

FEB 1968

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WARGAMER'S NEWSLETTER

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EDITORIAL

Wargamers in England who have their ears pressed close to the grapevine will probably have heard rumours of a new wargames magazine. This is perfectly correct and there may still be such a publication although I understand that no definite decision has yet been reached.

In November last I was approached by Mr. Roy Belmont-Maitland of Norman Newton Publications (who put out 'Tradition') and asked if I would edit a new magazine. As I understood the approach, it involved the taking-over of WARGAMER'S NEWSLETTER. John Tunstill, of the London Wargames Club (late B.M.S.S. Wargames Section) had carried out the early spadework and was to be Business and Circulation Manager, but should I not become editor of this new publication, then he was to take on the role, aided by a panel of sub-editors, also from the London Wargames Club.

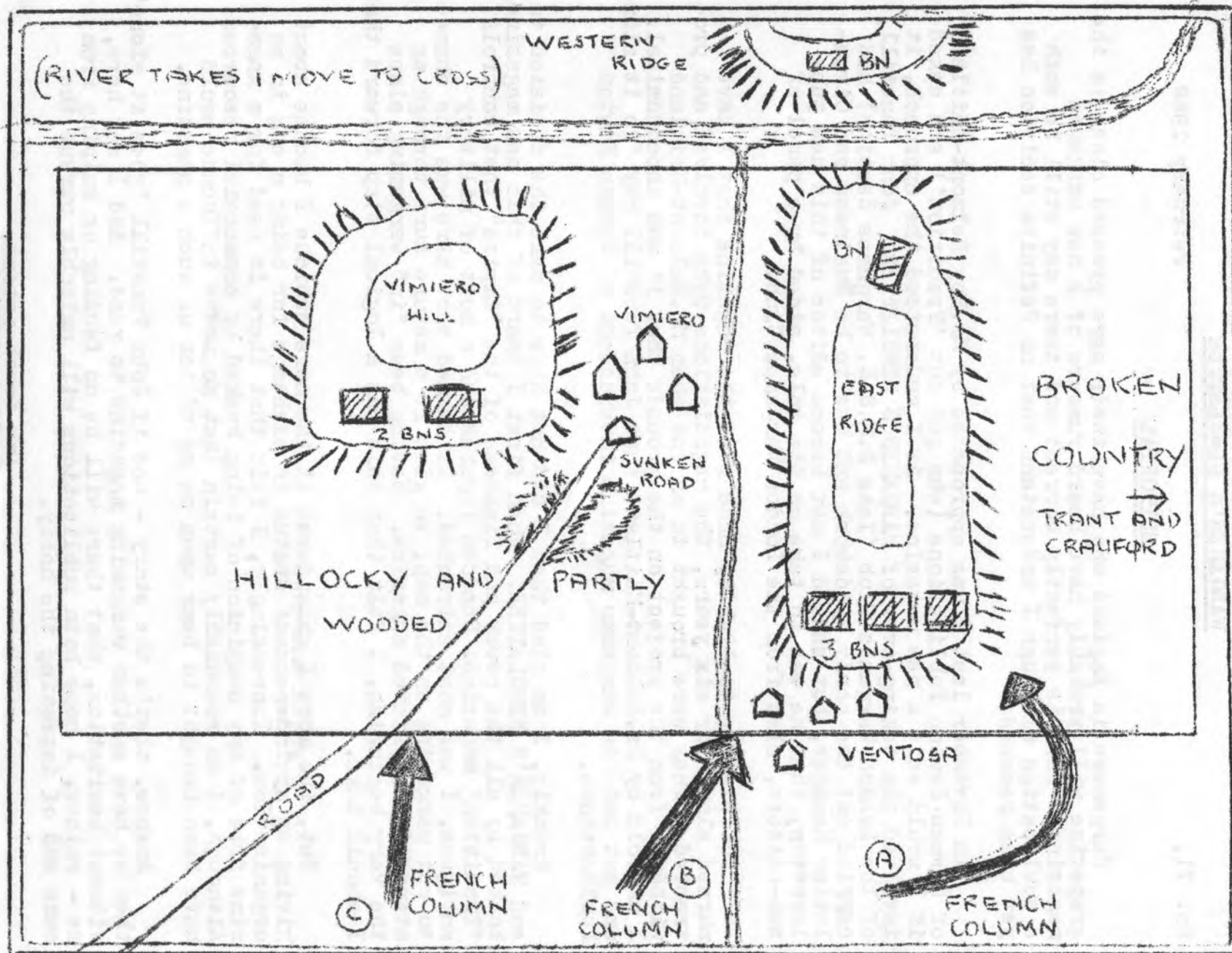
Not wishing to lightly hand over the magazine that I have nursed along for six years, the negotiations were involved and protracted. They were brought to an end when Mr. Belmont-Maitland withdrew from the project on the grounds that it was uneconomical. I am told by Mr. Belmont-Maitland that John Tunstill may "go it alone" and put out his wargames magazine independent of Norman Newton Publications.

Frankly, I am glad that I did not have to make the decision to end WARGAMER'S NEWSLETTER. When first I heard of this new magazine, backed by all the power and finances of the "Empire" that controls 'Tradition' magazine, Stadden figures and a host of military antiques, I was most attracted. It seemed that here was the chance to put wargaming on the map, to give it a mature aura through an attractively printed magazine. Having been "in" wargaming since the very beginning, I felt that this was a logical step forward that I should take.

But, the more I considered it the more dubious I became about giving up my independent status in exchange for being a cog in an organization. Increasingly, I felt that there is need for a magazine free of any suspicion of being backed by commercial resources. Although, I am reasonably certain that no undue influence would have been brought to bear upon me as editor of such a magazine.

Anyhow, that's the story - and if John Tunstill "goes it alone" then we have another wargaming magazine to read. And I say here, without hesitation, that there will be no feuding or sniping from me - rather, I hope both publications will amicably pursue the same end of improving the hobby.

Don Featherstone.



RE-FIGHTING THE PENINSULA WAR - No.3.

THE BATTLE OF VIMIERO 21st AUGUST, 1808.

To cover the landing of reinforcements, Wellesley had marched his army to the mouth of the Maceira River, which flowed north through a defile between two long hills before turning abruptly west to enter the sea. South of this defile lay the village of Vimiero and Vimiero Hill, a round flat topped eminence considerably lower than the two ridges. The country was rugged but infantry and even guns could move almost anywhere except on certain slopes of the ridges in the gorge of the Maceira. To defend the harbour against an attack from the South, Wellesley posted his army mainly on the western ridge. On the night of the 20th of August, 5 and 2/3rds of his 8 brigades were there and 2 more lay on Vimiero Hill with a single battalion posted on the eastern ridges of flank guard. There were 6 guns on Vimiero Hill, 8 on the western ridge and 4 in reserve near the defile between the ridges. At 9 a.m. on the 21st of August the French Army was seen approaching from the east, having turned Wellesley's left. Sir Arthur immediately issued orders which changed his battle array completely. Three bridges from the west were ordered to the far end of the eastern ridge; 1 brigade with 2 guns went to the western end of the same ridge overlooking Vimiero village; 1 brigade joined the Portuguese some distance north of the eastern ridges; 1 bridge and 2 guns remained on the western ridge; and 2 brigades were on Vimiero Hill. The country over which the French were advancing was neither flat nor open but hilly and partly wooded.

Wellesley disposed his troops with riflemen well forward in a heavy skirmish line - it was evident that the French would attack Vimiero Hill first. This they did in 2 infantry columns about 400 yards apart shielded by tirailleurs and supported by field artillery moving forward with them, whilst cavalry protected their flanks. Each of the French columns was composed of 2 battalions one behind the other, the mass was about 30 men broad and extended back 42 ranks in depth. Setting the pattern that was to be followed throughout the Peninsula War, the British line, using everyone of its muskets, wrapped its flanks around the French column who could reply with less than 20% of their total firearms. Unable to deploy from column into line under fire the French finally broke and fled to the rear. Exactly the same thing happened with the second column. All 7 guns accompanying these columns were captured when the infantry fled. A second attack also of two close order columns each composed of two battalions one behind the other, attacked screened by tirailleurs, accompanied by 4 pieces of artillery. One French brigade was identified as Grenadiers. The British artillery, with howitzers firing the new Shrapnel shell took heavy toll of the French and in less than two minutes the first Grenadier column was almost completely destroyed

and their 4 guns captured. The 2nd Grenadier Brigade - cred off to the right towards Vimiero village, keeping to the lower protected ground. Although outnumbered by about 9 to 7, the British in the village fought hard and after some confused and bloody fighting, the French retreated, running the gauntlet between British riflemen who had moved down onto their flanks.

At this point Wellesley ordered forward his small cavalry force in a counter stroke. In a manner that was to be typical throughout this war, they swept forward successfully, charging through a regiment of French Dragoons and galloped on completely out of control until, far beyond the support of their own artillery, they were set upon by forces far more numerous than themselves and almost destroyed.

Two French columns advanced towards the eastern ridge above Ventosa, the first moving to the north beyond the ridge (Wellesley allowed it to go for it would have to negotiate much broken country before meeting Craufurd and Trant. The second column turned west at Ventosa and was composed of about 3,000 infantry with some cavalry and 3 guns - a line of tirailleurs proceeding 3 battalions columns abreast, each column one company, approximately 30 men wide. The British on the ridge consisted of 3 battalions in 3 lines, the first of which were the light companies deployed in skirmish order. There were also 3 guns in support. The French tirailleurs were unable to drive in the British skirmishers who were high up the hill and well settled behind rocks and in depressions and in the same manner as at Vimeiro Hill, the British battalions, in line, delivered thunderous volleys which brought the French columns to a standstill. After two minutes, time enough for ten British volleys, the three French columns disintegrated and retired downhill in rout leaving all their guns behind.

At this stage a French column under Brenniers advanced from the north from the flank and rear of the British battalions who had just beaten off the other French attacks. The British had time to reverse their formations to some extent but the flanks of some regiments were assailed. The French were at first successful and retook the guns lost in the last attack then a British regiment abandoning its position on the right flank, circled round the fighting area and fell on the French flank on the west. This battalion advanced four ranks deep because of the presence of squadrons of French Dragoons. The British force managed to stabilise their front and for the first time that day British lines were firing regular volleys into French columns. The French enjoyed a numerical superiority of about 3,200 to 2,400, without counting their cavalry. Soon the French realised that they had lost all along the line and that they would lose here, they broke and scattered down the northern face of the ridge, leaving behind not only the three guns they had brought with them but also the three guns they had recaptured.

Wellesley discovered from a prisoner that every single French infantry battalion had been engaged and broken and that no reserves existed and that the French would suffer complete defeat if pursued strongly. At this time, Wellesley was under command of Sir Harry Burrard who completely refused to permit any sort of pursuit and thus a great chance to completely destroy the French army was lost.

THE BATTLE OF VIMIERO AS A WARGAME.

The map that accompanies this report shows the actual ground on the wargames table with the ground "off the table". This included the western ridge on which was posted 1 British battalion and the broken country to the north where Trant and Craufurd were posted. Thus these three forces took no part whatsoever in the wargame. It was decided to scale down the numbers so that a battalion (45 men) on the wargames table equalled a brigade in real life. This meant that the British dispositions were as shown on the map; they had 1 horse gun on Vimiero Hill and 3 field guns on the eastern slopes of the eastern ridge. Thus the British were formed up at the start of the battle, although with proportionately reduced numbers, as they were in real life in 1808.

The French force consisted of 6 battalions of infantry plus tirailleurs; 60 cavalry; 4 field guns; 4 horse guns and 2 howitzers. They were to be divided into three columns - column A composed of 80 infantry with tirailleurs, 20 cavalry and 3 guns, column B the same, column C 100 infantry, 20 cavalry and 4 guns. Column A was to go north and come in on the north-eastern end of the eastern ridge; column B was to go north-west towards Ventosa and column C, the largest column, was to approach Vimiero Hill from the front. It was decided when any one of the three columns became engaged, the others could be disengaged or used to reinforce it in case of success or failure.

As soon as the battle commenced the French cavalry moved out on their left flank to come on to the southern side of Vimiero Hill. The French column A moved forward and deployed with two cavalry squadrons on their right flank between Ventosa and the edge of the board. Column B kept to the south of the river and moved directly forward towards Vimiero village. On Vimiero Hill there was a battalion of Highlanders and a rifle battalion. The Highlanders took up a defensive formation while the rifle battalion sent a third of its numbers into the flat ground south of Vimiero Hill, another third went forward to the lower slopes of Vimiero Hill while a left hand group moved down into Vimiero village and occupied all four houses. The horse gun went with them and posted itself between Vimiero village and the hill. The French had four guns in position firing upon the Highland battalion who steadily moved towards the rear of Vimiero Hill. The French sent their cavalry forward in a sweeping movement to the south of Vimiero Hill where they caught the British riflemen in the open. Attempting to ride them down, they were met with a fierce volley of fire which caused

them sufficient losses for their morale to be shaken and for them to turn back. The French infantry slowly advanced westwards towards Vimiero Hill being under fire from the horse gun although the Highland battalion was never within musket range. French tirailleurs and infantry attacked the village but were easily held off by the riflemen in the houses. A French gun to the south of the river and five French guns in Ventosa village were at once successful against the four British guns on the forward slopes of the eastern ridge and very soon three of the four were out of action. Here the British had two battalions stretched across the ridge whilst a third battalion moved northwards down the slopes to the northern side of the ridge accompanied by the 12 cavalry, Wellesley's entire force of horsemen. The British reserve battalion with the cavalry and the other battalion moving down from the eastern ridge moved steadily forward through trees and the cavalry soon engaged in a melee with the French cavalry, causing them to break.

On this flank, the British were completely successful, a French infantry battalion turning and running from the field when their colonel was killed and soon the British were threatening the guns in Ventosa, a threat which multiplied when the Light Companies of the two battalions on the hills moved down and came into Ventosa from its south-western side.

It was apparent that the French right flank was completely broken and that the Highlanders who had now moved down from Vimiero Hill and were in the rear of Vimiero village would be very hard to dislodge if they reinforced the riflemen in the village. At this stage the French decided not to continue the battle (which had lasted two nights) and began to withdraw from the field.

It was decided that the British had been successful on all counts and that they had gained two points while the French had no points whatsoever. It was an interesting battle and one that the British were pleased to win as they had a rather alarming inferiority in artillery and cavalry. The inability or reluctance of the French to move forward on their right flank together with the stubbornness of the riflemen and the light companies swung the battle, which in the early stages looked a "damned close run thing" when three-quarters of the British artillery were out of action.

Next month the Battle of Corunna.

---ooOoo---

George Gush of 154D Upper Grosvenor Road, Tunbridge Wells, Kent, writes: "The Wargames Group seems to be progressing very well, and I have had a lot of enquiries; last Sunday two new visitors from my immediate neighbourhood turned up, and there should be some others next weekend. Charles Grant will, I hope, be coming here after Christmas."

COUNSELS OF WAR.



Many of the battles of history were won because the commander of the winning side was far superior to his opponent. For example, in 1650, Cromwell was surrounded in Dunbar by the Scots, his communications with the sea were interrupted by weather, and his troops were all but starving. Yet he indomitably maintained his position, until able to take advantage of a mistake made by the enemy when he practically annihilated the Scottish force.

In 1807, Bennigsen, with the Russian forces, had moved westward to try and seize Danzig and Graudenz from the French. He had been held up by Bernadotte at the River Passarge, and then Napoleon moved north to drive him into the sea. Bennigsen retreated towards Konigsberg, "but at Eylau turned on his pursuers and engaged in the bloodiest battle fought in Europe since Malplaquet." (Rose). There were about 75,000 on each side and the terrific fighting went on all day until darkness without apparent result. "Thus darkness closed over some 100,000 men, who wearily clung to their posts, and over snowy wastes where half that number lay dead, dying or disabled." Well might Ney exclaim: "What a massacre and without any issue. Each side claimed the victory But, as Bennigsen lacked above all the dauntless courage of Napoleon, he speedily fell back and thus enabled the Emperor to claim a decisive victory." (Rose). This battle was simply a duel between the will power of the respective commanders.

During the American Civil War, much of Stonewall Jackson's success was achieved by his personality. Henderson said "His own soldiers and with them the whole population of the South, believed him capable of any task, invincible except by fate."

One of the most interesting figures in history was the Russian soldier Skobeleff who was described as "a dandyfied, debauched fire eater". During the Russo-Turkish war of 1877, his troops worshipped him and would do whatever he ordered.

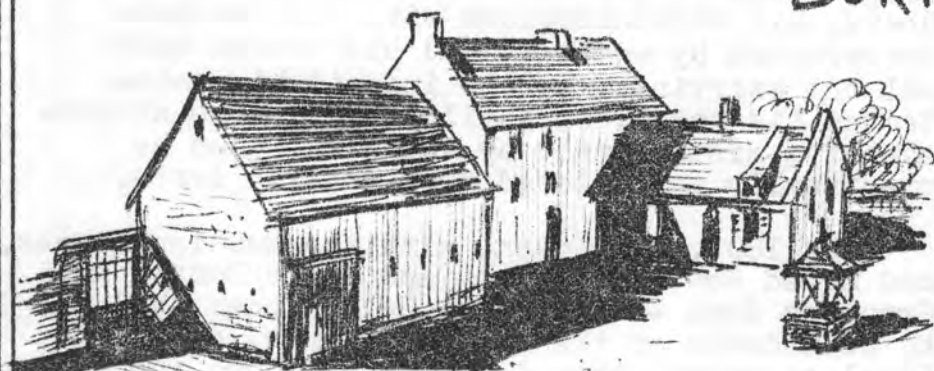
To a certain extent, this is reflected in wargaming by one player being better than the other. But, just as in golf, it is a good thing to occasionally handicap the better man by giving him lower powers of command than usual or by giving his opponent added control.

Thus, commanders can be rated as "exceptional; average or below average." Exceptional commanders may alter 20% of their moves after both sides have moved. All his troops may add 25% to their movement distances and 25% to all firing and melee scores.

Continued further on.

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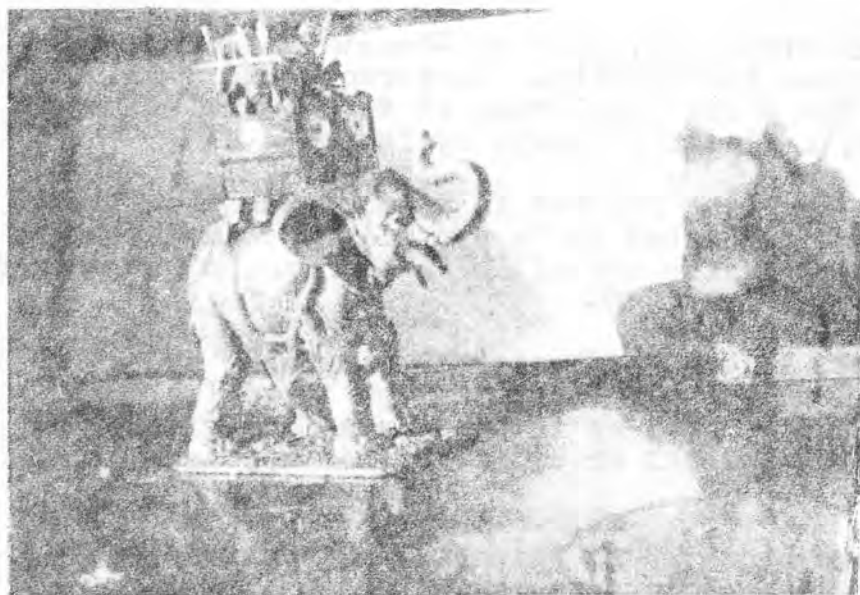


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- 9 -

A SET OF RULES FOR FIGHTING WARGAMES
IN THE AMERICAN REVOLUTION PERIOD

by
DAVID GEISZ.

Values of various arms for combat.

Light Infantry = 1 point
Line Infantry = $1\frac{1}{2}$ points.
Grenadiers, Guards, and Elite Continental Units = 2 points.
Light Dragoons (cavalry) = 3 points.
Artillerymen = 1 point.

Combat.

One die x number of points in the regiment plus other points picked up in attacking or defending.

Attacking.

Charge $\frac{1}{4}$ point per man.
Flank $\frac{1}{2}$ point per man.
Rear 1 point per man.

Defending.

Wood fence $\frac{1}{4}$ point per man.
Stone fence $\frac{1}{2}$ point per man.
House or Redoubt 1 point per man.

Differences in dice and loss of men in combat.

0 - 15 = 1 man	81 - 90 = 7 men
16 - 30 = 2 men	91 - 100 = 8 men
31 - 45 = 3 men	101 - 110 = 9 men
46 - 60 = 4 men	111 - and up = 10 men
61 - 70 = 5 men	
71 - 80 = 6 men	

Results of combat.

1 - 3 men Loser retreats in order for 2 moves, and may advance and/or fire on the 3rd move. Winner cannot pursue, reforms on the 1st move, and cannot advance or fire until the 2nd move.

4 - 6 men Loser retreats until out of rifle range. Once out of rifle range he may reform w/ 3, 4, 5, or 6. If not the next move w/ a 4, 5, or 6. The following move w/ a 5 or 6. After that off the field. Winner may pursue for 1 move and inflict 1 casualty for every 5 men he has in his unit. If he decides not to pursue he may reform and fire.

7--10 men Loser retreats until out of rifle range. Once out of rifle range he may reform w/ a 4, 5, or 6. If not the next move w/ a 5 or 6. The following move w/ a 6. After that, off the field. Winner may pursue for 1 move and inflict 1 casualty for every 5 men he has in his unit. If he decides to pursue, he may reform and fire.

Winners losses are $\frac{1}{2}$ of the losers, except when the loser loses 7 - 10 men, then the winners losses are 4 men.

Stopping charges.

If an attacking unit suffers 3 or 4 casualties, while charging, then a 5 or 6 on the dice stops the charge half way home.

If the unit suffers 5 or more casualties, then a 4, 5 or 6 stops the charge.

If the unit is stopped then on the following move, to charge again, must throw a 4, 5 or 6 on the dice. If not then they must retreat 1 move in order, and then try all over again.

50% total losses.

If a unit suffers 50% losses, then they must retreat off the board, unless they roll a 4, 5 or 6 on the dice. Then they may reform with another understrength unit 1 foot from their baseline and operate as a full unit.

Light Infantry, Rangers, Jagers and Riflemen.

Moving in open order or skirmish formation

<u>Road</u>	<u>Open field</u>	<u>Rough ground</u>	<u>Woods</u>
10"	8"	7"	6"

Each man fires individually

Supported fire - 4 hit (confirm w/ 2,4,6) 6 hit

Steady fire - 6 hit

Unsteady fire - 6 hit (confirm w/ 2,4,6)

If moving in formation, then fire and move as line infantry

Line Infantry, Grenadiers, Guards and Elite Continental Units.

Must move in formation at all times

<u>Road</u>	<u>Open field</u>	<u>Rough ground</u>	<u>Woods</u>
8"	6"	5"	3"

Firing is done by 3 man companies.

Supported fire - 4 hit (confirm w/ 2,4,6)

Steady fire - 6 hit

Unsteady fire - 6 hit (confirm w/ 2,4,6)

Charge move is 9" and is made w/o firing thereby gaining points in attacking.

++With each volley a 2,4,6 gives steady fire, and a 1,3,5 gives unsteady fire. The above fire tables are for open targets, if the target is behind hard cover, then confirm all kills w/ a 2,4,6.

Cavalry.

Mounting or dismounting cost 3" at all times.

1 horse holder for every 3 men dismounted.

<u>Road</u>	<u>Open field</u>	<u>Rough Ground</u>	<u>Woods</u>	<u>Charge</u>
15"	12"	10"	5"	18"

Allowed a 45 degree turn w/o loss of movement, thereafter each 45 degrees

cost 2".

After charging cavalry may pursue for 1 move and inflict 1 casualty for every 4 men in his unit. Reforming then takes 2 moves instead of the usual 1 move. After reforming the cavalry may charge again on the following move.

Artillery.

Light guns include 4 and 6 pounders plus howitzers on field carriages

Range	<u>36" roundshot</u>	<u>12" grapeshot</u>
Skirmish	No hits	6 kills 1
Single line	No hits	5 & 6 kills 1
Double line	6 kills 1	4 & 5 kills 1, 6 kills 2
Column	4 kills 1, 6 kills 2.	3 & 4 kills 1, 5 & 6 kills 2

Medium guns include 8, 10 and 12 pounders on field carriages

Range	<u>50" roundshot</u>	<u>15" grapeshot</u>
Skirmish	No hits	6 kills 1
Single line	No hits	4 & 5 kills 1, 6 kills 2.
Double line	6 kills 1	3 & 4 kills 1, 5 & 6 kills 2
Column	4 kills 1, 6 kills 2	3 & 4 kills 1, 5 kills 2, 6 kills 3

Heavy guns include 18 and 24 pounders on naval carriages.

Range	<u>75" roundshot</u>	<u>20" grapeshot</u>
Skirmish	No hits	5 & 6 kills 1
Single line	No hits	3,4,5 kills 1, 6 kills 2
Double Line	6 kills 1	2 & 3 kills 1, 4 & 5 kills 2, 6 kills 3
Column	4 kills 1, 6 kills 2	1 & 2 kills 1, 3 & 4 kills 2, 5 & 6 kills 3.

Artillery crews are 4 - 6 men, 2 men must man the light and heavy guns, while the naval guns require 3 men to operate.

To knock out a gun you must state that you are shooting at the gun and 6 on the dice w/ a 2,4, 6 to confirm the hit.

These rules are set up for 1 figure = 10 men and 6" = 50 yards. The fire power rates are kept to a minimum, because in this period casualties were not as great as in the 1815's. I have tried to give a workable set of rules that are realistic, yet do not complicate the game as to take away the enjoyment of battle.

My T/O is set on 60% strength of actual full strength of the British and Hessian units. This gives me 8, 3 man companies for the British, along w/ 2, 3 man companies for the grenadiers and light infantry. The light infantry and grenadiers are put into separate battalions and their strength may vary according to the number of regiments in the battle. The Hessian units have 4, 6 man companies while the grenadier company of each regiment is put into a separate battalion. The Von Rall grenadier battalion acts as separate units. The Light Infantry companies and the Jager companies are computed at 6 - 8 men each and are put into separate battalions, unless used for special missions. The Hessian dragoons, when mounted have a 10 man unit. The Troy units vary from 10 - 40 man units. Troy cavalry units have between 5 and 10 man units, while the British 17th Light Dragoons will range between 10

and 15 men.

American units will range from 10 men (4th Ind.Co. of Annapolis (Md.)) to 50 men of Morgans rifles (11th Va.). The Cavalry units will range between 5 and 15 men. I haven't set up a T/O for the French yet, because they were only in a few battles.

One of the most interesting facets of this period is the many different colours of the uniforms. They may not be as fancy as the 1815 period, but can rival the different colours in coats and breeches. One thing I forgot to mention, if you are in a single line and you close to a double line, **and** you cannot complete the full manoeuvre, then only 1st rank can fire. This holds true for all manoeuvre formations.

Good luck and good wargaming in this period.

---ooOoo---

Bob O'Brien, writing on the rules used in the London Wargames Convention says:- "I am convinced that a lot of people enter a tournament or what ever you like to call it expecting to be able to play a wargame in the same way as they do at home or within their own group. This is quite a wrong approach, as in the first case, ones' own games are not usually restricted to 2 hours duration, and one does not play for points, as is the case in these tournament games. I consider that one must approach these games from an entirely different viewpoint, forget own "normal" style of play (although I would have thought that it would be unadvisable to have such a thing) and concentrate on the type of play that will give the best chance of scoring points within the time limit. The rules are immaterial, providing one does ones homework - this is whether one takes the B.M.S.S. rules of this year or yours of last - or any others - one simply has to adapt ones play to the rules, and the situation before one on the table - having said that may I say that I thoroughly enjoyed myself at the Convention - all the umpires I had anything to do with were competent and direct, and all my opponents were courteous and there was very little argument - but that is perhaps because this is an attribute of players in the Ancient periods, I don't know about the others!"

---ooOoo---

Surprised by a superior force, an ordinary general occupying a bad position would seek safety in retreat; but a good commander will put a bold face on it and march to meet the foe. By such action he disconcerts his opponent, and, if the latter shows any irresolution in his march, a skilful general, profiting by this moment of indecision, may even hope for victory, or at least gain the day by manoeuvring; at night he can entrench himself or fall back on a better position. By such bold action he maintains the honour of war, that important essential in the strength of an army.

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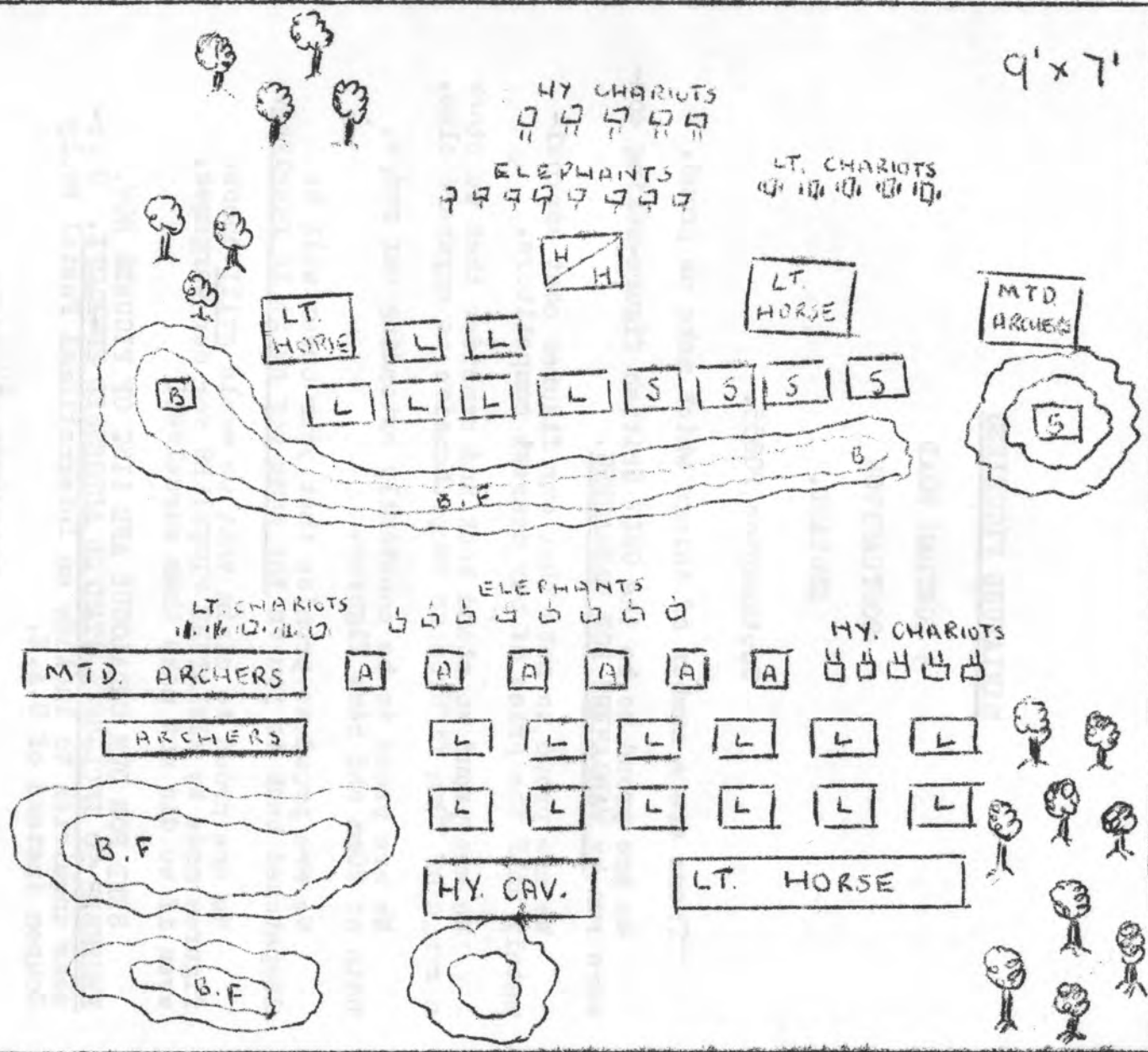
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THE BATTLE OF THE AMU

by

Jim Gandy (of Tasmania)

This battle is part of an ancient campaign fought between myself and Tony Watkins. The rules used are based on those of Tony Bath given in the handbook on ancient wargames.

Our troops were dyed plum stones for infantry, and apricot stones for cavalry. (We have no conventional troops). The elephants and chariots were made of cardboard, plasticene and fruit stones.

The enemy had 682 legionaries, 530 spearmen, 482 barbarian foot, 43 heavy horse, 100 mounted archers, 320 light horse. (1,694 infantry and 463 cavalry).

I had 600 legionaries, 185 archers, 640 barbarian foot, 100 heavy horse, 60 mounted archers, 240 light horse. (1,425 infantry and 400 cavalry).

In addition we both had 5 light and 5 heavy chariots, and 8 war elephants. On the river itself I also had several war galleys including two with war engines. (My archers are in fact marines).

The diagram shows the original positions of the armies.

The battle began as my elephants and chariots charged. My horse advanced through the legion in support, while the latter advanced in echelon, the left stationary. My barbarians remained on the hill, while my mounted archers darted about their front firing at the enemy but refusing hand-to-hand contact.

The enemy advanced his right while his left remained still to receive my attack. His elephants and chariots moved to their right and forward (intended for use on my barbarians).

My light chariot attack was a dismal failure, all being destroyed within two moves. But on the right my chariots and elephants (the latter charging obliquely, to avoid the enemy's legionaries) immediately broke the enemy barbarians. They tried to escape down the lanes between the groups of spearmen, however, elephants and chariots pursued, overtook and destroyed them.

The central end of the spear line retreated before my elephants. Two enemy legion cohorts changed front to protect the exposed flank of the advancing legions. These withstood attack by an elephant who swerved away from the spearmen in front, by killing it with their pila. But repeated attacks by my heavy horse held them in

check and later pushed them back.

Meanwhile my light horse was attacking the spearmen (except those on the hill, who were left alone). My method of attack was to divide the horse into two waves. The first charged. If it failed to break a unit, then the second wave charged it as the first regrouped behind (to replace the second there). In this way the line of spearmen was broken apart. The enemy desperately hurled his horse (light and heavy) at my horde. This attack was easily repelled, my elephants doing great execution.

My horse then fell upon the greater part of the enemy mounted archers, who were overwhelmed, and bolted. My remaining elephants continued to trample over all the fleeing infantry in their paths.

While all this was going on, my left had been organised to meet the enemy's advance. Most of the barbarians had been moved to the right, behind my legion. The rest were still on the crest of the hill. Behind them my mounted archers and some foot archers waited to take on enemy elephants.

The left half of my legion had formed a solid line at 45° to their original position. My archers were behind this moving to the left, where the elephants were expected to attack.

The enemy light horse had already swept my archers off the foot of the hill, and beaten back up the hill some barbarians which had attacked them. His remaining barbarians shattered themselves upon my legions in our attempt to soften them up ready for an attack by his own legions.

However, just as the foremost elephants were ready to charge up the hill, the enemy stopped his advance, and began to withdraw. For on his left a second counter-attack by his light horse had failed. And he feared a sweep to the left by my horse which could result in his as yet almost intact right being pinned against the river and destroyed.

Thus the enemy withdrew leaving 45 legionaries, 259 spearmen, 350 barbarians, 31 heavy horse, 12 mounted archers and 63 light horse dead, plus 50 spearmen and 47 barbarians captured. (A loss of 751 infantry and 106 cavalry).

My losses were 19 legionaries, 12 archers, 35 barbarians, 34 heavy horse, 70 light horse, 5 elephants and all my chariots. (66 infantry and 104 cavalry killed).

---oo0oo---

World War I British Infantry Formations.

Platoon - 4 Sections each 16 men (later 9). Platoon Commander (Lieutenant or 2nd Lieutenant) Platoon Sergeant, 4 Corporals.

GENTLEMEN! HAVE A CARE!



The ground over which cavalry manoeuvres must be suitable for the horsemen to move freely as unforeseen interruptions can cause great loss besides rendering the charge ineffective.

At Talavera, Anson's cavalry brigade, ordered to check a French infantry advance, suddenly came upon a hidden ravine during the charge. With no time to pull up, the 23rd Dragoons went headlong into it, and the brigade arrived on the far side in such disorder that the charge was ineffective and costly.

zig, 5,000 cavalry led by Murat were suddenly arrested by an insignificant brook, causing disorder and confusion so that the appearance of a single Russian regiment in their rear caused a panicky and disorderly flight.

Michel's cuirassier brigade at Worth in 1870 charged over ground very unfavourable for cavalry - rows of cut-down trees and deep ditches impeded the cavalry while the enemy infantry had a clear field of fire on the gentle slopes. Michel's brigade and the 9th Lancers were almost destroyed. On another part of the field, Bonnemain's division of cuirassiers charged over similarly unsuitable ground. Numerous ditches and high tree-stumps impeded the cavalry, who also suffered heavy losses from infantry in the cover of fenced hop plantations and vineyards. Again, the charge was a disaster, only one of the three cavalry regiments managed to close with the enemy.

On the wargames table, cavalry blithely charge with only the dangerous possibility of being turned back by sheer weight of enemy fire. Why should life be made so unrealistically easy for them? The table-top terrain looks smooth and clear, but there MIGHT be some obstacles such as those encountered by the cavalry in the given examples. In real-life, the cavalry would not be conscious of any obstacles in their path, similarly the wargamer who risks his cavalry should not know what lies before him.

Make a set of "Cavalry Obstacle" cards:

Tree-stumps	-	2	
Ditch	-	2	
Stream	-	2	
Shallow ravine	-	2	12 - Clear
Low wall	-	2	
Plough	-	2	

Draw a card for every third of the distance over which the cavalry are charging - and perhaps our cavalry will play a more realistic role on the wargames table.

K. G. WYNN

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Looking forward to hearing from you in 1968.

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GOING MODERN?

A number of readers have enquired about the formation of World War II forces. The Regimental H.Q. of the Parachute Regiment have kindly supplied the following:-

The establishment of the Wartime Airborne Division was subject to continual modification, however the basic composition of an Airborne Division in 1944 was as follows.

<u>RAC</u>	One Recce Squadron.
<u>Infantry</u>	Two Parachute Brigades, each of three Parachute Battalions. One Airlanding Brigade, of three Airlanding Battalions. (The Parachute Battalions had 3 Rifle Companies, of 3 platoons each, and a Headquarter Company. The Airlanding Battalion had a similar establishment to normal infantry battalion of that period). One Independent Parachute Company.
<u>Artillery</u>	One Airborne Light Regiment. (Equipped with 78mm Pack Howitzer). Three Airlanding AntiTank Battalions. (Equipped with 6 pdr guns and a proportion of 17 pdr guns). One Field Observer Unit.
<u>Engineers</u>	Two Parachute Squadrons. One Field Company. One Field Park Company.
<u>RASC</u>	Three Composite Companies.
<u>RAMC</u>	Two Parachute Field Ambulances. One Airlanding Field Ambulance.
<u>RAOC</u>	Ordnance Field Park.
<u>REME</u>	Divisional Workshop.
<u>Provost</u>	One Provost Company.

We have no detailed record of the scale of weapons issued to these units but in a Parachute Battalion it was approximately as follows:

Each Rifle Platoon	3 x LMG 1 x 2" Mortar 1 x PIAT
Each Rifle Coy HQ	1 x LMG 1 x 2" Mortar

BHQ and HQ Coy

4 x IMG
4 x 2" Mortars
6 x 3" Mortars
8 x PIAT
8 x MMG (Vickers)

---ooOoo---

Chris Gregg of Cheltenham writes:- "I was very interested by Charles Grant's article on the 50% rule. During our Napoleonic and American Civil War games when a unit reaches $\frac{2}{3}$ strength it must dice for its state of morale, adding 1 if the unit has officers:-

- 5, 6 - Continue fighting.
- 2, 3, 4 - Retreat from field in good order.
- 1 - Throw again:-
- 4, 5, 6 - Retreat from field.
- 2, 3 - Flee from field.
- 1 - Surrender.

If the unit continues fighting it may continue until $\frac{1}{2}$ strength is reached. Then dice, adding 1 if officers are present:-

- 4, 5, 6 - Retreat from field.
- 1, 2, 3 - Throw again:-

Second throw:

- 5, 6 - Retreat from the field.
- 3, 4 - Flee from the field.
- 1, 2 - Surrender.

This means that a unit can last until it has lost 50% but no longer. It is rare that the winners lose more than 20% or the losers 35%"

---ooOoo---

The period in which I am interested is W.W.II. Any theatre but preferably Europe. If it is of any interest to your subscribers I have a number of contacts in both Germany and Japan which include ex members of the various Panzerarmees and the Waffen (I hasten to clarify) SS Divs. Needless to say if anybody wants information on equipment or tactical problems peculiar to one particular action I shall be glad to help if possible. Deryck Coleman, 41 Fernbank Avenue, Sudbury Hill, Wembley, Middlesex.

---ooOoo---

It is for the cavalry to follow up the beaten enemy and prevent his rallying.

"Thoughts relative to the art of war" Napoleon.

-21-

WHAT'S NEW?

Like a number of other collectors, I have recently been using FLOQUIL paints which are specifically made for use on military miniatures. The makers claim that "the paint produces a smooth, skin-tight finish as thin as metal plating and just as tough." There is a useful leaflet put out by the manufacturers of Floquil Products describing the specific uniforms and periods for which each colour may be used. This paint is obtainable in Great Britain from Victors of 75 Chapel Market, Islington, London N.1.

I am told that Minitanks have brought out four battle terrain sets, each on a base 1' x 8" and made of brown plastic. Each set costs 3s.11d. and can be used as part of the terrain for a modern wargames set-up.

I have received a very comprehensive list of the full range of Bellona Warpics of P.O.Box 1, Wargrave, Berkshire. These are the prints originally put out by Warpics of Birmingham who have now been taken over by Bellona Publications. The list seems to cover most tanks and guns of all countries.

In answer to the many enquiries I have received - the wargames supplied by the Helen of Toy Company can only be obtained from that firm at their American address as given in Wargamer's Newsletter issue number 68.

In Newsletter Issue number 70 I attributed a catalogue of model ships put out by Egon Wieldling to John Holton of the Superior Ship Models agent in this country. Actually it was sent to me by Barry J. Carter of Portsmouth to whom I extend apologies for the mistake. In this connection he tells me that Wieldling stock every known make of ship in the popular 1:1200 and 1:1250 scales, including a comprehensive stock of "Eagle" kits, which have now disappeared in this country. This firm of Wieldling certainly seem to be the answer to a Naval wargamers prayers.

Some of the best military uniform plates I have seen are those known as TRITT. I bought a set of 24 at Innsbruck in Austria and felt that I had got something unique. I am now told that my set and two other sets may also be obtained from J. Arthur Dixon Ltd., Forest Side, Newport, Isle of Wight, at 24s. -d. a set plus 2s.6d. for handling. It is not possible to describe here the full range of these plates and I suggest that if you are interested you write to J. Arthur Dixon Limited - these are really plates of the highest quality at remarkably low prices.

Having seen the excellent models of 20mm scale Eastern and oriental houses made for me by Bill Holmes of Deltorama, Southampton wargamer Dick Tennant commissioned Bill to make for him a Pyrenean village suitable for using in Napoleonic wargames in the

Peninsula. Dick is delighted with this little village for which he paid a price so modest that it seems impossible for a high calibre artist such as Bill Holmes to turn out and still make a profit. If you have any specific needs in the way of buildings of any particular period or type why not write to Bill who will be delighted to give you a quote.

At a recent auction held by the Wessex Branch of the British Model Soldier Society a small collection of Airfix infantry and cavalry converted into Napoleonics and painted went for £10. 5s.-d! The bidding was fast and furious and it is quite evident that cheap plastic figures turned out for the Napoleonic wars would go like hot cakes. Are you listening Airfix?

---ooOoo---

B.L.Brown says: "Having played my first wargame 44 years ago I am extremely interested in modern developments.

I wonder if your readers would be interested in a fundamental "contact" rule that eliminates dice and chance, viz. if two forces in contact are A = 100 pts and B = 80 the difference is 20 therefore 10 become casualties on the weaker side B and 5 casualties on stronger A.

This can be applied to all periods and its implications will, I think, be interesting.

As a 14 year old in a non-affluent society (1924) we used coloured pins in a strategic map, transferred tactically to coloured pieces of cardboard 1" x $\frac{1}{2}$ " on a billiard table. No models at all."

---ooOoo---

Mr. Thurber writes: "I recently read quite a good historical novel, by Howard Fast, "My Glorious Brothers", about the Maccabees. There were some good battle scenes in it, particularly the description of Jewish archery. It might interest some of our Ancients. It sent me back to the Apocrypha to read I and II Maccabees."

---ooOoo---

CONTINUATION OF "COUNSELS OF WAR".

All morale dice have 1 added to their score. Average commanders carry on as usual. Below average commanders throw a dice for each unit except Guard units before moving - 1 means the unit disobeys orders and will not move, next move the unit does not move on a 3, 2 or 1, and on the third move it does not move if a 4, 3, 2 or 1 is thrown. It needs to throw a 6 in its fourth move or it is off the table in a rout. All morale dice will be less 1 and all movement distances and firing and melee scores will be less 25%.

REVIEWS OF THE LATEST BOOKS

THE ISRAELI CAMPAIGN 1967 by Brigadier Peter Young D.S.O., M.C.
(9½" x 6½" 192 p. 20 illustrations. 4 maps. William Kimber, London.
42s. -d.).

This very readable book sets the scene of Zionist development in spite of Turkish and then British resistance. The campaigns of 1948 and 1956 are covered briefly but effectively, while pointing out that the strategic problems were left unsolved. It gives a simple comparative summary of weapons, manpower and other military factors in the 1967 conflict. Instead of a routine chronological report on the campaign the significant features of the fighting are analysed, high-lighting the success of Israeli tactics, but without unduly denigrating their Arab opponents.

The successful combination of weapons, tactics and daring at Abu Agheila, coupled with the defeat of the Egyptian navy by frog-men and the use of a new bomb, illustrate the dynamic thought and actions of Israel military leaders - needed to overcome the Arab advantages in manpower, weapons and resources.

The campaigns against Syria and Jordan are covered well - major phases being considered in detail - while apt historical comparisons enliven the book as a whole.

HAWKWOOD by Hubert Cole (Eyre and Spottiswoode Limited, London.
30s. -d.)

I cannot remember when I enjoyed reading a novel so much as this one - in fact, I was really sad when it ended! I was brought up on Conan Doyle's "White Company" and similar books by G-A. Henty and I do not think that it is too high praise to say that this follows well in their footsteps. It is a fictionalized account of the boyhood and early life of John Hawkwood, the almost legendary leader of a company of mediaeval mercenaries. The book ranges colourfully over England in the mid-14th century, and to France where we are involved in the Battles of Crecy and Poitiers together with numerous other affrays including an excellent siege and a really wargame-like relieving operation.

As this book deals with the same period as my recent book THE BOWMEN OF ENGLAND, I found it to be of the greatest interest and the researches for my own book enable me to vouch for the historical accuracy of Mr. Cole's novel. This is a book I will re-read again - and very soon!

---ooOoo---

I notice from a publicity leaflet issued by Hutchinsons the publishers details of a book called ARMoured CRUSADER - a biographical study of Major-General Sir Percy Hobart by Major Kenneth

Macksey. As all tank men will know, Sir Percy Hobart was one of the great pioneers of armoured warfare and, as an ex-member of the Royal Tank Regiment, I can say with authority that his name is revered throughout that Corps. I have not read this book but it would appear to be an excellent subject apparently well handled.

The Sunday Express for January 7th has an article on Books by Robert Pitman in which he describes a battle between the Romans and Queen Boadicea's Britons. It is a new historical novel IMPERIAL GOVERNOR by George Shipway published by Peter Davies at 35s. -d., and it appears to contain a considerable amount of information and interest for those wargamers who battle in this period. Again, I have not read this book but hope to do so in the near future because it really seems to me to be a historical reconstruction of accuracy and value.

---ooOoo---

BOOK NOTES

by

NEWELL CHAMBERLIN

James Leason's "Singapore: The Battle that Changed the World" (Doubleday, NY) has just been released in the States. Leason will be remembered for his excellent study of the Indian Mutiny, "The Red Fort", but this current effort is not, I think, up to snuff. In the first place he tries too hard to make a case for his contention that the fall of Singapore to the Japanese in 1942 changed the world. The Japanese victory did have its effects in that it was (if one does not count the Turkish defeat of the British at Kut in World War I) the first major defeat of a European nation by an Asiatic one, and I would contend that the defeat of the French in Indo China in 1954 was a far greater victory for the Asiatics. The question of historical importance is at best an open-end one. In other respects Leason's book is quite good, for he includes a great many housekeeping details, and he writes with verve. The stress placed upon Japanese use of bicycles is well taken and might provide an interesting innovation in wargaming, if one had battles along jungle roads etc.

Lt.Col.Goodspeed has produced a fine, but short, account of the Canadian Armed Forces, 1867-1967, which is available from the Queen's Printer, Ottawa, Ontario, Canada, for \$6.50 (Canadian dollars). Land, Air and Naval forces are covered in detail as are the varied campaigns in which Canadians have participated so gallantly in the nation's 100 years.

---ooOoo---

The passage from defensive to offensive action is one of the most difficult operations in war. - "Napoleon's War Maxims".

LOOKING AROUND

Airfix Magazine - January 1968. Contains illustrated articles on the Churchill Tank; constructing an M12 from a Sherman kit; war-games figures for the American Civil War including bands and Mountain artillery; the conversion of the large Airfix model figures into the Household Brigade of 1830; fighter aircraft of World War II plus the usual features describing new kits, models, letters etc.

Battle Fleet - The magazine of the Naval Wargames Society contains articles dealing with naval campaigns; gunnery tables; new rules for naval wargaming; the Battle of Jutland as a wargame; and other items of interest to naval wargamers.

Bayonet - the journal of the Horse and Musket Society contains articles dealing with the Hayes Wargames Group; illustrated descriptions of uniforms, military buildings, weapons and flags and an article on Postal Campaigns.

The Bulletin - December 1967. The journal of the British Model Soldier Society. In addition to its usual features concerning new figures, books etc., contains articles on publications of various countries dealing with model soldiers; the Loyal Suffolk Hussars; German Hussars, 1914; United States Cavalry in the Indian Wars; hints on casting and other articles dealing with model soldiers of various makes and types.

The Canadian Wargamer - Winter 1967. Contains a stimulating article on a Military Fair held in Canada which seems to be a model for this sort of propaganda exhibition in connection with our hobby. Has made me feel very much like organizing something similar in the near future!

Model Boats - January 1968. In addition to its usual features contains some articles of interest to wargamers including the beginning of a series dealing with U-Boats; No.22 of Fighting Fleets in miniature dealing with the Italian Battleship "Andrea Doria"; and plans and description for building a Bomb Ketch. An interesting and useful number for the Naval wargamer.

Strategy and Tactics - November 1967. This nicely turned out American magazine contains an article Wargamer's Notebook by Ray Johnson in which he deals with the sources of supply for literature and materials useful to the wargamer; articles on board games (Avalon Hill etc.) with many other articles and features of interest to those who fight table-top battles.

Tradition - No. 24. Polished as usual contains in addition to its normal features excellently illustrated articles on the French Army in Canada; the Garde Francais 1745-50; the 85th Light Infantry during the 1812 war with America; plus Part X of Charles Grant's

stimulating articles on wargaming. Also contains numerous features dealing with uniforms, military antiques, book and other items of interest to all.

The Trumpeter - December 1967. This Canadian wargames magazine is now nicely printed and contains an illustrated article on the "Goorkhas" and the report of a battle fought by Canadian wargamers which seems to have been very good fun.

---oo0oo---

Stephen May writes: "In the last 6 or 7 issues I have not read one article or battle-report about an Ancient wargame. I myself have just conducted an Ancient battle about Caesar's first campaign against the Belae. This was inspired by Caesar's own Gallic Commentaries which we have been translating in Latin recently. The battle fought was that of Neuf-Mesnil (De Bello Gallico - bk.2, Ch.19-27) and I was the Roman commander possessing a force of 8 legions and some archers and cavalry. The Belgae force was composed of Robin Hood and Sheriff of Nottingham (!) and was commanded by Michaelieus Talbotus.

The proportion of troops was 5 = 7 and the battle was fought on the sides of a river valley, constructed of plasticene and polystyrene tiles and faithfully copied onto my new wargaming board (6'4" x 4'). The Belgae were practically annihilated whilst the Romans had about 35% losses." (I can only give you Ancient Battle reports if readers send them in. Ed).

---oo0oo---

Derrick Atwell writes: "I have often thought on the subject of archery, living near Robin Hood. It is odd how ineffective they seem to have been in most periods (excepting Crecyek; The Mongols and this Persian fellow Surena and his confounded camels!). The camels would need water etc., in the desert and that needs good organisation. Again, why were the Persian arrows so ineffective against the Spartans at Thermopylae to start with and yet able to finish them off at the end.

Was the Spartan armour of exceptional strength. They would probably have lost their shields towards the end. The Persians were said to draw, as far as the English bowmen with a bow at least as strong, perhaps the metal head was too soft. I found West Africans using arrows with tips of very soft pliable iron - at least it could be bent straight if they hit something hard."

---oo0oo---

To wish to keep cavalry from the end of the fight, betrays no idea of the effective power of the charges combined of cavalry and infantry either for attack or defence.

"Napoleon's War Maxims".

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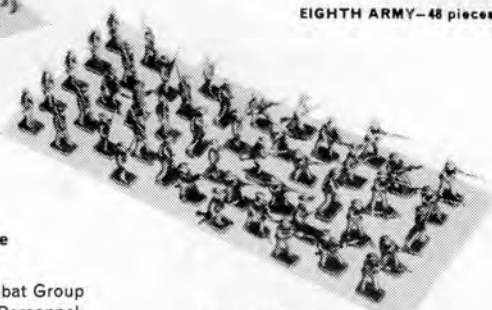


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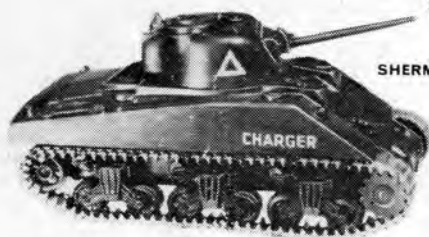
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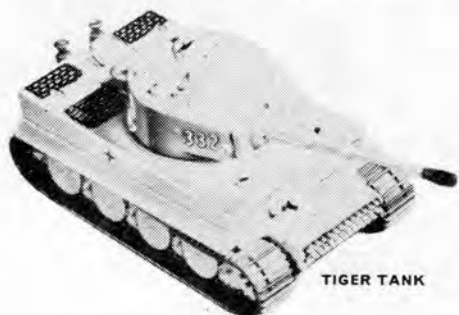
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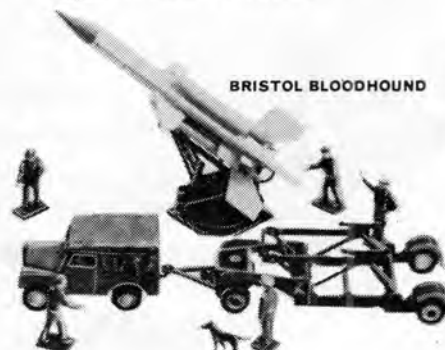


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