

OCTOBER 1968

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# WARGAMER'S NEWSLETTER

No. 79 OCTOBER 1968

## EDITORIAL



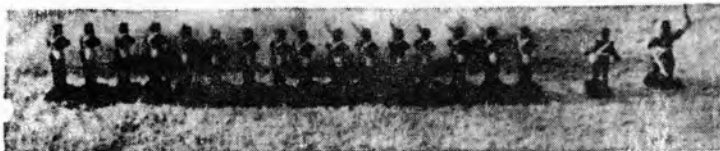
Do you know that there are more than fifty regularly published magazines dealing with military collecting and wargaming? And that there are more than twenty-five societies or clubs that a military collector could join to his great advantage?

I found this out whilst researching my next book "MILITARY MODELLING". Also, I found out a host of other interesting things which are probably unknown, as a whole, to any military collector in this country. Do you realise that there are fifteen separate places in England where one can see relics and exhibits of the Civil War, this is in addition to the numerous battlefields which are still dotted throughout the country waiting for the wargamer with the Ordnance Survey Map to tread over and recreate the stirring events that once took place on that same ground.

There are more than sixty separate manufacturers of model soldiers throughout the world, all eagerly waiting to sell you their wares. Not all of them make wargames figures but then, many wargamers are also collectors of the larger connoisseur-type figures.

So you see, this is an extensive hobby and you can almost invariably find what you are looking for - if you have got the money to pay for it!

DON FEATHERSTONE



PART SIX - SUGGESTIONS FOR TACTICAL WARFARE

by

NEIL COGSWELL.

The umpire has told you where and when a battle takes place and so we revert to the battlefield. These rules are minimal. If you try them out you will find that the game virtually fights itself once it is set in motion. They allow the general to concentrate on generalship and not worry over much about the differences between black powder (course ground) and black powder (fine ground).

In order to differentiate between Prussians and Austrians. The Prussians may be allowed an 1" further onto their formed move. Austrian light troops will fight only in open order.

A battlefield must allow room for deployment and manoeuvre. A three mile square is sufficient for most battles. On a five foot square table this comes out to one inch = 100 yards. For hills 100 foot contours are sufficient.

The army is composed of infantry figures deployed in two ranks deep, where each figure represents a fifty man frontage by two men deep, i.e. 1 figure = 100 men. The cavalry are deployed in a single rank representing a 33 man frontage by three men deep.

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Infantry Battalions.

A Cavalry Regiment.

A field gun served by four gunners represents 20 guns.  
 " " " " " two " " 10 guns.

(It is sad that although the battalion has the correct frontage it will have much too great a depth).

Units will march only to written orders and these orders only reach the regiments from the staff on receipt of a 5 or 6 on the dice.

Basing the time scale on the even time basis - one move represents 15 minutes. This is long by most wargame rules but it is also the shortest time when it is reasonable to consider average speeds of movement.

There are <u>two moves</u>	<u>deployed</u>	<u>undeployed</u>
Infantry	4"	8"
Cavalry	8"	12"
Artillery	2"	4"

The undeployed move includes column of route and open order. Bonuses for roads - penalties for obstacles.

Troops may move and fire half effect or half move and fire full effect.



<u>Fire</u>	<u>at</u>	<u>long range</u>	<u>short range</u>
	Musket	4"	1"
	Field gun	16"	4"

Each three men firing score a hit at short range. \*  
 " six " " " " " " long range.

\* It is unlikely that a body of troops would remain within short range very long so that this represents long range fire plus one volley at short range.

Morale. Units have a morale standing according to the number of training cards it holds.

1-5	cards	throws	1	dice	
5-10	"	"	2	dice	- choose the highest.
10-20	"	"	3	dice	- " " "
20 or more	"	"	4	dice	- " " "

Morale throws are taken whenever a body of troops loses 25% of its strength in a move or when attacked etc., etc.

Example: 5, 6 - good.  
 1, 2, 3, 4 - routed.

Troops advancing to attack, throw to melee.

Morale throws are taken by brigade for preference.

A bonus of 1 dice is given if a general is within 6" but if the unit breaks the general falls.

Morale deductions are made if attacked in flank, if 25% below strength etc., etc.

Melee. Decided by head count x morale throw. (Cavalry double). Winners inflict one casualty per six men. Losers retire 4" if morale is good otherwise routed.

Automatic response. Troops may take action against enemy within 6" without receiving orders. They will also pursue routed enemy if they throw a bad morale dice. This pursuit will be in open order.

Concerning obstacles. Troops crossing obstacles - villages, rivers, woods, marshes etc., are undeployed. Villages give cover to missile fire but troops are automatically melee'd if attacked.

## PART SEVEN - BIBLIOGRAPHY

Annals of Wars of the 18th Century - Cust.  
 La Guerre de Sept Ans - Waddington (French) very comprehensive.  
 Life of Frederic the Great - Carlyle - comprehensive but partisan.  
 Lloyds German War 1756 - 1757 - Lloyd - the opening campaign.  
 Military Instructions to My Generals - Frederic II - included in Roots of Strategy -  
 Phillips.  
 General Ziethen - Blumenthel.

Life of Loudon - Malleson.  
 Theory of War - MacDougall.  
 Wild Goose and the Eagle - Duffy.  
 Annual Register Vol. 1 to 6.

Uniforms. Military Costume - Paul Martin.  
 Military Drawings and Paintings in the Royal Collection.  
 Military Uniforms and Weapons - Toman.  
 Uniformkunde - Knotel (German).  
 Tradition.  
 Victoria and Albert Museum Library. (Reynolds books are best).

Figures. 30mm "Willie" figures - Suren are magnificent. They actually belong to a slightly earlier period 1740. Marvellous but not economical.

Stadden - A good range but still expensive.

Miniature Figurines - A very full range of the cheapest metal wargames figures on the market - 20mm.

Spencer-Smith - Plastics at 2d. each infantry ideal for wargaming. They include all that you need plus the all important wheels. Painted up I find these most satisfying. They are easily converted.

Flats. Most German firms have an inexhaustible range.

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## FIRING INTO THE BROWN!

### HOT STUFF

Come, each death-doing dog who dares venture his neck,  
Come, follow the hero that goes to Quebec;  
Jump aboard of the transports, and loose every sail,  
Pay your debts at the tavern by giving leg-bail;  
And ye that love fighting shall soon have enough:  
Wolfe commands us, my boys; we shall give them hot stuff,

Up the River St. Lawrence our troops shall advance,  
To the Grenadier's March we will teach them to dance,  
Cape Breton we have taken, and next we will try  
At their Capital to give them another black eye.  
Vaudreuil, 'tis in vain you pretend to look gruff -  
Those are coming who know how to give you hot stuff.

With powder in his periwig, and snuff in his nose,  
Monsieur will run down our descent to oppose;  
And the Indians will come: but the light infantry  
will soon oblige them to betake to a tree.  
For such rascals as these we may fear a rebuff?  
Advance, grenadiers, and let fly your hot stuff!

When the forty-seventh regiment is dashing ashore,  
While bullets are whistling and cannons do roar,  
Says Montcalm: "Those are Shirley's - I know the lapels."  
"You lie," says Ned Botwood, "we belong to Lascelles!"  
Tho' our clothing is changed, yet we scorn a powder puff;  
So at you, ye beggars, here's give you hot stuff."

Edward Botwood, who wrote this song on the eve of the expedition to Quebec, was a sergeant of Lascelles' regiment. He was killed in the first attack on the French camp.

—oo0oo—

### The Trials of a Wargamer (1)

"Recently I have made the initial moves on a solo campaign based on the Pacific fighting by the U.S. Marines during W.W.II. I would have been much further advanced than what I am because I cannot get a box of U.S. Marines anywhere, so things have come to a halt. My Seven Years War armies still take pride of place, but I anticipate their growth to be slow, especially when Airfix Napoleonics become available.

Roy Peacock."

(2) I have plans for many more Ancient Armies in the near future, the trouble lately is that my time has been so tied up with the move of job and house that I have only had the odd half hour or so to spare for the hobby and have developed into a "figures man" rather than a "battles man"

Stan Colby.



On reading our editor's latest epic "Air Wargames", I found myself moved to comment on the state of the air weapon in the wargame arena. For one thing, the diverse philosophical opinions and unrelated borrowings on fundamentals, while stimulating and thought provoking, reflect a very primitive stage in the evolution of air tactics. It becomes even more obvious that no set of rules in air wargames has achieved the firmness, accuracy, or practicality achieved by numerous systems of land or sea wargames. The obvious, if often ignored basic reason, of course, is that airplanes do not sit still in the air at the end of the turn without some means of aesthetically unpleasant support (usually the thumb and forefinger of the youthful Rickenbacker commanding the mission).

Nevertheless, aircraft do have a very significant role to play in the modern wargame - especially in the modern wargame campaign. On this role I cannot but feel imminently qualified to comment as Chief Air Marshall of the Cardorian Empire and recipient of the Luxian Order des Chevaliers de l'Air and Schlessbergian Pour le Merite. The occasion of those distinctions arose during the late war with the United Crimean Republic in Moravian North Africa. Following a challenge issued by the U.C.R. at a toy soldier collector's convention (MFCA Annual Meeting) at which I left a written acceptance at the display table, the Terre Medi powers landed in 1942 style somewhere west of the Avalon Hill Africa Corps game board (most of which was held by UCR allies) and set about bringing the awesome power of the UCR league to its knees.

At that point a review of mothballed stocks revealed that:

(a) None of the Terre Midi General Staff Officers had engaged in air wargames for years. (Not since organised rules complicated our wargames.)

(b) Mothballed stocks of combat aircraft in the Luxian and Cardorian arsenals (left over from early childhood) had been badly overrated and approximated the state of the Chinese Air Force when Chennault took over from the Italian advisors.

As a result, the Terre Midi powers were reduced to a battle for air bases, to night movement, and a combination of land and air guerilla warfare.

Some notions involved in the rules we worked out might be of interest to air wargamers and to modern wargamers in general. Owen Groman III (Enforcer of the UCR) and his diverse allies (formerly enemies) had done a certain amount of work on air wargames, and were accomplished modellers, giving their air squadrons a polished appearance which almost matched the superiority they showed in early dogfights.

As a result of the negotiations on rules it was determined that standard fighter aircraft and other categories must be used in place of rules derived from the performance of individual historical fighter types on which the models were based. This will raise the eyebrows of some purists who have been reading up on the speeds, altitudes, armament, and turning radii of every model aeroplane they own, but consider the alternatives:

Whatever the period of play, the player with the latest allowable models (Me 262 for World War II, Spitfire MkI or Bf-109E-3 for January 1940, etc.) would hold a tremendous advantage - and what model aeroplane builder wants to be cut off from building models of such charming absurdities as the Pz11c of Poland, or the almost equally suicidal FB2A Buffalo in the markings of the U.S. Navy, Finnish or Dutch Air Forces, or Fleet Air Arm?



As a matter of fact, homogeneity of aircraft was not noticeable within the three plane squadrons of the Luxian and Cardorian Air Forces. Squadron identity was preserved only in nationality and type, such as French fighters (Morane 406, Hawk 75A4, and Dv520, 1ier escadrille de chasse, Luxia) or British Fighter bombers, Bf109's of the enemy air arms often found their squadron markings to be individual markings, while the national markings were demoted to group.

After some negotiation, I was also able to prevail upon my opponents (whose bomber squadrons outnumbered mine even more than their fighter squadrons) that a bomber turret or (much less) flexible machine-gun was much less likely to down a plane than a fighters line of flight battery, and as a result unescorted daylight bomber offensives were doomed to their actual historical role - a method of trading one aircrewman for one or more enemy grandmothers or small children. A fighter, for example, had to roll a "6" to down an enemy fighter or a 5-6 to take out one engine of an enemy bomber in general combat (no altitude or position advantage) but a flexible gun on a bomber or dive bomber had to have a 6 confirmed by a 6, and a turret required a 6 confirmed by a 5 or 6.

The same applied to a single mounted light flak piece, but in compensation, we recognised that bullets scattered from a fast flying aircraft have far less effect on a dispersed enemy (especially prone) ground unit than a fixed machine-gun on the ground. Dive bombers, which could be hit with a 5-6 from a single mount, or a 4-5-6 from a multiple flak mount, could deliver an impressive mass of ordnance in an area measured by 1-6 on a dice for windage and 1-6 on another dice for elevation, but 6 ground mounted guns counted as one light flak mount, and a level bomber or fighter bomber, harder to hit from the ground had a 12" dispersal pattern in line of flight versus 6" (3" to either side of aiming point) on the side of the flight path at low altitude.

Higher flying bombers put patterns on 12" to either side and 24" along the line of flight. Moreover, flak batteries of 75mm to 88mm (or even 120mm) could intervene against medium and high altitude attacks at various distances making it possible to fire on aircraft one turn before, one during, and one after strike, or to support two division level land forces from a point to the rear of both.

But the most interesting underhanded and dirty trick of the Cardorian forces was the battle of the air bases. I throw this in out of pride in authorship and because it introduced a realistic and interesting situation too often ignored by air wargame strategists.

By slipping small parties of men into Moravian North Africa prior to recognition of a state of war by UCR authorities, it was possible to stage Viet-Cong type raids on a number of UCR flying fields. This was old stuff to me. Long before the Viet-Cong began shooting up our bases with hand carried mortars and rockets my horse cavalry had been at it in juvenile and adolescent wargames, a tribute by imitation to a feat credited to the 26th Phillipine Scout Cavalry in 1941-42, a raid by troop C on a Japanese air base.

Using runways laid out to weapon range scale, say 5" equal 100yds or thereabouts, perimeter defense of an airbase is no mean problem. Moreover, contrary to the peculiar opinions of the R.A.F. staff in 1938 and 1939, there is rarely a more strategic air target than a base crowded with enemy planes. The airbase, therefore, is subject to attack by enemy ground forces as well as enemy air forces. Daylight attack at low altitude is best met by automatic light flak, higher by heavy flak and fighters, while night air attack requires radar directed weapons

preferably including night fighters.

Ground defence, however, must be maintained day and night against guerillas, requiring some security around a 50" x 50" runway arrangement at a depth based on a 50" to 100" mortar range and a 30" rifle range.

Suppose you have 5 major air bases with 3-5 squadrons on each with 3 aircraft to the squadron? Your theatre forces also include 20 50 man infantry regiments 16 x 5 tank armoured regiments, 5 or 6 x 6 armoured car regiments, enough personnel carriers to move  $\frac{1}{2}$  the infantry, 10 dual purpose 88 to 99mm batteries of 1 gun, 30 light flak vehicles and 100 cannon of one sort or another. Your front is map scaled at several hundred miles with a maximum infantry regiment frontage of one mile, with at least 30 miles of front susceptible of enemy motor or mechanised movement.

On the other hand, suppose you have 25 cavalry in local costume, air supplied by apparently random night air patrols, and carrying a bazooka, medium mortar, 5 radios, and 3 light machine guns. The country is rugged, dry and not very populous, and you are moving at a normal rate of 25-50 miles per day off the roads in an area which has 2 enemy flying fields. There are at least 6 such patrols, which march in 5 detachments each, chiefly by night. Some men have been captured, so plans have been changed, but the enemy has no idea of your exact location (the enemy rolled for a 5-6 to capture or kill a raider when it crossed a thinly patrolled line.)

The beauty of it was that several bases lacked both night fighters and fire control radar, and usually more than a regiment was required to guarantee security by night from a band of 25 (representing 600) prowling troopers.

The first attack fell on a base with 6 bombers, 6 fighters, 2 heavy AA guns, 3 light flak vehicles, an armoured regiment (5 m-41 tanks) and an infantry regiment (50 Airfix World War II Battle Group painted up as something called the London Regulars). They were at a base near an Arab town where the tanks were held in reserve. They were awaiting a dawn air-attack, but radar had alerted them to a flight of enemy night bombers. There was little to fear under blackout conditions - until the area was illuminated by flares from cavalry mortar immediately after horsemen with satchel charges had galloped up to parked fighters and to hangars full of bombers. With the aid of flares and burning aircraft the 6 Cardorian night bombers made a medium altitude low speed run, then another from well above flare height. Several fighters scrambled to safety, and the quick action of the garrison trapped several troopers as they ran from an underground hangar and were silhouetted by the glare of burning aviation fuel. The tanks, like so many mastadons, prowled around for some time before their closeness prompted the mortar-men to mount up and leave.

Less romantic types may prefer to do this sort of thing "Desert Rat" style, with armed jeeps. This would never go over with the old line Cardorian mounted regiments, but to each his own. The main point is that in a combined wargame, the attack and defence of air bases adds a new dimension to airpower. Airpower, after all, is not inexpensive, and while aeroplanes are highly mobile and difficult targets, their bases are not. Galland blamed the extreme immobility of air units for the failure of a massive Luftwaffe effort in support of the Ardennes Offensive - the squadron staffs and ground equipment were simply unable to meet the scheduled re-deployments. There were other factors, of course, and one must keep in mind such incidents as the R.A.F. deployment of a Hurricane squadron on a flat piece of desert, supported by an end run of ground staff trucks around the axis advance, and re-supplied by air. Chennault, on the other hand, had secret air bases in occupied China which were used by his fighters and bombers to raid deep into enemy territory. This constant shift of squadrons from base to base also made it difficult for the larger Japanese air strike forces to catch him on the ground. After all, while an airbase full of planes is a juicy target, it can be frustrating to fight through flak and fighters to crater an empty runway, unless, of course, you can count on the enemy not having others to land on.





## COUNSELS OF WAR.

This collection of odd items are offered as material aids or stimulating suggestions to wargamers.

Was Cyrus, the founder of the great Persian Empire (558-529 B.C.) at Thymbra, B.C. 553, really the first more or less authentic case both of strategical and tactical surprise?

"Persia had been subject to the Medes, and was grievously oppressed. Cyrus deposed Astyages, the Median King, and united Persia and Media under his own sceptre. Alarmed for his safety, Croesus, King of Lydia, which then comprised almost all Asia Minor west of Halys, entered the lists against Cyrus, and advanced across the Halys into Cappadocia, the most westerly of the Persian-Median provinces, and devastated the rich lands and cities of Pteria. Croesus was preparing to advance still further into Persia, when Cyrus, by a rapid march, anticipated him, and met him on the scene of his devastations. An indecisive, wild and bloody battle was

fought here, and ended only by night, after which Croesus retired to his capital, Sardis, not expecting that Cyrus would undertake a winter campaign. Here he endeavoured to strengthen for the succeeding year his bonds with his allies, and procure material assistance.

"But Cyrus, full of the ardour which brooks not delay, and acting on that oldest and soundest of military principles, to do that which your enemy least expects, gave his adversary no breathing spell. Winter was at hand. Croesus, anticipating no further present activity on the part of Cyrus, had unwisely allowed his army to disperse on reaching Sardis. Taking advantage of this error, Cyrus, by forced and difficult marches, came upon him unawares at Thymbra, on the plains not far from Sardis, and utterly defeated him."

Dodge, "Alexander".

The battle itself also affords an excellent illustration of surprise in tactical methods.

This old chronicle suggests, to the wargamer, a number of intriguing aspects of table-top campaigning. Firstly, any campaign working with maps and, later, wargames, is made much more interesting if a preliminary narrative or history is prepared. Not only does such a method provide a reason for commencing a campaign but also a reason for concluding it when the wrongs described in the narrative are redressed or the objectives attained.

Secondly by using an independant umpire, map-moving can contain that element of surprise that gave victory to Cyrus,

Thirdly to achieve a realistic campaign the weather must be taken into account. Cyrus's temerity in flouting the conventions that made winter non-campaigning weather might well have brought him utter disaster if bad weather had destroyed his army during their "... forced and difficult marches". Similarly, not only should "weather rules" for a wargames campaign be sufficiently reasonable to encourage daring winter operations, but they should also possess a built-in risk factor that might bring disaster to the daring commander.



Major J.P. MacDonald of the Royal Anglian Regiment writes:- "My sons recently returned from their Boarding School for the summer holidays and amongst their "goodies" we discovered a copy of your May 1968 issue.

There are one or two points raised on page 7 which I, as a Company Commander in a mechanised battalion, would like to comment upon, if I may.

The first point is indisputable, the FV432, the APC of the British Army, has never been called Trojan since its introduction into service. The name was suggested during the vehicle's development but on protest from a commercial firm producing a van of that name, it was dropped. It now goes by a variety of names; FV432, APC, carrier and the latest, MICV (mechanised infantry combat vehicle).

Now to some more controversial points: it is very dangerous to compare APC's of different nations unless their "APC Philosophy" is the same. The U.S. Army and ourselves tend to use our APC's to deliver infantry safely close to, or among, the enemy. The French, Germans and indeed the Soviets fight from their vehicles and dismount even less frequently than we do. The design of the various APC's Mr. Barker mentions are related to this concept or philosophy. We do indeed plan to hide in "buttoned-up" (closed-down is the British term!) APC's. In this connection I mean hide, they are proof against the majority of NBC weapons effects and we plan to shut-down and either stay put or motor through contaminated areas. The places where we harbour before launching forth to battle positions are called hides. We rarely have time to dig the full works in these places so we may well stay mounted.

As to APC armament, the FV432 now carries a GPMG operated by the vehicle commander. The 84mm anti-tank gun (Carl Gustav) has a mounting as has the 120mm WOMBAT of the Battalion Anti-Tk Pl. Each section APC has one of the former and the battalion has six of the latter. It should be pointed out that in every case the firer is exposed; but as Mr. Barker points out, no more of his body is exposed than when firing from a trench. The 30mm Cannon being developed for the FV432 will fire bursts like the Bofors.

Next let me turn to the attack on the APC by anti-tank and HE ammunition. The weaknesses in all these relatively light vehicles is their running gear and when dealing with mechanised infantry most of us would be quite satisfied with an immobilising "kill". This causes the inmates to either sit tight within their armoured prison and therefore be non-effective for their projected operation, or dismount and promptly become vulnerable to all the things their APC protected them from - HE splinters and blast and small arms fire. The complete kill, the brewed up APC, is highly desirable in anti-APC weapon - cost effectiveness but not absolutely necessary. It is to achieve the disabling kill that the current rash of high calibre cannonry is being developed.

We are very careful to ensure that our riflemen are as competent dismounted as they ever were in pre-APC days. It is still necessary to patrol, man OPs, infiltrate and skirmish on our feet and British mechanised infantry is still very good at these skills, probably more so than our shoot-through-the-weapon-ports- allies. When we combine with armour in offensive operations we tend to remain mounted for as long as possible to save any momentum being lost needlessly and to deliver the same shock effect that characterises armoured offensive actions.

Mr. Barker's penultimate paragraph is most interesting in what he fails to notice about the various tank actions he mentions. All he says does not bear out the paradox

he suggests but simply the high dividends that accrue to the commander who bothers to train his troops thoroughly. Superior equipment may help to offset poor training but it will never replace it. The Centurion/M48 actions of the last five years bear this out. So too did the campaigns in the Desert when the Afrika Corps out gunned our tanks. What does Mr. Barker mean by complicated? The modern tank is bound to be complex in its equipment. It requires sound maintenance and a comprehensive spares and recovery/repair organisation. I do not think a tank man would deny Chieftain's complexity. He would probably challenge Mr. Barker's competitors for its place. The M60 equates to the Centurion 13, the Sheridan and the MBT60 are way behind in the delivery time frame and the AMX30 is a different vehicle altogether. Of course T62's were knocked about in Sinai by the dear old Centurion. It's crew training and the commander's brain that matters.

I have gone on for much longer than I intended: I formed the opinion that Mr. Barker's knowledge was culled from wide reading, and I took this opportunity to put in a few views of one whose bread and butter all this is. I need hardly add that these are my views, shared, I may say, by others (they are not original!) but they are not necessarily "Ministry of Defence views".

—ooOoo—

R.B.Nelson writes:- "I fear Bob O'Brien (Wargamer's Newsletter, August) has not taken the point I was intending to make regarding ancient missile weapons. I was not seeking to deny that these weapons could achieve effective results; even relatively inefficient weapons can be successful against a foe who cannot hit back, as my examples, Pylos and Carrhae showed.

However, one would expect a force which had been subjected to uninterrupted target practice for the greater part of a day to be shot to pieces. Instead, what do we find at both Pylos and Carrhae? Heavy casualties have certainly been incurred, but units remain unbroken, and the chain of command is still intact. The Spartans and Romans surrender not because they have been defeated, but because of the inevitability of defeat.

I think that light troops tend to be 'overpowered' in most Wargames rules: for instance, under the rules of the Society of Ancients, if we recreate theoretically the action at Pylos, and oppose a body of hoplites to four times their number of light troops, half bowmen and half javelinmen, whose superior mobility allows them to close to close range with impunity, then the hoplites will be reduced to less than 50% by one move of firing and totally annihilated in two moves, assuming average dice throws. And for this calculation I have taken only the 1600 light troops formally recruited as such; at Pylos the Athenians deployed over 8000 other light troops, mainly rowers with scratch weapons, granted, but they must have made some contribution.

This 'overpowering' is, however, inevitable in my view, if anything like a balanced and enjoyable game is to be had.

Finally, the artificial situation to which Mr. O'Brien refers, in which heavy troops cannot be outflanked and sweep forward inexorably, driving everyone off the end of the table. This is of course what happened at Marathon, but I think this problem also caused difficulty to most Generals using hoplite forces, who wished to coordinate their light and heavy troops. For obvious reasons the light troops could not be put in front of the phalanx, nor mixed with it. If they were put on the flanks, they could only cover at most a quarter of the phalanx front with fire. They therefore had to put behind the hoplites, unable to see properly to shoot, and unable to shoot at all without hitting their own side if they happened to be advancing uphill. The only advantage was that if their own side fled, they could prevent effective pursuit by forcing the victors



to maintain close formation."

—oo0oo—

Bob Collins (of U.S.A.) writes:- "I have enjoyed your recent set of articles concerning refighting famous battles. They have made me curious about your rules. Most rules make it almost impossible for a small force to hold out against a large force, no matter how good the defensive position of the smaller force - your rules must be very realistic, at least in this respect.

I am not convinced there is as much difference between the British and American wargamer as some would have us believe. Granted, the roster system is more popular in the U.S. but it is not exclusively used. Our particular group has numerous armies; some of which are mounted on stands for purposes of the roster system and some which are not. Our 30mm and 54mm armies are fought as individuals and no roster is used. Our antiques and moderns are also used on an individual basis. The Colonial, A.C.W. and Napoleonic 20mm armies are organised for the roster system.

I like both methods and would have a difficult time deciding which to choose as a favourite. Also, I have met quite a few U.S. and Canadian wargamers that exclusively use their figures as individuals and have no urge to switch to a roster system. Since I use both methods I feel I understand the advantages and disadvantages of both, and have also found that there are fewer differences between the two methods than one would at first suppose. I would be willing to bet there are as many differences between groups of U.S. wargamers as there are between U.S. and British wargamers as a whole. The differences are what helps keep this an exciting hobby."

—oo0oo—

## A NEW CONCEPT OF NAPOLEONIC WARGAMING - Part II

by

Alan Hansford Waters

At midday, with Napoleon well on, his light cavalry sheltering near Molstadt and his column deploying from the road, the Marshal decided that the absence of Cavalry in the Archduke's forces would make it safe for him to start pulling back. Pivoting on the Eastern ridge, still with his Corps artillery on it, he pulled his wrecked infantry units back to the East. This was a further example of his skill, as, all the time he pulled back in the face of repeated Austrian onslaughts, he was narrowing his front and automatically closing the gaps.

General Kellowatch pushed a Light Infantry unit over the river into Molstadt, closing up the entire Army artillery and sheltering the rest of his troops behind the woods, he cleared and rallied stragglers behind his lines with his personal escort. Then we sat back to see what Napoleon was going to do; he would take no chances against the strong French main Army.

To the surprise of the Allies, no great French developments were observed up to 4.30 in the afternoon. Marshal Farr's wrecked Corps had pulled safely back on Napoleon's right. Napoleon had pushed his artillery aggressively forward to contest the Allies' massed guns as the Imperial Guard appeared on the NE road. Further troops were pushed into Molstadt, and now Napoleon's whole Cavalry Division was sheltering behind the village. General Kellowatch still "observed" from his secure position, convinced that, with control of Molstadt, he was the next target.





By now, Napoleon was completely in his desired position so he swung into action. General Kellowatch's pause, very uncharacteristic of this man and somewhat disconcerting for Napoleon, had been fatal to the Allies. A Division and a brigade of infantry supported by the Marshal's well served artillery, a brigade of fresh infantry, the Marshalls Corps and Napoleon's Cavalry and the Guard in immediate support rushed upon the hapless Archduke's forces, towards late afternoon. The Austrians had been thinned by detachments to general Kellond in the early afternoon and together with the losses sustained had been worn down to a Division in strength. A brigade of French in line first demoralised his infantry by a firefight, supported by Farr's artillery blasting grape, and then four regiments in column rushed in with the bayonet. At the sight of the Guard and cavalry behind this imposing array, the Archduke's forces fled, only rallying behind the East hill. Apart from sending all his cavalry North, half of them on a demoralising countermarch, General Kellond still sat behind the river, although Napoleon only opposed him at this stage with a brigade in Molstadt and the Guard reserve artillery.

In the late afternoon, having smashed the Archduke's wing, Napoleon shifted his attention to General Kellowatch, who was making a belated attempt to get across the river and come to grips with the French. The Cavalry halted in rear, a brigade of infantry and a gun moved over the stream, a regiment moved up in support of the forces in the village, and another behind the grand battery. On Napoleon's side of the river were 2 Divisions of Infantry, with his two artillery groups forming his first line. One fresh division formed the second, some distance back, behind them was the Cavalry Division. On the extreme left, protected by Molstadt, the Guard, forming a weak division, massed for the final assault on the Allied right. The woods on this flank were to be grasped initially by the excellent French light troops from the village. For four hours now there had been savage hand-to-hand fighting in the village between the detached Carabiniers and a couple of regiments of French light troops, who finally ousted the Tyrolean Jagers.

The Allies had had enough; although superior in cavalry they had but 17,800 useful men left in their front line, opposed to Napoleon's 36,300, including the Imperial Guard. Also, there were reports, false as it turned out (Campaign chance cards) that there was a Division of Polish Lancers loose amongst the train. Actually, an unenterprising French Cavalry General had placed his men in the map square to the South, but in the heat of the main battle the French neglected to send him orders and his excellent harassing position was wasted. There is little doubt, however, that the lack of news from the garrison Division (the cavalry were across the Southern road for a time, and, again by chance card, intercepted all couriers), confirmed the Allies decision to withdraw.

Night was drawing on, and leaving a rearguard on the river the Archduke withdrew skilfully behind the screen of the woods. Next day, forced away from his supplies by his own timidity and an unimportant cavalry skirmish to the South square, he sued for an armistice. He ceded a large area of territory to Pete and I for the privilege of the Armistice and we are hoping that this will yield enough points, material units and men for us to raise another Corps to join our forces, already supplemented by the BAVSAX contingent, to meet the next army that the Archduke will lead against us. This will probably be formed from the reserve units that he can mobilise by May (the next date we can all get together!) added to the hard Corps of his beaten Army. He is to be given a Nationalism Bonus for approximately half his forces, really to give him parity in quality with the upmoralled French (= +1 for victory over at least 2/3 of an enemy army). Our reason is the annexed territory based on the 1809 Nationalist upsurge.

Altogether 1500 Model Soldiers had been engaged, but large numbers on a small board, although giving accurate results in map form (our map record could be some pages straight out of the MH and A) did lead to overheavy losses due to the stubborn resistance capable of being put up by the deep lines of troops.



## GENTLEMEN! HAVE A CARE!

The French Turcos regiments present every shade of colour, and every variety of African race, from the comparatively fairskinned Kabyle to the coal-black negro of the Soudan. Some of the men were hardly darker than the bronzed French Zouave, with small, spare, forms, and the sharp, keen, cunning expression on the half civilised Oriental; others were ponderous, bull-necked and bullet-headed mulattoes, of almost gigantic stature and seemingly of ponderous strength, with lips and noses of the true Soudanian breed, and skins as black and shining as ink. As a general rule the stature of these soldiers is far superior to that of the French regiments of similar character. This is made especially apparent by the similarity of the uniforms, which are the same in both corps, native and foreign, the only difference being that the loose trousers of the French Zouaves are red, while those of the African Turcos are, like their jackets, blue.

The colour, relieved by yellow facings and brocade (braid) suits their swarthy complexions admirably, and it is difficult to conceive a figure more likely to strike terror into the pale Teutonic tribes of northern Germany, unaccustomed to the sight, than one of these fierce-looking Kabyles or Moors in his blue and yellow costume and snow-white turban twined round his jetty brows.

The Guardian, 1859.

—ooOoo—

### THE SAXON ARMY, 1779

The Saxon troops make a very fine appearance. The men in general are handsome and well made. Neither they nor their officers are so very bright and stiff in their manners as the Prussians. Having been so long accustomed to these last, this difference struck me very strongly at first sight.

The uniform of the Guards is red and yellow; that of the marching regiments white. The soldiers, during the summer, wear only waistcoats, even when they mount guard; and always appear extremely neat and clean. The serjeants, besides their other arms, have a large pistol. This is so commodiously fastened to the left side, that gives no trouble. The band of music belonging to the Saxon Guards is the most complete and the finest I ever saw.

—ooOoo—

Colonel Walton in his "History of the British Army, 1660-1700" says that "the custom of 'guarding' or 'facing' soldiers' coats with some colour distinctive of their corps is ancient; and the colour selected appears to have originally been that of the leader. Thus the Regiments of the Duke of York as well as Prince George of Denmark (Marine Reg.) wore the Stuart colour of their first Colonel, the Duke of Beaufort. In 1667 Lord Chesterfield raised a regiment of foot in ten days, and he tells us that he gave the soldiers 'red coats lined with black and black flags with a red cross in a black field, which I then did, because I was at the time in mourning for my mother'."

—ooOoo—

I have loved war too well: do not imitate me in that. Louis XIV (to his son).



There is no doubt at all that most enjoyable American Civil War games can be played in imitation of the big mass-action battles like the Bull Run to Wilderness series which are so well described in most books on that war. But fighting went on at some time or other over pretty well every part of the States from Maryland down to Florida and over to the far West, and with such variations in types of troops and equipment and terrain that it seems a pity not to make use of all this variety. There are several types of game which would give quite a change from the usual Virginia-Pennsylvania theatre sort of wargame:

Bayou/Florida layout: this involves the Federals working their way into the hinterland from a river town or coastal harbour town, aiming at taking possession of some store depot or a village commanding an important road junction, for example. They consist of fairly good-quality infantry, although often including some regiments which have never been under fire before, and they can have an armed tug or two, or even an armoured gunboat. The Confederates are usually outnumbered, and to make things worse a proportion of their infantry consists of local militia regiments. But they usually have the advantage of surprise, to compensate for this. Both along the Mississippi bayous and in the Florida hinterland with its small lakes and rivers the country was full of traps for the invading forces, being generously wooded and laced with small watercourses which could be treacherous as regards depth and which merged with swampy areas. Trees hung over the rivers and streams, reducing visibility, and only where there were cultivated fields round a village or plantation would the visibility be much more than a few hundred yards. So any movement of units on the wargames table should be concealed until within 18" - 12" (according to scale) of another unit. In one action in Florida, a Confederate cavalry force of under 30 men with two light guns managed to take position among trees and bushes along a river bank and open fire devastatingly on a Federal gunboat (which they had been trailing for some time) when the gunboat dropped anchor. It had to surrender in a few minutes, its gun crew shot down without seeing what was firing on them. Incidentally, the Confederates could also be given one concealed "torpedo" (i.e. mine) per game if the opposition have any ships.

Hill-country raids: Important roads and railways ran west or south-west from the Atlantic seaboard states through the wide belt of hill country towards the Tennessee-Mississippi theatres. Both sides mounted many and sometimes large-scale raids on the various vulnerable bridges, the Federals tried to destroy isolated mine plant or factories vital to the industries of the South, and the Confederates ambushed Northern wagon trains carrying army pay and military stores. A typical strike force might be two regiments of cavalry, three of infantry, and a couple of guns. Blockhouses were set up in pass bottlenecks or at fords to assist in coping with these raids, and such buildings could be pretty massive affairs, able to take a bit of hammering from light artillery. The South also needed all the cattle it could "rustle" from the North, and this would make an amusing game as well as providing a use for all those Airfix farm animals discarded by you or your children. Again, this kind of warfare used not only the "Line" units, but also the local militia, who varied greatly in morale, often in accordance with the toughness or otherwise of their commander. A chief attraction of this kind of game, of course, is the excuse to lay out far more (and higher) hills than you normally use on the tabletop, with say one road going over a few fords, and plenty of cover.

(A) Combined Operations Landings and Frontier Warfare: These need not be described in detail here, as the former was dealt with in a recent battle report and American subscriber wrote a full article a year or two ago on the fighting in the Missouri westwards area. In the case of combined ops. the Federals should of course

be greatly superior in naval strength, but to give the South a chance it is interesting to try a game where the North cannot effectively deploy all their strength together owing to shoals and narrow channels winding through wooded islands. Being on the strategic offensive, also, the Federals should have incomplete knowledge of the lie of the land in many cases, so if an umpire is available it adds a bit of spice to have an impassable ravine or morass thrown in here and there, known only to him (and any local troops).

(B) The "Frontier" theatre of the war is attractive because of the great variety of troops used, ranging on the South side from Price's veteran Missouri regiments to companies of Indians. On the Federal side, contemporary illustrations show the Kansas Militia dressed more or less in the civilian clothes of the Western farmer, with an occasional Army belt, ammo pouch, hat, badge, etc. So here is a use for those 4 rifle-men which we get with the other settlers in the Airfix Wagon Train box. Their rifles are not quite 'in period' but it is worth overlooking this in order to be able to use these unusual figures.

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In organising the first naval wargame fought by the Wessex Wargames Group, Robert and Stephen Douglas decided upon an action in the Indian Ocean between a raiding squadron of German cruisers (supported by an Austro-Hungarian cruiser) and a motley assortment of Allied vessels that were actually in the area in 1917, formed of a battle-cruiser, two modern (1917) cruisers, 6 destroyers and a Japanese cruiser. Using a modified version of Fletcher Pratt's rules, ship-values were calculated as per formula and then divided by 100 whilst points damage inflicted by gunfire was similarly reduced to the nearest  $\frac{1}{2}$  point. Ranges were taken from the official figures published in "Coronel and Falkland" by Geoffrey Bennett and from other publications. An armour-penetration chart was formulated from Brassey's Naval Annual 1921 and other ballistic calculations. The firing-arrows were original, made of card with an aiming-line down their centre, on top were fixed a booklet of 8 small pages on which firing instructions were written and then torn off after each round of firing. Charts explaining rules and calculations were placed in full view around the walls of the room. Lots were drawn for ships, one per man, those drawing flag-ships automatically became admirals in command. At first, rather cautiously just advancing into gun range so restricting armour-piercing potential, the action was notable for the lack of long-range accuracy of the 13.5" guns of the "Princess Royal". The two fleets were divided by a green carpet down one side of which sailed a British captain and, having deduced that the carpet was 7" wide, he aimed ALL his shots at an enemy vessel on the other edge of the carpet and scored a complete broadside of hits! The destroyers sent in to finish off the ship lost 4 out of 6 in approaching. Time ended the game with the German fleet heavily damaged to slight damage to the British fleet. If the Germans had pressed into close action with the weaker British flanks they would have inflicted heavy damage but as it was, two more moves would have meant the destruction of several German ships without comparable British loss.

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# THE AMERICAN SCENE

by

## Pat Condray



Like the German and British Armies, the U.S. Army drastically modified its armoured division structure in late 1942 - early 1943. The tank force dropped to a parity of 3 battalions with the 3 infantry battalions and the 3 armoured artillery battalions. The old 'armoured' and 'armoured infantry' regiments were broken down, and the auxilliary, or 'combat command' headquarters strengthened. As a result, a 'Combat Command', similar to the German 'Kampfgruppe' was the most common tactical element between battalion and division.

The 'Tank Battalion' had 3 medium tank companies, 1 light tank company, with H.Q. and service companies (2,187 men, 77 light, 186 medium tanks).

The 'armoured infantry battalion' had 1,001 men in the H.Q., Service and 3 rifle companies. It was similar to the normal infantry battalion, but was supplied with  $\frac{1}{2}$  track personnel-carriers, of which 501 (later 466) were supplied to the armoured division. (3,003 infantry per division).

The 'armoured artillery battalions' had barely more than half the manpower of the infantry, with H.Q., Service and 3 firing batteries, a total of 1,623 men operating 54 self-propelled 105mm howitzers.

The auxillaries: a reconnaissance battalion of 935 men (usually a mechanised cavalry squadron), an engineer battalion of 693 men, 1,373 men in division trains including H.Q. Co., maintenance battalion (762 men), medical (417) and a military police platoon.

For tactical purposes, a battalion of 3 companies of 2-3 tanks each, with 1-2 tanks in H.Q. Company and a light tank company of 3 tanks is fairly practical, totalling at least 7 medium and 3 light tanks with an option to represent security personnel, a couple of extra radio men, and one or two service vehicles, (armoured jeep and armoured command car or half-track).

The combat command often included a battalion each of tanks, armoured infantry, and armoured field artillery, with a troop of mechanised cavalry and other auxillaries attached.

Tank destroyers were also commonly attached to armoured units, with a battalion sometimes broken down into tank destroyer companies assigned to the three combat commands.

If you have any queries or arguments, write direct to Pat Condray, 4936 Powder Hill Road, Beltsville, Maryland, U.S.A.

TO BE CONTINUED.



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# MUST LIST

WHAT NOT TO MISS



The Crimean War is in fashion! First Norman Newton turned out a 54mm and 30mm range of English and Russian cavalry and infantry, then the Willie range of cavalry who took part in the charge at Balaclava came on the market and now we have the Miniature Figurines range of 20mm wargames figures growing at an incredible rate. This range is extensive and everyone of them is a very fine little figure. Dick Higgs, their designer, has sold all his other figures and those he has painted up for the Crimean War are a delight.

A new maker of wargames figures J.D. Johnston 17 Jubilee Drive, Glenfield, Leicester, LE3 8LJ, England, (Canadian and U.S.A. Agent D. Frost, 882 Parkdale Street, Winnipeg 22, Manitoba, Canada) has brought out a small line of Crimean War Russian and British infantry together with a British Lancer and a Russian cannon. The infantry sell at 1/- each, the cannon at 4/6d and the Lancer at 3/- (it has a detachable rider). These figures are in the small genuine 20mm range and will not fit in with the larger figures of Miniature Figurines or Airfix. They are pleasant little figures although they appear to be made in a slightly erratic scale.

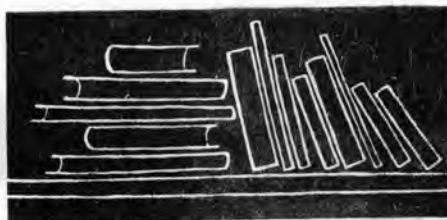
The latest 30mm figures from Norman Newton are a series of 12 of the 24th Foot (South Wales Borderers) and 9 Zulus. They are brilliant figures in wonderfully life-like positions and, painted up, will be the wargamers pride and joy. They sell at 3/1d each.

My son recently acquired an "Action Man" for his birthday. These 11" plastic figures have realistically modelled features, hands that can hold a rifle or grenade and are formed of twenty movable parts, articulated in an anatomically correct manner. They can be made to stand, kneel, sit, crawl or lie in any desired position and, dressed in any of the available uniforms, are most realistic. At present it is possible to obtain uniforms and equipment of many troops of World War II including Germans, French Resistance Fighters, Russian Infantryman, Australian Jungle Fighters, British Infantryman, American and American Green Beret special service troops. In addition there are sailors, pilots and Astronauts.

Of course, they are too big to wargame with but so realistic is their equipment that they are pleasant to play with (my son gets very annoyed with me!). Wargamer Colour-Sergeant John Corrigan B.E.M. of the Royal Marines has used them in the Marines Museum, dressed in specially made Royal Marines uniforms of bygone days. This opens up a wonderful field for the man who wants something unusual to decorate his wargames room or study but you are advised to secure the services of some female proficient at dressmaking before you attempt to make uniforms yourself!



## Book Reviews



"THE STORY OF THE GEORGE CROSS" by Brigadier The Rt.Hon. Sir John Smyth, Bt. V.C., M.C., (Arthur Barker, London 42/-d)

Unless the dice say otherwise, everyone is brave on a wargames table and none braver than the Commanding General who sends into action his 20mm figures. It is a good thing to pause occasionally and consider just how courageous were the real-life counterparts of our miniature figures. Because the highly charged atmosphere is conducive to it, bravery is easier on a battlefield - this book grippingly tells of civilians and servicemen who showed unparalleled bravery without the stimulus of being able to fight back. Ask any holder of the Victoria Cross if he would rather re-enact the feat for which he was awarded or spend hours in a deep and muddy hole defusing a gigantic unexploded bomb that might well go off at any moment. This book in a matter of fact way, tells so many stories of spontaneous bravery and, even more courageous, premeditated bravery that the actions tend to blur into one gigantic example of courage. But each act about which Brigadier Smyth has written so movingly is something which any reader would proudly claim as the greatest single event of his life.

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W. E. Hersant of 228 Archway Road, Highgate, London N.6., have produced their No. 7 in their Armor Series (German Halftrack Vehicles). This is another of those brilliantly illustrated books on the armoured vehicles of World War II and, as with the whole series, is a book that no modernist could be without. It sells for 24/6d and so meticulous is its compilation that it is worth every penny of it.

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Seeley, Service & Co. Ltd., the publishers tell me of an interesting-sounding new book due in the Autumn. By well-known military writer Major R. Money Barnes, it is entitled "THE BRITISH ARMY OF 1914" - a really fascinating period both for the historian and the wargamer. I hope to review the book in these pages later.

Blandford Press Ltd. report on a lavish new book "ONE HUNDRED GREAT GUNS" by Merrill Lindsay. Said to be richly illustrated, it deals with the most famous and important of the world's firearms - the book weighs over 6lbs! It costs 8gns.

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# LOOKING AROUND



AIRFIX MAGAZINE - September 1968. Contains No. 7 (cavalry) of Airfix conversions of the German Army 1914-1918; variations on the T-34 by Chris Ellis; part 3 of John Milsom's story of the T-34 tank; an article on World War I German aircraft and their colouring; building a 1:76 model of the Crusader tank; plus all the usual features.

BATTLE FLEET - (The Naval Wargames Society) - August 1968. Features articles on Cruisers; early American submarines; reconstruction of Dogger Bank and Jutland; Napoleonic Naval Wargaming; details of future activities and usual features.

THE BAYONET - (Horse and Musket Society) - Contains articles on German warriors; Austrian Line Regiments; naval campaigns and smaller features.

MODEL BOATS - September 1968. Has a most attractive cover of the battle between the Monitor and the Merrimac with an article dealing with the construction of the latter. Also an article on the Japanese "Yamato" and the German Cruiser "Emden". An interesting issue for the Naval wargamer.

THE VEDETTE - The Journal of the National Capital Military Collectors - April 1968. Has articles on the Siege of Vienna; Pipe music; Charge of the Light Brigade and Russian Garrison Regiments 1801-1806.

JOURNAL OF THE SOCIETY FOR ARMY HISTORICAL RESEARCH - Summer 1968. - Full of unusual and valuable information including an original letter describing the Battle of Barnet 1471; the Royalist Langport Campaign 1644; the military arts of Vauban and his contemporaries; 38th Foot, a Line Regiment 1769/72; letters from Pekin 1901 and from the Crimea - plus a host of minor interesting features and reviews etc.

THE BULLETIN OF THE BRITISH MODEL SOLDIER SOCIETY - August 1968. - Numerous articles on uniforms of various periods; reviews of books, plates and the latest figures.

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ODD ITEMS: The publishers announce that NAVAL WARGAMES by DONALD FEATHERSTONE is being reprinted in a second edition——Peter W. Stamp writes: "I've covered my Avalon Hill Gettysburg board with that transparent plastic used for covering books and stuck double-sided cello tape on the back of the troop-counters. I can now hang the board on my bedroom wall for weeks on end and leave it there for battles"——New York Times says: "It is a curious phenomenon of nature that only two species practice the art of war. Men and ants maintain complex social organisations. This does not mean that only men and ants engage in the murder of their own kind. Many animals of the same species kill each other, but only men and ants have practiced the science of organised destruction, employing their massed numbers in violent combat. The longest continuous war ever fought between men lasted 30 years. The longest ant war ever recorded lasted 6½ weeks, or whatever the corresponding units would be in ant reckoning. It is encouraging to note that while all entomologists are agreed that war is instinctive with ants, not all anthropologists and biologists are agreed that war is instinctive with men."

## THE NOTICE BOARD



The delay in publication of the book "ADVANCED WARGAMES" is further explained by the following extract from a letter written by Stanley Paul and Company Limited, the publishers; "I am afraid the delay in publishing is entirely due to the fact that the manuscript, drawings and the various diagrams were so complicated that it had to be returned to you at least twice for clarification; honestly the material proved one of the biggest headaches passed to the design department for a long time. However, everything is now sorted out and publication has been fixed as you know for the beginning of the year."

—oo0oo—

"In the August edition of Wargamer's Newsletter P. Amey stated that he used silhouettes of ships for battles. Luton Library (this may be the same with other main Libraries) can photograph pages of reference books at 2s.6d. a page. My friend paid 10s.0d. for silhouettes of the U.S. Navy according to the 1965-66 edition of Janes Book of Ships." T. Turvey.

—oo0oo—

"My wife takes a magazine called "MOTHER". I read through the May '68 edition finding on page 58 an article entitled "THE WARGAME" by Jane Dobbin. You never know where you are going to find a reference to our hobby, do you? The article is very good with reference to yourself and Neville Dickinson. I think it is by the mother of a young enthusiast. (It is!)." M.J. Lockyer.

—oo0oo—

Can anyone tell me where I can obtain the 1" Marx (made in Hong Kong) set of a Western town, including 6 cardboard buildings and figures of cowboys, horses, cattle, wagons and stage coaches sold for \$5? Don Featherstone.

—oo0oo—

Second Lieutenant R.G.L. Baker de Sugg, Junior Guardsmen's Company, Guards Depot, Pirbright, Surrey, writes: "It is hoped to start up a wargames' club here as an activity for the junior guardsmen, starting in the Autumn. We intend to branch out into Airfix conversions which will provide a much more flexible Army, and much more fun on the production side for the junior soldiers.

Bearing in mind that our period will be at first Napoleonic, I wonder if any of your readers have spare Airfix or other soldiers lying around that they would like to see go to a 'good home'. We could also make good use of any information or reference material concerning the various armies of the period as we are trying to build up a library from which to take our ideas for uniforms and campaigns."

—oo0oo—

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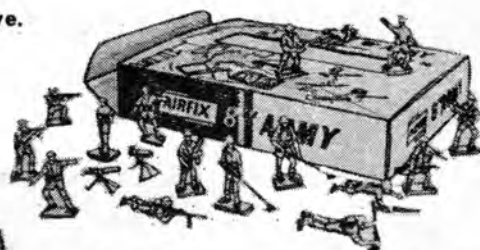
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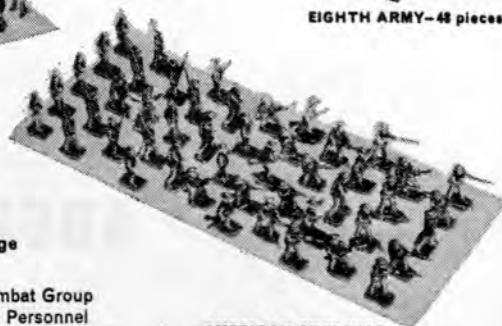
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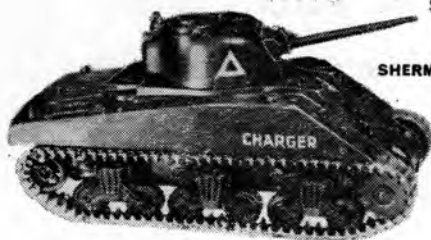
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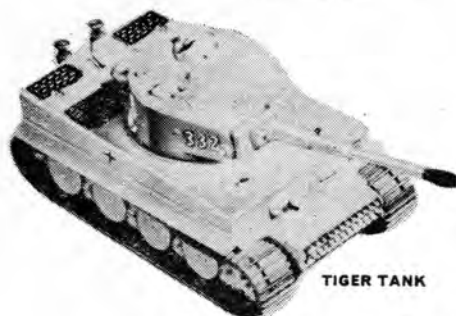
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