

WARGAMER'S NEWSLETTER

Nº 192

35p

MARCH 1978



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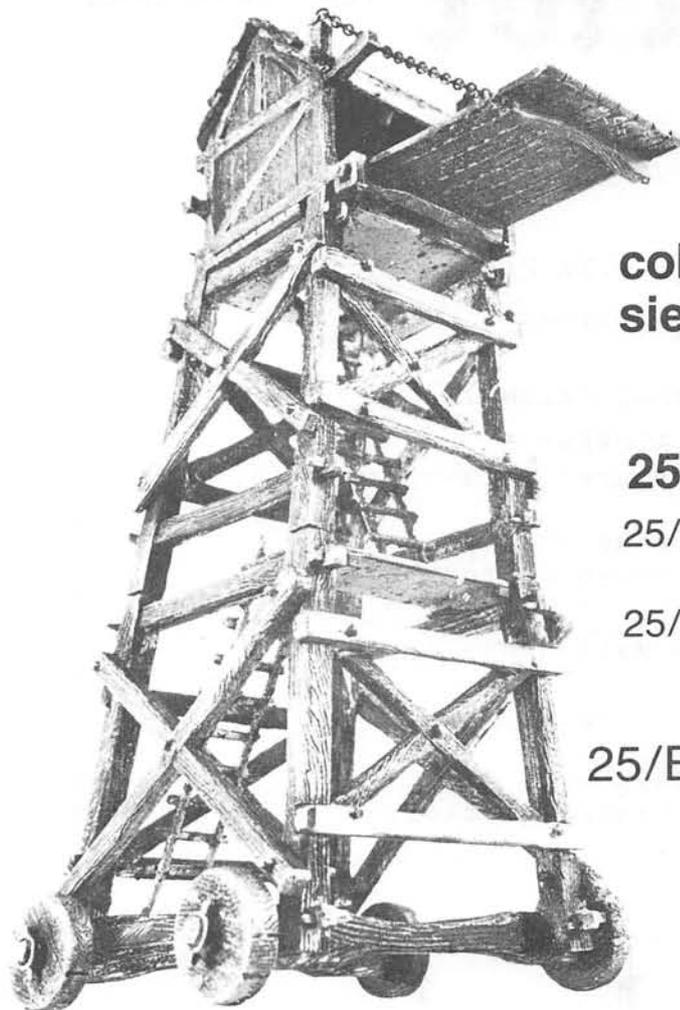
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SdKfz 11
SdKfz 7
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Flakvierling on Sd 7
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Pak 38 + crew
Pak 38 + crew
Pak 40 + crew
Pak 43/41 + crew
Pak 43 on cruciform trail + crew
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17 cm howitzer + crew
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SU 100
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T35 (15p)

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Grant
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Sherman Firefly
Matilda
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Valentine IX
Archer
Bishop
Churchill III
Churchill SBG bridgelaye
Churchill AVRE (12p) (12p)
Churchill Crocodile (12p)
Churchill ARK (12p)
Ram Kangaroo (12p)
Churchill Carpet Layer
Deacon (12p)
Scorpion Flail
A9
A10
A13
Crusader II
Crusader III
Cromwell
Comet
Challenger
GAZ-AA + quad AA
Sherman DD
Marmor 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
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2 pdr + crew
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25 pdr, limber & crew
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M36
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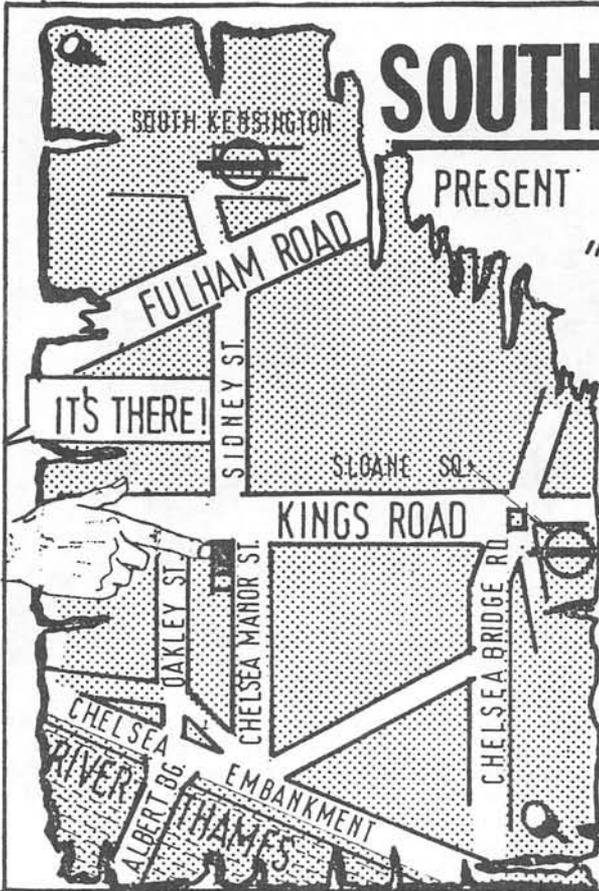


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WARGAMERS NEWSLETTER

Editor: Donald Featherstone

No 192

MARCH 1978

EDITORIAL

Once I devoted myself avidly to those features in Sunday newspapers and womens magazines where questions were answered and scores given with the end result of telling you how good a husband you were or whether you were good company on holiday, etc., etc. Therefore, it was with some resurgence of delight that I read Paddy Griffith's article "The Wargamers' Spectrum" (elsewhere in this issue), seeking to classify myself amid the wargaming fraternity. Alas, I do not seem to be there which could mean that either I am a one-off model or an exclusive "hermit" wargamer. Realising that my wargaming characteristics did not fit into any of Paddy's categories led me to take an objective view of myself as a wargamer and I suppose the end result (which follows) indicates that close proximity with the hobby both in an amateur and professional sense for more than a generation tends to blur the edges. Generally, my interest lies in 19th century Colonial warfare; 19th century European warfare and the American Civil War; 18th century "formal" warfare and the American Revolution; the Napoleonic Wars; Pike and Shot warfare and recently World War Two airborne conflicts - in roughly that order. I am only interested in playing with miniature figures as board wargames, despite their immense availability, I find irritatingly complex and far too consuming both in time and thought. Perhaps that last sentence puts its finger on my real attitude towards wargaming - it has to be a reasonably light-hearted, comradely game that does not require too much serious thought or working out because all those attributes have to be devoted to the research and writing that brings in a major part of my income. The resulting situation intensely irritates my teenage son (as it will no doubt many other wargamers) who is appalled by my complete lack of competitive instinct (frankly I do not care whether I win or lose as long as I enjoy the game); my total lack of attention to ground and time scales which I do not really comprehend but no doubt automatically and unwittingly enter into my games. I enjoy devising pre-game narratives and setting-up situations, like placing the regiments in position and manoeuvring them but become increasingly restless when contact approaches as the actual mechanics of the game tend to bore me. I like the end result but can barely be bothered with the means of obtaining it hence rules are continually re-written and simplified to obtain a reasonable degree of accuracy and realism with a minimum of working-out. On the subject of rules, I cannot think of anything that would force me to play with rules not of my own devising as I have yet to find another set that appeal to my taste or practical attitude. In fact, I have a strange mental block which makes me almost incapable of comprehending rules when reading or first playing them - I do not think this indicates lack of intelligence because I have to display a modicum of it when writing books, rather I think it is a personal defence mechanism that clicks into action to save me time and mental anguish with something in which I have no real interest - I notice this same blankness in other aspects of life when I do not really wish to participate! My attitude towards the actual wargames figures is rather anomalous in that I have no ideals or high standards - my armies are a mixture of scales in that I have 5mm blocks; 20mm; 25mm and 30mm armies - within those ranges I quite happily mix 20 and 25mm figures in the same battles and use large Stadden 35mm figures along with my small SAE 30's. I do not mind whether they are plastic or metal - indeed it delights my economic soul to be able to obtain the cheapest possible army and in past and less harassed days I delighted in casting hundreds of figures and making up armies albeit relatively crude ones on the cheap. I have no patience whatsoever with "fancy" formations such as those Napoleonic battalions with separate figures for voltigeurs, grenadiers and the like, yet my men must be accurately dressed and equipped - I cannot bear any deviations. My figures are not painted particularly well because I lack talent in that direction but I claim that they fulfil a true wargaming principle of bearing a pleasing appearance en masse. I am fascinated by the terrain over which they fight and like nothing better than to lay-out a realistic battlefield with river-beds, sunken roads, hedged fields, etc., etc. I can see no reason why wargamers should not fight their battles over terrain that is as realistic in appearance as the backgrounds set-up by model railway enthusiasts.



Well, there it is - a thoroughly parochial attitude which I think owes a great deal to my possessing tolerant wargaming friends who have been coming to this house every Thursday night for the past 12 years, fighting MY suggested battles, using MY figures and fighting to MY rules - and who could ask for more?

DON FEATHERSTONE

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by

Gary Hutton

IN FORMING THE PLAN OF CAMPAIGN IT IS REQUISITE TO FORSEE EVERYTHING THE ENEMY MAY DO, AND BE PREPARED WITH THE NECESSARY MEANS TO COUNTER-ACT IT. PLANS OF CAMPAIGN MAY BE MODIFIED AD INFINITUM ACCORDING TO THE CIRCUMSTANCES, THE GENIUS OF THE GENERAL, THE CHARACTER OF THE TROOPS, AND THE FEATURES OF THE COUNTRY.

MILITARY MAXIMS OF NAPOLEON

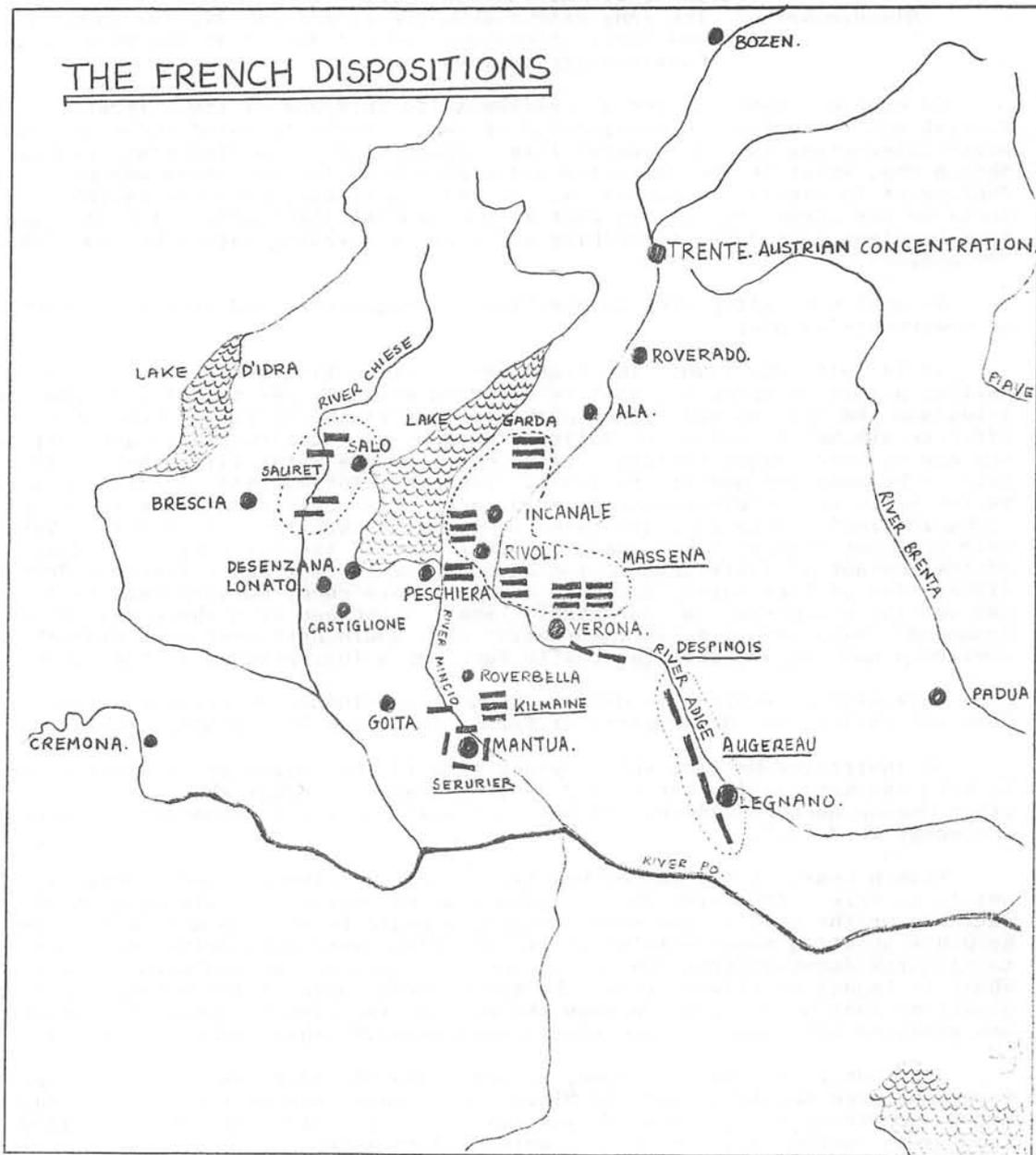
Example: Wurmser's attempt to raise the siege of Mantua 1796.

Strength of the Austrian forces 60,000
 Minus troops left to guard the Tyrol 10,000
 50,000
 Plus the garrison besieged at Mantua 12,000
 TOTAL 62,000

Strength of the French Forces:
 Sauret 4,200
 Massena 15,000
 Despinoy 4,400
 Augereau 4,600
 Serurier 9,200
 Kilmaine with the reserve cavalry 3,000
 TOTAL 40,400

Refer to sketch map for their original dispositions.

It is quite obvious that the French were outnumbered, indeed to obtain a more accurate picture of the situation remove the forces engaged around Mantua, and this will leave the French with a total of 31,000 and their Austrian opponents with 50,000. Thus the initiative lay with the Austrians forcing the French to adopt a defensive role and conform with the initial movements of their adversaries.



The French forces were strung out from Brescia to Verona in order to cover both sides of Lake Garda and their line of communications to Milan. Their 'back door' also had to be protected around Legnano, which was vulnerable to an attack via the Brenta valley, through Bassano and then westward to Verona.

Napoleon could not know, and would not know, until the attack developed from which direction the Austrians would make their main thrust. Therefore, he was compelled to play a waiting game! On the other hand, the Austrians who were concentrated around Trento had a number of alternative attack routes open to them, plus internal lines of communication and the added advantage of surprise whenever and wherever they decided to advance. So their only real problem was which of the three routes, or combination of the three, they would choose. They were as follows:-

- WEST:** Down the Chiese valley, to take Salo and/or Brescia.
- Advantages: To threaten the French line of Communication to Milan.
- Disadvantages: Approaches were narrow and restrictive to large masses of men and materials, therefore, unsuitable for the main body.

CENTRE: Down the Adige valley, via Rivoli, Verona, striking at Mantua and French troop concentrations south of Lake Garda.

Advantages: There was a serviceable road plus numerous minor routes allowing for the passage of a force of all arms. To strike at the main objective Mantua.

Disadvantages: Possibility of exposing their right and rear to a French counter-attack up the Chiese valley.

EAST: Down the Brenta valley via Bassano and then westwards to Verona and Mantua.

Advantages: Would allow them to deploy their numerically superior troops prior to reaching the Adige, and to provide ample space for the manoeuvre of their overwhelming mass of cavalry, at the time the finest in Europe.

Disadvantages: The long detour down the Brenta valley, the three river obstacles between them and their objective; and the danger of the whole movement being turned via the Chiese/Adige valleys.

Of course I have assumed a commitment to only one of the alternatives but any commander would be foolish not to consider a combination of two or maybe three of those available. At this point it might prove interesting to place yourself in command of the Austrian army, and given the dispositions on the Sketch Map, write in the direction and strength of the Austrians advance. Later you can see if your deployment is similar to Wurmser's. Be that as it may, once the redoubtable old Alsatian had made his decision the scene was set for what we now know as the battles of Lonato and Castiglione, in which it took Napoleon four days of marching and counter marching before he had a clear picture of the Austrian advance.

We must now gallop over to the French headquarters and once more place ourselves in the position of commander-in-chief.

It is July 29th 1796. The headquarters are a flurry of activity, couriers are arriving and departing almost incessantly, hastily scrawled messages are thrust into your hand, the heat is oppressive and the maps spread out upon the table blur in the fly ridden hum of an Italian summer. Staff officers attempt to point out salient features as you struggle to decipher sweat stained despatches; any one of which might contain a vital clue towards unravelling the Austrian's intentions! They all have to be analysed and orders given. You are informed that Austrian cavalry patrols have been sighted as far south as the Brescia-Milan road, does this indicate a major thrust at your vital lines of communication? Or is it a diversion to draw you away from the position Verona - Mantua? Other reports tell of enemy columns being engaged either side of the Adige river, and in the hills above Verona another column of Austrians probing and pushing in your outer lines of defence. Two attacks then either side of Lake Garda, and what is this, more enemy cavalry patrols to the east, seeking and feeling out the weaknesses in your right flank. Which and from where was the major attack about to be launched? With such limited information what would have been your orders? Consult the map. Write them down and compare them later with Napoleon's instructions to the various units in the field.

Initially he decided to deal with the two columns advancing down the Adige, one moving directly down the valley, the other north of Verona commanded by General Meszaros.

He instructed Massena and Despinoy to hold the column in the valley, whilst Augereau was to link up with the garrison in Verona and destroy Meszaros; after which the entire force would turn on the other coming down the Adige. It was a classic Napoleonic manoeuvre, concentrate swiftly and defeat the enemy in detail.

Within hours of the despatches being sent out others began to come in. Meszaros' attack turned out to be only a diversion and the push down the valley too strong to hold. Another plan had to be devised, or the road to the southern plains would be open to attack from two directions. Could Sauret hold his position about Salo where the Austrians were increasing the pressure? Had it been too early to withdraw Augereau from the south, thereby exposing the southern flank to Mantua? Were the Austrians about to launch an attack across the broad areas south of the Brenta pass? Again and again those questions must have flashed across the mind of the French commander-in-chief and always ending in the one problem; which was the Austrian's main attack? What orders would you have given?

Napoleon re-aligned his army, he abandoned the Adige as a defensive position and concentrated his forces between the Adige and the Mincio just south-east of Lake Garda. Augereau was re-directed to march upon Roverbello. Serurier was instructed to raise the siege of Mantua and to seize all crossings from Giotto southwards. The French were pulling back.

The night of 29th/30th July brought further worrying news. Sauret had been severely mauled and the French lines of communication placed in extreme peril; more thought, more decisions, more orders! Napoleon rushed reserves across to Sauret, two brigades from Peschiera and one from Verona. This left only the thinnest of lines holding the Adige-Verona front. Would the Austrians exploit it?

Shrill trumpet calls and soldiers curses announced the arrival of the morning of 30th July. A group of grime covered couriers snatched whatever breakfast they could before leaving with yet more despatches. New arrivals, sore and weary, brought in fresh information and it became clear from the commander's grim expression that the news was bad. He brusquely dismissed the hovering aides and demanded to be left alone. We can only guess his thoughts but his feelings are made clear if we read a letter he wrote to Augereau at the time:

"The following is the unfortunate position of our army. The enemy army have broken through our lines in three places; they are masters of La Corona and Rivoli; two important points. Massena has been forced to yield to superior forces; Sauret has evacuated Salo and begun his retreat to Desenzana, and the enemy has captured Brescia and the bridge of San Marco. You see that our communication with Milan and Verona are cut off."

Who would not despair in such a situation, and who could condemn a young man of twenty-seven years should he decide to concede and retire before the seemingly inexorable advance of the Austrian armies.

In fact Bonaparte's nerve failed him and he decided upon the most un-Napoleonic of courses - he called for a Council of War and sought the opinions of his field commanders. During this council his hesitation was apparent when he suggested withdrawal, but this was changed, and if we are to believe Augereau's memoirs it was he who stepped in at the crucial moment and restored Napoleon's self confidence. In his swaggering manner he roared his disapproval or retreat:

"Attack first.....fight here and I will answer for victory."

Whatever the truth of the matter the commander resolved to continue the struggle and fresh orders were swiftly despatched to the various divisions. What would yours have been?

The main body was to march against the attack coming down the Chiese valley, he left rear guards to retire slowly before the overwhelming battalions of Wurmser's major thrust. Every unit that could be spared was thrown into the fray; the siege of Mantua was finally lifted and the forces ordered westwards to cover any withdrawal upon Cremona. The relief of Mantua proved a hollow victory for Wurmser because what followed is well recorded; the Austrian advance down the Chiese valley, led by a General Quasdanovitch, was defeated and dispersed. This allowed the French to concentrate their entire effort against Wurmser who had thought that he had only to march to success, but was forced after ten days fighting to retire into the Tyrol with a loss of twenty-five thousand men in killed and wounded, fifteen thousand prisoners, nine stand of colour, and seventy pieces of cannon.

Napoleon who began the campaign with inferior numbers was allowed to wrest the initiative from the lethargic hands of the Austrians, concentrate his forces and defeat his enemies in detail; it was to be the 'secret weapon' that rocked Europe to its aristocratic foundations for the next nineteen years. Within the 1796 campaign we have seen the application of the maxim:

"Foresee everything...counter act it....plans may be modified ad infinitum, etc., etc."

The old braggart Augereau was given the honour of presenting the final total of sixty enemy colours to the Directory. Years later he was to be further honoured when Napoleon became Emperor and awarded him the title of Duke of Castiglione; and it may be said in Napoleon's favour that he countered all future criticism of Augereau's often outrageous behaviour by answering:

"Ah, but remember what he did for us at Castiglione."

It is sad to reflect that the last meeting between the two men contained little of their earlier esteem and regard for each other. Napoleon a prisoner on his way to exile in Elba, Augereau now a commander of troops wearing the white cockade of his new master, met near the town of Valence; the former downcast and conciliatory, the latter ill mannered and bitter. A sad case of not "foreseeing everything the enemy may do" and being totally unable to take the "necessary means to counter act it."

It will no doubt be recognised that my major source of reference is from W.G.F.Jackson's brilliant book entitled "ATTACK IN THE WEST". I trust that by leaning so heavily upon this well known publication I have not infringed copyright.

WARGAMES REACH ITALY - AND BEYOND!

by
Paddy Griffith

I was very interested to see Andrew Grainger's "Wargames Reach Italy" in the November Newsletter, as he was agreed with so many of the things I had written in previous articles: wargames don't take much serious account of history, they are not very carefully prepared by the individual, and they are increasingly coming in commercial packages. In other words, pure wargames are just a sideshow. The quick and easy solution is the mainstream. All this, I think, is generally true, as well as being a great pity. Andrew is quite right.

I would, however, pick one rather minor bone with him. That is to do with map games. He is under the impression that maps can be used only for "fairly small campaigns with figures", and that they are unwieldy to set up as well as time-consuming. Here I disagree. Maps in fact offer the very easiest type of wargame to set up, because all you do is unroll them. Admittedly they need marking up, but that is easier than covering hex sheets with minute counters, or laying out an array of figures. It can also be done in advance of the game itself without thereby neutralising valuable table space throughout the intervening period, (i.e. you can prepare the wargame, then use the dining room table for supper, then fight the wargame: there are not many games where that is possible). Nor are map games time-consuming. I have done many inside two hours, with perfectly satisfactory results, even with total beginners. Obviously the longer you take the more depth it is possible to get, but that is true of all wargames.

The campaign need not be small, either. We have done the entire battle of France, 1940, and the entire Yom Kippur war in six hours each. On this timescale the Russian campaign would take just one day, NOT a "lifetime". Of course all this depends on playing without transferring the action onto the table-top. Board gamers don't revert to figures for their tactical contacts, and neither do map gamers. Actually, of course, board wargames are just a rather stylised version of map games. The maps are simplified and a rigid grid is imposed upon them. It is rather like chess, where the pieces are standardised and the battlefield is gridded into black and white squares. Wargames with figures really bear the same relation to chess as map wargames bear to boardgames. There is more "feel" for the battle in both cases, and the rules are more flexible. Where this analogy breaks down, of course, is in the matter of sources of supply. Chess sets, wargame figures, and maps may all be obtained from a wide variety of sources. Boardgames all tend to come from two or three.

SPRING MILITARY BOOK CAMPAIGN

Readers should have noticed from last month's advertisements that a group of five publishers - Arms and Armour Press; Blandford Press; Leo Cooper; Osprey and Patrick Stephens - are combining to launch a special military book promotion this Spring to be known as THE MILITARY BOOK CAMPAIGN to run from 18th March to 1st April and to be mainly directed towards increase sales of military books through bookshops and model shops. Undoubtedly this will create interest that will rebound to the wargamer and military collector's advantage so look out for special displays in bookshops; specialist advertising in military and modelling journals, media publicity, interviews with authors in the national and local press and on radio and T.V. together with co-operation between local military model societies and bookshops.

MUST LIST

One of the strongest supporters of Wargamer's Newsletter, both through his advertising and continual encouragement, is genial George Erik of MINIATURE WARFARE LIMITED, 18B The Pantiles, Tunbridge Wells, Kent, England. Therefore it gives me great pleasure to be able to report that, whilst George was very satisfied with the steady growth achieved to date and the loyal regular clientele they have built up, in the Southern Counties in particular, Miniature Warfare Limited are now in a position to proceed with plans to expand and provide a special kind of service and support that they feel the hobby merits. The firm who occupied the larger part of their premises has moved out and Miniature Warfare Limited are now taking over the entire shop and showrooms of 18B The Pantiles, from April 1st next. This will allow them to more than quadruple their working space, give them ground level shop windows to display their wares and they will have room to keep a much wider choice of stock so that every need of the wargamer, modeller and militarist is catered for in an atmosphere where he knows he can browse at leisure. They are going to have a special militaria Book Department and a planned extension of their "If we haven't got it, we'll get it for you" Mail Order Service, paying particular attention to the needs of wargames clubs both at home and abroad. Examples of their Studio products and dioramas will be on display and from time to time there will be demonstrations of modelling techniques. The decor of the new premises will feature militaria artifacts and collectors items and they are investigating the possibility of a special room for wargames and other demonstrations - for which they would appreciate the co-operation of local clubs. Also, later in the year they are planning the production of a complementary series of figures to attract the wargamers interest. Further details of this exciting venture will be given in Miniature Warfare's advertising elsewhere in this issue and in next month's and subsequent month's copies.

The recent success of the film STAR WARS is expected to arouse considerable interest in wargaming that rather nebulous scene and stimulate ranges of figures for it extra to those already on the market. In this context, George Erik interested me very much when mentioning that more than one and a half decades ago he made a series of figures for DAN DARE space wargaming, based on the series that many of you will remember ran for so many years in that beautifully coloured and produced boys magazine EAGLE. George tells me that he still has the masters for this range and who knows, perhaps they will see the light of day amid the undoubted plethora of similar figures which will soon be hitting the market!

From LAMMING MINIATURES has come further samples of their World War Two 20mm wargames figures - this time it is Pack K containing three lying down British infantrymen with separate light machineguns, etc., and Pack J containing a standing, kneeling and lying down German infantrymen, similarly with separate weapons. These are beautifully made figures and will fit in ideally with the Airfix scale. I hope that producing them does not stop Bill increasing his rather exclusive range of Medieval figures because he is obviously still working on this World War Two range and mentions that he will shortly have a German mortar crew finished, after which some Italians and Americans are going to be produced.

Still on the World War Two scene, I have received from MODEL FIGURES AND HOBBIES of Northern Ireland (who also supported the Newsletter with advertising for many years) samples of new items in this range. Very well designed is the kneeling German paratrooper with faustpatrone (Panzerfaust); then there is a two-man German Para team firing a Raketen Panzerbuchse (Panzerchreck). The first at 6p and the second at 15p. Then there is a Soviet 120mm wheeled mortar at 10p. All these pieces are pleasing and are their own new models to supplement the excellent models designed by famous Charles Stadden and originally produced by Almark Limited, from whom Model Figures and Hobbies originally obtained them and sell at most competitive prices. Matching in scale A.F.V.'s in the HO/00 ranges of Airfix, Hasegawa, Esci, Matchbox, etc., is the following - ALMARK WD SERIES: 1:72 scale wargames figures plastic: Moulded in hard polystyrene they can be easily converted. WD-1 British Infantry 1939-45 12 piece set consisting of 3 riflemen advancing; 3 riflemen firing; 2 NCO's with S.M.G.'s; 3 grenade throwers and 1 sapper. WD-2 British Infantry Weapons - 2 Vickers machine guns; 2 3" mortars; 3 Bren gunners with Bren L.M.G.; 2 Bren No 2's prone and 3 Mortar/MG gunners. Price 30p per set, post free U.K. only, Overseas extra. WD SERIES: 1:72 scale: Cast metal figures: German 1939-45 - German paratroops: NCO standing with MP34; lying firing MG34 machine gun; kneeling throwing grenade; advancing firing MP38 from hip and advancing with rifle and bayonet; Panzer Grenadiers - NCO standing firing MP38; standing throwing grenade; lying firing MG34 machine gun and advancing with rifle and bayonet. Postage on the above is 10p per 10 figures with a minimum of 10p: overseas extra.

If Individual Skirmish wargaming is your speciality then I suggest that you send to MODEL FIGURES AND HOBBIES for their list of 54mm metal spares of World War Two items which even include a tobacco pipe and Bier Stein! Then they have 54mm figure kits of the MG34 machine gun complete with three man German crew; W36 light mortar complete with three man German crew at 35p a kit, postage 15p extra. Also 54mm scale figures in hard polystyrene of the Imperial Japanese Army 1939-45 - 10 full action figures complete with separate arms, head dress and weapons and bases, etc., ideal for conversions at 50p per box, postage 15p.

Another interesting item available from MODEL FIGURES AND HOBBIES are sets of book plates to original designs by military artist John Donaldson. Book plates add a personal mark of distinction to library collections and these well designed plates with British and French Napoleonic figures against a background of weapons, flags and other military items, are pleasing at 30p for 10; 75p for 25 plus postage 9p. The plates ^{are} adhesive and can be fixed into the book by damping the back and ones name is then written in the space provided.

I note in John Mansfield's bi-weekly newszine SIGNAL (8 for £1.00p, Signal, 410-240 Brittany Dr., Ottawa, Ontario, Canada K1K 0R7) that Lou Zocchi (an old friend much experienced in the field of board wargames, etc.) of 7604 Newton Dr. Biloxi, MI, U.S.A. 39532, is selling A Wee Warrior Product consisting of a package of three dimensional buildings in 25mm scale which can be used for Fantasy or Napoleonic games. The set includes 10 buildings - wizard's cottage, Long House, Smithy, Old Mill, Pawn Shop, Temple, Inn and 4 huts. Printed on heavy weight cardboard, the buildings can be hand coloured before cut out and assembled. They sell at \$4.50 in America - overseas prices unknown I'm afraid.

For more years than I care to remember John Niblett of 50 The Broadway, Herne Bay, Kent, has been involved in making model soldiers. I believe he has designed many of the figures that form the Airfix 00/HO scale range and he has been involved as a backroom boy in many very well known model soldier enterprises. Now he is offering sets of figures in genuine 20mm scale - 3 mounted £1.60p plus postage and packing 12p or 6 foot 72p plus postage and packing 12p. At the moment his range is small and covers 14th century Knights and Men-at-Arms; 11th-12th century Knights and Men-at-Arms and 17th century Roundheads, Cavaliers, Pikemen and Musketeers. They are known by the name of Series 22 MK2 1977.

During the course of talking to Peter Gilder on the HINCHLIFFE MODEL stand at the recent Model Engineers Exhibition I mentioned that I had yet to see any of the HERITAGE MODELS INC., (Dallas, Texas, U.S.A.) 15mm Napoleonic range. At once Peter flung two packs at me, taken at random from boxes behind the counter and said "See what you think of these". Well what do I think of them? I think they are very good and certainly quite outstanding in such a small scale. I have Set number CP19 which consists of the Command Group, including guidon bearer and trumpeter of French cuirassiers (or dragoons?) which I believe sells at about 32p. Then set 130 consists of 8 similar figures which I believe are the rank-and-file cuirassiers (and/or dragoons?) - selling I believe at about 65p. As I find even 25mm a bit difficult to paint I have always been of the opinion that 15s were the last word but even I am aroused to optimistic enthusiasm by the remarkable detail on these Heritage figures. No doubt many readers are already building their armies in this scale and range which I thoroughly recommend.

From a French organisation DISQUES SERP, 6 Rue de Beaune, 75007 Paris, France, I have received an illustrated list of their military books and LPs. Of course, to our unenlightened eyes they are a bit expensive but you get what you pay for and if what you want is songs and marches of well known French Regiments or illustrated books with French text, probably unobtainable elsewhere, then they can be obtained from this firm. They also supply 8mm war films which they claim are from Second War archives and also propaganda posters of all nations of both First and Second World Wars.

This may not be quite the place for such publicity but it is as good as anywhere else to mention that Townsend Thoresen, the European Ferries, are promoting a series of SUPER WEEKEND-PLUS-ONE MINI-BREAKS to the Continent taking in the most exciting and famous battle sites of World War One and Two. Special Tour No.1 covers Poperinghe, Ypres, Menin Gate, Passchendaele, Sanctuary Wood, Vimy Ridge, Albert, Beaumont Hamel and The Somme. Special Tour No.2 is a "Longest Day" trip to Ste. Mere Eglise, Utah Beach, Arromanches, Caen and Pegasus Bridge while Special Tour No.3 entitled "A Bridge Too Far" covers Breda, Nijmegen and The Waal, Arnhem and the Rhine. Each tour is personally conducted by Major Tonie and Mrs. Valmai Holt, Military Lecturers, Authors and Consultants (they recently wrote that impressive book on World War One postcards "TILL THE BOYS COME HOME" published by MacDonald and Jane's). Besides providing courier services, Major and Mrs. Holt do detailed and lively commentaries, using contemporary material to set the scene and recreate the atmosphere of the period by means of books, films and recordings. All Tours start approximately 10 a.m. from London and return to London at approximately 8 p.m. two days later, covering Friday/Saturday/Sunday or Saturday/Sunday/Monday. Travel is by luxury coach; cross channel fares with lunch and dinner are included; plus two nights in luxury hotels with dinner, bed and breakfast. Hotels are 3/4 Star standard; all rooms have private bath/shower, etc. All Museum entrances and other fees are included. It is suggested that the tours are ideal for Husbands and Wives, Fathers and Sons and groups of friends. Prices start from £74.50p and if you are interested you should contact Major and Mrs. T. Holt, Military Tours and Visits, c/o Excursion Department, Townsend Thoresen, Car Ferry Centre, 1 Camden Crescent, Dover CT16 1LD, Kent.

The economic climate of today is hardly conducive towards the introduction of new journals or magazines, yet three publications with a military and/or wargaming background have recently been launched. There might seem to be doubts as to whether that dealing exclusively with wargaming has survived more than the first issue (if complaints received from people who have sent money, etc., are anything to go by) and no further information is available about the progress of the two magazines that I now mention - if you are interested I suggest you contact the people concerned. The first is SOLDIER ON! claimed to be "a military modellers magazine" which certainly has an impressive list of experts in its contributors who include Martin Windrow, John and Boris Mollo, Philip Haythornthwaite, Robert and Christopher Wilkinson-Latham, Terry Wise, Stuart Asquith, Ian Knight, Chris Warner, Will Fowler and artwork by Gerry Embleton, Mike Chappell and Chris Warner. The first issue includes articles Dien Bien Phu by Martin Windrow; Campaign Uniforms of the U.S. Army 1893-1903 by Philip Haythornthwaite; The Light Brigade by John and Boris Mollo; French Revolutionary Wars by Terry Wise; Boer Matabele War 1837 by Ian Knight and Air Observation Post R.A. by J. Wilkinson-Latham - all with notes on modelling hints, and many more articles, long and short on various topics from camouflage to weapons and medals. Regular columns include a book and model reviews, a wargamers column, modelling hints column and an article on leading model makers and shops, details on military museums, problem page and a letter page. Single copies are 50p plus 15p postage and packing, 12 issues £7.80p including postage and packing (USA \$1.75 plus 95c or 12 issues \$32.40). Write to Soldier On Publications, P.O. Box 14, Barry, South Glamorgan. Then there is BATTLEFLAG put out from 1832 Highland Drive, Carrollton, Texas 75006, U.S.A. (12 monthly issues for \$6.00 plus \$2.50 for foreign subscribers. Claimed to be a magazine for the military enthusiast it is intended to include wargaming, military miniatures, scale modelling, collectibles (guns, medals, flags, etc), military history. It kicks off with a series of in-depth articles on World War Two's Eastern Front, claiming hitherto unpublished accounts translated directly from both Russian and German official documents. Some of the articles scheduled for the first year will be Weapons and ships of the American Civil War; Hitler's view of post-war Europe; Cortez and his conquest of Mexico; Bushido, the code of the Samurai; Sea warfare in the Ancient Mediterranean; Inside the Steel Ring - the Battle for Stalingrad; Combat Flying for the Third Reich plus other regular features which will include wargaming news, etc.

At the Model Engineers Exhibition I was given a leaflet advertising The WARNHAM WAR MUSEUM - Great Britain's largest private permanent collection of World War Two vehicles, uniforms, badges, medals, tracked and amphibious vehicles and equipment, etc. (all under cover). Open every day from 10 a.m. to 6 p.m. (10 a.m. to 4 p.m. winter months) it is on the main A24 Horsham to Dorking Road, near Horsham, Sussex. It has a large free car park and a licensed restaurant adjoining.

Since writing the paragraph above about HINCHLIFFE "HERITAGE" 15mm wargames figures I have received a large package containing numerous samples of their Prussian Napoleonic range in their green (52p)

and blue (65p) packages - the blue packets appear to contain approximately twice as many figures as the green. All Prussian, the selection sent me is that detailed in this month's HINCHLIFFE advertisement elsewhere in this magazine so that with so many figures to appraise, I am in a position to say that I find them most impressive, with detail comparable (and superior in many cases) to most 25mm figures so that I imagine they should not be much more difficult to paint. I am particularly impressed with the artillery and equipment packages, finding the thought of obtaining four 6pdr guns or three 12pdr guns for a mere 65p to be a most attractive proposition! And they are extremely well detailed!

Interestingly, by the same post as I received these samples I also had a letter from veteran wargamer John Cook (published elsewhere in this issue) in which he mentions this particular range, saying: "I have bought a number of Heritage 15mm figures and can say that the detail are as good as any 25mm figure and are superior in this respect to any other 15mm figure currently available. However the cavalry, particularly the horses, are noticeably larger than those of other manufacturers, although in fairness it could be argued that the others are too small." In the context of John's letter on figure-scale, this is an interesting comment

At the recent Model Engineers Exhibition the HINCHLIFFE MODEL LIMITED stand was, as usual, a most stimulating spectacle with its show-cases full of beautifully painted figures and assembled kits. Peter Gilder, their designer who is also responsible for much of the painted figures, proudly showed me their latest piece of equipment which takes its place amongst the quite exceptional items that have been put on the market of late. This time it is an Ancient/Medieval storming-tower approximately 180mm in height which had been made up and painted, complete with animal skin cladding. Almost too good to go on a wargames table, this piece of equipment could take its place as a coffee-table model or a museum piece - like their recent issue of a log bridge, it is not cheap at £8.20p for the kit and £2.45p for the skin cladding kit - but an amazing amount of thought, planning, design and very skilled work must have gone into this model which is pictured in this month's Hinchcliffe Models Limited advert elsewhere in this issue.

This pleasing 80mm model of a Grenadier of the 12th Foot (The Suffolk Regiment) is the latest figure in this range put out by Hinchcliffe Models under the title of "THE MINDEN CRY". It will delight the heart of any old soldier who served with one of these six British Infantry Regiments (The Suffolks, Royal Welsh Fusiliers, Hampshires, Lancashire Fusiliers, King's Own Scottish Borderers, King's Own Yorkshire Light Infantry) who wrote an immortal and quite exceptional page in British military history on the 1st August 1759 when they attacked and flung back in total disorder 10,000 French cavalry. At the time their hats were adorned with roses picked from the gardens of cottages they passed during their advance and, it will be seen, that this figure has one of those rose bushes prominently displayed. At £4.50p this will make up into a quite exceptional model of high military interest.



Still on Hinchcliffe Models, they are proud to announce their appointment as the sole U.K. distributors for the famous French LABAYEN 54mm range of figures that military collectors have known for a long time to be exquisite models that portray the style and mood of their period with elegance and authenticity going hand-in-hand to make each piece a collectors dream. Foot figures will sell at £2.50p each, cavalry figures at £7.48p.

Peter Manning who is designing the new MINIATURE FIGURINES 25mm Colonial range, wargames regularly at my house every Thursday evening and never fails to excite me by talking of whatever he has been working on during the day. Of course, collecting my Colonials in the 30mm range, I am only able to avail myself of certain items of equipment such as the quick-firing Pom-pom gun, Maxim machine-gun, Gatling, etc., and now I am eagerly awaiting the British field guns. To those who might raise their hands in despair at mixing 25 and 30mm figures - may I say that the Scruby and SAE 30mm figures that form a large part of my Colonial armies blend in very well with the "larger" 25mm ranges and the guns that Peter is turning out are as large if not larger than those purchased many years ago, purporting to be at that time 30mm in scale. I have seen the first of the immortal 4.7 Naval gun that was landed and mounted on a crude carriage to give artillery back-up to the British forces during the Boer War - all of us are familiar with the larger model made by Britains which became legendary when portrayed in H.G.Wells' book "LITTLE WARS" - now it is possible to obtain it in 25mm scale, complete with straw-hatted crew. Any Colonial wargamer who misses this one wants his brains testing!

At the Model Engineers Exhibition considerable interest was aroused by the new model tree kits in the "LANDSCAPE SERIES" of JOHN PIPER (ACCESSORIES) LIMITED. Although mentioned previously in this magazine, it was the first occasion on which I had seen these trees "in the bud" so to speak and they are most realistic (although one could say they ought to be at £2.32p for one 00/4mm scale tree). Construction is easy by assembling the cast white metal limbs and painting them then attaching with contact adhesive the rubberised horse-hair supplied and finally covering the horse-hair clumps with white glue and sprinkling on green fine cork granules until the tree is covered. Autumn tints can be introduced by means of air-brushing but the green shade supplied in the kit is most realistic for a tree in full bloom.

The Italian model firm ESCI whose U.K. distributors are Eisenman and Co Ltd., 32 Wellington Street London WC2E 7BD, have recently released a series of five diorama kits in 1:72nd scale based on major battles of the Second World War. Retailing at about £5.80p, each kit contains about 500 pieces and a 17" x 10" vacuum-formed base made in the shape of trenches, ruined buildings, roads and rail tracks, bunkers, shell-holes, etc., etc. The scenery with each set is appropriate to the specific setting and theatre of war and each contains at least two vehicles, infantry figures, artillery and various accessories such as telegraph poles, road signs, sandbags, oil drums, etc. The titles of these sets are "Ardennes - the last victory"; "Arnhem - the last bridge"; "Moscow - Operation Taifun"; "El Alamein - The desert battle" and "Anzio - The Allied landing".

Our faithful supporter with advertising WARRIOR METAL MINIATURES are bringing out some new Gaulish warriors in 25mm scale, armed with swords, spears, round and oblong shields, etc. I have not seen them but they are said to be some of the best figures put out to date by WARRIOR, being well proportioned and animated. There are some weird Science Fiction figures also available produced by WARRIOR for CLYDE MODELS of Glasgow under the title "Dragon Fantasy Miniatures". Also, I understand that Warrior have begun a range of figures depicting characters from the French magazine and T.V. cartoon series of Asterix the Gaul - I am not personally familiar with these particular type of figures and I do not know in what scale they are being produced.

HEROICS AND ROS faithfully support this magazine with advertising and have a fantastic range of 1:300 scale vehicles and figures - the latter being probably the most relatively detailed figures in any scale on the market today. The latest armoured fighting vehicles from this group are still only 10p each and consist of - Modern: USA M88 ARV and M578 Light ARV; France - AMX-10 RC armoured car; German - Leopard 2AV MBT and Luchs 8 x 8 armoured car; Israel - L-33 155mm SPG. World War II - USSR KV-85; Germany - Panzerjaeger IV/70 and Horch Staff Car; Hungary - Raba Botond truck; USA - M22 Locust and UK - Beaverejete (6p). I am told that there are dozens more in preparation in the Italian CV3/33, Autoblinda 41, Hungarian Zrinyi SP AT gun, etc. If you want a lot for your money and the ability to utilise valuable wargaming space to the greatest possible advantage then have a look at what you can buy from Heroics and Ros.

FROM THE ADVERTISEMENTS:

NAWWAR of 48 East View, Barnet, Herts EN5 5TN, are offering at 45p for a packet of 6 some new 1:450 scale micro-miniature AFVs, the smallest range of present-day British, American and Russian armoured vehicles. RONALD SPENCER-SMITH of 66 Long Meadow, Frimley, Surrey, continues to turn out his excellent 30mm plastic figures at about 3p each, cavalry at under 8p - they match in with modern 25mm ranges as well! MICRO-MOLD of Station Road, East Preston, West Sussex BN16 3AG, continue to increase their range of Bellona wargames scenery with a German 155mm gun position; tent and marquee set; country house and lodge. SHIRE PUBLICATIONS of Church Street, Princes Risborough, Bucks, have a new 'Discovery' book with 69 illustrations "Horse Drawn Transport of the British Army" including plan drawings of the GS wagon Mk VIII and 18,000 word text for 75p. LEICESTER MICRO MODELS of 32 Wellesbourne Drive, Glenfield, Leicester LE3 8PN, announce long awaited additions to their Micro-tank and 1:4800 scale micro-ships. There are considerable numbers of ships available and the vehicles include a Ram Kangaroo; Sdkfz 7 with quad; Vickers Light Tank Mk6 AA; a G.M.C. petrol bowser; Leopold Rail Gun. M and M MODELS of 27 Gilbert Avenue, Tuxford, Nr. Newark, Notts, specialise in the English Civil War and their latest 25mm figures are a Dutch musketeer and a mounted figure of Charles I. Look out for the new MINIATURE FIGURINES Mexican-U.S. War of 1846 and for the preceding Alamo era figures - I had to read this in a book despite seeing most of the senior people there, no one bothered to tell me about them! EAGLE MINIATURES new French Revolutionary Wars figures will be out shortly, beginning with a mounted cuirassier, a charging Hussar, a line infantryman in cocked hat and a light infantryman in crested helmet.

SALUTE '78

COME TO CHELSEA OLD TOWN HALL ON SATURDAY 15 APRIL 1978 AND SEE THE BEST WARGAMING IN LONDON

DEMONSTRATION GAMES: PARTICIPATION GAMES: STATIC DISPLAYS: TRADE STANDS: BRING AND BUY: WARGAME FIGURES: PAINTING COMPETITIONS AND MANY OTHER EVENTS

PAINTING COMPETITION for 20-30mm figures; 20-30 figures in a unit of foot, 10-20 mounted. All to be on recognised bases.

1. Pre 1500 AD (Foot and mounted).
2. 1500 AD-1980 AD (Foot, mounted and vehicles).
3. Fantasy (Middle Earth, Science-Fiction, D & D., etc) Any unit comprising 10-20 figures.
4. Equipment. Any piece or equipment with crew, transport or animals. Any period.
5. 54mm Skirmish figures - 3 any period, based.

Please address enquiries to - J.Bridge, South London Warlords, Co-ordinator Open Days, 34 Tynwald House, Wells Park Road, Sydenham, London SE26 6AG. Tel: 01 699 8406.

One aspect of the Chelsea even which will interest readers is that they are hosts for an informal meeting of the Southern England Wargames Association, which had its first airing at "Armageddon" last November. Although 22 Wargames Clubs were officially represented, many clubs did not attend this meeting, and advance notice of the two meetings arranged for "Salute '78" and "Southern Militaire" may encourage a fuller attendance for these meetings. It is emphasised that this Association is in an extremely formative stage, and that everybody is invited to attend.

THE CONDUCT OF WAR

Five lectures on the theme of innovation and change in land warfare.

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|-------------|---|--|--|
| 18 February | - | EARLY MODERN WARFARE (16th-17th Centuries) | William Reid FSA.,FMA., Director, National Army Museum. |
| 25 February | - | FROM MARLBOROUGH TO NAPOLEON | David Chandler MA.,FRHistS.,FRGS., Deputy Head Dept. of War Studies and International Affairs, RMA Sandhurst. |
| 4 March | - | THE INDUSTRIALISATION OF WAR | Michael Howard CBE.,MC.,D.LITT., Chichele Professor of the History of War, Oxford University. |
| 11 March | - | THE HISTORY AND FUTURE OF ARMoured WARFARE | Major Kenneth Macksey MC., Author of "Tank Warfare"; "Guderian, Panzer General"; "The Guinness History of Land Warfare". |
| 18 March | - | THE PROSPECTS FOR PEACE IN THE NEXT DECADE | Brigadier Kenneth Hunt OBE.,MC., Director, British Atlantic Committee, Fellow of the Institute of Strategic Studies. |

Lectures begin at 2.30 p.m. on Saturdays in the Lecture Theatre of the National Army Museum. Admittance by ticket only, available free of charge from - Keeper of Education, National Army Museum, Royal Hospital Road, London SW3 4HT. Tel: 01-730 0717 Ext. 28.

MATCHSTICKS? YOU MUST BE JOKING!

by

Andy Callan

I am sending you an article for the Newsletter which I hope you will find to be suitable. I have found that my matchstick armies have all the compactness and convenience of boardgames, without the sacrifice of the aesthetic element so important in wargames. They seem to be at their best in campaigns as they seem to make for a smoother transition between map and table-top than I have found in figure-based games. (So far we have re-fought the campaigns of 1642-3-4 in the West Country with great success).

By the way I have some Leeds wargamers actually marketing this matchstick idea under the name of "The Jomini System". Although I am flattered by the imitation I am rather dismayed that an ex-member of the Lancaster University Jomini Group (Wargames Club) should have neglected to make the appropriate acknowledgements. So before any more 'pirates' step in, I would prefer to see the idea in print before an appreciative audience of people who would make use of it rather than seeking to profit from it. It would also open the way for intelligent criticism and suggestions, which would greatly be appreciated.

That is the usual reaction I get when I tell a fellow wargamer that my English Civil War armies are made of matchsticks and cardboard, cost well under a pound and conveniently be carried around in a chocolate box. Once he has seen them and had a game with them, however, I am pleased to say that I am often asked how to make them! That is just among friends of course, so I would be interested to see how the idea goes down amongst the Newsletter readership.

I was driven into something as unconventional as matchsticks largely through two things - lack of money and laziness! I had neither the cash nor the time to build up the two large armies of 25mm figures I would need were I to fulfil my dream of re-fighting the major battles of the English Civil War on the table-top. Now like many other wargamers I had had my imagination fired by the introduction of those marvellous mini-Minifigs (the 5mm regimental blocks) since they seemed to open up whole new concepts in wargaming. These would have been just what I needed but soon after their introduction they mysteriously disappeared off the market. The castings had been crude, admittedly, when compared with the exquisitely-detailed 6mm Heroics, but for value and usefulness they beat them hands down. Assembled in their masses they had looked marvellous on the table.

Alas they were no more. Driven thus to a cheap substitute, I decided that a regimental block ~~made~~ out of matchsticks, if suitably painted, could do the job almost as well. So I sat down, worked ~~out~~ my requirements, tried a few dummy runs, and a weekend later I had the complete New Model Army at Naseby, ready for the fray, total outlay about 20p!

The System:

I decided on a ground scale of one inch to fifty yards, which meant that a mile on the table-top was around three feet. This would enable me to stage even the largest battles of the war on a dining-room table.

Foot:

Two main types were needed, pikemen and musketeers. The standard operational formation of the time was six deep so initially I decided that each matchstick should represent a depth of three ranks - this would allow a six-deep formation to 'double the files' so as to fire a three rank 'salvee' (according to the Swedish method). Unfortunately this made moving whole units rather fiddly while a sneeze would have had consequences too horrible to contemplate! So I chose instead to make the basic unit six deep and to move it as a block - on the rare occasions when 'salvees' are needed I now just leave a block sized gap between musketeer units and assume the frontage is greater than it appears. The standard infantry block is shown in figure 1. and represents approximately 25 files by 6 ranks. This is allowing $4\frac{1}{2}$ feet of frontage per man, a compromise between the fairly loose 'operational' frontage and the close 'anti-cavalry' order. I deliberately left frontages rather vague so that although the block theoretically represented 150 men (25 x 6), in practice the total could be anything from 100-200 thus making accurate assessment of an enemy unit's strength very difficult for the table-top general. The system relied upon an umpire doing all the paperwork so that once they had been engaged, you would no longer be aware of the exact strength of even those units on your own side.

~~Förborn~~ hopes, skirmishing musketeers (for hedge fights, etc), or dismounted dragoons I chose to represent in units of about 50, and cut-down pinheads mounted on a strip of plastic card did the job quite adequately - converted Heroics figures would have looked nicer but I preferred 'do-it-yourself' (see figure 2). Highlanders, operating in their 'clumps', 'clews', or columns were a bit more difficult but a mixture of block and loose order (figure 3) gave a suitably ragged appearance.

Horse:

The basic unit at the time was the "Troop", which seemed to have averaged out at about 75 men. This was handy as it meant that I could use a $\frac{3}{4}$ inch matchstick section to represent 25 files of horsemen formed up boot-to-boot (figure 4).

Guns:

Doing things on the cheap once again, I made my artillery pieces out of matches, cardboard and pins (figure 5). For the larger guns - demi culverins, etc., - the wheels were made from cardboard discs cut out with a paper punch while the smaller drakes, falconets, etc., had their wheels made from slivers of sprue.

Painting:

This, of course, is largely a matter of taste. For the foot, I paint the block overall in the uniform colour, then add black dots: along the top edge to represent hats, flesh coloured dots along the front for faces, a row of blobs representing either buff coats or armour, and finally a darker shade along the lower third of the block for breeches. Cavalry are easier, the horse being brown overall and the rider buff, with just a silver top for a helmet. Flags, made from sellotape wrapped round a shortened pikestaff add the final touch.

Extras:

Converted Heroics make excellent staff officers of about the right size. For scenery use pipe-cleaners painted green for hedges (not a new idea) while for houses I used carved corks (Boots sell packets of them for home brewers) which, with black felt-tip windows and doors and painted-on thatch, look suitably rustic. For anything grander cake decorations or any of the 300th products on the market are fine (although as my army cost next to nothing I have no intention of splashing out on cast metal scenery).

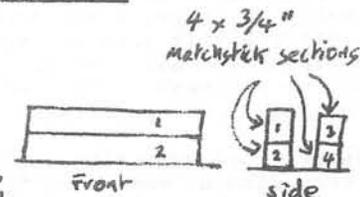
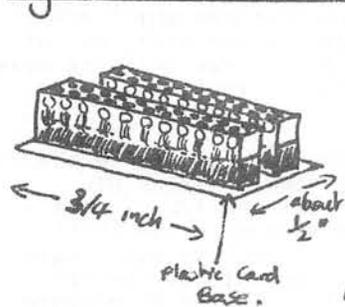
Now to anyone with a spark of ingenuity it should be obvious that this system is adaptable not only to contemporary conflicts such as the Thirty Years War, but also to virtually any period when regular formations were the norm. I have Marlburian, mid-18th century and Napoleonic matchstick armies and a friend of mine is working on a Roman Legion. As for rules, go ahead and make your own (I have no wish to be dogmatic), but if you try you should find it possible to break away from some of the more stultifying aspects of the figure-based game. You might find these points worth bearing in mind, for the ECW at least, although with modifications they could apply to other periods too.

1. The ease of movement of these armies, and the fact that the ground scale is so small means that for once a realistic time scale can be adopted. I use a five minute move, which seeing as units moved and reacted so slowly seems to give a realistic game. So long as you are flexible and do not stick to a rigid move-by-move progression when there is no need to (e.g. when there is a lull in the fighting), this often has the result that game-time comes very close to real time.

2. Because the wargames General is now commanding whole armies of a realistic strength, rather than a dozen or so units totalling perhaps a scale 3000 men, it should be possible to take the tactical minutiae out of his hands. For example, in an ECW cavalry action the options open to an individual Colonel (according to which tactical school he was trained in or which military manual he had read) might be a) Charge in a la Gustavus/Rupert/Cromwell; b) Caracole, or c) Receive charge at halt with carbines/pistols. Now we all know what any wargamer worth his salt would do, but if such decisions were left to the individual Colonels (i.e. a dice roll with suitable additions/subtractions for training) then once the initial battle orders had been issued then the battle itself would run largely on a kind of "automatic pilot". The General would thus be making the real command decisions rather than messing about with formation changes and the like. Moreover, opportunities for gamesmanship are distinctly reduced, which cannot be bad.

3. Given the 'ad hoc' nature of the war, with commanders and troops of wildly varying abilities and training, there is a very strong case for the "two players knowing vaguely what will probably work according to contemporary precedents, but only the umpire really knows the rules" style of game. I have been playing like that for some years now so I am glad to see, according to recent issues, that the system has got it's adherents among the Newsletter readers. Playing according to the letter rather than the spirit of the rules is impossible if you do not know them!

Fig 1 Basic infantry Block.



Pikes and flagstuffs are made from 3/4" sections of wire cut from a stiff wire brush. About 8 per 'rank' of matches looks right (A fiddly job)

Half a regiment or a 'grand division' might be represented by two musketeer and 1 pike block.

Fig 4 Basic Cavalry Block

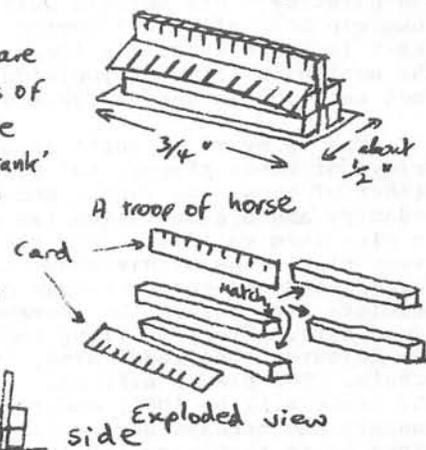


Fig 2 Skirmishing Musketeers

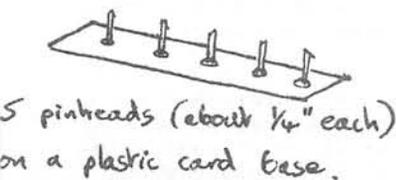
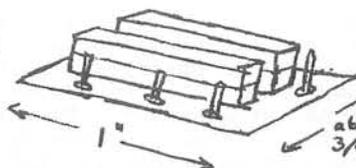


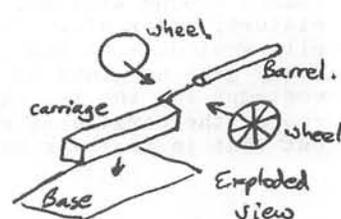
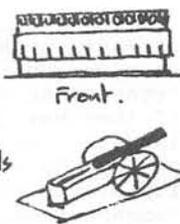
Fig 3. Highlanders.



Represents about 200 men.

Infantry block as in fig. 1 but about with 4-5 pinheads added.

Fig 5. Artillery



THE WARGAMERS' SPECTRUM -

CONSUMERS, AESTHETES, PLAYERS AND HISTORIANS

by

Paddy Griffith

The diversity of wargaming is at the same time a great strength and a great weakness. It is a strength because it means that the hobby will attract a variety of different people with widely diverse interests. There are plenty of changes to be rung, and no one need be bored because he feels stuck in one particular activity. On the other hand this can sometimes lead to such complete differences between one wargamer and the next that they feel they have nothing in common with each other. The hobby thus becomes subdivided into a series of small groups, each following its own ideas. This is obviously true of such sub-branches as board wargaming and fantasy gaming, about which so much has been written recently in the wargaming press. It is also true, however, at a deeper level: the level of personal attitudes towards the hobby. There seem to be four basic types of wargamer, as the title of this article suggests. If they are to co-operate properly it would surely be as well to identify them more clearly, so with this aim I have compiled the following brief guide.



First of all there is the Consumer, who enters his games in the belief that it is not what you do which matters, but what you do it with. In this century of industrialised warfare and the "materienschlacht" this attitude is perhaps appropriate to the times, although most strategic manuals still cling to the notion that there is more to war than just material resources. Our consumer - wargamer, however, does not much care about the other things. He goes for expensive models where cheap ones would have been just as good. He sneers at last year's models, and always has the latest and flashiest on his shelves. He will be devastatingly knowledgeable about what the manufacturers have to offer, and will have plenty of money to waste on equipment. He will pack his armies with elite regiments and pride himself on his tactical skill when they win against materially less well endowed opponents. His French Napoleonic army will be at least fifty per cent guard: his Second World War force will be SS with King Tigers. No march-weary conscripts or second-hand PzKw IV's for him! No plastic figures or (horror of horrors!) scratch built kit. He will buy his rules, and his board games, and everything else. For him, wargaming is a form of conspicuous consumption.

The Aesthete shares some of the consumer's interest in the latest models, but usually because they tend to be more artistically designed: not simply because they ARE the latest. He will applaud when 15mm figures grow to 20mm, or 20mm grow to 25 and even 30mm. In each case the playing (and financial!) disadvantages are seen as trifling compared with the great increase in moulding detail which is possible with the slightly bigger types. For him, the visual aspects of the battle is the important thing. It must somehow resemble a battle painting if it is to be convincing. He therefore likes his figures in extravagant poses and well-bulged dress uniforms. Diverse "campaign" clothes are occasionally acceptable to add a touch of poignancy to the scene, but they should at least be clean. The figures must look spick and span, even if they are supposed to be wearing rags. Like the consumer, the aesthete will tend to prefer commercial to home-made figures, since the commercial firms usually get crisper detail. The aesthete, however, is prepared to devote endless pains to conversions and painting. His terrain will also be first rate: usually in large, ready-made features which are complete with all the trimmings. This leads to great inflexibility from one game to the next, but at least it looks good. As for rules, they will be as low-level and basic as possible. The aesthete sees the battle in terms of individual vignettes and personal predicaments. His wargames really have as much relation to war as the most romantic of nineteenth century war paintings.

The "player" is quite another animal again. He enters into wargaming in the same spirit as the Bridge or Chess player, but usually because he is not very good at mastering the complexities of either of those two subtle and abstract games. Wargames offer him a less rigid alternative, in which pedantry and argumentation (as opposed to true argument) can often succeed even without great skill to give them validity. For him the wargame is above all a competition. He will expect to manipulate every single one of his model soldiers in every detail, so there are no cowards and shirkers in his forces, and his entire energy can be directed against the opponent. Orders will be obeyed by private soldiers even before the commander-in-chief has relayed them to his A.D.C., let alone to his battalion commanders. Every trifling manoeuvre will be executed with as much precision as at the Trooping of the Colours. The model army, in fact, will be manned by a sort of cross between telepathists and robots. The player will plan everything in minute detail before the game starts: his intelligence of the enemy will be 100%, and there will be no room for any "fog of war". There will be endless gamesmanship and perhaps some outright argument. Finally, the player will prefer to use commercial rules, since he is then more likely to meet other players with the same basic assumptions as himself. They can then bicker happily away at each other over the minutiae, with never a thought for historical realism.

The historian, by contrast, probably makes the worst wargamer of all, since he rarely has any common ground with any other wargamer. Most wargamers are either scientists or uninterested in history, after all. And even among fellow-historians there is rarely any agreement about what actually went on - at least if they have done any research at all. The historian will therefore wreck every game he plays by disputing the rules on the grounds of accuracy. He will display an annoying contempt for the immaculate parade - ground armies of the consumer and the aesthete, and he will scorn the commercial rules of the player. He will have an intensely irritating habit of pointing out that in real war no commander ever has the sort of total control over his troops which is a

CONTINUED ON PAGE 24

CASUALTIES AND MORALE IN NAPOLEONIC WARFARE

BY

Philip J. Haythornthwaite

The days of mutual annihilation on the wargames table are gone, many players using rules which provide for the automatic withdrawal of units suffering a certain percentage of casualties, usually 50%, beyond which it is estimated that, in reality, no unit could have functioned and would have had to retire.

The following points, which came out of research for a proposed book, may be of interest to those wargamers who strive for maximum "realism" and those interested in Napoleonic warfare in general. Those sensible players whose rules are borne on the proverbial postcard should pass on to the next article!

Having examined the casualty-figures of numerous actions throughout the Napoleonic wars, I believe it impossible to attempt the calculation of a mean percentage below which units could not operate, not for reasons of the differing qualities of various regiments, but simply because no statistics exist to prove at exactly which point a unit was compelled to retire by reason of casualties. Where reliable figures exist at all (i.e. those not deliberately falsified and which differentiate between genuine "casualties" and deserters classified as "missing"), it is usually impossible in the case of a defeated unit, to determine at what point the unit broke or withdrew and the number of casualties inflicted during withdrawal.

In order to reach any conclusion, sample casualty-figures can be examined in the light of contemporary opinions about the severity of the action in which they were occurred. With few exceptions the examples quoted below were regarded by observers and participants to be amongst the hottest fighting and severest losses of the entire period.

Colin Halkett's British Brigade at Waterloo was punished so severely that the brigade-commander requested that his troops be given some respite, emphasising the desperate straits in which he must have considered his brigade to be. Because of the critical nature of the moment, the request was denied and further casualties were incurred. Considering Halkett's appeal, however, percentage losses of the regiments concerned were quite low: 2/30th Foot 38%, 2/33rd 37.1%, 2/69th only 21.8% (though this battalion had lost heavily at Quatre Bras), and the 2/73rd the very heavy loss of 52.2%, an average brigade loss of 38.4%, including "missing". Percentages of fatalities ranged from 9.7% (2/73rd) to only 4.6% (2/69th). Contemporary observers, however, were more appalled by the condition of the 1/27th, "lying dead in a square" with the apparently unprecedented loss of 66.5%.

The only comparable casualties of the 27th's loss were those resulting from the carnage of Albuera, in which Hoghton's Brigade lost 63.2%, Myers' Brigade 51.9% and Colborne's 65.3%, the latter a genuine "freak" statistic as three battalions were destroyed in minutes with neither time nor opportunity to retire (the 1/3rd lost 643 men). The losses of the other two brigades should also be regarded as untypical, resulting from the most uncharacteristic toe-to-toe fight of the entire period.

Casualties incurred by British units at Talavera, another extremely hard-fought engagement, are more typical of the heaviest loss which could usually be expected: calculated over two days' fighting, von Langwerth's brigade lost 56.6%, von Lowe's 48.1%, Cameron's 40.7%, Mackenzie's 34.4%, Stewart's 31.6%, H. Campbell's 30.2%, Donkin's 27.7%, Tilson's 17.9% and A. Campbell's 10.1%; the other infantry brigade, Kemmis', lost only 6.8% and the heaviest cavalry casualties, sustained by Anson's brigade, were only 16.4% despite the costly charge of the 23rd Light Dragoons.

Statistics for defeated forces are less reliable; for example, it is possible that the following figures of French casualties at Busaco may have been deliberately falsified. However, official casualties of French brigades in this action - some of which were utterly routed - show a heaviest loss of 26.4% (Maucune's brigade) and 24.2% (Simon's); others are remarkably light, Sarrut's 17.8%, Foy's 17½%, Ferey's 12.7%, Graindorge's 11.5%, Marcognet's 9.4% and Arnaud's 7.1%.

Bylandt's Netherlands brigade at Waterloo was routed by exposure to heavy fire; though their loss was 43.7%, only 23.9% were killed or wounded, the remainder listed as "missing", in this case a euphemism for "deserted" or, as often happened, using the excuse of assisting wounded to the rear as a way of leaving the firing-line, perhaps half-a-dozen men "helping" each wounded comrade. The 7th Militia of Bylandt's brigade, with the "severe" loss of 42.2%, had in fact only 12.4% actually hit.

The examination of unit losses (rather than brigade) is equally confusing, since (in the case of defeated forces) it is impossible to tell how many casualties were incurred in pursuit. The hardest-hit Russian regiment at Borodino, the most appalling carnage of the era, lost only about 55% (6th Jagers). Unit losses of this magnitude or greater can often be explained as the result of one crushing blow - for example Colborne's brigade at Albuera - in which units had no chance to retire even when they passed the theoretical point beyond which they could cease to function. For example, the heaviest loss in Simon's brigade at Busaco (Legion du Midi; 55%) seems to have been the result of a few volleys received when (probably) leading the brigade, the percentage being so high because the unit's original strength was only 564; their 311 casualties would have represented a much smaller proportion had they been incurred by either of the brigade's other units, the 26th Line (lost 17.4%) or the Hanoverian Levion (lost 13.7%).

It is equally difficult to ascertain the level beyond which a unit would theoretically cease to function from a point of view of manoeuvre, at least without reorganisation (the necessity for reorganisation probably explains Halkett's request at Waterloo), though if morale were unaffected there seems no reason why a unit could not function to some degree with 60 or even 70% casualties, though certain manoeuvres would be impaired: at Salamanca, for example, the British 53rd (245 strong) was forced to retire in line when threatened by cavalry, "the ranks too much thinned to attempt a square" (their total loss was 26 killed and 116 wounded).

CONTINUED ON PAGE 24

TALKING WARGAMING

Thinking to have learned a lesson from Crecy, at Poitiers the French dismounted their horsemen on the false supposition that this was the only way in which they could beat the similarly dismounted English men-at-arms. However, this deprived them of mobility and shock, their principal asset for offensive action. Typically the French commander gave no thought to any kind of tactical manoeuvre that might turn the outnumbered English from their strong position.

Even seventy years after, at Agincourt the French leaders were still unable to control their impetuous and un-disciplined nobility, of whom it was said "had forgotten nothing and learned nothing". So the battle went as the others had done with Medieval heavy cavalry and infantry again shattered by a vastly outnumbered English force of courageous and disciplined archers supporting dismounted men-at-arms in a defensive formation.



In the later stages of the Hundred Years War, at last recognising the superiority of English archery fire-power, the French commanders avoided attacks against the English in prepared positions and seized all possible opportunities to force them to fight at a disadvantage. Notable among these leaders were Bertrand Du Guesclin, an outstanding Constable of France, who excelled in night attacks and novel stratagems, despite English protest that such practices were unchivalrous.

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PROBLEM OF THE MONTH:

I have recently purchased some TAMIYA Samurai. Unfortunately I have been unable to find a book about them. Can readers help?

(Readers don't need to bother - see "THE SAMURAI" by S.R.Turnbull (Osprey 1977 £8). It would help if readers actually READ the Newsletter, where a review of this book was published in May 1977.)

---oo0oo---

MORE FROM D'ORDEL'S MANUAL "TACTICS AND MILITARY TRAINING" (LONDON 1902)

The Positioning of Artillery in Attack. The artillery will advance to the distance of 600 yards from the enemy, where the guns will be trained upon the enemy's artillery, and the artillery duel will be begun. As the artillery will now be "in the presence of the enemy, and beyond the limits of the ground held by the troops in which it is acting" it will send out a "combat patrol" of twl men to the front and flanks to perform the duties of a cavalry escort (see Field Artillery by Lieutenant-Colonel Pratt, R.A. page 116) and to protect the guns from counter-attack.

Conversely, when defending, the enemy will push forward at first the whole of their artillery in this manner. This will mean that it will only be protected by two, or at most three, men acting as a combat control, assuredly some within easy rifle range, this will probably afford the defenders an opportunity of making a successful attack on the enemy's guns and capturing them (Drill Book 1896 pages 123, 118 and 2).

---oo0oo---

SUN TZU ON "THE ART OF WAR" (This selection seem particularly suitable for psychological warfare against a nervous wargames opponent!)

Hold out baits to entice the enemy. Feign disorder and crush him. If he is secure at all points be prepared for him. If he is superior in strength, evade him. If your opponent is of choleric temper, seek to irritate him. Pretend to be weak that he may grow arrogant. If he is taking his ease give him no rest. If his forces are united separate them. Attack him where he is unprepared. Appear where you are not expected. These military techniques, leading to victory, must not be divulged beforehand. Now the general who wins a battle makes many calculations in his temple ere the battle is fought. The general who loses a battle makes but few calculations beforehand. Thus do many calculations lead to victory and few calculations to defeat: how much more so no calculations at all! It is by attention to this point that I can foretell who is likely to win or lose.

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MILITARY QUIZ OF THE MONTH:

1. Name two famous brothers who won the VC in World War One?
2. Name as many battles of the Mexican-American War of 1846 as you can?
3. Name a battle fought in 1745 that did not involve Jacobite Scots?
4. Who commanded the American 82nd Airborne Division in Operation "Market Garden"?
5. Dates of following battles of the 100 Years War - Crecy: Poitiers: Agincourt: Verneuil: Patay: Castillon and Formigny?

ANSWERS ON PAGE 21

THE ONTARIO MODEL SOLDIER SOCIETY Annual Competition and Show will be held on June 17 and 18, 1978, in Toronto and will be an open competition. Needless to say, we would be delighted to have some contestants from the United Kingdom. Write to J.A.English, 72 Binswood Avenue, Toronto, Ontario M4C 3N7, Canada.

LETTERS

"Having finished the article "Alternative Wargaming" I wonder whether I have over-stated my case! I hope however that you will find space for at least a little of my "manifesto" - your pages have always seemed a refuge for outspoken opinion up to now.

I find myself in total agreement with you on most points regarding the unfortunate direction wargaming seems to be taking today, and although not a veteran of the hobby like yourself, I feel I am sufficiently battle-hardened by nine years of 'gaming' to place my own interpretation on events. It is my contention that the contemporary wargame, like all human activities, cannot be looked at in isolation. It is very much a product of the times. Now this opens up some very broad ranging questions and so, although deliberately controversial, this broadside by "Dave Spart" of the "Wargames Liberation Front" tries to be somewhat light-hearted as well as being thought-provoking.

Apologies for the extreme length, it just seemed to grow like Topsy!"

Andy Callan of Lancaster.
---oo0oo---

"Lying on my bed in a plaster cast after a knee operation, I have now the pleasure and leisure to write to you once again. I trust my last messages reached you. As I told you I am writing a book on wargames and I will try to get it published through the Ministry of Education.

However, what I wanted to write to you about is this. Latin America has a fascinating military history which is almost unknown, even in Latin America. In "Newsletter" No.186, which is the latest I have received, there were two letters on Latin America. Faced with this rising interest in our military affairs, about which I must confess myself practically ignorant, I cannot but put myself at the disposal of our readers, as regards Brazil. The problem here is that the "Arméd Forces" are in-violate. Such books still in print, though good are not entirely reliable due to exalted nationalism etc. Witness the different accounts as to the performance of Brazilian troops in the "Paraguayan War 1865-1870", in Brazilian and Argentine accounts. The wars in the area of the River Plate have everything to interest wargamers. All kinds of operations: military, naval, combined, guerilla, etc. Cavalry was the predominant arm in these affairs, especially militia, volunteer or irregular cavalry. As I said, the truth is hard to find, especially since 1964! There is a book, by an eminent military historian, Gen. Nelson Werneck Sodré, which has been banned, the mere possession of which could mean trouble. It is however, I believe, since I do not have it, and those who do treasure it, the only really reliable book on Brazilian military history - "The Secret History of the Brazilian Army."

Information on uniforms is scarce, since the only book published, "Uniforms of the Brazilian Army" by Gustavo Barroro and Ivan Wash Rodrigues, is long out of print. I will however try to consult this at the Army Library and send as much information as I can on request. Please transmit this to those who might be interested."

Ralph Peter Henderson of Rio de Janeiro

---oo0oo---

"I am struck by the lack of logic, and intellectual honesty, showed by the most implacable opponents to fantasy gaming: they use in their argumentation games such as "Bunnies and Burrows" which are not wargames, but cunningly avoid to quote the armies of hyborian times which are no more than ancient or medieval armies with mythical names - in the same way as the "lace wars" armies of P.Young and Ch. Grant in their classical books; and then triumphantly conclude that there is no link between the two games. They also forget the peculiarities of ancient wargaming (the very background of fantasy games): in H & M era, historical opponents belong to the same civilisation, and wear perfectly-known uniforms; so a Waterloo player will never dare to meet an opponent, not only from Fontenoy, but even from Austerlitz. On the other hand, many ancient battles were between different civilisations, allowing far greater freedom to the wargamer: indeed, most ancient wargames are situated in mythical Earths where Seleucid sail to Britain, or Belisarius is contemporary with Ramses! As for the "respectability" of the hobby, let no one forget that, for "general peoples", wargamers are never doing more than playing with toy soldiers (and incur a suspicion of "militarism" and "fascism" at least avoided by some fantasy gamers); meanwhile, the endless debate about "national characteristics" proves that no one can be sure to reflect the behaviour of an Austrian trooper more accurately than that of a Green Martian on his throat. This, and the numberless Napoleonic armies overflowing with "Guard" and "elite" units, underline the ludicrously pedantic aspect of the claims for "seriousness of military research and simulation". In fact, yes, it is true, there is no room in a wargame magazine for "D & D" - not because it is fantasy, but simply because it has a different mechanism (as Monopoly differs from chess); and the same applies to any historical role playing game. Symmetrically, every battle game with model soldiers is a wargame, and deserves its place in any wargamers' publication, even if the warriors are Elves, Venusians or pre-Britons with mammoths!

I beg your pardon for my "barbaric" English, but some things had to be answered to some intolerant pedantics."

Jean-Louis Fiasson of Lyon, France.

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ANSWERS TO MILITARY QUIZ ON PAGE 20

1. Lt. (Temp.Lt.Col.) Boy Bradford 1916 and Lt.Cmdr.G.N.Bradford RN(Zeebrugge 1918.)
2. Chapultepec; Palo Alto; Resaca; Monterrey; San Pasqual; Buena Vista; Vera Cruz; Cerro Gordo; Contreras; Molino del Rey; Puebla.
3. Fontenoy, 11 May 1745.
4. General Gavin.
5. 26 August 1346; 19 September 1356; 25 October 1415; 17 August 1424; 18 June 1429; 17 July 1453; 15 April 1430.

"I know I have written about this before but because of rising prices I feel it is even more important to re-start Swop Shop. It would be a good idea to put a notice in the Newsletter to see what other wargamers feel. If it is re-started I have ten Royalist pike and five musketeers, two officers, four peasants, one gunner also nine Roundhead pike and five musketeers with one officer and standard bearer. All are 25mm Minifigs. I would be willing to take 15mm Indians (both kinds), 15mm Peter Laing A.W.I range and Marlburian guns, gunners and train also Osprey books (Men-at-Arms Series)."

P. Bishop, The Old Malthouse, Brimpsfield, Gloucester GL4 8LD.

(In all the months that Swop Shop existed, I received less than a score of enquiries - that seems to me to indicate a marked lack of interest! Editor).

---ooOoo---

I have followed with interest the latest debate in the Newsletter on the pros and cons of Fantasy wargaming. As far as I am concerned there is room for everybody be they boardgamers, period wargamers or fantasy gamers. The arguments being used against the fantasy people remind me of the days when wargaming was treated as a 'lunatic Fringe' of the model soldier hobby. By the sound of things wargaming has not got quite a conservative establishment. Thanks to fantasy gaming we now have got a great selection of figures which can be used in Ancient or Medieval games. As already has been said today's fantasy gamer may well become tomorrows Napoleon or Wellington. In the local society over here we have all kinds, collectors, armour buffs, wargamers (fantasy and standard) and boardgamers, many of them dabbling in everything. After a period of standard wargames I enjoy a good entertaining trip into a dungeon, it can be quite hilarious. When all is said and done the main thing is not to take it too seriously, and keep in mind two words - Enjoy Yourself."

Cameron Robinson of Model Figures and Hobbies, N.Ireland.

---ooOoo---

"I have just returned to UK on leave and have been catching up with the wargaming news in the 4 copies of the Newsletter that I found waiting for me. I was very interested to read George Erik's article on scales in the October issue. This is a question which has been raised from time to time in the Newsletter for as long as I have been a subscriber and I was surprised that it provoked such little reaction, perhaps the Fantasy/Wargame controversy has taken most of the limelight.

I certainly have far less qualification than George Erik to question the authenticity of the products of model soldier manufacturers, but it seems to me that the problem here lies in the fact that model soldiers do not conform to a scale at all, merely sizes. A scale as I understand it is a graded system to determine proportional differences, in this case between a real soldier and a model one. The terms 15mm, 25mm, and so on, are not so much scales as sizes in so far as they do not relate to anything, other than relative bigness between each other.

Now, George Erik points out that human anatomy is not constant, and that this is the reason for the production of a figure by one manufacturer that differs in size and bulk from a figure, of allegedly the same size, by a rival manufacturer. If manufacturers accept the six foot man premise then surely all figures of so called 25mm scale, regardless of manufacturer, stance or activity should be compatible. This is clearly not the case and invariably the figures of one manufacturer are incongruous when viewed with those of another.

Under the present nebulous system of grading model soldiers a manufacturer can claim that his own figures are true 15mm scale or whatever, representing a six foot man with/without hat/shoes, including/excluding base and so on, and nobody can say that he is wrong. This is not a desirable situation in my opinion because it can mean that the customer is sometimes buying a 'pig in a poke'. I have absolutely no complaint with the quality of any figures currently available and I do not suggest for a minute that manufacturers attempt to mislead customers, but I do think that they tend to take advantage of the situation as it is certainly in one manufacturer's interests if the wargamer has to buy all his figures from that source.

I realise that it would not be as easy to describe a model soldier as 1:72 for instance, as it would a model of a vehicle. Nevertheless, I do think it is high time that the various manufacturers got together and standardised the various sizes. The current disparity in wargames figures can be very irritating for the customer.

May I say a few, final I hope, words about fantasy games? It may be felt that enough has already been said, nevertheless Mr. Barnes, who took me to task in the nicest possible way for suggesting that fantasy had no place in the Newsletter, obviously construed my letter as a critique of Middle Earth games. This was not the case, I make no distinction between Middle Earth, fantasy or science fiction. Whether certain periods have specialist wargame magazines or not is beside the point, I simply do not accept that fantasy games are wargames and as such contend that they have no place in the Newsletter. It would be as wrong to include, Monopoly, Risk, Chess or Blackgammon, all admirable games, which I have played and enjoyed, but not wargames.

I do not necessarily accept that fantasy is good for wargames. The direction that certain aspects of the trend are taking are, in my opinion, verging on objectionable, depicting as they do, bizarre and, almost, obscene activities. This can only be degrading to both wargaming and military modelling. There is no way, no argument that can persuade me, that this has a place in the hobby. Finally, just for the record, I have read and enjoyed Tolkien and also enjoy Science Fiction, my favourite being Robert Heinlien. However, I keep them firmly in their place, which is not wargaming!"

John Cook of Epsom Downs, Surrey.

BOOK REVIEWS

PANZERS AT WAR by A.J.Barker. (11 $\frac{3}{4}$ " x 8 $\frac{3}{4}$ "; 144 pages; 170 illustrations. Ian Allan Ltd - £5.95p).

In view of the multiplicity of highly technical literature that has come out in recent years concerning armoured fighting vehicles and those of Germany in particular, it is an achievement in itself for anyone to write and get published a book such as this that is different. The author has succeeded in that, aided by more than 170 illustrations few of which have been published outside Germany, he has lifted the curtain to reveal the grim realities of blitzkrieg and to show what it was like to serve in a Panzer division in the German army in all theatres of World War Two. Those of us who served in the British armoured forces during World War Two had a very wholesome respect for German armour, particularly the biggest tanks of the later years of the war and we were conscious that their vehicles far out-classed ours in almost every respect. This book develops the progress of those weapons and the German Panzer force from the pre-war days, in Poland, the assault on the West, North Africa and the Balkans, Russia, Italy and Western Europe. Specifically deals with Panzer Generals and with the development of Panther and Tiger tanks and the Flakpanzers and "Funnies". The illustrations are quite exceptional and, as claimed, the majority of them are new (at least to me). As it was an approach that I favoured in my book TANK BATTLES IN MINIATURE, I particularly like the true-life quotations from participants, one sentence from a man who has been up at the sharp end, being worth a page of descriptive writing based on theory, assumption and interpretation. This book is in series with those other admirable books put out by the same publisher - Desert Rats at War in North Africa; Desert Rats at War in Europe and The 51st Highland Division at War and fully maintains that already high standard. If you are a wargamer in the World War Two period then this is for you.



AMERICAN HALF-TRACKS OF WORLD WAR 2 by Chris Ellis and Peter Chamberlain. (8 $\frac{1}{4}$ " x 5 $\frac{3}{4}$ "; 104 pages; 17 pages of plans; 53 pages of photographs. Bellona Publications Argus Books Ltd - £2.95p).

These authors need no introduction as their names are bywords for accurate research in the field of armoured fighting vehicles. This time they are dealing with the ubiquitous half-track which, used by almost every nation involved in World War Two, was seen in large numbers in every conceivable theatre of war. Providing a first-class compromise between fast road running and effective cross-country performance, this lightly armoured vehicle had a multiplicity of uses, ably shown in the fine pictures of this book and described in its very full text. The full table of contents is as follows - Personnel Carriers; Mortar Carriers; Multiple Gun Motor Carriages; Gun Motor Carriages; Half-track trucks; Post-war Service; Tabular Summary of Variants; Technical Specifications; Diagrams of major models and Pictorial section, model by model. The British Army extensively used American-designed half-tracks and many of these pictures will arouse a sense of nostalgia to those of us who clattered for many dusty miles over the roads of Italy and Western Europe.

THE SECOND BOOK OF WARGAMING by F.E.Perry. (8" x 6"; 64 pages; 41 half-page photographs. Model and Allied Publications, Argus Books Limited - £1.75p).

Written for younger enthusiasts and those who like fighting wargames with 54mm figures, firing at them with guns in the true H.G.Wells fashion, this is a second book of wargaming and is a more than adequate sequel to the first volume. Its pictures give a very pleasing reaction as they are all of 54mm figures, many familiar from the days of our boyhood and others which have appeared since. The text is pleasing and informative so that it represents a very suitable book for a young enthusiast or an older person masquerading under that guise!

From PRESIDIO PRESS, 1114 Irwin Street, San Rafael, California 94901, U.S.A., I have received a leaflet of military books, some new and some reprints. There are certain savings possible and other books offered at pre-publication price although, those books which have already appeared in England such as Frederick Wilkinson's BATTLE DRESS and THE UNIVERSAL SOLDIER are subject to the usual American mark-up which does not exactly make them a bargain for us. However, there are some other good books dealing with American military history, the Civil War, etc., that make this list worthy of attention for the wargamer interested in the armies of that country.

VOLTIGEUR WARGAMES RULES FOR THE NAPOLEONIC WARS by Dave Millward. Produced by Skytrex at £1.05p plus about 10p postage and packing, these rules, so far as can be told without play-testing, would seem to be a reasonably straight-forward and relatively uncomplicated attempt to create a fast-moving Napoleonic wargame. The author has been around the wargaming world for long enough to know what he is up to and I have the greatest respect for both his playing ability and his attitude so I accept his contention that he is attempting to bring a new approach to Napoleonic wargaming by designing rules that produce success by using the tactics of the time. Admittedly, most rule-makers claim that they are doing that and indeed if the rules are slanted so as to cope with the prevailing tactical factors then this should more or less automatically follow. These rules combine the usual points values, factors and also percentage-chances; they cover all the usual rule aspects and include an interesting innovation in that once a unit's morale state deteriorates below "cautious" it loses men as deserters

LOOKING AROUND

AIRFIX MAGAZINE - February 1978. Well produced and illustrated as always, contains features on the latest kits, models, books, etc., plus illustrated articles on the recent NATO exercise; report on Northern Militaire; Modelling wargames figures for the Franco-Prussian War including much on converting existing Airfix figures plus numerous articles on aircraft, fighting ships, etc.

AVALON HILL GENERAL - November-December 1977. Main feature is an in-depth article on Victory in the Pacific and other naval warfare of World War Two plus articles on Basic Resource Points in the game Third Reich; Pilot's supplement to Richthofen's War; Postal Jutland; 1776; Stalingrad and other features, correspondence, etc.

BATTLE - February 1978. Well produced and illustrated with an increasing lean towards wargamers stimulating observations by Terry Wise; letters and features dealing with the latest books, figures, kits, modern equipment notes by Toby Wrigley; inexpensive wargames chariots; the Battle of Edgehill as a wargame; Charles Grant on Marlburian Warfare; Tony Bath on Hyboria; Wargaming at Northern Militaire; a new wargame puzzle feature; Napoleonic Campaign Wargaming; and the battlefield of Beaumont Hamel. A very full and interesting issue.

BATTLEFLEET - Vol.10: No.5. The Magazine of the Naval Wargames Society contains Rules Review; Vessels of the Imperial German Navy 1871; Napoleonic Ship Sizes; Model Review; plus news of a certain crisis of magazine production within the Society!

LONE WARRIOR - January 1978. This journal of the Solo Wargamer's Association must be very eagerly awaited by its lonely subscribers. Contains a good article on Desert Floorgames by John Sandars; Wargames Reality; Fringe Campaigning; reviews of the latest books and games, etc., plus interesting and pertinent correspondence columns.

MILITARY MODELLING - February 1978. Puzzling cover picture of a Churchill tank with crew wearing odd blue uniform and stripes pointing upwards instead of downwards; host of mouth-watering advertisements plus well illustrated articles on Prestonpans 1745; Mini dioramas; plus features on the latest kits, models, figures, books, etc.

SOLDIER - January 1978. This beautifully produced magazine on the Modern Army contains good articles on the Junior Leaders Regiment, Royal Artillery; the Airborne Museum plus fine feature articles on the latest military LPs and books together with up-to-date news of Britain's army of today.

WAR MONTHLY - Issue 49. Slightly different format but still very well illustrated and laid-out, this issue contains the naval attack on Kronstadt in 1919 by Coastal Motor Boats; the great tank battle in Sinai 1973; The Mustang Fighter; the German attack on Leros in 1943 - the last of the German airborne assaults; and a striking commando raid "Angerville".

BOOK REVIEWS - Continued ^{from} Page 23

who are counted as casualties so far as morale is concerned. Additionally, the rules include an alternative movement system and some optional rules. The chapter dealing with "Classification of Troops" is useful as are the means of adopting the rules for use with 15mm figures - this scale becoming increasingly popular. Finally, there is a four-page Playsheet which claims to condense the rules and that they are able to be quickly followed - may I timidly mention that this Playsheet is about four times as big as my full-scale rules for this period - but then, I am noted for my simple attitude to the hobby!

CASUALTIES AND MORALE IN NAPOLEONIC WARFARE - Continued from Page 19

For the formulation of rules, therefore, the point of compulsory retirement should be closely connected to morale, with a different percentage figures for various types of troops: experienced veterans might be allowed to sustain 55% losses before compulsory withdrawal, inexperienced troops say 25% with "average" units around 40-45%. But one additional factor should be considered: unsupported withdrawal in the face of the enemy could have such dire consequences that in many cases a unit would be safer to stay in the line of fire and continue to suffer casualties than to attempt a withdrawal and perhaps be annihilated in the process. Therefore, providing morale remains steady, withdrawal caused by the infliction of a certain percentage of casualties could be delayed until contact with the enemy is broken, an adjustment to the morale rules ensuring that a depleted unit which would otherwise withdraw is not allowed to remain in the line of fire for more than a limited period. In this way, casualties on the wargames table will generally reflect those incurred in reality, with the chance of the odd exception of a percentage in excess of 50% as actually happened on rare occasions.

THE WARGAMERS' SPECTRUM - Continued from Page 18

commonplace in wargaming. Worst of all is his view that the vague and indeterminate action of "morale" has more effect on the outcome of battle than such clear and quantifiable forces as firepower and technology. Where does that leave the scientific or competitive wargamer? They have nothing left to work on, if they cannot be sure about the ground rules. As for the consumer or the aesthete, they are obviously in a different hobby altogether.

All four of these wargame types are in the hobby for different reasons. They are each after different payoffs, and can rarely talk to each other on the same wavelength. They each require different types of game, as a subconscious level. This is not to say that one of the four types might prefer board games, another fantasy games, etc. All four types crop up in all the different sub-departments. This means that there is all the more need to identify which type you are talking to - and which type you are yourself. Perhaps one day there may even be a wargamer who succeeds in bridging the differences between the four types!

NOTICE BOARD

Rates for classified advertisements on this page are 2p (5c) per word. Send cash and advert to TRADITION, 5a & 5b Shepherd Street, London W.1.

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TUNBRIDGE WELLS WARGAMES SOCIETY: Owing to difficult print delivery dates over the Christmas period, it is regretted that there was no way of publicising this Club's Wargames and Military Modelling Exhibition held in Tunbridge Wells on Sunday, 26th February. It is hoped that it went well and that the efforts of this pleasant and enthusiastic group were rewarded.

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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 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 40p per copy including postage.

REVEILLE '78, the third exhibition presented by The Lincombe Barn Wargames Society will take place on 12th March 1978 at The Downend Folk House, Ovendale Road, Bristol, from 10 am to 6 pm REVEILLE '78 will include a painting competition, an Ancients' competition, numerous wargames in many different periods, plus tables (subject to availability) for non-scheduled games. In addition there will be trade stands, refreshments and full scale military representation.

For details of the painting competition and a map of the venue please send a S.A.E. to John Oman, 14 South Avenue, Yate, Bristol BS17 5JA.

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MIDLAND MILITAIRE '78

Midland Militaire will be staged for the first time on June 17/18 1978 at the Botanical Gardens, Birmingham. Hopefully it will become one of the major dates on the wargames calendar. Outstanding features include - An enormous Dark Ages game on a huge table over 100 square feet involving hundreds of figures and some of the major names in the Ancient wargames world. A wargames club competition involving clubs from all over the country and with cash prizes and demonstration games illustrating many varied aspects of wargaming. Participation games will enable anyone to pit their skills against gunfighters, aircraft pilots, mythological demons and medieval knights, etc., etc. There will be a mass of trade stands and demonstrations showing the latest in wargames accessories.

Clubs or groups interested in putting on or taking part in a demonstration game or participation game should contact Dave Millward, 60 Buttermere Avenue, Nuneaton, Warks (please include S.A.E.).

At this year's MIDLAND MILITAIRE there will be a club wargames competition with teams of three competitors. The winning team will receive a handsome trophy to hold for one year and a £35 cash prize, the players will receive a winner's certificate. The losing finalist team will receive a £15 prize and its players runners-up certificates.

The main rounds of the competition will be fought on the Saturday. The first round will be fought in the Napoleonic period; the second in the Renaissance period. Teams will enter for EITHER Renaissance OR Napoleonic and will fight as a team; the players being cast as general and two sub-generals. The main aim of the competition is to test general wargames skills rather than those specific to one period, the finals will take the form of games in Early Medieval period and so will be fought on the Sunday between the winners of the two previous rounds. The winners of the two main rounds will be decided by totalling the points of each team winning its main round game and the team with the highest points total will be the winner.

The rules for the Napoleonic games will be 'Voltigeur', those for the Renaissance will be 'Musketeer' and for the early Medieval 'Gods Acre'. Rules are available from Skytrex Ltd., 28 Brook Street, Wymeswold, Leicestershire. Teams will be required to bring their own army for their main round game but armies for the finals will be provided by the organisers.

There will be no army lists as such, however teams will be required to submit army lists with their entry and armies must be reasonable and historically accurate. The organisers reserve the absolute right to require any changes to the teams lists that they think fit (any changes will be notified where applicable within 10 days of our receipt of your list). Lists for the Napoleonic period should be 2000 points (according to Voltigeur points values plus one general and two staff officers). Lists for the Renaissance should be according to Musketeer points values, 2500 points plus one general and two staff officers.

All entries to P.Hastings, 101 Castle Road West, Oldbury, Warley, West Midlands.

ARENA II CONVENTION

VICTORIA LEISURE CENTRE, Bath Street, Nottingham. 4th March - 9.30 am to 7 pm. Admission 30p.

The Nottingham Wargames Club and the Nottingham Model Soldier Shop cordially invite all wargamers to this wargames event which will feature trade stands, display games and star invitation games. Wargamers are invited to come and take part in boardgames, a huge Dungeons and Dragons game and other events. For fuller details see advert elsewhere in this issue.



COMMANDOS IN EXERCISE TEAMWORK 76

Two members of the 3rd Commando Brigade Air Squadron at Varde in Denmark during exercise Teamwork 76. The men seated in a Hafflinger truck are among those responsible for technical support to Royal Marine helicopters. The North Atlantic Treaty Organisation exercise took place over a major portion of the 12 million square miles of the Atlantic Command of NATO, involved some 80,800 personnel and all three major NATO commands, Allied Command Atlantic, Allied Command Channel and Allied Command Europe.

(Photo: MOD Photographer)

WARGAMING RULES: 1. Ancient Wargames (1000 BC to 900 AD) by Tony Bath. 2. Mediaeval period by Tony Bath. 3. 1750 Period in Europe (with supplementary rules for operation in America) by Tony Bath; 4. Napoleonic by Donald Featherstone. 5. American Civil War by Donald Featherstone. 6. Late 19th Century Wargames (incl. Colonial Wars against Natives) by Donald Featherstone. 7. 1917 Period wargame in German S.W. Africa (incl. rules for early tanks, armoured cars, etc) by Donald Featherstone. 8. 1944 Normandy-type wargame by Philip Barker. 9. Pike and Shot - English Civil War by Donald Featherstone. 40p each or the set of 9 for £3.00p including postage.

WARGAMES TERRAIN - Illustrated booklet describing how to construct realistic battlefields - 55p.

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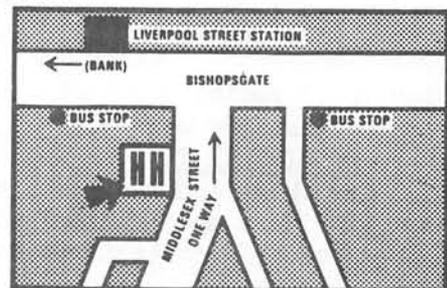
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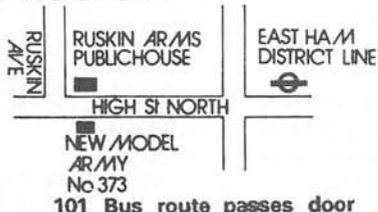
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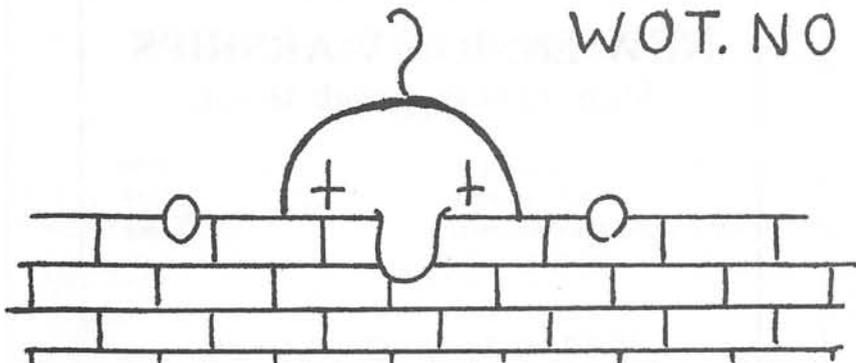
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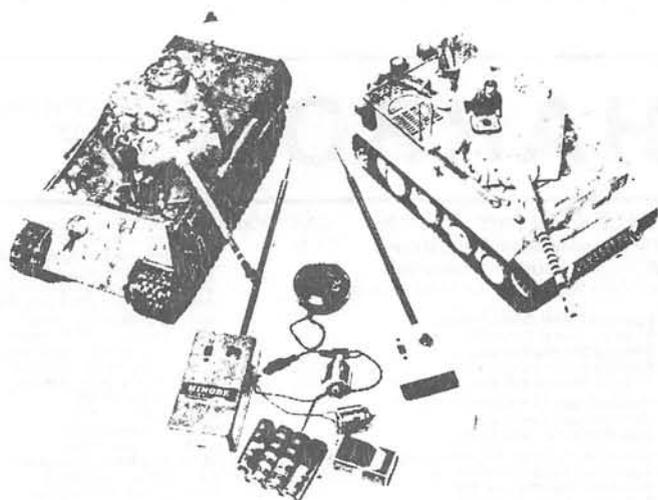
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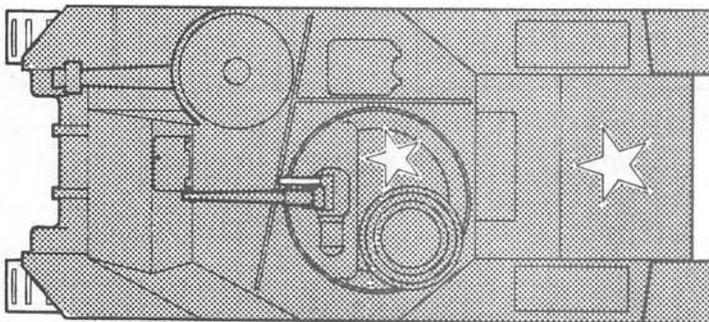
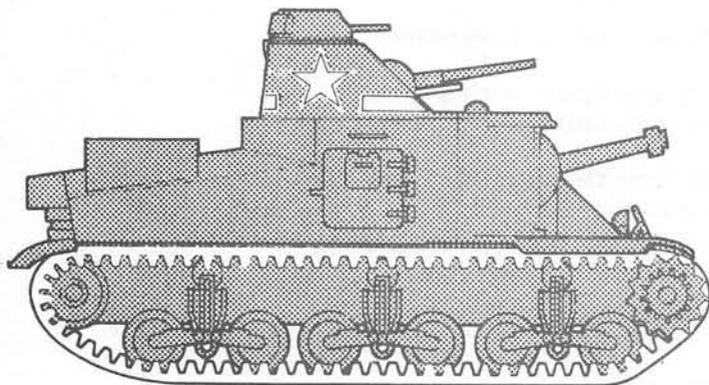
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