

JULY 1968

WARGAMER'S NEWSLETTER



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WARGAMER'S NEWSLETTER

No. 76. July 1968.

EDITORIAL



When first you contemplate, and initially begin, wargaming, it seems to be a relatively simple business involving setting up model soldiers on a terrain, fighting a battle using rules of your own or someone else's and arriving at a result in time for the visitor to catch the last bus home. In later years, these early battles take on a rosy hue, a glow of nostalgia that makes us ruminate - "Ah! Wargaming isn't what it was! Remember that battle on the lounge carpet when I won with only two men and a gun left?" So we perpetuate a legend that those simple, fought-to-the-death early battles were the best, that they had something that the games we fight today sadly lack.

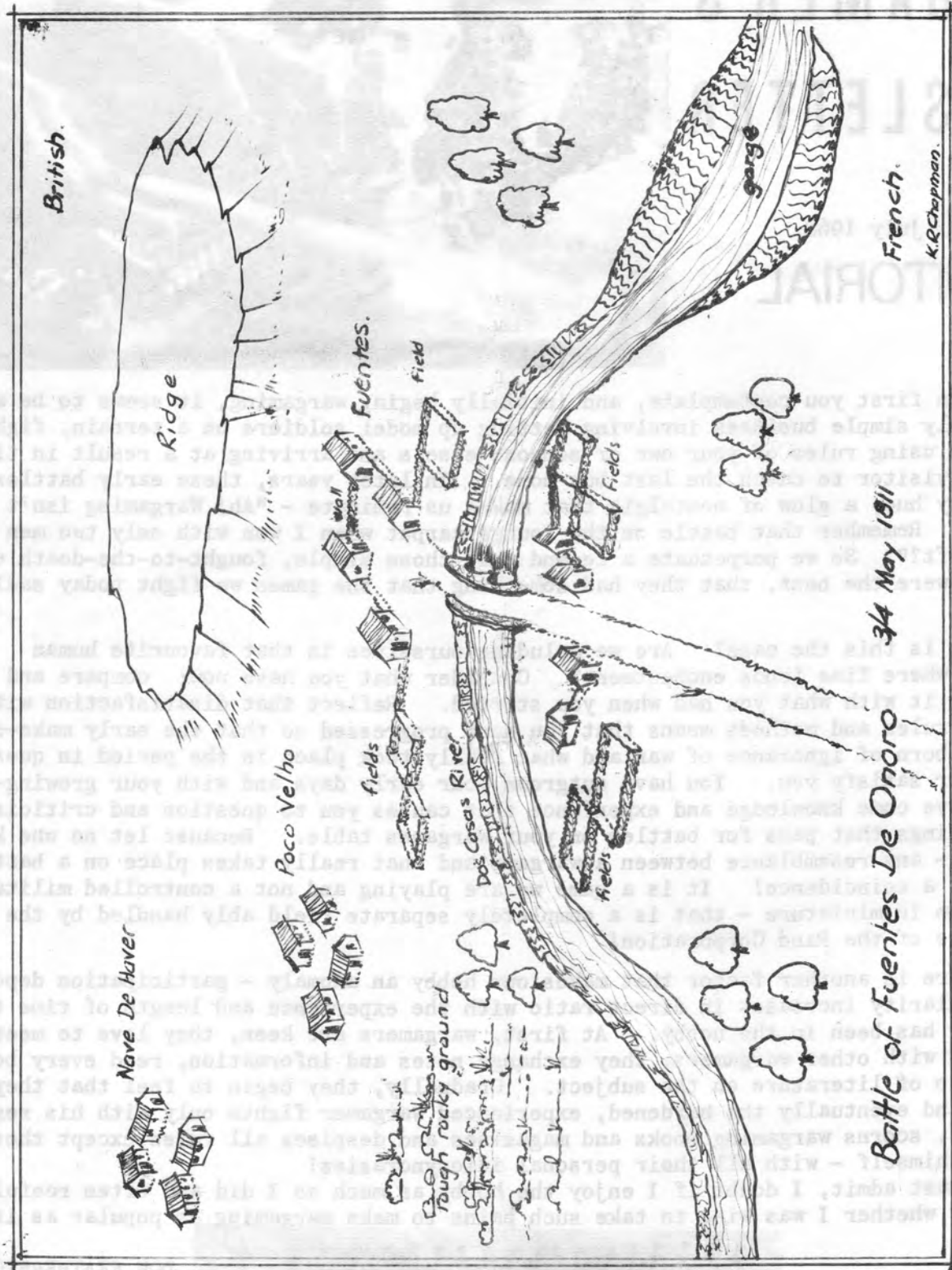
But is this the case? Are we deluding ourselves in that favourite human fashion where Time lends enchantment? Consider what you have now; compare and evaluate it with what you had when you started. Reflect that dissatisfaction with your present rules and methods means that you have progressed so that the early make-shift rulings born of ignorance of war and what really took place in the period in question no longer satisfy you. You have outgrown your early days and with your growing-pains have come knowledge and experience that causes you to question and criticise those things that pass for battles on your wargames table. Because let no one kid himself - any resemblance between a wargame and what really takes place on a battlefield is a coincidence! It is a game we are playing and not a controlled military operation in miniature - that is a completely separate field ably handled by the computers of the Rand Corporation!

There is another factor that makes our hobby an anomaly - participation departs and insularity increases in direct ratio with the experience and length of time the wargamer has been in the hobby. At first, wargamers are keen, they love to meet and talk with other wargamers, they exchange notes and information, read every book and scrap of literature on the subject. Gradually, they begin to feel that they know it all and eventually the hardened, experienced wargamer fights only with his regular opponent, scorns wargaming books and magazines and despises all rules except those he made up himself - with all their personal idiosyncrasies!

I must admit, I doubt if I enjoy the hobby as much as I did and often ruefully consider whether I was wise to take such pains to make wargaming as popular as it is today!



DON FEATHERSTONE.



British.

French.

K.R. Chapman.

Battle of Fuentes De Onoro 34 May 1811

Nave De Haver

Ridge

Poco Velho

Fuentes.

rough rocky ground

Coa River

Fuentes

Coa River

Fuentes

Coa River

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Re-fighting the Peninsula War No.7 Fuentes de Onoro 3-5 May 1811

On 3rd May, Wellington, considering the sprawling village of Fuentes to be the key to his position, had the bulk of his force immediately behind it with two divisions extending northwards. Fuentes straggled across the Dos Casas river, consisted of narrow, crooked streets with high stone walls - it was held by 2,260 picked marksmen of the Rifles and Light companies. Three strong French attacks, using nearly 12,000 men in all, went in during the afternoon, each drove the British from the village and on each occasion the village was swiftly retaken.

Nothing much occurred on the next day but at dawn on 5th May the French struck hard at the weakest British sector, the right wing, which extended down to two villages, Poco Velho and Nave de Haver. The entire British 7th Division and two squadrons of Cavalry were soon in a hazardous position, driven from the villages and threatened by French Cavalry, guns and infantry. Wellington sent Craufurd and the Light Division to their aid, at the same time re-aligning his line so that it bent back abruptly to the west just rear of Fuentes. Thus, he still covered Almeida, which he was besieging and which he had no intention of allowing the French to relieve.

On a wide open plain, the Light Division with Cotton's Cavalry, were practically isolated, surrounded by superior numbers of French Cavalry, 3 infantry divisions and several batteries of artillery. But this was to be Craufurd's finest hour and he never allowed the enemy cavalry to pin him down so that infantry and artillery could converge. Moving in square, using his riflemen in small groups as skirmishers who retreated back to the squares whenever threatened, he had the cavalry make partial charges to force back the French guns whenever they approached to fire on the squares. At a controlled speed and in perfect order, the Light Division retired to the safety of their own lines, losing not much more than 50 men.

It was during this part of the battle that occurred the traditional incident of Ramsay's guns charging the enemy cavalry and breaking through when trapped.

Ten battalions of French now attacked the 71st and 79th in Fuentes, pushing them back to the ridge behind the village. The Highlanders rallied and with the aid of the 24th pushed the French back to the river. Again, the French attacked and again the 3 British battalions were pushed back to the ridge - reinforced, they again threw the French from the village! Massena now sent forward 18 fresh battalions who, by sheer weight of numbers, thrust the Allies through the village and on to the plain behind. Wellington sent in the 88th and the 74th of Picton's Division; they advanced in columns and the wild Connaught Rangers (88th) used their bayonets with good effect whilst the two Scots battalions rallied behind them.

The blood-soaked streets were gorged with fighting men, many being trapped and wiped out in the narrow passages and cul-de-sacs; volleys were exchanged at point-blank range until the French were again turned out. But again they came forward, the last reserves of the three French divisions, joined by survivors who had already been fighting in Fuentes six times, came forward on a front of 1,000 yards but the attack was not pressed home. Meanwhile, other French divisions west of Fuentes had been awaiting orders to attack as soon as the village fell; the infantry waited whilst the guns fought a duel that ended with the French artillery silenced. Massena knew he had had enough and when Wellington fortified the position during the night (the first and only time he used earthworks in the Peninsula) he gave up and, on the 10th May, withdrew his whole army east of the Agueda.

British losses were 1,545 and the French 2,192.

FUENTES DE ONORO FOUGHT AS A WARGAME

To represent the British force of 34,000 British and Portugese infantry, 987 cavalry and 48 guns, Don Featherstone had 348 infantry, 15 cavalry and 5 guns (1st Fusiliers, 42nd, Guards; Buffs, 88th & 44 Light Infantry, Lt. Dragoons, 1 howitzer 1 horse and 3 field guns). They were under Wellington, Hill, Picton and Craufurd. The French under Massena and four other generals, had 422 infantry (42,206 in the battle) 46 cavalry (4,662) and 4 guns (38). They were formed of 72 Chasseurs, 4 Coys Line Grenadiers. 2 Bns. Swiss Line, 2 Bns. 10th, 3 Bns. 11th, the Irish Legion, Hussars, Cuirassiers and Dragoons.

At first it was intended to split the battle and fight it in two parts - in and around Fuentes and, secondly, Craufurd's Lights and Cotton's cavalry on the plain. For various reasons this was abandoned and the game became more or less a straightforward battle for the village. Neville Dickinson, who had been the French throughout this campaign, was now labouring under a pessimistic complex that the French just could not win if any sort of realistic representation of what actually took place in 1811 was attempted on the table-top! Perhaps he was right, because the results of most of these attempted re-creations were exactly as they were in real life - the British Line with Wellington's know-how dismissed the French column attacks as easily on the wargames table as they did in Spain and Portugal. This is an interesting finding but hardly condusive to good and competitive wargaming!

In the event, the battle turned out to be a not particularly inspiring artillery duel across the river, with French attacks coming over the Bridge (until it became blocked by a knocked-out horse-gun) and across the knee-deep river. The French cavalry moved across the river and attacked a concentration of British cavalry (all of them in fact) by the side of the clump of trees on the British side of the river. Superior numbers were prevailing, but it was not going to be of much avail because British infantry were in strong defensive formations behind Fuentes with guns on the ridge and would have been a match for the reduced-strength French cavalry.

In Fuentes itself, the 42nd on the right of the road and the 88th on the left, moved forward to aid the Lights manning the front of the village. In the fire-fight that followed with the French infantry, units on both sides took casualties sufficient to cause them to momentarily break and withdraw but neither side established enough of a superiority to force a complete withdrawal of the enemy. The battle petered out more due to lack of interest on the part of both contestants rather than on any results caused by good/bad dice or tactics!

Had it been possible to lay out a battlefield large enough to have included the plain on the Allied right and the villages of Poco Velho and Nave de Haver realistically further out, then there would have been scope for better tactics. As it was, the field was limited on one side by the gorge that forbade crossing the river and the siting of Fuentes, made it essential to fight in or around it. The hindsight that told us of results and events in the Peninsula plus creditable attempts to re-create battles as they occurred seemed to tie our hands and, if a lesson has been learned from what has gone on so far in this re-fought Peninsula Campaign, it is that considerable preliminary map-moving is necessary to make it not only an interesting campaign but also for the French to be in with any sort of chance of winning even the occasional battle. Of course, this would have meant that it would have been a re-fought Peninsula War in nothing but name because only coincidentally would the actual battle sites have been used and both sides, particularly the French, would have avoided the mistakes and manoeuvres that did not pay off in real life.

Better to have laid out terrains similar to those used in the Peninsular and then attempted, by preliminary map-moving, to 'winkle' out the enemy from strong defensive positions and, finally, to have a go in the way YOU think it should have been done on the day. But, I think it would be difficult to better Wellington's tactics in any battle!



FIRING INTO THE BROWN!

THE FIELD OF QUATRE BRAS

Account by Dr. Gibney the Medical Officer attached to the 15th Hussars.

"Seeing hour after hour pass away, and evidently neither party very willing to try their strength, I took the opportunity of riding over the field of battle, so far as circumstances would permit. It was a painful sight, and exhibited only too distinctly the horrors of war. Dead men and horses, mixed up indiscriminately, were scattered about the field... Clotted blood in small pools, and corpses smeared with blood, their countenances even now exhibiting in what agonies many had departed. Caps, cuirasses, swords, bayonets, were strewn everywhere. Houses, fields, roads, cut up and injured by artillery; drums, waggons, and parts of uniforms lying about; whilst every house or cottage near was full of wounded and dying."

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THE SUCCESS OF CROMWELL

Cromwell's actual success was largely due to the careful organization of the New Model Army, and to the strict discipline which he instilled in all ranks. His methods are very clearly shown in C.H. Firth's "Cromwell's Army".

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"Then was seen with what a strength and majesty the British soldier fights."

Sir William Napier (at the battle of Albuera).

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Suggestion No.5 (from Alister Sharman).

How about some kind of badge for wargamers who take the "Newsletter"? I'm sure many wargamers would be proud to show one on their best suit!

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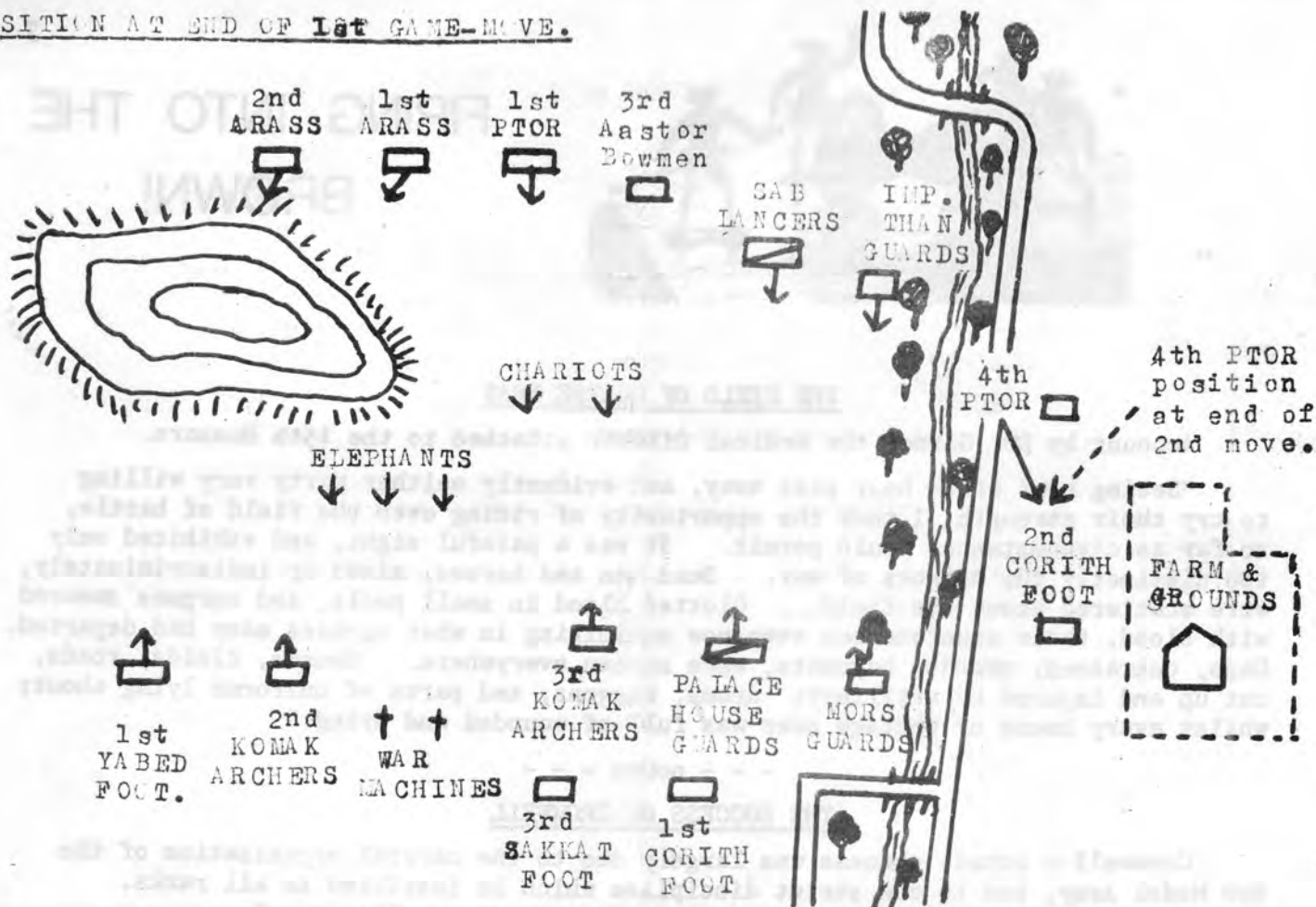
An American reader has taken exception to the comments that accompanied Auden's poem "Roman Wall Blues" in the May issue. Together with the poem, the comments were taken directly from the "Sunday Express" and are not necessarily the view of this magazine. Nevertheless, it seems to me that they are complimentary rather than derogatory to U.S.A. Britain defended far-flung frontiers for years and only recently have long-haired apologists sought to take the pride out of those achievements.

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Nothing is more important in war than unity in the command; thus when there is war against but one power there should be but one army, acting on one line, and led by one chief.

"Napoleon's War Maxims."

POSITION AT END OF 1st GAME-MOVE.



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by

C. C. UNDERWOOD

This is an engagement that took place in the chequered history of the two kingdoms of Helium and Zodanga. Both countries had a standing army of over 250,000, and were constantly at loggerheads with each other. They were inhabitants of a Continent which contained eight other kingdoms, all of which had a warlike nature.

Troops used for this battle were 20mm Romans and Gauls for the Heiliumites and 20mm Greeks and Persians for the Zodangans. The Zodangans had 145 and the Heliumites 160.

Rules were a combination of Featherstone and Bath, and our own. Andy Williams was my opponent.

Than Kosis, King of Zodanga, deisired the hand of the Princess of Helium in marriage. Refusing, she was kidnapped by Zodangan soldiery and taken to the city of Zodanga. The King of Helium, Tardos Mors, dispatched an army under the command of his son, Mors Kajak, to rescue the Princess.

The 80,000 Heliumites met a hastily organized force of Zodangans 75,000 strong just inside the Zodangan frontier.

The respective armies were formed as follows:-

<u>HELIUM</u>	1st Yabed Infantry	3rd Sakkat Infantry	2nd Mors Guards
	1st Corith Infantry	2nd Corith Infantry	
	2nd Komak Archers	3rd Komak Archers	
	The Palace Houseguards (cavalry)		
	2 Heavy War Machines		
<u>ZODANGA</u>	1st Ptor Infantry	4th Ptor Infantry	Imperial Than Guards
	1st Arass Infantry	2nd Arass Infantry	
	3rd Aastor Bowmen		
	The Sab Lancers		
	2 War Chariots		
	2 War Elephants		

1st and 2nd game-moves. The two forces advanced slowly, The Zodangan elephants charged towards the left flank of the enemy line where the 1st Yabed Infantry Division and the 2nd Komak Archers were stationed. Within 50 yards of the archers, the right hand elephant stampeded to its right. The left hand elephant crashed into the Yabed Infantry, formed in square. It trampled and crushed 40% while supporting archers picking off a further 10%. The remaining troops fled to the rear to reform near to their reserve units.

The chariots swept towards the Heliumite centre (formed of 3rd Komak Archers and the Palace Houseguards). One chariot was destroyed by a boulder flung by a war machine. The other refused contact with the archers and swerved to the left which put it on a course heading for the Houseguards, but overturned.

3rd and 4th game-moves. Taking advantage of the diversion caused by the chariots and elephants, the Zodangan Sab Lancers charged the 2nd Mors Foot Guards on the Heliumite right centre. After bitter fighting, the Zodangan Horse surprisingly retreated when another push might have forced the Heliumites to break. The Mors Guards had sustained 33% casualties against 11% by the Sab Lancers. The Guards commander took advantage of the unexpected retreat and pulled his unit back to recuperate. The Sab

Lancers retired behind their infantry to await further orders, while the elephants and chariots continued their battle, being used to soften up the enemy, after which the infantry and cavalry finished off their unorganized opponents.

On the other side of the canal a separate battle developed between the Zodangan 4th Ptor Infantry and the 2nd Corith Heliumite Foot. Both units had been dispatched across the opposite side of the canal to hold the bridges flanking each army. The two forces met and meleed in the narrow confines between the canal on one side and farm grounds on the other. In a fierce hand-to-hand engagement, no one gave ground and the fight continued.

The elephants both stampeded. The one that crushed the Yabed Infantry after being hit by its fellow, veered to the left and made a charge towards the Heliumite war machines in the centre. It was enfiladed by the Komak Archers and brought to a halt for the duration of the battle. Their chariots destroyed and their elephants out of action, the Heliumites came to grips with the enemy, without any initial success. The 2nd Corith beyond the canal, after two hours fighting, were cut up and retired to a position parallel with the bridge they were holding, leaving 40% of their numbers dead or dying.

The Palace Houseguards charged the Zodangan archers, but were counter-charged by the numerically superior Sab Lancers. The archers were soon sent scampering away with severe casualties, and the overwhelming numbers of the Sab Lancers ripped into the Houseguards forcing them to make a successful fighting retreat. Finally they cantered in double file between a gap in the front line, down to 66%,.

The Zodangan foot were slow in their advance, and the enemy were able to re-organize themselves before the main assault. Helium's forces had been forced back somewhat, but they halted and prepared to meet the advancing infantry of the enemy. Although they had suffered more casualties they still had their two war machines, which during the morning had met with only one success, the destruction of a chariot.

5th and 6th game-moves. The Zodangan right wing, (the 2nd Arass Infantry) charged over the hill and threatened the Heliumite left flank, whose Commander-in-Chief wisely gave the order for the left to make an angle of 30° with the centre, so forming an oblique front, to counter the threat provided by the 2nd Arass. However, no further infantry action was to take place. The battle ended dramatically when, at the conclusion of a mild skirmish between the Sab Lancers and the 2nd Mors Guards (who had been under pressure throughout the battle), the Heliumite war machines destroyed the Zodangan centre; the Ptor Regiment almost ceasing to exist.

The Zodangans wavered, and with both their wings having a flank in the air, fled the field of battle; the Sab Lancers were the last to retire, acting as rearguards. The Heliumites, although victorious were too exhausted to attempt to pursue their enemy.

The Princess was rescued two weeks and one battle later!

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Artillery is more necessary for cavalry than for infantry, since cavalry cannot return fire nor fight except with sabre. It is to supply this deficiency that horse artillery have been created. Cavalry should always have its batteries with it, whether attacking remaining in position, or rallying.

"Napoleon's War Maxims".

COUNSELS OF WAR.

The assorted items gathered under this heading are intended to present accurate and hard-to-obtain information upon which the wargamer can base his rules.

MUSKETRY INSTRUCTION, 1595.

On Volley Firing

In teaching the use of shot the soldier must first learn how to present his piece, and to take his level; and how and when to give his volley with those of his rank. This is the proper office of Serjeants of companies, for they should both teach the shot the use of their arms, and be their leaders in service, if by special commandment a superior officer be not appointed.

In teaching to give volleys the ancient and vulgar manner of discipline (which is that the whole volley shall be given of all the shot in one battalion or troop at an instant, as well of them behind as before,) is utterly to be condemned; for either the hindmost must venture to shoot their fellows before through the head, or else will overshoot and so spend their shot unprofitably; besides, the volley being once given, the enemy comes on without impeachment or annoyance; but, instead of this kind of volley at once, which only serves to make a great crack, let the first rank only give their volley, and, if the battalion march, then the rank that has given their volley to stand, and the second to pass through it, and so to give their volley, and then to stand, and the third to come up, and so consequently all the ranks. If the battalion stand, then the first, having given their volley, shall fall back, and the second come in their places, and so the third and fourth, until the first rank is become the last, and the last first, and so the volleys shall be still continued, and the enemy never free from annoyance; all which is easily performed, if before you do but make all your shot open their files.

Talbot Papers, Vol. I, Fol. 295.

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ARISING FROM PAST PAGES

Paddy Griffiths writes: " I was very interested to read Phil Barker's comments on A.P.C's in the May Wargamer's Newsletter. They seem to confirm my suspicion that the A.P.C. race in on with all the sophistication of the tank race during the war. The impressive list of weapons mounted on the modern A.P.C. must be intended to do two things:

(1) To kill enemy A.P.C's: i.e. to make the battlefield more dangerous for this class of vehicle.

(2) To beat down the enemy infantry resistance. This is the dangerous thing from the point of view of the De Grandmaison mania, for if a vehicle seems to be self sufficient, there is a great temptation not to bother to dismount. Phil Barker himself says that the Israelis have adopted this doctrine (and what will happen to them if the enemy fights back?). I have had it from a B.A.O.R. soldier that one of his drills is dismounting from the A.P.C. actually on top of the enemy position, whereas Otto Heilbrunn, in his "conventional warfare in the nuclear age" states that the idea in N.A.T.O. armies is to dismount only 200 yards from the enemy. Compared with the Carl Gustav range of 700 yards, this is not very far; especially on the open North German plain.

Luckily, so far, the Russians have not got Carl Gustavs! They are limited by the obsolete R.P.G.2 bazooka which Phil Barker states is so ineffective. In Vietnam the Communists cannot deploy heavy anti-tank weapons and supporting armour, so naturally the A.P.C. is at an advantage when it is not ambushed in close country. But the type of war I envisage in my wargames is one between two equally well equipped armies, and armies in which morale and training is equally high (this factor makes the so-called "lessons" of the Arab-Israeli war meaningless). In such conditions the temptation to smash through with troops still in their vehicles, or at least to dismount too close, can only lead to disaster. A.P.C's are getting more and more of the characteristics of tanks; thicker armour and heavier guns, not to mention the mechanical drawbacks of tracks. They are therefore becoming as vulnerable as tanks.

Otto Heilbrunn (op. cit.) trots out some very sophisticated arguments that seem to suggest that tanks are the thing of the future (after Kursk!) but which in reality prove the opposite. For instance, he thinks that no one in a future European war will dare to use tactical air power because the enemy might think it was nuclear and get trigger happy. (After Sinai!)

My point about the tanks themselves was concerned with cost. It seems to me stupid for a government to buy one marginally superior Chieftain when for the same money it could get three perfectly servicable, hard wearing, un-complicated medium tanks that had a better speed and which any conscript could drive after a few hours training. The same goes for A.P.C's. Phil Barker himself says that half-tracks are dirt cheap. If used properly and not exposed to close range anti-tank fire they are in many respects superior to the unwieldy great things now being adopted. And how does a 30mm Trojan compare for price?

The Russians won a world war with simple tanks that were easy to maintain. The Americans are at present in a mess because they won't fight on foot in small parties in the jungle, but stay in vehicles until the enemy chooses to make his presence known. If these two traditions should ever meet each other in Europe, I for one don't want to have any money on the neo cavalry prejudices of the Wild West".

D. B. Clark writes:- "In the May issue on page 8 I committed a shocking blunder in stating that the Confederates lining the war at Fredericksburg were armed with breechloaders, when they, of course, were armed with the muzzleloader".

Kevin A. Smith writes:- "In connection with recent discussion in the Newsletter, on morale factors in war, and also the April "Counsels of War", I have discovered a sidelight on these questions in the book "The Napoleonic Wars" by Thomas Morris, a sergeant in the 73rd Regiment; (London 1967). Two examples of the importance of morale factors are cited by Morris.

The first is during the battle of G6hrde in 1813 in Germany. The 73rd were attacking a hill held by the French troops, in conjunction with Hanoverians, dressed in red jackets. The 73rd were the only British regiment. The French stood firm until the 73rd unfurled their colours, whereupon they fled.

A captured French general after told the British that he had persuaded his men to hold the position by telling them that all the enemy were Hanoverians; when, however, they saw the English colours they fled believing all the red coated infantry to be British.

The other incident occurred in the Waterloo campaign when a strong body of French engaged the 73rd, who were wearing greatcoats. When these were removed, however, revealing the red coats, the French retreated. In Morris' opinion they had mistaken the 73rd for Dutch-Belgians.

This seems to raise some interesting points for the wargamer. It would appear that the British had built up a moral superiority over the French in the latter years of the Napoleonic wars. If so then wargamers rules should take this into account, if set in this period. Of course it may be that the 'French' at G6hrde were in fact not native Frenchmen, but conscripts from other countries. In addition the presence of Napoleon himself usually overcame the moral superiority of the British, and induced the French to give their best efforts, as at Waterloo.

Nevertheless the fact that the British did enjoy a considerable reputation, particularly with foreign elements in the French armies, is important and should be taken into account.

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Why Wargames? by F.N. Cogswell

Wargamers have a habit of being the most unexpected people. Why are they wargamers?

War is almost universally accepted as man's least rational and most immoral occupation. Yet, throughout history and still today man extends politics to war and asks Gods blessings on his "just" war. The profession of arms is the most "honourable" profession for gentlemen - though apparently less so for the FBI. Why has man - clever and conscientious man - rationalised and justified and honoured war?

There seems to be only one answer. Man enjoys war. Only in war can he really compare himself with a god and be certain that people will have to take him seriously. War can be spectacular, a gamble and a stimulating mental exercise. As such it satisfies all types of men. And so we play little wars.

Man - rational man - only attempts to preserve the obsolete. Today the rapid growth of wargames heralds the obsolescence of real war. The efforts of the United Nations to ban war seem to fail because they have nothing to replace it. Perhaps we can offer them not just an alternative but an improvement as H.G.Wells suggested. We must take our hobby seriously!

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GENTLEMEN! HAVE A CARE!

Uniform of the Foot Guards in 1798

Uniform for the Officers:

Scarlet, faced with blue, and gold epaulets, gorget, and narrow lace along the facings, for the undress, which is considered very elegant. The full dress, which is superb, is only worn on extraordinary occasions.

Uniform for the Privates:

White lace, and white buttons. The serjeants, etc., have gold lace.

Distinctions of the Uniform, etc.

There is a seeming uniformity, but at the same time a real distinction between the various regiments.

The breast-plate of the First is decorated with the Royal arms, on blue enamel, gold, with silver rays; the gorget, instead of being engraved, bears the Royal arms, raised and chased, in silver; and the Officers, while in full dress, wear long white gaiters.

The gorget of the Second Regiment, is a plain gold ground, with the Royal arms raised in silver, chased. The breast-plate is decorated with a St. George's Cross etc., as in the Order of the Garter.

The Third Regiment has its gorget engraved with the Royal arms, with '3rd Guards' on the extremities. The breast-plate is the badge of the Order of the Thistle.

The sashes are plain silk, but the buttons are all different. Those of the First are plain, and put on in the usual way, being the sole regiment in the Service with that distinction. Those of the Second are put on two and two, inscribed 'Coldstream Guards', and adorned with a St. George's Cross. The Third have a thistle, with 'Third Guards'.

The British Military Journal, 1798.

It may not be amiss here to give you a description of the Russian light troops in 1758. There are three Corps of them: 1 - Cossacks, who are of a middling stature, but robust, and of a very fierce aspect: they may be said to kill with their looks, and, accordingly they are strangers to mildness and compassion. Their uniform is a blue jacket with very wide breeches of the same colour reaching down to their half-boots, a red Polish coat with open sleeves, and on their heads, which are always shaved, a small red cap. Their arms are a sort of spear 15 feet long, supported within a leather case on the right foot, two pistols at their belt, and a third at their back, a musketoon, a large sabre, and, on the left side of the saddle a knife three-quarters of an ell in length, and the 'Kantschuh'. These are the Don Cossacks, who form a Corps of ten thousand men, are regulars, and have a particular Commander-in-Chief. The irregulars differ from them only that their uniform is all blue.

NEWS OF WARGAMES CLUBS

Michael Elliott of 17 Tovells Road, Ipswich, Suffolk, reports that a School Club has been formed in Ipswich. "I am happy to say that our first meeting was a great success. To introduce boys to the hobby, 3 demonstration battles were fought, Ancient, A.C.W. and Modern. We have now to decide a programme for next term. Any suggestions for meetings? We would fight battles, but we can only have the use of the school for 1½ hours and as this is not really long enough we are rather at a loss for ideas.

We would like to get in touch with any other Wargamers who live in our locality, or any clubs, (we are longing for an inter-club tournament!)"

On Wearside, Michael Waller and Peter Stamp of the Barbary Coast Wargames Club (with other enthusiasts) are going great guns. Newspaper reports and T.V. coverage has aided them and their meetings are lively. For example: "Two battles were fought, one being a scaled down reconstruction of Corunna, the other being a fictional Franco-Prussian encounter.

"Future plans include a Jutland battle, (using Avalon Hill's game with a much-modified search procedure, where individual commanders are kept relatively isolated to stimulate the confusion and uncertainty of the actual engagement) an American Civil War battle, and possibly a World War II game.

"Its really a tremendous change from when the Barbary Coasters were unknown and only numbered four".

Charlie Wesencraft and John Braithwaite have done a great deal to aid this group.

John 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".

S.A.C. M.K. Buxton of 4 Flt. S.R.A.F. 'A' Sqn. 16 M.U. R.A.F. Stafford, England has formed a small club in his camp and in April they re-fought Quatre Bras at a R.A.F. exhibition in Stafford. They used 7,000 figures, mostly Airfix conversions.

From Canada, Jack Hutchings writes: "We have established very cordial relationships with the Western Washington Wargamers in Seattle, Wash, U.S.A., I was down that way on a recent weekend and played on the huge wargames table of one of their members Richard Shagrin. This is six feet and 12 feet long. We played six a side. They are very much Napoleonic buffs and must now muster 3,000 to 4,000 figures among all of them. There are six or seven different armies. Bob Collman one of their leading wargamers is one of your subscribers.

* Our colonial game will be patterned along their rules so that we can play together.

"In the Vancouver-Burnaby area we can't seem to do better than half a dozen regulars and about half as many again who dabble from time to time. One of the best of the young players (just 12 years old) is Chris Arnett who has picked up the game very quickly and is busy working on his own figures".

Back in England, at Southampton, the long threatened Wessex Wargame Club came into existence on Thursday, May 16th. An initial meeting held to discuss its formation bogged down in a somewhat acrimonious discussion on rules! The Editor and Neville Dickinson decided to go ahead with the wargame and sort out the rules later! Using an original method, a Napoleonic game was fought with twelve a side, each commanding a brigade of infantry or cavalry or a battery of guns. 30 people turned up when only a dozen had been expected - so the battle became a crowded affair. This original system enabled people who had never

before fought a wargame to take an immediate active part and the battle was fought out to a decision in about three hours. Everyone greatly enjoyed the evening and second meeting has been fixed for 6 o'clock on Thursday 27th June at the Temperance Hall, Carlton Crescent, Southampton. Everyone is welcome.

—oOo—



Competitors in Sunderland's first "War Game," a battle between Greeks and Romans, help to set out their armies before joining in conflict.

R.A.F.
Stafford
Wargames
Club in
action.



THE AMERICAN SCENE

by

Pat Condray



The American Infantry Division in WWII

Much as I would have preferred to run my WWII games on a 50 to 1 or straight 25 to 1 representation, the variation in weapons forced me to adopt a more bulky system. For the infantry company, as a basic unit, 3 x 3 man firing bases for the rifle platoons, 2 x 2 man weapons bases (2 cos. with bazooka & 1.m.g., 1 co. with mortar & 1.m.g. per battalion) and 1-2 figures for company H.Q. For the battalion, up to 5 H.Q. figures plus 2 mortars, 2 m.m.g., and 2 extra bazookas make up the weapons company.

At regiment, the old canon company was actually converted to 3 canon platoons in a massive H.Q. company which also featured an anti-tank (12 light A.T.) platoons, q.m. (trucks) and other platoons. I usually add 2 trucks, 2 light (3/4 ton) trucks, 1-10mm gun, a pair of 37mm a.t., 2 h.m.g. at regiment.

In addition to 3 infantry regiments, the division of infantry had what had originally been an artillery regiment of 3 firing batteries, H.Q. battery, and supports for each battalion. This later changed to 3 battalions, which I represent at one gun to the firing battery. In many cases this force consisted of 2 X3 battery battalions of 105mm howitzers, 1 x 3 battery battalions of 155mm howitzers, the proportion stayed the same but the number often varied.

Most of the reforms in the American T.O. during the 1942-1945 period aimed at stripping away surplus headquarters and support personnel, and eliminating surplus trucks, tanks, and guns, especially from the infantry division. It was felt that, tank anti-tank, aircraft, anti-aircraft, cavalry recon units, etc. were more efficiently used in the non-divisional pools. As a result of the reforms, a great deal of wastage was eliminated, and on the whole, the firepower per man was increased, but as expected, front line units had a positive genius for acquiring "pool" battalions which were seldom given back. Regimental headquarters elements of tank divisions at the front often stayed on even after armor had theoretically been converted to battalions. cavalry armored cars turned up in armored or mechanized artillery units, and in some cases, according to veterans of my acquaintance, regimental canon companies neglected to turn in S.P. 105mm guns when they picked up the S.P. 75mm doubling the firepower per man but no doubt increasing supply and other problems.

Worse, perhaps, was the fact that a tank or anti-tank battalion loaned from non-divisional pools was often retained indefinitely by the infantry division. In fact, the tank battalion was almost organic to most divisions of infantry in the European Theatre of Operations.

The "tank battalion" of 1943-44 normally consisted of 3 companies of medium tanks m-4, 1 company of light tanks m-5, 1 company with headquarters, which often received the special tanks, such as the m-4a3E2 (weighing 42 tons to the original 28 and later 33 to 36 tons of the M-4) infantry assault tank. I usually employ "staghound" m-8 armored cars or underscale M-4 mediums for the light tank company, or skip it altogether, since its chief function on the tactical game table seems to be to give light enemy anti-tank weapons a practical target. Carefully handled however, light armor can be introduced on the game table for strikes against trucks and A.P.C.'s. By using 2-3 tanks to the company a divisional action can be fought out on an 8' x 6' board, but exploitation is often impossible without recourse to maps.

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FRENCH NAPOLEONIC

- FN 31. French Guard Foot Artilleryman holding trail spike.
FN 32. French Guard Foot Artilleryman firing gun.
FN 33. French Guard Foot Artilleryman carrying ball.
FN 34. French Guard Foot Artilleryman holding rammer.
FN 35. French Guard Horse Artilleryman carrying cannister.
FN 36. French Guard Horse Artilleryman holding rammer.
FN 37. French Guard Horse Artilleryman firing gun.
FN 38. French Line Horse Artilleryman carrying cannister.
FN 39. French Line Horse Artilleryman holding rammer.
FN 40. French Line Horse Artilleryman firing gun.
FN 42. French Guard Sapeur.
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NEVILLE DICKINSON
RICHARD HIGGS - DESIGNER.

SOME NOTES ON NAVAL WARGAMING

by

TOM MASKELL

Since a large hall is required for any realistic Naval wargame, I have mostly "played" (although my efforts have been almost detailed studies) chart games, finding the most satisfaction in the sighting calculation. Unfortunately, the use of aircraft involves some considerable degree of simple navigational calculation but does assist in forces contacting each other. Ultimately we used quite realistic and detailed air searches in which the out and home tracks were drawn on transparent paper which was located on the ships position and aligned as the "player" had directed (by written instruction). Relating the tracks to aircraft cruising speeds and taking into account altitude at which flown the sightings could be reasonably well calculated. The attraction of the chart game is that the advanced naval player has the most realistic of problems presented to him. He may receive half a dozen varied reports from one 4 hourly (say) move and these may be scattered higgledy-piggledly - for various groups of ships. Remember these sightings are not necessarily all enemy forces at sea.

From this he has to decide enemy disposition and intentions. For large area ocean warfare one has to stretch the realism greatly and allow sighting within at least 1 full degree Lat/Long. or even more to make a satisfactory game.

For deliberately conceived battles à la Jutland, I prefer the Fletcher Pratt calculation. Correct allowance should always be made for turning speeds and circles and the correct application of "A" arcs (i.e. the actual angles on which guns could fire effectively). Regrettably the official books which give this information are not for release but the NELSON class for instance could NOT fire over the full training angles of their turrets nor directly ahead due to the enormous blast effect (at any rate with full turret salvos).

My experience is that naval set piece games are productive of far too much slaughter and that only when ships are subjective to overwhelming concentrated fire (as at Matapan) should they be swept from the board like ninepins. An element of chance (dice or cards) is evidently necessary for the equivalent of Hood v Bismarck and the British battle cruisers at Jutland, but in these cases the real cause of loss was, for Hood, incorrect tactics and vulnerability and at Jutland unsuspected inferiority of ships and ammunition. These features can all be brought into a war-game. Which implies very thorough study of the ships concerned and the attributing of realistic values for offence and defence. No doubt this applies greatly to armoured battles on land as well.

In the metrical Romance of Richard Coeur de Lion it is said he took thirteen ship-loads of bee-hives with him; which when he besieged Acre, he threw from a mangonel into the town. The Saracens were much annoyed by this, and said,

"King Richard was full fell
when his flies biten so well"

There must have been some inconvenience when charging a machine with such instruments of offence, (and what rules would you form for their use?)



MUST LIST

WHAT NOT TO MISS



19

Latest offering from Airfix is an OO scale kit for making the Russian T34 medium tank. This was the most widely used Russian tank in the Second World War and one of the most outstanding armoured vehicles of all time. Up to the usual high standard of Airfix models this is one that the modernist must have. Also produced recently is a motorised ready-assembled model of the well-known Saladin armoured car in approximately 1:35 scale. It features a revolving turret, a dummy turret machine gun, elevating firing 75mm gun with shells, radio aerial and a working suspension which ingeniously simulates the six-wheel independent suspension of the full-size vehicle. It is sold at 36/-. Also new from Airfix is a new series of soldier sets in 54mm scale - the first set are Paratroops, a scaled up version of the existing OO/HO set and include bazooka-firers, officer and riflemen in various firing and advancing positions. Cost of the complete set of 27 figures is 5/8d.

Still on tanks - the latest Bellona Military Vehicle Prints (series fifteen) contains plans and details of Medium Tank M.3 the General Lee; Daimler Armoured Car Mk.1; T 82 105mm Howitzer Motor Carriage and the Panzerspahwagen 11 (2 cm KwK 38) 'Luchs' Sd.Kfz 123.

W. E. Hersant Limited of 228 Archway Road, Highgate, London N.6 have sent me the latest issue in the Armor Series. This is number 6 and is entitled "Armor on the Eastern Front". This has really entranced me - practically every picture in it was new to me and, apart from the great value of these authentic photographs to the modeller, one cannot but help get a spine chilling impression of what war must have been like on the Russian front. At 24/6d post paid this book is well recommended.

American Wargamers will be familiar with Carl Johnson who has an advertisement in this issue. Carl is not only a wargamer he is also an extremely enthusiastic provider of all that we need to carry on our wargaming. If it is figures, plates, prints, books or anything else connected with the hobby that you require, then write to Carl Johnson.

Revell have announced their 1968 new releases. One that may interest the wargamer is the Scissors Bridge and M-48 Tank Launcher 1/40 scale. There are also numerous model aircraft in 1/32 scale and 1/72 scale and a C-130B Herky Bird aircraft in 1/144 scale. They also have some very interesting ship models in various scales.

The Royal Marines Museum at Eastney, Portsmouth in Hampshire is a very interesting place and has been made even more valuable to the military collector by making available a set of six Royal Marine uniform plates produced from original

paintings by Charles Stadden, each print measures $9\frac{1}{4} \times 12$ " and sell at 8s.0d. each unframed and 35s.0d. framed. The range includes Marines of 1664, 1707, 1755, 1805, 1844, 1880, 1910 and 1967.

Another Avalon Hill game has been produced. This time they are dealing with World War I and the game is called '1914'. Claimed to be a brand new historical re-enactment that turns back the pages of history, in which players can find out what would have happened if Germany had invaded Holland; or Russia had had no mutual defence agreement with France; or if Italy had entered the war in 1914 instead of 1915, and on Germany's side; or if the battlecruiser 'Goeben', instead of fleeing to Turkey, had sunk the transports carrying France's North African Army to the western front. This appears to be in the true high traditions of all Avalon Hill games and may be obtained through Wargamer's Newsletter at 60s.0d. plus 12s.9d. postage and packing.

Another company in America who are making wargames is the Gamescience Corporation of 404 Delsea Drive, Goshen, New Jersey 08218, U.S.A. Their latest production is a complete air wargame 'The Battle of Britain'. In a sturdy 11 x 17" box is contained over 100 detailed aircraft counters, complete rules and accessories and a full colour hard backed mapboard. It sells for \$7.00. The same company also make 'Confrontation' (a game centering around a U.S.-U.S.S.R. conflict in 1960) and also 'Viet Nam' based on the present conflict in Southeast Asia. 'Confrontation' sells for \$7.00 and 'Viet Nam' for \$5.00. Presumably postage and packing will have to be added to these prices. There are no facilities for purchasing them through Wargamers Newsletter.

A new high quality range of Decals for 1/76 scale armoured vehicles and 1/72 scale aircraft from a British manufacturer, Messrs. Almarks, has been announced. These decals sell for the remarkably low price of 2s.11d. a set and at present one can obtain Afrika Korps - varying types of Palm Tree emblems, Eagle emblems in over forty separate parts and ss Panzer Divisional signs and German crosses for military vehicles. Further releases will include vehicle number plates, British number plates, divisional signs, turret numbers etc., etc. These decals may be obtained from Model Shops or from B.M.W. Models, 327/329 Haydens Road, Wimbledon, London S.W.19.

At a recent meeting of the Wessex Branch B.M.S.S. P. Schulte of 1 Fairfield Terrace, Havant, Hants, showed some little packets of Spanish 20mm plastic figures available at 1s.6d. a packet of eight. They were all modern and included motor-cyclists, heavy machine-guns and other items not available elsewhere. I imagine that Mr. Schulte may be able to help you if you would like to have some of these original and hitherto unknown figures.

- - - ooOoo - - -

Note the difficulties which occurred at Paardeburg, during the Boer War in February, 1900, owing to the interference with the normal channel of command. Lord Roberts was ill, and gave the command to Lord Kitchener, his chief of staff, thinking that he knew better than any one else his intentions. But Kitchener was junior to several of the divisional commanders, who were not aware that Roberts had given him the command. Hence, many never knew who was in command at all at the battle, and the result was chaos.

It must have been rather like a recent Southampton wargame - Napoleonic, with eleven generals on each side on an 8' x 6' table in a normal sized room!

- - - ooOoo - - -

Infantry, cavalry and artillery, can never do without each other; they should, therefore, be so cantoned as always to aid one another in case of surprise.

"Napoleon's War Maxims."



Book Reviews

'THE MEMOIRS OF PRIVATE WATERFIELD' ed. by Arthur Swinson & Donald Scott.

Cassell & Co. Ltd., London 1968. 42/-. 1 coloured plate 4 maps.

This is the edited diary of a Private soldier of the 32nd Regiment, discovered in 1966, accompanied by explanatory notes and appendices by other authorities on some of his principal events. As a day-by-day chronicle of the life of Queen Victoria's soldiers in an early Colonial campaign it is immensely interesting even though the laconic style and lack of literary ability of Private Waterfield (who, in some places, is a master of understatement!) makes what is not said even more fascinating. So much of the appalling hardships, dangers, injustice and incompetence of the period are accepted and underwritten by Waterfield - it is these facts that we would know more about. Here I feel the editors have failed to completely fill in the omissions and, where they have attempted to do so, their personal assumptions are not always accurate. For example, they come down like a ton of bricks on General Sir Hugh Gough, claiming that 'Appalling and senseless losses left him quite unmoved' and implying that his soldiers lacked confidence in him. This is not correct, just as with Redvers Buller half a century later, the men thought the world of Gough, who was ever solicitous of their welfare and was known to expose himself to danger to draw fire from them.

- - - - ooOoo - - - -

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THE FRENCH INFANTRY AND ARTILLERY 1795-1812 by R.K. Riehn. 12 page booklet and companion to previous item. Post Free 14/3d.

THE IMPERIAL RUSSIAN ARMY, 1805-1815 Infantry of the Line, Infantry of the Guard the Russian-German Legion by W.H. Murray. 52 page booklet with 40 drawings with much on the organization and detail & colour of Uniforms. P.F. 27/3d.

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HOW MANY NAPOLEONIC TROOPS?

by

Fred H. Vietmeyer

In the Midwestern Napoleonic Wargames Confederation, we feel that the maximum troops (30mm) that should be used on a board (both sides combined) are 100 troops per foot of combat contact.

In a frontal engagement on a 5' x 9' board, if nine feet is the combat contact, then no more than 900 troops total should be used on this board.

Based on this, what kind of an army should a new player build? Using a generous cavalry to infantry ration of 1-4, one would think perhaps 90 cavalry and 350 infantry can be used per game per side.

Using our organizational set up for French (see my booklet "Napoleonic Army Organization, circa 1812", available from Jack Scruby for \$1.00), this could break down into perhaps 222 line infantry (2 regiments), 75 light infantry (1 battalion) for a total of 333 infantry. This leaves 17 infantry for odd personnel such as sappers, genie, staff officers, duty company, train, etc.

For cavalry, 90 are two regiments, however, here we really should build more than 90 but only use 90 at one time

If terrain is wooded and hilly with large areas impassable to mounted cavalry and perhaps houses to seize, dismountable dragoons may be a good choice.

In good cavalry terrain in a pitched battle, one may need lancers to attack infantry, or cuirassiers to attack cavalry. In an action that requires fast skirmisher cavalry, chasseurs a cheval or hussars may be desirable.

So it appears that this concept matches well into the average player's reluctance to paint too many line infantry. Actually once a basic infantry force is painted, one should concentrate on as many other units as possible so that one can pick and choose his army to be used depending upon terrain and game objective.

If he wishes one of each type of cavalry, he will need five different regiments, and this may have to be doubled if he considers guard also.

Similarly for artillery. Perhaps he can only use two guns per game but he will have to paint eight; two horse guns, two eight pounders, two twelve pounders and two howitzers so that he retains maximum flexibility.

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No Smoke Without Fire?

Readers may well be fed up with warnings and the like concerning takeover bids and central control of British wargaming - but how about this?

At the May 25th committee meeting of the Society of Ancients a proposition was put by the London Section Wargames group that all subscriptions to the Society of Ancients should be taken over by "Miniature Warfare", the group's magazine and in place of "Slingshot", a four page "Ancient" supplement should be added to "Miniature Warfare". Sensibly, the proposal was rejected.

LOOKING AROUND

23



AIRFIX MAGAZINE - June 1968. Contains illustrated articles on conversions from the Airfix 88mm gun by Chris Ellis; the German Army 1914-1918, conversion of Airfix figures; the development of the 88mm gun; the 'H' Class Destroyers; wartime Auster; and colour schemes and aircraft of the desert war plus all the usual features and correspondence.

BATTLE FLEET - May 1968. Magazine of the Naval Wargames Society. Among other items are articles on naval fighting instructions for the Napoleonic Wars; Naval map campaigns; American Warships 1861-65 plus other items.

THE BAYONET - May 1968. The Journal of the Horse and Musket Society. The Editor is delighted to note from this issue that he is Honorary Member number 01 of the Horse and Musket Society and that there is also an advertisement for his new book on the First Sikh War. Contains Airfix conversion details; articles on the Franco-Prussian War including uniform details; and Naval war games.

THE BULLETIN - April 1968. The Journal of the British Model Soldier Society. Details of latest models, prints, plates and books; on Napoleonic Cavalry; and a very interesting article dealing with Irregular Forces of the British Empire.

DISPATCH - No. 38. Magazine of Scottish Model Soldier Society. As usual, full of information concerning the latest model soldiers, books, plates, prints, records plus a full page plate (for colouring) of a U.S. Marine 1812. Their correspondent Jancker-Wallah is incorrect when he says that I excommunicated the entire Northern section of the Irish Model Soldier Society - it was only one rude little lad!

MECCANO MAGAZINE - June 1968. Has an attractive cover showing Historex Napoleonic artillery and gunners. An article entitled Aspects of Model Soldier Collecting and Construction, dealing primarily with Historex Figures and Part Two of Charles Grant's series for beginners on Battle Gaming.

MODEL BOATS - June 1968. Illustrated article with plans on U.S.S Light Cruiser 'Omaha' and U.S.S. Destroyer 'Borie'; and plan and details of an American Slaver.

THE VEDETTE - The Journal of the National Capital Military Collectors of America. This, the December 1967 issue, has just reached me for some reason. Contains articles on artillery of the 17th Century; 13th French Hussars Napoleonic period; music of the Roman Army; a military profile of Marshal Maurice de Saxe; and an article by Newsletter subscriber David Geisz on the Afrika Korps for Wargamers.

THE WARGAMER This is a magazine of a Wargaming Club in a School situated in Ipswich, England. It is well done, full of enthusiasm and this particular issue contains details of camouflaging tanks; rules; a modern wargame battle report; an article on morale and on the Monitor and the Merrimac.

THE NOTICE BOARD

The 5th Annual Wargamer's Convention will be held in Philadelphia on October 12th. There will be demonstration games, an elimination wargame tourney, discussion, and trophies and awards. Again, the Convention is sponsored by the Miniature Figure Collectors of America and it is hoped that 200 or more will attend this year.



—oo0oo—

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WRITE - Mitchell, 129 Valley Drive, Brighton, Sussex.

—oo0oo—

The Wessex Wargames Club will hold their second wargames evening on Thursday, 27th June, at 6 p.m. in the Temperance Hall, Carlton Crescent, Southampton. Anyone is welcome. Bring your own troops, terrain etc., if you like.

—oo0oo—

Corporal Bob Lillie of the U.S. Marines, although serving in Vietnam, manages to retain his wargame interests. "Although limited in the amount of actual wargaming (would you believe none) I have been building up my wargames armies through the purchase of Scruby 20mm miniatures of the W.W.I. period (for a past World War I game) and 25mm Colonial figures (also for use in the past W.W.I. game as the Colonial troops). At the present date I have complete armies, for French, British and German, each comprised of about 225 to 250 figures. At the present I have 1 Colonial force of about 200 figures (British) with plans to order a like force of German S.W. African troops. The only figures that I have painted are the 20mm Germans and French. Looks like I'll have lots and lots of painting!."

—oo0oo—

I have wargamers in Winchester, Hampshire; San Antonio, Texas, U.S.A.; Miami, Florida, U.S.A. seeking opponents within reasonable distance of their homes. If you are interested send me a plain envelope containing a note of your name and address, age, interests etc., PLUS a covering letter telling me who you are and where you live.

—oo0oo—

In war we take our course before the enemy; we have night always in which to get ready.

"Napoleon's War Maxims"

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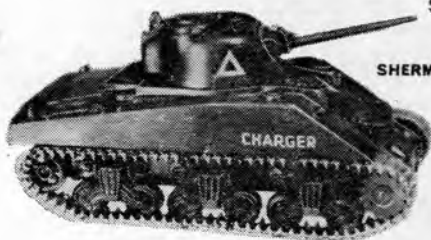
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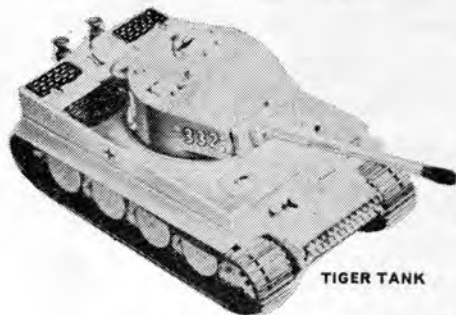
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