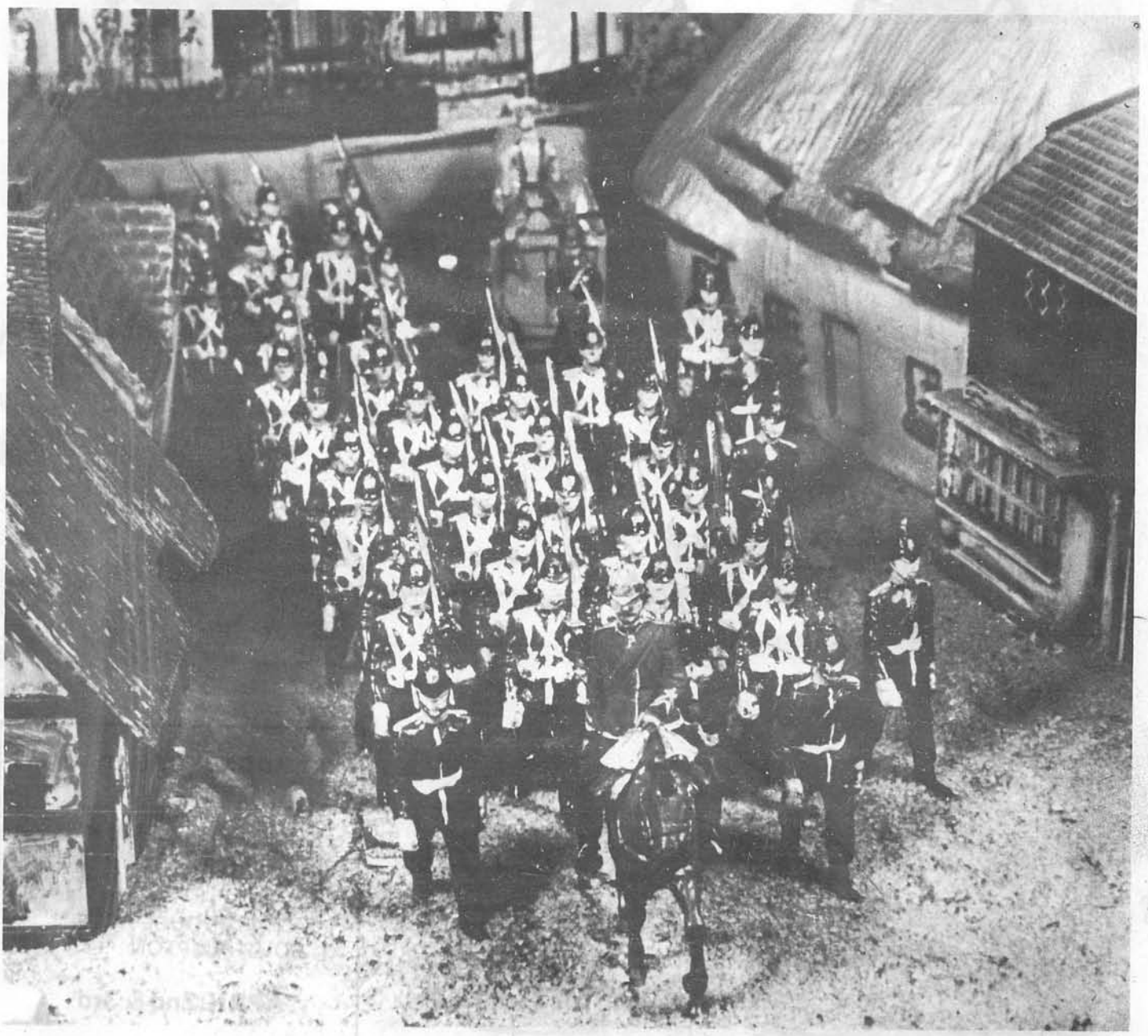
WARGAMER'S NEWSLETTER

Nº 180 30p MARCH 1977



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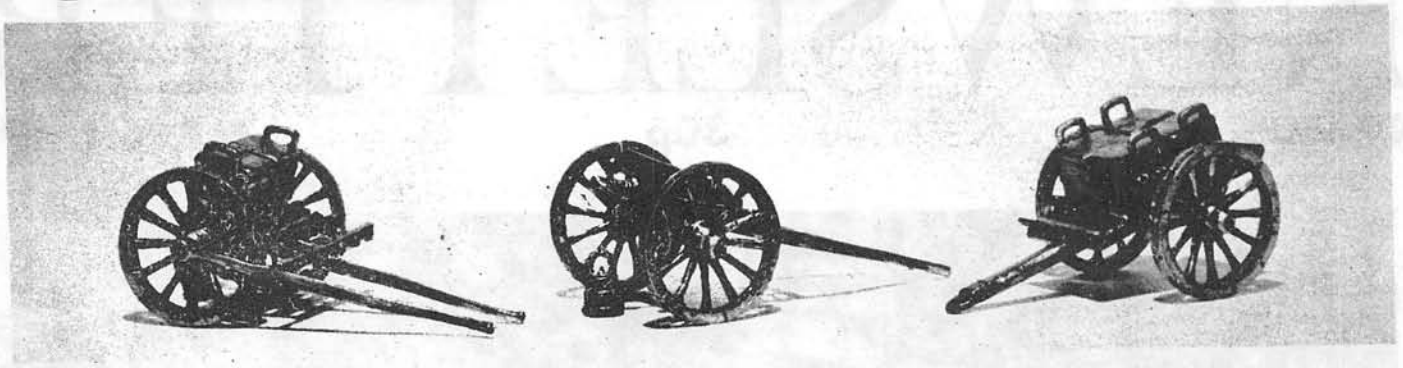

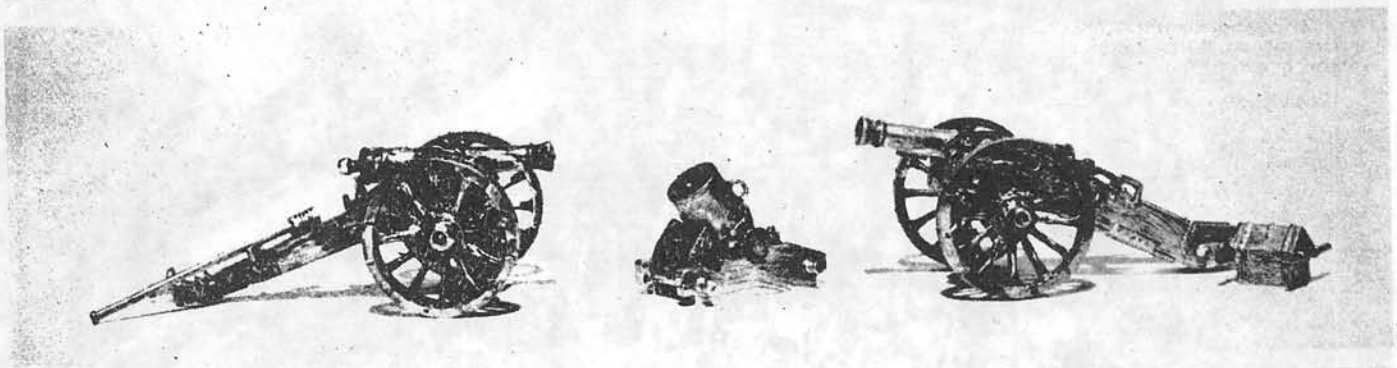

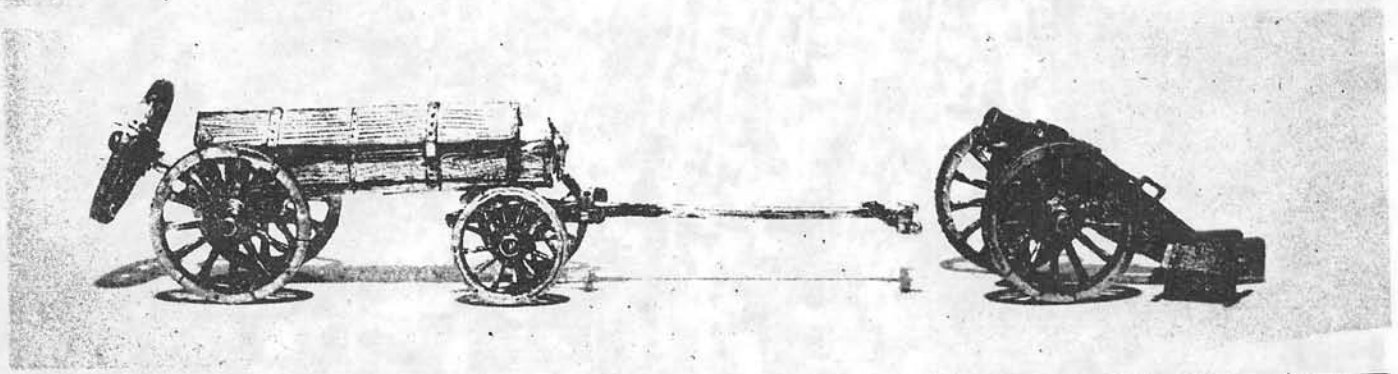

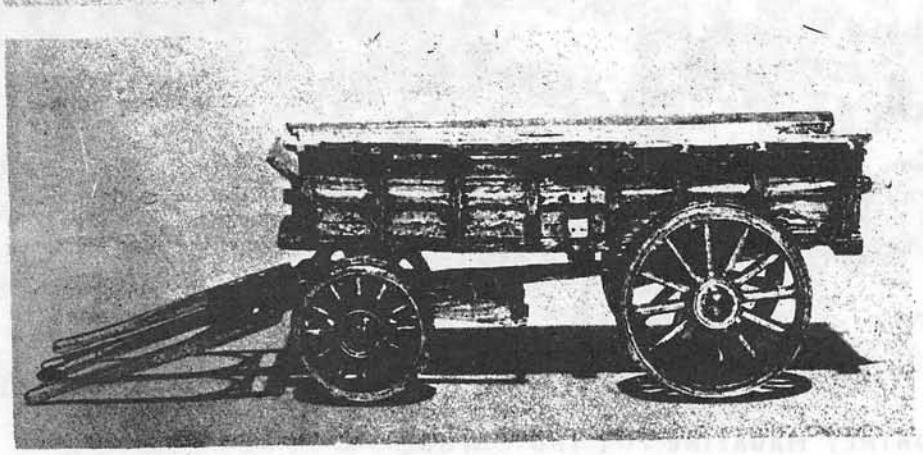

DONT FORGET

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Panzer IV F2
Panzer IV H
StuG IV
Jagdpanzer IV
Hummel
Nashorn
Panzer 38(t)
Marder III Sd 139
Marder II H
Hetzer
Panther D
Panther G
Jagdpanther
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Tiger I E late
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Sd 251/16 Flamm
Sd 251 rocket launcher
Arm'd Maultier Rocket Launcher
Sd 250
Sd 250/9 a/c
BIV Funklerpanzer
Ostwind AA
Wirbelwind AA
Opel Blitz
Opel Blitz with office body
Opel Maultier softskin
Kubelwagen (6p)
Schwimmwagen (6p)
BMW + sidecar (6p)
Bussing Nag truck
Raupenschlepper Ost
SdKfz 222
SdKfz 231
SdKfz 234/1
SdKfz 234/2 Puma
Protz tractor
Kettenkrad (6p)
SdKfz 10
SdKfz 11
SdKfz 11
SdKfz 7
3.7 Flak on SdKfz 7
Flakvierling on Sd 7
Pak 35/36 + crew Pak 38 + crew
Pak 40 + crew
Pak 43/41 + crew
Pak 43 on cruciform trail + crew
7.62 Pak 36 (r) + crew
10.5 cm howitzer + crew
15 cm howitzer + crew
17 cm howitzer + crew
8.8 Flak 37 + crew
7.5 cm G36 mountain gun + crew
7.5 cm infantry gun 15cm infantry gun + crew
Nebelwerfer + crew
Karl tracked mortar (15p)
German standing gun crew separately (8p)
German kneeling gun crew separately (8p)
Mountain gun crew separately (5p)
Rommel personality set with Rommel, staff officer, despatch riders and half-track (25p)
Me 109 G (10p)
Fw 190 D (10p)
Ju 87 B (15p)
Hs 129 (15p)
MeBf 110 (15p)
Me 410 (15p)
Fw 189 (15p)
DFS 230 glider (10p)
Gotha glider (25p)
Me 163 (10p)
Ju 88 A (25p)
Do 217 E (25p)
He 111 H (25p)
Ju 52 (45p)
BR57 Armoured Locomotive (30p)
Armoured wagon with 10.5 cm in turret and 3.7 Flak (25p)
Panzer 38(t) on flat car (20p)
Flat car for mine defence (10p)
Panzerdraisine rail patrol trolley
Straight track (6p)
Curved track (6p)

USSR
BT-7
T34/76B
T34/760
T34/85
KV1
KV2
SU85
SU 100
T28
T35
JS II
JS III
ISU 122
ISU 152
T-26B
BA-10
BA-32
BA-64
T-70
GAZ-AAA
GAZ-60
JAG-12
GAZ-67 (6p)
Katyusha on Studebaker
Katyusha on GAZ
M42 45mm AT + crew
M41 57mm AT + crew
M44 100 mm AT + crew
M39 76.2mm field gun + crew
M31/37 122mm field gun + crew
M38 152mm howitzer + crew
M31 203mm tracked howitzer + crew
Russian standing artillery crew separately (8p)
Russian kneeling artillery crew separately (8p)
57mm AT on Komsomlets
SU76
SU-37-1 AA
Komsomlets
Stalinets
GAZ-AAA + quad AA MG's
Polikaroov I-16 (10p)
Il-2 Sturmovik (10p)
Pe-2 (15p)
Yak-9 (10p)
La-5 (10p)
MiG-3 (10p)
Russian Armoured locomotive (30p)
Armoured wagon with T34 turret (20p)
Flat car (10p)
Straight track (6p)
Curved track (6p)

UNITED KINGDOM
Tetrarch
Honey
Grant
Sherman M4A1
Sherman Firefly
Matilda
Valentine II
Valentine IX
Archer
Bishop
Churchill III
Churchill SBG bridgelayer
Churchill AVRE
Churchill Crocodile
Churchill ARK
Ram Kangaroo
Churchill Carpet Layer
Deacon
Scorpion Flail
A9
A10
A13
Crusader II
Crusader III
Cromwell
Comet
Challenger
Sherman Crab
Sherman DD
Marmon Herrington
Humber Armoured car
Daimler Scout Car
Daimler Armoured Car
Universal Carrier
Sexton
Wasp flame-thrower
ACV Dorchester
ACV AEC
Crusader AA Mk 1
Crusader AA Mk 2
2 pdr portee on Chevrolet
6 pdr + crew
2 pdr+ crew
17 pdr + crew
25 pdr, limber & crew
5.5 in howitzer + crew
7.2 in howitzer + crew
Bofors 40mm AA gun
Morris 6 x 4 Bofors tractor
Quad tractor
Scammel tractor
Bedford QL
Ford (Canada) 15cwt truck
Chevrolet 15 cwt
Chevrolet 3 ton
Bedford QL with office body
Bedford OY 3 ton GS
Chevrolet Petrol Tanker
Scammel Tank Transporter
British kneeling artillerymen separately (8p)
British standing artillerymen separately (8p)
Spitfire IX (10p)
Hurricane II (10p)
Mosquito FB VI (15p)
Typhoon IB (10p)
British Horsa Glider (25p)
Hamilcar Glider with Tetrarch tank (35p)

USA
M3 Stuart
M5 Stuart
M24 Chaffee
M18 Hellcat
M4A3 Sherman
M4A3E2
M4A3E8
M4A1 dozer
M10
M36
M26 Pershing
M7B1 Priest
M12 155mm SP
M3 half track
T19 105mm GMC
M3 75mm GMC
Jeep (6p)
LVT Buffalo
Greyhound M8
Studebaker 2½ ton truck
Sherman Calliope
Weasel
M4 High Speed Tractor
Dodge Weapons Carrier
DUKW
Studebaker Gasoline Truck
White Scout Car
3 in AT gun + crew
75mm Pack howitzer + crew
105mm howitzer + crew
155mm Long Tom + crew
M16 SPAA
American artillery crew standing separately (8p)
P51D Mustang (10p)
P47D Thunderbolt (10p)
P40E Kittyhawk (10p)

ITALIAN
M13/40
Semovente 75
CV L6/40
Semovente 47/32
47/32 AT gun & crew
Fiat G50 Bis (10p)

Ros Micro-AFV's are all 9p except where marked.

Heroics Figures in 1/300th scale are 60 pence per pack of 50 infantry, 20 cavalry or 6 guns.

MODERN PERIOD MICRO-TANKS

SOVIET
T-70 Tank
T-62 Tank
T-55 Tank
T-55 dozer
T-55 mine clearer
T-10M tank
PT-76 light tank
BMP-76 (BMP-1)
MICV
BTR-40P with Swatter
BTR-60PB APC
BRDM-2 APC
BRDM-2 with Sagger
ASU-85 SPgun
UAZ-469 jeep
BM-21 Rocket Launcher
ZSU-23-4 SPAA
ZSU-57-2 SPAA
D-30 122mm howitzer + crew
M55 152mm howitzer + crew
M55 100mm AT gun + crew
BTR-50 APC
BMD Paratroop APC
BM-14 towed rocket launcher + crew
GAZ-69 jeep
URAL-375 truck
SA-6 Gainful AA missile
SA-9 Gaskin AA missile
SA-2 Guideline AA missile
M1974 122mm SPG
ASU-57 SP AT gun
GAZ-69 + Recoilless rifle
FROG-7 artillery missile on launcher truck
MiG-17 (15p)
MiG-19 (15p)
MiG-21 (15p)
MiG-23 (25p)
MiG-25 Foxbat (25p)
Su-7 (15p)
Su-9 (25p)
Su-15 (25p)
Yak-28 (25p)
Mi-8 Hip (25p)
Mi-24 Hind (15p)

USA
M60A1 tank
M60A2 tank
M48A2 tank
M551 Sheridan light tank
M60A1 dozer
M113 APC
M113 + recoilless rifle
M113 + TOW AT missile
M163 Vulcan SP AA
M730 Chaparral SP AA missile system
M106 mortar carrier
M114 recce vehicle
M728 Combat Engineer Vehicle
M110 SP howitzer
M107 SP howitzer
M109 SP howitzer
Commando armoured car
XR311 High mobility wheeled carrier + TOW
M41 Walker Bulldog light tank
M42 Duster SP AA
M548 tracked carrier
Honest John missile on launcher truck
Hawk AA missiles on M548 launcher
M577 command vehicle
Dragon light AT missile set of three
Huey Cobra gunship (15p)
Bell Iroquois (15p)
Skyhawk (15p)
F104 Starfighter (15p)
F4 Phantom (25p)
F111E (25p)
F14A Tomcat (25p)
F15 Eagle (25p)

ISRAEL
Super Sherman

SWEDEN
S-tank
1kv-91 light tank

UNITED KINGDOM
Chieftain
Centurion
Centurion AVRE
FV432 APC
FV438 Swingfire launcher
FV432 + mortar
FV432 + Wombat
FV432 + Rarden
FV432 + Cymbeline radar
Chieftain Bridge-layer
Abbot SPG
Saladin armoured car
Saracen APC
Fox armoured car
Ferret armoured car
Ferret 2/6 AT missile carrier
Scorpion light tank
Scimitar light tank
Striker light AT missile carrier
Spartan light APC
Rapier AA missile
Jaguar (15p)
Harrier (15p)
Buccaneer (25p)

GERMAN
Leopard A1
Leopard A2
Leopard A4
Marder MICV
Gepard SP AA
Jagdpanzer Rakete missile carrier
Jagdpanzer Kanone SP AT gun
Spz-11-2 APC
Spz-12-3 APC
Milan light AT missile set of three

FRENCH
AMX-30 tank
AMX-13 light tank
AMX-13 + SS11 AT missiles
AMX-13 + HOT missiles
AML H-90 armoured car
EBR-75 armoured car
AMX-30 155mm howitzer
AMX-30 with Roland AA missiles
AMX-30 Roland AA missile launcher
AMX-10 APC
AMX-10 + HOT AT missiles
Jeep with Entac AT missiles
Milan light AT missile launcher (set of 3)
Mirage IIIC (15p)
Jaguar (15p)

HEROICS FIGURES 1/300th scale, packs of 50Inf, 20cav, 60p. A selection of our Napoleonic period figures, many others available, including Russian, Austrian, Spanish, Bavarian and Polish.

1/300th SCALE FIGURES

NAPOLEONIC PERIOD
MFN17 Napoleon, Marshals
FRENCH NAPOLEONIC GUARD UNITS
MFN5 Grenadiers of the Old Guard
MFN20 Chasseurs a Pied of the Guard
MFN7 Horse Grenadiers
MFN11 Chasseurs a Cheval of the Guard
MFN2 Polish Lancers of the Guard
MFN8 Foot Artillery of the Guard
MFN9 Horse Artillery of the Guard
FRENCH NAPOLEONIC LINE UNITS
MFN1 Line Infantry (Grenadiers)
MFN14 Fr. Line Fusiliers
MFN4 Voltiguers skirmishing
MFN16 Fr. Carabiniers
MFN10 Cuirassiers
MFN19 Line Dragoons
MFN6 Chasseurs a Cheval of the Line
MFN12 Hussars
MFN13 Lancers of the Line
MFN3 Foot Artillery
MFN15 Fr. Gun Teams
MFN18 Fr. Wagons and Teams
BRITISH NAPOLEONIC UNITS
MBN16 Wellington & Generals
MBN1 British Infantry
MBN7 British Line Infantry Light Co.
MBN14 British Light Infantry
MBN15 British Light Infantry skirmishing
MBN5 Highlanders
MBN8 Highlanders skirmishing
MBN4 Riflemen
MBN17 Household Cavalry
MBN2 Dragoons
MBN6 Scots Greys
MBN10 British Hussars
MBN11 Brit. Lt. Dragoons
MBN9 Horse Artillery
MBN3 Foot Artillery
MBN12 Brit. Gun Teams
MBN13 Brit. Wagons
PRUSSIAN NAPOLEONIC UNITS
MPN1 Musketeers
MPN2 Jagers skirmishing
MPN3 Dragoons
MPN5 Prussian Uhlans
MPN4 Artillery
AUSTRIAN NAPOLEONIC UNITS
MAN1 Austrian Musketeers
MAN2 Austrian Grenadiers
MAN3 Austrian Jagers skirmishing
MAN4 Austrian Cuirassiers
MAN5 Austrian Artillery
RUSSIAN NAPOLEONIC UNITS
MRN1 Grenadiers
MRN5 Pavlov Guard
MRN2 Jagers skirmishing
MRN3 Cuirassiers
MRN6 Cossacks
MRN4 Artillery
BAVARIAN UNITS
MGN1 Bavarian Infantry
POLISH UNITS
MWN1 Polish Infantry
MFN2 Lancers
SPANISH NAPOLEONIC UNITS
MSN1 Spanish Musketeers
MSN2 Spanish Grenadiers
MSN3 Spanish Musketeers skirmishing
MSN4 Spanish Dragoons
SECOND WORLD WAR
GR1 German Infantry
GR2 German Infantry Support Weapons
GR3 German Paratroops
GR4 German World War II cavalry
GR5 Afrika Korps
BR1 British Infantry
BR2 British Infantry Support Weapons
BR3 British Paratroops
BR4 8th Army
SR1 Russsian Infantry
SR2 Russian Infantry Support Weapons
SR4 Russian World War II cavalry
USR1 United States Infantry
USR2 United States Infantry Support Weapons
MODERN PERIOD
M1 NATO Infantry
M2 NATO Infantry Support Weapons
M3 Warsaw Pack Infantry
M4 Warsaw Pack Infantry Support Weapons
ANCIENT PERIOD
ROMANS
MAR1 Roman Legionaires
MAR2 Romans attacking
MAR3 Roman Light Infantry
MAR4 Asiatic Archer
MAR5 Roman Cavalry
MAR6 Roman War Engines
MAR7 Praetorian Guard
MAR8 Equites Singularis Guard Cavalry
MAR9 Western Auxiliary Archers
MAR10 Late Period Legionaires
MAR11 Late Period Heavy Cavalry
MAR12 Roman Generals, Tribunes
BYZANTINES
MAB1 Byzantine Heavy Infantry
MAB2 Byzantine Armoured Cavalry
MAB3 Byzantine Heavy Cavalry
MAB4 Byzantine Light Cavalry
MAB5 Byzantine Horse Archers
MAB6 Byzantine Foot Archers
BARBARIANS
MA11 Dacian Infantry (includes spearmen, thompitular archers etc.)
MA12 Visigothic Infantry
MA13 Hun Cavalry
MA14 Gothic Cavalry
MA15 Sarmatian Cataphracts
MAF1 Gaulish Infantry
MAF2 Gaulish Cavalry
GREECE
MAG1 Greek City Hoplites
MAG2 Successor Phalanx
MAG7 Rhodian Slingers
MAG6 Cretan Archers
MAG3 Greek Cavalry
MAG5 Successor Cavalry
MAG4 War Elephants
MAG8 Spartan Hoplites
MAG9 Peltasts
MAG10 Macedonian Hypaspists
MAG11 Thracian Light Cavalry
PERSIANS
MAP5 Persian Immortals
MAP2 Persian Archers
MAP3 Persian Spearmen
MAP4 Persian Horse Archers
MAP6 Mounted Persian Spearmen
MAP7 Persian Armoured Cavalry
MAP1 Persian Chariots
MAP8 Persian Scythed Chariots
SASSANIDS
MAS1 Sassanid Levy Spearmen
MAS2 Sassanid Archers
MAS3 Sassanid Clibinarii
MAS4 Sassanid Cataphracts
MAS5 Sassanid Light Cavalry
MAS6 Sassanid Elephants

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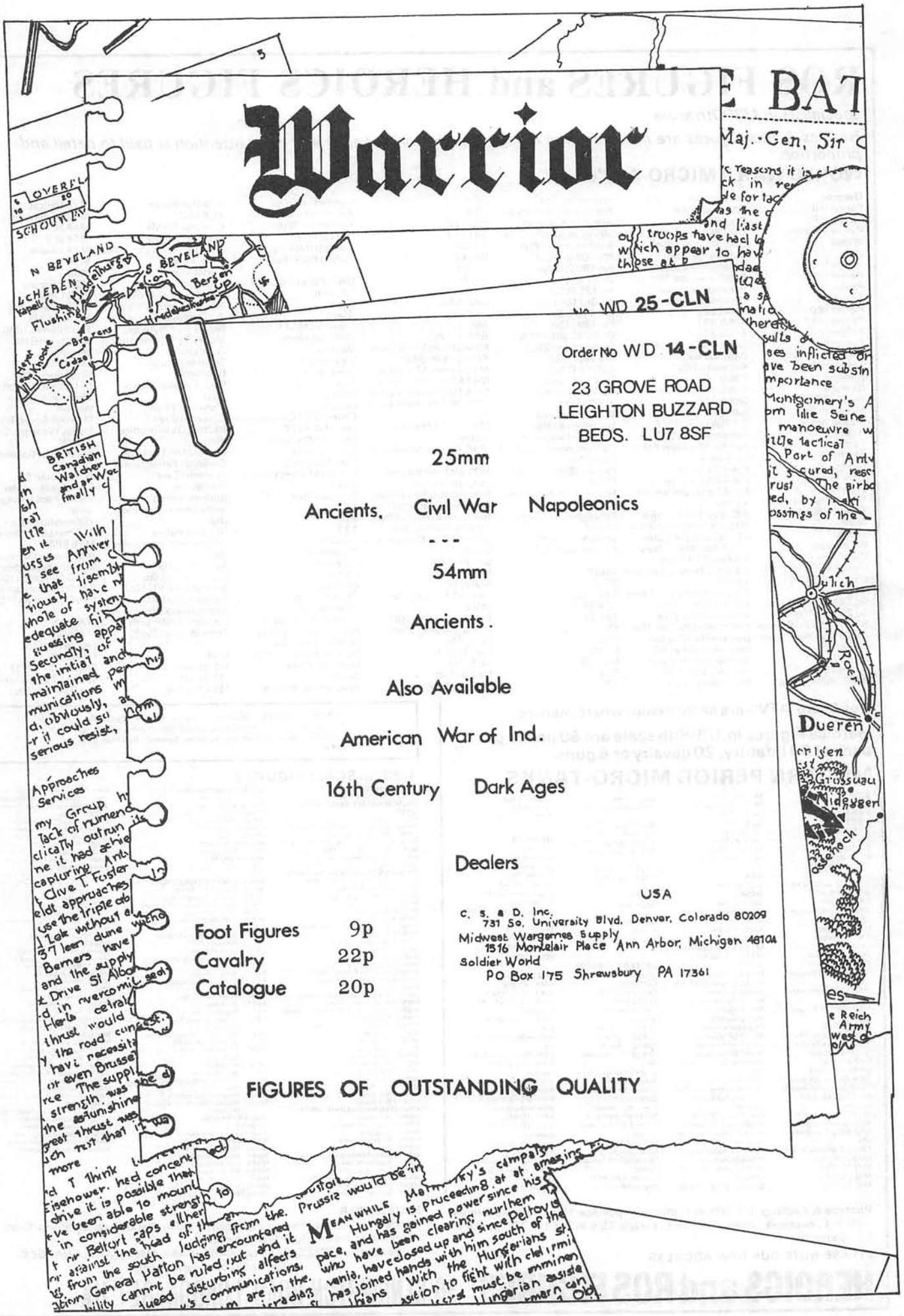
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NEW RELEASES 25mm

Ancient Chinese (AC)

AC1 Spearman
AC2 Crossbowman
AC3 Halberdier
AC4 Light Infantry Archer
AC5 Irregular Archer
AC6 Irregular Javelinman
AC7 Convict Javelinman

Ancient Chinese Cavalry (ACC)

ACC1 Heavy Cavalry
ACC2 Heavy Cavalry with crossbow
ACC3 Cataphracts
ACC4 Light Cavalry with bow

Equipment Group (EG)

EG18 Chinese 4 horse war chariot **£1.44**

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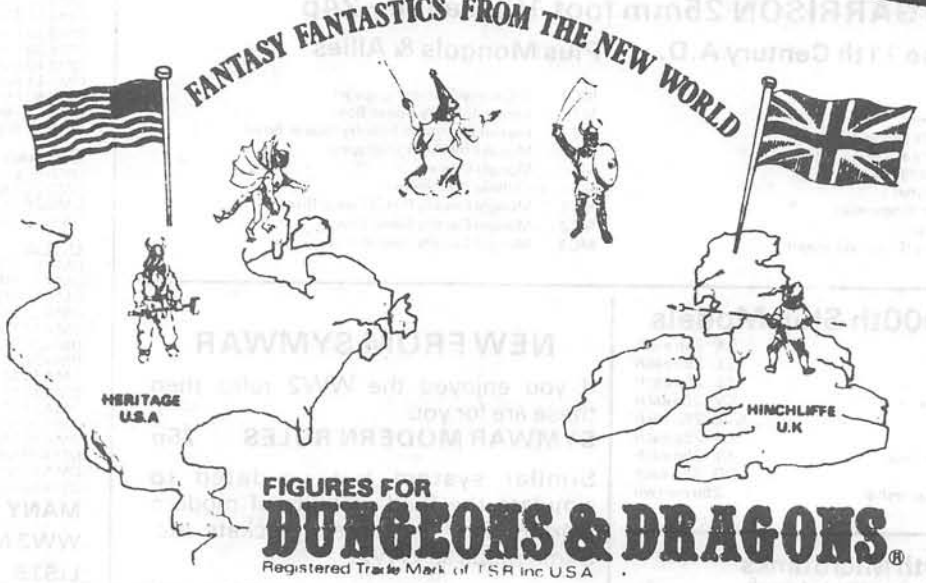
90/DJ5 Officer Light Company, 33rd. Regt. (West Riding) 1815 **£3.50**

QUESTION? We feature Chinese and the 33rd Regiment of Foot in this advertisement. What significant fact of British Military History do the two bring to mind?

Address your answer to The Editor, Military Modelling, H.M. Competition, P.O. Box 35, Hemel Hempstead, Herts. First three correct answers drawn will each receive either two Hinchliffe 90mm figures of your choice or your choice of a 25mm Chinese Army value £6.00.

Closing date February 15th 1977. Answer – March edition.

Further additions to the 25mm range next month



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1319 Dwarves firing bow (8)
1320 Dwarves attacking with spear (8)
1321 Orc Light Infantry with bow (8)
1322 Orc Light Infantry with spear and shield (8)
1323 Orc with glaive (8)
1325 Japanese Ogre (4)
1326 Ogre (4)
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1333 Legion of the dead with scimitar (8)
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In 79AD the Chinese Empire of the Han Dynasty and the Roman Empire were separated by a mere 25 miles. In the event the two empires never came into direct contact, but one is left to wonder how the Roman Legions would have faired against the Chinese hordes which were as disciplined and well equipped as themselves. Now thanks to the Wargames Research Group (Armies of Ancient China £3.20) considerable information is available on the equipment and dress of these armies. Conquest brings you the opportunity of pitting Rome against China, the result is in your hands.

CHINESE ARMY·HAN DYNASTY 1st CENTURY A.D.

CH1	Light Crossbowman Firing
CH2	Light Spearman with Shield
CH3	Light Swordsman with Shield
CH4	Convict Spearman
CH5	Heavy Infantryman with Shield
CH6	Heavy Swordsman
CH7	Imperial Guardsman
CHC1	Light Cavalry
CHC2	Heavy Cavalryman
CHC3	Heavy Mounted Crossbowman
CHC4	Light Lancer

FOOT 8p CAVALRY 21p

NEW FANTASY 25mm (Age of Joman Range)

AJ8	Goblin Deaths Head Regiment	8p
AJ9	Lesser Goblin with Slinger	8p
AJ10	Goblin with Spear	8p
AJ41	Elf Armoured Spearman	8p
AJ42	Elf Archer	8p
AJS8	Warrior Bard	10p
AJS9	Hierophant (High Priest)	10p
AJS10	Emmisary of Darkness Mounted	25p
AJS11	Hun	

Many more on full lists inc. Western Gunfighters (50p per 6)

NEW from GARRISON 25mm foot 10p cavalry 24p

Sung Chinese 11th Century A.D.

IC1	Officer
IC2	Standard Bearer
IC3	Heavy Infantry (spear at reserve)
IC4	Heavy Infantry attacking
IC5	Lt Infantry (Long spear)
IC6	Lt Infantry Archer
IC7	Lt Infantry Crossbowman
ICC1	Cavalry Officer
ICC3	Heavy Cavalry (Thrusting spear)

Plus Mongols & Allies

ICC4	Lt Cavalry (Thrusting spear)
M1	Korean Infantry Spear/Bow
M2	Korean Armoured Infantry (Spear/Bow)
M3	Miautse Inf. Armoured spear
M4	Mongol Officer
M5	Chinese Aux. Archer
MC1	Mongol Cavalry (EHC) Lance/Bow
MC2	Mongol Cavalry Firing Bow
MC3	Mongol Cavalry Javelin/Bow

NEW 1/3000th Ship Models

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AOBA 4 in class	CL 25p each
LEXINGTON 2 in class	CV 25p each
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ASTORIA 7 in class	CA 25p each
MARBLEHEAD 10 in class	CL 25p each
CRAVEN 23 in class	DD 25p each
GRAF SPEY pocket battleship	25p per two
WARSPITE 1941	BB

NEW 1/300th Microtanks

DMB52	Rapier AA Missiles on tracked chassis	8p
DMA43	M49 Petrol Tanker	8p
DMA40	M548 with Hawk AA Missiles	8p
DMB6	Chieftain Bridgelayer	8p
DB58	Bofors 40mm AA Gun	8p
DA19	Studebaker Gasoline Tanker	8p

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Warsaw Pact

DP1	T70 MBT (1976)
DP3	T55
DP4	T62
DP5	PT76
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DP7	T54
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British

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DMB22	Fox Armoured Car
DMB23	Saladin Armoured Car
DMB24	Saracen APC
DMB25	FV432 APC
DMB26	Spartan APC
DMB27	Striker with Swingfire AT missiles
DMB30	Abbot SPG
DMB34	FV432 with Rarden Cannon
DMB35	FV438 with Swingfire A.T. Missiles
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DMB37	Stalwart Amphibious
DMB38	Land Rover LWB ¾ ton
DMB39	Land Rover 1 tonne Truck
DMB40	Bedford 4 ton Truck (4 x 4)
DMB41	Bedford Mk. 4 ton Truck (4 x 4)
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DMB51	FV432 with 81mm Mortar
DMB52	Rapier AA Launcher on tracked chassis

German

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DMG20	Jagdpz Kanone
DMG28	Jagd Panzer Rakote
DMG29	Marder A.P.C.

U.S.A.

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DMA8	M60 A2
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DMA13	M41 Light Tank
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DMA32	M107 175mm SP Gun
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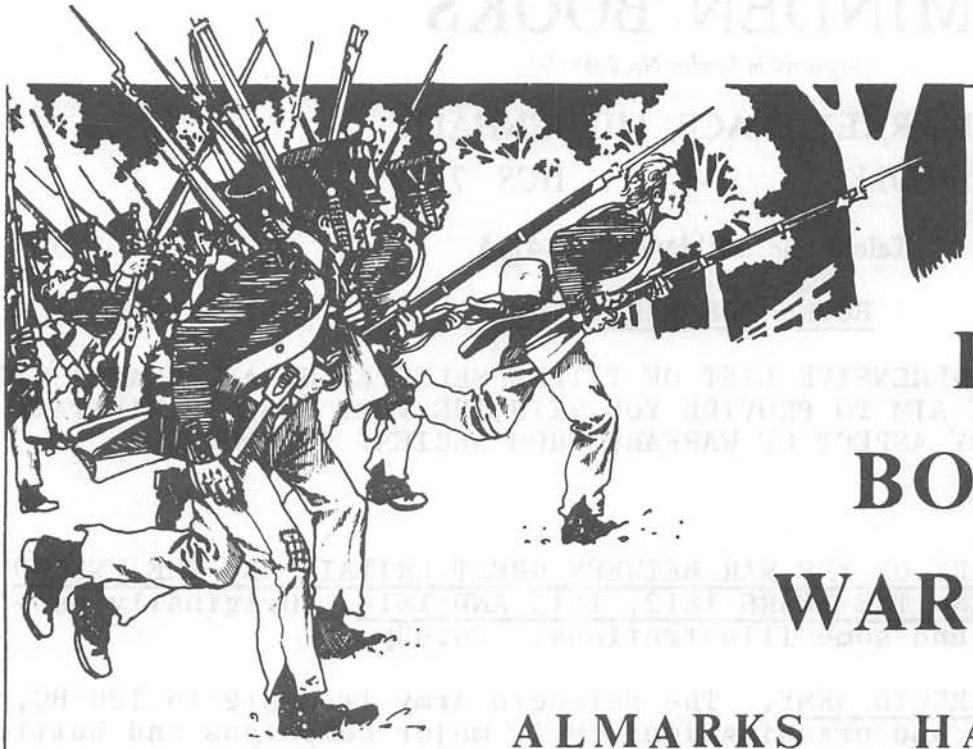

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WARGAMERS NEWSLETTER

Editor: Donald Featherstone

Nº 180 **MARCH 1977**

EDITORIAL

As in so many other walks of life the present economic climate does not seem to be visisbly affecting wargamers and military modellers, who seem to be dipping their hands in their pockets and purchasing the objects of their affection as freely as ever. This is no place for politico/economics yet one is bound to feel that, being human and in common with the rest of the population, the average wargamer thinks he might as well spend it while he has got it, before inflation lessens the value of the money in his pocket. It is always possible with only the smallest stretch of the imagination to look upon ones purchases as an investment - if you really want that regiment of dragoons then it is economical to buy them now because in six months time they will cost you half as much again!

The outward and visible scene appears prosperous and unchanged. Conventions and exhibitions proliferate, each of them aimed to a certain extent at relieving the not unwilling wargamer of some of his money and inevitably representing the certain financial outlays in transport, cost of admission, refreshments and sundry purchases, etc., etc. Those who promote these events are, with the exception of purely wargames club promoted affairs, in it as a commercial proposition and if it ceased to pay-off then they would cease to organise them. Hence it can be taken that it is financially worthwhile to promote exhibitions and conventions and that the wargamer has enough money in his pocket to continue to patronise them. On the other hand, the wargamer is a highly selective individual and in the not-too-distant past, deaths have been died of events that did not suit his taste or in some way considered over-expensive.

Casual enquiries in conversation lead one to believe that the manufacturers are doing well - not that they would say otherwise even if they weren't! However, it is not hard to detect signs of success and prosperity and at least the major manufacturers of wargames figures are working flat-out to the extent that deliveries are perhaps not as prompt as in the past and advertised ranges are frustratingly not available quite as early as publicised. It never ceases to amaze me how the sale of wargames figures continues to increase, surely there must come a time when a saturation point is reached or are wargamers so flush that they can discard a painted army when a new range of figures in that period comes on the market? On the other hand, are there hordes of new wargamers coming into the hobby and needing to buy large numbers of figures to make up their armies, thus balancing the inevitable wastage as teenagers discover girls and abandon wargaming. One of the owners of a major wargames figure manufacturers told me that on the first Saturday of the Model Engineers Exhibition at Wembley they took more than a thousand pounds in the single day on their stand!

And it is not only wargames figures that seem to be selling. Collectors must be buying the ever increasing choice of 54, 75 and 90mm figures that are reviewed in our magazines and shown attractively photographed in advertisements. Another manufacturer of model soldiers is seeking alternative means of having his wargames range manufactured and distributed because he is overwhelmed with work arising from his range of larger collectors pieces.

New books on military subjects and wargaming are being published too quickly for a check to be kept on them - and the price of books today, although high, does not seem to deter purchasers. If they do not sell then they are ruthlessly remaindered by publishers who are now unable to keep large stocks of slow-moving volumes on their shelves. In this connection, at a recent post-Christmas sale I noticed wargames books by Charlie Wesencraft and Charles Grant plus Dunn's Naval Wargame book offered at half-price. My sadness was tinged with a slight consolation at not seeing any of my own books there - but perhaps somebody had bought them earlier!

CONTINUED ON PAGE 11

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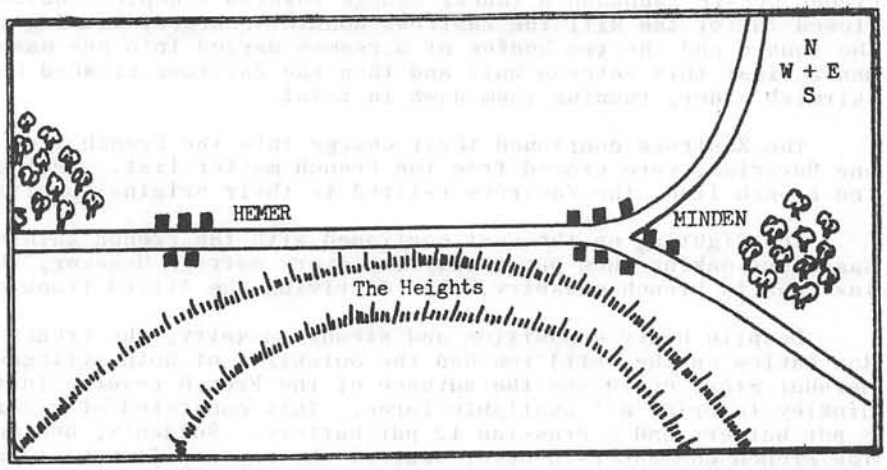
THE BATTLE OF HEMER-MINDEN

A Battle Report

by

Allen Starr



INTRODUCTION:

The Battle of Hemer-Minden, fought at the 1976 Central European Wargaming Convention in Mannheim, West Germany, on November 21st, 1976, arose out of a "slap of the gauntlet" by Richard Moore and his group of wargamers stationed with the British Army in Germany. This challenge was against the Rhine Confederation Wargames Society; which is comprised mostly of U.S. Servicemen stationed in Germany.

PRELIMINARIES:

The British players, representing the Forces of Imperial France, agreed to the use of the COLUMN, LINE AND SQUARE Battle Manual, Copyright 1973, by J.Bauman and Fred Vietmeyer and that the engagement should last 10 turns.

Because the British 'gamers lodged the challenge, it was decided that the Society would defend.

Victory points for complete control of the villages of Hemer-Minden and the heights in between were established as follows:- Hemer - 25 Points: Minden - 75 Points; Heights - 75 Points.

COMMANDS AND FORCES:

The Commands (Teams) and forces available for the challenge Napoleonic 25mm engagement were as follows:-

THE FORCES OF IMPERIAL FRANCE

Commander-in-Chief - Richard Moore
Subordinate Commanders - Paul Coaker (Right Flank); Ron Davies (Left Flank)
Eric Obleman (Centre)* and Norman Moore (Reserve)*

*Denotes members of the Rhine Confederation Wargames Society "loaned" due to the large size of the engagement and the number of figures involved.

FRENCH OBJECTIVE: Take and secure the villages of Hemer and Minden totally, and the crest of the heights.

THE FORCES OF THE ALLIED COALITION

Commander-in-Chief - Paul Thomson
Subordinate Commanders - Curt Barton (Hemer Garrison); Allen Starr (Allied Cavalry); Frank Leslie (Minden Garrison); Dave Hinkley (Saxon Infantry) Mike Dory (Prussian Infantry)

Royal Saxon Continent (Al Starr, CINC)

Royal Dutch-Nassau Contingent (Curt Barton, CINC)

ALLIED OBJECTIVE: To maintain complete control of the villages of Hemer and Minden and the heights in between.

THE BATTLE:

The French brigades began the general advance all along the front with the 1st Brigade on their right flank, the 2nd Brigade in the centre and the 3rd on the left. The 1st Cavalry Brigade was divided among these three brigades while the 4th Brigade and 2nd Cavalry Brigade were held in reserve to the rear of the centre.

The Allied Coalition placed the Dutch-Nassau Contingent in the village of Hemer, the woods nearby, and the western portion of the heights. Attached was one regiment of light dragoons. In the centre, the Allies placed the von Sanger Regiment and their heavy cavalry. The remainder of the Saxon Contingent garrisoned Minden. The Prussians were in a distant reserve and could not be immediately expected to bolster the lines.

The emphasis of the French assault, although difficult to ascertain in the beginning, revealed itself in the very hearty assault through the woods towards Hemer. On the west flank, the French under Paul Coaker were making slow but steady progress, meeting stiff opposition from the Allied forces there. The battle swayed back and forth with both sides receiving a lion's share of casualties.

Marshal Starr detached the Zastrow Cuirassiers closer to Hemer in support of the Dutch-Nassau battalions. It proved to be a wise move. As the French and Dutch continued to clash on the west, the

French centre launched a lancer charge towards a hapless Dutch infantry square. As the lancers closed in for the kill the Zastrows counter-charged, hitting the lancers in the flank just short of the square and the two bodies of horsemen merged into one massive melee. The lancers died to the man against this veteran unit and then the Zastrows crashed head-on into a light battalion in skirmish order, running them down in total.

The Zastrows continued their charge into the French line and two more battalions, one Swiss and one Bavarian, were erased from the French muster list. Having placed a rather healthy large dent in the French line, the Zastrows retired to their original position on the heights.

The fighting on the west continued with the French gaining precious ground and with the Dutch-Nassauers making them pay dearly for every metre. However, the light dragoon regiment fell to the last man to French musketry, thus depriving the Allied flank of much needed cavalry support.

Despite heavy opposition and steady musketry, the French forces (Paul Coaker on the right and Ron Davies on the left) reached the outskirts of both villages and house-to-house fighting ensued. Marshal Starr could see the advance of the French reserve in the centre. He immediately ordered Dave Hinkley to bring all available force. This consisted of a Saxon converged grenadier battalion, an 8 pdr battery and a Prussian 12 pdr battery. Suddenly, behind the Allied lines came the Prussians. The French Commander-in-Chief ordered the reserve forward to crush the centre before the Prussians could bolster the lines. As the reserve advanced, with the three Guard battalions to the west and the 1nd Cavalry Brigade to the east, small sections of both Hemer and Minden fell to French hands.

In the west, two squadrons of Saxon Garde du Corps, under the personal direction of Paul Thomson, eased some pressure on the garrison by a charge that saw two more French battalions die where they stood. However, as the smoke cleared, only riderless Saxon mounts emerged.

Realising the advance of the French reserve represented the final trump card of the Emperor, Field-Marshals Thomson and Starr merged to face this onslaught. The Saxon Guard Heavy Brigade of Cavalry and Prussian 11th Reserve Regiment braced for the onslaught.

The French reserve commander (Norm Moore) launched the two Guard Lancers in a charge against the Saxon cavalry and the Grenadiers towards a line of Dutch infantry. The Saxons counter-charged the lancers, who balked at this charge of Saxony's finest and fell back after the initial contact.

The French Cuirassiers, having been greatly decimated by the Allied batteries on the heights, retired from the engagement altogether. The carabiniers met the Zastrows head-on (the Zastrows were still somewhat kill-crazy). After some intense fighting, the French fell back in disorder. Then the Zastrows swerved and hit the 1st Guard Grenadier Battalion in flank as the latter bore down on the Dutch line. Seventy-five percent of the battalion fell before the Zastrows were finally forced to retire in good order. The remainder of the battalion fell to Dutch musketry.

Having forced the Guard Lancers to quit the action, the Life Cuirassiers swung to the west and destroyed a Swiss battalion that happened to be in the way and forced the 3rd (Dutch) Grenadiers into square. As this battalion stood in square in fear of yet another Saxon cavalry charge, Marshal Thomson marched the 11th Reserve Regiment forward and destroyed the Guard where they stood (shades of Waterloo) while the Saxons stood out of musket range watching the whole affair. The last Guard Grenadier Battalion faired better, being able to extract two or three companies from the fray after repeated assault by the Pomeranian Hussars and the Dutch line.

CONCLUSION AND COMMENTS:

The Battle of Hemer-Minden ended some seven hours after it started and saw both towns hotly contested with both sides possessing half of each. Thus, no victory points awarded for the villages. The heights, after the bloody repulse of the French Imperial Guard and heavy cavalry, remained in Allied control. The victory went to the Society but by a very slim margin. Above all else, the battle was extremely costly in casualties for both sides.

Our British comrades-in-arms, for having never fought under the rules employed, did exceptionally well, particularly in the use of skirmish lines. Their tactics were sound and, save for the totally unexpected performance of the Saxon cavalry and the dogged defence of the villages, might have pulled it off.

The Allies, on the other hand, being experienced, were able to second-guess the "enemy's" moves in advance and had the right force at the right place at the right time.

As stated, the Saxon cavalry, particularly the Zastrow Cuirassiers, performed exceptionally well and it is estimated that at least 3 out of the 10 turns were spent by the French racting to this threat.

A return engagement is planned using the set of rules employed by our British friends during their Convention on February 26th and 27th 1977; in which I am sure they will have a just revenge.

COMMENDATIONS: All participants are commended for their sportsmanship and goodwill displayed - Paul Coaker is commended for his tenacious advance on Hemer; Curt Barton and Frank Leslie are commended for their dogged defence of Hemer and Minden respectively.

- The Saxon Cavalry, the Zastrows in particular, are commended for sterling service.

TALKING WARGAMING

In World War I the Battle of Cambrai in November 1917 demonstrated that the combined power of tanks, infantry and artillery is far greater than the sum of their separate abilities. So it is with air power which, when working in close co-operation with ground forces can convert ordinary infantrymen into super men able to achieve objectives far beyond the reach of airborne forces or ground forces units working separately. This is confirmed by operations in Holland and Crete, the Markham Valley in the Pacific and Wingate's operations in Burma.

---ooOoo---

There are several ways of occupying a given position, with the same army; the soldier's eye, the experience and the talent of the chief, will make the decision; that is his chief office.

"Napoleon's War Maxims"

---ooOoo---

HINT OF THE MONTH:

If you are deficient in machine-guns; mortars; anti-tank and anti-aircraft guns for your Airfix World War Two forces, then seek-out the 20mm Italian ATLANTIC boxes of figures and accessories (now available in this country and reviewed in November WARGAMER'S NEWSLETTER). There are numerous pieces of equipment, etc., that can readily be converted - and cheap too!

---ooOoo---

PROBLEM OF THE MONTH by P.Bishop:

1. In John Selby's book "The Road to Yorktown" page 60, line 12 - amongst the German troops arriving from Europe were Hanoverians. He also states that there was Brunswickers which is again wrong as with the soldiers from Hesse-Hanau and Waldeck, which he calls Wandect.

Now in Lt.Charles M.Lefferts' book "Uniforms of the 1775-1783 American, British, French and German Armies in the American Revolution" there is a reference to Hanover soldiers. I do admit that the book is incomplete but in the preface to German Troops. there is no mention of Hanoverians likewise in the British section. Could anyone help me please?

2. I can answer Mr. Upton(s "Problem of the Month". Why doesn't he buy Osprey Men-at-Arms books? They show the uniforms at any rate. Also Blandford's "Military Uniforms of the World" shows a Berg Pioneer and the Dutch Drum Major's text states that the Pioneer's jacket was of regimental facing colour. Seeing that the Italians wore green French uniforms why not the sappers of their regiments (again see Blandford's "Military Uniforms of the World").

---ooOoo---

MILITARY QUIZ OF THE MONTH:

1. Dates of Battles of - Vittoria; Le Cateau; Lundy's Lane; Pyramids; Valmy?
2. Who commanded the U.S. foces in the U.S.-Mexican War 1847?
3. Who was Charles I's veteran Scottish commander?
4. What British commander defeated the turnks in World War I?
5. Who were the French fighting at Eggmuhl in 1809?

ANSWERS ON PAGE 13

---ooOoo---

EDITORIAL - CONTINUED FROM PAGE 8

Sets of rules hit the market with monotonous regularity. Few of them display any real originality or exciting facets that open up new wargaming vistas - it seems that the devisor of commercial rules feels bound to make them as complex and voluminous as possible, but who would buy a set of rules on the back of a postcard?

Boardgames with esoteric titles that cover every major and minor battle, skirmish or affray, are given wide American-style publicity which leads one to believe that nothing like them has ever been produced before and that they will be to wargaming what Monopoly has been to the games-world in general. Someone must buy them if only out of curiosity - and I believe that that side of human nature bears a large responsibility for the sales of many of these games. Perhaps it can be coupled with a bit of one-upsmanship when the proud owner of some off-beat boardgame dealing with the activities of three armed wizards, twin-headed princesses and technically perfect warcraft set in the year 3000 AD is displayed to an envious audience of other board wargamers who, in their turn, produce their own wild and woolly titles before they all settle down to thrash their brains for about eight hours of comparative mystery masquerading as an authentic simulation of warfare.

Well, that seemed to develop a bit into an attack on board wargames - the trouble is when one talks into these dictating machines it is hard to mask ones true feelings. I suppose the whole purpose of this spiel is to generally consider the prosperity and profligacy of the wargaming world and to conclude with the punch line - all this and still no real wargames magazine of our own!

DON FEATHERSTONE

MORE ABOUT TIME AND DISTANCE SCALES

by

Paddy Griffith

In the January edition of the Newsletter Donald Featherstone invited me to expand on the subject of Napoleonic time and ground scales. As this is a subject near to my heart, I cannot easily refuse, although I must confess that I find it a little difficult to offer a "definite and laid down concept". In my view wargamers should always change other people's concepts to fit their own rules, so that it is only really worth giving very general ideas. To whom it may concern, however, here goes.

The important decision, I think, really comes before you have to decide about time and ground scales at all. This is the decision which must be taken as to what type of game you want to play in the first place. Several elements must go into this decision: what level of command you want to portray (Army, Corps, Division, Brigade, Battalion, Company, or even section command): the number of figures you want to use, and their scale; the number of hours you think will be available for the average game: the size of the playing area: the time-scale to be represented. It seems to me that most wargamers are rather unimaginative about these things, and they will think only in terms of either section skirmishers with a dozen or so 54mm figures, or of Army Corps actions with perhaps a thousand or two 25mm or 15mm figures. The number of hours to be filled is almost always thought of as "as long as possible" - without any real attempt to be precise. The playing area is usually around 6 foot square, and the time to be represented is left almost as vague as the real time to be filled.

Taking these elements one at a time, we could add rather a lot of possible variations. Why not fight battles with armies consisting of several Army Corps? (I am talking about battlefield games with models, not campaigns on maps). To do this would mean that each unit would have to be composed of fewer figures, OR would have to represent a regiment instead of a battalion; but what is so particularly sacred about the invariable practice of using 20-30 figures to represent a battalion? Why not have one man to represent each company? If you are making rules for the action of a whole army there will be no need for any greater detail.

Equally, why not go for a level of command between the Corps and the section? Why not have a regimental action with three battalions, each of perhaps 200 figures? This would require rules which went into all the minutiae of drill and combat psychology so beloved of wargamers, yet would not be simply a battle between individuals like the "Western Gunfight".

The question of number of figures, and their scale, will perhaps be determined by what is already available to the player. To someone starting from scratch, of course, there is such an attractively wide variety of types on sale today that long and careful thought will be necessary before purchase. Indeed, even 54mm Napoleonic figures are now so cheap that one can even think of going in for large armies of them. Once again, too, one should not slavishly divide the number of figures you have by 20 or 30 in order to find the number of battalions you can raise, but decide what numbers of units you want first, and then divide the number of your figures by this total to find how many figures there will be in each. It is always much more rational to start from your master plan rather than from accidental factors such as the number of figures within reach.

Next, we come to the number of hours available for the game. This is often much more rigid a limitation even than the number of figures, yet it is almost always unnoticed. In our club, however, we are only able to meet for 2-3 hours at a time, so the limitations become more obvious. Elsewhere, however, I have seen wargamers happily take twice this time just to set out a game, and then feel frustration when they cannot bring it to a conclusion, eighteen hours later. If the time available is kept clearly in mind from the start, the degree of simplicity of the rules can be tailored accordingly.

The size of the playing area could also be varied without loss. I have fought some quite satisfactory battles (in 5mm scale, admittedly) within a square foot. Equally, I have always had a hankering after vast spaces - lawns or large halls. For most purposes, however, it is true enough that the standard six foot square table is most convenient.

The time-scale to be represented, on the other hand, is a different matter. How many wargamers know how long the various Napoleonic battles took? The big ones took three days, but Waterloo was big enough, and that only took about eight hours. When we get down to the sort of scale most wargamers play - i.e. Corps battles - what was the average length? Two to six hours? Napoleon went as far as to say that a Corps should be able to last for half a day, but that would probably include a fighting withdrawal from one position to another, i.e. in wargame terms it might imply three separate "battles". This is precisely what happened to several corps during the 1814 campaign when they were attacked by superior numbers. Usually they fought for about 1½ hours on each position, then fell back over the next couple of hours to a new position, where they stood again for another hour or two, and so on until they were destroyed or the enemy lost interest. If the attacker did not press home his attack, of course, skirmishing could go on indefinitely. For wargame purposes, however, we should reckon on about three hours for a Corps battle, provided, that is, that we have not the space to allow for the fall-back to a second position.

Having worked out all the above factors, we are at last ready to be definite about time and ground scales, although once again, of course, it will depend very much on the individual rule-maker. Let us take two examples.

Example One:

Bill has two boxes of 54mm plastic soldiers, and wants to fight Peninsular War skirmishes on the dining room table. Time available, two days. Time-scale to be represented: highly variable (some outpost skirmishes went on for weeks, others were over within a minute).

In this case Bill will have to accept that he may have a single battle which lasts two real days,

or he may have up to a dozen short attacks. It will depend on his scenarios. If it is to be short attacks, however, we may allow about three real hours to each, representing, for convenience, 6 minutes. In 6 minutes the men available (about seventy of them, all individual "units" of play) might want to do perhaps 6 separate actions each (advance, load and fire, fight, etc.) We must therefore have each move at least one-sixth as long as the playing time (i.e. half a real hour represents one minute). But of course each man will want to initiate his actions at different times (one man may be halfway through loading when another jumps on him, etc.,) so we will require perhaps three times as many moves as the minimum, to keep the sequence right. Thus we should aim to have each move representing one-third of a minute (NOT "a very short time" - that could mean anything), and, most important of all, we should adjust our rules so that a complete move can be played within ten real minutes on average.

Next we come to space: The figure scale is one inch = one metre. This means that the dining-room table is about 72 metres long, in the eyes of the figures. This is round about effective musket range, and about the distance troops would cover in a minute. Thirty-three men in a skirmish line would cover a frontage of roughly that distance, even allowing for their reserve. The whole table would thus be filled with the very centre of the action. There would be nowhere to run to be out of range of the enemy, and no flanks to the line. Equally, two lines advancing upon each other would be at bayonet distance within half a minute. The scale thus looks too small for a flexible game of manoeuvre, so, reluctantly, we must either use a larger playing area, or smaller figures, or adopt a "double standard", with a ground scale separate from the figure scale. If the new ground scale is 1cm = 1 metre, it would seem that there would be enough space on the dining-room table for a flexible game.

Example Two:

Fred has 100 figures in 25mm scale, and wants to fight the battles of the Peninsular War on the dining-room table. Fred is a busy man, and will only have four hours for each game, including laying out. The level of command will vary between Corps and army commander, and the time-scale will vary between about 2 to 12 hours. Once again, as with Bill, we should try to plan for the biggest battle we want to fight on a regular basis. In this case, we must be ready to represent engagements of 70,000 men a side lasting for twelve hours. Each real hour of play should therefore represent four hours (with allowance for one hour to set up). Now in a big battle an army commander would only have to make half-a-dozen decisions in his role AS army commander. Wellington was exceptional in that he gave orders to individual battalions, but that was extra to his proper function as strategist, and we need not worry about it for these purposes. If Fred had as long as Bill for his games then it might be included. As it is, we can leave it out and concentrate on the major decisions Wellington will have to make. As with the skirmish game, the French commander will also be making decisions of hiw own, and not always at the same time as Wellington. Once again, therefore, let us triple the number of "moments of decision", which leaves us with 18 moves to fit into 3 hours - although in this case it is important to notice that not all the moves may be used for fresh decisions, and so they may be combined with other moves. For example, if both generals say "skirmish along the front for the next three hours", that can all be taken as one move instead of four.

Each move will represent 40 minutes, and will take ten minutes of real time. In other words, the game must be kept very, very simple when it comes to formulating the rules. Instead of rules for battalions, we should have rules for brigades. The individual unit should be the regiment. Instead of rules for firing and forming square, etc., we must have rules for the time it takes for the brigade to change its front, the time the brigade can resist attacks of varying strengths, the time it takes for it to clear a wood, etc. Forty minutes, in fact, should fit these types of actions very well, with obvious variations for circumstances.

Our figures must now each represent about 140 men, or about one large company. The brigade unit will therefore contain something in the order of 30 figures, depending on the size of the brigade. Unfortunately this will look rather odd as a brigade, but it is not really much more odd than the normal system of taking one figure to represent 33.

Our ground scale must allow a battlefield of perhaps 10 Km square to be fitted into the 6 foot square of the table, i.e. one foot represents about a mile, or 2mm = 10m. This is, again, rather drastic; but not if we remember that the normal fighting-distance between opposing brigades will be around a kilometre (except for short spurts of homicidal fanaticism, that is, when the attempt to cross bayonets is made. These, however, will be relatively rare). Artillery range will be about a foot, which allows plenty of room to manoeuvre around the flanks. The frontage of brigades will be able to vary enormously, but might normally be 3-4 inches.

From the above it will be obvious that I am in favour of imaginative experiment in this field. Time and space are very central to how a wargame works, and so far we have seen too few real innovations in their use. As long as wargamers use rules devised by other people, however, this is bound to continue. Each wargamer should really make up his own rules to suit his own needs.

ANSWERS TO QUIZ OF THE MONTH on Page 11

1. 21 June 1813; 26 August 1914; 5 July 1814; 21 July 1798; 20 September 1792.
2. General Winfield Scott.
3. General David Leslie.
4. General Sir Edmund Allenby.
5. The Austrians under Archduke Charles.

MUST LIST

Dictating this within an hour or so of returning from the Model Engineers Exhibition at the new Wembley Centre in London, my mind is agog with all that I have seen - the new items, those figures and kits, etc., we have seen pictured but now see "in the flesh", and a host of other stimulating materiels of war (- gaming). More than that, it was pleasing to meet again all those old friends and acquaintances made over the years, to talk to them and to admire the latest offerings they proudly display. Certainly much more lavishly put on than in the past years at Seymour Hall in London, there was extra space, better lighting and a better basic congenial atmosphere. On the other hand, perhaps because of increased costs or the current economic climate, one felt that there were not so many of the smaller firms displaying their wares. This might not be a bad thing because they are always in evidence giving full support to a host of smaller and more local military and wargames conventions, whereas in the plushy and expensive surroundings of Wembley their enforcedly smaller stands in comparison to the bigger affairs of larger competitors might serve to unfairly denigrate the products of the smaller man. That all sounds very complicated and wordy but I hope you know what I mean!

Of course, the 'Big Two' were there - MINIATURE FIGURINES and HINCHLIFFE MODELS LIMITED - both under siege to the extent that it was difficult to get near enough to greet their genial proprietors and associates. Miniature Figurines was manned by Peter Manning and Neville Dickinson himself and, as I see both quite frequently here in Southampton, I thought it wise to merely nod and smile over the heads of the crowd and leave them to their seemingly ceaseless and invariably patient exchanges with customers, ranging from small boys with 10p in their pocket to the older more monied wargamer whose mind was set on armies rather than single figures. Miniature Figurines are a credit to the hobby, never failing to support all possible conventions no matter to what far distant corner of the country they may be required to travel to do so - obviously they would not do this if it was not a commercial success so all those vari-sized wargamers who throng the front of their stand must appreciate the opportunity of actually seeing the models they buy rather than picking them from a catalogue, however well they might be illustrated.

As I do not see my old friend Peter Gilder and John Hinchliffe of HINCHLIFFE MODELS LIMITED more than about twice a year, I did not really have any compunctions about hanging around their stall, intently studying the quite exceptional display of painted figures in all scales, until they lifted their heads to take a breather and we acknowledged each other. Personally, I always get the greatest inspiration out of even talking to Peter Gilder because his enthusiasm backed by an almost incomparable skill has an immensely stimulating effect upon me (as it always has had since our very earliest wargaming days some sixteen or seventeen years ago). Peter is not content to take a wargames figure and paint it and leave it at that, his figures are each a minor collector's item, painted not only with complete accuracy but also in a quite unique manner that makes every single figure represent a minute glazed china figure; then they are based in such a manner as to hide that ugly square of metal upon which the feet of all our figures rests, instead there is grass or desert sand and often a small rock or piece of scenery. Individually they look good, collectively they are most impressive and I have recently begun to base my entire armies in a similar manner - heaven knows how long this is going to take me because I spent 3½ hours the other Sunday afternoon basing 90 Dervishes and their must be more than 15,000 warriors in 25 and 30mm scale on the wargames room shelves upstairs! My son Peter, whose eyes were sticking out like organ-stops, has a deep rooted ambition to wargame against Peter Gilder in the Ancients Championship so part of our time was spent trying to persuade him to come down from Hull and spend a few days with us, then we were shown and duly admired the new FOREMOST range of "Exclusive" figures that give an extra touch to an army while in no way detracting from the normal Hinchliffe range of 25mm figures and equipment. These all-action infantry and cavalry of the Napoleonic period can be used to "sprinkle" in with the more orthodox ranks of a regiment or they can form a regiment in their own right - either way they are most pleasing. I was also told of a new range of Napoleonic 15mm figures - at present the programme covers French cavalry - lancers, cuirassiers, carabiniers, dragoons, chasseurs, hussars, guard grenadiers, etc., etc. Without a doubt, the cavalry of other Napoleonic nations will follow together with their infantry comrades.

It was on this stand that I saw what I considered to be about the best two pounds worth of value in the whole Exhibition - the HINCHLIFFE HANDBOOK FOR WARGAMERS AND COLLECTORS - a 12" x 8½" loose-leaf, soft-covered book of more than 130 pages jammed-packed with information, hints and details not only of the current Hinchliffe range of figures but also painting details and modelling advice that can turn a chore into a pleasure. Basically, it is a handbook of line drawings of the Hinchliffe range of figures in all scales, from their System 12 (compatible to N gauge and 1/150 scale) through 20, 25 and 30mm scales for wargaming and 54, 75 and 90mm figures for the pure collector and painter. But do not run away with the idea that the book is just an illustrated catalogue - each period is accompanied by an extensive colour guide with the number of the figure listed and then colours given for coats, collars, cuffs, shoulder-straps, lace, lapels, trousers, belts, shako, cords, badges, plume and with any special notes required. This applies throughout the book and the reader will readily see that this enables him to utilise, by different painting, standard figures for those of other formations or even countries. It contains information on basing wargames figures, on flags plus articles on Siege Warfare in the Peninsular by David Chandler and The Organisation and Uniforms in the American Civil War by the American author Scottie Bowden. There are historical notes with each period plus a most stimulating section on the amazing range of horses that can be supplied. There are hours of reading in this book and, as I said earlier it is fantastic value for the money in this economic day and age.

Looking very prosperous on a large and attractive stand were old friends from SKYTREX, displaying a great variety of board wargames and seemingly acting as agents for many of the smaller manufacturers (such as Lamming) who did not have stands on their own. An interesting feature of the Skytrex display was a new range of 25mm wargames figures under the name of CONQUEST, which included some cowboys for Western Gunfight and an exciting group of odd characters and creatures for Fantasy wargaming (at least my son found them exciting and even spent some of his own money to buy a few') Skytrex are real enthusiasts who do a great service in providing much that is of value to the hobby - they also regularly support Wargamer's Newsletter which makes them rare old mates in my eyes!

The BIVOUAC BOOKS stand, as always, had a good selection of new and secondhand books on offer. I never fail to marvel at the off-beat volumes that this firm manages to discover - unfortunately they always seem to be items that I have searched high and low for in past years and secured at great personal inconvenience and high expense! If only I could have waited in nine cases out of ten they could have been purchased at a far lower cost from BIVOUAC! They displayed a considerable number of reference books at reduced prices and, like the three organisations already mentioned, play a big part in supporting all the exhibitions and conventions.

Other interesting stands were SEAGULL who were showing a fine range of 54mm figures and also numerous books and publications. Lack of space precluded them showing their wonderful cut-out cardboard buildings but the full range can always be seen at their large shop in South Kensington, London. Then there was the HARROW MODEL SHOP who, in addition to a wide range of items, had an exciting display of the 20mm JACKLEX Colonial Range. I find this well covered range of figures of the Victorian Sudanese campaign to be most exciting (and relatively cheap) so that they are to be specially recommended to the wargamer who is thinking of branching-out into a new period. Have a look at their pleasing little Naval landing party, their range of enemy (one of the greatest failings of wargaming is that manufacturers turn out a wonderful range of Colonial soldiers but rarely match it with the diverse tribes and warriors who made up their numerous enemies in the Victorian period). The BRITISH MODEL SOLDIER SOCIETY were doing a roaring trade, my old friend John Sandars told me that he had personally signed thirty new members and taken their money from them! If you are interested in the true modelling and painting part of our hobby, then membership of this Society is of the greatest value. Their displays of figures, dioramas and the like made by members is always one of the most colourful highspots of the Model Engineers Exhibition.

There were lots of books and publications on offer - ARGUS BOOKS (Model and Allied Publications) had a stand on which they were selling, at reduced prices, some most interesting books. Even without reductions in price, their list is very exciting and contains much of value to the wargamer. Having just signed a contract to write a series of books for them, beginning with WARGAMING THE AMERICAN REVOLUTION, I was pleased to have the opportunity of talking to Fred Ricketts & Chris Ellis, their friendly executives.

There were other stalls whose names escape me selling books and publications and it certainly seems that the wargamer today does not need to look anything like so far as we did in the early days to find out all he needs to know about the soldiers and armies he is collecting. Perhaps he loses some of the fun through this - I can remember with considerable nostalgia and pleasure sitting for hours in the reading room of the Victoria and Albert Museum drawing and scribbling details of the uniforms of the French and Prussian armies of the 1870 war.

Of course the Model Engineers Exhibition is not only model soldiers and wargaming - there are some fascinating stands displaying model ships, railways, tools and equipment. The wargamer who is looking for something different might well branch out into the model railway world because, beginning with the American Civil War, steam trains have played a great and colourful part in warfare and whilst most wargamers utilise them only on campaign maps, there is a great deal of pleasure to be gained from an actual train on the wargames table, disgorging its battle-eager occupants! One of the stands dealing with model ships had an exciting range of accessories for the wooden ships of earlier days - the differing calibres and weights of guns on the stepped wooden carriages of Nelson's days and some fine mortars that could be fitted into a bomb-ketch and take a great toll of the enemy without revealing themselves to fire. The same display included a range of ship's boats which set the mind to thinking of cutting-out expeditions, or amphibious attacks in the Napoleonic period - both unusual and interesting styles of wargaming. Other stands displayed plans and materials for making wooden wheeled wagons and it certainly seemed as though there is great scope for the Individual wargamer to make exciting one-off models that can be used in conjunction with 54mm "Personalised" figures.

Since writing the above, Peter Gilder of HINCHLIFFE MODELS has visited me in Southampton on the Sunday that split the two weeks of the Model Engineers Exhibition. Apparently everybody is highly satisfied with this Exhibition at its new venue, crowds are good and sales seem to be touching record margins. It never ceases to amaze me how many people there are who still buy vast quantities of model soldiers - but then one of the beauties "from the manufacturers point of view" of this hobby is the way in which it never reaches saturation point and no one is ever satisfied with ones armies!

From HINCHLIFFE this month has come an exciting box of their latest 25mm wargames figures in the late Byzantine period. A few weeks ago, on the telephone, Peter Gilder told me that he had abandoned the Sassanid army he uses in the Society of Ancients Wargames Championship (which he usually seems to win) in favour of a late Byzantine force and having seen these figures, I now know why! Here is a brief opinion of each of them - Super heavy infantry - excellent armour detail, and a beautiful shield just waiting to have an insignia painted on it; Heavy infantry - an "Ancient's" wargamer of my acquaintance believes that the detail on this figure is the best he has ever seen on a 25mm model, the raised straps will be an excellent aid when painting; Peltast - has an outstanding pose and looks amazingly life-like, well detailed and proportioned; Varangian Guardsman - fine action pose and detail; Light infantry staff sling - a good action position for a man wielding an unusual weapon, will paint up well; Light infantry archer - good action pose, enmasse will look stupendous; Light infantry crossbowman - not so much action as in the last figure but the weapon is well proportioned; Light infantry javelinman - a very interesting running position which makes a change from the usual standing one, a nice figure. Then come the cavalry, first a Kataphractoi lancer - well detailed but perhaps without as much life as some of the other figures, I particularly like his unusual shaped shield; Kataphractoi archer - a fine action figure which should put the fear of God into the enemy when hordes of them come thundering across the table (on leaden feet); Auar Irregular light cavalry - this character has a most expressive face for such a small figure and is well detailed with a fine sheaf of arrows; Kibanophori - whatever this is it impressed me, with a well moulded cloak, fine shield and lots of detail; Turk Irregular - a well defined figure with an expressive face, bearing a round shield and in a powerful javelin-throwing position - he also has a bow; Thematic heavy cavalry lancer - a very impressive figure with an interesting helm and some excellent detail that, when painted up, will make a most colourful warrior; Thematic heavy cavalry archer - the same sort of figure but carrying a bow, blended in these two will make fine units; Norman auxillary - wearing the traditional helm with nasal and carrying the long pointed shield, this character could also fit well into other Norman periods, a very nice figure and finally Pecheneg Irregular cavalry - in an unusual position for an archer, his long flowing hair indicates that unisex hair cuts were all the rage in those days too. Then come the two new horses which I like very much -

the Byzantine armoured horse with very well detailed armour including a protective piece for the head plus plumes that, when painted up will make this quite outstanding; its companion a Byzantine heavy horse is nicely detailed for a barded horse with plumes and tassels, its head forward in a characteristic equine position. All-in-all, these are beautifully designed and well produced - by now you can see why Peter Gilder has a late Byzantine army which, when painted to his standards will be halfway towards winning the battle before a dice is thrown!

Also with the package came the latest 75mm figure designed by Julian Benassi - a Swedish trumpeter c 1640. I have not always liked every figure designed by Julian although about 75% of them show originality and craftsmanship which, in the hands of an experienced modeller and painter, should make them significant contributions to the hobby. A little while ago, in an American magazine, I noted that a certain American figure reviewer refused to put any opinions on paper of two Benassi figures - this is bigoted and of no value to anyone - the model maker, the designer or the reviewer. I doubt if he will act in the same manner when he sees this superb figure in the type of uniform that was popular in Europe in the 17th century, with plumes, feathers and all those aspects with which we are familiar from the Three Musketeers, this trumpeter is an appealing and unusual figure which should do well.

George Erik, that genial proprietor of MINIATURE WARFARE of Tunbridge Wells, has a real talent for making models - figures, buildings and equipment. I hear that he has turned out some excellent models of Hougomont in 6mm scale to the order of a wargamer and is embarking upon other projects (also to order) for other enlightened hobbyists. Some years ago it was possible to have quite exceptional buildings made by Bill Holmes of DELTORAMA, who was not only an artist but a maker of scenic models for film sets. Many wargamers including Peter Young and Dick Tennant, took advantage of this and are the proud possessors of wonderful model buildings made by Bill - I have a collection of Oriental houses including a mosque which were made to my order and have featured in many a wargame and can be seen in photographs in some of my books, particularly in SOLO WARGAMES. Now it seems that the gap is being filled by George Erik and, if you wish to have any special orders (and this includes wargames figures to your own design) then contact George - you will find his address in the advert elsewhere in this magazine.

Needless to say, MINIATURE FIGURINES have not allowed this month to pass without turning out something new and, although their prime offering is not completely of a wargaming nature, it is certainly a quite incomparable model of which they can justly be proud. I felt highly privileged to receive, made-up specially for me, their latest coach with horses and coachmen. This is a simply beautiful piece of work in 25mm scale of a beautiful two-horse drawn vehicle complete with coachmen on the box, suitable I imagine for any period from about late 18th century up to the advent of the motorcar, in fact I am sure that I have seen similar vehicles taking part in State processions in this country. As the centre-piece for a little diorama it will look superb. I do not know its price and I understand that the coachman and the horses cost extra. Whoever designed this must be very proud of his work and a whole lot of both skill and feeling has gone into it. Also included were fifteen of the latest items in the 15mm range designed by Peter Manning (who has recently become one of the Thursday evening wargamers at my house in Southampton). Peter is also a man who designs with skill, enthusiasm and feeling and his speed of production plus the quality of his figures might well prove correct Neville Dickinson's prophecy that 15mm is the wargaming scale of the future. This time it is a Renaissance range of infantry, cavalry and artillery, even including the famous Polish winged Hussars (the wings come separately in this scale!) The full list is as follows - Gendarme heavy lance cavalry; Gendarme medium cavalry; Foot arquebusier; Landscknechts unarmoured pike; Landscknechts Halberdier; Landscknechts two-handed sword; Artillery crew; Polish winged Hussar; Polish Cossack; Polish musketeer; Scots pike and Turk Lt. Cavalry. Finally, Peter has made three delightful little pieces of artillery - a light field-gun; medium field-gun and a demi-culverin. All look pretty authentic to me and will undoubtedly be even moreso when suitably painted-up.

One of the fascinating aspects of wargaming lies in the great sense of character it builds up in resisting the almost overwhelming impulse to rush out and buy new items when we see or hear of them. These 15mm figures, both of Peter Manning and Peter Laing, never fail to arouse my interest and, were my shelves not so encumbered with hordes of figures of almost every period in 20, 25 and 30mm scales then I have no doubt that I would succumb - but I am not at all sure that I would be able to do a sufficiently worthy paint job on them!

Our old friend Ronald Spencer-Smith is moving around rather painfully with the aid of a stick, having had a recent operation on his hip. Apparently he is getting on well and is still available to fulfil your orders for his excellent 30mm plastic "Standard" and "Connoisseur" wargames figures. Most of us are familiar with his "Standard" range which have gallantly fought on wargames tables in many countries of the world over the last twenty years or so. At £1.20p per bag for 24 cavalry or 80 infantry, the range covers Napoleonic; American War of Independence; Seven Years War; American Frontiersmen and Indians; American Civil War and Modern Army in field dress. In addition there are limber wheels; 6pdr gun barrels; Naval carronades plus artillerymen and separate figures of officers, etc. Incidentally, the cavalry fit in nicely with most of the standard ranges of 25mm metal wargames figures - and they are much cheaper! The new range of "Connoisseur" figures sell in bags of 48 figures for £1.20p a bag or 3p each singly. They are moulded in a high density buff coloured polythene which takes paint very well. The range is small and so far consists of British Line Battalion Company firing and standing at the ready, each bag containing 6 officers, 6 sergeants and 36 privates. The American War of Independence bags contain 48 figures, a staff officer with cloak, 6 company officers and 41 privates and can be obtained in the following types and positions - British Grenadiers firing; British Light Infantry firing; British Bn Co. firing (suitable as American Continentals); Loyalist light infantry (suitable as American light infantry); American Rangers in hunting shirts (suitable as Continentals or Militia); American 'La Fayettes' light infantry (with furred helmet); French infantry standing at the ready; German Grenadiers firing and German Fusiliers firing.

As I write I have in front of me a bag of the French infantry standing at the ready with the most inspiring officers to order them about. Also I have a bag of British Grenadiers standing firing and also German Grenadiers firing, complete with NCOs bearing spontons. These are really excellent figures, painting up easily and converting readily with the aid of a hot knife, pins, plasticene, etc. Ronald Spencer-Smith has an advert in this issue and you are recommended to study it because you do not get better value than these figures anywhere today. Oddly enough, a few days ago I heard one of the most astonishing remarks when a highly experienced wargamer said that he thought these figures were too good to be in plastic and he was thinking of making a mould from them and casting them in metal! There is a great implied compliment there along with the promise of a great deal of wasted effort!

Bill Lamming who regularly advertises in this magazine has been extremely busy lately turning out an interesting assortment of figures ranging from Romans to Napoleonic - Legionaries 1st/2nd century; Centurion; Auxiliary spearman; Asian archer; Slinger; Standard bearer - signifer or Aquilifer; Cornucen; Cavalry - regular; Decurion; Foot knights - hands upraised; Lightfootman; Norman Foot Knight; Norman lightfootman; Saxon Minor Chief; Roman Tribune; Byzantine Light Cavalry (Trapezitos); Byzantine Auxiliary Light Cavalry Archer and Napoleonic Russian dragoon.

From that selection I have samples of the Roman Aquilifer, the Cornucen and the Tribune, all beautifully proportioned little figures with a choice of standards for the Aquilifer to carry; the Byzantine Light Cavalry man (the Trapezitos) and the Auxiliary Light Cavalry Archer will be a welcome addition to this period which is rapidly gaining in popularity; a much neglected period is that of the Normans and Saxons which Bill Lamming has tried hard to alter and I have his Norman Foot Knight and Lightfootman with separate shields and weapons and his Saxon Heavy Footman who could also be a Minor Chief with a heavy axe and ground shield pleasing figures in an interesting period. From the Mediaeval period comes a Light footman charging with an 18 foot pike and a Foot Knight with a choice of weapons and a separate two-part helm, both very typical of their type; then there is the splendid Napoleonic Russian dragoon on a well-proportioned heavy horse which should become a real favourite to the Napoleonic wargames fans. Finally, I have a mounted Roman officer (Decurion) with a spear or as a standard bearer, again a nice figure with a very pleasing horse. Manufacturers seem to be making much better horses these days than they used to, I suppose just as in the old days painters always made horses look incongruous, so figure designers found them difficult as well but now seem to be in the groove.

Have a look at the TRADITION advert in this month's Newsletter and see if you are not impressed by the new 80mm figures by Jeff Willis which are available in easy-to-assemble kit form, cast in white metal including a new-style base at £3.40p each unpainted or £9.95p each painted.

The HINCHLIFFE advertisement is also interesting and includes their own Military Quiz! I have not seen the new range of Ancient Chinese but I am sure they will be quite up to their usual fine standards. I suppose somebody is interested in collecting them - maybe the WRG rules give Ancient Chinese some sort of benefits which make them worthwhile using in the Society of Ancients Wargames Championships! If so, then I imagine that Peter Gilder and Dave Millward will soon have armies of them! I know there is a growing interest in Fantasy wargaming and the DUNGEONS AND DRAGONS style wargames seem to take up a lot of time at the Wessex Military Society Wargames Section (by the way now known as the NEW MODEL WESSEX). Have a look at the Hinchliffe advert for their new January releases in 90p packs if this is your style.

The Individual Skirmish wargamer in 54mm scale will find the new AIRFIX range of 35th scale Second World War soft-skin military vehicles and weapons to be of great interest and most valuable in setting the scene for a small-group combat using realistic terrain and equipment.

DIXON'S MINIATURES of Ash Grove, Royles Head Lane, Longwood, Huddersfield, W.Yorkshire, HD3 4TU, have recently announced their first 25mm scale wargames figures and, although I have not seen them, they are said to be of a very high standard. They have chosen to kick-off with the Mongul army of the 13th century with some ten infantry and cavalry figures and a choice of four horses. My informant tells me that he particularly liked the Mongol standard bearer and a camel mounted war drummer which is well proportioned and moulded. The range includes mounted armoured and unarmoured archers, spearmen and javelinmen, etc. The horses are particularly suitable for the army and period, being small, stocky Steppe horses, in trotting or galloping positions or half armoured.

PETER LAING has now marketed a completely new series of World War Two infantry subjects including British, U.S., and German figures which are ideal for platoon action wargames in western Europe or 1 for 1 games. The range includes officers, mortarmen and machine gunners, some carrying ammunition and all depicting a remarkable degree of reality for their size.

GREENWOOD AND BALL who also support this magazine regularly have a fine range of 25mm Sword and Sorcery figures, too detailed to list here but given in full in the HARROW MODEL SHOP advertisement in this issue.

I would also draw your attention to the SKYTREX advert which includes details of some more GARRISON 25mm figures of the Sung Chinese 11th Century A.D. plus Mongols and Allies. Then, apparently in answer to my head-scratching on who collected Ancient Chinese wargames figures, I note from the same advert that the new CONQUEST 25mm range offers figures of the Chinese Army of the Han Dynasty in the 1st century A.D. They also have a new 25mm Fantasy range in the Age of Joman whoever he might be, plus some 25mm Western Gunfight figures at 50p for six.

IN DEFENCE OF BOARD WARGAMES

by

Gareth M. Davies

I really cannot let Don Bayley get away with his article on board wargames published in the January Newsletter. I am a keen player of both board and table wargames, and as such I feel qualified to take issue with My. Bayley on a number of points.

Mr.Bayley claims that board games are inferior to table games because they are handed to the gamer "on a plate". I feel that this aspect of the board game is in fact one of its advantages, as the wargamer is given everything he needs to begin fighting straight away. I am not saying research is a bad thing - I would be the first to testify to its pleasures - but I am sure that many of us, especially junior wargamers, would be daunted by the sheer amount of research necessary to fight even a small campaign with figures when the period involved is one of their secondary interests. Large campaigns with figures offer great enjoyment as long-term projects when the gamer has an interest in the period to start with, but the wargamer with only an ordinary interest is very well served by the historical accuracy of the boxed game.

Mr. Bayley goes on to belabour board games for their lack of "aesthetic appeal". Where tactical games are concerned, this is just not true; consider, for example, PANZERBLITZ and PANZER LEADER, with their attractively-drawn vehicle silhouettes and their multi-coloured terrain. And while it is true that a cardboard counter labelled "2nd SS Pz.Div." is not as attractive as a group of tanks and half-tracks, representation by counters gives a battle far more clarity. One can see and appreciate at a glance the ebb and flow of divisions across steppe or desert, and grasp far more fully the character of the campaign under consideration - which is surely what wargaming is all about. It may be true that the mechanics of board games do take up more time than the actual fighting, but is there a set of table-top rules of even average complexity of which the same could not be said?

As for Mr. Bayley's claim that one feels completely detached when playing a board game, and that board games cannot "fire the imagination", rubbish! What could fire the imagination more effectively than the chance to refight the entire Russian campaign and avoid Hitler's mistakes, or to fight out Operation Sealion, or indeed to fight a whole war, all in a few hours? No table game can compete with the sheer scope of the board game.

Finally, Mr. Bayley claims that "board wargamers will always be lukewarm wargamers." This is an astonishing generalisation. I am sure Mr. Bayley would not describe himself as "lukewarm," but he is, after all, a board gamer - if he is not, why is he reviewing board wargames in Britain's only wargaming magazine? I am a board wargamer too, remember, and I would certainly not call myself lukewarm - quite the contrary. Mr. Bayley's vision of bored board gamers giving up the hobby in disgust has no foundation whatsoever; no-one with the slightest real interest in wargaming is going to be put off by playing a game more than once. Indeed, many board games demand to be played more than once, or even a few times, so that the player can appreciate fully their unique problems. Mr. Bayley himself admits that many wargamers are "totally absorbed by board games". How can he reconcile this position with his criticisms? Are all these gamers "lukewarm"? Face it, Mr. Bayley, board games can be interesting; but if you really find so much in them to criticise, perhaps you had better give them up.

THE WEARING OF GREATCOATS IN THE NAPOLEONIC WARS

BY

Philip Haythornthwaite

In reply to Mr. R.H.A.Loweth's comment in "Talking Wargaming" in Newsletter 178, perhaps the following may be of interest.

It is surprising how often greatcoats and covered shakos were seen on Napoleonic battlefields. The envisaged "summer soldier" (to mis-use Paine's expression) was all too often engaged in winter and inclement weather, necessitating the use of greatcoats and waterproof shako-covers: one has only to think of Austerlitz (December), Eylau (February) and Waterloo, for example, to find considerable use of these items.

Some time ago I sent an article to the Newsletter on this very point (and on the confusion caused on the battlefield by armies being unable to distinguish their own side from the enemy because of similarity in uniforms). Perhaps readers will find it of interest if and when it appears; certainly the problem is often overlooked by the historian, and a factor which if transmitted onto the wargames table can produce startling events!

In addition, it should be pointed out that greatcoats and shako-covers were by no means restricted to cold or wet weather. Many troops actually found it more comfortable to wear the greatcoat and discard the uniform-jacket in hot weather, a practice adopted by many Russians in 1812 and to a lesser extent by the French in the Peninsula. Many shako-covers, incidentally, were made of light fabric, not oilskin, and were used by many armies in summer; in fact it seems probable that more French infantry in the Peninsula wore covered shakos than did not - in fact some writers remarked on the unusual sight of French infantry in uncovered and plumed caps!

A further factor concerns the deliberate use of greatcoats to conceal the uniform underneath; for example, the 28th and 29th Prussian Line at Waterloo covered their unusual white uniform in this manner (until compelled to remove their greatcoats due to the heat); the French Hanoverian Legion tried to wear their coats whenever possible in the Peninsula to cover their red uniform (when ordered to remove greatcoats they were mistaken for British and attacked by their own side!); and a prime example of the deliberate use of greatcoats can be found, again in the Peninsula, when the British 71st covered their shakos and red uniform to deceive the French into thinking them Portuguese militia - a deceipt which cost the French severely.

The use of greatcoats and covered shakos increased in the 1813-14 period when the French ran out of uniforms to clothe their conscripts, giving them only a greatcoat (worn over civilian clothes) and in some cases a shako-cover (no shako) to be stuffed with straw to resemble a proper head-dress. Some Prussian landwehr in 1813-14 were also issued with nothing but greatcoats (some captured) or the "litewka" coat, not a "greatcoat" in the strictest sense but not far off.

Mr. Loweth makes another point which is often forgotten - the use of cased colours and standards. Whilst many regiments tried to uncase their colours (whatever the weather) immediately prior to going into action, it was not uncommon to carry cased colours into battle and even, in the French case, to remove the flag altogether, carrying just the pole with its "Eagle"-head.

SKIRMISH WARGAMES

Individualised WARGAMING PRODUCTS

FLINTLOCK & RAMROD!

At last NAPOLEONIC SKIRMISH Rules! Designed to cover the cumbersome muzzle-loading weapons of the period, these rules break new ground with a completely new system of ranges which does away with old concepts like close/med/long range. The Peninsula - Rifle Brigade & Spanish Guerilla against French Voltigeurs; and other bloody skirmishes in other wars - The French & Indian Wars, The American Revolution, The South American Wars of Liberation - skirmishes in all of these and many more can be fought with these Rules. FLINTLOCK & RAMROD £1.40 (inc 20p p & p)

Well, that is how the devisors of the new Skirmish rules describe them and, knowing them I have no doubt whatsoever that these rules will give a fine and realistic simulation of small-scale conflict of the period. Whilst I have not actually fought to the complete rules, a few weeks ago at a Wargames Convention near London, I spent a fascinating Sunday morning masquerading as Cpl. Potts of the 95th Rifles whose patrol was occupying a ruined convent against twice their number of French voltigeurs. Because the majority of participants were complete novices, Ian Colwill (part devisor of these rules who organised the demonstration) provided us with some slightly abridged rules but with all the principal elements of FLINTLOCK AND RAMROD. When I tell you that one of the most successful wargamers of the morning was one of the "student's" wives, dragged willy-nilly into the affair to make up the number, then you will realise that there is nothing difficult or complicated about the rules! For myself, Cpl. Potts did all the right things but came to a sticky end because luck was just not with him on the day!

These rules can be obtained from SKIRMISH WARGAMES, 24 Mill Road, Gillingham, Kent ME7 1HN, at £1.40p including 20p postage and packing.

They include the necessary introduction and subsequent chapters on essential items setting up a game; orders and commands; movement; terrain; actions; firing small arms; firing artillery; melee; reactions; hidden movement and observation.

Finally, I was pleased and touched as I know all wargamers will be to note that the rules are dedicated to - Long Hair Hisself - Steve Curtis - who did not live to see them.

Spencer-Smith Miniatures

THE "CONNOISSEUR" RANGE of 30mm figures which are moulded in a high density buff coloured polythene and are very amenable to painting.

A bag of 48 figures (including a Field/Staff Officer with cloak, 6 company officers and 41 privates) costs - £1.20p. (A) - AWI. (N) - Napoleonic.

A1. British Grenadiers. A2. British Light Infantry. A3. British Batt.Co.
A4. Loyalist Light Infantry. A5. American Rangers in Hunting Shirts. A6. American LaFayette's Light Infantry. A7. French Infantry. A8. German Grenadiers. A9. German Fusiliers. N1. British Batt.Co - firing. N2. British Batt. Co - At the Ready.

THE "STANDARD" RANGE of 30mm figures produced in polythene.

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Bag of 24 British Lifeguards (trotting) - £1.20p.
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" " 80 odd French/Russians/Prussians/Bavarians (6 types) - £1.20p.

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AMERICAN WAR OF INDEPENDENCE (Also suitable for 7 Years War).

Bag of 6 Field (Staff) Officers, mounted, trotting, one type - 36p.
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" " Artillerymen (Mounted officers, 2 foot officers, 2 drummers and 24 gunners, 3 types) and four cannon (2 field and 3 howitzer) - £1.50p.

FRONTIERSMEN AND INDIANS - a bag of 80 odd (3 types of each) - £1.20p.

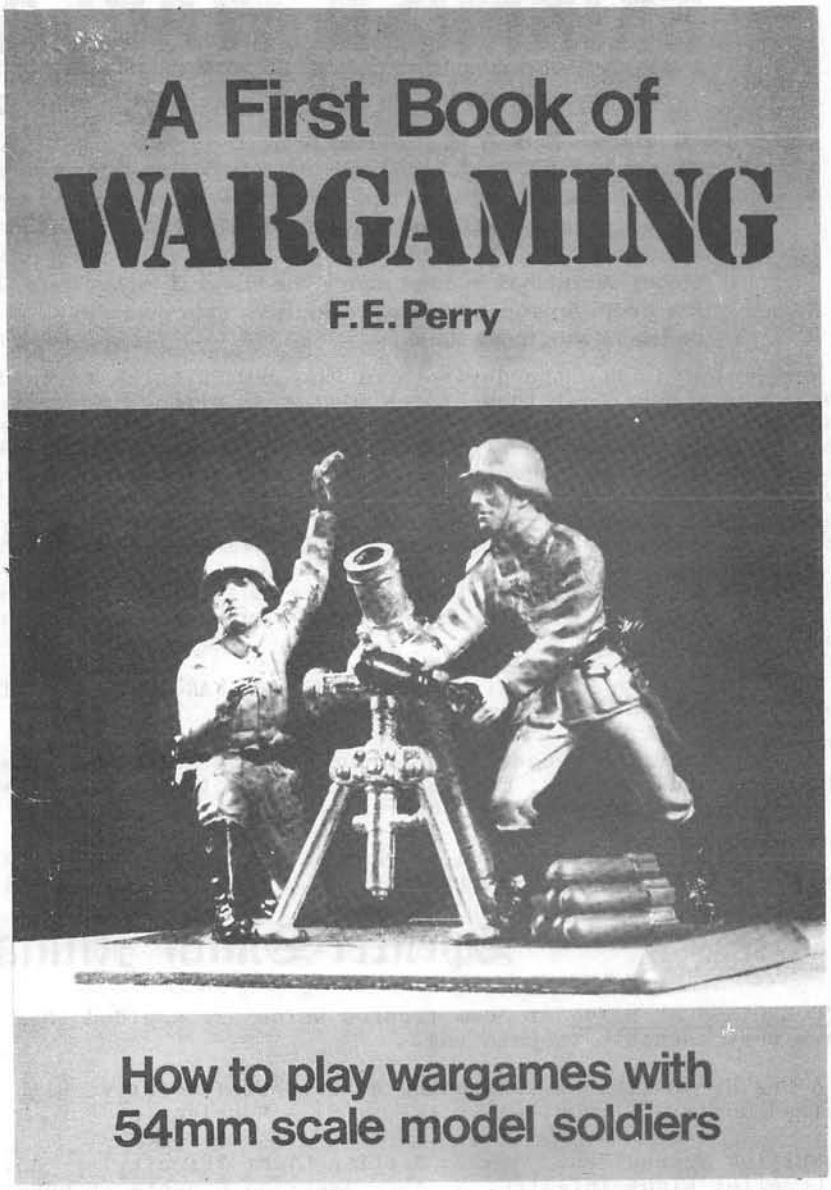
AMERICAN CIVIL WAR

Bag of 24 cavalry, one type, suitable as officers or troopers - £1.20p.
" " 80 odd Infantry (12 officers, 6 buglers, enlisted men, 3 types - £1.20p.
" " Artillerymen (4 officers, 2 buglers & 24 gunners, 3 types) and four cannon - £1.50p.

MODERN ARMY (Field Dress) - A bag of 80 odd (many types) - £1.20p.
Bag of Four 24pdr Naval Cannons - £1.00p.

MINIMUM ORDER - £3.00p - send crossed cheque/postal order with ORDER including 55p postage and 7p compensation (insurance). EXPORT ORDERS - 10% surcharge plus postage and insurance according to country. Minimum order - £6.00p. SEND S.A.E. FOR PRICE LISTS. (For Export send addressed envelope with International Postage Coupons).

BOOK REVIEWS



A FIRST BOOK OF WARGAMING by F.E. Perry. (Model and Allied Publications - £1.50p).

As it suggests, this is a relatively basic book aimed primarily at younger readers but possessing a considerable amount of charm for older wargamers who remember when the only book around on the subject was LITTLE WARS by H.G.Wells. In its way, this is a sort of up-dated version of that classic - a remark intended as a compliment to Mr. Perry and his brainchild. Its chapter headings are simple and to the point - Model soldiers at work; The importance of artillery; The infantry weapons; Scenery layouts; How to use tanks; Aeroplanes and Helicopters; Traditional enemies; Some more advanced rules; Appendices and a Glossary. Accompanying the easy-to-read text are more than forty half-page photographs and it is those which I found most charming and nostalgic. They are all of 54mm figures, many of them familiar old friends made by Britains, boxes of which were just about the ideal Christmas and birthday present. Others are of more modern metal or plastic figures such as the Deetail range and other more modern figures. But some of the soldiers and equipment depicted takes me back years - some of the artillery pieces, bren-gun carriers. Mr. Perry has very cleverly blended in very up-to-date offerings such as the Airfix German half-track Hanomag, Land Rovers and the interesting and the highly available ranges of 54mm plastic figures now on the market. In fact, anyone interested in this nostalgia-type wargaming will find themselves in a very advantageous position because it is now possible at any toy shop to buy what are by far the cheapest of all wargames figures - ready-painted 54mm troops at about 10 or 12p each! If you are handy at converting then you can make them into literally anything you want. In many ways this book ties in with Individual Skirmish wargaming and could prove a stimulus to those who follow this aspect of the hobby. All-in-all, a very pleasing little book, published by Argus Books at the ridiculous price of £1.50p which puts it within everybody's reach.

From MINDEN BOOKS, 9 Market Place, Mildenhall, Suffolk, I have received a copy of Robert Wilkinson-Latham's excellent book BRITISH ARTILLERY ON LAND AND SEA 1790-1920 which was published in 1973 by David and Charles at £4.50p. Minden Books have got hold of some remainders and are offering brand new editions at £2.50p, at which price it is a wonderful buy. Written by a well-known authority, this book (which has already been reviewed in Wargamer's Newsletter) is packed with fine photographs and line drawings of the artillery of the Napoleonic era and wargamers in that period will find its technical details quite invaluable when formulating rules or checking those by which they are at present fighting. The chapter headings pretty well explain what the book is all about - they are as follows Ordnance in use on land; Ordnance in use at sea; Powder, shot and shell; Igniters, fuses, cannon locks and gun equipment; The construction of guns and carriages; Gun exercises; Bomb ketches and fireships; Patents relating to artillery, 1790-1820; Ordnance of the Royal Artillery, 1790-1820; Ordnance of the Royal Navy, 1790 and 1820; Tables of weights and dimensions of carriages, beds, wheels and trucks, 1790-1820; Uniforms of the Royal Artillery, 1790-1820; Uniforms of the Royal Navy, 1790-1820; Uniforms of the Royal Marine Artillery, 1804-1820; Side arms of the Royal Artillery, 1790-1820 and Side arms of the Royal Navy, 1790-1820. Each chapter is well illustrated

with relevant photographs and line drawings, many of them taken from documents and text books of the period.

How is it that MINDEN BOOKS are able to do this? Perhaps that is best answered by providing some details on this recently formed organisation which is managed by Sean C. O'Hogan, a 22 year old whiz-kid whose photograph appears here and who has already had experience as manager of the Theology and Philosophy department of a London bookshop. He is a wargamer, with special interests in Ancient and 18th century and has pleased me by mentioning that he became interested after reading my book WARGAMES in 1966. He had a lapse from the hobby whilst working in London but has never lost his interest in military matters, particularly books. Thus when the opportunity arose to open up a bookshop in his home town of Mildenhall it was not difficult to decide upon including a comprehensive selection of titles on military history. Originally envisaged as a mail order venture, since opening in November 1976 such a high degree of local interest has been aroused that Mr. O'Hogan is now stocking Minifigs and is opening accounts with S.P.U.K., Skytrex (for Micro Armour) and Historex. Situated between two American air bases certainly helps his business as it seems that every other serviceman is interested in some aspect of wargaming or warfare. Naturally, Minden Books hope to keep the interest of many of the American customers when they finish their tours of duty and return home because, by taking advantage of the special cheap rate for printed paper it is cheaper to mail books abroad than to other parts of the United Kingdom!

Now, to come to answering the question on how it is that Minden Books can provide relatively recent volumes at such cheap prices, there are two points to be considered. First Mr. O'Hogan is buying-in good stocks of remainders which enable the wargamer to save up to 60% on the cost of his reference books. Secondly, by searching the catalogues of publishers who are not normally thought of as "military publishers", Minden Books are unearthing a lot of good titles for wargamers. This has been especially true of the various University presses (e.g. the book "The Seleucid Army" reviewed in the February Wargamer's Newsletter, was regarded by its publishers as an obscure classical study and published largely as a service. Mr. O'Hogan, with great perspicacity, saw more in it than that and so did I as my review indicates. It is interesting to note that in two months of being in business Minden Books have already sold over one-third of all copies of this book sold in the United Kingdom!)

These relatively small "friendly" organisations run by wargamers for wargamers (this is exactly how Miniature Figurines began) deserve everybody's support and readers are strongly urged to keep their eyes on the forthcoming adverts of Minden Books in our pages because bargains galore will be found there!

INFANTRY WEAPONS OF THE WORLD by Christopher F.Foss and T.J.Gander. ($8\frac{3}{4}$" x $5\frac{3}{4}$"; 141 pages; one or two photographs per page. Ian Allan Ltd - £3.50p).

This is the latest edition to the growing series of Ian Allan ".... of the World" titles which already includes books in the field of military and naval equipment, aircraft and missiles. In illustrated detail it gives chapter and verse of all the important infantry weapons in current use throughout the world - including pistols, sub-machine guns, light, medium and heavy machine guns, light mortars and light anti-tank weapons. In addition to weapons currently in service, some of the many new developments in the field have been included to give a comprehensive survey of the fascinating array of small-arms available to the front-line soldier of today. The book is arranged in countries ranging from Argentina to Yugoslavia (twenty-four in all) and gives a photograph of each weapon and the fullest details of its technical aspects, capabilities, ranges, rates of fire, etc., etc. An extremely valuable work of reference to have on ones bookshelves and obviously a work that has taken an immense amount of research to say nothing of the trouble of obtaining the myriad of excellent photographs that embellish its pages.

MR. LINCOLN'S ARMY by Bruce Catton. ($8\frac{3}{4}$" x $5\frac{3}{4}$"; 363 pages; maps. White Lion Publishers Ltd. - £4.75p).

I began wargaming with the American Civil War and its fascination has never completely left me. And it is fascinating to the point that Peter Gilder, noted designer of Hinchliffe figures, told me the other day that he has been reading again about the war and is building up a new army to fight this conflict between the States, the first of the modern wars. I read this book together with its companion volumes "A STILLNESS AT APPOMATTOX"; "GLORY ROAD"; "MR. LINCOLN FINDS A GENERAL" etc., etc., and never fail to be inspired by them. Bruce Catton is an extraordinarily readable writer and this and his other books always have the effect upon me of a bugle being blown! This particular volume deals with General George B. McClellan's Army of the Potomac and their epic struggle in battles and skirmishes whose names have become household words. If you have not read any of Bruce Catton's books then begin with this one - you can't go wrong! And then start planning your Federal and Confederate armies because you will never be able to resist the temptation! For those who are not familiar with White Lion Publishers Limited their address is 138 Park Lane, London W.1. but I imagine this book will be on sale at most bookshops.

REGIA AERONAUTICA - A Pictorial History of the Italian Air Force 1940-1943 by Christopher Shores.

This is another of the Squadron/Signal Publications and, as always, is packed with fascinating black-and-white photographs and a fine colour supplement showing camouflage schemes, etc. There is a tendency to look at the Italian Army and Air Force with a wry smile or even a laugh - but they were excellent airmen who flew well designed aircraft - if their heart was not in the war then that could be said to indicate that they were perhaps more human than many of their critics. Much of the book deals with the North African campaigns and is well worth reading to get a different aspect on that part of World War Two. Selling at $4.95 in America these books can be obtained in Great Britain from Almark.

LETTERS

Sending a battle-report, Harold Gerry wrote the following:-

"I know one or two eminent wargamers cannot understand why anybody should want to read about other people's games. But I know from talking to rank and file wargamers that game reports are hugely popular. And after all, chess players certainly study other people's games.

Regarding the January editorial, it would be very nice to have good photographs of wargames and terrain, and to have a comprehensive wargaming magazine generally available in bookstalls, but there probably would not be the same freshness and independence as you get in "amateur" productions. Have a look back at the better Newsletters, and you find a spirit of enjoyment there which is usually lacking in the glossy journals.

Besides, are we really comparable with model railway people? They all want to run their railways in more or less the same way, though in different scales. With us, one town has wargames with a tank every 5 yards, a bare table, no infantry, no morale. The next town has two infantry sections a side, perhaps two vehicles in support, and meticulous initiative rules. The next town uses 1,000 figures a side in 5mm scale, with beautiful and elaborate scenery. As for rules, these vary from one town to the other in the same county, and vary from one page to 50 pages. It is an odd hobby. Imagine chess or tennis with the rules, the game equipment and the courts different from one town to the next! AND we are obviously not going to change much. I would rather give up Napoleonics than be forced to use rules where a game involved four 60-man battalions a side, and canister range was half the table width, being a manoeuvre and morale man myself, with no interest in attrition whatsoever."

---ooOoo---

"I am still pretty much retired. This year I have only played two games, both A.C.W. affairs with Dave Geisy using his 23mm armies that I have been helping him paint. Current project is the 39th NYSM, picked up at bargain rates at the MFCA convention last March. I won the first last February because he gave me a slight edge due to his familiarity with the rules. I think I was getting somewhat the better overall in the second in spite of the two successful cavalry charges on each flanks by his blue horsemen. The lateness of the hour and declining sobriety among the general officers forced a halt to hostilities.

I have about given up on winning "Best Wargame Army" Competitions in the last couple of years. All the prizes seem to be going to Tolkien dioramas. I tried to establish a first by putting out an Ariete Armoured Division circa 1941, but, while there were numerous armies more deserving than mine the prize went to a bunch of damned Hobbits on a grey hill! If I ever try again, Ariete will have a damned Italian Hobbit in desert uniform standing on a grey hill! I am still looking for a 23mm Bugatti for the GOC."

Pat Condray of Maryland, U.S.A.

(There was a time when Pat Condray's controversial articles and the arguments thus stirred-up were the life-and-soul of the Newsletter! It would be nice to have him back in print - he is a man of strong views! D.F.)

---ooOoo---

"I hope yours was a Merry Christmas and a joyous holiday season. One can always hope that someday the holiday spirit of goodwill will last all year long with the only wars being fought will be with model soldiers on a 6 by 8 foot table.

Enclosed you will find the latest issue of "THE RHINE CONFEDERATE" (reviewed elsewhere in this issue) and a battle report (printed in full as "Battle Report of the Month"). I would have sent this sooner but circumstances beyond my control dictated otherwise. The week after the Conference, the wife presented me with a 7 lb 14 oz baby daughter (first girl born in my family for 3 generations!). Things are just now getting back to normal.

The Rhine Confederation Wargames Society now stands at over 45 members stationed throughout central West Germany and is growing by 3 or 4 new members each month. We are presently negotiating to have "THE RHINE CONFEDERATE" printed commercially, to include the printing of photos. All in all, things are looking up for us. Will keep you posted as always."

Al Starr of the Rhine Confederation Wargames Society.

---ooOoo---

"I can no longer accept the continual verbiage from people who continually over state their opinions concerning a section of the wargame genre to which I belong. The reason behind the opinions given are many, but I feel there is in most cases just a complete lack of understanding of the subject about which these opinions are expressed.

For the most part everyone is exposed to the historical facts which go to create the periods presently featured in the genre as a whole. Much exposure is educational dating from school or college. This means that anyone who watches a Horse and Musket or Ancient wargame can with limited instruction grasp the basics and understand what is happening. Spatial Fiction and Sword and Sorcery periods do not have this underlying acceptance from outside sources to aid people in accepting the credability of these periods.

I as a spatial fiction wargamer have to research my period as do wargamers in other periods. I have interests in a wide variety of subjects. Subjects such as Astronomy, Space technology to name but two. I have read several work's by accredited scientists, people like Carl Sagan, Duncan Lunan and Isaac Asimov. On top of this I am a keen reader of Science Fiction literature which is written by scientists or people whose experience enables them to express their ideas in an acceptable and credible

way.

I think that much prejudice from my fellow wargamers for spatial fiction and Sword and Sorcery wargames is a spin-off from media presentations which for many people is acceptable only on a juvenile level.

What I ask of wargame people who consider themselves to be rational is to open their minds and do not make verbal or written statements based only on suspicions. If you do not understand ask. Any enthusiast will be more than willing to explain. As with other people though, I am not interested in people who are not genuine. The real measure of a wargamer is his ability to learn and his real interest in all aspects of the hobby and to accept the wide variety of periods involved. This is important because it makes the hobby something more than just grown men playing with toys."

D. F. Chillington of RAF Masirah.

---ooOoo---

""Newsletter" seems to be not only maintaining its usual high standard, but even improving - no mean feat considering the number of mediocre publications which are produced commercially. (This is a sincere comment, not just because of the review my latest had in the last edition!!) Congratulations to all concerned."

Philip Haythornthwaite of Nelson.

---ooOoo---

"As threatened, here is another boring letter from me, this time concerned with your January's editorial.

In January's editorial you put the case for a professionally produced magazine for wargamers, and bewail the present lack of one. I would have thought that the problem today is not the paucity of magazines but the proliferation of them.

What kind of articles are of interest to wargamers? Relevant subjects include product news - which includes book reviews and advertisements - uniform and equipment information, military history, discussion on rules and table-top happenings. These subjects should preferably be covered for all wargaming periods. Therefore a satisfactory magazine of the type described would need about three times as much "meat" in it as would appear to be the present standard.

As things stand, there are well over twelve magazines around which contain some items of interest, as may be seen from the 'Looking Around' column. So one can easily spend a lot of money buying a number of magazines which will mostly contain some articles of little or no interest. A new publication, even if it were to contain only items of interest would not solve the problem since it would not prevent interesting articles occuring at the present rate elsewhere. And surely advertisers would not be happy to pay for advertisements in yet another magazine just so that people can see their rhetoric for a third time?

Probably the trouble is that were the ideal system to operate, it would not be ideal from the point of the publishers. From my point of view I would like there to be magazines aimed specifically at groups of people, and for these magazines to publish all the current articles of interest to the relevant group, even if this would involve some articles appearing in more than one magazine. (An article describing the making of a 20mm scale plastic radio-controlled model of an armoured train would probably appear six or seven times under this system!) This way everyone could be sure of making a worthwhile purchase every month.

In any case, even if this extreme is not adopted, surely the need is for fewer but meatier magazines, for at the moment not many could afford to buy another magazine."

David Cogan of Norwich.

---ooOoo---

"Some gen on the Trophy games at Neville's SOUTHERN MILITAIRE in April. We will tackle it much the same way as last year, but we will have a different town - perhaps Look out (i.e. Watchet) with waterfront and boats, etc. To overcome the problems of entries in advance, too many to handle in ordinary games, etc., we have decided to take all-comers until 11.30 on the Saturday a.m. and then we will have numerous High Noon Shoot Out scenarios which will rapidly reduce the number of contestants. Quarter, semi and final will then follow as normal games. We hope to be able to stage a large participation game on the Sunday, using the new Flintlock and Ramrod Rules."

Mike Blake of Bristol

---ooOoo---

HOW ARE YOUR RULES ON LANCERS ATTACKING TRIBESMEN?

The cavalry stepped from the river on the far side onto ground that was broken and marshy and the tribesmen began to flee. Before they had got onto the high ground the Lancers were among them, inflicting severe loss, until stony ground and heavy going made further pursuit impossible. Some of the tribesmen turned and shot their man before the lance could reach them. The sowars were merciless, knowing that a wounded lancer found by the enemy would be mercilessly chopped up. The Indian cavalry shouted exultantly, transfixing the tribesmen as accurately as they would a tent-peg during a gymkhana.

(Incident during the Malakand Expedition 1898)

LOOKING AROUND

BATTLE - January 1977. (Available from bookstalls, etc.) As this magazine has not been sent to me before and it never seems to be available locally, I have hitherto not reviewed it in these pages. With its definite slant towards the wargaming world, this issue contains illustrated articles on the Spanish Army of 1808; Tony Bath on Wargaming for Beginners - Tactics; Charles Grant on Suggestions for Wargames Campaigning; Converting Airfix Wargames Figures; Ron Miles's Siege of Dendermonde; Refighting New Orleans; Mechanised Warfare by Bryan Perrett plus general news on military matters, wargaming clubs, the latest figures, etc.

Past issues of this magazine have come into my hands and contain articles undoubtedly of interest and value to wargamers - they include Mechanised Warfare as Wargames; Tony Bath on Table-Top Armies; The Tank Battle of Hamel 1918; The Alexandrian Phalanx; Re-fighting the Tank Battle of Scorpion Ridge; Making Ancient Wargames Figures from Airfix models; Siegecraft and fortification; etc., etc. My overall impression of this magazine is that it should make up its mind whether it is going to be a wargames magazine or of general military interest - if the former then it must rid itself of the frequent extraneous articles with only a fringe bearing on wargaming. If it is to be of general military interest then it is keeping well to its terms of reference.

BATTLEFLEET - Magazine of the Naval Wargames Society - Vol.9. Contains some battle reports on Naval wargames plus an article on the Spanish 'Galacia' Class Cruisers and other items of general interest to Naval wargamers.

THE AVALON HILL GENERAL - November-December 1976. An in-detail article on the boardgame Tobruk with some interesting specifications of armoured vehicles and guns etc.; other articles on boardgames Stalingrad, War at Sea, The Third Reich, Russian Campaign, etc., plus articles on "Blind" wargaming and the Gamer's Code of Ethics.

MILITARY ENTHUSIAST - No.2. Pleased to see that Alan Watson has got this off the ground and as it is so much like Sword and Lance cannot really see why there has been a change in title! Contains illustrated articles on the Parthian Army; Roman Britain; an interesting Naval/land wargame with some good scenic details plus reviews of the latest figures, books, etc., etc. Definitely seems to be slanted away from wargaming towards being a general military magazine.

MILITARY MODELLING - February 1977. A well filled issue but without much of specific interest to wargamers. In addition to all the usual features such as reviews on books, model soldiers, etc., contains some articles on making scenic effects, a report on Northern Militaire 1976, some uniform details (mostly Napoleonic), the continuation of the interesting article on the Camel Corps and the Gordon Relief Expedition 1884-1885, etc. Although this seems a well packed issue 38 out of 70 pages are advertisements!

MCDELLI MILITARI - November-December 1976. This is the number 4 of the new Italian illustrated military magazine, written entirely in Italian but with some interesting photographs and plates. Contains articles on aircraft of World War II, the Panther tank, review of Warrior figures, Russian Grenadiers at Eylau, American Civil War, plus reviews of figures, etc.

THE RHINE CONFEDERATE MAGAZINE of the Rhine Confederation Wargames Society - September-December 1976. A well produced enthusiastic magazine containing details of building-up a Napoleonic Army, the Sudanese, the Sikhs of the 1840's plus reviews of books, models, etc., and the latest news of their recent wargames (in the form of a newspaper). So much enthusiasm is heartening.

SAVAGE AND SOLDIER - Vol.8: No.4. Still going strong even if its publishing dates are a little erratic. Always interesting, informative and pretty authoritive. Contains a good article from Doug Johnson in the Sudan; General Gordon and the Fall of Khartoum; Armoured Trains; plus extracts from an Intelligence Report published in Egypt in the 1890s. Perhaps not quite such a good issue as some but still of interest particularly if you are a fan of the Victorian Colonial campaign in Egypt and the Sudan.

SOLDIER - February 1977. Well produced and lively (makes the mind boggle to think how much this must cost in subsidies!). Articles on the Duke of Wellington's Regiment Museum, recent Airfix military models, the latest books, LPs, etc., (the last two make it worth its cost to the wargamer plus its newspaper-style 20-page inset of news of the Modern Army.

WAR MONTHLY - Issue No.37. Maintaining its high standard with excellent illustrated articles on the Minenwerfer; Tsingtao 1914; Imphal-Kohima 1944; The Canberra bomber; Battles around Bou Arada (as I happened to be there I found this particularly interesting) and the sinking of the Shinano, the pride of Japan's carrier force.

WW2 JOURNAL - May-June 1976. Packed with information about the Second World War in a well produced manner. ($1.50 per copy, $8.00 for the year, Graphics House Ltd., 218 Beech Street, Bennington, VT 05201 U.S.A.) Fine articles on the R.A.F. raid on the Maastricht Bridges; American Artillery in the Philippines; Amphibious Operations in the Central Pacific; Aircraft Camouflage; Underwater Demolition Team in the U.S. Navy; catalogue of Military Photo Archives; line drawings of the H35 Hotchkiss Light Infantry Tank, plus reviews of books, figures, etc., and a section on World War Two board wargaming plus a host of smaller items too numerous to mention.

GUIDON - No. 3 1976. (Journal of Miniature Figure Collectors of America). Almost completely taken up with articles on the German mercenary regiments who fought in the American Revolution, complete with illustrations of flags and uniforms. A mine of information!

NOTICE BOARD

SOUTHERN MILITAIRE 1977 is now confirmed for the weekend of April 2nd and 3rd. All the major model manufacturers, publishers and games suppliers have accepted trade space so we have great expectations of another successful weekend at what is the only exhibition in the South of England.

The weekend will be organised round a wargames competition fought by specially invited clubs and organised by the Wessex Wargames Society, at least six classes of painting competitions on the Sunday, demonstrations by various societies and it is hoped the second Steve Curtis Memorial Competition.

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The South London Warlords (in conjunction with Thanet Council) are proud to present bigger and longer than ever before three days of war at the Winter Gardens, Margate, Kent. A Convention catering for all forms of wargaming and military modelling on 15th, 16th and 17th April 1977.

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Sunday - Wargame Demonstrations. Final - Interclub Wargame Competitions. Painting competitions - organised by South East London Wargames Group Trophies and Medals for 15 Classes.

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---ooOoo---

BACK NUMBERS WARGAMER'S NEWSLETTER - November 1968; May 1973 to February 1974 inclusive 20p each or 11 for £2.00p including postage (USA/Canada 50c each or 11 for $5.50). Back numbers March 1974 to date can be obtained from TRADITION (5a & 5b Shepherd Street, Mayfair, London W.1.) at 35p per copy including postage or FULL YEAR at £2.50p plus 62p postage.

---ooOoo---

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---ooOoo---

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FEE - None
FORMAT - The table will be a 54mm scale Western Town, and game scenarios will be played in the Town with figures provided by the organisers. Depending on the number of entries, the initial round will consist of a number of High Noon shootouts to reduce the number of players for the next round.
RULES - Skirmish Wargames The Old West 1816-1900.

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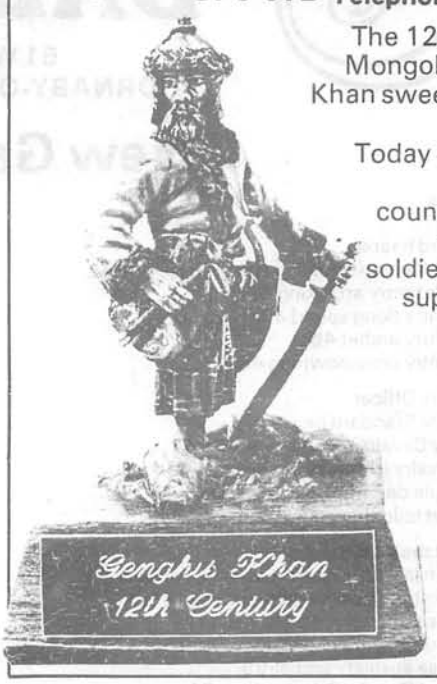

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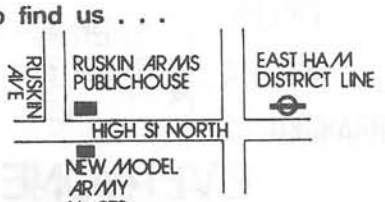

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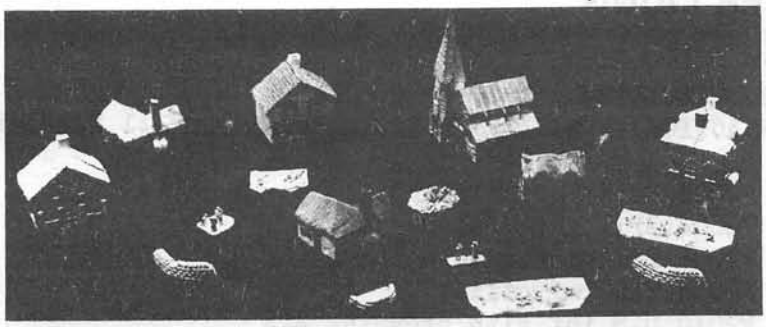

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