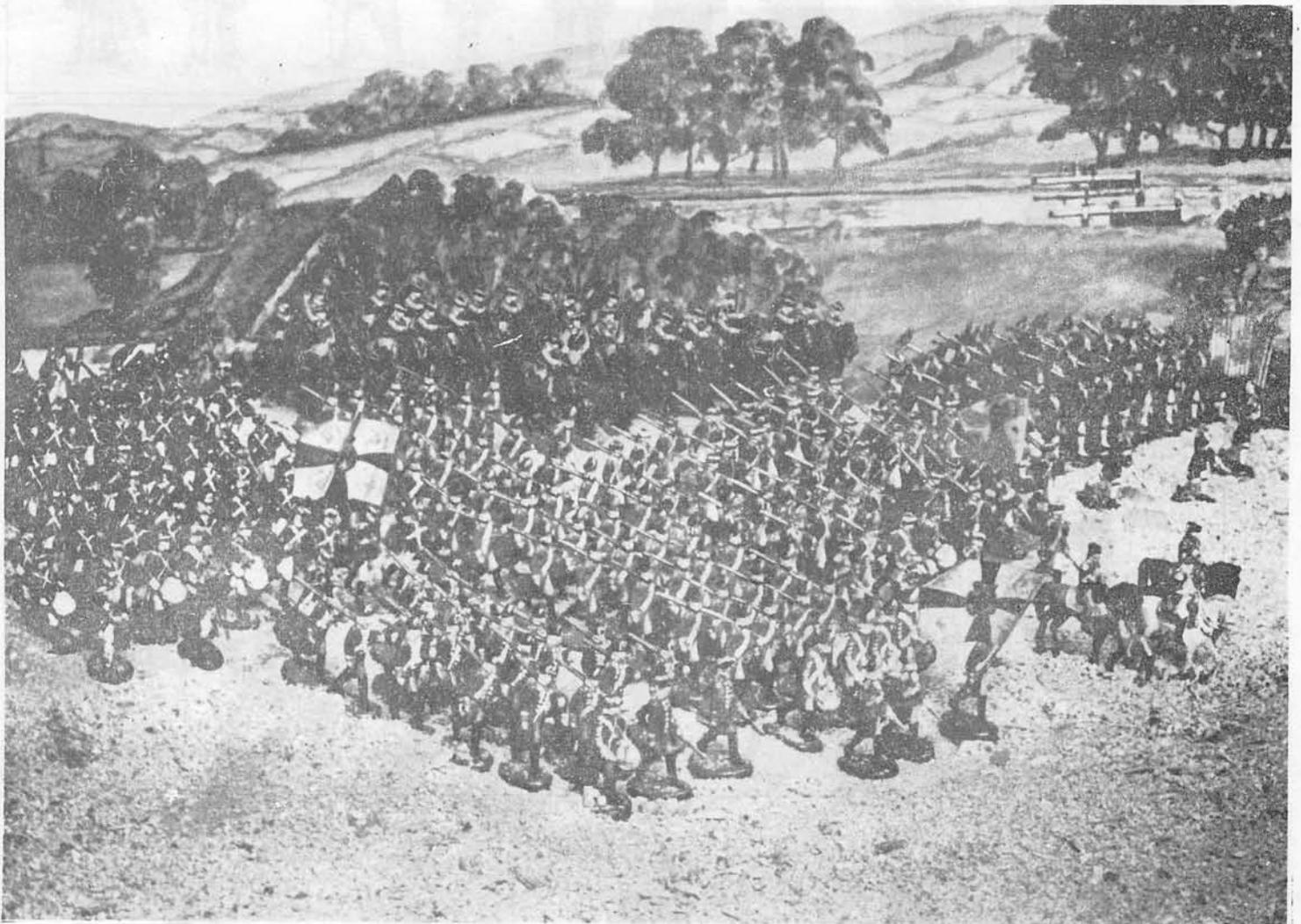


# WARGAMER'S NEWSLETTER

Nº 177

30p

DECEMBER 1976

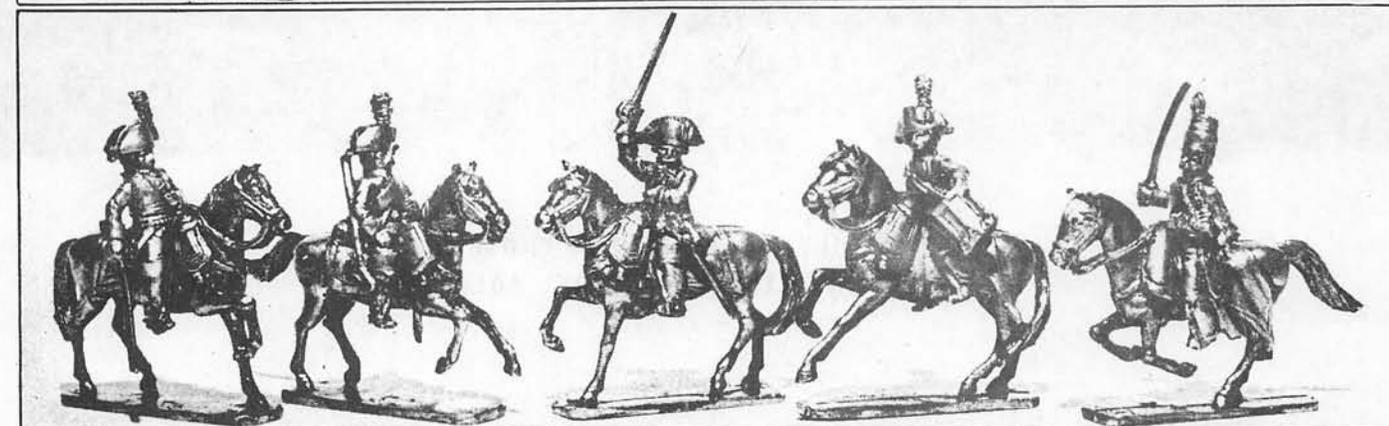
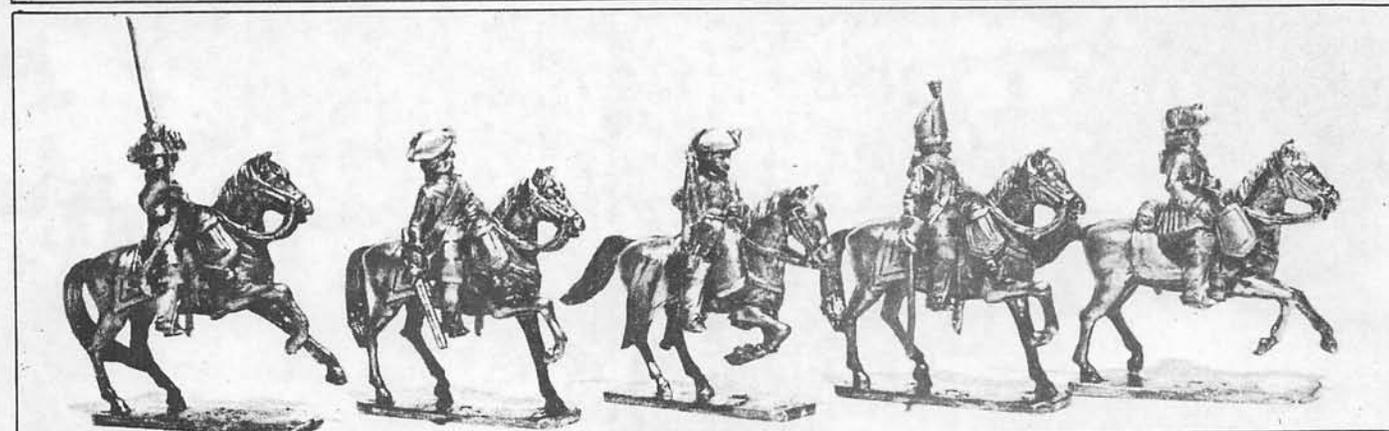
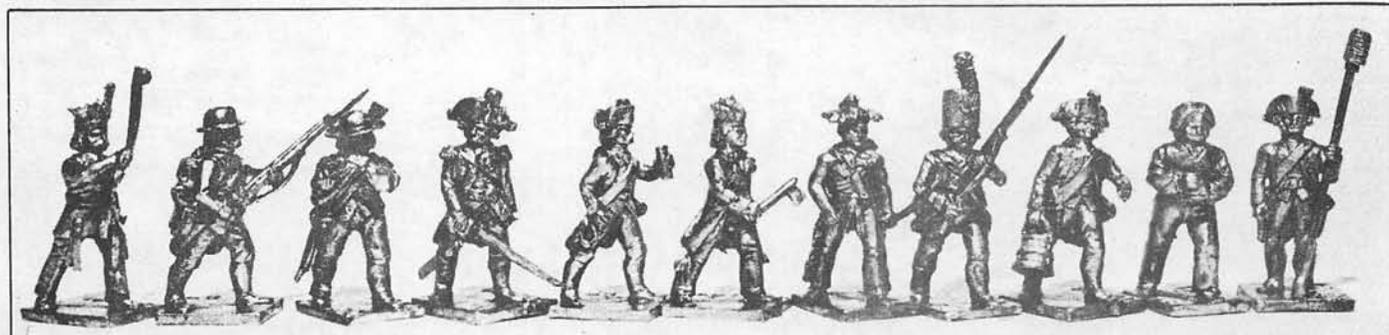
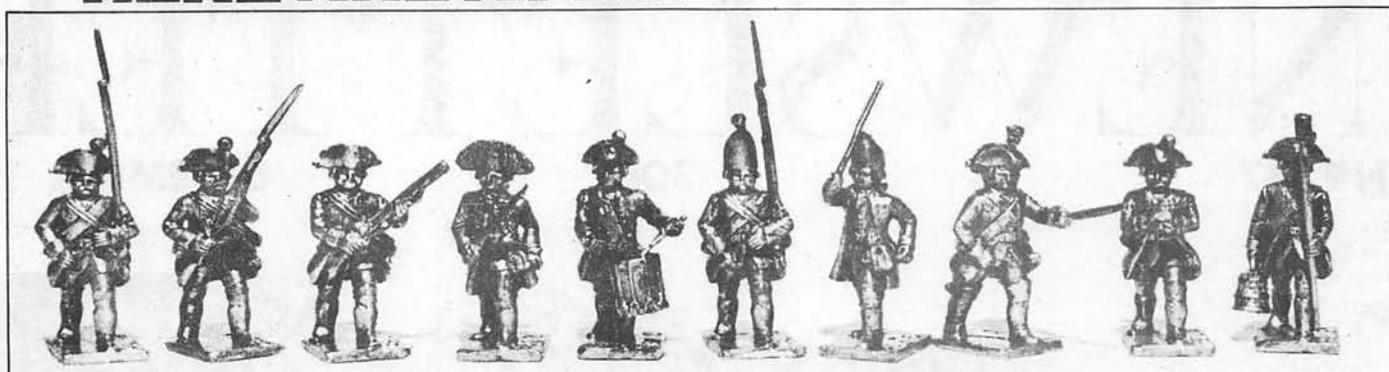


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NC4 Officer, charging

NC5 Trooper, bareheaded, charging

NC6 Trumpeter

NC7 Officer, firing pistol

Horses

FH1 Charging, stretched out

FH2 Charging, gathered in

FH3 Rearing up

FH4 Charging with head up  
FH5 Walking

Highlanders at Waterloo 1815

— The famous stirrup charge with the Greys

N15 Highlander, charging

N16 Highlander, charging, holding onto stirrup

N17 Highlander, falling wounded

N18 Highland Officer, charging

N19 Highlander, casualty, on ground

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# WARGAMERS NEWSLETTER

Editor: Donald Featherstone

№ 177

DECEMBER 1976

## EDITORIAL

I suppose this could be called "Misunderstanding Month" requiring some clarification that might well take up this entire feature! Not for the first time it has come to my ears that in some quarters my reviews of wargames figures and similar commercial products are considered too kind, in that they lack detailed technical appraisal and criticism. This may well be because, as frequently stated, I do not consider myself sufficiently expert in the field of model soldier designing and producing to condemn commercial figures in a manner that might be detrimental to their sales. All wargames figures look reasonable when painted, some more reasonable than others but their beauty generally lies in the eyes of the beholder (i.e. the man who bought and painted them). The wargamer has never had it so good and, with wry memories of the days when you had to make your own figures if you wanted to wargame, I cannot bring myself to damn the efforts of manufacturers and designers both large and small who virtually "spoil" the wargamer in their efforts to titillate his jaded palate. In a recent magazine, the Editor said of me "As forthright as ever in his observations he .... tends to fear no man's reputation when he comes to calling a spade a spade." Which all goes to show that I am quite prepared to lay it on the line if I feel I know what I am talking about or have the authority to do so, but only then!

Misunderstanding number two - I am grateful to those people who send orders and cash for sets of rules and books available through this Newsletter but I would ask them to appreciate that it is done as a service to the hobby rather than as a commercial undertaking. For this reason, orders are only packed and sent out once each month so if your order arrives just as one shipment has been made then you will wait at least a month (plus probably another month when the Post Office has done with the package) before receiving the goods. And please send your cash and orders to me at 69 Hill Lane, and do not add to the harassment of the publishing and dispatching staff at Tradition in London!

Misunderstanding number three - Recently searching (in vain) for some item which I thought was in my store cupboard, I realised just how many extraneous wargaming items I had accumulated over the past years and decided that it might be a good idea to have a clear out. Buoyed with this enthusiasm, I mentioned in a recent Newsletter that this would be taking place and invited interested people to send a stamped addressed envelope for a list. So many have done this that I am now panic-stricken because I have not even looked again at the store cupboard - but I promise that I will do so and eventually (it may not be until next year) those of you who have written will get a list and will have an opportunity of taking off my hands some of the many exotic items which have poured into this household during the past decade.

Misunderstanding number four - There seems to be a growing tendency for subscribers to write or telephone me whenever a copy of the Newsletter does not arrive or they have some query about their subscription. May I make it quite clear that since March 1974 my sole responsibility in connection with WARGAMER'S NEWSLETTER is that of being its Editor and that all subscription matters, dispatch, etc., etc., are carried out as the responsibility of TRADITION at 5A-5B Shepherd Street, Mayfair, London W1Y 7LD. If you have not received a copy of the magazine or if you have some query concerning your subscription then please address it to them and not to me as I only have to forward it to them which costs money and take time - both mine and yours!

Well, I hope that has cleared the air and that we all have a better idea of where we stand!

DON FEATHERSTONE

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by

Christopher L. Scott

The problem is how to reflect the stirring sieges of 17th and 16th centuries; how to calculate and arrange for walls to fall due to the effect of artillery. In order to arrive at a solution we must first look at how they went about breaching in the past.

Firstly a battery was erected opposite a part of the defences that looked weak or prone to assault. The lay of the gun was found by trial and error and then a continuous bombardment took place until the walls were battered down and an assault would take place through the breach.

The wargame solution can deal with the lay easily by using a ranging dice to determine distance and then an accuracy dice to determine a central point of bombardment. There is a subtle twist to these dice by the inclusion of a "misfire" which reflects the inconsistent quality of powder.

RANGE		ACCURACY	
Over	Over	Left	Left
Under	Under	Right	Right
Hit	Mis-fire	Hit	Mis-fire

The battery commander uses his first shot to determine range and will "waste" shot and time until he gets a hit. He may then transfer to the accuracy dice which he may use once to select a central point of bombardment or continue to use it until he obtains a hit on his originally intended point. Once this locale has been derived one may assume the gunners will hit the wall every time and all poor powder discovered and rejected.

The commander of artillery then makes a diagram of the area to be bombarded, and then subjects this diagram to grid interpretation. The size of the grid and number used is up to personal selection but I use a 3 x 3 grid because it gives natural divisions of supported structure, remains relatively simple to record and is easy to interpret.

e.g.



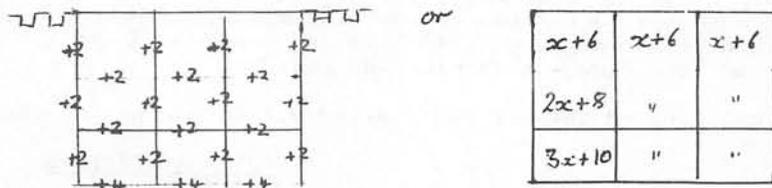
Let  $x$  = the number of hits required to reduce each grid section, so:

Because of wall thickness and bulwarks there should be an idea of increasing difficulty of destruction invertly proportionate to the height of the wall. Hence:

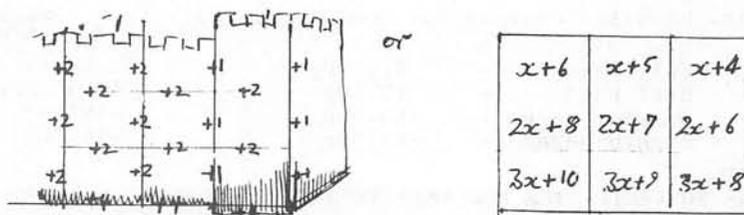
x	x	x
x	x	x
x	x	x

x	x	x
2x	2x	2x
3x	3x	3x

Because each section of wall derives support from those around it, there should be a bonus factor for each supporting grid, and an extra bonus to include the idea that the bottom rests on entrenched foundations. Hence:



Although for illustration's sake I employ the example of a curtain wall other diagrams reflecting various structures can be drawn, and one can make use of the normal grid support bonus being 2 in order to determine the support value of adjoining features. E.g. - a wall abutting a tower produces a weakness at the corner



One may now see how towers can be effectively revealed as the weak spots they were, for their primary function was to enfilade assaults not withstand bombardment.

The variation is endless; gate houses, casements, etc., ... they can all be reduced to a 3 x 3 evaluative grid as long as one follows the simple theory.

There is one more stage to go through before taking the grid to the table, that is defining a value for x, where x is a variable depending upon the calibre of gun used.

For a Royal cannon let x = 1; Cannon x = 2; Demi-cannon x = 3 and Culverin x = 4 and so on until the impossibility of using small guns such as drakes and falconets becomes ridiculously apparent.

So using the curtain wall abutting a tower we can arrive at a grid showing the exact number of hits required for destruction.

x + 6	x + 5	x + 4
2x + 8	2x + 7	2x + 6
3x + 10	3x + 9	3x + 8

7	6	5
10	9	8
13	12	11

9	8	7
14	13	12
19	18	17

Formula

Royal-Cannon x = 1

Demi-Cannon x = 3

Mixed battery fire can be performed by observing proportionate scoring e.g. 4 culverin hits = 1 Royal cannon hit.

With the grids established we must now determine how to use them. For each shot 2 special dice must be thrown. To determine at which height the shot strikes and in which vertical section. The dice give a permutation of 9 which coincides with the number of sections in the grid. E.g. a throw of M3 will mean -

T	T
M	M
B	B

1	1
2	2
3	3

The hit is then recorded by devaluing the points strength of that section by 1.

Shot may land anywhere among the 9 sections for this was a laborious process, but once the grid score is achieved the section will crumble and fall. Any lower section causing the destruction of anything above it. Sections removed no longer give support to remaining sections who are weakened by the withdrawal of the support value of the sections removed.

1	2	3
		x

E.g. Should M2 be removed from our illustration by phenomenally accurate shot the result would be

+2	X	+1
+2	X	+1
+2	+2	+1
+4	+4	+4

x + 4	X	x + 3
2x + 4	X	2x + 5
3x + 10	3x + 7	3x + 8

5	X	4
6	X	7
13	10	11

or a weakened wall and vulnerable tower.

Using this system, which is basically so simple, we can reflect the slow pounding that reduced the fortresses of Valette's Malta or Monluc's Sienna. It is a worthwhile occupation for soloists and nerve wracking fun for gamers with plenty of time. It is easy to operate once the principles are understood and it can lead to some fascinating wargame situations such as the one I am in at the moment in my wargames room in Swindon. I am besieged in Thionville with enough men to garrison my walls against a general escalado and a reserve to plug one breach, but De Guise's artillery had made two breaches and a third is about to fall; all this with Monluc about to attack over the Moselle again on his accursed bridge of boats!

RHINE CONFEDERATION WARGAMES SOCIETY

Thank you very much for the kind remarks in the September issue of the Wargamer's Newsletter. I have enclosed the latest issue of the "Rhine Confederate" for you, plus the latest flyer on the 1976 Central European Wargaming Convention giving the location.

Last week I received a letter from Major R.J.Moore, RCT, of the British Army of the Rhine, challenging the Society to a Napoleonic engagement. We have tentatively set it up for the second day of the Convention. We are hoping that this challenge engagement will become an annual affair between the BAOR and U.S. Forces, Europe, with a perpetual trophy involved. Win, lose or draw, I hope to have a battle report for you and the Newsletter, plus an "after action report" on the Convention.

D.A.Stan, Society Secretary.

WARGAMES IN 1912

by

Peter Christie

One of my interests is research into the First World War and recently I bought a copy of a small book entitled "Training and Manoeuvre Regulations 1912" which was published by the War Office. Sections 24 to 27 deal with 'War Games' and very interesting reading they provide. I have reproduced these sections below:-

"War Games. 24 - General Instructions. 1. The object of a war game is to afford an opportunity for indoor study of strategical, tactical, staff, or administrative problems. The game is carried out on a map, with blocks representing troops, on much the same lines as has already been laid down for exercises on the ground without troops.

2. War games should not (except in the Territorial Force, where opportunities for working on the ground are restricted) be used for the purpose of instruction in minor tactics. Such instruction can only be adequately given on the ground.

3. Sets of maps, on the scale of 6", 1", and  $\frac{1}{2}$ " to a mile, and maps of certain portions of foreign countries, with a R.F. of 1/100,000, are provided for use at war games, but the 6" maps are only to be issued to the Territorial Force.

25 - Director and Umpires for a War Game.

A director with any assistants that may be required should be appointed. It is desirable to have two umpires for each side, one for operations and the other for intelligence duties. The former conveys to his party the decisions of the director and moves the troops first on the director's map and afterwards on the map of his party. The latter watches the director's map, and under his direction supplies his side with information either verbally or in writing.

26 - Preparation and Issue of Scheme for a War Game.

The scheme for a war game will be drawn up on the same lines as already described for an exercise on the ground without troops. General and special ideas will be issued beforehand, appreciations and orders will be called for from commanders, and a narrative dealing with the events up to the hour fixed for the war game will be prepared. Most of the strategical work will ordinarily be done prior to the commencement of the war game, but strategical war games may be played by the higher staffs in connection with special operations, in which case the war game may extend over several days. In preparing a scheme for an ordinary war game it will be found advisable to arrange for a few definite tactical situations.

27 - General Conduct of a War Game.

1. Commanders of sides and subordinate commanders for cavalry and detached forces will have been appointed beforehand. For a purely strategical war game, representatives of the three branches of the staff will also be required in order to work out the various problems on which strategical moves depend.

2. The director should not interfere with the initiative of commanders, and must allow them entire liberty of action. He will, however, control the general course of the game by giving to commanders such information as they would be likely to have in actual war, by issuing decisions on strategical and tactical points, and if necessary, by the methods laid down in Section 65, para. 5 (i), (ii), (iii), for a director of manoeuvres.

3. Three maps should be provided, either in separate rooms, or separated from each other by screens; one for each player and one in the centre for the director. (Where this arrangement is impracticable it will be found possible to carry out the game on two, or even on one map, using small screens to prevent either commander seeing more of the movements of his opponent than service conditions would permit.) If there is a detached force the commander should, if possible, have a separate map and be screened off. Each commander and his subordinates will be allowed access to their own map only.

The blocks representing the forces on either side will be arranged on their respective maps by the umpires, in accordance with the dispositions and orders of the commanders. On the centre or director's map the forces of both sides will be similarly arranged.

All movements of the blocks will be made by the umpires, in accordance with the directions of the players and the decisions of the director.

4. When any portion of one side would be visible by the other, blocks representing that portion will be placed on the opponent's map. But as the exact force at any spot is always difficult to ascertain in the field, only such pieces will be put by the umpire on the player's map as will correspond with the knowledge he is supposed to have acquired of the enemy's strength, position, etc.

5. When, in the opinion of the director, the commander of a force, or one of his subordinates, comes within sound of artillery or rifle fire, he should be informed by one of the umpires of the direction, intensity and duration of that fire.

6. When artillery is in action, the commander must always state the target he is firing at and the nature of the projectile used.

7. If unduly long marches are made on one day the troops will be penalised the following day.

8. From the commencement of the game all direct verbal communication between commanders and their subordinates should cease, unless they would in reality be actually able to talk to one another. All orders and other communications must pass through the umpires, who will estimate the time required for carrying the orders, and will communicate them, after a sufficient interval, to the person for whom they are intended.

9. Orders, reports, etc., should be actually written, but the umpire for intelligence may, if he chooses to do so, assume for the time the character of orderly, and may deliver the message verbally to the person for whom it is intended. It will rest with that person to extract, by questions from the orderly, any additional information possessed by him. The umpire may also appear as a prisoner and submit to examination.

10. Information obtained by the cavalry, aircraft or other sources will be supplied by the umpire.

11. On large notice boards (preferably black boards), placed so as to be easily seen by all the players, a notice in tabular form should be put up, stating (i) the imaginary date and hour (according to the scheme) of the situation now being considered, and (ii) the interval of time that is supposed to have elapsed since the last situation. When the director announces that a situation is closed, a line should be ruled across the board, and details (i) and (ii) of the new situation to be considered should be entered on the notice board.

The interval of (imaginary) time between each successive situation will be determined by the director with due regard to the chances of the opposing forces coming into collision. When the operations extend over several (imaginary) days the intervals between the situations may sometimes be as long as a whole day (24 hours). As troops come into contact, however, the intervals between the situations should be reduced at the discretion of the director to 6 or 3 hours, and, in cases which involve the decision of a tactical engagement, the intervals may be reduced to 10 minutes.

12. It will, however, rarely be advisable to continue a war game on a small scale map once the main bodies have become closely engaged.

It will be found more instructive to follow out minor tactical details on the ground itself, and for this reason the war game should, where possible, be arranged to lead up to a tactical situation, which can be worked out at a regimental exercise.

13. At the close of the war game the director will hold a conference and bring to notice the salient lessons of the operations."

Several of the points made are deserving of comment. In section 24.2 there is the assertion that wargames are not suitable for minor tactics. The Army presumably thought that the great variations between men could not be represented on the wargames table - they clearly had not experimented with skirmish wargaming. Wouldn't it be nice if we could all do as section 25 directs! Section 26 reflects the best approach to a wargame - as part of a sequence not just a one-off battle unrelated to anything and without a background. Section 27.5 dates these rules somewhat, marching to the sound of the guns, did troops ever do this in World War I? Many wargamers could well take note of section 27.7, how many times have you seen troops in complete battle gear moving at full pelt over hundreds of scale yards and then charging home (successfully) after their exertions!

The last point of these rules is probably the most valuable, how many of us really follow up the details of our game? The post-wargame discussion should be the most rewarding aspect of any game with the opportunities it offers to realise and thus avoid mistakes in later games. One wonders if any of the generals or others who played to these rules ever envisaged trench warfare or the years of virtual stalemate that actually came into being when real war started?

#### THE ROYAL ITALIAN ARMY OF THE NAPOLEONIC WARS

by

John Cook

Initially, the Problem of the Month, posed by Thomas E. De Voe, in March Wargamer's Newsletter, regarding Italian Guard Grenadiers and Chasseurs.

Examination of Annex A to Anatomy of Glory, the list of Guard Units and Foot Regiments of the Imperial Guard by Michael Head, reveals no mention of such a unit, indeed the only Italian units mentioned are the Velites of Florence and Velites of Turin, both units being formed in 1809. Therefore it must be concluded that the answer to the second part of the question must be, no these Italian troops were not part of the French Imperial Guard. The context in which they are mentioned however, in the opening chapters of Anatomy of Glory, certainly indicates that they were attached to the French Guard.

Further examination of Anatomy of Glory reveals no mention of these Italian Guards prior to 1805. On page 49 it mentions Napoleon having ordered the infantry of the Italian Guard to France "even without uniforms, provided they are armed", as part of his preparation for the invasion of Great Britain.

On page 50, when Napoleon has abandoned the invasion in favour of action against Austria, he orders Bessiers to send to him from Paris, "two battalions of the Italian Guard".

I am sure in my own mind that these references are to the senior regiment of the embryo Royal Italian Army, namely the battalion of Granatieri and the battalion of Cacciatori (renamed Carabinieri in 1809). I believe that earlier references to "Italian Grenadiers" refer not to native Italian troops, but to Grenadiers of The Consular Guard who had served in Italy during the Italian campaigns, in much the same way that officers in Great Britain used to refer to British officers who served in the Indian Army, as "Indian Officers".

In 1805 Napoleon crowned himself King of Italy with the crown of Lombardy and declared the former Republic, a Kingdom. In the same year, Eugene, the Viceroy, set about creating the Royal Italian Army. Eugene mirrored the, by then French Imperial Guard, in the Guardia Reale. A battalion of Grenatieri and one of Cacciatori together formed the Guard Infantry Regiment. In addition there also existed a Regiment of Veliti composed of one battalion of Granatieri Veliti and one of Cacciatori Veliti.

All sources seem to agree that the Guard Infantry Regiment was organised in five companies per battalion, company strength being about one hundred men presumably, since the companies are said to have been of a similar strength to those of the French Imperial Guard. The Veliti are also said to have been organised as their French counterparts. This would indicate a five company Granatieri battalion and an eight company Cacciatori battalion, company strength being about 190 men, although I feel that the ill defined statement regarding the Veliti may leave my assumptions open to contradiction.

Examples of the uniforms of these troops can be found in Anatomy of Glory and Funcken's L'Uniforme et Les Armes Des Soldats du Premiere Empire Vol.II. In the latter to me the Veliti are described as Grenadiers and Chasseurs de la Guard, whilst the Granatieri are described simply as Infanterie de la Garde. In Tradition Nos. 43, 44 and 46-48 there are a series of articles on the whole of the Royal Italian Army of this period, if these back numbers are still available I strongly suggest that Thomas attempts to obtain them.

Briefly the uniform conformed to that of the senior Regiments of the French Imperial Guard as follows:-

#### Granatieri of the Guard Infantry Regiment:

Habit: Green with green collar (collar shown as red in Funcken). Cuffs, turnbacks, shoulder straps and epaulettes, piping to pockets on the coat tails: Red (cuffs shown piped white in Funcken). Cuff flaps, lapels, grenade devices on turnbacks and trousers: White. Gaiters: White or black depending on the season. Buttons: White metal. Cartridge pouch: Black with white metal eagle thereupon. Bearskin bonnet: Black, with or without white cords, red plume, white metal plate, Italian cockade (red, white, green), red patch on top with a white grenade. Officers: Essentially the same with silver insignia of rank.

#### Cacciatori or Carabinieri of the Guard Infantry Regiment:

Habit: Green with green collar. Cuffs: Red, pointed, piped white. Turnbacks, piping to pockets: Red. Trouser and gaiters: as above. Lapels: White. Epaulettes: Green with red fringe. Bugle/grenade devices on turnbacks: White. Buttons: White metal. Cartridge pouch: As above with white metal bugle device. Bearskin bonnet: Black without metal plate, red patch on the top with white bugle device, red/green cords, red over green plume with Italian cockade. Officers: Silver insignia of rank.

#### Granatieri Veliti:

Habit: White. Lapels, turnbacks and pocket piping, collar, cuffs and cuff flaps: Green (collar and cuff flaps shown by Funcken with white piping). Grenades on turnbacks: White. Trouser and gaiters: White. Buttons: White metal (shown as yellow metal in Funcken). Epaulettes and shoulder straps: Red. Bearskin: As for Granatieri of the Guard Infantry Regiment. Officers: Silver rank insignia.

#### Cacciatori or Carabinieri Veliti:

Habit: White. Lapels etc: As for Granatieri Veliti except that the cuffs were pointed (shown with white piping in Funcken). Epaulettes: Red with green shoulder strap. Bearskin: As for Cacciatori of the Guard Infantry Regiment except that the cords were green with red/green tassels (shown in Funcken as white). Officers: As with Granatieri.

#### Eagles and Flags:

Only the Granatieri and Cacciatori battalions of the Regiment of Infantry of the Guard carried Eagles, the Velites had none. The Eagle was of the French pattern and was presented in France in 1805. The flag was as follows:

French lozenge design with a white centre, the corners were red top left and bottom right, green top right and bottom left. The obverse bore the salutation:

NAPOLEONE IMPERATORE  
E RE  
Al Bne DE GRANATIERI  
A PIEDI DELLA GUARDIA  
REALE

and on the reverse:

GUARDIA REALE  
VALORE  
ET DISCIPLINA

The central lozenge was lined with laurel and each corner bore a laurel crown with either a bugle or grenade depending upon the battalion. The Cacciatori flag of course had the word CACCIATORI in place of GRANATIERI.

Works to which I turned for the preceding information, were as follows:-

1. Anatomy of Glory, Anne Brown.
2. The Campaigns of Napoleon, David Chandler.
3. Handbuche der Uniformkunde, Knotel und Sieg.
4. Napoleons Army, Col. H.C.B. Rogers.
5. Napoleonic Organisation Vol.II, France and Her Satellites, Ray Johnson.
6. Tradition numbers 43/44 and 46-48.

UNION AND CONFEDERATE 20-25mm ARMIES

by

M.Harris

From information supplied by readers and my own research here is a suggestion for 2 divisional sized armies. Scale is 1 man = 50 men, 1 gun = 6 guns.

Union, 3rd Division, 2nd Corps at Antietam, September 1862.

Div. H.Q. Brigadier-General W.H.French

1st Brigade : 14th Indiana, 8th Ohio, 152nd Pennsylvania, 7th W.Virginia.  
 2nd Brigade : 14th Connecticut, 108th New York, 130th Pennsylvania.  
 3rd Brigade : 1st Delaware, 5th Maryland, 4th New York.

(Infantry Regiment: 1 Officer, 1 Sergeant with flag, 1 drummer, 1 Sergeant-Major, 1 1st Sergeant, 2 Corporals, 16 privates).

Artillery:

G Battery 1st New York, B & G Batteries 1st Rhode Island.

(Guns: 1 12pdr Napoleon, 1 10pdr Parrott, 1 5" Rifle).

Cavalry:

4th Cavalry Brigade : 1st New York Cavalry.  
 Horse Artillery : either a 5" Rifle or a 12pdr Napoleon, only 1 battery.

(Cavalry regiment: 2 Officer, 1 Sergeant with Standard, 1 Bugler, 1 1st Sergeant, 2 Corporals, 20 Privates).

Total points value = 324 (Inf. = 1, Cav. = 2, Gun = 10).

Confederate, Hood's Division, Longstreets Command.

Div. H.Q. Brigadier-General J.B.Hood

Hood's Brigade : 18th Georgia, Hamptons Legion (S.Carolina), 1st Texas, 4th Texas, 5th Texas.  
 Law's Brigade : 4th Alabama, 2nd Mississippi, 11th Mississippi, 6th N.Carolina.

(Same size as Union Regiment).

Artillery:

German Artillery battery (S.Carolina), Palmetto Artillery Battery (S.Carolina), Rowan Artillery Bty (N.Carolina).

Cavalry:

Hampton's Cavalry Brigade : 1st N.Carolina Cavalry, 2nd S.Carolina cavalry.  
 Horse Artillery : Virginia battery.

Total points value = 325

Confederate artillery was usually captured Union artillery. Use the same guns for both.

(Composition of Confederate Cavalry Regiment - 1 Officer, 1 Sergeant with standard, 1 bugler, 1 corporal, 15 troopers).

Finally, if Airfix figures are used the cost is £4.00p for the infantry and cavalry, £2.00p for limbers and crews. Extra officers and some guns are needed and drummers can be converted from the Guards Band box. Instead of buying 5 boxes of Union and 5 Confederate, 10 boxes of Union can be bought, if the official uniform is painted, instead as it is nearer to it!

Main Sources: Exerpts from "They Fought for the Union" F.A.Lord, 1960 (many thanks to F.Gallagher); "The Artillery U.S.Army" W.E.Birkheimer, 1884; The Osprey "Men at Arms" series.

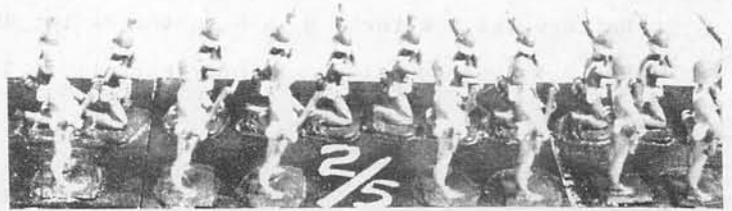
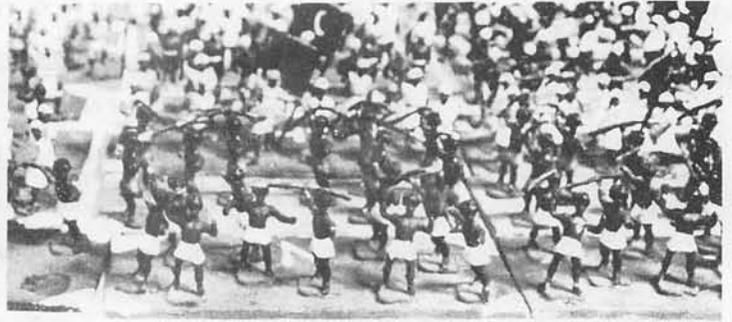
---oo0oo---

A SERVICES KRIEGSPIEL CLUB IN GERMANY

R.A.F. Wildenrath have a very thriving wargames club going on the station and their Station Magazine ZULU carries regular reports of their activities. Recent arrivals are Bill Kelly (late of Southampton Branch BMSS) and Derek West (also a BMSS member). In June they mounted a display of figures and a wargame at the 650 Year celebrations of the town of Erkelenz where an unusual hazard was encountered as a female parachutist overshot the drop-zone and for an awful moment appeared to be heading for the centre of the wargames table! Then a nearby helicopter nearly put their tent skyborne. In July they were asked to lay on a similar show for the visit of Lady Humphrey, wife of the Chief of the Air Staff and 5 minutes was allotted for her to view the stand - in the event she spent 15 minutes there and seemed reluctant to move on, after asking several searching questions! Frequent social and wargaming affairs seems to be scheduled and this very active group might welcome contacts with other Service clubs with similar interests.

# TALKING WARGAMING

In the fourteen years that had elapsed since the British evacuation of the Sudan in 1882, an Egyptian army had been created that was capable of fighting alongside their British comrades and holding their own against the hitherto dreaded Dervishes. Many of the soldiers in these battalions had originally fought against the British because, after each victory, the best of the prisoners and deserters were enlisted in Egyptian battalions where British sergeant-instructors taught them to drill and shoot. News of the revival of the Egyptian Army and of reinforcements on their way from Suakin reached the Khalifa at Omdurman and, the Dervishes under Emir Hammuda began to mass in great force at Firket and other places to the south. In character they had not altered appreciably since the battles of the early 1880s, retaining all their old dash and fire although their spears and Remington rifles were no match for the hard-hitting Martini-Henry rifles of the new Egyptian Army. During May 1896 Kitchener consolidated his position at Akasha, bringing up more troops and improving his communications so that by the end of the month the railway line stretched 64 miles from Wadi Halfa and was only 25 miles from Akasha. Then Kitchener sent a force of Egyptian and Sudanese soldiers with British Maxim gun teams by both the river and desert routes to pounce upon Hammuda and his 3,000 tribesmen at Firket, 16 miles upstream from Akasha. With secrecy, silence and perfect timing, the force surprised the Dervishes at 5 a.m. on 7th June 1896 and, by 7.50 a.m. after very hard fighting, had completely beaten them taking more than 500 prisoners and killing or wounding over 1,000 men.



---oo0oo---

## PROBLEM OF THE MONTH - by Gerry Upton.

What of the existence and organisation of sappers and engineers in the armies of the smaller States such as Sweden, Denmark, Baden, Bavaria, Saxony, etc., especially regimental sappers. I assume they existed, but I do not have any concrete indications that they did. I find that sappers tend to give an advantage to the French on the field of battle.

---oo0oo---

## ANSWER TO PROBLEM OF MONTH (October 1976) by P.Bishop

I wonder if Mr. Clifford in Problem of the Month has any Spanish troops, if so, in the Blandford Military Uniforms of the World is a diagram of the Standard of the "Soboya" Infantry Regiment.

---oo0oo---

Defensive war does not exclude attack, just as offensive war does not exclude defence, although its aim is to force the frontier and invade the enemy's country.

"Napoleon's War Maxims"

---oo0oo---

## RULE OF THE MONTH:

The orders written for the cavalry at the start of the game-move must define the specific unit they are to support, thus "Support Imperial Guard", in the event of that unit being charged, the cavalry (providing they are facing in the right direction and that there are no friends or enemy troops between them and the supporting unit) may counter-charge. Before charging, there is a time lag of 3-inches deducted from the cavalry charge-move to represent the time taken by the cavalry commander to give the necessary orders.

---oo0oo---

## QUIZ OF THE MONTH:

1. What was the date of (a) Salamanca; (b) Plassey; (c) Modder River and (d) Taku Forts?
2. Who commanded the Light Division at the Battle of the Alma?
3. Who formed the "Thin Red Streak tipped with Steel"?
4. Who commanded the successful British force at Ghuznee in August 1842?

ANSWERS ON PAGE 26

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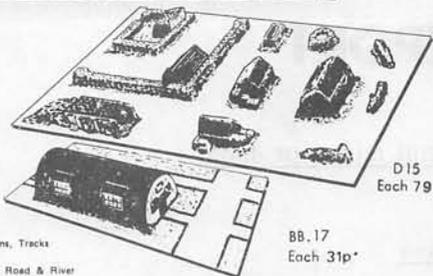
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- D4 - Twin 88mm Gun Position
- D5 - Fighter Dispersal Bay
- D6 - 75mm AT Strong Point
- D7 - Ambush
- D8 - Fortified Beach Position
- D9 - The Ravine
- D10 - Roman Marching Fort
- D11 - Three Nissen Huts
- D12 - Ancient Hill Fort
- D13 - ADW Log Fort
- D14 - British Civil War Star Fort

Above items 79p

- A1 - Row of three French style houses in low relief

- B1 - British Artillery Position & Mortar Pit
- B2 - German Artillery and Self-propelled Gun Position
- B3 - Two Bunkers plus one in ruins
- B4 - Seven Emplacements
- B5 - WW1 German Trench System
- B6 - Revetted Breastwork - Napoleonic
- B8 - Circular Emplacements (Lge & Sml)
- BB10 - Two Cottages in ruins
- BB11 - British Pillbox and Dig-out
- BB12 - Encampment of 12 Bivouacs
- BB13 - Tank Traps (5 double rows of 6)
- BB14 - German Pillbox and MG Position
- BB15 - Two Revetted Earthworks

Above items price 31p

- BB16 - War Game Bridge (2 bridges - one destroyed plus planking)
- BB17 - Nissen Hut in natural setting
- Ww1 - Six Lengths of Walling 4" long
- Ww2 - Three Lengths Stone Walling 9" long
- Rv1 - River Bridge - three span
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# BATTLE REPORT

BJORN'S VIKING RAID TO THE COAST OF GAUL

by

David Barnes



The Gaulish sentries stirred uneasily and peered into the swirling mist which an onshore breeze was beginning to move. There were three of them perched on the small promontory, among the rocks. They looked from time-to-time back down the path towards their village. They could see 60 paces at the most.

Suddenly an unmistakable sound crashed through the cold drift. The roar of the beach pebbles as a boat was run ashore over them! Then almost immediately afterwards another! Scraping sounds, a clank - the sentries stayed for no more! As one man they leapt down the rocks onto the footpath and raced to warn their families and friends. The Vikings had landed!

Bjorn leapt to the shingle as old Ake skilfully steered the Wave Dragon up the beach, timing the breakers to stand the boat well. Seconds later Olaf has beached Sea Snake alongside them. Waving the more lightly armed Sea Snake's crew to advance Bjorn drew his treasured sword, Brain Biter, motioned the Wave Dragon's crew after him.

The Sea Snake's men heard the slap and thump of bare feet some way ahead and one of the few archers, Hake Keeneye, ventured a shaft in the general direction of the sounds. He was rewarded by a yell of pain! Olaf roared the warcry "Thor Julf!" no use creeping now, the faster in the better! The Shield brothers surged forward and past a figure writhing with an arrow in his thigh. None bothered to swing sword or axe in his direction, there were probably able bodied warriors ahead to deal with unless they hurried!

The Gaulish sentries, lent wings by their comrade's fall yelled as they ran and beat their shields with their spears. They did a brave thing by running left handed away from the track to another that led by a small bridge over a stream. They hoped the Vikings would follow them into the mist and give their countrymen at least more time to arm.

In the village the chief and his companions raced out to the horse stables. The companions harnessed their steeds as fast as they dared so as not to alarm the horses too much. The chief had almost scrambled into his chariot before his charioteer had finished yoking the horses to the pole. The young warriors hefted their small round shields and light spears their eyes blazing with the prospect of battle. "Out! Out!" yelled the chief saving his sword towards his mature warriors who sprinted through the village gate their long swords up, their white shields and complicated designs beginning to glint in the weak sun that was soaking up the mist at last. "Line the walls!" roared the chief to the youngsters and "Come on! Ooof!" as the chariot leapt forward and he had to grab the rail to stay aboard. With a rumble and roar and whine of the axle the chariot, and attendant mounted companions, swung through the village gate in the wake of the sword waving main force.

Seeing the Gaulish defence rapidly developing Olaf called on his six missile men, three slingers and three bowmen, to fire a volley and then led his group with a yell onto the turf wall, heaving a volley of spears before them. Bjorn rapped out "Boars head! Axes in front!" Thorvald and his brothers had other ideas! Thorvald had been biting the rim of his shield, snarling and began to foam at the mouth. His two brothers seemed to catch the berserk mood and, flinging off their mail they flung themselves towards the Gaulish chariot and horsemen who had swung wide around the village perimeter wall to fall on the heaviest armed Vikings.

This onslaught was too much for the chariot horses who made off in an oblique passage movement to their right in spite of the cursing charioteer standing on the pole wrestling with the reins. The charioteer did not curse much longer as Thorvald split his head to the teeth. The Gaulish chief jumped down as his horses dropped before berserk hacking, in time to head his main force into the Boar's Head. The wave of Gauls broke on the mailed close rush of the Vikings whose two-handed swords and axes did red work. One or two Gauls were seen desperately flailing with long swords bent by their efforts!

The young Gauls in the village were falling back. Their small shields and light javelins being no match for even the Sea Snake's lighter armed men.

The battle was almost over. The Gaulish chief was led away by two of his men and the others remaining went over the far wall of the village. The Raven banner fluttered in a growing glow as the huts were looted and Bjorn stood in the centre of the village, Brain Biter redly wet waved skywards as he shouted his thanks "Odin!"

David Barnes (Bjorn) actually beat Timothy Barnes (Gaulish Chief) for once. The figures were Minifigs Vikings and some Greenwood and Ball Saxons against a village full of Minifig Gauls. The greensward was by Riko and the rules Wargames Research Group, Fourth edition.

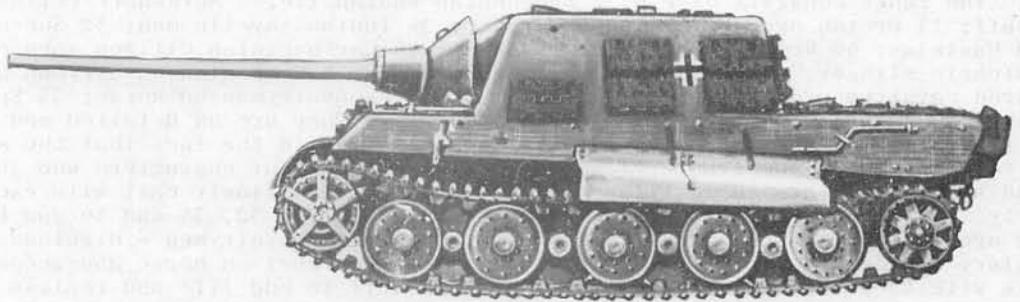
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# MUST LIST

Whenever I inspect a new range of HO/00 scale Airfix plastic wargames figures I discern a renewed assurance that, were there not such a remarkable availability of other commercial figures, the wargames world would as enthusiastically greet and appreciate these little plastic masterpieces just as they did in the old days. That outburst was prompted by their latest box of World War II Gurkhas - 48 excellent 20mm figures at about  $\frac{1}{2}$ p each! Wearing shorts and the familiar wide brimmed style bush hat, they come in the following variety of positions - laying down firing 3; crawling 3; kneeling firing 4; kneeling with kukri 4; firing Bren from hip 4; advancing firing SMG 4; advancing with kukri 4; advancing with bayonet fixed rifle at the ready 4; advancing with rifle and kukri 4; standing firing 4; charging with bayonet fixed rifle 4; marching with rifle at trail 3; wounded 2; officer with pistol 1.

Just a single box of these, a box of Japanese infantry, some lichen moss to make a scattered jungle style terrain and the mind boggles at the realistic small-scale conflict that could result.

Nothing is more pleasing than to be able to devote a large part of this feature to the latest releases of wargames figures because they are really what it is all about. You can wargame with little squares of printed cardboard or blocks of wood, but nothing approaches the look of a scenically well constructed wargames terrain over which manoeuvre armies of well designed and painted figures. And, as has been stressed in at least two other places in this issue, the wargamer just does not realise how lucky he is to have such a vast selection of first-class figures at his disposal and all those reviewed this month, although quite outstanding in their respective fashions, are but part and parcel of ranges that have gone before and that will come in the future designed and produced by professionals. First I received a box of the now expected monthly output from MINIATURE FIGURINES so I will begin with them. They include re-makes of their P.B. Ancient range of Macedonian and Punic War figures, bringing them up to the standards of other ranges (for those enthusiasts who wish to bring armies up to strength with old figures, Miniature Figurines will not discontinue them for a three month period). With considerable justification, Neville Dickinson and Ron Miles both believe that these figures (by a new designer) are out of the ordinary and, on inspection, I would agree with them. The range consists of P.B. 2 Macedonian Phalangite; 9 Mercenary Peltast; 12 Rhodian slinger; 13 Staff; 14 Cretan archer; 27 Indian archer; 28 Indian javelin man; 32 Successor Phalangite; 39 Roman Hastatus; 40 Roman Princeps or Triarius; 44 Carthaginian Citizen spearman; 49 Libyan spearman; 52 Balearic slinger; 56 South Gaulish swordsman; PBC 4 Companion cavalryman on horse; 25 Persian armoured cavalryman on horse; 45 Cathaginian Noble cavalryman on horse; 55 Spanish Medium cavalryman on horse and 54 Spanish Light cavalryman on horse. They are as detailed and clean as any castings I can ever recall seeing and if I have any criticism it lies in the fact that the shields are separate and have to be fixed to the figure (I am one of those impatient characters who just hates having to muck around sticking things on to figures!). All of them are finely cast with exceptional detail, particularly facial. I was particularly taken by PB 2, 9, 14, 32, 34 and 56 and PBC 45 and 55. Then there are a group of individual Personality Napoleonic cavalrymen - Highland Colonel on horse; Line artillery officer; Horse artillery officer; Guards colonel on horse and Second Rank Guard Lancer. As always with these "extra" figures that serve so well to add life and realism to our armies, all are good, particularly BNC 18 and 20. Of course their horses are the usual beautifully cast and clean steeds that really look like horses, waiting to be ridden.

Also in the package was another "accessory" - a Flying Ambulance of the Guard with two horses. I have not properly made this up, only rested the pieces on each other but that sufficed to show me, even in its silver cast state, that, when properly put together and painted it will be a little work of art.

Last but not least is a small but high-class selection of 15mm Ancients, all with that incredible amount of detail that Pete Manning manages to get into these small figures, particularly the horsemen who, perhaps because they are a little larger, seem to me to look better in this scale than do the infantry. The range is composed of Sassanid Light cavalry; Sassanid slinger; Roman German Guard cavalry; Hun Command Strip and Huns Light cavalry. Finally there is a pleasant little 15mm American Civil War Parrot Gun, a beautiful miniature representation of that well-known field piece of the war which features so prominently in all battle accounts and literature. All-in-all, a most stimulating collection of figures and if MINIATURE FIGURINES (and indeed the makers of the next figures to be reviewed) are trying to whet my appetite and tempt me into new fields then it has taken the greatest degree of will power to resist them!

Last month I mentioned the new HINCHLIFFE range of FOREMOST MINIATURES, since then I have seen the figures themselves and have more information about them. Most wargamers have gazed with some awe and admiration at Hinchliffe designer Peter Gilder's wargames armies, noted their exquisite painting and also the unique manner in which he incorporates within a unit odd figures of different styles and in unusual positions. Adding colour and originality to his armies and bringing them to life, these "special" figures are conversions of standard ranges, one-off pieces not commercially available. However, with the idea of making such figures generally available, Peter has designed this new range. Personally, I find them most pleasing and quite exceptional in their style and positions. The Napoleonic figures centre around the Battle of Waterloo and are linked with outstanding incidents from that battle. For example, one of the most colourful aspects was the charge of the Union Brigade with the Highlanders going forward with them holding on to the stirrups of the Greys. Hence we have seven Highlanders in a most attractive range of positions - charging, holding onto stirrup, falling wounded, casualties, the remainder with hats blowing off, lunging with bayonets and officers charging. To be released at the end of this year, the accompanying Scots Greys, with troopers charging, falling wounded, bareheaded troopers, officers, trumpeters, officers firing pistols, etc. The horses are charging - stretched out, gathered in, rearing up, with head up and walking. Of course, this has great possibilities for the diorama maker who could well aim at reconstructing Lady Butler's famous

painting (but he might have a job to simulate the manner in which she has managed to get every horse in the painting without a single hoof on the ground!) The French Imperial Guard came well into the picture at Waterloo, the Old Guard charging at the end of the day and the Young Guard fighting off the Prussians in Plancenoit. Thus Peter has turned out 9 Old Guard - Grenadier charging, marching, falling wounded and walking wounded (the latter is a lovely little bareheaded figure shambling along with a crutch, one foot off the ground). Like the Highlanders they almost look as if they are breathing and liable to charge across the table-top in front of you and the air of Gallic arrogance in the officers bearing has to be seen to be believed in such a small figure. There is an Old Guard pioneer, complete with apron and axe who, when painted up and at the head of a regiment could turn that formation from a mundane collection into a group for whom the dice will automatically return regular sixes! There are Old Guard chasseurs, charging, at rest and an officer. The Young Guard are also lively figures, consisting of voltigeurs charging, at rest, kneeling firing with two Young Guard officers, one charging and a field officer. I have but one complaint about these figures which was the first reaction of my son when seeing them standing on the table - they are even larger than the normal Hinchliffe figures which tend to be a little bigger than those of other manufacturers purporting to be in the same scale - these FOREMOST figures match up with the 30mm figures that I have in other periods and indeed with the "large" 30mm Napoleonic of the Stadden range sold by Tradition. Seemingly Peter intends them to be FOREMOST both in name and appearance as they will certainly stand out in every aspect including size from the figures around them! Finally the range includes an item which will bring tears of joy to the eyes of members of the Pike and Shot Society - a heavy Renaissance gun (at £1.25p) and Landsknecht gunners as they were at Pavia in 1524. This is a quite brilliant little tableau - the gun with its massive bound barrel and huge studded wheels surrounded by five gorgeously appparelled crew - a gunner sighting the gun, a gunner with quadrant, gunner with rammer, gunner manning gun and an officer. Painted up and suitably mounted I imagine this could well fetch a good price in a military antique shop - certainly it would be colourful enough to attract monied tourist. It is always exciting reviewing figures and even moreso when they are a new range that displays a style and characteristics which, from their very inception, enable them to have no doubts whatsoever about their parentage. Is there no end to the talent displayed by this man Gilder? Oh, and I quite forgot to mention an astonishing point in this day and age - the price of these figures is no more (in fact it might well be less!) than existing ranges - foot figures and cavalry riders are 9p each, horses are 12p. They sell by direct mail only and all P.Os and cheques crossed and payable to Foremost Miniatures and add 10% to all orders below £5.00p value for postage and packing; orders £5.00p and above post free and all overseas orders add 20% for postage and packing (surface delivery).

Future plans for the FOREMOST range include Voltigeur, firing; Voltigeur, loading; Fusilier, charging; Fusilier, charging, bareheaded; Fusilier, lunging with bayonet; Fusilier, falling wounded; Grenadier, charging, Grenadier, charging, hat blowing off; Grenadier officer, charging; Grenadier officer, loading pistol; Fusilier, sitting wounded; French Line Lancer; French Line Cruirassier; French Line Carabinier; French Line Dragoon; French Line Chasseur; French Line Hussar; French Guard Hussar; French Guard Grenadier; French Guard Dragoon and French Guard Lancer. Finally, it might be appropriate as a means of explaining the purpose behind this new range to quote the manufacturer's own words:-

"Although these figures are designed to give the wargame table (or the diorama) the variation and excitement so often lacking many of them are designed to be used in the conventional 'block' units. To 'sprinkle' those units with the bareheaded, or lunging figures, etc., will bring them to life in the manner so often admired in the armies of the designer Peter Gilder."

Our specific personal interest in the smaller figures used on wargames tables obviously tends to divert our attention from other aspects of model soldier collecting. As one whose interests are almost singularly devoted to wargaming and miniature figures, I am brought back to this other world when I see some of the quite magnificent dioramas and models that are displayed at exhibitions and conventions or, as in this case, when the unpainted kits arrive here for reviewing. As I dictate this, in front of me are a collection of 54, 75 and 90mm pieces from HINCHLIFFE MODELS LIMITED, which even my untutored mind tells me are beautiful works of art and I am sure that all responsible at Meltham allow themselves a justifiable glow of pride. In 54mm scale, the "Equipment Range" is embellished by a French Napoleonic Larrey light ambulance (£4.17p). Devised by the famous French military surgeon Dominique Jean Larrey, this light or flying ambulance, small and crude as it was, represented one of the earliest attempts to provide some form of specialised transport for the wounded and should make a fine exhibition piece when completed. There are two harnessed horses (each £1.60p), a lead horse and a wheel horse (rear horse for shafts), complete with harness and all accessories. Then there are two figures - a Napoleonic Driver of train to be seated on the lead horse and a French Napoleonic Driver of train, standing. Both are well made figures, quite up to the standard of the remainder of this fine piece and will certainly look most effective when assembled and painted - each driver costs £1.48p.

In a recent Newsletter I had the pleasure of reviewing the first of the Jarvis range of 90mm figures and expressed the view that if they were first efforts we should look out for the future! Well, Dave Jarvis has maintained the high standards he has set himself by his latest Highland Private of the 42nd Regiment at Waterloo 1815 (£3.50p). Having written a book about the 42nd (The Black Watch) I have a very soft spot for them and I must cast around for one of my talented friends who can assemble and paint this figure for me in return for such mundane material as money. Finally, Julian Bernassi has turned out yet another superb 75mm figure - a Chasseur-à-Cheval of the Guard 1805-14 (£6.83p). Julian seems to have ironed-out some of the earlier quirks which appeared to disturb figure reviewers (much more qualified than me to be disturbed) and this figure should make up into something quite sensational. I unpacked it and laid all the pieces in front of me - two parts of the horse, its head, the body of the man, his head, stirrups, reins, swords, etc., etc., and marvelled not only at the talent and ingenuity of the man who made the initial model but also spared an admiring thought for the talented hobbyists who will rush to buy this figure, gloat over it as they unpack its pieces, and then, after careful consideration and thought, assemble it with delicate fingers in a manner of a surgeon carrying out an intricate operation. Oh what it is to have talent!

Gleaned from other sources are a few pieces of slightly off-beat information which might be of value to some members. For example, at THE PAPER SOLDIER (Barbara Newman and Jonathan Newman), 8

McIntosh Lane, Clifton Park, New York 12565, U.S.A. can be obtained paper soldiers by Imagerie Pellerin, G.Silberman, G.Fischbach, McLoughlin Brothers and Jean Auge. Also new paper soldiers of the Spanish Army circa 1910 published in Spain; a set of 8 sheets at \$10.00. A new reprint of Silberman, Sheet 24 - Armee Francaise, Grenadiers de la Garde Imperiale from an original black-and-white print of 1856 is available at 50c or 3 sheets for \$1.00. Then TREVIS LIMITED (D.Seal), 19 Woodbastwick Road, Sydenham, London SE 26, England, have produced pictorial cards of four different military models painted by Britain's foremost modellers. The first four cards are Elephant Gun (German Tank Hunter) World War II Diorama by Dennis Green; French Heavy Cavalry (1794-1803) by Jim Booth; Lancer of Berg (1812-1815) by Max Longhurst, and French Carabinier Trumpeter in Imperial Livery (1815) by Graham Brown. The cost is 15 pence each (about 27c) or 4 for 50 pence. The painted figures and photographs are well done.

The Sales List of the NATIONAL ARMY MUSEUM contains many items likely to interest wargamers and military collectors, including books, records, models, postcards and plates, etc. One of their latest productions is a series of picture-postcards CRIMEAN HEROES, taken from original wet-plate collodion photographs by pioneers in this field. It is all too easy for us to lapse into a state of mind where soldiers are miniature faceless anonyms of metal or plastic - how much more realistic our games become if we can visualise the real-life men who made up the armies that we slaughter so lavishly on our table-top terrains! At 5p each, these cards depict bearded warriors, their faces lined with the stress and strain of the hazardous days they had spent before Sebastopol - take a long look at Sgt. Major Mathew Bailey of the 1st Royal Regiment of Dragoons, who undoubtedly took part in Scarlett's charge of the Heavy Brigade at Balaclava, or Piper David Muir of the 42nd Royal Highland Regiment of Foot (the Black Watch) who almost certainly was at the head of his regiment as they followed Colin Campbell up the slope at the Alma, or Sgt. Major Edwards and Colour Sergeant William McGregor of the Scots Fusilier Guards both were at Inkerman - the Soldier's Battle.

In this issue is a very welcome advert from EAGLE MINIATURES whose 54mm castings have been mentioned before in these pages (after seeing their fine figures at the Model Engineers Exhibition). In the same way as Alan Caton is doing for TRADITION, EAGLE MINIATURES are pleasingly providing sets of figures to make up into dioramas of well known military events, in this case the famous painting by W.B.Wollen R.A. 'The Last Stand at Gandamak'. This is the epic retreat from Kabul in 1842 when the last men left of the 44th (reduced to 20 muskets and 2 rounds apiece) made their final stand, six or seven being taken prisoner and the rest slaughtered, Captain Soutar was a survivor with the regimental colours wrapped around his body in an attempt to save them. An unusual and interesting military period that could be well adapted with these figures to Individual Skirmishing.

From ROSE MINIATURES (15 Llanover Road, Plumstead, London SE18 3ST) comes additions to their range of 30mm Napoleonic - this time it is THE ALLIES IN FIGHTING DRESS - Bavarian officer, drawn sword; Bavarian drummer; Bavarian Standard Bearer; Prussian Officer, drawn sword; Prussian drummer; Prussian Standard Bearer; Russian Guard Officer, drawn sword; Russian Guard Drummer; Russian Line Standard Bearer; Russian Guard Standard Bearer; Saxon officer, drawn sword, Saxon Drummer; Saxon Standard Bearer, Wurtemberg Officer, drawn sword; Wurtemberg drummer and Wurtemberg Standard Bearer. This long established firm rarely blow their own trumpet and probably do not get the undoubted credit they deserve as a result, but their figures (20; 30 and 54mm) are always well-cast and bear a characteristic individuality that is pleasing.

Finally, to please the Individual Skirmisher and bang up to date for the film (in production) A BRIDGE TOO FAR, comes the latest AIRFIX 1:32nd scale German PARATROOPS, closely following the HO/00 German paratroops recently introduced. Twenty-nine finely moulded pieces are included in the pack and all have good character detail. They come in a variety of poses, with figures in a lying position, kneeling, standing and running. Full painting instructions are given, with colour illustrations of the uniform, helmet and insignias. There is also a brief history explaining how the German Paratroops played a vital role in Hitler's successful campaigns of 1940. With the introduction of this new set, the Airfix 1:32nd scale figure range now has a choice of 20 subjects, all retailing at 62p.



"I thought that you would appreciate a note from the other end of the world letting you know that wargaming is alive and well in Melbourne. There are about ten clubs in Melbourne and two companies are producing figures out here so things have been looking up. I am secretary of the Frankston Wargames Association and we have decided that '77 is the year for wargaming.



My real reason for writing is to contribute to the magazine with a tournament system which we used recently for a Napoleonic (or Wellingtonian) tourney. It was basically a round robin idea with eight contestants. In seven rounds each player played each of the others once. The points system for armies was - Infantry = 1 point; Light cavalry = 1 1/2 points; Heavy cavalry = 2 points. Guards are 1 point per figure extra. Battles were fought with 400 point armies plus 3 artillery pieces. Terrain was set up with three objectives, one reasonably centra and one on each side of the table favouring each army. We used tables of about 8' x 5' size and using Charles Grant's Napoleonic rules we found that a ten bound game was enough to give one or other a victory. At the end of ten bounds each side counted up the points left on the table. (Routed or disorganised troops did not count and artillery was counted as 50 points each. Captured guns were 30 points). The difference in points between the armies was calculated and 10% of this number was awarded to the player with the higher amount. To this 10% was added 5 points for each objective held, 2 points for an untouched unit and an extra 10 points if one side held a complete half of the table. When the totals were collated the result was something like 25 to 5 or a more even match would be something like 12 to 7. (I managed to be beaten once by 53 nil - Oh well the game's the thing!). We kept the terrain simple with objectives such as a hill, a farmhouse and a bridge or the like. We used it for a Napoleonic tourney but I do not see why it could not be used for any period.

# LETTERS

"I thought your readers might also be interested in a little news of what is happening in New York City. There has been an explosion of shops. Just six months ago The Compleat Strategist, located at 11 E. 33 St., opened. A spacious store, the Strategist specialises in wargaming, with an extensive line of board games and miniatures, including Mini-Figs, Grenadier, Custom Cast, GHQ micro armor, and an excellent range of fantasy figures, Dragon Tooth Miniatures, produced by a New York designer. The staff is friendly and knowledgeable. On Thursday nights they hold an open house where you can come in and find other gamers to play with.

Right across the street, Polks Hobby Shop on 5th Avenue and 32<sup>nd</sup> Street has begun to carry war-games figures, Hinchliffe to be exact. Another good reason to drop into this landmark New York hobby store. Further uptown, at 48 E. 50th St., Sky Books, the American distributor for Skytrex, has opened a much expanded store with an extensive line of books, board games, and Garrison figures. All the way downtown is Battleground Games Ltd., at 71 Bleecker St., which only opened a couple of months ago. They carry many board games and miniatures, including naval miniatures and spaceships. In addition, for a nominal fee you can spend a day there playing games with whoever walks through the door, just like a chess house. You can also rent many games to play there. Very convenient if you want to check out a game before buying it.

There are three or four active wargames clubs in New York. You can find out who to get in touch with at any of these stores. I hope this helps any wargamer planning a trip to New York to make contact with other gamers."

J. Facciolo of New York, U.S.A.

---oo0oo---

"I am sorry to see quoted in your October Editorial Ian Beck's denunciation of my review in "Slingshot" of the 5th Edition of the W.R.G. Ancient Rules as "scandalous" etc. I got in touch with Ian when those comments appeared in "Norseman", and he accepted that he owed me an apology for them, which he kindly had put in its September issue. Naturally, we still disagree about the merits of the 5th Edition itself, but the other matter has been settled amicably between us, and I was disappointed to see it raised again.

I was particularly pleased to see the article on "Soviet Infantry in the 1970s" in the same issue. Recently, you seem to have included a goodly proportion of articles on periods like modern, colonial, and 18th century Horse and musket, which are comparatively neglected elsewhere. While I agree with some of your earlier correspondents this year that periods like the American Revolutionary War and the Seven Years' War do not have the same mass appeal as, for example, Napoleonic, it is very nice to see the Newsletter doing something to redress the balance."

John Norris of New Barnet, Herts.

---oo0oo---

"You may remember me stating, a few years back, that I had given up wargaming for "moral" reasons. Well, as you can see, I am still here. I think now that the main reasons for me becoming despondent were my attempts to write realistic rules, not fully realising that this was impossible, or even desirable. Anyway, I have had a long time to think about wargaming, particularly in the field of Morale rules.

Apart from thinking for two or three years, I have been trying to settle on a period in which to "fight". I finally decided upon the American War of Independence (having been to the excellent 1776 Exhibition at Greenwich). Unfortunately, it seems that only one manufacturer makes metal figures for this period in the positions I want - and I do not feel like paying 10p each for them. Why doesn't somebody make good plastic figures in the basic positions ("advancing", etc.), I am sure that they would sell well simply because they would be cheap. (Another advantage lies in the fact that plastic figures, mounted on heavy metal bases, would be more stable than metal figures, this obviating the need for "stepped" hills and the like).

On another point, I went to the Convention in Hull last week and I thought it was poor. The organisers never seem to learn from previous events. The basic fault was that the rooms were too small. Why are these Conventions not held in a permanent centre, say London or Birmingham? What happens if a team from Scotland (say) win the thing? I hope that somebody has the ability and the influence to get things organised."

R. D. Prosser of Coventry.

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"I have just bought your book "Skirmish Wargaming". The rules are well thought out and easy to use. I almost decided to put off using them when I found out the price of the percentage dice, \$3.00!! Its outrageous! (I did buy a pair anyhow). In the back you had figure sources and ideas. For the Vikings, 850 AD and English Archers in France, you do not seem to have thought of the excellent range of hand-painted 54mm figures by Elastolin. Here in the States there is a company, Kreigspeilers I believe, who have a brand new line of 25mm sailors, pirates and the like to go with "The Jolly Roger".

Two of the scenarios are much too one-sided. For instance, the French Foreign Legion in Mexico, pits 8 legionnaires with muskets against 16 Mexicans, all of whom have a Colt 45. Six of the Mexicans

have either a Sharps or a Henry rifle, both with equal long range and superior short and medium ranges and which can be reloaded twice as fast as the Minies. The Mexicans will be blazing away while the legionaires are still reloading.

The massacre at Isandhlwana 1879 is slanted a bit towards the Zulus. The worst is the First World War Trench Raid. Five men with only five clubs and a revolver among them, against 10 Germans, four in the pillbox with a heavy machine-gun and six more further down the trench, each armed with a rifle, bayonet and grenades - it will be a slaughter. But of course the "cast" can always be changed in any of these. I hope all these comments will not worry you, the book is actually very well done. Elastolin also makes cannons, wagons, mantlets and catapults which could be used for the English Archers in France."

Edward P. Wilson of Connecticut, U.S.A.

---ooOoo---

"It is only seldom that I have a wargame and these are all boardgames nowadays. I can strongly recommend Game Designers Workshop's magnum opus of World War II. So far the war in the East has been covered with "Drang nach Osten" and "Unentschieden", and Norway 1940 with "Narvik". All maps are to the same scale and eventually it will be possible to fight the entire war beginning with the Spanish Civil War, but not apparently with the Italian invasion of Ethiopia. Somehow news of this war and its interesting sequel in 1940-41 does not seem to have reached the U.S.A. The next game in the series is the Battle of Britain and the Balkan theatre is also under consideration. "Narvik" can be played either as part of the larger game, called "Europa", or as a separate game with different rules. The Europa games have moves equivalent to  $\frac{1}{2}$  monthly periods whereas the separate game has moves equivalent to 2 days. This allows for a very realistic game albeit rather one sided as the Orders of Battle used are strictly accurate. There is even a complete Swedish army and air force for the Europa game should any player feel like violating Swedish neutrality.

A couple of years ago I worked for a month in Germany and as an aid to language training began to acquire some books on World War II by German authors. The most interesting series I have come across is one on the Waffen-SS, the Army formations and not the precious thugs of the Death's Head Units who comprised the concentration camp guards and extermination squads and were subsequently renamed Waffen-SS although they were never incorporated in the Army. The first books were by Paul Hausser, the senior Waffen-SS general, on the rise and fall of the force, while the second was the first volume of Division das Reich, which covers the early history of the original division of the Waffen-SS or SS-Verfügungstruppen as they were known at first. One thing I had not realised was how quickly the SS-VT escaped from Nazi party control nor how complete the break with the other branches of the SS was. This was due to the animosity between Hausser and Himmler and the lack of interest the latter had in military matters. On the 1st September 1939, the SS-VT came completely under Army control and SS Headquarters were only responsible for recruitment. Training, equipment and organisation were all along army lines and there was a regular interchange of officers and NCO's between Army and Waffen-SS. They were an elite, of course, but then in any army volunteer units usually are. The unit histories so far published comprise 3 volumes on SS-Das Reich, in this case only as far as Spring 1943 so there are some more to come, SS-Wiking, SS-Polizei, a two volume history of a division of immense character, SS-Nord, Legion Danemark and III (Germanisch) SS-Panzer Korps. The story of the Danish Legion gives the story of the overrunning of Denmark in 1940 and the author, Wilhelm Tieke, shows his contempt of those Danish ministers who sold their country to Germany to save their skins. He has also written an absorbing history of the fighting in Caucasia in 1942-43. This was a campaign which had everything in it, tanks, horsed cavalry, paratroops, mountain troops with mule transport, sea landings and even armoured trains puffing to and fro. Perhaps an enterprising publisher will bring out an English version one day. It would make a welcome change from the avalanche of books on Stalingrad.

Other German histories I have read include Gross Deutschland and Panzer Lehr. The latter division fought against both British and American troops in 1944-45 and Paul Kurovski's book would not sell very well in the States. He respects a brave foe and his highest praise is for the British and Canadian soldiers. At times he is quite scathing about the US infantry in Normandy, particularly about the way some units attacked with their hands up and threw their weapons away when the Germans opened fire. Paul Hausser also has high praise for the British Army and he considers the fight of 1st Airborne at Arnhem to be the supreme feat of arms against the Waffen-SS.

My family and I delved into the World Wars in our holiday this year. We had a quick look at the battlefields around Albert including Sausage and Mash valleys. Later we went to Saumur where we visited the Army Museum and the Tank Museum. The latter is a little disappointing after Bovington but the former is a must for anyone with the slightest interest in military matters. It is located in the magnificent Cavalry School buildings and all visitors are escorted by very keen young soldiers. The exhibits tell the story of the French Army from the Revolution to the Second World War, in which the cadets of Saumur fought so valiantly when the town was attacked in 1940. The castle is also worth a visit if only to see the Museum of the Horse. To cap it all the local wine is excellent, restaurants reasonable price-wise and there are plenty of wine growers whose cellars are open to the public for free samples. We were only there a few days and we are planning a return visit in the near future.

John Risdon of London.

---ooOoo---

"May I correct a small slip in "Talking Wargaming". There seems to be no place in Spain or Portugal called "Coa" it is the name of a river. The action referred to is usually called "the combat of Sabugal." It was a small, but hard-fought attempt by the Light Division to cut off Massena's rearguard, Beckwith, commanding one of the brigades, had to clear up an unholy mess made for him by the then divisional commander, who was as mad as the Hatter! Pity poor Wellington!"

A.H.S.Cocks of West Wittering.

# BOOK REVIEWS

TANK BATTLES IN MINIATURE - 3 A Wargamers' Guide to the North-West European Campaign 1944-1945 by Bruce Quarrie. (8½" x 5½"; 158 pages; 14 photographs; 18 maps and diagrams. Patrick Stephens Limited - £5.95p).

Coming in for review at a time when I was in the middle of writing number 4 in the series covering tank battles in Tunisia, Sicily, Italy and Southern France, this book startled me because the author's concept of the basic subject-matter of these books is rather different to my own when I started the series with "Tank Battles in Miniature - The Western Desert Campaign". Even moreso than in his number 2 in the series concerning the Russian Campaign, Bruce Quarrie has gone way beyond considering only armoured warfare by dealing at considerable length with infantry and other arms, aerial attack and air combat, airborne assault, amphibious assault, beach obstacles and fortifications, naval gunfire support, infantry movement and firepower and infantry support weapons. His approach may be right and certainly the wargamer benefits because he is getting two for the price of one, but it all adds up to the fact that this book is misnamed and should really be called "WARGAMING THE NORTH-WEST EUROPEAN CAMPAIGN 1944-1945".



Everything in the book is of a high standard, clearly described so as to make possible as good a simulation of these stirring days as most wargamers will desire particularly if used in conjunction with Bruce's previous book WORLD WAR II WARGAMING although in many parts they considerably overlap. Nevertheless, it is impossible not to feel that the relatively precious pages of this well produced but slim volume could more than have been filled by even greater in-depth details of tanks, their crews, their style of fighting, etc., etc. As an ex-tankman, I wrote the first in this series purely with the purpose of stimulating interest in recreating armoured operations, and I am continuing to do so in the volume under preparation concerning the tank battles of Tunisia, Sicily, Italy and Southern France. Notwithstanding my earlier words, let me hasten to stress that this is a very good book which forms a respectable part of the series and I am pleased that Bruce has contributed to the strength of a group of books on one subject by having the courage to omit a lot of the basic explanation contained in the first two books - as I have done in the volume under preparation. As Bruce Quarrie is the Editor of the series, that hall-marks and authorises such omissions! In addition to those chapters listed above, the remainder of the book consists of sections on - The European Campaign adapted for wargaming; What it was really like!; German organisation; Allied organisation; Battles of the European Campaign 1944-1945; Terrain and climate; Lines of communication and supply; Tanks and other AFVs used in Europe; Firing tank and anti-tank guns; Points values for armies; Availability of model vehicles and a select bibliography - all-in-all, the purchaser is obtaining good value in 148 packed pages at a price which is, by todays standards, very reasonable.

From OSPREY come the latest quartet in their MEN-AT-ARMS SERIES. In the now familiar style and format they are in every sense as comprehensively informative as the numerous volumes that have gone before. So far as I am concerned, the last two reviewed here are, to me, relatively esoteric in that I know very little about their subject so that I am unable to comment upon their accuracy or otherwise. So I will hasten to state that in all the time that this series has been published, very little adverse criticism has come to my ears and I have no reason whatsoever for doubting the facts so ably portrayed in word and picture.

THE SUDAN CAMPAIGNS 1881-1898 text by Robert Wilkinson-Latham, colour plates by Michael Roffe. I consider this one first because it is currently my great wargaming interest in that I have just completed a large Ansar Army of colourful Jaidia, Hadendowah and Taaishi warriors among others. The author has obviously sifted through large numbers of contemporary prints and photographs to illustrate this book, using many that ably convey the rigours and fierceness of this most typical of all Victorian Colonial campaigns. The eight pages of coloured uniforms will be of the greatest value to the wargamer and, considering the very limited space at his disposal, the author has crammed in a great deal of interesting facts and details.

ROMMEL'S DESERT ARMY text by Martin Windrow, colour plates by Michael Roffe. I know Martin Windrow and I am more than a little familiar with the Western Desert Campaign - this is a combination that enables me to pass an appreciative and critical judgement on this book. Again, the author has not wasted a line or a word and his detailed information about formations, uniforms, etc., make not only interesting reading but are also quite invaluable to the wargamer. From the point of view of table-top reconstruction, this is a sadly neglected campaign which I would hasten to bring to the notice of the wargamer because, in case you have not already noticed, it is virtually a modern reconstruction of the Peninsular War in many ways. Now sort that one out - with the aid of Martin's excellent book!

NAPOLEON'S GERMAN ALLIES (2) Nassau and Oldenburg text by Otto von Pivka, colour plates by G.A. Embleton. In my earlier wargaming days I spent about two years trying to find out details of the flag of the Nassau infantry, finally obtaining it from that doyen of wargaming, Angus Bantock. Here it is in this book on page 32 in all its glory, together with innumerable other facts, figures I would have valued... at the time of forming a battalion of Nassau Grenadiers who still grace my Napoleonic wargames. As always, the eight coloured plates in the middle fill a long felt need and if you ever get around to simulating that most fascinating battle of Quatre Bras, then you are going to need your Nassauers!

SCANDINAVIAN ARMIES IN THE NAPOLEONIC WARS text by Jack Cassin-Scott, colour plates by Michael Roffe. Some months ago one of my teenage son's wargaming friends, having aggravatingly decided to form a wargames army of Danish Napoleonic troops, asked me for details of their uniforms. Rocking back on my heels, I began to search through my rather full bookshelves and, more than a little humbled and abashed, I eventually had to confess that I could give him no information whatsoever. What a piece of one upmanship it would have been if I could have airily produced this book from the shelves and solved all his problems in one go! The Napoleonic wargamer seeking a change from the usual British, French, Prussian or Russian armies might well decide to branch out to smaller forces such as those described in this and the preceding book. To that end these volumes are quite invaluable, both from their numerous coloured and black-and-white illustrations of uniforms, their maps and details of the actions and operations in which these troops participated. If anyone really wants to stretch the rules to the limit and confound all his adversaries then how about looking at pages 6 or 12 of this book and making himself a Norsk Skilobercorps - Napoleonic Norwegian ski-troopers!

All these books sell at £1.95p each and are available from the end of October onwards.

BATTLEGAME BOOK 5 - FIGHTING SHIPS by Andrew McNeil. (12" x 9"; 40 pages. Usborne Publishing - £1.60p).

This is certainly four for the price of one, being a well produced coloured book of facts and figures that also contains the gameboards, the rules and pieces for four Naval wargames! Part of the Battlegame series - each of which contain four combat games, the previous volumes are The Wild West; Knights at War; Galactic War and World War II. This one, briefly yet comprehensively, tells of warships from the beginnings of time to the present day. The full contents of the book are - Early ships; Ships and guns; Man-of-war; From ironclad to dreadnought; The submarine story; Submarines and carriers; Tomorrow's sea war; Timechart; Improving and storing game pieces; Rules and cut-out pieces for four battlegames; The Vikings; Battlegame 1 - Viking raids; The Spanish Main; Battlegame 2 - Silver Fleet; The tactics of fighting sail; Battlegame 3 - Frigate!; The siege of Malta and Battlegame 4 - Battle for the 'Med'. The four boardgames are based on real-life situations and, whilst obviously not of the standard of Avalon Hill or SPI Productions, are interesting and accurate simulations that will be both amusing and instructive to fight. The pages on "Tomorrow's sea war" should be immensely valuable to those go-ahead wargamers attempting to simulate the complexities of up-to-date warfare. But even if you do not use these boardgames, preferring to carry on with your Naval battles using the vast and readily available range of commercially made model ships, then such chapters as "Tactics of Fighting Sail" can certainly bring a greater note of realism in their clear illustrated explanation of such puzzling features as taking the weather gage, raking the enemy, breaking the line, etc., etc. These books are a very interesting fringe wargaming facility and I notice that James Opie, a wargamer with whom I have had considerable correspondence in the past, is the rules editor for this particular volume.

Military history abounds with colourful characters and there are few that catch the eye more convincingly than Prince Rupert of the Rhine, that dashing cavalier cavalry leader of the English Civil War, who later became quite a successful admiral! I mention this because three books on Rupert have recently been published - any or all of them might well be of interest and value to both wargamer and military historian. They are WARRIOR PRINCE by George Malcolm Thomson (Secker and Warburg - £5.90p; pp 238); PRINCE RUPERT OF THE RHINE by Patrick Morrah (Constable - £8.50p. pp 480) and RUPERT OF THE RHINE by Maurice Ashley (Hart Davis-MacGibbon - £5.95p; pp 199).

MODEL SOLDIERS - Airfix Magazine Guide 19 by Martin Windrow and Gerry Embleton. (8½" x 5½"; 64 pages; 56 photographs and 9 drawings. Patrick Stephens Limited - £1.40p).

Elsewhere in this issue I deplored my lack of talent in model making whilst envying those more gifted. But if I was just putting forward excuses for my lack of time or disinclination to take up modelling, then this book could well destroy my excuses! Its purpose is to introduce younger and less experienced modellers to the possibilities of military figure modelling (mainly with 54mm plastic kits) but obviously it serves as a guide to modelling in other materials. The book also suggests conversion ideas to modellers who are already in the hobby but have yet to progress beyond making up the kits as instructed. Written in an easily understandable manner and with very adequate illustrations, the book provides a step-by-step guide to model making which even I can follow. The authors, both extremely well-known and respected in their fields, have selected subjects for conversion that range in period from the Ancient to World War II with a natural stress on the Napoleonic Wars. In many cases they have taken as their bases the kits available in the Airfix 54mm range which, being inexpensive and easily available, prevent it being a tragedy if first efforts are a failure. The recent appearance of Airfix 8th Army and Afrika Korps multipose sets offer up exceptional opportunities for the modeller and converter and if you are considering venturing into this field or are seeking something to divert your teenage son's attention from wine, women and song, you may find this book very helpful - and how can you go wrong at this price?

8th ARMY IN THE DESERT - Airfix Magazine Guide 20 by John Sandars. (8½" x 5½"; 64 pages; 68 photographs and 20 drawings. Patrick Stephens Limited - £1.40p).

The author, John Sandars, is a personal friend who lives in my area and we meet regularly. Often we joke on the seeming anomaly of a retired Naval Lieutenant Commander being an authority on the 8th Army in the Desert! But this is certainly the case and I know of no one in any military sphere who is as expert in his particular field as John is in his knowledge of this elite British formation. If he had written this book before I had written my "Tank Battles in Miniature - The Western Desert Campaign", it would have saved me a lot of research and trouble! But the wargamer using the table-top aspects of my book combined with the knowledge contained in this book will have no excuse for simulating other than a near-perfect representation of war in the Western Desert. Well illustrated, the book discusses the campaign; organisation and signals; tactics; armour; infantry; artillery and engineers; lines of communication; dress; camouflage and markings and then has a most useful chapter on modelling figures and vehicles both for wargaming and display purposes. A well written and highly informative book by an acknowledged authority on his subject.

CONTINUED ON PAGE 26

## LOOKING AROUND

AIRFIX MAGAZINE - November 1976. Contains well illustrated articles such as that by John Sandars on making more realistic models by adding extras; A Modellers' Diary; A report on the 1976 Battle group in action on the British Army's training ground in Canada; new kits and models; News for Wargamers; books for Modellers; letters to the Editor and a great deal on military aircraft.

BATTLEFLEET - Magazine of the Naval Wargames Society - Vol.9: No.7. Articles on the Confederate Torpedo Craft; German Capital Ship Development Designs of World War I; book and magazine reviews and details of forthcoming Naval wargames.

CAMPAIGN (and Panzerfaust) Magazine - September-October '76. Contains articles on the Cortes Expedition (a very interesting in-depth feature); Harold and the Battle of Hastings; Aircraft Carriers; boardgame articles concerning the games Third Reich; Battle of the Bulge; Gettysburg plus reviews of the latest boardgames, book reviews, letters, etc. Rather American but of particular interest if you are a board wargamer.

FUSILIER - The Magazine of the Aberdeen Wargames Society - October 1976. This is the first issue and, sets a standard which they may find hard to maintain. There are battle reports; evaluation of wargames rules under the headings of Accuracy, Authenticity, Playability and Wargame Design; The Battle of Vittoria Refought; Club News and as a supplement, Napoleonic Land Rules of the Society. A good example of what a Club magazine should be.

GRENADIER 1700-1840 - September 1976. Not quite clear as to whether this is meant to be a wargaming or a military magazine! Contains articles on Rules for Napoleonic Wargames; The Battle of Plassey; The Battle of Valcour Island; British Cavalry in Action 1808-1815; Uniforms of the Russian Army 1700-1815; The Brunswick Corps in the American Revolutionary War; a reprint of Captain Nolan's "Cavalry - Its History and Tactics" plus book reviews. There never seems much point to me in reproducing historical accounts of events that have already been published professionally in a larger and more elaborate scale (and reasonably with greater accuracy).

MILITARY AFFAIRS - October 1976. This journal of military history including theory and technology is published for the American Military Institute by the Department of History, Kansas State University. This always contains very academic articles and is probably more suited to the purely military historian rather than the wargamer. This issue contains articles - Rifles and Soldier Individualism 1876-1918; Britain's Chinese Labour Corps in World War I; a new look at Germany's secret military collaboration with Russia in 1922; French Military problems in counterinsurgent warfare in North-Eastern Spain 1808-1813; General James Oglethorpe's accounts and imperial affairs in early colonial Georgia.

MILITARY ENTHUSIAST - Issue No.1. This is not really a commercial magazine, being an experimental issue whose continuation is entirely dependent upon readers support. Basically, it is Alan Watson trying to fill the gap left by the unfortunate demise of Sword and Lance Magazine. His resilience is admirable and deserves support which he should get if future issues could be maintained at this standard. Contains articles on English Civil War Cavalry; Converters Corner; Vegkop 1836 (Boers against Matabele); Provincia Britannica; Boardgames reviewed; Uniforms of the Kaffir War (illustrations); The Japanese Battle of Sekigahara 1600; A Medieval Naval Wargame with rules; Fire-arms of the Napoleonic Wars; The York Light Infantry Volunteers; an illustrated review of the latest figures; review of books and other magazines. If Alan gets the support and can keep up this standard then MILITARY ENTHUSIAST could become a "less glossy" Tradition.

MILITARY MODELLING - November 1976. Packed with tempting adverts, contains well illustrated articles on the conversion of M-113A1 (FS) vehicle; Uniform information; Uniforms of the Month - Bengal Lancers; Modelling Workshop - water effects; Uniforms, Weapons and Equipment of the 95th Derbyshire Regiment of Foot in Central India 1857-59; Readers letters; The Camel Corps and the Gordon Relief Expedition 1884-85; The 17th Lancers in India 1879-1890; Diorama baseboards; a British Medium Girder bridge; The Thracians by Charles Grant; review of the latest books, figures, etc.

NORSEMAN - October 1976 - Magazine of the Northern Association of Wargamers. Contains an article Warlord - rules for one-for-one medieval warfare; controversial and stimulating letter pages; Halifax Wargames Society Campaign; The Battle of Cutlers Hall; an amusing Wargame Report; Minutes of the Annual General Meeting of the Northern Association; The Battle of the Nile; and a figure review.

SIGNAL - No.108. All John Mansfield's bi-weekly newsletters follow the same style and contain all that one needs to know about the latest boardgames, books, films and forthcoming conventions and gatherings. An immense amount of work goes into this and, whilst I do not always understand what it is all about, I greatly admire John Mansfield's industry and enthusiasm.

THE RHINE CONFEDERATE Magazine of the Rhine Confederation Wargames Society - July-August 1976. As good a Club magazine as ever I have encountered, contains up-to-date news of their Society plus some good articles on the British Colonial Army 1800-1900; Council of War - advice on wargames objectives and tactics; report of a Colonial battle between the British and Dervishes plus the latest news on the Saxony wargames front.

SOLDIER - November 1976. The Magazine of the Modern Army, contains useful articles on Military Museums - The Northamptonshire Regiment; Report on a large military exercise in Germany; plus the newspaper style of news of the modern army plus record and book reviews.

WAR MONTHLY - Issue 34. Keeping up its high standards with well illustrated articles in black-

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**FOR SALE:** 25mm Minifigs E.C.W. some painted and AFVs. S.A.E. - P.Bishop, The Old Malthouse, Brimpsfield, Gloucester.

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**BACK NUMBERS WARGAMER'S NEWSLETTER** - November 1968; May 1973 to February 1974 inclusive 20p each or 11 for £2.00p including postage (USA/Canada 50c each or 11 for \$5.50). Back numbers March 1974 to date can be obtained from TRADITION (5a and 5b Shepherds Street, Mayfair, London W.1.) at 35p per copy including postage or FULL YEAR at £2.50p plus 62p postage.

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Rates for classified advertisements on this page are 2p (5c) per word. Send cash and advert to TRADITION, 5a and 5b Shepherds Street, Mayfair, London W.1.

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**WANTED:** A fanatic to seriously play wargames. Have many Avalon Hill games. Contact Bill Myko, Worgret Manor Hotel, Wareham, Dorset.

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The article "Guidelines for Wargames Rules" on p.8 of the August Newsletter, was written by Gerry Upton of Ontario, Canada, to whom many thanks.

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**BOOK REVIEWS:** Continued from Page 24

**MILITARY MODELLING ANNUAL 5** - edited by Chris Ellis. (186mm x 249mm; 128 pages (8 in colour) Model and Allied Publications Argus Books Limited - £2.95p).

Continuing now familiar series of Annuals linked to MILITARY MODELLING MAGAZINE, this one maintains the high standards of the past and will undoubtedly be much appreciated by modellers. So far as wargamers are concerned there is a considerable amount of interest although it is not specifically aimed at this hobby. The contents include large scale AFVs (excellent and stimulating photographs); A Coldstream Guards 1897 diorama; modelling the M5 half-track personnel carrier (useful for wargamers); British uniforms of the Boer War with helpful illustrations, particularly of Naval Landing Parties; Simkin's Indian Army prints with two in full colour and one black-and-white plate; 3rd Baden Dragoon Regiment 1850-1914 with coloured plate and illustrations; 1:76 scale conversion of the M8 howitzer motor carriage (made to measure for the wargamer in the modern period); British Military rail bridges - in 1:76 and 1:32 scales; yet another bridge article - the Callender-Hamilton Bridge, history and modelling details with elaborate plans; BTR-152 Personnel Carrier 1:76 scale model with plans and illustrations; L-33 155mm SP Howitzer conversion; modelling a 4th Light Dragoon Crimea 1854; Prussian Mounted Field Rifle Corps 1808-1815 with coloured plates; John Sandars on Authentic Extras to embellish Model AFVs in the Western Desert - invaluable to the wargamer; Mobile Bailey Bridge development and variations with plans and illustrations; Federal Horse Artillery in 54mm scale for modellers; Jeep Bridging, an unusual use of Bailey equipment - again invaluable to the wargamer with lots of detail; some lesser-known Napoleonic regiments and uniforms, mainly Russian. Stimulating stuff as always.

**LOOKING AROUND** - Continued from Page 25

and-white and colour on Battle of the River Plate; The Crewless Bomber; A Zeppelin menace; Gothic Line; Singapore Guns; S.M.Gs 1914-45. A very good buy as always.

**THE WESSEX** - September 1976. The Magazine of the Wessex Wargames Society which lives up to the high standard of club magazines mentioned this month. Contains well written articles on Infantry organisation in the Horse and Musket period; objective discussion on military books of value to the wargamer; making a wargames table; a visit to the battlefield of Marathon and a complete set of English Civil War rules. All-in-all, a very good issue edited and written with sincerity and authority.

**ANSWERS TO QUIZ OF THE MONTH** (Continued from Page 14)

1. (a) 22 July 1812; (b) 23 June 1857; (c) 28 November 1899; (d) 12 August 1860.
2. Sir George Brown.
3. 93rd Highlanders at Balaclava.
4. General Sir William Nott.

# HOW BOB JENNER DETAILED THE NEW "MATCHBOX" PANZER II AUSF-F FOR THE 21st PANZER DIVISION.



Every military vehicle Bob Jenner makes or assembles is preceded by lengthy research through his vast library of books on the subject.

In the case of the new "MATCHBOX" 1:76 scale Panzer II Ausf-F kit, it led Bob to decide on changing it to an Ro3 Divisional Signal Officer's Tank of the 21st Panzer Division.

## ROMMEL'S EQUIPMENT.

This was the tank which, together with the Panzer III, formed Rommel's main equipment when he landed in North Africa.

The kit comes complete with paint plans and decals for the 10th Panzer Division, 14th Pz. Korps, Eastern Front, Summer 1941 and the 15th Panzer Division Africa Korps, April 1942.

But for the 21st Panzer Division vehicle Bob had in mind, he selected decals from the 'Almark' accessories range.

The kit offers an enthusiast plenty to work on apart from the

obvious "weathering."

Bob searched through his spares box for track link which he fitted as spaced armour for increased front protection.

He also felt the model would benefit from a figure in the tank and this he also supplied from his spares box.

He lifted a corner of the tool box at the rear of the tank with a scalpel to suggest battle damage and cut through the front track guard to achieve the effect of a broken right hinge.

The aerial is made from stretched spru and fitted into a base and swivel bracket that Bob made from 'Plasticard'.

## PERFECTIONIST VIEWPOINT.

He also felt from a perfectionist viewpoint that the aerial guard supports needed to be squared up and trued.

To add realism, Bob drilled holes in the dummy driver's visor with a No. 78 drill bit and also drilled through the moulded tow bracket

so that he could fit a stretched spru pin.

The three jerrycans are 'Armtec' accessories held in position with cotton tied through the engine grille and Bob also added a packing case from a 'Peco' N-gauge wagon load.

He didn't use the Diorama display base or either of the standing figures supplied with the kit. Instead he loaded the hull with Plasticine to give the model extra weight so that the tank would sit down into the track.

## HIGHLY REALISTIC.

The result is a highly realistic model and a fine example of Bob's skill. He's been making models since he was a young boy and has specialised in military vehicles since joining MAFVA (Miniature Armoured Fighting Vehicle Association) back in 1969.

He is now a committee member of MAFVA London Group. New members are always welcome and should contact the Secretary, Gary Williams, 15 Berwick Avenue, Heaton Mersey, Stockport SK4 3AA, Cheshire.

Bob scooped the 'Best of Show' award in the Club's closed championship this year and went on to win first prize in the soft skin class with the same model at the MAFVA championship at Cambridge in July.

And his final verdict on the new "MATCHBOX" Panzer II Ausf-F?

Very good all round. "The moulding is of a high standard" he said and pointed out the exhaust as a particularly good example of the fine detail an enthusiast can expect from this new kit.



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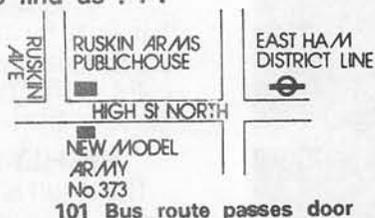
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B13 Highland Inf. Standing Firing	
B14 Highland Inf. Advancing	
B15 Highland Inf. Advancing Rifle Separate	
B16 Highland Inf.	
BC1 Cavalry Officer	
BC2 Cavalry Lancer	
BC3 Cavalry Trooper	
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B18 Officer Firing Pistol	
B19 Infantry Lying Firing	
B20 Infantry Kneeling Firing	
B21 Infantry Standing Firing	
B22 Infantry Advancing	
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B24 Infantry Marching	
B25 Infantry (Punjabi) on Guard	
BC4 Cav' (Bengal) Lancer	
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BZ3 Infantry Kneeling Firing	
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BZ5 Infantry Standing Firing	
BZ6 Infantry Advancing	
BZ7 Infantry Advancing Rifle Separate	
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R3 Infantry Advancing Rifle Separate	
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MED 08  
HUMPHREY,  
EARL OF STAFFORD

MED 09  
RALPH, LORD BASSET

MED 10  
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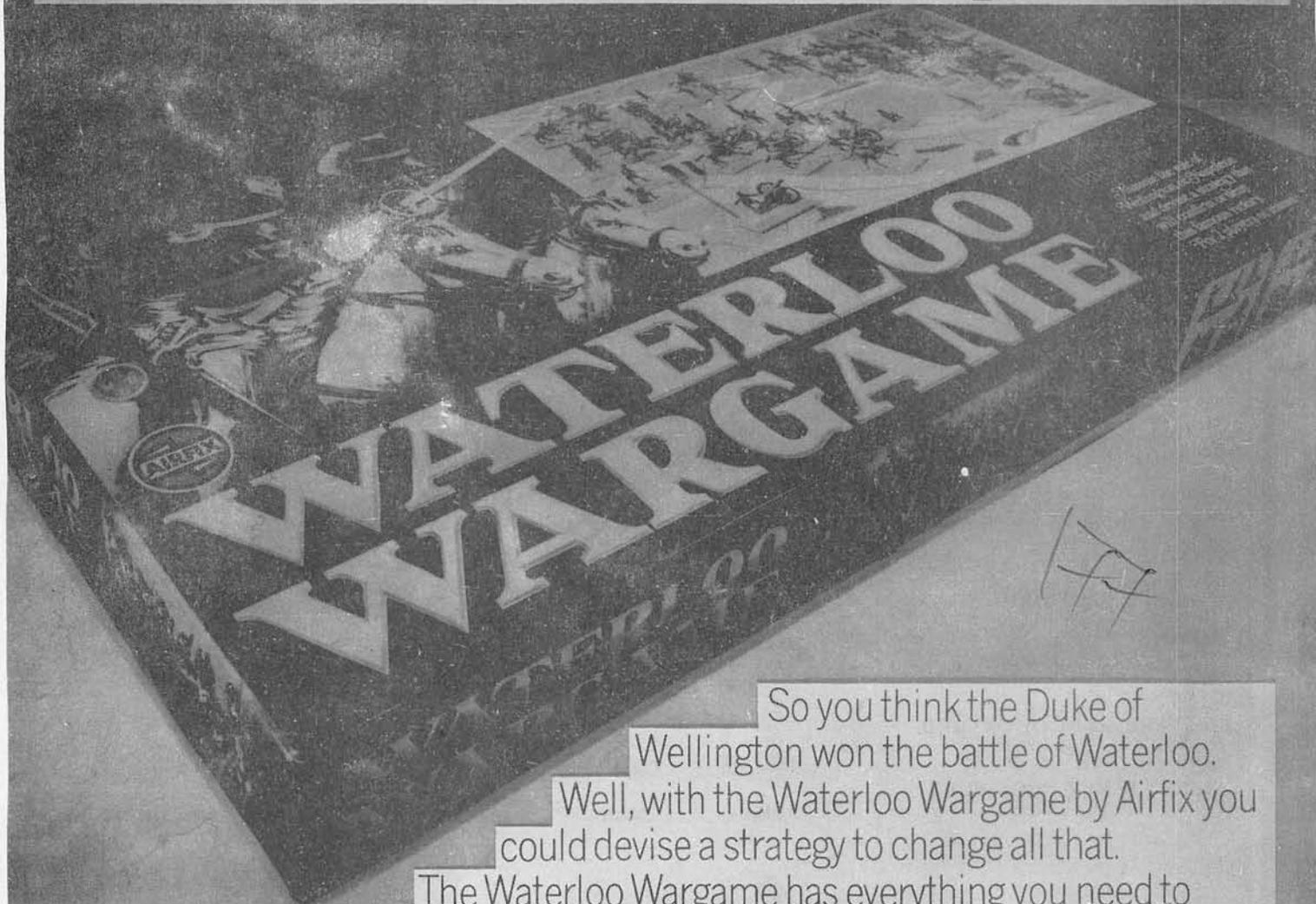
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