

SEPT 1968

# WARGAMER'S NEWSLETTER



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# WARGAMER'S NEWSLETTER

No. 78 September 1968

## EDITORIAL



My words of wisdom in the July "Editorial" have aroused considerable comment! I think Newell Chamberlin of U.S.A. best sums it all up -

"I read with interest your editorial in this month's NEWSLETTER. I don't know whether the hardcore wargamer eschews the old type of game because it is old, but I do think that for some years the hobby has been divided into two basic camps - those who try to delude themselves that they are fighting games on a level of staff-and-command schools or, as you put it, the Rand Corporation level; and those who fight wargames for the pleasure of it and not the technical aspects. I think there are more in the latter category than in the former. From a purely technical point of view I suppose only naval wargames can come really close to achieving any kind of realism per se, for one is manoeuvring ships over a large area and dealing with technical charts re firepower etc. Fletcher Pratt wrote something to this effect. As for myself, I enjoy the touch of romanticism or "make believe" and get as much fun out of painting figures as I do out of moving them about.... hence my interest in Wellsian type games. As something of a student and critic of military historical writing I tend to approach the collection of figures from the point of view that no modeller can achieve 100% accuracy as no writer can either; in both cases we can come close but we delude ourselves if we believe we have hit the nail directly on the head!

You yourself have come to find out what I found out long ago, that once a hobby becomes very popular it tends to lose some of its appeal for those who were the really "old-timers" in it, but you feel a kind of responsibility for what you started and that is that".

Trouble is, in our so intolerant hobby, no one seems to have any time, patience or respect for the views of those who disagree with them!

DON FEATHERSTONE.



by  
Neil Cogswell

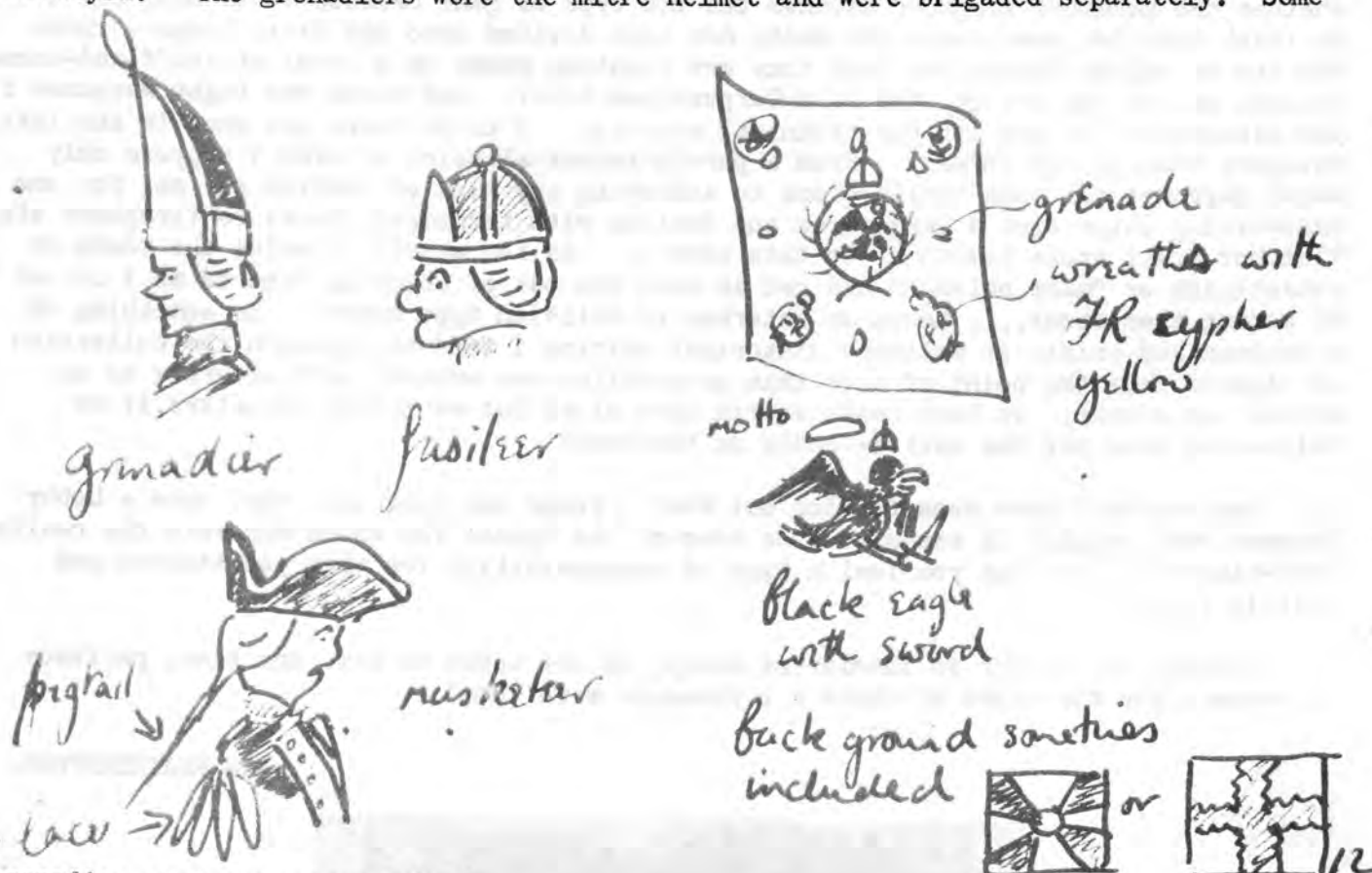
### Part 4 - The Prussians

The Prussian army was highly trained but also highly mercenary. Many of the soldiers were unwilling and desertion was a constant worry. The operations were directed by Frederic ('Old Fritz' to his troops) who took his own council, invariably he favoured attack. Frederic's subordinates were ruthlessly pruned for failures.

The infantry formed the backbone of the army. The cavalry had a high reputation gained in battles like Rossbach. Horse artillery was introduced to act with the cavalry. The Prussian light troops were outnumbered and outclassed by their opponents, so that the commander was often ill informed. Uniforms were similar to those of the Austrians based on dark blue. The battle flag shows the black eagle in a wreath on vari-coloured backgrounds.

#### The Infantry.

The infantry was composed of musketeers and grenadiers, there were also Fusilier regiments, they wore a small helmet. Uniform was dark blue coat and white or yellow waistcoat and trousers, facings were commonly red but dark blue and yellow were also used. The units were distinguished by the lace worn on the right shoulder and the hairstyle. The grenadiers wore the mitre helmet and were brigaded separately. Some



grenadier regiments were raised.

To counter the Austrian light troops, some poor quality light infantry was formed from deserters and partisans (blue uniform with light blue facings). Jagers wore green uniforms with red facings - some of these were true mounted infantry. 1st-3rd Guards, Prince Mairicer etc. Some infantry regiments Kliest grenadiers, Bulow, Hulsen.



The heavy cavalry were Cuirassiers and Dragoons; the cuirassiers wore a white uniform with various coloured facings. The exception was Seidlitz who wore yellow with red facings. Other regiments were Garde du Corps and Prince of Prussia. The dragoons wore dark blue with various facings. The regiments included: Bareuth - 10 squadrons, Thun, Burche.

The light cavalry (Hussars) wore various uniforms: von Zieten (red with dark blue), the Yellow hussars and the 'Deaths Head' hussars (black with skull and cross-bones). These fought in close order and should be compared more with dragoons.

Artillery

Blue uniforms with red facings. The gun carriages painted light blue. The horse artillery worked with the cavalry.

Sappers wore a blue uniform with blue facings and orange trousers. They wore a fusilier type helmet.

Officers

All officers wore a yellow waist sash.

Apart from Frederic the Great, senior generals included:

Prince Henry of Prussia - Frederic's younger brother with whom he played war-games and learned his strategy. According to Frederic he never made a mistake.

General Ziethen - The Hussar general who always led the attack and covered the retreat. He often pulled Frederic's chestnuts out of the fire.

Part 5 - Suggestions for Strategic Warfare

It is my conviction that rules should permit one to carry out a movement in the same time as the movement represents. When conducting a campaign one must consider not only where troops are but, how they are supplied, what information they gather and what difficulties they encounter. All this takes time and the gamer may need one evening a week set aside for working out his logistics. A week is also a convenient time for postal communication where necessary. Therefore the movement is based on one week. An Umpire is necessary.

Terrain - Choose your map. Bartholomews 4 miles or 2 miles to the inch are suitable. Consider only major roads available. Select your fortified towns.

Currency - Warfare is a matter of money as well as soldiers. Select a currency and decide your war chest and annual income. For a game of 10,000 men a side I suggest war chest 100,000 crowns and annual income (available in October) 10,000.

Raise your army - Example 100 infantry 100 crowns.  
100 cavalry 200 crowns.  
10 field guns 2,000 crowns.

100 waggons \* 200 crowns.

\* each waggon may carry 100 crowns of supplies.

Feed your army - Example 100 infantry consume 100 crowns/week. Fortresses require 500 crowns/week maintenance.

Train your army - A unit received a training card for each week it is rested and fully supplied. Later, these will allow it to make forced marches and will count towards morale.  
If a unit is unsupplied for a week it loses 10% of its strength and a training card. If unsupplied for two weeks a further 2 cards and 20% of its strength. This penalty continues to double with each week unsupplied.

Move your army - The distance moved will depend on the size of the body.  
Example: 20,000 or more men along a road 4 miles/day under 5,000  
" " " " 12 " "

The army may move faster by posting up to four training cards. Each card allows an extra four miles. On a strategic scale there is no difference between cavalry and infantry. Wheeled Units should be severely penalised for crossing rough country unless they include a road making team.

Plan a weeks move together with the logistics and send it to the umpire. You should advise the local commanders whether they are to act aggressively or otherwise.

The Umpire - The umpires job must be made as easy as possible. This means good staff work. Muddled orders and the umpire is entitled to say that this C.O. stops off in that town for a kip!

On receipt of the week's orders, the umpire decides when contact occurs, where and the result of any minor conflicts. He then sends information to the contestants. This should be distorted by dice. Spies may be employed - they are very cash conscious.

Units involved in significant conflicts may be rewarded Training Cards or lose them if they fail.

Sieges - Sieges will play an important part in this system. The science of siege warfare was a very exact feature and most fortresses could be reduced within a set period.

Establish the state of maintenance of the fortress. If it is fully maintained and is battered by 10 siege guns for 7 days throw dice:- 1 surrender. After further 7 days 1 or 2 surrender, further 7 days 1, 2 or 3 etc. If the fortress has not been fully maintained add 1 to the dice score for each unmaintained week.

The garrison may be starved out. They surrender when they have no training cards.

The besiegers may attack by escalade. They need a 6 to win. If they lose, they lose 1 man for each of the garrison. After one weeks battering add 1 to the dice.

Garrison may sally. They need a six to put the siege back by one week. If a one then 50% of the sallyforce are captured.

(I feel that sieges require detailed wargame rules, worked out by some ardent rule-maker).

So you stand in horror of making a weeks move in the dark - that is just the problem that faced the 18th century commander! You will have to consider the problems of:

1. When to start the campaign. 3. When to march.
2. What supply lines you choose. 4. How fast to march.

Also you will have to out guess your opponent.

And don't worry too much about not having enough room on the map. With all that money at stake you are not going to take too many risks-or are you? Continued next month.

## Book Reviews



To get the most out of wargaming, to assemble your armies and to fight your battles with understanding and true comprehension of the tactics and other factors involved in your particular period requires planned study. All of the books reviewed this month have one thing in common, they get right down to the job of vividly and accurately describing the commanders, the regiments and the men who formed them. We can only intelligently formulate rules and fight our table-top battles by reading and digesting accounts of the actions and reactions of Wellington, Thomas Morris, Edward Costello and the many thousands who made up the rank and file of the nine Corps and regiments mentioned in the books reviewed below.

"Wellington as a Military Commander" by Michael Glover (B.T. Batsford Ltd. - 63/-)

I put this book down feeling that it formed an essential complement to every other book written on the Peninsular and the Waterloo campaigns. With clear and cool surgeon-like precision, Michael Glover dissects every tactic and action of Wellington's and, although he is obviously an admirer, he criticises where it is necessary. Chapter I 'King George's Army' is reading matter of the greatest value to the wargamer; then follows details of Wellington's earlier career and a full breakdown of every Peninsula campaign. Then the author ingeniously divides the campaign into offensive and defensive operations and sieges - discussing in detail and making comparisons. Waterloo inevitably follows with the three final chapters covering a most lucid analysis of Wellington's generals, his cavalry and artillery (again invaluable to the wargamer) and a final chapter dealing with the views and opinions of the Duke himself. As an appendix, there is a valuable order of battle and details of the officers who commanded divisions under Wellington and who commanded the French Armies opposed to Wellington in Spain. The bibliography is also most explicit and thorough. All in all, I consider this to be a unique and most worthy book for the wargamer to spend any money he has left after buying his model soldiers.

"Military Memoirs Series" - edited by Brigadier Peter Young D.S.O., M.C.

I have received two of these, both about the Napoleonic Wars. One is entitled "Thomas Morris, The Napoleonic Wars" edited by John Selby and the second is "Edward Costello The Peninsular and Waterloo Campaigns" edited by Antony Brett-James. These are authentic first hand accounts of historic campaigns by memoirists who have either long been out of print or have never been published. The titles in the series are being edited by experts in the periods concerned and have been selected both for their various contributions to military history and for their appeal to the general reader by their human qualities and the lively picture they give of the warfare and military matters of the past.

Many of us will be familiar with Edward Costello whose book "Adventures of a Soldier" was published in 1852 although Sergeant Thomas Morris' "Recollections" is less well known. Both of these books give a most readable and vivid account of so many of the actions we endeavour to reproduce on our wargames table. Many details are given in the books which will be of value in compiling our rules or forming our forces and I can thoroughly recommend both these books for entertainment as well as instruction.

It is not always easy to obtain ready-to-hand details of some particular regiment or formation that one is desirous of adding to one's forces. The series of books "Famous Regiments" edited by Lt.-General Sir Brian Horrocks brings to hand cheap and lavishly



illustrated histories of many of the better known regiments of the British Army. They are written by many different writers and, without exception, each book deals fairly and as thoroughly as its relatively limited space allows with the regiment concerned. There are dozens of pictures in each book, many of them of value to wargamers. To date there are eighteen titles available, too numerous to list here but well worth a visit to your local book shop. They are published by Hamish Hamilton at 21/- each.

### WARGAMING ISN'T DEAD YET!

by

PADDY GRIFFITH

When the man who made wargaming into a hobby starts saying in print that he wishes he hadn't, it is a sign that change is in the air. There are rivals using his creation as a base for their own bids for the "leadership, and the creation itself is perhaps proving to be a rather different from what was at first envisaged. Between an idea and the manner of its realisation there is bound to be a chasm of the unexpected. In an activity like wargaming in which an individuals figures and rules are so personal and in which - let us be honest - there is MONEY involved there are bound to be jealousies and frictions on a daunting scale.

The first stage in the development of the hobby was in the old days when there were only a few lone hands with little idea of each others activities. The second stage came with the mass Airfix armies and the Wargamers Newsletter itself. Together with "War Games" and the first Conventions these generated a new interest in the hobby and spawned their own developments. Metal 1" figures, new journals, new books and new meetings all appeared as direct heirs of these essential - and necessarily uncomplicated - pioneers. The stage has now arrived at which a sufficiently large number of enterprising people are interested for local clubs and clubs with a specialised periodic interest to take off on their own without feeling the need to keep looking over their shoulders to the centre.

A unitary organ of co-ordination like the Wargamer's Newsletter is at this point forced to modify its role and become one among several periodicals. Railway Modelling is often compared with Wargaming, and in this context, too, the comparison is helpful. Each Railway Magazine has its own particular emphasis or speciality, and its own regular share of the market. A sort of tacit "Partition Treaty" of the hobby gradually emerges out of the early, alarming, period of change. The new wargaming magazines all feel the need to cater for the novice just as Wargamer's Newsletter always has, but they also have their own specialists writing more advanced articles on certain topics. How can Wargamer's Newsletter, which basically uses the same formula, keep ahead and remain distinctive?

Let us turn from the development of the hobby as a whole to the development of the individual wargamer. Again, I would see three phases, following the observations made in the July editorial:-

1. In his early gregarious enthusiasm the novice has the excitement of finding out what everyone else has already worked out. Imperfections in the game do not matter; the attraction is the novelty of discovery.

2. This in itself can be rather dampening when he finds how much like other wargamers he in fact is. Like professional historians, wargamers at this second, disillusioning stage find they have nothing much to talk to each other about. They can enthuse about each other's figures and discuss new products, but their basic concepts cannot be changed by anything short of nuclear explosives. Each one will have a particular interest different from those



of his friends, and his own reading and modelling will centre on this, leaving little enthusiasm for what the other chap is doing, beyond perhaps a doctrinaire belief in the panacea of organising a club. The danger is a sense of superiority over the novice or dabbler. Don Featherstone is right in reacting against this deadly phase.

3. There is, however, a third phase when the whole thing bears fruit a second time. This is when speculation can start again, and you find that the Rand Corporation isn't so far away after all. You have already by now got a robust set of standard rules that reflect the tactics of the time to your satisfaction, and your regular opponents know them as well as you do. You can now BUILD on them in a million ways. After years of open battles, for example, I recently tried a siege and found that my battle experiences made it wonderfully realistic. With a basic framework you can thus explore the sidelines without making these odd ideas the shots in the dark that they too often are when novices have a go at them. Standard rules inside the group also make each battle more a matter of skill than of luck. The idea of an improvised, happy go lucky "game" where most of the fun is in handling models and in devising way out gimmicks is the sign of the novice. After an "adolescent" second phase the wargamer should regard the activity as much a conflict of minds and wills in a context strictly defined by historical possibility. Clausewitz said war is a game, so you can regard wargaming as a game without limiting it to a mere pageant. Nor do you need a computer to get historical accuracy. Rules should be kept simple at the level you want. A general in command of a battle may only have to write out initial dispositions and say when to commit reserves or when to retreat. The rest of the day he can go to sleep, as both Wellington and Napoleon sometimes did. If your wargame is pitched on this level it can be kept to maps with dice rolls for contacts. Lower down the scale different problems arise, but others no longer present themselves. The method of storming a hill is a different question to the advisability of doing so. Only at N.C.O. level, it seems to me, do the heroics of individual privates become important. Most wargamers try to cram too much into their rules. They want to be Napoleon and a hard bitten grognard at the same time. As a result, the preconceptions of their novice phase stay with them and stop them ever reaching the third phase, in which realism and simplicity at last come together to make a game that is profoundly satisfying.

Too much national organisation is a symptom of phase two. The really mature wargamer will stick to people who know him and his rules. He may even want to go in for solo games using nothing but higher mathematics and maps. All he needs from a wargames magazine, therefore, is notice of the newest books and products and the ideas of equally advanced wargamers. The mature wargamers, however, should be stimulating the others to progress, and they should have enough confidence and mastery of their subject to do more than churn out sets of "basic rules" or stickle over esoteric details. I would therefore welcome articles specifically directed at the 2nd phase wargamer as much as at the 1st and 3rd, who seem fully catered for. I hope Don Featherstone's book on "advanced wargaming" will help to fill this gap, and I would say that Wargamer's Newsletter could be more slanted in this direction. (Why doesn't the editor ask chosen wargamers to write articles on specific subjects?).

The sort of thing that is needed is discussion of higher table top tactics; how decisions at various command levels are made; how whole series of battles have gone, with perhaps a short paragraph on each (individual battle reports are only useful if they contain ideas for rules or tactical problems); discussion of how to use the attack, defence, rivers, woods, villages etc., in different periods; examples of

8.  
historical tastes in tactics (everyone has heard of Frederick's oblique orders, but fewer know Napoleon's three attack systems, and almost no one has tried to pin down Moltke's favourite technique); and studies of the morale of actual players in their wargames. I often feel that there are so many attitudes to the hobby that an analysis of their own by different wargamers would reveal some unsuspected areas of difference. In short, we have got too much stuck in repetitive details; we want articles that take a general, analytical view of what we are doing, and which stimulate the middle phase men into achieving a more mature idea of the activity.

Don't despair, Don! The press exists to educate, and there is plenty of room for this in the wargaming community. There are plenty of new ways yet to be thought of for enjoying wargames at every level. The "anomaly" is not a straightforward conflict between the pageant doctrine and the computer complex, for, after all, the F 111 shows that even the Rand Corporation can have a bad run on the dice from time to time.

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Jeff Perren of Illinois writes:- "Here in the Mid-west, we have what I believe to be the best "club" there is. It's called the Midwest Wargamers Confederation, and all devoted to 30mm Napoleonics. You had one of our battle reports about a year ago on La Blosa. Fred Vietmeyer is the central figure of the group, and as past readers of the NEWSLETTER know, he can be a great factor in information, rule interpretations, etc. We have our own rules, common to four states, which run some 70 pages. Actually we are the successors to the Dayton Gang, and our rules are loosely based on their old original ones, but with drastic changes re historical concepts.

Our present group can muster possibly 15 to 20 thousand 30mm models AND ARE ALL ORGANIZED THE SAME. Thus, one member can go to another's house and fight a good game with both owner's troops the same organization and using the same rules. Our rules reflect not only the basic essentials, but such historical items as: longer-ranged British Rifles (but they fire every other turn), British volleys (add on the dice to simulate the better-trained Red-coat volleys), Austrian "walking squares", Swedish Horse Artillery Howitzers, Congreve rockets, mortars, Russian unicorn howitzers (cross between howitzer and artillery piece), bullet-proof cuirassiers at long range (subject of much discussion in previous NEWSLETTERS), and even a 6" bonus for British Staff Officers (scouts) on thorough breds. In other words, we wargame "in depth" for maximum enjoyment. We shy away from too much history in the interest of playability, which, after all, is the main thing. Our rules, at first glance, may seem anything but playable. Once exposed, the newcomer need not be responsible for a major command, but just a small force to get the feel of play. Otherwise, he will be totally unable to handle the larger formations. This attitude tends to gently quell any discouragement the newcomer may feel towards the game. With experience, the newcomer assumes more of a command status: we actually have a military rank system, based on ability and comprehension of the rules)." - - - oo0oo - - -

Continued from Page 9

general situation at certain stages of the war. This sounds like a good one.

Bookseller Arthur Johnston who has always been an enthusiastic supporter of this magazine tells me of a publication which is anticipated shortly entitled "A Dictionary of Battles" by David Eggenberger. Arthur sent me a few sample pages and it appears to be a very comprehensive affair because the pages I saw listed some battles of which I had never heard! No doubt Arthur will advise when this book is ready - he believes the price will be about five guineas (about \$13).



# MUST LIST

WHAT NOT TO MISS



So far as new figures are concerned, both Stadden and Miniature Figurines have new items on the market but as I have not yet seen either of their contributions I am unable to report on them in detail. Norman Newton Limited have turned out a new range of Stadden designed 30mm Zulu War figures, comprising British Infantry (24th Foot?) in a variety of action positions and a number of Zulus. If details are forwarded to me, I will be delighted to describe these figures and to give their prices.

I understand that Miniature Figurines have added to their new 20mm Crimean War range with artillerymen and officers etc., etc. At the time of going to press I have no further details but there is no reason to believe that these figures will be other than as excellent as those already produced. I have had the opportunity of seeing this range painted up by their designer Dick Higgs and I found them as colourful and stimulating as any wargames figures I could ever recall seeing.

I have received a very extensive catalogue from Christian Schmidt KG, 8000 Munchen 55, Sauerbruchstr 10. Unfortunately, it is in German a language that I do not understand but so far as I can see this catalogue is most comprehensive and covers a wealth of books and models including a highly extensive range of model ships for the Naval wargamer.

Suscriber P.J. Holmes has told me of a superb set of maps on the American Civil War that are obtainable from the National Geographic Magazine for only a dollar. There are 12 maps of varying size on both sides of a sheet of heavy paper about  $2\frac{1}{2}' \times 3\frac{1}{2}'$ . They are in full colour and include innumerable descriptive notes of military affairs, ranging from comparatively minor battles such as Piedmont to Gettysburg. All the major campaign routes are shown including the cavalry raids of Forrest, Morgan, Grierson and Wilson. Other maps show the defences of Charleston, the Battle of Gettysburg, the battles for Atlanta and the war in the south-west. Mr. Holmes says that this is a very good buy and that the two make an excellent set of wall maps.

I have received advance notice from the publishers Seeley, Service and Company Limited of a new book to be published in the Autumn. It is entitled "Battles and Generals of the Civil Wars (1642-1651)" and is by Colonel H.C.B. Rogers, O.B.E., with a foreward by Sir Arthur Bryant. The advance leaflet that I have seen states that the book has 320 pages, 56 maps, photographs and reproduced documents and will cost 50s. Surviving buildings and roads which featured in the encounters of the Civil War are illustrated by photographs and ordnance survey maps so that the reader can follow each action clearly. This practical approach has produced some controversial conclusions about the famous generals! The reader is able to follow each action easily by referring to the photographs of the battlefields and interest is added by portraits of the great commanders, reproductions of documents and maps showing the

Continued on page 8.



## A NEW CONCEPT OF NAPOLEONIC WARGAMING

by

Alan Hansford Waters

My most frequent opponent at the moment is Roger Moores. He only has Napoleonics in his collection, 2,600 of them. Added to my 2,000 plus you can imagine the present Napoleonic orgy we are going through.

What follows is an account of the final moves of a Napoleonic Campaign. It is not simply a battle account, but contains the essence of our method of fighting Napoleonics. I hope the readers can be lulled into believing that they are reading previously undiscovered pages of the MH and A, which is the be-all and end-all as far as we are concerned. We have abandoned the Vietmeyer system because all these units add up so quickly that the result gives accurate formations and appearance but overall the result is NOTHING AT ALL LIKE A NAPOLEONIC BATTLE. I stick my neck out over this factual statement as it is so simple to shoot down arguments; those who argue can obviously know nothing about the battles of the period.

I have the greatest admiration for Fred, and understand what he is getting at, used intelligently and only for tactical fronts within a Napoleonic battle his system is really first class, but one needs a tremendous collection - 5,000 or more - to effectively use the system. For example, a French heavy cavalry unit seldom operated as a Regiment; but we must, just on this basis, represent say a Corps brigade of Dragoons, becoming 120 or more figures. Thus one must have at least 150 Light Cavalry. A mixed infantry Division - the smallest infantry unit to operate properly separate - will consist of at least 160 figures. We need say three of them to add the above for even a very small Corps action and immediately one is committed to 1,000 per side.

I want to collect a Corps Vietmeyer and ally it to the games fought under our Regimentally based system. This is what I am getting at - the following report is the best way possible of showing our approach to Napoleonics. If it had been less lengthy I would have included the Vietmeyer reports (8 all told) to this battle, but these can be guessed at. I hope the realistic nature of the whole thing will convert some readers to the system of the larger unit - one can also fight campaigns under it - something you cannot do with a company based system.

I am told that some of the Harlow Wargames Club, having seen the large unit system in operation, have been converted, as will anyone who reads heavily on the subject. Steve Farr, for example, has read Esposito and Elting more than anyone else we know. I have read it three times, Pete Farr 3 and extracts. Needless to say, we have all read Chandle more than once. Now one gets a feel of the units, tactics and strategy that is incompatible with a company based system, I think, we have got the whole atmosphere down to a fine art now.

The same applies to American Civil War, but here we resort more to company systems because Division actions or smaller were quite common. With no guns or cavalry they can be dull - but the organisation makes up for it and we can have some great little battles. This state of affairs does not arise in Napoleonics, the Armies, objectives etc., were all too close and concentrated for that. Even waiving this point, there is enough variety and ten times as much FUN (what we are all in the hobby for!!) in the really big Napoleonic battle yet not using more troops than one needs - say about 1,000 per game, a good afternoon and evenings battling.

### THE BATTLE OF MOLSTADT - THE FINAL MOVES OF A NAPOLEONIC CAMPAIGN.

To the North of the battle map is one of the larger German States - let us say Saxony or Bavaria. Before the campaign, we both agreed that a grand parade of about 2 Corps through the streets of its capital would force the Monarch of the State to join forces with the country whose army made the parade. It was assumed that first the parade army would have beaten the enemy in the field and that before enemy reinforcements came up this would be a convenient method of rewarding victory and for dispersing the winning army to give a resuscitated enemy a chance to strike back. There were simple rules for the gradual mobilisation of the German forces, and it was agreed that none of their forces would take part until the outcome of the present campaign was known.

However, the French decided to try and steal a march on their opponents, to march straight to the capital and then meet the slowly following Allies on their own ground when they tried to oust the French from the State's territory. The Allies were not far behind, so some form of rearguard would have to be left. Molstadt itself looks a reasonable position at first glance, but the river, which forms the State's southern boundary is fordable throughout its length to infantry and cavalry. There is a convenient range of hills to the NW, and a Corps dropped here could threaten the flank of any attempted advance up the NE road, the direct road to the capital. The NW road does not lead to any important objective, so every move the holding Corps could last out would be extra time for the reinforcing column to arrive and of course wasted time for the Allies.

In the early evening of February 10th, 1808, the first two Austrian Corps appeared on the field, one of them minus an Infantry Division detached to garrison the town where the Army's train was parked. One more Corps, with its Corps cavalry attached to the units already on the field but with a Division of the Army's Reserve Heavy Cavalry was off the board, several hours march away but expected to arrive some two hours after the sun rose on the 12th.

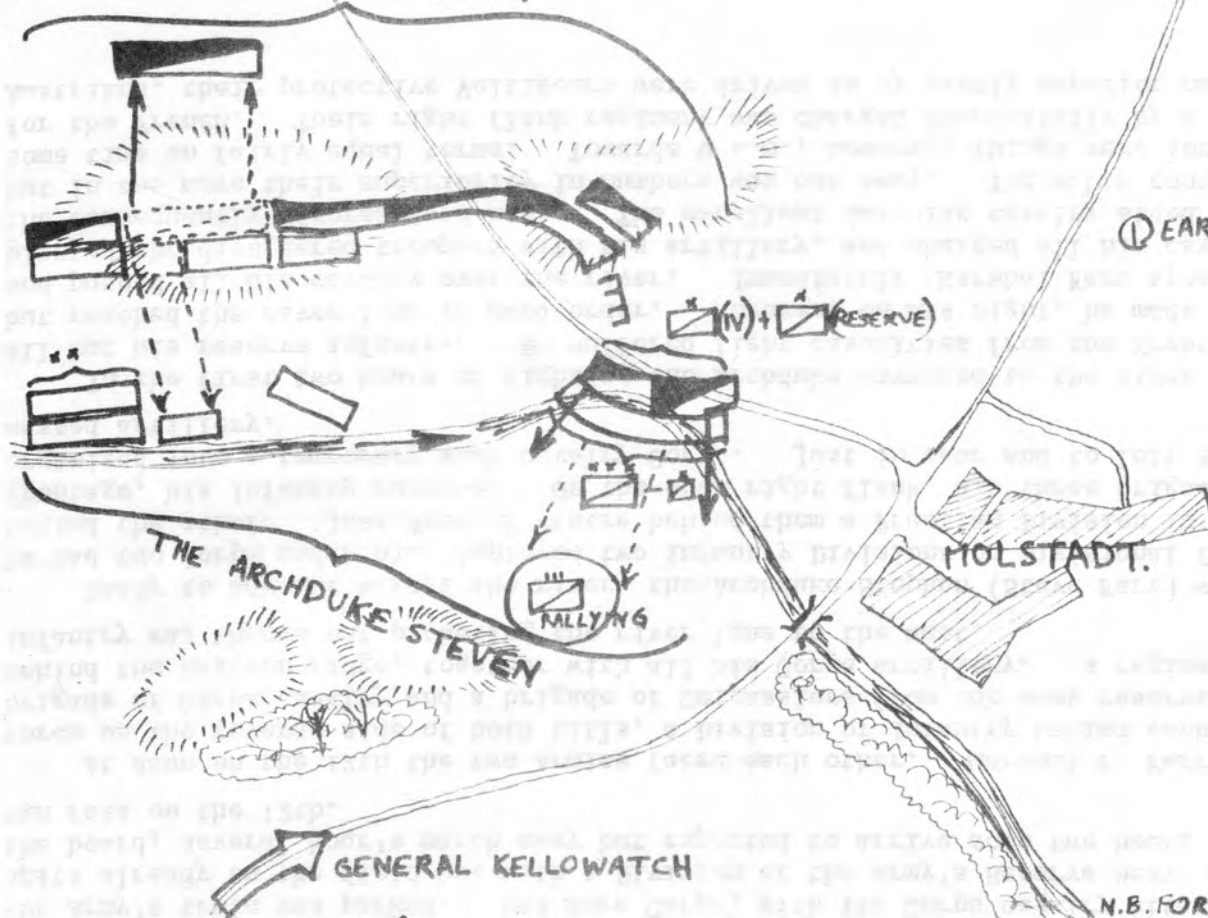
At dawn on the 12th the two Armies faced each other. Marshal P. Farr, was in force on the reverse side of both hills, a Division of Infantry behind each, his brigade of Corps cavalry and a brigade of Cuirassiers from the Army reserve cavalry behind the Eastern ridge, together with all his Corps artillery. A regiment of light infantry was thrown out picketing the river line to the west.

Ready to advance across the river, the Archduke Stephen (Steve Farr) was drawn up. He had two Corps under him, deployed two infantry Divisions on Divisional fronts, one behind the other. Just West of centre behind them a Prussian Division in brigade frontage, his infantry reserve. On the open right flank, his three brigades of cavalry organised into a temporary weak cavalry Corps. Just in rear and to left of these, his massed artillery.

In the first two hours of fighting the Archduke advanced to the river line with all but his reserve infantry. He suffered light casualties from the French Chasseurs but reached the river line in good order. However, on his right, he made a grave error, and pushed all his cavalry over the river. Immediately, Marshal Farr spotted the error, blasted the disordered troopers with his artillery, and charged all his cavalry in on the consequently disorganised mass. The excellent Austrian cavalry stood their ground, but in one move their superiority in numbers was cut away. The melee continued for some time on fairly equal terms. Towards 6 a.m., however, things were looking desperate for the French. Their right flank regiment was charged successfully by a brigade of Austrians, their protective Voltigeurs were driven in by vastly superior numbers of

MARSHAL FARR.

① EARLY MORNING.



N.B. FOR CLARITY FOLLOWING DISPOSITIONS SHOULD BE SUPERIMPOSED ON THIS MAP.

NAPOLEON.

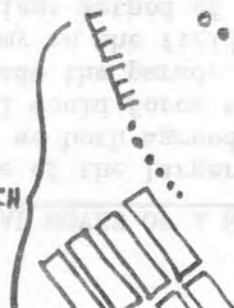
□ RALLIED

□ 200 (ESCORT KELLOWATCH)  
COLLECTING STRAGGLERS

GENERAL  
KELLOWATCH

⊠ RALLIED

② MIDDAY.





Jagers, and the second regiment from the right had fled. Altogether, 5 Austrian regiments charged up the slope in column. One was beaten back after veering across the front of a line of French and enfiladed by the perfectly handled Corps guns, but the four others struck home. One Austrian cavalry unit broke and ran but rallied over the river. At this stage the brave Marshal might well have been alarmed, for from the SW road the head of General Kellowatch's column (Bob Kellond) had appeared, a Division of Heavy Cavalry and a battery of 12-pounders in the van.

French dispositions at this stage, from their right, were - 1 line in line. 1 line panicked. On the East ridge: Brigade in line, Brigade in reserve behind left. Skirmishing on forward slopes - Brigade of Voltigeurs and Chasseurs (the Carbineers of these units were temporarily attached to the Guard, off table with Napoleon). The Corps artillery enfiladed the Austrian columns from the extreme French left, and connected with the Cavalry, these units forming a line bent SE. At 8 a.m. only a swift arrival of Napoleon could save Marshal Farr. His cavalry had finally been beaten back behind his Corps guns, his reserve brigade had been committed and all he had now was a thin line on the ridges with his guns on the left and no fresh or reserve forces at all.

It is difficult to arrive at numbers on the field at this stage, but the muster strength of units actually on gives these figures at 1 man to 100, roughly worked in at 1 man per Company. We try to fight a large, genuinely Napoleonic battle under this system, trying to keep formations in the larger sense absolutely accurate, then later we transfer the more interesting separate battles to Vietmeyer and work the minor tactics into our grand tactics to reach the end result. French - 20,500 (say half left in line), Austrian 51,800 (say 6 or 7,000 casualties, exhausted, stragglers, etc.).

The Marshal's skill had saved him so far, but his troops were wavering, and at 10.30 the crunch came. General Kellowatch was now fully on, his infantry marching up the road, his Division of Heavy Cavalry formed up to the West of the bridge, his Corps Artillery on the river bank. The Archduke Stephen decided that he could finish Marshal Farr off with his infantry, and rapidly and efficiently transferred his guns and his remaining Cavalry over to the General, who would be faced by Napoleon himself. A river crossing would be very difficult for the French in the face of this massed artillery. Napoleon's vanguard, his Corps cavalry, had appeared in the distance by now.

At this stage the Archduke flung his reserves in. Whilst two regiments in line fixed the French right, one in column flanked it. The reserve Division smashed through the weak French centre in regimental columns, and started to roll up the French left. Only one regiment was held in reserve for the final blow.

To be concluded next month.

- - - ooOoo - - -

### MOGHUL CAMEL AND ELEPHANT GUNS

by

R.B. NELSON

A visit to the Victoria and Albert Museum has opened up to me a new field of military activity in the armies of India in the 16th, 17th and 18th centuries. An Indian chess set had the Kings, Queens and Rooks as Elephants, carrying heavy artillery fixed by the side of the howdah and firing forward. I do not know whether this was merely the imagination of the maker of the set or whether such guns had really been used in action, as it looked a most dangerous arrangement. I felt after the elephant had picked itself up again, it would certainly be looking for whoever made the hole in its ear!

The museum recommended a book (The Army of the Indian Moghuls; W. Irvine;

published in 1903 by Luzac, and reprinted in 1962). This book proved to be full of fascinating information.

Apparently elephants did carry guns in action, but the weapons were limited to a couple of gingals on swivels in the howdah. Never popular, eventually this fell into disuse. Camel guns were much more popular and Aureng Zebe had a force of 200 camels thus equipped. The camel guns were of two types; those loaded and fired while the camel was in motion, and those fired with the camel at rest. In the first case, the gun was mounted on a swivel on the hump, and was operated and fired by the rider, sitting behind. In the second, two 1 or 2 pounder swivels were carried and were fired with the camel kneeling, legs tied to prevent it rising. This must have been mobile and effective light artillery.

Camels could also carry 10 rockets each. The rockets consisted of an iron tube about a foot long and a couple of inches wide, tied by leather thongs to a bamboo several feet long. Some contained a bursting charge, others (perhaps with a sword blade attached) did execution merely by their own momentum. The rockets were lit and then fired from the hand, which sounds a particularly dangerous proceeding. All sources testify to the long training rocket men needed, and the erratic nature of their weapon. They were nevertheless formidable enough to inspire Congreve (then a subaltern) at Seringapatam in 1799. It is unfortunate that the rockets were not fired from the camel itself: a full salvo of 10 rockets fired from a camel moving at speed would have been an unforgettable sight!

Despite these exotic weapons, actual operations seem to have been uninteresting and unsuitable for wargames. Moves prior to the battle were governed by the Indian view that it was against the dignity of a great man to hurry - the rate of progress was therefore in inverse proportion to the eminence of the Commander-in-Chief. An average days march was between 5 and 10 miles.

When two armies made contact first their artillery was positioned, protected by whatever local features were available, or by earthworks. Sometimes, the guns were chained together. The battle opened with an artillery duel, which appears to have been very leisurely; a rate of fire of one shot every 45 minutes is said to have been fast, and a subordinate who fired a total of 24 rounds in two days was commended by his superiors for his efficient use of artillery. The battle was usually fought out between large bodies of cavalry, individually very efficient troops; their sole object was the elimination of the opposing commander. The death or flight of a General invariably spelt defeat to his army. Commanders were very vulnerable, conspicuously mounted on elephants so as to be constantly visible to their own forces. One army promptly fled when their leader's howdah was seen to be empty, although he had only quit it to fight in person among his leading troops. Unsporting European foes were apt to force an immediate decision by training a 4 pdr. on the enemy Commander's elephant!

Infantry had little or no effect on the outcome of the battle; they simply added numbers to the army and acted as night watchmen on the march.

The serious imbalance of the armies plus the fluctuating morale of the contestants, make it difficult to form realistic war game rules. However, a study of the period reveals many curious and fascinating facts, including a number of interesting methods of making forces more picturesque. My personal preference is for a personal Command Elephant (upon which it would be unsporting to fire, like potting the white at billiards) equipped with a howdah of unexampled splendour and comfort, with a couple of swivel guns or rockets for personal participation.



## FIRING INTO THE BROWN!

"Good-morning; good-morning!" the General said  
When we met him last week on our way to the Line.  
Now the soldiers he smiled at are most of 'em dead,  
And we're cursing his staff for incompetent swine.  
"He's a cheery old card," grunted Harry to Jack  
As they slogged up to Arras with rifle and pack.

But he did for them both by his plan of attack.

"The General" Siegfried Sassoon (1917)

- - -ooOoo- - -

As a matter of contemporary historic interest, one might add a quotation from the modern Mr. Pepys, in a "Diary of the Great War." Speaking of one belligerent, he says:- "He hears that they do now send out their soldiers armed with stout clubs, but no guns, having none for them, and do bid them, each man, to knock down a German and take his gun from him. Hearing of which did make me the more admire them of their bravery, albeit their manner of fitting an army I do admire less."

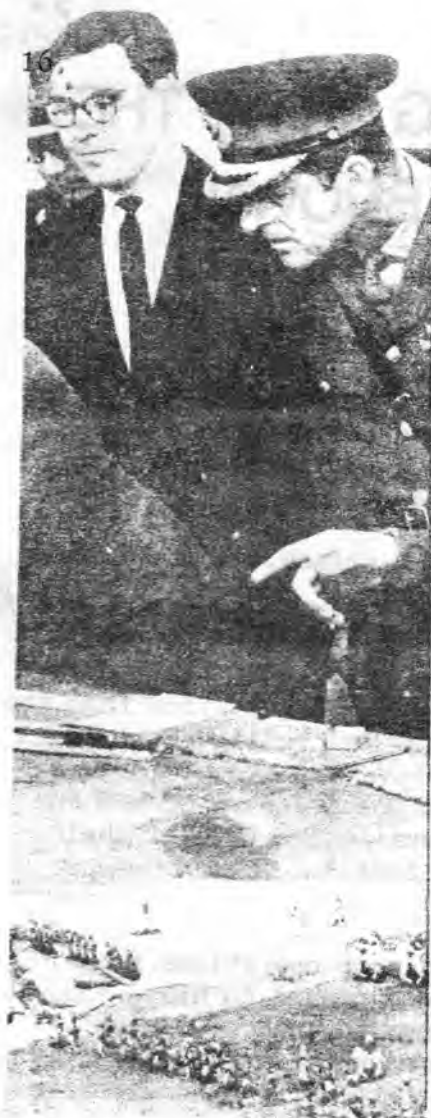
- - - ooOoo - - -

In the Crimean War, Napoleon III was always trying to direct operations from Paris. General Pelissier, the French commander, finally telegraphed to him:- "... prayed that by His Majesty's orders, he might be set free from the narrow limits assigned to him, or allowed to resign his command" - a command which he described as one "impossible to exercise ... at the sometimes paralysing extremity of an electric wire." (Bird).

- - - ooOoo - - -

When it was the custom for the Infantry to fight in three ranks, it was found advisable to limit the size of the hats of the centre rank, and the three-cornered hat was not found always suitable for active service. So the custom of cutting off part of the wide brims instead of looping them up came into vogue. I am unable to say when this first began, but I have seen an actual letter from Admiral Boscawen - at the Siege of Louisburg in 1758 - in which he writes to the Captain of the Detachment of Marines on board his ship, telling him to land it "to join General Wolfe, therefore, not to come in their coats, but cropped hats, short jackets, etc." Evidently to 'crop' the cocked hat was then a recognised proceeding. The 'cropped hat' soon produced the 'round hat' for active service. In 1775, during the defence of Boston against the rebels, the officers of one battalion, at any rate, were ordered to provide themselves with round hats with a silver band. This, with variations, became the military service head-dress and so remained till superseded by the 'cap'. Sometimes it was soft and high with a wide curly brim, other types were lower and hard, such as remained the only head-dress of the Royal Marines up to 1823, when it was, together with the Army 'cap', replaced by a wide-topped shako copied from the French Army. The shako, in various forms, remained the vogue, till the German victories in the Franco-Prussian War of 1870, gave our War Office the idea that there must be much virtue in a spiked helmet, and the shako was supplanted by a poor and shoddy imitation of the handsome and durable 'Pickel-Haube'.





Our Wargamer this month is in a most favoured position because he not only has model soldiers under his command but also real live human soldiers! Peter Davis is a civilian education lecturer at the Infantry Junior Leaders' Battalion at Park Hall Camp, Oswestry, teaching military history to Young Soldiers. A group of them have formed a wargames section and fight some highly interesting campaigns.

They have been witnessed by Royalty so frequently that Peter says he is thinking of applying for a Wargamer by Appointment Warrant! H.R.H. the Duke of Edinburgh visited them in May 1967 (he is the one wearing the hat in the attached photograph, Peter Davis being the intelligent looking gentleman wearing glasses). Recently H.R.H. Prince Muhammed of Brunei, an Ensign in the Irish Guards also interestedly witnessed a wargame.

Peter Davis is also a Captain in the T.A. which might be useful when, as he says: "I have sometimes had to stop my boy soldiers coming to blows over toy soldiers! One riot nearly started when I had a Confederate Force operating under three commanders; one for cavalry, another for foot and the third for guns. They agreed a basic plan and began to carry it out but the cavalry commander kept thrusting, Marquess of Granby style, when he ran into trouble and the 'Master-Gunner' refused to cover him reckoning that he would rather support the infantry. This was bad enough but when he put a few 'overs' into the cavalry I had to intervene. The next session we refought the same action but with commanders reversed so that the gunner ran the cavalry and vice-versa. This led to even worse trouble as the erstwhile cavalryman immediately decided to revenge himself and refused to support anyone and had a field-day at target practice."

I have never met Peter Davis but I understand that his new house has a large attic with a big wargames table and I am eagerly looking forward to making my acquaintance with our Wargamer this Month across this large table.

This will be the LAST "Wargamer of the Month" unless some of you bashful fellows send me a clear photo of yourself and some details of your wargaming activities!

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## GENTLEMEN! HAVE A CARE!

### FUNERAL OF LORD RAGLAN IN THE CRIMEA.

A fatal attack of cholera having terminated the long and honourable military career of Lord Raglan, preparations were made for conveying his remains to his own country with every respect. Guards of honour were sent from every regiment towards Headquarters, and to assist in lining the road to Kazatch Bay. At the appointed hour, the funeral car left the house, namely, a gun-carriage, with its gun appearing in the rear under the coffin; the pall, a British flag, was surmounted by his Lordship's cocked hat and sword. The pall bearers, Marshal Pelissier, and General Sir James Simpson, General Della Marmora, and Omar Pasha, rode on each side.

Then followed after, his Lordship's charger with boots reversed in the stirrups, next a large body of Staff and other Officers of the four armies. British and Sardinian Lancers rode in advance, the red and white pennons of the first, and dark blue of the last dancing in the breeze. Our men looked lusty and rode excellent horses. The Sardinians, too, made a gallant show; the officers had abundance of silver lace about them, and seemed to ride with pride. The French Horse-Artillery in fur caps and red-braided jackets, had a remarkably fine appearance, followed by the light and active Chasseurs d'Afrique, in sky-blue jackets and red trousers. Next came, in the strength of manhood, Imperial Cuirassiers in their glittering steel helmets and cuirasses, and manes hanging down their backs, but the finest men who passed along seemed to be our own Horse Artillery.

Turkish Cavalry in their fesses and with carbine on their thighs assisted on the occasion, also our Tenth Hussars and our broad-backed Heavy Dragoons, their metal helmets judiciously covered with white cotton against the blazing sun. Last of all some of the Land Transport, in red jackets with black braid, brought up the rear, under the command of General Sir Charles Napier's son-in-law, the energetic Colonel MacMurdoch.

### THE SARDINIAN CONTINGENT IN THE CRIMEA.

Upwards of 10,000 have landed. They are, to all appearance, a splendid body of men, and have every appearance of having come from a military State. They bring their own ambulances, forage-carts, commissariat officers, and all other military equipments; they fetch their own rations, which are supplied to them by us, and altogether they have a martial and soldierlike bearing which promises very fair to be of use. Their cavalry are neat, light men, mounted on good and strong horses. Their infantry are composed of strong and serviceable-looking men, and show an amount of discipline highly satisfactory; but, above all, the most picturesque in dress, and manner are their riflemen - they are dressed in green, with a kind of Swiss hat similar in shape to an English yachting hat, and ornamented with a large bunch of green feathers. It is placed on the head in a most jaunty style. Their arms are Minié rifles with 800 yards' range, and with sword bayonets, they are said to be clever shots. They march at a fearful pace, amounting almost to a trot, and look very hardy; they all upon landing march away, and are camped in different places. They are cheered most lustily by our men, who seem to have a pleasure in welcoming them as brothers in arms to the Crimea and its sufferings; this is responded to by both officers and men most cordially.

Letter from the Camp, May 18. 'Illustrated London News, 1855'.

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 B.Cr 18 British Line Infantry Ensign with Colours.  
 B.Cr 19 British Guards Ensign with Colours.  
 B.Cr 20 Highland Ensign with Colours.  
 B.Cr 10 British Line Artilleryman firing gun.  
 B.Cr 11 British Line Artilleryman holding Rammer.  
 B.Cr 12 British Line Artilleryman carrying ball.

T.Cr 2 Turkish Line Infantry Officer.  
 T.Cr 3 Turkish Line Infantry Standard Bearer.  
 T.Cr 10 Turkish Artilleryman firing gun.  
 T.Cr 11 Turkish Artilleryman holding Rammer.  
 T.Cr 12 Turkish Artilleryman carrying ball.

R.Cr 2 Russian Line Infantry Officer.  
 R.Cr 4 Russian Caucasian Light Infantry Officer.  
 R.Cr 6 Russian Guards Officer.  
 R.Cr 9 Russian Artillery Officer with telescope.  
 R.Cr 10 Russian Artilleryman firing gun.  
 R.Cr 11 Russian Artilleryman holding Rammer.  
 R.Cr 12 Russian Artilleryman carrying ball.  
 R.Cr 7 Russian Line Infantry Standard Bearer.  
 R.Cr 8 Russian Guard Infantry Standard Bearer.

F.Cr 2 French Line Infantry Officer.  
 F.Cr 4 French Guard Grenadier or Chasseur Officer.  
 F.Cr 9 French Line Eaglebearer.  
 F.Cr 10 French Line Artilleryman firing gun.  
 F.Cr 11 French Line Artilleryman holding Rammer.  
 F.Cr 12 French Line Artilleryman carrying gun.

Next month we should have the Russian Guard Dragoon, Dragoon, Mssar, French Spahi, Guard Eaglebearer etc. After that we hope to start on the Seven Years War and Franco-Prussian War Periods.

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 Richard Higgs.





## COUNSELS OF WAR.

Jim Shaw of Auckland, New Zealand writes:-  
 "In "Regimental losses in the Civil War" by William F. Fox, the author points out that of approximately 250,000 wounded treated in Union hospitals during the war only 922 were the victims of sabres or bayonets.

"And a large proportion of these originated in private quarrels or were inflicted by camp guards in the discharge of their duty".

Bayonet attacks were rare in the Civil War and there are only a few on record. Two of these were the charge of the 17th Wisconsin at Corinth, Miss. 3rd October 1862, when they routed a Mississippi brigade and the night bayonet attack of the 6th Maine and 5th Wisconsin at Rappahannock Bridge and Kelly's Ford, Virginia 7th November, 1863.

Readers are going to ask what has this got to do

with wargames. I think it has a lot of food for thought regarding Melees. It appears that in actual reality when a regiment charged, the ensuing melee was a brawl with fists and rifle butts being the main weapons, few casualties, possibly a bigger proportion of prisoners or else the enemy receiving the charge turned and ran, usually reforming some distance back.

I am therefore altering my rules to cover this aspect. In future, regiments receiving infantry charges will throw for morale, if they stand, then one round melee,  $\frac{2}{3}$  of casualties are prisoners, remainder removed. Loser of melee retreats full move, this will make the game more fluid and casualties will not be excessive and what is more important positions will change hands more often.

- - - ooOoo - - -

Dillons University Bookshop of 1 Malet Street, London W.C.1., have copies of "British Regular Cavalry 1644-1914" by Leonard Cooper, published Chapman and Hall. Was 35/-d. now 12s.6d. (illustrated).

Dillon's require of new customers, cash with order and appropriate amount for postage.

"Napoleon's Russian Campaign" by Philippe-Paul de Segur (one of Napoleon's aides-de-campe) is a contemporary account of the disastrous attack on Russia. It is a very readable, vivid story and brings home the suffering that the retreating French columns had to endure.

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# THE AMERICAN SCENE

by

Pat Condray



21.

Continued from last month:-

Frankly, those aren't my kind of odds - a picture in a post-war regimental history "Unicorn Rampant" shows a trooper throwing a rock at a rather large German tank, perhaps indicating what the artist thought of their weaponry - and I haven't yet had the guts to use an armoured cavalry squadron in a wargame, but the 6th got away with it. As "Tank Force Fickett" they served as assault troops, as 3rd Army Information Service (Patton's Household Cavalry), and, more routinely, as a Reconnaissance unit.

Cavalry recon units were able to play their speed against dislocated enemy units, and to use both mounted and dismounted action when compelled to fight.

By using six mini-tank M-8 armoured cars and four or six machinegun jeeps (three equipped with light mortars, and two bazooka teams thrown in) as a recon platoon against a German or recon patrol with armoured cars and half-tracks a good game can be worked out on a one to one scale. On the other hand, the same T.O. could be used for the three recon troops, with three light tanks and three assault guns, can be used in the reduced general games. Some sources give the ratio's of armoured cars to jeeps as 2 to 6 in the recon troops. Blumenson gives the strength of a recon platoon in the 6th Cavalry Group as six armoured jeeps, and six armoured cars on pages 349-350 of "Breakout and Pursuit" Office of the Chief of Military History publication.

While articles in the Cavalry Journal suggested that horse cavalry would be better able to do the job than mechanised cavalry (horse troops were raised in Italy and the Philippines) especially when it came to combat, and I think they had something, "Task Forces" were formed on cavalry groups which performed "reconnaissance in force" and exploitation roles quite well.

"Task Force Fickett", which received a distinguished unit citation for action on 9-10th January, 1945, included the 5th Ranges Infantry Battalion, two tank destroyers (self-propelled) companies, some 5.P. 105mm Battalions, combat engineers, medical evacuation units, as well as the 6th and 28th Mechanised Cavalry Squadrons under the headquarters of the 6th Cavalry Group.

To me, however, the success of that task force was due to its officers and men - professional horse soldiers in the 6th Cavalry, elite infantry in the 5th Rangers. The so-called "mechanised cavalry", in the more successful cases, was composed of men who could prowl in single jeep patrols, scout rivers in rubber boats, dodge panzers in a forest, or accept the challenge of battle when they had no weapons fit to do more than jam the turret ring or bust the tracks of hostile armour. (I'd take that a 6" only at fairly close range).

For wargame use, the mechanised cavalry must have room to manoeuvre - to use the superlative mobility of the recon troops which stepped off sometimes at 50 mph and bypassed enemy anti-tank units before gunners could reach their guns - or the recon units must be used in small detachments as the feelers of a more powerful force in a tactical game.



I use at least one base per vehicle, or a company per troop of rifle and weapons detachments in the recce-troops - since dismounted combat was the rule of the armoured car and armoured jeep units. Only by fighting both mounted and on foot as well as showing a great deal of individual and small unit initiative were such units able to survive and carry out their missions.

If you have any points to raise on these articles - write direct to Pat Condray, 4936 Powder Mill Road, Beltsville, Maryland, U.S.A.

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## AFV TRANSFERS

T.1. AFRIKA KORPS PALMS. For vehicles of the famous Afrika Korps in the W.W.II desert campaign. The Eagle emblem was for command vehicles or on notice boards outside H.Q. buildings. Approx. 60 emblems on this sheet.  
T.2. SS PANZER DIVISION SIGNS This sheet has markings of the 22nd SS Panzer Division, 5th SS Panther Division "Wiking", 2nd SS Panzer Division "Das Reich", 3rd SS Panzer Division "Totenkopf", 1st Panzer Division "Leibstandarte Adolf Hitler". Approx 60 markings on this sheet.  
T.3. German Crosses for all Military Vehicles. Tank sides and tailplates. "B" vehicles, cab doors, tail gates and bonnet tops. Approx. 90 markings on this sheet.



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A.3. S.E.A.C. ROUNDELS FOR FIGHTERS AND MEDIUM AIRCRAFT. To avoid mistakes between allied and Jap aircraft the U.S.A.F. and later the R.A.F. SEAC obliterated the red centre on the National markings of their aircraft. There are 36 roundels plus fin flashes on this sheet.  
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## THERE WAS COLOUR EVEN IN 1914!

(From 'The Donkeys' by Alan Clark.)

At this stage (early September 1914) the war had a picturesque, traditional quality. The French infantry marched into action in their red-and-blue uniforms and felt caps... Photographs of those days show whole platoons of men forming up, under fire, in close order. Sometimes graced by a low farm wall, at others kneeling among the corn-stooks in a manner little different from that of the Old Guard at Waterloo, awaiting the signal to fire which their officer gave by dropping his sword, as at an execution. The artillery clattered into action in the style of the military displays, or tattoos, that had followed an unaltered pattern for the last half century; six-horse teams pulled the eighteen-pounders, or seventy-fives, and their limbers on spindly, iron-shod wheels, arraying them in exposed positions with a precision and geometric neatness that made counter-battery work by the enemy a simple problem of mathematics. The gunners had no protection other than a quarter-inch steel plate above the axle and the polished brass-work at breech and hub glinted in the September sunlight, often betraying their position before they had fired a round. The

French Cuirassiers rode into action wearing full peacetime uniform with polished helmets and breastplates and were mown down.

...at this early stage in the fighting the horses were everywhere. It was the cavalry, Queen of the battlefield since the Middle Ages, that caught the eye and the imagination: The Scots Greys, the 4th Hussars, the 5th Lancers, the 9th Lancers, the 12th Lancers, the 16th Lancers, the 18th Hussars, the 20th Hussars - in the Expeditionary Force it seemed that there were nearly as many regiments of horse as of foot. In troop and squadron strength they trotted about the autumn countryside, pennants fluttering from the tips of their lances.

# LOOKING AROUND

23.



AIRFIX MAGAZINE - August 1968. Contains Part 2 of the illustrated articles on the Russian tank T-34; Part 6 of the German Army 1914-18 (cavalry); a military modelling article by Chris Ellis on Soviet tanks and a most useful illustrated article on Maxim's Machine Guns.

BATTLE FLEET - Magazine of the Naval Wargames Society - July 1968. Contains reports on Naval wargames in 1918 and Napoleonic periods; details of conversion of Airfix model "Victory" and articles on battlecruisers, American warships.

THE CANADIAN WARGAMER - May 1968. Contains conversion details for Scruby figures; and an article on wargames tactics.

THE AVALON HILL GENERAL - May-June 1968 and July-August 1968. After a long gap, for some reason both these magazines arrived in the same week. They deal almost exclusively with board wargames and tend to be written in that Americanese that seems to rather baffle and confuse me. There is no doubting however the genuine knowledge and enthusiasm of all contributors.

GUIDON - A quarterly publication of the miniature figure collectors of America. A very pleasantly put together little magazine, containing most informative articles on uniforms, guns, standards etc.

HISTORY TODAY - August 1968. Every article in this magazine is interesting and worth reading - wargamers will find particular interest in those concerning the American Revolution; the Hapsburg Monarchy; Revolt in Peru 1780 and one on the Revd. Samuel Briscall, Chaplain to Wellington's Army in the Peninsula.

MODEL BOATS - August 1968. Contains plans for a modern frigate; details and plans of the Dutch Aircraft Carrier "Karel Doorman"; and an illustrated article dealing with the Xebec of 1794 (a Xebec is a small vessel with three masts originating in the East).

THE VEDETTE - The Journal of the National Capital Military Collectors. This is the February edition just arrived. Nevertheless, worth waiting for as it includes interesting articles by Newsletter subscriber Aram Bakshian and a number of articles with uniform details of the 17th and 18th century plus a useful page of information about the Roman Army in the later days of the Empire.

DISPATCH No. 39 (Journal of Scottish Model Soldier Society) - Contains all the usual comprehensive details of the latest figures, books, plates etc. but is rather different in format owing to it's 'Father' Cmdr. Ian Hamilton relinquishing editorship on emigrating. It is now being run by a committee who will no doubt do just as good a job in the long run!

## THE NOTICE BOARD

It is deeply regretted that the publishers of "ADVANCED WARGAMES" (by Donald Featherstone) have found the diagrams etc., so complex that they now find themselves unable to bring the book out until 20th January, 1969. No more orders at present and sincere apologies to those who have already ordered and sent cash.



Those readers who send monthly for their copies of the Newsletter should send their cash by the first day of the month in question. So heavy is the demand for the Newsletter that there does not remain a single back copy of any issue before this one! So if you pay monthly and don't want to miss anything - write promptly!

George Vrooman of 39 Cumley Street, Hamden, Connecticut 06514, U.S.A. requires painted or unpainted 20mm figures of any period.

Jeff Perren of 1309 Halstead, Rockford, 111. 61103, U.S.A., urgently needs a copy of the Souvenir Programme of the John Wayne film "The Alamo".

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illustrated histories of many of the better known regiments of the British Army. They are written by many different writers and, without exception, each book deals fairly and as thoroughly as its relatively limited space allows with the regiment concerned. There are dozens of pictures in each book, many of them of value to wargamers. To date there are eighteen titles available, too numerous to list here but well worth a visit to your local book shop. They are published by Hamish Hamilton at 21/- each.

### WARGAMING ISN'T DEAD YET!

by

PADDY GRIFFITH

When the man who made wargaming into a hobby starts saying in print that he wishes he had 'nt, it is a sign that change is in the air. There are rivals using his creation as a base for their own bids for the "leadership, and the creation itself is perhaps proving to be a rather different from what was at first envisaged. Between an idea and the manner of its realisation there is bound to be a chasm of the unexpected. In an activity like wargaming in which an individuals figures and rules are so personal and in which - let us be honest - there is MONEY involved there are bound to be jealousies and frictions on a daunting scale.

The first stage in the development of the hobby was in the old days when there were only a few lone hands with little idea of each others activities. The second stage came with the mass Airfix armies and the Wargamers Newsletter itself. Together with "War Games" and the first Conventions these generated a new interest in the hobby and spawned their own developments. Metal 1" figures, new journals, new books and new meetings all appeared as direct heirs of these essential - and necessarily uncomplicated - pioneers. The stage has now arrived at which a sufficiently large number of enterprising people are interested for local clubs and clubs with a specialised period interest to take off on their own without feeling the need to keep looking over their shoulders to the centre.

A unitary organ of co-ordination like the Wargamer's Newsletter is at this point forced to modify its role and become one among several periodicals. Railway Modelling is often compared with Wargaming, and in this context, too, the comparison is helpful. Each Railway Magazine has its own particular emphasis or speciality, and its own regular share of the market. A sort of tacit "Partition Treaty" of the hobby gradually emerges out of the early, alarming, period of change. The new wargaming magazines all feel the need to cater for the novice just as Wargamer's Newsletter always has, but they also have their own specialists writing more advanced articles on certain topics. How can Wargamer's Newsletter, which basically uses the same formula, keep ahead and remain distinctive?

Let us turn from the development of the hobby as a whole to the development of the individual wargamer. Again, I would see three phases, following the observations made in the July editorial:-

1. In his early gregarious enthusiasm the novice has the excitement of finding out what everyone else has already worked out. Imperfections in the game do not matter; the attraction is the novelty of discovery.
2. This in itself can be rather dampening when he finds how much like other wargamers he in fact is. Like professional historians, wargamers at this second, disillusioning stage find they have nothing much to talk to each other about. They can enthuse about each other's figures and discuss new products, but their basic concepts cannot be changed by anything short of nuclear explosives. Each one will have a particular interest different from those

**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. 0s. 0d. Overseas (\$5.00 in U.S.A. and Canada)

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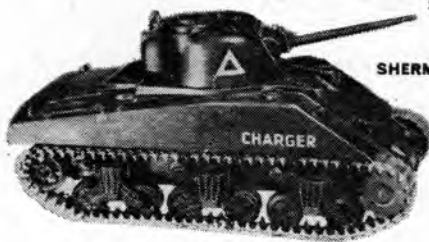
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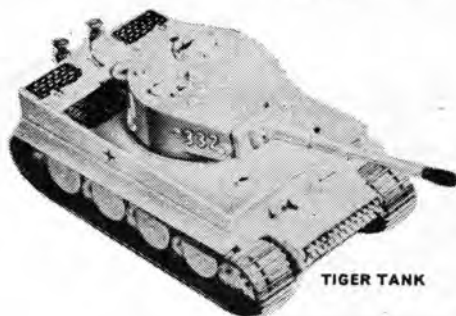
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