

NOVEMBER 1968

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# WARGAMER'S NEWSLETTER

No. 80. NOVEMBER 1968.

## EDITORIAL



No less an authority than Brigadier Peter Young has written me in connection with last month's editorial mention of places in this country with English Civil War connections. The Brigadier knows of twenty such places and only eight of my fifteen are in his list so that perhaps we have both gained.

At the end of September, the almost legendary Charles Stadden, accompanied by Ken Wynn the bookseller, accepted an invitation to a meeting of the Wessex Military Society to speak freely and without reservation on the way in which he makes and paints the model soldiers which have made his name world famous.

Colour-Sergeant John Corrigan, B.E.M., of the Royal Marines Museum, at Eastney in Hampshire, is collating and cross-referencing all possible information and knowledge passed on to him by members of the Wessex Military Society with a view to compiling a readily available source of information for those who are seeking knowledge on some particular military point.

What have these three paragraphs in common? Well, they demonstrate that three men, all of some substance in their field, are prepared to take trouble and go out of their way to aid their fellow collectors. For the past seven years, Wargamer's Newsletter had tried to do the same thing - in fact, its appearance frequently suffers because of my insatiable desire to cram its pages from top to bottom with every conceivable piece of information or knowledge that comes to hand. At one time, this was a hobby almost devoid of literature and reference books. That situation is fast being remedied, nevertheless there is still a large place for the personal help and advice from the man who knows to the man who would like to know.

DON FEATHERSTONE.





A NEGLECTED CAPTAIN: THE MARSHAL DUKE OF BERWICK

by

J. A. HILTON

There is a growing interest in Wargames set in the early eighteenth century, manifested by the increasing range of figures being produced for that period, but the use of the term "Marlburian", in honour of its greatest captain and corresponding to the term "Napoleonic", should not blind us to the brilliance of his contemporaries. His associate, Prince Eugene, is in no danger of being forgotten and the "Northern Meteor", Charles XII, will appeal to those who like their campaigns to be wide-ranging but "that dry devil of an Englishman", the Marshal Duke of Berwick, should not be neglected.

A detailed study of a military career which began in 1686 and ended in 1734 is not possible here but what Sir Winston Churchill called Berwick's 'cool, adept professionalism' is best illustrated in his Peninsular campaigns of 1706-7.

James FitzJames, born in 1670, was the illegitimate son of James, Duke of York, the future James II, and Arabella Churchill, and, therefore, the nephew of the Duke of Marlborough. He first saw active service at the siege of Budapest in 1686 and subsequently in Ireland from 1689 to 1691 but the defeat and exile of the Stuarts meant that henceforth he was to serve the country of his adoption France. Thus in 1691 he fought in the Netherlands during the War of the League of Augsburg and the outbreak of the War of the Spanish Succession found him fighting as a French Lieutenant-General against his uncle, the Duke of Marlborough.

Berwick's career, therefore, begins with the last of the great "Pike and Musket" wars but he first held senior rank in the magnificent armies of Louis XIV, organised by Louvois and equipped by Vauban with the "socket" bayonet introduced in 1687.

In 1703 he assumed his first independent command in Spain, whither Louis XIV sent him with a small French army to support his grandson Philip V of Spain against a threatened Allied invasion. Appointed Captain-General of the Spanish armies, Berwick re-equipped them with new bayonets and introduced such modern arms as grenadiers and dragoons.

From the start, however, he was faced, like Wellington later, with the incompetence of the Spaniards and the difficulties of the terrain. As a result, his plan, like Marlborough's in the Netherlands in 1703, to strike a decisive blow by defeating the Allies and capturing their base at Lisbon, was a failure. Nevertheless, although heavily outnumbered, Berwick defended the frontier until Court intrigues brought about his re-call, because as the Queen of Spain complained he "always goes his own way".

Louis XIV had a better appreciation of his worth than the Spanish Court, for he employed Berwick first in repelling an Allied expedition, sent to aid the Camisard rebels, and then against Savoy, where he captured Nice. With these successes to his credit he was created Marshal of France and sent back to command in Spain again in 1706.

Berwick's presence there was necessary, because the situation had seriously deteriorated. Philip was now faced with invasion from two fronts and a serious rebellion. In Portugal was an allied army of some 4,000 English, 2,000 Dutch and

20,000 Portuguese under the Earl of Galway, a French Potestant and veteran of William of Orange's campaigns, and the Marquis of Das Minas, the most competent Portuguese general. Meanwhile, the volatile Earl of Peterborough, commanding an Allied army of 6,500, had captured Barcelona and raised Catalonia for the Allied claimant to the Spanish Throne, the Archduke Charles of Austria. Much of Aragon and Valencia had also defected to the Allies, though this had the effect of strengthening the loyalty of Castile and Estramadura for Philip. Therefore Philip had marched against Barcelona taking with him most of the French troops and the best of the Spaniards.

With what was left, Berwick had to defend Spain against the Allied army under Galway and Das Minas but once again he was plagued by Spanish insubordination and incompetence, many of the forces he had ordered to concentrate on the Tagus having refused to move. Even when he assembled his troops they numbered only 8,000 and most of the Spanish foot were mere militia.

Faced by overwhelming numbers, Berwick was unable to prevent an Allied invasion. Moreover, if Peterborough defeated Philip and the Allies acted with decision, Berwick would be unable to prevent the juncture of both main Allied armies. Accordingly he determined to fight a series of delaying actions and to refuse a decisive engagement.

In April 1706, the Allied advance began, Berwick retreating before them, his retreat hastened unduly by the premature surrender of Alcantara by its pusillanimous governor. Fortunately, for Berwick, the Portuguese were more concerned with reducing fortresses than with an advance on Madrid and at length refused to advance any further until they heard whether Peterborough had held Barcelona against Philip. Even so, the fall of Ciudad Rodrigo, held by only one regular battalion and 2,000 militia after a mere week's siege, not only exposed Madrid but threatened Berwick's communications with France.

The repulse of Philip before Barcelona in May 1706, together with the news of the French defeat at Ramilles, heralded a renewed Allied advance against Berwick. He refused to be panicked into ordering a general retreat on Pamplona but declined to risk a battle for Madrid. As yet the Allies still outnumbered him but their advance deep into hostile territory strained their communications and dissipated their resources, whilst his retreat served to concentrate his forces, for Philip joined him in Madrid with the 14,000 men he had brought back from Barcelona. Accordingly, Berwick retired to Burgos where he could protect his communications with France but still threaten the Allies.

On 27th June, 1706, Galway entered Madrid only to find that Spanish guerrillas had cut his communications with Portugal. In July Berwick was reinforced by 11,000 men from France. Galway, with only 10,000 men left, threatened with isolation and defeat, made off to the east to join Peterborough's army at Guadalajara but Peterborough had only brought up four hundred horse and the Archduke Charles had followed him with only 5,000 men, instead of the expected 8,000. When Berwick re-captured Madrid on 6th August, 1706 his army numbered some 25,000, whilst the combined Allied armies numbered only 15,000. Accordingly, they retreated into Valencia, harried but not brought to battle by Berwick. This failure to give battle now that the odds were in his favour appears strange but his Spanish troops still required confidence and training and his French needed rest. Besides, supplies were once again presenting problems. Thus on the one occasion that the Allies offered battle, near Iniesta, Berwick's army was too exhausted with marching to attack. Nevertheless, he took 10,000 prisoners in the course of the campaign. Before the winter, Berwick had



4.

cleared Castile and Murcia of the enemy, completing his campaign with the re-capture of Carthage and its considerable arsenal.

The Allies, having attacked Madrid from both east and west, were now confined to Catalonia and Valencia. Berwick had, as Montesquieu put it, 'conducted them thither by one march after another, as a shepherd leads his flock.' Berwick's strategy of refusing to fight a battle except on his own terms whilst dictating the movements of the enemy is reminiscent of the campaigns of Fabius Maximus Cunctator and foreshadows the achievements of Marshal Saxe who reduced this approach to a fine art.

#### Almanza. 1707.

In the following year, Berwick crowned this achievement by a victory in the field which Frederick the Great described as "the most scientific battle of the century."

Galway, who replaced Peterborough as Allied Commander-in-Chief in Spain, realized that, if the war was to be won, the superficially attractive policy of merely holding friendly Aragon, Catalonia and Valencia should be rejected and that the Allies must force a decisive engagement and conquer Castile. The prospect of doing so was rendered more favourable by the arrival of 8,000 reinforcements which brought the combined Allied armies up to 30,000 men. Unfortunately, the Archduke Charles insisted on taking an army north to garrison Catalonia and Aragon, leaving Galway with only 15,000 men for his projected attack on Madrid. The situation was urgent, for Berwick, who already numbered 25,000, was about to be reinforced by 8,000 men, under the Duke of Orleans, released from Italy by the Treaty of Milan. Nevertheless, Galway procrastinated by reducing Berwick's magazines in Murcia, where he was hindered by a hostile population and sickness amongst his troops.

Berwick, therefore, entered Murcia and, as soon as Orleans' troops joined him, marched against Galway. The Allies, their intelligence disrupted by the hostile population, believed that Orleans' troops were still in Madrid, because they had heard, correctly, that the Duke himself was still there. Accordingly they abandoned the siege of Villena and marched to meet Berwick.

At 8 a.m. on Easter Monday, 25th April, 1707, the Allies entered the plain before the walled town of Almanza, where Berwick awaited them drawn up in order of battle. It was immediately obvious that Galway was deceived. Nearly 30,000 French and Spanish troops were drawn up in two lines with the Spanish horse on the right and the French horse on the left. Galway's army numbered only 15,000 but as Sir Winston Churchill writes 'the wine was drawn and must be drunk.' Galway also drew up his army in two lines with his weak cavalry, stiffened by infantry, on the wings.

Preparations took some time and it was not till 3 p.m. that the battle began. Despite the overwhelming odds the Allied foot advanced with great gallantry, forcing their way through Berwick's centre almost to the walls of Almanza. On the Allied right, however, the Portuguese horse failed to advance and, when charged by the French, broke and fled, exposing the Allied centre, which, having advanced so far, was now unable to extricate itself. Meanwhile the English horse on the Allied left held against the Spanish, until these were reinforced by the best French horse, whereupon they broke, leaving the entire Allied foot at the mercy of the Franco-Spanish army. Galway and Das Minas, at great personal risk, managed to retrieve some troops, but the rest were cut down or forced to surrender. In all, the Allies lost 4,000 killed or wounded and 3,000 captured, that is, half their army, whilst Berwick himself lost 2-5,000 men in the bitter fighting.

Berwick had succeeded in securing the Throne of Spain for Philip, in diverting

a considerable part of Allied resources and in saving France from the total defeat which Marlborough's victories might have wrought. Moreover, on Berwick's part, the entire operation had been a triumph of cold, calculating military efficiency.

He subsequently commanded on the Rhine and in the Netherlands in 1708, in Piedmont in 1709, in Spain again in 1714 and 1718-19 and on the Rhine again in 1733-4, where he was killed in action at Philipsburg on 12th June, 1734.

### Bibliography.

Petrie, Sir Charles, The Marshal Duke of Berwick, 1953.

Churchill, Sir Winston S., Marlborough, 1933.

Ashley, M., Louis XIV and the Greatness of France, 1946.

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"In the near future I hope to make some comments on the American APC (M113, 114, 125A), of which I am a driver and rifleman on the Korean DMZ. I'm tempted, but I don't think I will comment, on Paddy Griffiths' weird notions of tactics in Vietnam - hasn't he been reading the newspapers even?"

P.F.C. Daniel Beattie.

- - - ooOoo - - -

"Alas, once again "Uncle Sam" has reassigned me, this time to the deep, deep South - to the J.F. Kennedy Centre for Special Warfare as an "Area Intelligence Officer" with a Psychological Warfare outfit. Guess whose morale rules will have to be amended to allow for propaganda? Do you have any other readers in this neck of the woods: Fayetteville or Fort Bragg?"

2Lt. Michael Arnovitz.

- - - ooOoo - - -

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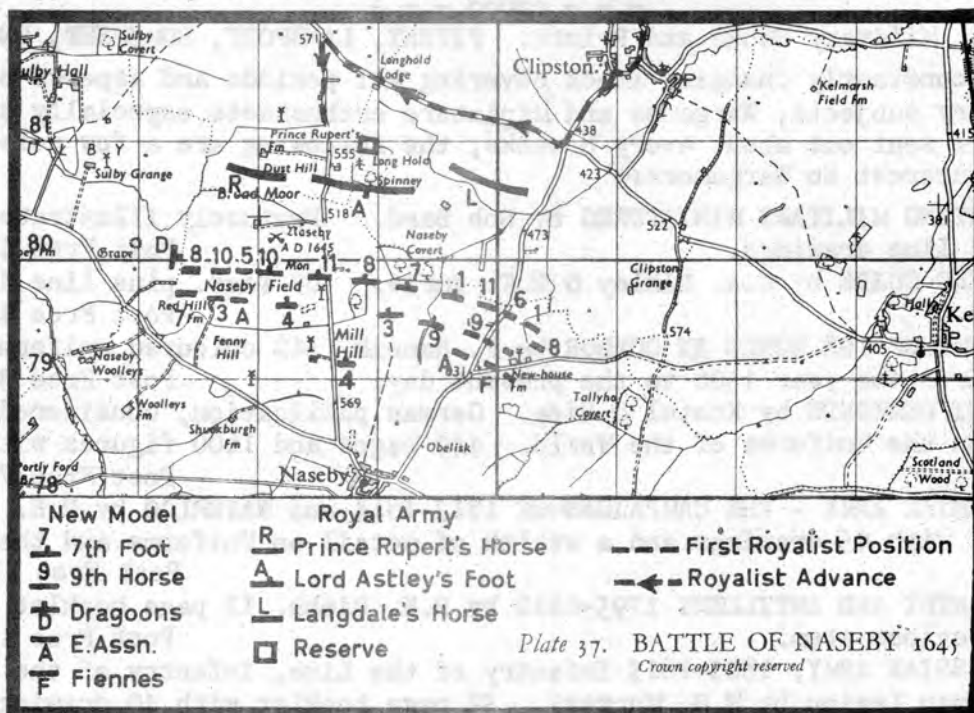
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## THE BATTLE OF MARKKTEZUGE

by

ALAN HANSFORD WATERS

This is an account of a fairly large Seven Year's War game. The troops were organised historically, although my collection of figures of this period is not large, and I confess to pressing Napoleonic into service to fill gaps; it was felt that the organisation and arm ratios gave a Seven Year's War battle regardless of uniforms.

### The Prussians.

- First Brigade. 1st Infantry Regiment, 4th Infantry Regiment, their combined Grenadier Battalion, and an attached Jager Battalion.
- Second Brigade. 6th Infantry Regiment, 33rd Infantry Regiment, their combined Grenadier Battalion, the 1st Battalion of the 15th Infantry Regiment, and an attached Jager Battalion.
- Cavalry. 5 Squadrons Von Seydlitz Cuirassiers, 5 Squadrons Lieb Cuirassiers, 10 Squadrons Death's Head Hussars. Von Rohr and Von Borcke Dragoon Regiments, 7 Squadrons combined.

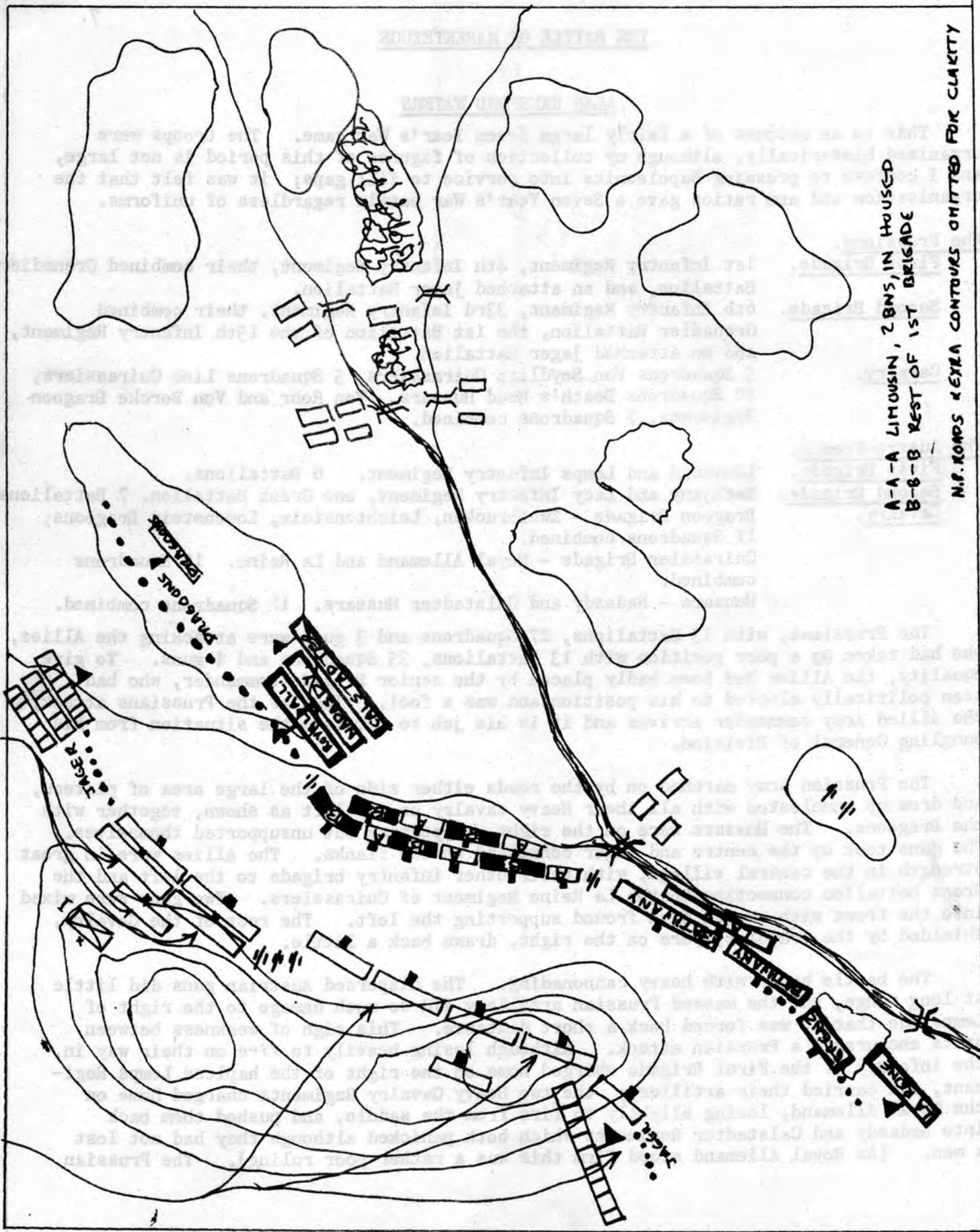
### The Austro-French.

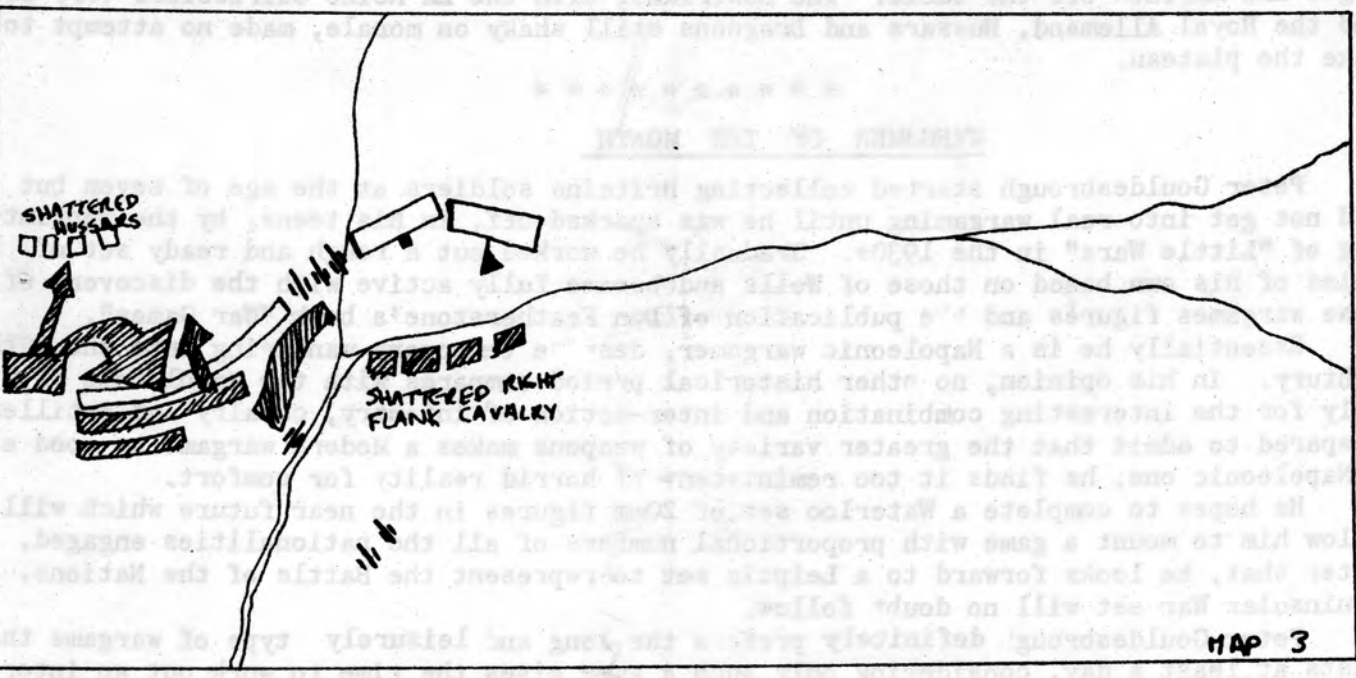
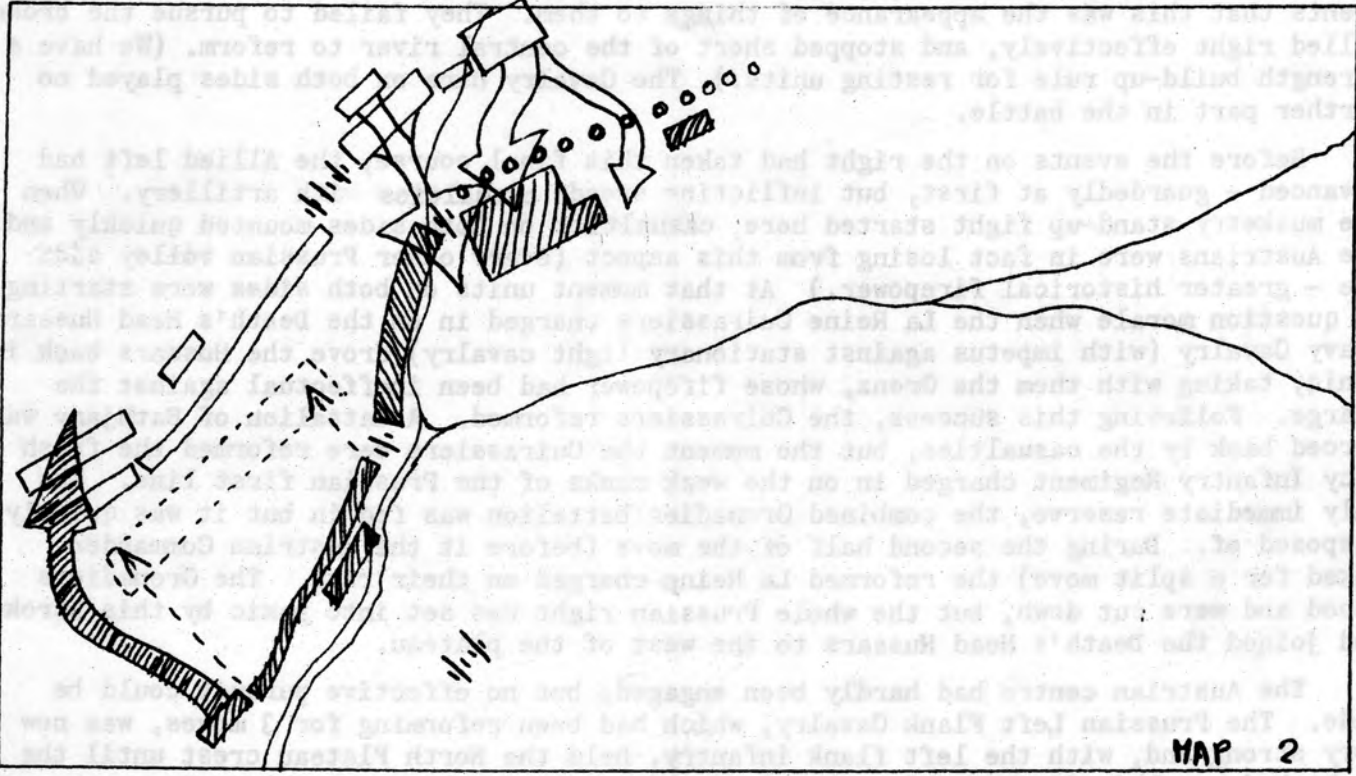
- First Brigade. Limousin and Lempis Infantry Regiment. 6 Battalions.
- Second Brigade. Bathjany and Lacy Infantry Regiment, one Grenz Battalion. 7 Battalions.
- Cavalry. Dragoon Brigade - Zweibrucken, Leichtenstein, Lowenstein Dragoons; 11 Squadrons combined.  
Cuirassier Brigade - Royal Allemand and La Reine. 12 Squadrons combined.  
Hussars - Nadasdy and Calstadter Hussars. 12 Squadrons combined.

The Prussians, with 13 Battalions, 27 Squadrons and 3 guns were attacking the Allies, who had taken up a poor position with 13 battalions, 35 Squadrons and 4 guns. To give equality, the Allies had been badly placed by the senior Brigade commander, who had been politically elected to his position and was a fool. Just as the Prussians attack, the Allied Army commander arrives and it is his job to retrieve the situation from his bungling General of Division.

The Prussian Army marched on by the roads either side of the large area of plateau, and drew up unmolested with all their Heavy cavalry on the left as shown, together with the Dragoons. The Hussars were on the right, supporting but unsupported themselves. The guns took up the centre and Jager connected on the flanks. The Allies were in great strength in the central village, with their other infantry brigade to the left and the Grenz battalion connecting to the La Reine Regiment of Cuirassiers. Two guns were mixed into the front with two on high ground supporting the left. The rest of the Cavalry, shielded by the dragoons, were on the right, drawn back a little.

The battle began with heavy cannonading. The dispersed Austrian guns did little at long range, but the massed Prussian artillery did so much damage to the right of Lempis Bde that it was forced back a short distance. This sign of weakness between units encouraged a Prussian attack. Although losing heavily to fire on their way in, the infantry of the First Brigade charged home on the right of the hapless Lempis Regiment, and carried their artillery; the two Heavy Cavalry Regiments charged home on the Royal Allemand, losing slightly to fire from the saddle, and pushed them back into Nadasdy and Calstadter Regiments which both panicked although they had not lost a man. (As Royal Allemand stood firm this was a rather poor ruling). The Prussian







10. Dragoons rode over the Allied Dragoons and stopped just short of the right flank of the Allied Cavalry. (As can be seen, the Allied Light Cavalry had to dice for being attacked on both flanks and for a broken unit running through them; Royal Allemand only had to dice once, for losing the melee and being charged before it.)

At this stage the day looked won for the Prussians, and it would seem from later events that this was the appearance of things to them. They failed to pursue the broken Allied right effectively, and stopped short of the central river to reform. (We have a strength build-up rule for resting units.) The Cavalry here on both sides played no further part in the battle.

Before the events on the right had taken this final course, the Allied left had advanced - guardedly at first, but inflicting steady casualties with artillery. When the musketry stand-up fight started here, casualties on both sides mounted quickly and the Austrians were in fact losing from this aspect (every other Prussian volley adds one - greater historical firepower.) At that moment units on both sides were starting to question morale when the La Reine Cuirassiers charged in on the Death's Head Hussars. Heavy Cavalry (with impetus against stationary light cavalry) drove the Hussars back in panic, taking with them the Grenz, whose firepower had been ineffectual against the charge. Following this success, the Cuirassiers reformed. A battalion of Bathjany was forced back by the casualties, but the moment the Cuirassiers were reformed the fresh Lacy Infantry Regiment charged in on the weak ranks of the Prussian first line. The only immediate reserve, the combined Grenadier battalion was fed in but it was quickly disposed of. During the second half of the move (before it the Austrian Commander asked for a split move) the reformed La Reine charged on their rear. The Grenadiers stood and were cut down, but the whole Prussian right was set into panic by this stroke and joined the Death's Head Hussars to the west of the plateau.

The Austrian centre had hardly been engaged, but no effective pursuit could be made. The Prussian Left Flank Cavalry, which had been reforming for 3 moves, was now very strong and, with the left flank infantry, held the North Plateau crest until the right had marched off the table. The Austrians, with the La Reine Cuirassiers very weak and the Royal Allemand, Hussars and Dragoons still shaky on morale, made no attempt to take the plateau.

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#### WARGAMER OF THE MONTH

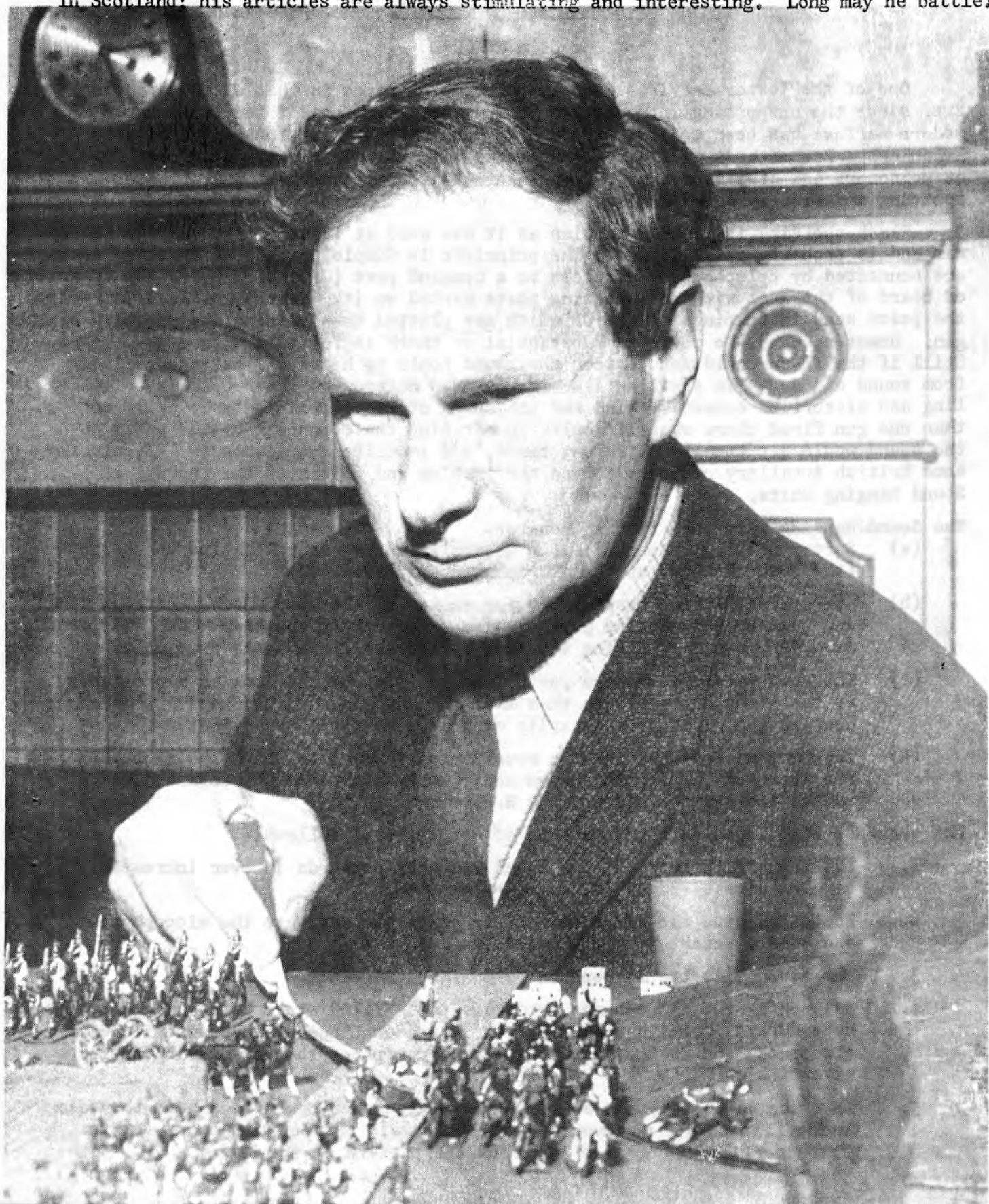
Peter Gouldesbrough started collecting Britains soldiers at the age of seven but did not get into real wargaming until he was sparked-off, in his teens, by the reprinting of "Little Wars" in the 1930s. Gradually he worked out a rough and ready set of rules of his own based on those of Wells and became fully active with the discovery of Rose wargames figures and the publication of Don Featherstone's book "War Games".

Essentially he is a Napoleonic wargamer, despite temporary wandering into the 17th century. In his opinion, no other historical period compares with the Napoleonic if only for the interesting combination and inter-action of infantry, cavalry and artillery. Prepared to admit that the greater variety of weapons makes a Modern wargame as good as a Napoleonic one, he finds it too reminiscent of horrid reality for comfort.

He hopes to complete a Waterloo set of 20mm figures in the near future which will allow him to mount a game with proportional numbers of all the nationalities engaged. After that, he looks forward to a Leipzig set to represent the Battle of the Nations. A Peninsular War set will no doubt follow.

Peter Gouldesbrough definitely prefers the long and leisurely type of wargame that lasts at least a day, considering only such a game gives the time to work out an interesting opening situation, lay out a careful terrain and enjoy watching the changing face of the battlefield with an occasional argument about possible improvements in the rules. His eleven year old son sometimes cajoles him into a two hour modern game with Airfix figures and vehicles, but Peter holds firmly to the conviction that the long game is the thing for adults.

Peter Gouldesbrough is probably the most enthusiastic and thinking wargamer in Scotland: his articles are always stimulating and interesting. Long may he battle!





## SOUND RANGING

by

SLIM MUMFORD

One of the lesser services used in the modern armies is that of Soundranging. Ever since the unsporting introduction of indirect fire, one of the problems of modern warfare has been to locate concealed guns, mortars and, nowadays, rocket launchers. The methods used have been normal intelligence (spies, interrogation of prisoners and civilians etc.), spotting from aircraft and balloons, flash-spotting and finally soundranging.

Flash-spotting is worth a mention as it was used at least as late as the Korean war and is probably still in use. The principle is simple, a line of spotting posts are connected by telephone or wireless to a command post (CP) which has a map or gridded board of the area with the spotting posts marked on it. When a gunflash is spotted the posts send in bearings to the CP which are plotted thus getting the position of the gun. However, when the cover is substantial or there is fog this method is useless. Still if the flash could not be seen the sound could be heard. Plotting bearings from sound did not give anything like the desired accuracy however because of muffling and distortion caused by wind and the shape of the terrain. Moreover if more than one gun fired there was difficulty in matching the reports from the posts as the sound would hit them at different times, and in different sequences. Eventually some British Artillery officers solved the problem and initiated the forming of Sound Ranging Units.

The Sound Ranging Units has four sub-units:-

- (a) Survey Section responsible for determining the exact location and heights (the co-ordinates) of the microphone positions.
- (b) Microphone Section responsible for emplacing the microphones and connecting them to the command post by wire. Incidentally the term Mike (mic) Truck used for most wire laying vehicles in the Artillery comes from this.
- (c) The advance posts who are positioned in front of the line of microphones so that they can activate them and send supplementary information when a hostile gun fires. Necessarily connected to the Command Post.
- (d) The Command Post holding the recorder instrument to which the microphones are attached, a plotting board and communications to the advanced posts and to the counter bombardment H.Q.

The sequence of a location once the base is set up is as follows:-

1. The enemy gun fires and the sound radiates outwards in ever increasing circles at a speed of 337.6 meters per second.
2. The sound hits the advanced post or posts who activate the microphones and send a report to the command post.
3. The sound hits the microphones one after the other.
4. As soon as the microphones are activated, "film" starts pouring out of the recorder in a continuous roll. On it are continuous lines, one for each microphone and as the sound hits each microphone the pen drawing the line gives a kick.
5. When the advanced posts switch off, the recorder operator passes the film to the film reader who measures the intervals between the kicks. He can often identify the type of gun from the pattern of the kicks.



6. The "booker" records, applies wind and temperature corrections and reads the figures out loud.
7. The plotter plots the figures on his board with strings going from the plotted mid points between each pair of microphones to scales around the edge of the board. Theoretically the strings cross over the position of the enemy gun in a perfect intersection.
8. The position is then sent to the counter bombardment officer, in some circumstances, straight to a medium battery earmarked for obliterating enemy guns. In this case what is known as a sound adjustment sheet can be done. This is when the guns are ranged in by the command post until the position of the shell-bursts matches the position of the gun firing.

The Germans, Americans, British and Russians at least used soundranging in W.W.II. The Russian variation is picking up the waves through the ground instead of the air.

#### Sound Ranging in Wargames

Fitting soundranging into wargames depends much on the scale and system used for fighting. If you are fighting a W.W.I. trench battle at section level, with off-the-table guns supporting, you can have off-the-table soundranging dicing 3,4,5,6, for a location each move and then dice for the effect of the return fire. Short-base sound ranging will be needed for those who employ nothing much heavier than a mortar actually on the battlefield (short-base round ranging was used to locate these - a long-base would have six or seven microphones strung out about three miles, taking a day or more to set up, a short-base would have only four strung out about a mile and taking only two or three hours to set out).

For those who want complications, the factor most affecting speed of setting up is the suitability of the terrain for survey, which could take up to two days in wooded terrain. In the event of the survey being done quickly (possibly in half an hour) the speed of setting up would hang on the speed of laying cable, normally four hours.

I heard a sad little story about an exercise on Salisbury Plain a few years ago when the "enemy" saw all the wires leading to the command post in a wood and, thinking that there must be at least a Brigade in there, put an Atomic strike on it.

The accuracy of location varied with the distance and angle to the base, the efficiency of the unit and the strength and constancy of the wind. A very strong wind would put the base out of action.

My own rules are made to fit my own system of fighting W.W.II campaigns. Firing ranges are telescoped so that field and medium guns often appear on the table, especially when the battle shifts. My unit has two A.P.s (could be jeeps, carriers or half-tracks) two 15 cwt Mike trucks (converted from Quads) and a three-ton C.P. Since microphones resemble small dustbins and are dug in covered with a screen and camouflaged, it is not really necessary to have models of them, but I have some showing the hexagon-shaped cover with a survey flag stuck in beside them. To discover them, the enemy need a 5 or 6 at 2" - 6" or automatically at 2". To save worrying about whether the wires are hit, I disregard them.

My base is set out as shown with four microphones each a foot apart and the A.P. or A.P.'s 9" in front. The C.P. is allowed some latitude for position. Since my field guns have a range of 78", the base needs to be near the front line. At first I used the base on the defensive side, with the result that it was quickly over-run and destroyed. Even when it did locate a gun, there were so many targets of immediate priority that nothing was done to retaliate. With the attack however, until some progress has been made there is plenty of firepower and little to fire at, so a well placed base can be quite useful. The base takes eight moves to set up but can pull straight out as spare cable and microphones would be carried.

LETTER IN THE DAILY TELEGRAPH, MONDAY 29th APRIL 1968.

HEAVY CHARGERS OF THE MIDDLE AGES

Sir - I think the correspondence on mediaeval horses could be settled more quickly if it were defined at which approximate dates we are dealing and, if we are concerned with combat armour or jousting. I suggest that most existing suits of armour surviving from the late 15th or early 16th centuries are the owners' "second-best" or jousting suit, designed for conditions under which they are only liable to be unhorsed by a padded lance-thrust. This lighter jousting or tilting suit could well be carried by the ancestor of the steeple-chaser, which itself would not be armoured.

But battle armour, as developed in Europe in the mid-15th century, to counter the penetration performance of the clothyard arrow and later on a bullet, involving both basinet and heaume riveted to quarter-inch breast and back plates; quite apart from the heavy armouring of the horse itself (leaving the under-parts vulnerable to later Highland houghing; later still to Grosvenor Square scoffing) - the "charger" must have been a heavy beast, and cavalry charges somewhat ponderous. I suggest that it was this factor: that a mediaeval cavalry charge had none of the elan of Prince Rupert, which gave England the victory so many times to English defensive bowmen. The heavily armoured French were so many sitting ducks, like Tiger Tanks.

For obvious reasons "jousting suits" remain today in better condition than relics of battle armour, and this may give a wrong impression of the breed of horse required.

Yours faithfully,

F. T. W. Blatchley-Hennah, London, S.W.5.

\* \* \* \* \*

ARCHERS OF HISTORY

The best archers in British history and fable are Robin Hood and his two comrades Little John and Will Scarlet.

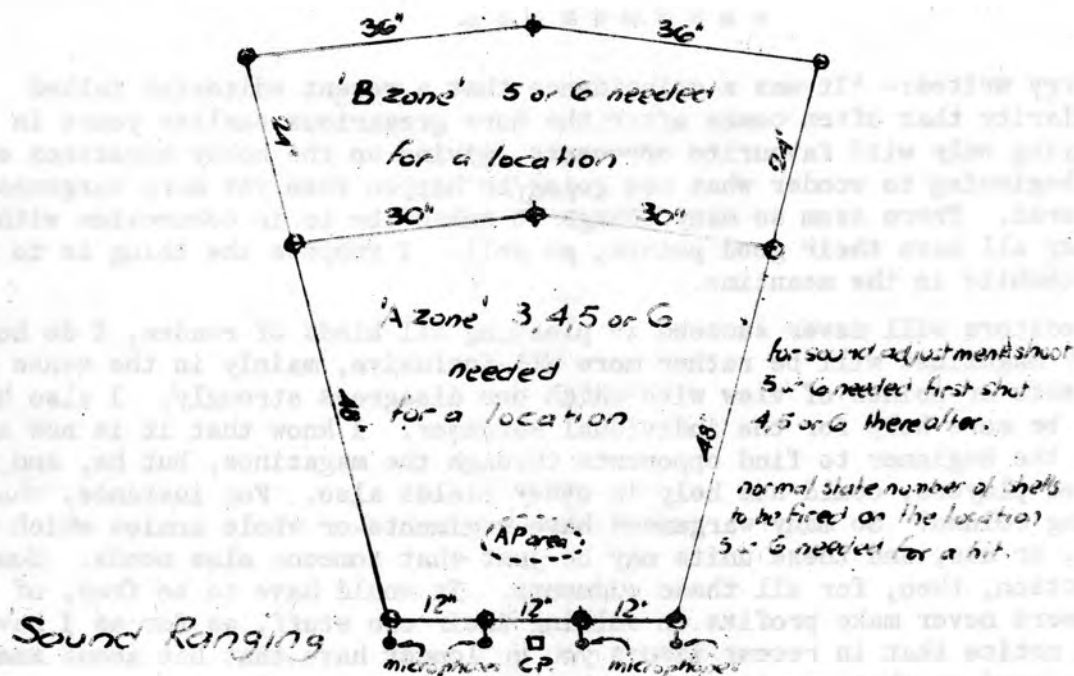
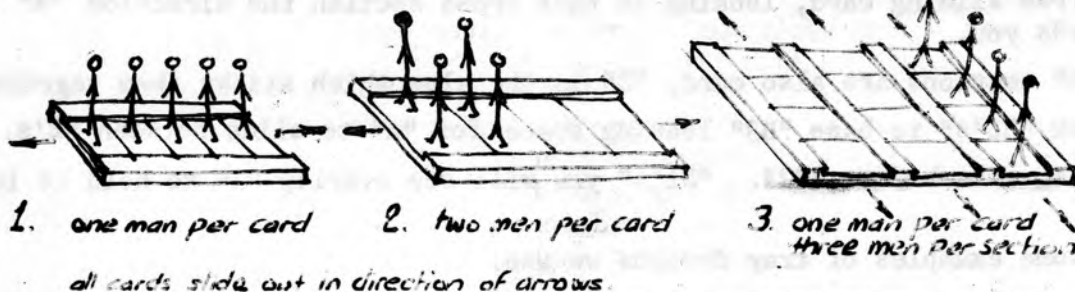
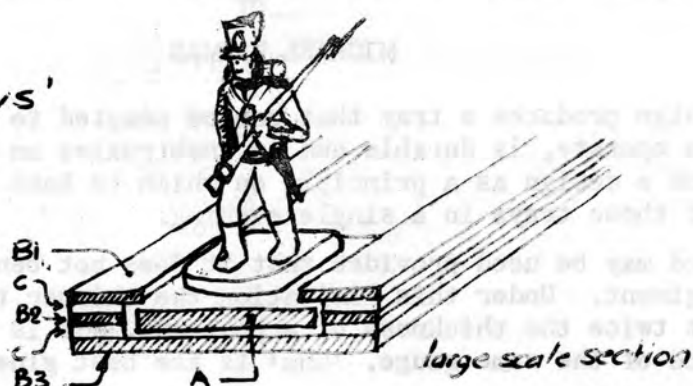
The famous archers of Henry II were Tepus his Bowman of the Guards, Gilbert of the White Hind, Hubert of Suffolk and Clifton of Hampshire. Nearly equal to these were Egbert of Kent and William of Southampton.

The story of William Tell, the crossbowman who shot an apple set on the head of his son, is a replica of the Scandinavian tale of Egril, who, at the command of King Nidung, performed a precisely similar feat.

Domitian the Roman Emperor, we are told, could shoot four arrows between the spread of a man's hand, while Robin Hood is supposed to have been able to shoot an arrow a mile or more.

E.B.

# 'Movement Trays'



K. R. Chapman



MOVEMENT TRAYS

by

MICHAEL WARMAN

This tray design produces a tray that can be adapted to any arrangement of troops, is easy to operate, is durable and is unobtrusive on the wargames table. This is not so much a design as a principle on which to base your own designs. You can make dozens of these trays in a single evening.

Any gauge card may be used provided that it does not bend too much under the weight of your regiment. Under this limitation the thinner the card the better. I use a card about twice the thickness of a postcard. It is important that all the card used should be of the same gauge. 'Uhu' is the best glue for sticking it together.

"A" is a free sliding card, looking at this cross section the direction "A" slides in towards you.

All the "B" sections are also card, "C" is the glue which sticks them together.

First stick "B2's" to base "B3" leaving space for "A" to slide between B2's.

"B1" is then attached to "B2". "B1's" you will see overlap "A" to hold it in the tray.

Here are some examples of tray designs we use.

To finish: Take out all slides and paint upper surface. If allowed to dry well before putting cards back in, this does not impair free sliding.

\* \* \* \* \*

Harold Gerry writes:- "It was a coincidence that a recent editorial talked about the insularity that often comes after the more gregarious earlier years in wargaming (playing only with favourite opponents, giving up the hobby magazines etc.) as I had been beginning to wonder what was going to happen when yet more wargames magazines appeared. There seem so many things to subscribe to in connection with this one hobby. They all have their good points, as well. I suppose the thing is to support everything worthwhile in the meantime.

Although editors will never succeed in pleasing all kinds of reader, I do hope that eventually magazines will be rather more all-inclusive, mainly in the sense of including subjects or points of view with which one disagrees strongly. I also hope that there can be more help for the individual wargamer. I know that it is now a bit easier for the beginner to find opponents through the magazines, but he, and many more experienced players, could use help in other fields also. For instance, what about a swapping column? So many wargamers have regiments or whole armies which they no longer like, or use, and these units may be just what someone else needs. Some kind of ad. section, then, for all these oddments. It would have to be free, of course. Wargamers never make profits on selling their own stuff, as far as I have ever heard. I notice that in recent issues you no longer have that bit about small ads. being 2d a word or whatever it used to be, so perhaps you already put in small sales ads. free. If so, it might be interesting to widen this section, for a while at any rate, to try the response. It would have to be announced in advance".

## COUNSELS OF WAR.

Christopher Osborne writes: "Some time ago I saw the film "Doctor Zhivago". It, along with current literature about the 50th Anniversary of the Soviet Union, started me thinking of using the Russian Revolution and Civil war as the basis for a wargame. Figures could be obtained from Crimean War, Russo-Japanese War and World War I Russian types now available. This war has much that would lead to an interesting game. It was the last war in which cavalry (mounted infantry) played a decisive



part. It had many modern innovations (i.e machine guns, armoured trains, heavy artillery) as well, and one can form special "partisan" units along with Red Guards, White Guards and Japanese and American interventionist forces. It is worth considering.

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## JACOBITE RISING

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|------|-----|--|------------------------------|
| J.R. | 1S  | Highlander in kilt & bonnet with broadsword & targe  |                              |
| J.R. | 2S  | Highlander in trews & bonnet with broadsword & targe |                              |
| J.R. | 10S | English Infantryman advancing )                      | Suitable for Seven Years War |
| J.R. | 11S | English Grenadier advancing )                        |                              |
| J.R. | 12S | Blackwatch Highlander advancing                      |                              |

## ENGLISH CIVIL WAR

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| E.C.W. | 7S | London Trained Band with Halberd & Axe              |
| E.C.W. | 8S | English Peasant with Scythe (wicked looking weapon) |
| E.C.W. | 9S | English Peasant with pitchfork                      |

## ANCIENT

- |      |     |                                      |
|------|-----|--------------------------------------|
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| B.4. | Transport (2" long)            | 1/3   |

Dick has been lashed to the mast and only gets food when he produces a master so with a bit of luck we hope to offer next month further Jacobite Rising figures, Seven Years War and the first of our FRANCO PRUSSIAN War.

MINIATURE FIGURINES and WARGAMER'S NEWSLETTER are combining to hold a Christmas Draw open to purchasers of MINIATURE FIGURINES who are also subscribers to WARGAMER'S NEWSLETTER. Any purchaser during 1968 who cares to send in his name and address with approximate date of purchase will be included. This to be received by 14th December, 1968.

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Richard Higgs - Design Director.





# MUST LIST

WHAT NOT TO MISS



I live in the same town as Neville Dickinson of Miniature Figurines, I see him at least once a week and talk to him over the telephone on three or four occasions. Nevertheless, I find myself completely unable to keep up with his rapid output of new wargames figures! I was amazed to read the advert on page 19 of the October Newsletter and to note, in addition to many new figures, that he was now selling ammunition carts and horses, pontoon wagons, boats and horses, war chariots and 54mm and 30mm figures with moveable arms. I made sure this month that I saw his new arrivals and can report that not only are they up to his usual standard but they are also of an original nature. A new Royalist infantryman with axe and halberd, and peasants with scythes and pitchforks; then there is a very nice little range of Highlanders and English infantrymen of the Jacobite period. I have seen these straight from the mould and imagine that, painted up, they would be highly colourful.

Syd Whitehead of 77 Sydney Road, Watford Herts, makes Glassoramas - little scenes in the bottoms of wine glasses, with figures, composed of twelve individual pieces and only just over 10mm in height! These entrancing little dioramas, set securely in the bottom of a wine glass with a transparent plastic cap to seal off, are not only ingenious but also highly decorative and, if you are looking for something for your lounge or den, then I suggest you write to Syd Whitehead.

Roger R. Cormier of 219 Maple Street, Apt. 007, Bloomington, Indiana 47401, U.S.A. has designed a board game called "Trafalgar" which sells for \$11.00. I have seen the rule book and details of this game which appears to be along the same lines as Avalon Hill games. It appears to be very well thought out and most thorough although I have not had the opportunity of playing it.

W. and P. (Militaria) Ltd., of 198 Northolt Rd. South Harrow, Middlesex, are selling sets of military postcards reproduced from the original paintings by Harry Payne, at 8/-d a set. These were originally published during the late 19th and early 20th centuries and are colourful reminders of days long past.

The latest Bellona Military Vehicle Print is Series Sixteen and consists of the Light Tank Mark I (U.K.); Panzerkampfwagen 'Panther' Ausf G. (GE); Armoured Car, AEC Mark I (U.K.) and the Infantry Tank Mark I (U.K.). These illustrated and highly descriptive pamphlets come complete with plans and are of the utmost value to the modernist wargamer. A new organisation is Bellona Warpics of P.O. Box 1, Wargrave, Berkshire, England, which is a photographic service for armour enthusiasts that provides a wide selection of military vehicle photographs which allow the enthusiasts to study the subjects covered in Bellona prints in further detail. Lists are available and are constantly being expanded.

## A NEW MILITARY SOCIETY

The Wessex Military Society has been formed for those who are interested in things of a military or naval nature, including collecting and wargaming. Monthly meetings in the Temperance Hall, Carlton Cresc. Southampton, On Saturday 16th November, Brigadier Peter Young, DSO, MC., is speaking on the English Civil War.

Send S.A.E. to Editor for details.

20.

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I also wish to buy books and prints. Why not let me make an offer for any surplus items you may have?

Looking forward to hearing from you in 1968.

-----  
K.G.WYNN, 42 ESHER DRIVE, LITTLEHAMPTON, SUSSEX.

# THE AMERICAN SCENE

by

## Pat Condray



This is in continuance of last month's discussion.

Seven half-tracks, 3 scout cars (or scratch built light tanks), 3 self propelled 105mm howitzers, 7-10 Sherman tanks (available in both 1/72 and 1/87) and 2-3 self propelled anti-tank guns make a powerful and fully mobile column, containing 9 rifle bases, 5 machinegun bases, 4 bazooka bases, and 3 mortar bases for infantry support.

Armoured infantry battalions, of course, tend to be heavier in submachineguns than ordinary rifle battalions, since armoured personnel carriers may be used to bridge the inequality of range. The personnel carriers, however, are considered vulnerable to rifle grenades at up to 5", and are expensive and dangerously bulky in combat at very close quarters.

The question of when to dismount, if at all, is a tricky one. I usually fight my armoured infantry on foot, but this varies a great deal. In actual practice I think German Panzer Grenadiers and American Armoured infantry used both mounted and dismounted attack, and we frequently cross a good bit of the area covered by hostile small arms fire in half-tracks. It was a popular theory that the M-3 half-track could not be fought from, but its sides could (and were) be employed as a breastwork. Early experience in North Africa almost led to the abandonment of half-tracks in 1942-43, but it was concluded that not all enemy fire would be from above the vehicle, and since most machine gun fire, medium and light, could not penetrate, the vehicle was kept through the war, and is still being used in Israel.

The American Armoured division in combat was at a very serious disadvantage if confronted by a German Panzer division, for the obvious reason that Panther and Tiger tanks could hit harder than the Sherman, and, in the case of the Tiger, were practically invulnerable to 75mm shells from the American medium tanks. The Panther could be wrecked by 75mm shells, but its frontal plates, at least on the top, and its turret armour, were proof against 90mm tank destroyer fire at moderate range.

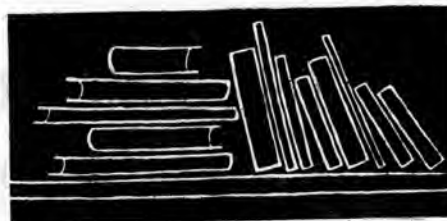
To simplify the rules and points systems we do not recognise the total invulnerability of these heavier German vehicles to frontal fire, and treat mediums as mediums. However, there are some points worth considering by the ultimate realist which evened things out a bit.

The greatest American advantage in tank to tank combat was superior power turrets. The M-4 could bear rapidly on different targets, and, more important, compensate for changes in relative position in a small fraction of the time required even by a PZKW IV. Its rate of fire was also greater, and it could afford to get off a few shots looking for chinks in the armour. In relatively dry weather, or after the tanks were equipped with "duck feet" (track extensions) the slightly greater number of American tanks in an armoured division could force a fluid fight in which sides and rear armour could be reached, and make the higher fire rate and turret power pay off.

"If you have any points or disagreements arising from this feature, please write to Pat Condray at 4936 Powder Hill Road, Beltsville, Maryland, U.S.A."



## Book Reviews



"A Manual of Siegecraft and Fortification" by Sebastien Leprestre de Vauban, translated with an introduction by George A. Rothrock (Cresset Press - London. 1968; 184 pages,  $7\frac{1}{4}$ " x  $10\frac{1}{2}$ "; numerous plans and drawings. 55s0d.).

The handling of sieges has never been a very satisfactory facet of wargaming possibly because few wargamers reasonably comprehend the intricacies of such operations. It is only when reading a unique book such as this that one fully realises the complexities and technical know-how of the subject and any wargamer who wishes to reproduce with accuracy and realism a siege of the 17th or 18th centuries on his wargames table should not fail to avidly devour this book. In my opinion, the introduction by the translator gives the most lucid exposition of war in the 17th and 18th centuries that I have ever read. To read it is probably to revolutionise ones rules and concepts of collecting and wargaming in this period.

"The Italian Campaign 1943-45" by G.A. Shepperd (Arthur Barker, 1968. 450 pages;  $6\frac{1}{2}$ " x  $10\frac{1}{2}$ ". 32 photographs, 15 maps. 63s.0d.)

Having spent some of the most valued years of my life chasing up Italy from Salerno to Venice in a Churchill tank brigade with little idea of what was going on outside the immediate area in which we were operating, I found this book to be fascinating. Despite the irony of having to wait twenty-four years before discovering the true facts of many otherwise complex situations on this front, I found the book to concisely, accurately and colourfully describe a part of World War II that has received far too little recognition, particularly from wargamers. Of particular value and interest to us are the appendices which give the divisional organizations of both sides; details of infantry weapons, tanks, aircraft, landing ships and tanks plus the Allied outline organization and dispositions of the opposing armies together with a very comprehensive bibliography.

"Rommel As Military Commander" by Ronald Lewin (B.T. Batsford Limited, 262 pages  $6\frac{1}{2}$ " x  $9\frac{1}{2}$ "; 33 photographs and 17 maps; 63s.0d.)

Rommel was something of an enigmatic legend both to his friends and foes in World War II. The epitome of the professional soldier, Rommel approached war in a realistic, thorough and ingenious fashion that should endear him to the wargamer. With this book in his possession, the modernist can most realistically reproduce the fascinating (and far too long neglected) battles that took place over the Libyan desert. Just as its companion volume did for Wellington, so this book brings to life a great soldier - no one, particularly a wargamer or military collector, can read it without gain.

- - - ooOoo - - -

If I were fierce and bald and short of breath,  
I'd live with scarlet Majors at the Base,  
And speed lum heroes up the line to death.  
You'd see me with my puffy petulant face,  
Guzzling and gulping in the best hotel,  
Reading the Roll of Honour. "Poor young chap,  
I'd say - "I used to know his father well;  
Yes, we've lost heavily in this last scrap."  
And when the war is done and youth stone dead,  
I'd toddle safely home and die - in bed.

Siegfreid Sassoon "Base Details".

# LOOKING AROUND

23.



AIRFIX MAGAZINE - October 1968. Part 8 of the German Army 1914-18 covering wagons and transport etc; articles on German lozenge camouflage; the T-34 tank; colours of fighter aircraft; Chris Ellis on the LAD Half-track and many other features.

BATTLE FLEET - September 1968. Official Organ of the Naval Wargames Society. Articles on a Naval Map Campaign; Early Aircraft Carrier; America's Battlecruisers; Model Collection; Battle Reports and book reviews etc.

THE BAYONET. Articles on German Army in the 1860's; the Crimean War; Naval Wargaming; and some uniform details.

THE CARDIFF WARGAMES SOCIETY have sent me a seven page Newsletter dealing with their activities. It is a lively affair with battle reports and numerous items.

THE AVAION HULL GENERAL - September-October 1968. I always find this difficult to review because I do not really understand much of the cryptic details concerning board games. No doubt of the greatest interest and value to addicts.

THE GRENADE - The Bulletin of the Cheltenham Wargames Club - September 1968. Contains many battle reports together with maps.

HISTORY TODAY - September 1968. Although packed with articles of historical interest, the principal item for wargamers is one by Christopher Duffy on "The Wild Geese in Austria".

HISTORY TODAY - October 1968. Amid other interesting articles contains one on the police work of the Roman legions and their auxiliaries.

MECCANO MAGAZINE - October 1968. Contains Part 6 of Battle by Charles Grant and also his most useful review Militaria.

MODEL BOATS - October 1968. Contains plans and details of the cruiser H.M.S. London (1929); and a most interesting article on the "Monitor".

SAVAGE AND SOLDIER - The magazine for the man interested in Colonial wargaming. Contains articles on Zulu War infantry; Spanish-American War; Colonial actions of the Black Watch; French Colonial uniforms; plus many other items.

TRADITION - Number 28. This is a special Crimean issue and although packed with information and uniform details of that war I consider this to be perhaps the most wasted of all issues of this superbly formed magazine.

THE TRUMPETER - July 1968. Among other items includes valuable Napoleonic uniform data sheet for Austrian infantry 1805-15, plus Airfix conversions for Anglo-Egyptian Army of the late 19th century.

THE VEDETTE - June 1968. Contains illustrated articles on Russian troops 1812-14; the later Roman Army and the Royal Liegeois 1787 - 1792 plus other articles and features.

24.

## THE NOTICE BOARD

Would you be kind enough to bring the attention of your readers (especially those in Scotland) to the Scottish Military Collectors Society?. The annual subscription is 10/- per annum which includes 6 copies of "Dispatch". Members under 18 pay 2/6d. The Society meets on the second Sunday of each month in the H.L.I. Club, 53 E. Claremont Street, at 2 p.m. The Model Soldier section meets every Monday at 7.30 in the club premises at 182 Easter Road.



We also have a Glasgow section who meet in the 'Cameronian' 758 London Road, on the first Saturday of every second month at 2.45 p.m.

Interested collectors should contact the Secretary, Mr. H.Chalmers, 128 Viewforth, Edinburgh 10.

\*\*\*\*\*

Five full scale meetings of the recently formed Coventry and District Model Soldier Society have been held at Tudor House, 14 Span Street, Coventry, featuring Colonial and American Civil War battles and Modern land sea actions. Many more meetings have been held at different member's homes, including a weekly Civil War Campaign.

We have a hard core membership of ten covering all age groups, whose enthusiasm is second to none! Write T.W. Hallam, 89 Hartland Avenue, Wyken, Coventry.

\*\*\*\*\*

WANTED 54mm Lead Figures. Britains Ltd; Timpo; Authenticast etc. Sets, in original boxes or in any amount. Fair or better condition. Send full information including prices to:- Donald T. Hill, 6701 New Hope Drive, Springfield, Virginia 22151, U.S.A.

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FOR SALE Scruby unpainted 30mm Napoleonic Miniatures. 15 Polish Lancers (Lance erect) 30/-. 15 French Line Grenadiers 17/6d. Write to:- Eugene F. Beirne, 5 Manor Close, Kempston, Beds.

\*\*\*\*\*

WANTED Used "Stalingrad"/"Battle of the Bulge" by Avalon Hill. Write to: Eugene F. Beirne, 5 Manor Close, Kempston, Beds.

\*\*\*\*\*

Philip Larcombe of 27 Hervey Road, Chard, Somerset, urgently requires a copy of Wargamer's Newsletter for August 1968.

\*\*\*\*\*

FOR SALE Military and Naval books very cheap. Sale by private collector. Lists available - send S.A.E. John V. Cockshott, Kilngarth, Farsley, Pudsey, Yorkshire.

\*\*\*\*\*



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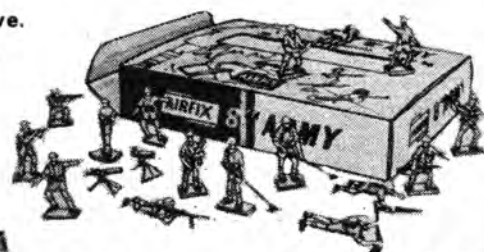
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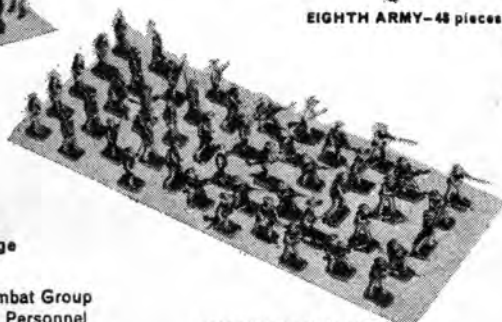
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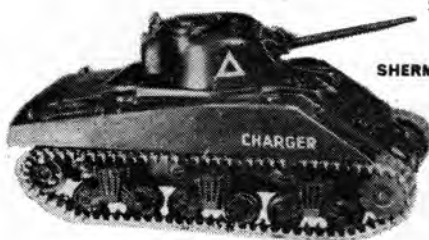
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Cowboys  
Wagon Train  
Japanese Infantry  
Sheriff of Nottingham

Colour Party  
German Infantry  
Indians  
U.S. Marines  
Arabs (Bedouin)  
U.S. Cavalry

Inf. Combat Group  
Civilian Personnel  
Foreign Legion  
Russian Infantry  
Robin Hood  
Paratroopers



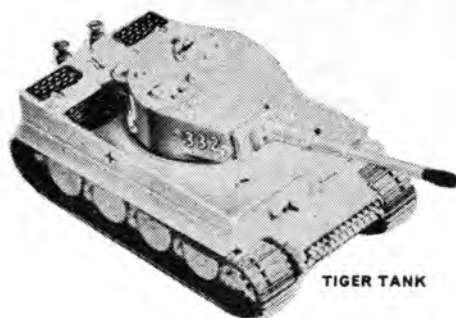
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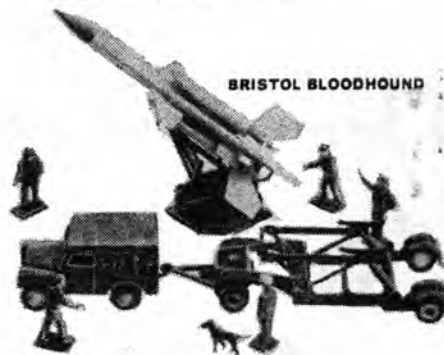


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