

MARCH 1968

WARGAMER'S NEWSLETTER



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WARGAMER'S NEWSLETTER

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EDITORIAL



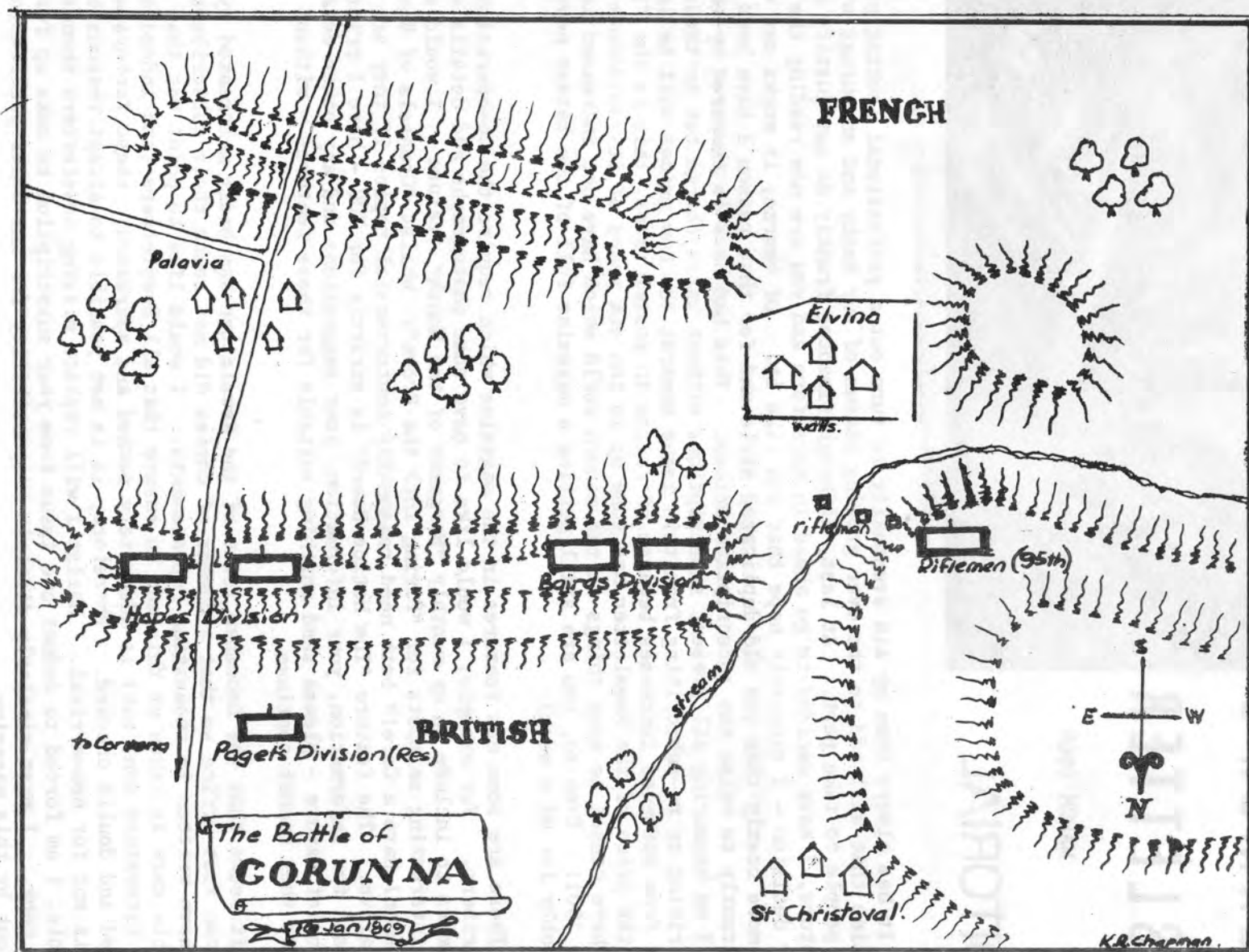
It has always been my aim eventually to turn out a professional looking printed magazine that will add to the ever growing status of our hobby and encourage even more people to take part. At last, although finances frankly do not justify such a venture, I have decided to go ahead in this form and you are now reading the result of my decision - I sincerely hope that you like it! Of course, it works out very much more costly than the old duplicated style and for that reason I have been forced reluctantly to raise the subscription prices. This bad news is tempered by the fact that I am honouring all present subscriptions without extra charge but to those subscribing or re-subscribing from this issue onwards the new prices will be in force. Apart from enforced increases because of raises in postal rates, this is the first time the price of the Newsletter has gone up in the six years of its existence - and there cannot be many things in the modern world which have not increased in price since 1961! Even so, you are still getting a magazine full of the latest news of the hobby for 9d a week!

There are some new features in the magazine which require the co-operation of subscribers. For example, I would like to have some photographs and details of wargamers to include in my monthly "Wargamer of the Month" feature. I would also like interesting snippets for "Firing into the Brown"; whilst "Counsels of War" and "Gentlemen! Have a Care!" both need reasonably controversial topics if they are to be kept alive. The feature "The Notice Board" is strictly for YOU - here I print your requests for information, your information, your suggestions and any other details of a brief nature - please send anything suitable for these features - without your support they cannot continue.

It seems that the December issue of the Newsletter was badly maltreated by the American Post Office so that a number of copies did not reach their subscribers. They have written in requesting replacements. I would like to point out that every possible care is taken at this end to ensure that all Newsletters (and indeed any other literature sent out) is adequately packed and addressed; these factors are checked and double checked. Therefore, it is not possible to accept responsibility at this end for non-arrival. Whilst I will replace missing Newsletters whenever possible, I am forced to deduct one issue from your subscription to make up for the extra copy. I must similarly disclaim responsibility for any other publications sent out by this magazine.

DONALD FEATHERSTONE.





After a most arduous retreat over the mountains of Spain during severe winter weather, Sir John Moore's ragged and disorganised army reached Corunna on the 11th of January, 1809. They were to be taken off by the British Navy but on the 15th of January, Marshal Soult closed on the British position so that a battle appeared certain, for the transports were not yet loaded.



MARSHAL SOULT.
(From the Portrait by Ronilland.)



A Private and a Sergeant of the Peninsular Army in winter dress.



SIR JOHN MOORE.
(After the Engraving by C. Turner.)

Early on the 16th of January, with a force about equal to Moore's, Soult launched an attack concentrated against the British right where the position was weak with feint attacks against the centre and left. A stubborn struggle developed between the French holding attacks on the east and their attempted penetration to the west (British right centre) where the village of Elvina changed hands repeatedly. Sir John Moore was mortally wounded and the command devolved on Sir John Hope, commanding a brigade on the extreme British left. In command of the Reserve, Lord Paget strongly attacked the French left but Hope considered the embarkation of the Army to be his first responsibility and called off further offensive movements. The battle drew to a quiet end with both armies exhausted and occupying approximately their original position; losses were probably even, about 900 on either side.

In actual battle, the respective forces were:-

The British 14,500 Infantry formed in 3 Divisions, including the 1st; the 4th; the 14th; the 26th; the 42nd; the 50th; the 86th; and the 95th regiments plus 2 Battalions of Guards with 12 guns.

The French had 20,000 Infantry formed in 3 Divisions excluding Light Infantry; there were 2 Regiments of Dragoons and 1 Regiment of Light Cavalry. The 40 guns of this force were mostly in one great battery south-east of Elvina.

---ooOoo---

The distance which should intervene between the divisions of an army in the marches depends on the locality, the circumstances, and the aim in view.

"Napoleon's War Maxims".

THE BATTLE OF CORUNNA, 16th January 1809, fought as a wargame.

The forces were scaled down so that one man on the wargames table equalled 50 in the actual battle. Thus the British had - the Fusiliers; the Royals; the Seaforths; the Buffs; the Black Watch; the Rifles; and Guards, with 2 field guns and 1 howitzer.

The French were formed in 3 Divisions - under Laborde, Merles and Mermet. They had more infantry than the British and 3 squadrons of Cavalry, with 9 guns.

The British began the battle in position as shown on the map. The French were required to act somewhat similarly to the actual battle, with Laborde's division advancing in columns in the area of Palavia; Merles' division advancing against the British left-centre and Mermet's division advancing on Elvina. The cavalry were kept in a body on the extreme French left. The French artillery were formed in a large battery on the hilltop immediately facing the British centre with howitzers behind the wood on the French left.

Hope's division on the British left commenced the battle by advancing down the road and occupied Palavia, where they put up a spirited resistance against three times their number. The British howitzer was posted on the hill with Baird's division, whose right hand battalion moved down the hill and attacked Elvina, supported by Paget's division. The Guards Battalion moved to the right, west of Elvina to attack the French left flank. Earlier, the British riflemen of the 95th had moved slowly back under fire up the slopes of the hill on the immediate British right flank covering their two artillery pieces. The French cavalry massed and attacked this sprinkle of riflemen and the guns, but were severely repulsed with the loss of one complete squadron. For the remainder of the battle the riflemen and the cavalry watched each other without taking any offensive action.

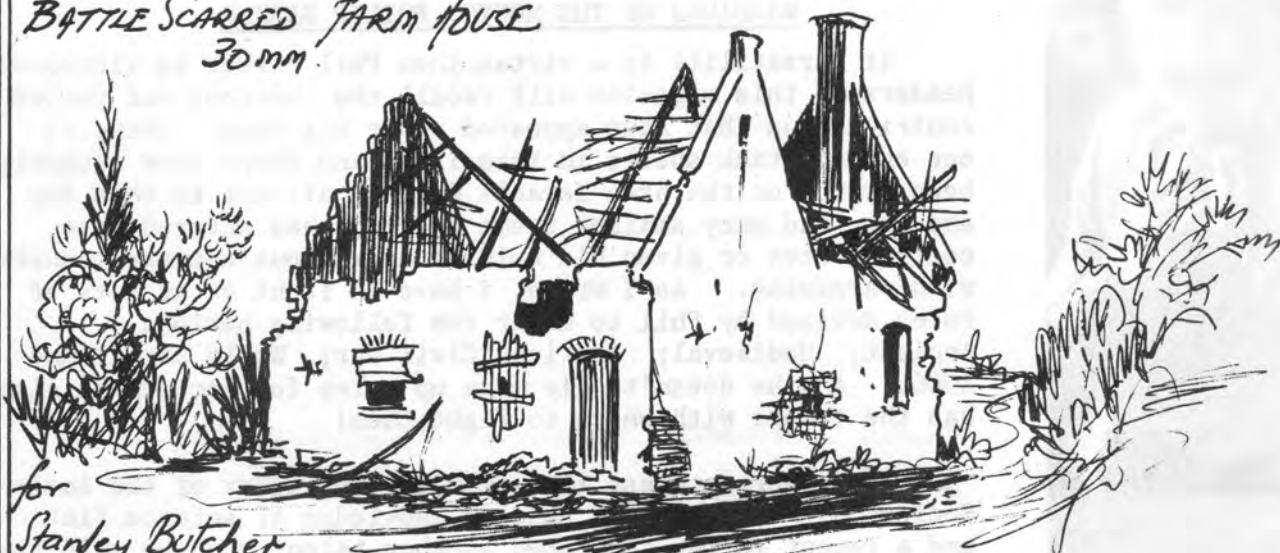
A very severe fight took place in Elvina, the buildings being occupied and lost in rapid succession by the riflemen of the 95th and French Tirailleurs. The Buffs and the Seaforths went into the village but were both forced to withdraw after heavy losses. Baird's division and Paget's reserve forces were strong enough at this point to prevent any serious penetration by the French. On the British left, Hope's division had been steadily forced back from Palavia by vastly superior numbers. Eventually, they did not adequately cover the road to Corunna. With all their cavalry on their left flank, the French were unable to take advantage of this uncovering of the British line of communication and the battle ended in stalemate at the close of the day with both sides sharing the two points given for victory.

Sir John Moore was actually hit during the battle but saved by a fortuitous throw of the dice! Lord Paget, however, was not so lucky and was killed. This poses problems for future battles, such as Waterloo!

---oo0oo---

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WARGAMER OF THE MONTH: PHILIP BARKER

If versatility is a virtue then Phil Barker is virtuous! Readers of this magazine will recall the numerous and varied contributions that have appeared under his name - there is one on anti-tank shells in this issue and there have recently been others on the Arab-Israeli War, on air war in this day and age, and many smaller items where he has entered into controversies or given his opinion on various matters connected with wargaming. As I write, I have in front of me sets of rules devised by Phil to cover the following periods - Ancient; Mediaeval; American Civil War; World War II and 1966. And he doesn't only make up rules for periods he also has the troops with which to fight them!

His other interest include being Secretary of the Ancient Society with more than a passing knowledge of science fiction and a recent letter indicated another talent when he said that he and colleague Gordon Smith were busy faking battle photographs with modern and ancient figures. He is particularly interested in modern wargames, using all the latest refinements that make ultra-modern war a seriously complicated business on the wargames table. With Gordon Smith, he has made some magnificent portable terrain and, as wargamers who have seen his set-ups at Conventions will testify, his own terrain for any period is quite impressive.

Phil also has an extensive fleet of Triang and Superior miniature warships which he has embellished by picking out the decks, the gun mountings and details in the correct colours so that they look much more impressive than the overall grey one normally sees on models. Phil is a leading light of a very active group of wargamers in the Birmingham area, which includes Peter Stallabrax, Terry Bebbington and John Haldon to name but a few.

Phil is not married and subsequently has a considerable amount of free time in which to nip around the country in his little mini, fighting wargames and attending Conventions. When he is not driving, he is riding a horse which I believe has some intangible connection with the local Yeomanry - if they still exist. Phil Barker is intensely enthusiastic and knowledgeable on all aspects of wargaming and indeed of military matters although, if one can say he has a fault, it could be that one common to wargamers of neglecting the practical for the profound. No hobby can flourish without lively, stimulating characters like Philip Barker and a few more within our own hobby would help wargaming proceed even faster than it is doing at the present.

---oo0oo---

At the battle of Dresden, in the campaign of 1813, the camp of the allies, on the left bank of the Elbe, although advantageously placed on the heights, was altogether defective, since it was cut transversely by a very steep ravine, so that the left wing was entirely isolated from the centre and the right. This vicious disposition did not escape the penetrating eye of Napoleon, who brought down all his cavalry, and two bodies of infantry on this left, attacked it by superior forces, routed it, and took 10,00 prisoners before any assistance could arrive.

"Napoleon's War Maxims".



COUNSELS OF WAR.

The Spencer 7-shot repeater carbine was a big factor in turning the tide of Confederate success in the American Civil War. History shows that, as the war progressed, the South, with their muzzle-loading Enfields, were systematically outclassed by the increasing number of Union regiments equipped with the carbine.

At Chickamauga Confederate General Bragg, **misinterpreted** the tremendous volume of fire coming from five Indiana and Illinois Spencer armed regiments as steady volley firing from an entire corps attacking his left flank. The error caused him to delay a planned wide-scale attack and undoubtedly cost him the battle.

In early May of 1864, Grant had eleven regiments equipped with Spencer rifles in the 3-day battle of the Wilderness. Without them it is doubtful whether the surrounded Federal forces could have forced their way out of the trap so expertly laid by Lee and Stuart

It was at **Gettysburg**, however, that the Spencer carbine came into its own when, on the first day, Buford's Federal cavalry took on almost the entire Confederate army. Their deadly fire-power enabled them to play a delaying role that enabled Meade to hasten his army into position and to eventually win the battle.

This authentic aspect of horse-and-musket warfare can be realistically reproduced on the wargames table by allowing Spencer-armed troops to have two (or even three) shots per game-move. Divide the move into two and allow the first round of firing to take place on targets at the point they have reached **HALFWAY** through their move. Allow the second round of firing to hit them at the point they will have reached at the conclusion of their move. If three shots per move are required, then targets will be hit at one-third, two-thirds and end of move.

Another interesting facet that can be applied to wargaming lies in the fact that the Spencer **carbine** was unaffected by damp whereas muskets were suspect in rain-storms. It is recorded that a small Federal force was ambushed whilst crossing the Chatachoochie River, and were forced to fight from the water. They were able to use their carbines normally so that the sight of dripping **blue figures** rising out of the depths and firing at them was too much for the astonished Confederates, who were used to having a light rain ruin their paper-wrapped ammunition. The Southerners fled leaving the Union army with its curious - and probably its only - underwater victory.

The carbine was the deciding factor in many of the cavalry actions of the latter part of the war, although many Federal cavalymen complained that it was outranged by the single shot, muzzle-loading **fifle-musket** carried by Confederate cavalry. Wargamers must adjust their rules to allow for this shorter range which compensates in part for the devastating volume of fire of the Spencer carbine.

DEVELOPMENTS IN ANTI-TANK AMMUNITION

by
P. BARKER

When the second world war ended in 1945, most countries were using equivalent types of tank and anti-tank weapons.

Tanks, and the majority of large anti-tank weapons, still relied on throwing steel shot at high velocities, though these had been refined by the addition of ballistic caps to reduce air resistance, and armour piercing caps to aid penetration at oblique angles. These same weapons also had limited quantities of another ammunition, known variously as Hypershot (HVAP) or Armour Piercing Composite Rigid (APCR). This consisted of an aluminium body with a tungsten core. Being lighter than conventional shot, it had a very high initial velocity, but tended to be unstable in flight. It was therefore used only at close range against armour known to be invulnerable to ordinary shot. Penetration at short ranges showed a spectacular improvement, but at 1,000 yards performance and accuracy had already fallen below that of the alternative ammunition.

The only major nation not using APCR was Britain. We had a related projectile called Armour Piercing Discarding Sabot, SABOT or APDS for short. In this, the aluminium outer stripped away on leaving the muzzle of the gun, endangering any infantry standing near, and leaving the heavy tungsten core to continue alone. Early APDS had a better performance than APCR, and was more stable, but accuracy was still inferior to conventional shot over 1,000 yards.

The alternative approach used by infantry close-range anti-tank weapons, and by artillery for self-defence, did not depend on high velocity, in fact, its performance was greatly reduced when fired by high velocity rifled guns.

This was High Explosive Anti-Tank, or HEAT. HEAT relied on shaped charge effect to focus its blast along a narrow axis, melting its way through considerable thicknesses of armour, and injecting flame and molten metal into the interior of the tank.

HEAT had two main disadvantages. Firstly, the low velocity made it more difficult to score hits. Secondly, although its penetration was good, lethality following penetration was remarkably poor. Many a tank was penetrated by a Panzerfaust without the crew even noticing, and the 2.36 Bazooka proved unable to deal with quite lightly armoured T.34 tanks in Korea, although its penetration was theoretically more than sufficient.

In the years since 1945, all these methods of attack have been improved, and a further one has been added. Improved types of APCR were produced by both America, and Russia. These had improved long range performance and accuracy, although the latter was still inferior to that of conventional shot. The new APCR was used by the 90mm and 120mm guns of the American M.48 and M.103 tanks and by the 122mm gun of the T.10 Russian heavy that replaced the Stalin. The American 76mm gun, and the Soviet 100mm and 85mm retained the earlier type.

The British APDS was further developed until it was superior to ordinary shot in accuracy and penetration at all ranges. Commencing with the Centurion's 20pdr. gun, it replaced all other anti-tank ammunition in British tanks. When the American government adopted the British 105mm tank gun, they took the APDS round with it.

Apart from infantry anti-tank weapons, most of the development work on HEAT has been carried out by the Americans and French. The American 90mm gun was given a HEAT round as an alternative to its APCR and APC, and a similar round has now been developed as an alternative to APDS. Because of the way that projectile rotation reduces the focussing effect of the shaped charge, this round is fin-stabilised and is not spun by the rifling, which it ignores. The French achieved a similar effect in the 105mm gun of their AMX.30 by mounting the actual charge in gimbals within the body of the shell, so that the shell rotates but the charge does not. This gives better accuracy than fin-stabilisation, though less than that of APDS, but the complication may cause trouble. The lethality of an 105mm shaped charge after penetration is much higher than that of earlier weapons in the same class, but still not up to that of APDS, which sends up to 20 pounds weight of tungsten and a similar weight of red-hot armour fragments whirling round inside the tank.

HEAT warheads, however, need not be delivered by high velocity guns. While the Russians still use a proportion of towed anti-tank guns firing APCR or APC in addition to recoilless guns and missiles, other nations concentrate entirely on the last two. With two exceptions, all the weapons in these classes use HEAT for their effect.

Recoilless guns, in which half the propellant is fired backwards to cancel out recoil, must inherently have low velocities. Accordingly, long range accuracy is poor, but there is no need for fin stabilisation or complicated projectiles. Another disadvantage is that the backblast discloses its firing position.

Guided missiles are ideally suited to HEAT, as the warhead can be sufficiently large to provide adequate lethality as well as penetration, although this is less true of the small infantry-carried missiles such as Vigilant than it is of the larger vehicle-launched missiles such as Swingfire. However, they have a minimum effective range of about 250 yards, and accuracy at medium ranges has proved disappointing in actual fighting, possibly due to the operator being distracted by battle conditions, though this would mainly apply to the infantry type.

Current military opinion is that the tank gun is superior up to 1,500 yards, the missile beyond that range. Attempts are being made to combine the two in the same vehicle. Saladin and the Vickers Medium Tank for India can carry Swingfire launchers on the sides of their turrets to supplement their guns, although the main launching vehicle will be the Trojan armoured personnel carrier.

Another combination is used in the Sheridan light tank, and a proportion of M.60 mediums. This is a combination gun/launcher that fires both the Shillelagh anti-tank guided missile with a large HEAT warhead, and an unguided low velocity shell of 152mm calibre. The latter is classed as High Explosive Dual Purpose, or HEDP. The front half has a powerful HEAT charge, while the rest of the shell has a conventional HE fragmentation charge for anti-personnel use. This is the first tank projectile equally effective against personnel and vehicles. HEAT shells usually have very poor anti-personnel effect. The 106mm recoilless HEAT, for example, has the same fragmentation pattern as the 81mm mortar. It is rumoured that the high velocity 115mm gun in the new Russian T.62 tank that replaces the T.55 is a smooth-bore firing fin-stabilised HEDP.



A.F.V's which might
fire the ammunition
described in this
article.

ABOVE: "Chieftain"
(120mm gun) tank.



LEFT: 105mm S.P.
"ABBOT".



LEFT: A few of the
armoured fighting
vehicles of Phil
Barker's collection.

The new type of anti-tank ammunition is High Explosive Squash Head, or HESH, also known as High Explosive Plastic, or HEP. This was originally developed for the 165mm demolition gun in the A.V.R.E., as a concrete-buster and was then used in the British 120mm recoilless gun (MOBAT) and the Malkara missile. It is now used as a replacement for conventional HE in the British 120mm and 105mm tank gun, and as the main projectile type of the Saladin armoured car. The fragmentation effect is just as good as normal HE and the effect on field fortifications is astonishing. In the anti-tank role it is less satisfactory, as the penetration is inferior to APDS and HEAT. However, considerable damage may occur without penetration, as large pieces of metal up to several pounds weight spall off the inner service of the armour at high velocity.

To summarise, HEAT is now universally recognised as best for missiles, infantry anti-tank weapons and recoilless guns. The rivals for tank armament have been reduced to HEDP on the one hand and the combination of APDS and HESH on the other. However, the performance of 105mm APDS from obsolete Centurions against Pakistani M.48's and Egyptian T.54's is a very good argument in favour of the latter.

	SHORT RANGE ACCURACY.	LONG RANGE ACCURACY.	SHORT RANGE PEN.	LONG RANGE PEN.	LETHALITY	A/PER
APDS	10	8	10	8	10	1
APCR	8	4	9	3	10	1
APC	9	6	6	4	9	1
HE	9	6	0	0	0	10
HESH	9	6	5	5	10	10
HEAT (Low vel.)	7	4	10	10	7	6
(Fin-Stab.)	8	5	10	10	7	6
(Gimbals)	9	6	9	9	6	5
(Missiles)	2	9	10	10	8	6
HEDP (Low vel.)	7	4	9	9	7	9
(Fin-stab.)	8	5	9	9	7	9

Relative accuracy, penetration, lethality and anti-personnel effect of different projectiles of equivalent size.

---ooOoo---

FOR SALE:- 20mm and 30mm A.C.W. Troops and flat figures of Seven Years War and Thirty Years War. Write:- C.Beaumont, Hampton House, Shurdington Road, Cheltenham, Glos.

---ooOoo---

The art of war points out that it is necessary to turn and outflank a wing without separating the army.

"Napoleon's War Maxims".

---ooOoo---



FIRING INTO THE BROWN!

Letter written by an Officer of the 23rd Royal Welch Fusiliers who was present at the battle of Waterloo.

"During the night of June 17th the 23rd bivouacked in a rye-field near the village of Merbe Braine, but early the following morning moved into the second line on the left of the Nivelles road in the rear of the battalion of Guards, where the Regiment deployed into line and lay on the ground, in consequence of the French having placed some guns on the Nivelles road, which killed one of our captains and wounded some men. The Guards in the front line having been withdrawn to the support of Hougomont, the 23rd formed square and moved up into that line. In consequence of the numerous attacks of cavalry we remained in the square the whole day. I only recollect one attack of infantry (in column) during the day, which did not alter our formation. Some regiment in our rear - I think the 71st - deployed into line and advanced with the 23rd square (a wing on each flank) some distance down the slope of the hill. The infantry having given way, a charge of cavalry immediately followed. The regiment in line ran into square to our right, a little in advance and nearer to the garden of Hougomont.

I believe the cavalry that attacked these two squares were nearly annihilated. Having suffered much from the squares they attempted to retreat by the Nivelles road, which was thickly lined with skirmishers and the officer who commanded the left company of the Regiment stationed on that road assured me at the time that scarcely a man succeeded in making his escape."

---ooOoo---

"Regarding the recent article on longbowmen versus the Mongol hordes. I had always heard that the Mongol Hordes were at least partially stopped by Foot and Mouth Disease, affecting their horses. Not that the English archers weren't affected by a mild Dysentery - it didn't stop them, at least!"

Derrick Atwell.

---ooOoo---

Colonel Jack Churchill, D.S.O., M.C., the last man to kill with a longbow in war (retreat to Dunkirk, 1940) featured in the "Bowmen of England"., - says of the book: "I do not share your views on some points I am afraid, - notably their accuracy as individual archers. With deer, birds and rabbits never having been frightened by 'villainous saltpeter' the creatures in the woods only kept out of man's way rather casually, and so were extremely easy to shoot and kill.

Our great strength in battle lay, as you so rightly pointed out, in the fact that men had to practice at the butts in peace time. In battle all he had to do was to be able to shoot and pull a really strong bow and shoot very quickly as almost all battle shooting was in barrages where individual accuracy did not matter.

I also think rather more highly than you do of the crossbow, apart from its slowness."

---ooOoo---

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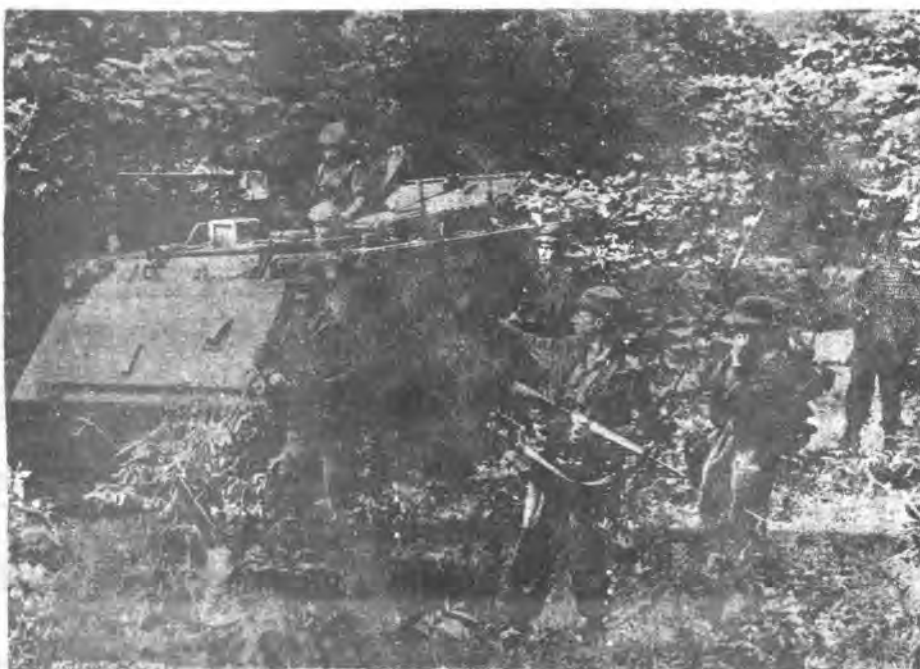
Neville Dickinson.

DE GRANDMAISON RIDES

AGAIN!

by

PADDY GRIFFITH



Tactical theory always moves like a pendulum in long swings from one extreme to the other. In the 18th century, infantry were supposed to advance gingerly in long lines and hold devastating but inconclusive fire fights. After the French Revolution the idea was to charge home with the bayonet in compact columns and win at any cost by sheer violence. By the time of the Battle of the Alma we are back to the cautious Frederician deployment at 1,000 yards and reliance upon new patent rifles. After 1870 the French at least had a reaction against patent rifles, and the disciples of De Grandmaison were thinking in terms of red hats, red pants and bayonets. Improvements in fire power were supposed to help the attacker, and machine guns, howitzers and such like looked like dangerous impediments to movement. The First World War changed all that, and a comparison between the Nivelle offensive and the defence of Verdun brought the pendulum back with a bang to the side of the long line and the static fire fight. Even the worst Colonels Blimp had to agree that there was no room for glorious cavalry charges on modern battlefields and that the mounted arm was, in effect, merely accelerated infantry.

This is perhaps the point at which the idea of Armoured Personnel Carriers started to become attractive. If horsemen could not charge into the enemy ranks perhaps the infantry could! Plans for armoured infantry carriers followed hard on the heels of the first use of tanks, and in France and England these developed into the concept of the 'Tankette' or one man AFV. The Renault light tank, the Carden Lloyd and the Bren Gun carrier were the outstanding products of this line of thought. These vehicles allowed infantry to assault without dismounting at all, leaving the lorry to take over the "mounted infantry" role from the cavalry but, unfortunately, the concept would have required the issue of a light tank to every recruit, along with his ammunition, boots and tin hat. Obviously there was not enough carriers to go round, and in the Second World War only one battalion per armoured division had anything like enough in the British and German armies. The Germans were using half tracks to carry a rifle section at a time almost to the point of the assault and had light cannon mounted for support but, unlike the British concept, the troops were actually intended to dismount.

Used in co-operation with their assault guns, these German APCs were a far

more practicable idea than the Bren Gun carrier - especially as more troops could be carried - and the Americans were quick to apply their gigantic mass-production resources to a similar half track.

Despite an alarmingly high breakdown rate, the half track was certainly a better APC than its predecessors, and, I would say, than its successors. It is thought that if the German armoured divisions had been wholly tracked or half tracked for their invasion of Russia 'General Winter' would not have bogged down their supply columns, and Moscow could have been reached. On the other hand a totally tracked APC is very vulnerable to mines. A BAOR officer with whom I have had long conversations would much prefer the six wheeled Saracen to the new FV432, especially as the latter's much vaunted 'amphibious capability' is highly chancy in practice - they usually sink!

Apart from this, the FV432 is an enormous piece of metal, with all the mechanical uncertainties of a tank; and all a tank's lack of manoeuvrability. Whereas a Saracen can maintain a good sustained speed along roads, the FV432 has to go by tank transporter, however superior its cross country performance may be. The comparative costs too, must be highly favourable to the Saracen, and as with the ridiculously elaborate Chieftain tank, the result can only be that fewer are produced. The India - Pakistan war clearly demonstrated that stabilised gunnery systems give no clear superiority over tanks without stabilisers, just as the Hungarian revolt and the war in Vietnam show how powerless troops can be if they hide in their vehicles. It is also instructive to note that the Israeli army uses half tracked APC's. It very much seems to me as if the British army's AFV's are far too sophisticated.

The British idea since 1917 has thus been to use the APC in a 'Cuirassier' rather than a 'Dragoon' role as it should be. There has been a fifty year reaction to trench warfare, and at the present moment the idea is to bull through with heavy tanks and heavy APCs. The early Nazi blitzkriegs are pointed out as examples of what tanks and infantry can do together if they have mobility. That is all very well, until it is recalled that the French in 1940 were using tanks as organic parts of infantry formations just as the British are today; that the allies had TOTALLY inadequate anti-tank weapons; that the German motor cycle and lorry borne infantry had to dismount to fight; and that a lot depended upon the screaming stuka dive brakes and the panic rout of inexperienced units overrun by tanks they could easily have fought.

Later Nazi and ultra modern Egyptian experience shows beyond any doubt that if the enemy has air superiority, armour cannot survive. The "Snipe" combat at El Alamein, and a thousand others show how even the primitive anti-tank weapons of that time could smash any cuirassier charge of the type now envisaged. The armies of the world now have more than one anti-tank weapon per rifle section (let alone rifle grenades) and intend to use the heavy machine guns on their APCs to kill enemy APCs. I fail to see how such armaments can be approached with anything but caution, the indirect approach, and the intelligent combination of arms.

I have devised a complicated set of ultra modern rules which I think are as accurate as possible, and use them for company size actions like Roger Moore's. I have found the polythene Airfix combat series especially good for the easy mass supply of FV432s and Centurion tanks at only 1s.3d. each, although in the garden, where I use them, I have to use coloured counters to represent two man infantry teams, as the figures would get lost in the grass.

The system works well, and the counters are invisible until you are on top of them, so they are good for representing camouflaged fire trenches.

With this set up, I have made experiments with APC assaults, and no matter how much smoke or HE is laid down, they always fail. One man with a rifle grenade is all that is needed to wipe out a section in its vehicle, and the chances are he will get away to tell his grandchildren about it. If the attacking infantry dismount, however, this First World War supremacy of the defensive evaporates. Each shot cannot hit more than one man, and that is a far more difficult target anyway. Modern walkie-talkie fire control, smoke weapons and 'walking fire' automatic rifles (let alone napalm etc) allow entrenched troops to be flushed out more easily than ever before.

Modern infantry must move fast over the terrain, and must take a lot of hardware with them. In nuclear conditions their vehicles must be fully closed. They must certainly resist small arms fire; but no vehicle can seriously be expected to survive inside the EFFECTIVE range of the enemy's standard infantry anti-tank weapon - 700 yards in the case of the Carl Gustav. Losses in the next conventional war will be appalling at best; why should this APC doctrine of putting all the eggs into one basket be allowed to make them worse still?

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JUST RECEIVED!

The Grenadier - Bulletin of the Cheltenham War Games Club.

The January issue deals mainly with the battles for the Club Championship, giving accounts (with maps) of eleven war-games. The Champions are:

Modern:	Graham Orr.
Napoleonic:	Chris Gregg.
7 Years War:	Phil Todd.

Chris Beaumont and Chris Gregg are organizing a gathering of the Cheltenham, Bristol and Birmingham Wargames Groups on Saturday, March 30th, with a view to forming a Regional Group of Wargames Clubs in their part of the country. Will all wargamers who are interested in attending the meeting and spending an afternoon fighting battles and discussing this subject please write to Chris Beaumont at Hampton House, Shurdington Road, Cheltenham, for details.

Miniature Warfare - No.1. (John Tunstill, 61 Benares Road, Plumstead, London S.E.18. 4s.0d.)

This is the first edition of the new wargames magazine put out primarily by the London Wargame Section. It is pleasant in appearance and well laid out, with articles on wargaming in Ancient, Napoleonic, American Civil War and Modern periods. It has commenced on a high note which, if maintained, will make it an interesting addition to the literature of our hobby. Many well-known names from the wargames world appear; including Jack Scruby from America. But nine full pages of advertising out of twenty-six pages seems to take up some valuable reading space!

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Field fortifications are always of use, never hurtful, when they are well understood.

"Napoleon's War Maxims".

---oo0oo---



GENTLEMEN! HAVE A CARE!

In all military history, it has been the morale of the commanders and of the forces which has been the deciding factor in success or failure. Consider the state of the Parliamentary army before Cromwell's re-organization. "Decayed serving men and tapsters" were unable to compete with the brilliant but undisciplined cavaliers. Cromwell therefore set to work to create a higher standard of morale, firstly by re-organization of the military system, and secondly by fostering the religious element of the war.

The history of the French revolutionary wars is astounding from the point of view of morale. Troops unfed, unpaid, half-armed and almost untrained, were continually driving back the fully equipped Coalition armies and this was due almost entirely to the morale created by the series of amazing leaders France then produced.

Also note the condition of the army of Italy when Napoleon took over its command in 1796. They were badly equipped, worse clad, half starved and not paid at all. On his arrival at Nice, in fact, at the close of March, he had to disband one battalion for mutiny. Yet by his personal powers, with this same army he was very shortly master of Northern Italy, having overcome the successive armies sent against him by the Piedmontese and the Austrians.

At the battle of Arbela, in Alexander's campaign against Darius, Alexander was probably outnumbered by nearly ten to one. Yet his morale and discipline gave him a complete and sweeping victory.

In October, 1700, Peter the Great of Russia laid siege to Narva, and Charles XII of Sweden moved to its relief. Having landed at Pernau, Charles moved rapidly forward with some 4,000 cavalry and 4,000 infantry, leaving the rest of the army, about 12,000 infantry to follow. The Russian advanced guard of 5,000 men was precipitately charged, and put to flight. In its flight, it carried away also the main body of the Russian forces, 20,000 strong. As a result, after two days very fatiguing pursuit, Charles arrived with his 8,000 men somewhat exhausted in front of the Russian fortified camp, containing 80,000 Russians and 150 guns. He immediately gave the order to attack. On someone pointing out to him the danger, Charles said:- "Why, do you imagine that with my 8,000 Swedes I shall not be able to march over 80,000 Muscovites?" The Swedish morale was too much for the Russians; their mere presence seemed to strike terror into their opponents. The attack was everywhere successful, and Charles, with his 8,000 men succeeded in capturing alone over 30,000 Russians.

In his campaign for the unification of Italy, Garibaldi landed at Marsala in Sicily with his thousand men on May 11th 1860, and within a month he had forced the withdrawal from the island of the Neapolitan garrison of 20,000 troops. He then crossed the Straits of Messina and invaded Naples, forcing the evacuation of the Bourbon King, and was on the point of attacking the French forces in Rome as well, when Cavour stepped in and declared the unification of Italy under the House of Savoy.

WHY LARGE WARGAME CLUBS FAIL

by

Fred H. Vietmeyer

Napoleonic wargames are usually organised by Napoleonic buffs, normally one or two sparkplugs who collect the first troops, hold the first games, and generally write and later develop the rules. Initially these rules are mainly tactical since the mechanism of move, change formation, fire, and melee are the first problems. At this point, new wargamers are introduced, to be captivated by the thrill of the cavalry charge, the boom of the artillery, and the measured tread of the Grenadiers. These new players are not really Napoleonic buffs but "excitement players" and it is a fun game!

The preliminaries worked out, the initial Napoleonic buff moves ahead and tries to simulate the grand tactics of Napoleon. This is what he really had in mind anyhow: the mass manoeuvres of Austerlitz, Friedland, and Wagram! The game begins to take on the appearance of a pageant and the buff loves it. But the minor tactics players becomes bewildered. Instead of 30 soldiers, he now has to co-ordinate 300, or even a 1,000! So he drifts off, perhaps switching to the small tactical actions of the Colonial Wars. Soon the parent Napoleonic game evolves into all pageant - the fun goes, and even the buffs lose interest.

Where is the error? Let me compare it with a college marching band at a football game between halves. All the musician wanted to do was play his instrument in an organized band, or at most wear a uniform and march in a few uncomplicated manoeuvres - to be a drum major or even the band director is frightening. The fun is gone.

So what do we do? It takes years for a professional soldier to advance to a general and be able to handle a brigade, division, or corps. In the mid-Western Napoleonic wargamers Confederation, all beginning players start as observers (sergeants). They cannot start as privates since these are the wargames figures themselves. Advancing in skill, he can advance in rank. A company grade player must know how to run up a regiment of troops of either infantry, artillery or cavalry. A field grade player must be familiar with all branches of the army, know all the rules, and own at least a brigade of troops, and must win in order to advance from Major through Colonel. Finally, a general officer must be able to plan, set up, play, and win a multi-player battle, commanding up to 10 tactical players.

As you can see, there is room here for all levels. Keep the game tactical for the minor tactics players, develop brigade commanders who in turn command the tactical players, and finally leave the really big show to the staunch Napoleonic buff.

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STOP PRESS !!

The latest Airfix offerings dropped through the letterbox just now! ROYAL HORSE ARTILLERY WORLD WAR ONE and TARZAN! Before you scoff at the latter, the two white hunters are good figures and there are 11 natives, some with shields and spears, together with a dug-out canoe plus animals etc. and ... Tarzan. The Horse Artillery seems to make up into six horse gun team with limber and TWO 18 pdr, field guns, plus gunners - this is a very welcome addition to our forces. Also imported by Airfix and sold in Woolworths at 2/9d - a nice little 20mm scale Viking longship plus crew. Also hear that publishers Macmillan intend republishing Sir John Fortescue's monumental 'HISTORY OF THE BRITISH ARMY'.



MUST LIST

WHAT NOT TO MISS



Brian Baxter, a serving soldier in the British Army writes the following:-

"In the course of my travels I have found three of a series of four sets of 30mm modern figures (World War II) from Louis Marx who if you remember once made sets of U.S. Civil War figures. These latest, U.S., German and Japanese and British come with some scruffy soft plastic vehicles all of smaller scales than the figures. So far I have not seen the British but the others, particularly the Japs and Germans are some of the finest mouldings I have seen and equally as good as Starlux but of course not so well painted. There is a terrifying model of a fat Jap swinging a Samurai sword and the Germans include one running with a light machine gun. Uniform detail on the figures is brilliant. I strongly suspect that these figures are cribbed from other firms though possibly in a different scale. That is the favourite Hong Kong trick.

I have also got some cheaper Hong Kong plastic figures - U.S. World War II which are new to me and fairly good."

For those interested in Board wargames the American firm Gamescience Corporation, 404 Delsea Drive, Goshen, N.J.08218, U.S.A. offer **Confrontation** (a world strategy game at \$6.98); Viet Nam (a guerilla warfare game at \$4.95) and Nuclear War at \$3.25. I have not seen any of these games but I believe they are of a high standard.

A fleet of over 200 scale (1:1200) waterline model warships, metal castings of American, British, German, Japanese, Italian and French battleships, carriers, cruisers, destroyers etc., of World War I, Spanish-American, Civil War besides modern vessels are available from Alnavco, Dept.St, Box 3, Westfield, N.J.07091, U.S.A. They are available either assembled or in kit form.

I have been asked by an American subscriber to mention the Board game GO introduced into Japan about 1,200 years ago and where today it is the leading board game. Claimed to be pre-eminent amongst intellectuals in the East it is suggested that GO may well replace chess as the leading board game amongst Western intellectuals. It is a game with a complex strategy in which the object is to obtain territory and eliminate your opponent's forces. I am told that the only source of supply in the United States is E.S. Lowe, 27 West 20th Street, New York 10011, U.S.A.

Bill Lamming of 130 Wexford Avenue, Greatfield, Kingston-Upon-Hull, Yorkshire, has entered the field of 20mm wargames figures. At the moment he is producing figures of the Seven Years War at 1s.0d. each for Foot and 2s.6d. each for Cavalry. I have seen some of Mr. Lamming's work and can say that it is superb and I strongly suggest that people interested in this period write to him for further details.

I have received the latest Bellona Military Vehicle Prints, Series fourteen, which gives plans and details of Tank Mark IV (UK); Canadian Medium "RAM" Mark II (CA); 15CM s FH auf GW III/IV Hummel (GE) and VK 3001 (P) Porsche Type 100 "LEOPARD" (GE). These excellently detailed and accurate booklets are obtainable from Bellona Publications Limited, Hawthorn Hill, Bracknell, Berkshire, England.

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MANOEUVERABILITY AT SEA

by

Robin Aaronson

During my Ancient sea battles I have had many arguments about the turning power of ships. Could galley X have turned sharply enough to ram galley Y abeam, or must we regard it as a bow ram? Did galley Z have enough room between galley's A and B to turn round?

Assuming that the normal move of a galley 3" long is 9", and that it is nippy enough to turn in its own length I believe I have a solution. Two strips of paper about 1" wide are cut, the first 9" long, the second 12.4" plus $\frac{1}{4}$ inch to allow for an overlap. The ends of the longer strip are glued together, with the quarter inch taken up by the overlap, so that a circle is formed. Cut two balsa struts 3" long and glue them inside the circle at right angles to each other.

To work out a ship's course, the strip of paper is placed on its side and bent in the desired direction; then the circle is placed by the tightest part of the bend to make sure that the turn is possible within the "turning in its own length" rule. If satisfactory, the ship is allowed to make that move. If not, it must alter the arrangement of the strip of paper until the turn is possible.

I have found that this method works perfectly. It not only shows whether the ship can turn the desired amount, but also if the distance then travelled is within the ship's move. It can be adapted to suit the individual, who might prefer to say that a ship can only turn in twice its own length. A different strip can be made for each type of move, i.e. under oars, running, reaching. Some ships might be made more manoeuvrable than others.

---oo0oo---

J.A. Hilton of John Rigby Grammar School, Orrell, Wigan, writes:- "You will, no doubt, wish to hear that your mention of our Club has already borne fruit. We have been contacted by a local (adult) club and received an enquiry about forming a School Club from Yorkshire. Naturally, I am willing to exchange ideas and information with anyone who has started or wishes to start a School Club."

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We've fought with many men acrost the seas,
An' some of 'em was brave an' some was not:
The Paythan an' the Zulu an' Burmese;
But the Fuzzy was the finest o' the lot.

FUZZY-WUZZY by Rudyard Kipling.

---oo0oo---

Book Reviews



CHARGE! Or How to Play War Games by Brigadier Peter Young and Lieutenant Colonel J.P. Lawford. (7½" x 10". 34 illustrations and numerous black and white diagrams). Morgan-Grampian, London, 1967. 55s0d.).

Since H.G. Wells wrote "Little Wars", more than half a century ago, there have been three "popular" books on wargaming. First came my own "War Games"; then Joe Morschauser wrote "Wargames in Miniature"; and now we have "Charge!". Each of these books has accelerated the original impetus given to the hobby by Wells; in their own way and style, each has contributed much of value to wargaming. None of them remotely resembles each other, and "Charge!" has a most pleasing format and appearance all its own.

Yes, I found this a pleasant, somehow warming, book to read, or even to contemplate reading as I surveyed its beautifully colourful jacket which seems to me to be the very epitome of a table-top battle.

I liked the manner in which it is written, because reasons were given for the manner in which the rules were formulated and applied. For example, there are no arbitrary rulings on how ones artillery should be fired - there it is in black and white, how the guns fired on the actual battlefield and how best this can be represented in miniature on our table-top terrains. Similarly, musketry fire, hand-to-hand fighting and all the multitudinous facets of warfare are coped with in a reasonable and practical manner. This is not a book for the wargamer with an ultra-serious mind, constantly searching and seeking into the small print of out-of-print military manuals for facets and details so fine as to be almost beyond the interest of lesser mortals. This is a pleasantly put out small volume dealing solely with warfare of the mid 18th century, whimsically described by dilettantes who are themselves mature men of considerable actual military experience. From their writing emanates the inevitable warmth that will arise when collectors lovingly toy with the beloved and valued items that form their collection.

The rules described are not new ones, they are known to many in the wargaming world as those originated by Charles Grant and they have been rounded and proved in the crucible of many a fierce table-top battle. They are eminently practical, they give a good game and, perhaps above all, they exemplify the essential facet of all wargaming rules in that they truly represent the characters and temperaments of those people who are content to use them. I am highly delighted to place this book on my shelves along with the other volumes dealing with our hobby.

I make no excuse for reviewing this book at such length. I believe that ANY book specifically covering our hobby - and heavens knows few enough of them have been written - deserves to be contemplated and reported without stint and in a sincere and frank fashion. Similarly it baffles me how wargamers can spend hours researching, making, painting and assembling armies, then formulate rules and fight battles WITHOUT finding it necessary to invest a few pence each month in buying the only magazine which specifically deals with their hobby and seeks to further it!

STRASSEN PANZER - The German Scout Cars - by Walter J. Spielberger and Uwe Feist. (From W.E.Hersant., 228 Archway Road, Highgate, London N.6. 23/6d. post 1s.0d. extra).

This is No. 5 the latest book in the "Armor Series" put out by Aero Publishers, Inc., of California, U.S.A., and a very worthy addition it is! Profusely illustrated - there are 42 pages of pictures some coloured - and all are photographs of German Scout Cars ranging from immediately post World War 1 to those in use at the end of World War 11. The wargamer fighting "modern" battles will find this book an invaluable aid to his researches for authenticity.

---ooOoo---

Recently I had the opportunity of browsing through Collins book catalogue for Spring 1968; initially being attracted by its colourful cover showing books by the noted historian Arthur Bryant. In its pages are hardbacks and paperbacks of outstanding military and history books, biographies and autobiographies of the greatest interest to wargamers and military collectors.

---ooOoo---

Ken Trotman, the Postal Bookseller specialising in books, old and new, on Armour, Artillery, Firearms, European and Oriental Swords and Daggers, Tanks, Uniforms, etc., has changed his address to:-

Ken Trotman (Arms Books),
18, Manwell Road,
Swanage,
Dorset.

---ooOoo---

K.G. WYNN

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LOOKING AROUND



AIRFIX MAGAZINE (PSL Publications Ltd.,
Brooks House, Upper Thames Street, London E.C.4
30s. (\$4.50) per annum)

For plastic modellers mainly, with strong emphasis on military aspects - land, sea and air. Latest issue has articles on conversions in Roman and American Civil War figures, plus tank and vehicle modelling.

DISPATCH (Commander Ian Hamilton, Kilbride Croft, Balvicar, Isle of Seil, By Oban, Argyll, Scotland. 9s. (\$1.25) per annum)

This newsletter of the Scottish Model Soldier Society is a mine of information on new figures, books, plates etc.

MECCANO MAGAZINE (13-35 Bridge Street, Hemel Hempstead, Hertfordshire. 35s. (\$5) per annum)

A revived magazine that intends running a series on "Battle Games" by a well known wargamer.

MINIATURE PARADE (Jack Scruby, 2044 S. Linwood, Visalia, Calif. 93277, U.S.A.)

This is a quarterly journal that combines wargaming articles and news with an ever-growing catalogue of Scruby figures. Its contents fully represent the different and interesting aspects of American wargaming.

MODEL BOATS (13-35 Bridge Street, Hemel Hempstead, Herts. 35s. (\$5) per annum.)

Invariably contains illustrated articles, usually with plans of ships, modern and historical.

STRATEGY AND TACTICS (Box 11-187 Loundonville, New York 12211, U.S.A. (Single copy 60c.)

"The Journal of American Wargaming" covers both wargames with model soldiers and with board-games.

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BACK ISSUES

The following back numbers of Wargamer's Newsletters are available at 2s.6d. each (30c). Write for your requirement but do NOT enclose cash, an invoice will be enclosed if the numbers are still available. January; February 1968. All of 1967; and December; November; October; September; August; July; June 1966. There are still a few copies remaining of Wargamer's Annual 1966/7 at 7s. (\$1) and the electronically-reproduced "Little Wars" by H.G. Wells at 21s. (\$3).

THE NOTICE BOARD



SUGGESTION No. 1.

When will a bright manufacturer turn out a simple movement-tray in which to fix to 20mm and 30mm wargames figures? Something pliable and durable is required so that casualties can be removed as they occur.

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C.A. Sapherson of 55 Wensley Drive, Leeds 7, Yorkshire, intends to organise a Wargame Competition for individual players, taking the form of an annual knock-out, based on the battle of Waterloo, with a cup or plaque for the winner to be held for 1 year. Each competitor will be issued with a set of rules and a set of mounts for his soldiers to fit in with the requirements. All players to use Mr. Sapherson's rules and organisation for all rounds, so by the final rounds, they will be familiar to all players. Wherever possible, players will have the choice of being the French or Allied C.O., and will be paired off with a player in the same area. Each battle will last 12 moves, with Prussian troops entering the field on moves 8 and 10. The British will have an infantry force equal in points value to the French, but inferior cavalry and artillery. The arrival of the Prussians more than making up the difference.

For the final and semi-final it is hoped to hire a hall and combine the event with a general mini-convention. In the final and semi-final Mr. Sapherson's group will supply the armies.

Anyone wishing to enter should send Mr. Sapherson a note giving his name, address and telephone number, with his preference of command. The entry fee will be 10/- of which 5/- is returnable when our rules and mounts are returned. Stamped addressed envelope please. The other 5/- will cover postage and go towards providing a hall for the finals. All eliminated competitors attending the final will enter at half price. Finalists and semi-finalists free. Entries to be in by April 15th 1968, or earlier as the first 64 players to apply will be in the competition.

The results will be ascertained in any of three ways: (a) by either side breaking through to the opposing baseline with a strength equal to 25% of the enemy strength on the table, (b) by either side losing over 50% of its points, (c) or if the game lasts the full 12 moves, by the side with the least points loss. Points will be gained by achieving certain objectives (i.e. if by for instance the capture of La Haye, the French C.O. has lost heavily, some of his points will be discounted).

Each player will have a familiarisation period before the 1st Round commences, and all queries on rules will be replied to promptly if a S.A.E. is enclosed with the query. Each round will have to be completed by a specific date to allow the contest to continue but plenty of time will be allowed.

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ADVERTISING RATES

WARGAMER'S NEWSLETTER is edited and published from:-
69 Hill Lane, Southampton, Hampshire, England, SO1 5AD

Subscription rates:-

£1.16s. 0d. in the United Kingdom; £2. Overseas (\$5.0 in U.S.A. and Canada).

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All copy to be in the Editor's hands by the 7th of the month
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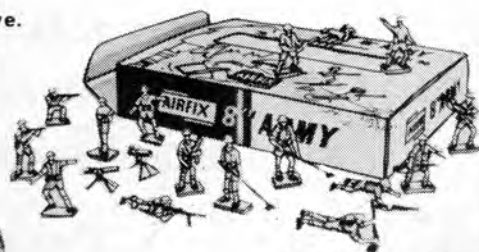
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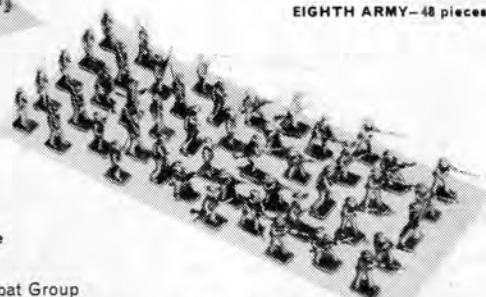


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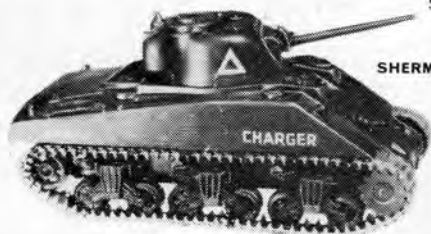
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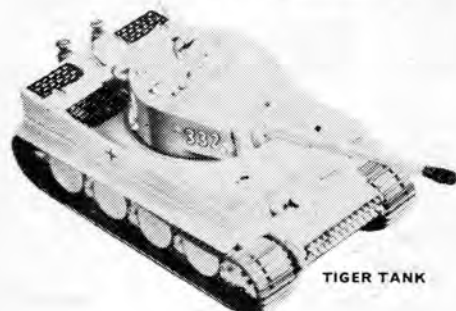
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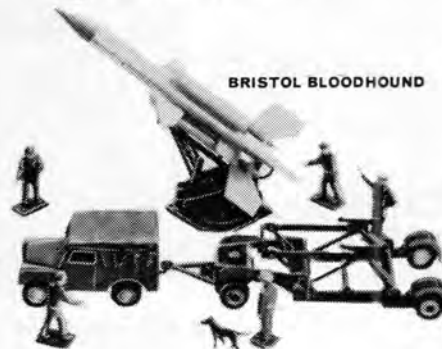


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